

BATTLES OF LEGEND

THE BATTLE OF LA MAISONTAAL

A historical scenario originally by Rick Priestley and battle report

by Ewan Lamont, Andy Hall & Steve Hambrook.

Welcome once again to the fifth instalment in our ongoing series of recreating famous Warhammer world battles into playable Warmaster scenarios. With the release of the Skaven army we now have the opportunity to see how they fare in a really big battle. Inspired as we were by the incredible Warhammer scenario, the Battle of La Maisontaal, we thought what better than recreating this in Warmaster. Once more we'll remind you that the rules for the special characters published are for use with the scenario below, but can be used in other games if you wish. Bear in mind that they are in no way official, so don't turn up to any tournaments with them!

THE BATTLE OF LA MAISONTAAL 2491

The Battle of La Maisontaal, fought in the year 2491, ended in a spectacular victory for the Bretonnian forces of Duc Tancred. Although at first the Skaven and Heinrich Kemmler's Undead forces fought together, this unholy alliance soon broke down when the treacherous Skaven unleashed a number of hellish Warpfire Throwers into the ranks of Zombies in an effort to destroy the Lichemaster. The Necromancer walked unscathed through the green flames, and turned his forces against his deceitful allies. Allowing the Skaven and Undead to engage each other, Duc Tancred held his forces back for a single heroic charge, which smashed the forces of the Skaven, splitting them. Despite this, the rat-men fought on in desperation, attacked on two sides.

While Throt the Unclean directed his mutated creations against the Undead and Bretonnian forces, Grey Seer Gnawdoom hurtled over the battlefield, borne aloft by the power of his magic. Accompanied by a small group of black-clad Gutter Runners, he managed to fight his way inside the temple of Taal and recover the Black Ark. The High Priest of Taal, Bagrian, was killed in this attack, stabbed countless times by the poisoned blades of an Assassin. Many say that Bagrian brought this end upon himself, and that his interest in warpstone reeked of the taint of Chaos.

Once Gnawdoom had this sacred item within his grasp he fled the battlefield, leaving the other Skaven to be slaughtered. Throt escaped the battle, his warpstone enhanced constitution keeping him alive despite horrendous wounds. It was rumoured that after the battle he hired the services of Clan Eshin to exact revenge on the treacherous Gnawdoom.

The Bretonnians took heavy casualties from the relentless press of Undead, for Kemmler kept raising those that fell using the devastating power of his magic and his sheer force of will. Eventually the Lichemaster tired of the battle, realising that the Skaven Grey Seer had already fled with his prize. He slipped into the shadows and was gone.

The monks of Taal praised their god for their survival and the Bretonnians returned to their lands with honour. Duc Tancred devoted the remainder of his life to seeking the downfall of the Lichemaster, tragically bringing about his own doom at the Battle of Montfort Bridge. Some rumours whisper that he walks the world still, cursed to undeath by the foul Necromancer.

The year 2491 was a dark year for the faithful of Taal, the god of Nature, whose temple lay high in the mountains between Bretonnia and the Empire. Here follows an account of these dire events.

Bagrian, High Priest of Taal, walked over the floorboards to look out of the shattered window as the last of the day's sunshine was bidden by the horizon. His face was a mask of cold fury. Shards of coloured glass crunched under his sandalled feet. The beautiful stained glass windows had been inspirational creations, spectacular devotions to Taal that had taken years of loving attention to create. Now they were in ruin, as was much of the abbey. Only the temple itself still stood. The rest of La Maisontaal Abbey had been ruined, and the smell of charred wood and swirling ash filled the cool night air.

The High Priest raised his gaze to encompass the fields surrounding the abbey, and his expression hardened. Dark shapes were

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silhouetted against the dying red sky; evil, twisted creatures were out there, abominations of nature which had no right to be walking the earth. Those creatures were opposed to all that he believed in, and were an affront to his god.

Concealed with arcane spells of protection and shielding, Bagrian had slipped unnoticed into the bowels of the mighty stronghold of the foul rat-men, that dark, crumbling city beneath the marshes known as Skavenblight. His journey had reaffirmed his belief that these creatures had no place in the world, and he had learnt much of the Skaven in his brief foray. He had discovered that it was the Chaos-infused substance known as warpstone that millennia ago had twisted the rat-creatures into the hideous beings they were today. He had hoped that studies of this dangerous substance might provide a clue as to how to eradicate the unnatural creatures from the world forever. With this in mind, Bagrian magically transported a small black box full of warpstone to his study in the abbey of Taal, high in the Grey Mountains. The rat-creatures flew into a frenzy when they discovered that the box was missing. Despite being magically concealed, Bagrian only barely escaped the seething Skaven lair. How could he have known that the box was an item sacred to the abhorrent Skaven, the cursed Black Ark of the Horned Rat?

It had taken only days for the foul creatures to appear. Taal only knows how they had found him, so far from their subterranean hell-hole, but find him they had. Three nights later, he had been awoken from his slumber by a vision of his god, alerting him to danger. Rushing into the corridor outside his room, he found the night watch lying at their posts, their throats slit. Hunched black figures prowled the abbey, moonlight glinting on their vicious blades. Calling on the powers vested in him by his god, Bagrian caused a great ball of light to appear above the abbey, burning like a miniature sun and illuminating the entire grounds. The black-clad Skaven cowered before the sudden light, and Bagrian quickly dispatched them with his powerful magic. The next morning, fear filled the abbey and shock and fright could be read in the eyes of initiate and monk alike. As night began to fall, movement could be seen in the distance, and the first wave of attacks began. Led by Gnaudoom, a crazed and powerful Skaven sorcerer, and the hideously mutated Throt the Unclean, the twisted rat-men descended on the abbey, crashing over the walls in a horrid, unstoppable swarm.

The monks of Taal stood bravely before them, fighting with mace and hammer. The air was filled with crackling sorcery as the Grey Seer pitted his magic against that of Bagrian. Throt, a powerful master mutator of Clan Moulder, directed his foul rat-spawn creations against the abbey's defenders, and twisted rats of gigantic proportions scrambled over the walls. The battle raged for half the night, and the outer walls of the abbey were slowly reduced to rubble. The overwhelming numbers and ferocity of the Skaven had slowly pushed the monks back.

As the moon reached its zenith in the sky above, a second terror descended on the beleaguered abbey. His soul filled with a growing despair, Bagrian looked into the clear sky, only to see the stars being blocked out by huge, dark shapes. On leathery wings, immense, deadly fell bats swooped down onto the monks, draining several of blood before taking to the air once more. The monks recoiled in horror as an army of the dead marched out of the mountains to the north. The Skaven advanced with increased confidence now that their allies had arrived.

At the head of the legion of corpses strode the dread Necromancer Heinrich Kemmler, the Lichemaster. For years this evil sorcerer had been causing terror along the borders of Bretonnia, laying waste to villages and towns as his army's ranks swelled with those he slaughtered. At his side was the towering figure of Krell the Twice Damned; his soul pledged to Chaos and his long-decayed body cursed to walk the earth once more. No doubt the Necromancer planned to use the power of the cursed warpstone to enhance his already dangerously powerful necromantic abilities.

In horror, Bagrian turned to the small graveyard just outside the abbey grounds as hands pushed up through the wet earth. The bodies of dead monks rose from their graves at Kemmler's command, turning sightless eyes upon their former brethren. Dismay washed over Bagrian, for such obscene acts should not be possible on the sacred, consecrated grounds of La Maisontaal. The Lichemaster was powerful indeed! Groaning, the rotting bodies of countless zombies staggered towards the monks, and the battle became even more terrible.

Bagrian ordered the monks into the temple of Taal, sealing the immense solid door behind them. He knew that if the two parties acted together, they would quickly overcome the last of the abbey's defenders, but that was not in the nature of these suspicious and evil-hearted beings. Indeed, the unholy alliance swiftly fell apart and the two unnatural enemies clashed.

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While the powerful sorcerers Kemmler and Gnaudoom were focused on each other, Bagrian managed to get past their magical defences. Free from its corporeal burden, his spirit burst from his body and sped into the sky. Soaring high above the earth, Bagrian scoured the lands in an attempt to find some aid for the beleaguered abbey. After nearly an hour of searching, his spirit-eyes found what he sought. Camped less than a day's march away from the abbey was a force of Bretonnian knights. Descending to the ground, his spirit form passed through the command tent, coming invisibly face to face with the proud Duc Tancred.

Looking within the heart of the noble Bretonnian Grail Knight, Bagrian saw that he had a true and noble spirit, and hope surged through him. The Grail Damsel at Duc Tancred's side gasped as she perceived the spirit of Bagrian, though no other in the tent could see him. Swiftly, Bagrian told her of the plight of the abbey of Taal. The Damsel quickly relayed the message to the Duc. Hearing the name of the hated Heinrich Kemmler, the Grail Knight surged to his feet, shouting for his army to make ready to ride to war.

Bagrian glared over the shattered remains of his once proud abbey. As he watched, the two forces came forward once more to resume their struggle. Doubtless, both Kemmler and the Skaven Grey Seer Gnaudoom wanted the warpstone bidden in the strangely decorated black box for themselves.

The forces of Skaven and Undead clashed once again as the sky turned to darkness overhead, their fighting even reaching the inner compound of the abbey below. The sound of chanting echoed through the temple as the monks of Taal intoned devotions to their god. Bagrian was at peace within himself, though he raged against the abominations that stalked the night outside. He knew that if his god decreed that his time was upon him, he would face it without fear. If his god decided that he would live to fight to restore the natural order of the land, then he would survive this day.

There was a sudden shout within the temple, interrupting the chanting that stopped suddenly.

"Look to the west, Father Bagrian! By Taal, we are saved!"

Running to the west windows, Bagrian saw a great cloud of dust billowing in the distance. Riding before the dust-cloud were the proud knights of Bretonnia, pennants dancing in the wind as they galloped towards the abbey. He

saw elements of the Skaven and Undead forces turn to face this new threat, while others kept fighting each other.

Feeling the power of his god flowing through him, Bagrian turned resolutely to the monks who crowded behind him.

"I will join our allies, and smite the abominations this day in Taal's name! Guard the Ark well in my absence."

With those words he swept towards the great double-doors that guarded the entrance to the temple. The doors swung open at a gesture, and he stepped through them. The burnt ruins of the abbey were littered with bodies, some furred, others in various stages of decay. The great doors swung shut behind him, and Bagrian gazed in hatred towards the figures of Kemmler and the Skaven Grey Seer, Gnaudoom. They sensed his power across the battlefield and instantly began their mental assault.

The Skaven army swiftly broke away from the Undead forces, pulling back to regroup. The Bretonnians thundered over the rocky ground and the three armies faced each other, the abbey in the centre. Standing on the steps of the temple of Taal, Bagrian raised his arms high in the air. There was a sudden flash of light, and contorting lightning arced towards the Undead and Skaven ranks. At an unheard signal, the three armies charged towards each other, and the vicious, desperate Battle of La Maisontaal began in earnest.



FORCES

The Bretonnian army consists of 3,000 points chosen from the Bretonnian army selector. This army must be divided into two separate forces, one consisting of 500 points of infantry only (the defenders of La Maisontaal) and one consisting of 2,500 points (the relief force). The High Priest of Taal, Bagrian, is a Wizard and is free with this scenario. The Skaven army consists of 3,000 points from the Skaven army selector. The character Throt the Unclean comes free with this scenario. The Vampire Counts army consists of 3,000 points from the Vampire Counts army selector. The character Heinrich Kemmler is the General and comes free with this scenario.

SET UP

The Undead and Skaven armies deploy first as shown on the map on pg 10, taking it in turn to place either a unit or a brigade until all of their units are deployed. Then the Bretonnian player deploys 500 points of his army in and around the abbey of La Maisontaal (this must be comprised only of infantry and must include the special character Bagrian). Units within the abbey count as Fortified. The rest of the Bretonnian army may only come on via the Bretonnian battlefield edge upon the successful roll of a 4+ on a D6 by the Bretonnian player. The Bretonnian player may attempt this roll once at the beginning of each of his turns.

SPECIAL RULES

Multi-player game: This battle is a multi-player game with three distinct sides; Bretonnians, Skaven and Vampire Counts. Each army acts in exactly the same way that individual armies do and will withdraw after the death of the General or after losing over

half its full complement of units. The game ends either after eight turns or if there is only a single army remaining on the field of battle. Players should take note of the stands and units that they destroy of each of their enemies so that Victory points can be allocated at the end of the battle (the easiest way to do this is for each general to build up a 'dead pile' on a spare table or in a box). Each army moves in its own specific phase of each turn and follows the sequence of turns as shown below.

TURN SEQUENCE

Skaven/Undead/Bretonnian

GAME LENGTH

The game lasts for eight turns.

VICTORY CONDITIONS

In addition to the standard Warmaster victory conditions, the army that finishes the battle with the most units within the compound of La Maisontaal gains an extra 500 Victory points.

SPECIAL CHARACTERS

<i>Characters</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points</i>	<i>Min/Max</i>	<i>Special</i>
Bagrian	Wizard	+1	–	–	8	1	–	1	*1
Throt the Unclean	Hero	+3	–	–	8	1	–	1	*2
Heinrich Kemmler	General	+2	–	–	9	1	–	1	*3

Special Rules

1. Priest of Taal. Bagrian is the master of La Maisontaal and a High Priest of Taal, the god of nature. He therefore doesn't use the standard spell list available to Bretonnian Enchantresses and utilises the Empire spells instead.

2. Master Mutator. Throt is a Master Mutator of Clan Moulder and as a result has mutated his own body, increasing his constitution considerably and grafting on an additional arm. This gives Throt +2 Attacks that have been included in his profile.

3. Master Necromancer. Kemmler has studied the dark arts for countless centuries. He counts as though he has the Necrarch ability – may re-roll one failed spell throughout the battle.



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KEMMLER'S DARK ORATION...

So here we are at another Battle of Legend. My track record at these has not been very good, in fact it's down right terrible! And my nemesis (the evil Hambrook!) has an unbeaten record. After Steve asked me to play in this one I stuck a few more pins in the head of the Hambrook Voodoo doll I keep in my desk drawer and reluctantly agreed.

In this battle I was to play the Lichemaster, Heinrich Kemmler, and command his force of Undead using the Vampire Counts army selector. After reading the scenario it became apparent to me that I had to get into La Maisontaal. This was for two main reasons. Firstly, La Maisontaal is *Fortified* which means it cannot be attacked by cavalry, which when going against Bretonnians is a good thing! Secondly, being in control of the abbey at the end of the game gained you an extra 500 Victory points. With this in mind I went for a solid brigade of Grave Guard to lead the attack on the abbey. This would be supported by a Vampire in Black Coach and one on a Winged Nightmare. Getting into the abbey would be no

mean feat, so with the aid of the *terror* - causing Vampire mounts I hoped to better my chances. I also 'maxed' out on Grave Knights knowing that I would probably bump into large amounts of fearsome Bretonnian Knights. Fell Bats would also be useful for getting into the abbey (the internal courtyard was not *fortified*) so I took as many as I could. I filled out the rest of the army with the usual mix of Undead flotsam which was dependant on what we had painted in the cabinet. These would largely have a supportive roll and I hoped to get as many in the abbey as possible if I managed to break in.

After surveying the battlefield I realised that I would need to work with Steve's Skaven army if I was going to crack the abbey. Once in La Maisontaal I would then boot Steve out (as I knew he would betray me as soon as our alliance had run its course). An alliance with Steve would be a shaky one at best as we have both played against each other many times, having a long running (friendly, honest!) rivalry and have never worked together before, could we now? – Andy.

The Undead Horde of Heinrich Kemmler

• Kemmler – General	Free
• 1 Vampire Black Coach	120 pts
• 1 Vampire on Winged Nightmare	160 pts
• 3 Necromancers	135 pts
• 10 units of Skeletons	300 pts
• 6 units of Zombies	210 pts
• 12 units of Grave Knights	1,320 pts
• 4 units of Grave Guard	240 pts
• 8 units of Dire Wolves	320 pts
• 3 units of Fell Bats	195 pts

Total – 3,000 pts

LE PLAN DE BATAILLE

I did not have to think too much about what troops to take - 3,000 points is a lot of troops and I just about begged, borrowed and stole enough to supplement my own reasonable 1,500 point army. As it turned out I had accidentally acquired a very usefully balanced force. My 'useful' infantry came to the 500 points required to defend La Maisontaal, leaving only a brigade of Peasants scurrying after their mounted masters in the relief force. I swapped one of the Peasants units with Men-at-arms so that the Peasant brigade had a bit of backbone and might actually move on the battlefield. I organised the Knights into three brigades, one hard hitting one with the 'tooled up' Grail Knights, one of four units and one

smaller three-unit brigade. The Squires were divided into two three-unit brigades.

The plan was simple – the monks and their retainers (Peasants, Men-at-arms and Bowmen) just had to survive until the proverbial cavalry came to the rescue. The only slightly devious bit of my plan was to send all the squires to my far right flank and give the Skaven something to think about (keeping them away from the La Maisontaal).

My big fears were a coordinated Skaven and Undead attack on the abbey, the Skaven sitting in my deployment zone picking off the relief column as it came onto the battlefield or even worse – the relief column never actually showing up! – Ewan.

The Bretonnian Army of Duc Tancred

• <i>Duc Tancred</i> – General	125 pts
• 1 Hero on Pegasus	95 pts
• 3 Heroes	240 pts
• 2 Enchantresses on Unicorn, one with <i>Scroll of Dispelling</i>	140 pts
• 1 unit of Men-at-arms	45 pts
• 3 units of Peasants	90 pts
• 2 Grail Knights, one with <i>Sword of Destruction</i>	250 pts
• 9 units of Knights	990 pts
• 6 units of Squires	540 pts

The Garrison of La Maisontaal

• <i>Bagrian</i> – Wizard	Free
• 5 units of Bowmen	275 pts
• 4 units of Men-at-arms	180 pts
• 1 unit of Peasants	30 pts

Total – 3,000 pts

ATTACK ABBEY, QUICK-QUICK!

My fourth Battle of Legend and so far I have a one hundred percent success rate – something tells me I'm gonna be in for a fall! When coming up with ideas for scenarios for Battles of Legend we generally research all available Warhammer material. This usually involves reading through the history and background sections of each of the army books (oh, what a chore!). This time around I was flicking through the Warhammer Chronicles 2003 when I stumbled upon the Battle at La Maisontaal. This immediately gave me pangs of nostalgia, for I remembered playing the original scenario from the first Citadel Journal, many years ago. Back then I took command of Bagrian and his warrior monks and was soundly slaughtered by the Undead and Skaven armies. How good would this be in Warmaster scale I thought. So, here we are again and this time I'm not the Bretonnians! So, 3,000 point of Skaven, eh? Well, no one knows Skaven better than me (allegedly!) and they certainly are a difficult army to command. With the Skaven you have to have a decent battleplan, and stick to it, otherwise you can easily end up as rat stew! First I had to write an army list and being that I was somewhat restricted by the numbers of models we had available (I had to grovel to the guys in Direct Sales for use of their burgeoning Skaven army as we have so few painted up in the office – cheers lads!). For a 3,000 point Skaven army your minimum troop choices must be six units of Clanrats and six units of Rat Swarms. To this I added just two more units of Rat Swarms but a healthy eight more units of Clanrats. This

would give me a solid backbone for my army. I took another look at the scenario – I would have to assault a *Fortified* position. Now who better than the mighty Rat Ogres for this job? I purchased the maximum number of units I could have – six! I also figured that if I was going up against Bretonnians and their fearsome Knights I would max out on Warp-lightning cannons – taking three. I also took a couple of units of Jezzails to guard the guns. Three units of Plague Monks and three units of Gutter Runners would give me some hard-hitting and some versatile troops. Finally I took a Doom Wheel – they never seem to do much for me but maybe this time it would fulfil its potential. With my units sorted and already forming up in brigades within my head I considered the characters. I took the obligatory Grey Seer and for battles of this size, the equally obligatory Screaming Bell – tooling him up with a *Ring of Magic*. Three Heroes and three Warlocks I thought would give me enough decent Command and more than sufficient magic support for the army. I gave the Rat Ogres a smattering of magic banners just to give them that edge. And finally there was Throt the Unclean – a Hero but with a massive three attacks, and for free. mm...

Right, now for the battle plan. I seemed to have lumbered myself with a deployment zone in the centre of the battlefield with two opposing armies coming on from either end. The last thing I wanted was to get caught fighting on two fronts. It would make no sense to throw my entire army at the abbey, trying to hold back the tides of Undead and just waiting

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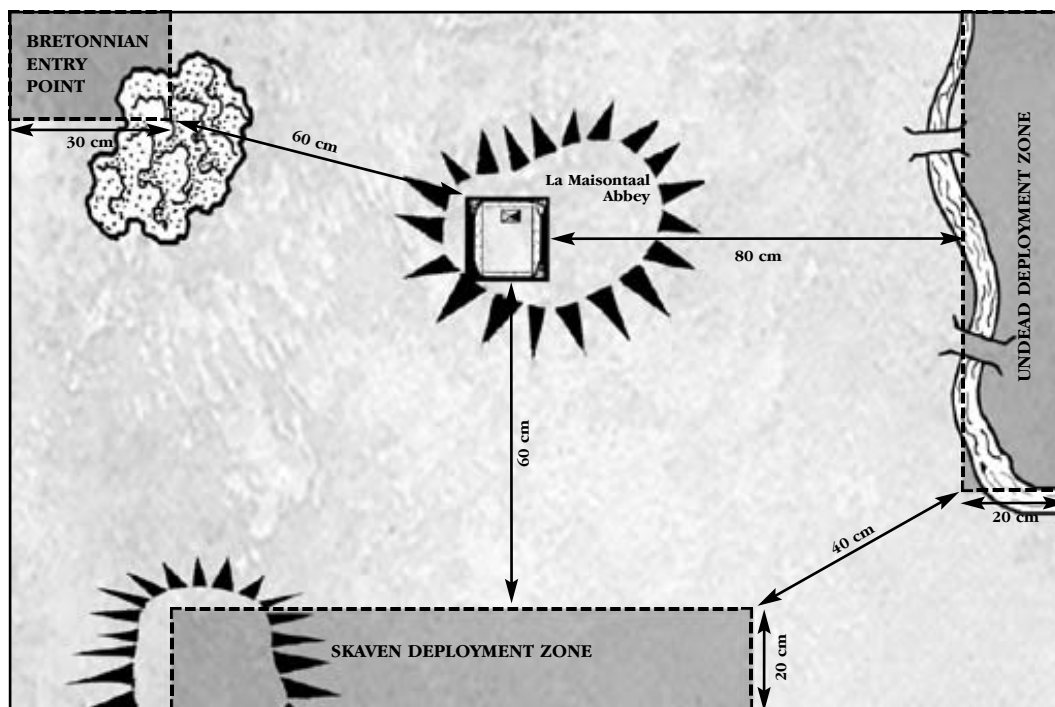
for the fast moving (and hard hitting) Bretonnian Knights to come on and hammer me from the rear! I decided to divide the army into three elements. One, the Rat Ogres and some Rat Swarms and led by Throt the Unclean would advance and assault the abbey. A second force comprising mainly Clanrats and Plague Monks would form a buffer against the Undead and secure my right flank. Finally, the largest part of my army would secure the hill on my left flank and await the Bretonnians with Jezzails, Warp-Lightning Cannons, supported by legions of Clanrats and Rat Swarms. Hopefully, staying in this defensive

position on the left flank would not only force the Bretonnians and Undead to fight each other, it would also be sufficiently far away from the Undead deployment zone that they wouldn't be able to attack me at the early stages of the battle. I could just sit there and watch the battle unfold, applying the greater part of my army when the opportunity arose. When you play Skaven you have to learn to think like one – let the man-things and dead-things annihilate each other then move in for the kill-kill – Squeak! – Steve.

The Skaven Army of Grey Seer Gnawdoom

• Gnawdoom – General on Screaming Bell with <i>Ring of Magic</i>	280 pts
• Throt the Unclean – Hero	Free
• 3 Heroes, one with Sword of Might	210 pts
• 3 Warlocks, one with <i>Scroll of Dispelling</i> / <i>Staff of Spellbinding</i> / <i>Rod of Repetition</i>	150 pts
• 14 units of Clanrats	480 pts
• 8 units of Rat Swarms	300 pts
• 3 units of Gutter Runners	180 pts
• 2 units of Jezzails	160 pts
• 3 units of Plague Monks	140 pts
• 6 units of Rat Ogres, one with <i>Banner of Shielding</i> / <i>Banner Fortitude</i> / <i>Battle Banner</i>	810 pts
• 1 Doomwheel	150 pts
• 3 Warp-Lightning Cannons	150 pts

Total – 3,010 pts



The Battlefield

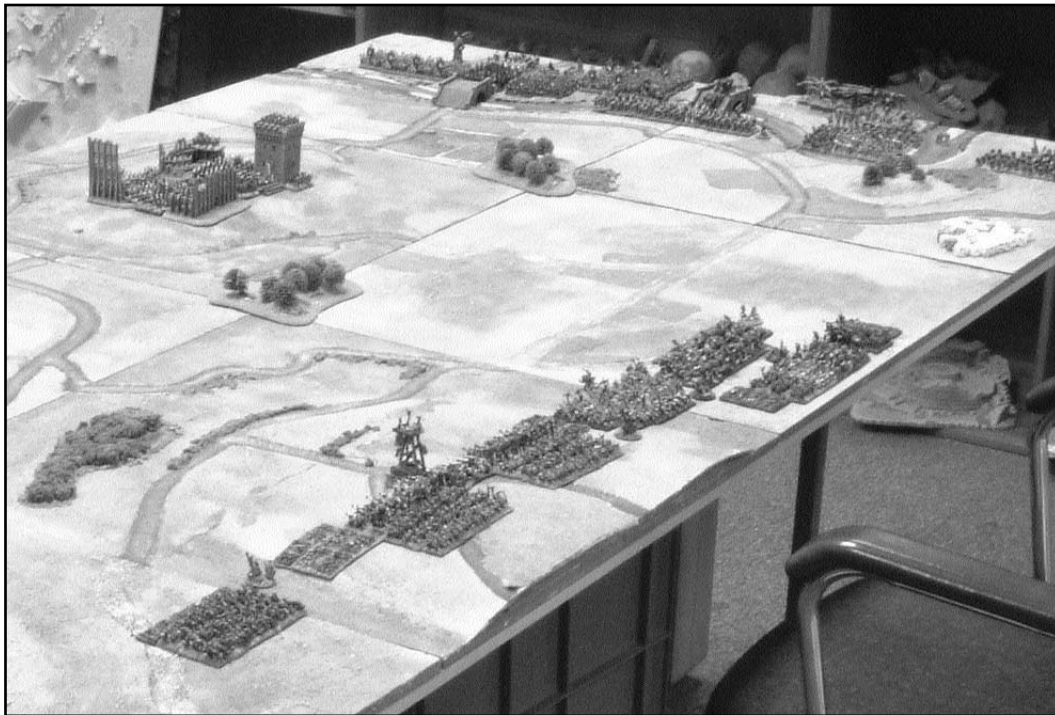
DEPLOYMENT

The Skaven and Vampire Counts armies deployed first. The Skaven army was deployed lengthways across the battlefield. On the extreme left flank, a brigade consisting of three units of Gutter Runners, screened by a unit of Rat Swarms, deployed commanded by a Hero. Slightly left of centre, upon a large, strategic hill, was deployed a monstrosly vast brigade that consisted of three Warp-lightning Cannons, two units of Jezzails, two units of Rat Ogres, six units of Clanrats with the flanks bolstered by three units of Rat Swarms. This brigade was accompanied by the general, Grey Seer Gnauldoo, upon his Screaming Bell, a Hero and a Warlock. In the army centre, to the right of the brigade on the hill, was a brigade of six units of Clanrats commanded by a Hero. To the right of this was a brigade of four units of Rat Ogres, supported by two units of Rat Swarms and commanded by Throt the Unclean and a Warlock. Immediately behind the brigade of Rat Ogres was a brigade consisting of three units of Plague Monks, two units of Clanrats and supported by two units of Rat Swarms. This brigade was commanded by a Hero and a Warlock.

The Undead horde of Heinrich Kemmler, the Lichemaster, deployed at right angles to the Skaven host, with its left flank closest to the Skaven right and its right flank closest to the Abbey of La Maisontaal. On the Undead left

flank facing the Skaven horde were deployed two brigades of four units of fast moving Dire Wolves, each commanded by a Necromancer. Nearer the army centre and on the other side of the river, were deployed two brigades of Zombies and three units of Fell Bats commanded by a Necromancer. In the army centre and on the near side of the river were two brigades of Grave Knights commanded by a Vampire in a Black Coach. Immediately behind these, on the far bank of the river, were deployed two brigades of Skeletons and a brigade of Grave Guard and these were accompanied by the Undead general Heinrich Kemmler himself and a Necromancer. On the right flank, on the far side of the bridge were a couple of brigades of Grave Knights with a brigade of four units of Skeletons to their right. This flank was commanded by a Vampire Hero, mounted on a Nightmare.

Facing these two immense armies of darkness was the Abbey of La Maisontaal. Within the sturdy but partially ruined walls of this powerful fortress, the magic wielding Abbot, Bagrian, commanded a force comprising of five units of Bowmen, four units of Men-at-arms and a single unit of Peasants (these were the actual monks!). Bagrian knew that he would have to hold out until Duke Tancred's reinforcements would arrive and so had prepared his defences well.

*Deployment*

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Skaven Turn 1

The dreadful tolling of the ancient Screaming Bell signalled the advance of the Skaven horde and with that the battle begun. The Skaven brigades on the left flank and army centre advanced at a steady pace aiming at securing the high ground, whilst Throt the Unclean forced his brigade of ravenous Rat Ogres forward with his barbed whip. So desperate were the great beasts of Clan Moulder to taste the flesh of their foes that they surged ahead of the whole army, almost reaching the abbey walls. The brigade of Clanrats to the Rat Ogres' right moved up in support. The brigade of Plague Monks proved too unruly and were too busy building themselves up into a fighting frenzy that they failed to move despite the irritated wailing of their leaders. Magic cast by a pair of Warlocks against the abbey failed to have any effect.

Vampire Counts Turn 1

Slowly but inexorably the Undead horde of the Lichemaster ambled forward, guided by the will of their necromantic masters. On the Undead left flank, the jet-black forms of swift Dire Wolves bore down upon the right flank of the Skaven army that was currently in disarray. The second brigade of Dire Wolves, however, failed to move and became separated from their fellows. The massive brigades of Zombies advanced on the Undead left flank dispelling any illusions about their apparent sluggishness in battle. The Grave Knights in the army centre moved forward to the sound of bones being struck upon drums made of human skin. A tall, gaunt Necromancer directed the Fell Bats

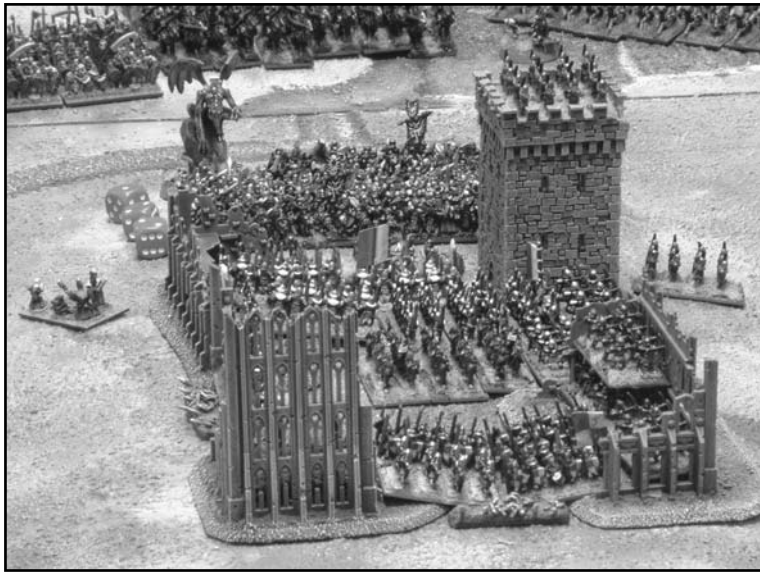
across the battlefield to land to the far side of the abbey. The brigades of Grave Guard and Skeletons in the centre and right flank, respectively, advanced to within bow range of the abbey. The race was now on to reach the beleaguered abbey that sat like a small beacon of light within a sea of darkness. For a fleeting moment though it was as if the Lichemaster was ambivalent to the fate of the abbey for his Grave Knights and Skeletons on the right flank just stood their ground, like so many statues, their torn pennants fluttering in the breeze.

Bretonnian Turn 1

With the two titanic armies bearing down upon the abbey, Ewan, the Bretonnian general, knew that the sooner his reinforcements arrived the better. He rolled for each of his units and was dismayed when just two brigades of Squires arrived on the battlefield – where were those Knights? Making the most of what was available, Ewan moved the Squires up in one long line to within bow range of the Gutter Runners on the Skaven left flank. The Bretonnians within the abbey drew back their bowstrings and unleashed a hail of fire upon the advancing Skeletons driving them back from the walls. Their fire against the advancing Rat Ogres was swallowed up by the multitude of Rat Swarms that preceded them and had little discernable effect. The Squires on the Bretonnian left flank had more luck and the heavy cloud of arrows unleashed against the advancing Gutter Runners wiped out their screen of Rat Swarms entirely (six units of Squires in line – eighteen missile attacks!).



The battlefield at the end of Turn 1

Battles of Legend**Turn 2 – Kemmler’s forces assault the abbey****Skaven Turn 2**

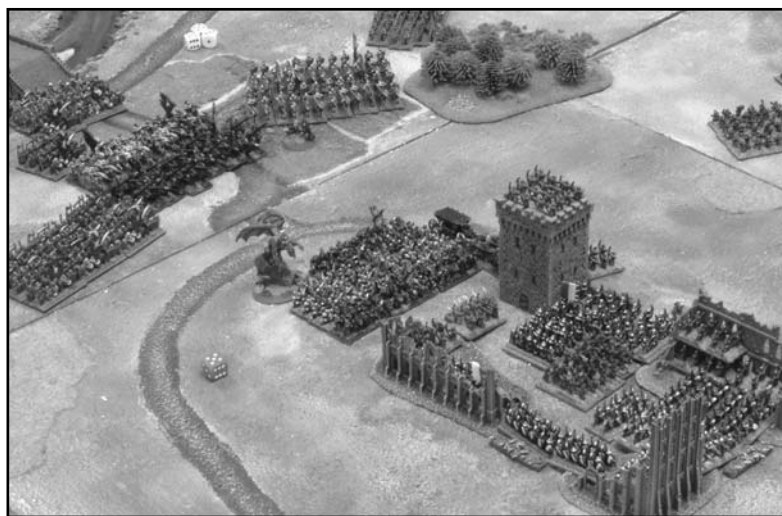
Noticing the gradual deployment of Bretonnian reinforcements, Grey Seer Gnowdoo started to enact his masterplan. He ordered his main brigade onto the brow of the large hill on his left flank, to take up defensive positions where the artillery and Jezzails could sweep much of the battlefield. The Clanrats disengaged from their parent brigade and pulled back to act as a reserve. The scouting force of Gutter Runners, now devoid of their screen of Rat Swarms, diligently moved into the small patch of woods at the bottom of the hill, where they could disrupt any frontal assault upon the hill. Even with ravenous Dire Wolves bearing down upon them, the brigade of Plague Monks on the Skaven right flank still stubbornly refused to move, discipline it would appear had gone completely! In the meantime, Throt’s brigade of Rat Ogres was advancing steadily upon the abbey but they seemed to be on a collision course with the advancing Undead legions. It would be sheer folly to get embroiled in a pointless combat with the Undead – deal with them later, Gnowdoo had instructed the ambitious ratman. Throt ordered his brigade to swing around and take up a position to the left of the abbey – the opposite side to the

Undead assault. This would split the Bretonnian defenders and the Undead would, in essence, aid Throt’s assault.

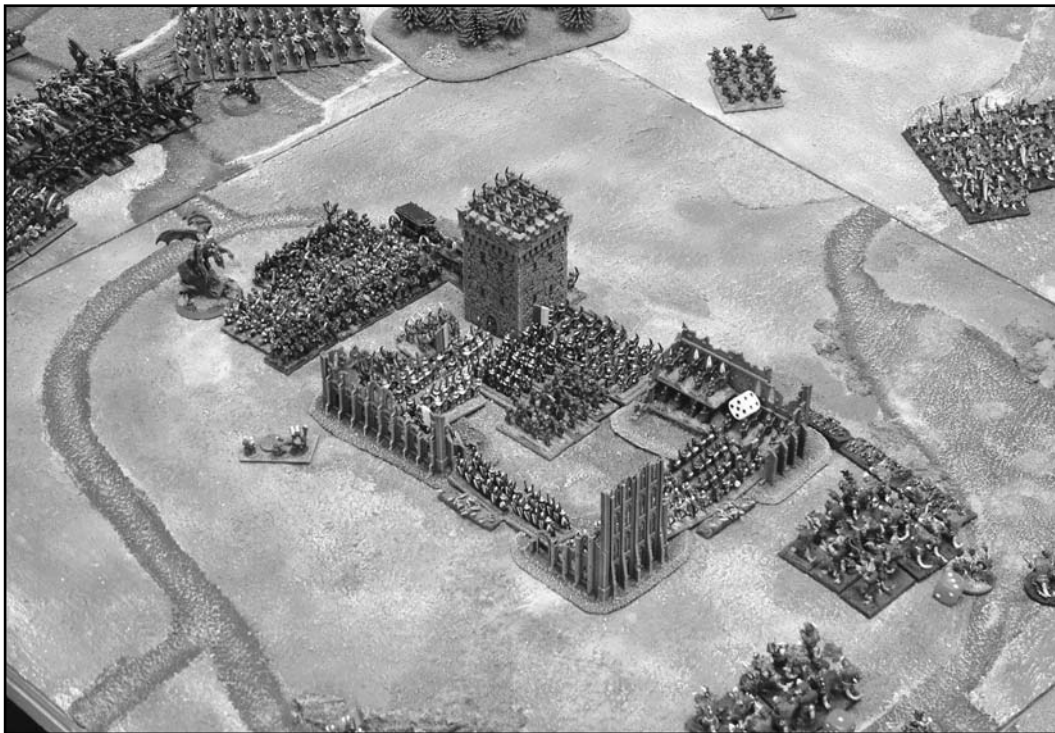
Once the Warp-lightning Cannons and Jezzails were in position, Gnowdoo ordered them to open fire on the Squires. With a massive crackle of energy the cannons fired, supported by a Warlock casting *Warp Lightning*. After the smoke cleared, a couple of units of Squires had taken a bit of a battering and were in disarray (they had lost a couple of stands and were confused).

Vampire Counts Turn 2

The Lichemaster could work out what the Skaven were up to but was unsure as to whether they were his allies or his enemies. He ordered his Grave Guard to assault the abbey immediately and in this they were supported by the *terror*-causing Vampire on Black Coach. The brigade of Grave Knights was ordered to protect the flanks of the Grave Guard as they assaulted the abbey whilst the Zombies continued their advance down the centre of the battlefield to act as a buffer against any Bretonnian reinforcements or maybe the Skaven. On the Undead left flank, the Dire Wolves advanced into charge range of elements of the Skaven right flank. The Lichemaster pondered for a moment but before he could

**Turn 2 – The Undead forces are repelled from the abbey**

Battles of Legend



Turn 3 – The abbey of La Maisontaal comes under attack from all sides

decide the fate of this mysterious third force, an impetuous Necromancer made that decision for him. The evil wizard cast *Vanbel's Danse Macabre* upon a unit of Dire Wolves and they went crashing into the flanks of a unit of Rat Swarms – battle with the Skaven had commenced. The Lichemaster considered for a while a suitably, painful death for his insubordinate minion as battle was joined.

The Grave Guard assaulted the abbey walls with ladders and scrambled over the rubble of the numerous breaches within them. After some fierce fighting they were driven back from the abbey with losses on both sides (a stand each). Meanwhile, the Dire Wolves utterly destroyed the Rat Swarm on the Skaven right flank and then advanced into the flank of a unit of Clanrats. Surprisingly, the Clanrats managed to drive off the Dire Wolves and then destroy them in turn!

Bretonnian Turn 2

Again Ewan rolled for his reinforcements and again he was sorely disappointed – not a single unit arrived this turn! You couldn't help but sympathise with him. Aware of the size of the forces bearing down upon the abbey and aware of the pitiful forces at his disposal, Ewan knew that he was going to have to use them effectively and sparingly. The Squires on the Skaven left flank were ordered onto the hill to the Skaven's extreme left, in an attempt to outflank the Skaven defences and remove

themselves from the fire arc of the Skaven artillery. This did, however, leave the two confused units of Squires staring down the barrels of many Jezzails and three Warp-lightning Cannons! The Squires unleashed a startlingly accurate volley of arrows against the Gutter Runners skulking in the woods, at the foot of the Skaven-held hill, and drove them back, slaying many (a stand was lost and a unit confused in the drive back). The abbot of La Maisontaal, Bagrian, looked out over what appeared to be a rippling, dark sea of enemies and apart from a handful of mounted Squires in the distance he could see no signs of respite.

Skaven Turn 3

As far as Grey Seer Gnawdoom was concerned everything was going to plan, his shock troops were in position to assault the abbey and very few Bretonnian reinforcements had arrived. Three units of Rat Ogres and a Rat Swarm hurled themselves against the abbey's fortifications with reckless abandon. His single eye gleaming with barely contained blood lust, Throt himself joined the assault on the abbey. Meanwhile, the brigade of Clanrats that were positioned as a buffer against the Undead hordes in the centre of the battlefield charged the advancing Zombies using their initiative as their discipline collapsed (I think that was my first error! – Steve). Gnawdoom was furious – this would bring the Undead down upon his army in full strength. He would wear the fur of the Clanrat's leaders as a cloak!

On the Skaven right flank, after their rude awakening by the charge of the Dire Wolves, the Plague Monks and their supporting units finally found a semblance of discipline and wheeled around facing off against the remnants of the Dire Wolves.

On the Skaven left flank again the Warp-lightning Cannons spoke their litany of death, destroying one of the stranded units of Squires and inflicting horrific casualties upon the other.

In the assault against the abbey, a Warlock successfully cast Death Frenzy on the Rat Swarm taking part. Unfortunately, the eldritch magic proved far too potent for the very lowest of the Skaven forces and they simply tore themselves apart before they even reached the ramparts (Yes, I managed to roll two 6's! – Steve). The Rat Ogres were repelled with heavy losses, as the men defended the ramparts with a grim determination. One unit of Men-at-arms, emboldened by their success against such huge odds, sallied out of the abbey intent on catching and slaying the vile Throt. The men fought valiantly but eventually had to retire behind the ramparts after most of their unit was destroyed (three stands of Rat Ogres, a whole Rat Swarm – destroyed by their own spell – all for the cost of two stands of Men-at-arms!). The Clanrats fared much better in their battle against the Zombies, however, and destroyed three units for the loss of two stands (with only a single attack each when caught in

the flank, Zombies don't stand much of a chance!).

Denied his 'easy' entrance to the abbey and now embroiled in an escalating battle with the Undead, Gnawdoom seethed – this was not going to plan...

Vampire Counts Turn 3

'So the puny ratmen think they can take on the might of the Lichemaster?' thought Kemmler as he saw his expendable Zombies being hacked down in droves. The Lichemaster knew that he held all of the aces – he had far more troops available to assault the abbey, the only Bretonnian reinforcements were currently harassing the Skaven army so they couldn't afford to waste troops fighting his horde. The Lichemaster decided that he would teach the irritating Skaven a lesson and smash the brigade of Clanrats in the centre of the battlefield. This would let the impertinent ratmen know that the abbey was his and that they should concern themselves with the encroaching Bretonnians. In the meantime, the Lichemaster ordered the assault against the abbey to continue. A Necromancer sent a shambling brigade of Skeletons to engage the doomed Clanrats in the centre. However, all the other orders issued that turn fell upon deaf (or dead!) ears as the massive Undead horde came to a halt. Orders issued to the Fell Bats failed, as did those issued to the Grave Guard to continue the assault and those to the Dire Wolves to charge the Plague Monks on the



The battlefield at the end of Turn 3.

Battles of Legend



Turn 4 – Skaven renew their assault against the abbey

Skaven army's right flank. More importantly, the personal orders of Kemmler issued to his Grave Knights to charge the Clanrats in the flanks failed also, even when he invoked the power of his *Orb of Majesty* (boy, did Andy swear like a trooper at this point!). The Lichemaster bellowed with rage at his disobedient army of automatons and cast *Vanbel's Danse Macabre*, moving a unit of Grave Guard to assault the abbey alone.

In the ensuing combat with the Clanrats, without the benefit of the Grave Knights charging their exposed flanks, the Skeletons were outmatched and driven off. Similarly, without the aid of supporting troops, the Grave Guard assaulting the abbey were easily driven off by the defenders.

Bretonnian Turn 3

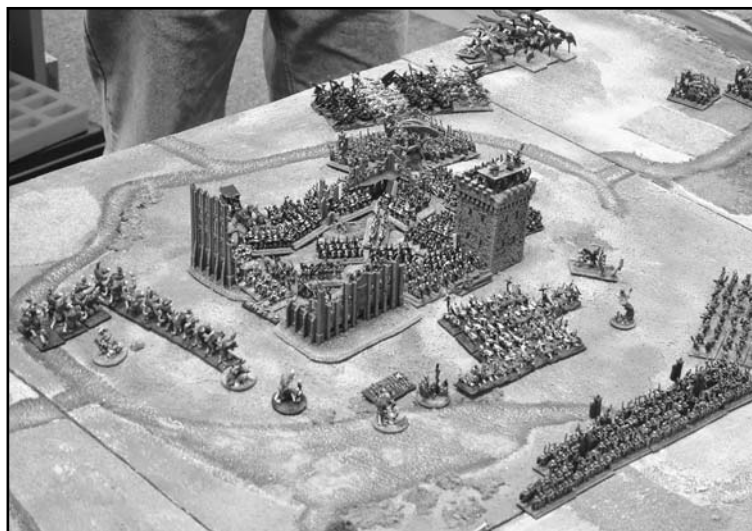
With the failure of both the Skaven and Undead assaults on the abbey, the Bretonnians had a breathing space. Ewan rolled for his reinforcements, this time a brigade of Peasants and a brigade of Knights arrived amidst the mayhem of the battle – but would it be enough to turn the tide? Not wishing to commit the Knights just yet, they were held in reserve for their noble fellows. Within the abbey Bagrian ordered the Peasants into the courtyard to guard against a possible assault by Fell Bats inside the fortified perimeter. The Squires on the Skaven

left flank moved further around looking for weaknesses in the Skaven defence. The archery from the abbey proved ineffectual and failed to destroy or drive back any assailants. The archery from the Squires was more successful and drove the Gutter Runners in the wood back in confusion. An Enchantress that had arrived with the Knights moved up and successfully cast *Eerie Mist* upon a unit of Rat Ogres assaulting the abbey. The abbey was still holding out but for how long? Without the aid of large brigades of Knights, the Bretonnians were incapable of launching any

form of counter - offensive and were at the combined mercy of two armies.

Skaven Turn 4

Gnawdoom squeaked his bitter rage at his subordinates – did he have to do everything? His troops were to fall back from the Undead and offer a truce – he couldn't afford a battle on two fronts especially now the Bretonnians were starting to appear in strength. The Clanrats on the right flank passed a series of orders and fell back in good order to guard the right flank of the Skaven position on the hill. The Plague Monks, however, again proved uncontrollable and charged headlong into the Dire Wolves opposing them using their initiative (I tried explaining this to Andy that they had to charge because of their special rules – Steve). Skaven emissaries squeaked an



Turn 4 – Again the Skaven are repelled!

offer of truce to the Lichemaster, offering all manner of reparations after the battle and the abbey had fell to either of their armies. Reluctantly the Lichemaster accepted. The brigade of Clanrats in the centre of the battlefield was ordered up to support the Rat Ogres in assaulting the abbey. Squealing a mixture of encouragement and threats, Throt enticed the Rat Ogres into attacking the abbey again although one unit was too bewildered by the effect of the spell to do anything. Mindful of the Squires that were attempting to outflank his position on the hill, Gnawdoom ordered his firing line and supporting units to march further round to the left and plug the gap in the rear of their line. This also brought the firing line into range of the elusive Squires and they dutifully opened fire, killing some and driving back a unit.

In the ensuing combats again the Skaven were successful against the Undead and the frenzied Plague Monks tore through the Dire Wolves, slaughtering them utterly for the loss of a single stand. The assault against the abbey resulted in dismal failure again as the Bretonnians fought like men possessed and drove their foes back with great slaughter (two stands of Clanrats and a stand of Rat Ogres for a single stand of Men-at-arms – God I hate attacking Fortified troops! – Steve). Still the abbey held out.

Vampire Counts Turn 4

Freed from the annoying depredations of the Skaven, at least for now, the Lichemaster could turn his full attention towards his true goal – the abbey. Provided his troops obeyed him that was! Skeletons advanced towards the abbey from the Undead left flank whilst Zombies and more Skeletons advanced from the centre. A brigade of Grave Knights was ordered to bypass the abbey and position itself to counter the eventual attack of the Bretonnian Knights. Again the Grave Guard assaulted the abbey, this time from the opposite side to the Skaven and also the rear wall. This time, they were led by a Vampire on a Black Coach and another mounted on a terrifying Winged Nightmare. The combat was fought to a bloody stalemate with many dead on both sides (just one more hit and Andy's Undead would have carried the battle into the interior of the abbey). And still the abbey held out...

Bretonnian Turn 4

Slowly the defenders of the abbey were being worn down. It was a war of attrition and one that the defenders of La Maisontaal knew they could not win – they needed to be relieved desperately. This time the dice were kind to Ewan and his two remaining brigades, those of the Knights, arrived but would they be too late? The Knights thundered across the plain towards the beleaguered abbey, colourful pennants fluttering in the breeze. They failed their second order however, and the brigades fell just short of the abbey – the Skaven breathed a sigh of relief. The brigade of Peasants on the left flank were ordered to move against the Skaven on the hill but refused. The remaining Squires, facing the bulk of the Skaven on the defended hill, saw a weakness in the Skaven line and decided that they would attempt to earn their spurs and charge rather than simply wait to be annihilated by the guns. Two units of Squires failed their orders and sat impotently staring down the barrels of the Jezzails but two other units passed and spurred their mounts into a gallop. At this point Gnawdoom's heart froze (and I certainly squirted the musk of fear! – Steve) as he realised the chink in his armour – don't leave Rat Swarms to hold any part of your line! The troops in the abbey kept up a defiant defence, showering the attacking Skaven with arrows and driving a unit back from the walls.

The courageous Bretonnian Squires drove a wedge straight through the Rat Swarms holding the left flank of the Skaven line. The rats simply disintegrated under the fury of their attack. With a unit totally destroyed and another driven back into the reserve brigade of Clanrats, the Squires continued to press home their attack. As the squealing rats swarmed



Turn 5 – Skaven renew their assault against the abbey

Battles of Legend

over the brigade of Clanrats panic began to set in the Skaven lines (how apt, as Ewan managed to confuse three out of three units of Clanrats, the jammy git! – Steve). With the rats destroyed, the Squires, having yet to suffer any casualties, advanced into the flanks of a unit of Rat Ogres and fortuitously into the flanks of all three confused units of Clanrats. The protracted combat left two badly mauled units of Squires in the Skaven army's rear and three slaughtered units of Clanrats – surely these brave Squires had earned their spurs?

Skaven Turn 5

At this point it took the execution of several Skaven commanders for Gnawdoom to stave off an utter rout of his army, taken as it were, by the rear. Eyes bulging and bloodshot, Grey Seer Gnawdoom screamed at his Rat Ogres to destroy the interlopers. This seemed effective enough as both units of Rat Ogres on the hill managed to wheel round and charge the two remaining stands of Squires to the army's rear. With the arrival of the full Bretonnian force things were starting to look bleak for the Skaven, they had to get a foothold in the abbey or risk losing their assault force. Again the Rat Ogres assaulted the abbey, this time supported by Clanrats who charged the front gates. The Plague Monks, their blood up after slaughtering the Dire Wolves, passed three successive orders to get themselves within charge range of the Undead marching towards the abbey. A Warlock successfully cast *Death Frenzy* on a unit of Rat Ogres assaulting the abbey and this time the brutes were not destroyed by their own spell. The Skaven Jezzails and Warp-lightning Cannons poured fire into the remaining Squires to their left killing some and confusing those that remained.

Despite their weight of numbers and the success of the Rat Ogres, the Skaven assault against the abbey failed again as the Clanrats were massacred (err... I think that this was my last mistake! – Steve). Throt's assault force had once again failed to storm the walls of the abbey and now lay at the mercy of the Bretonnian Knights. Blame the debacle on that fool Throt the Unclean – thought Gnawdoom!

Turn 5 – Bretonnian Knights to the rescue

Vampire Counts Turn 5

The Lichemaster smiled as he saw the Skaven beaten back from the walls of the abbey for the last time – let the Bretonnian Knights take them he thought, the abbey was his. The Lichemaster would teach the impudent Skaven not to double-cross him. Whilst the Grave Guard renewed their attacks on the side and rear walls of the abbey, supported by their Vampiric masters, the Skeletons and Zombies were ordered to charge their former Skaven allies in the rear and secure the front wall of the abbey for assault. A Necromancer managed to *Raise Dead* and threw a fresh unit of Undead against the tired defenders. The conflict reached new levels as the Clanrats, completely taken by surprise were cut down to a man for little loss to the Undead. The relentless assaults by the Grave Guard, however, finally paid off as their superior numbers finally forced their way into the courtyard of the abbey (terror is always handy when attacking fortified troops and the Undead managed to wipe out a unit of Men-at-arms, taking the walls). The Lichemaster's troops were finally within the abbey and he still had plenty of reserves whilst the Bretonnian infantry were still far away. There was no way that the Bretonnians could hold the abbey now, besides they still had the remaining Skaven to contend with anyway. At last the abbey was about to fall and the mighty Lichemaster would get his revenge.

Bretonnian Turn 5

Things looked really desperate for Bagrian, his abbey was on the verge of falling – it really was time for the cavalry 'in the nick of time'. Again, the brigade of Peasants on the Skaven left flank

resolutely refused to budge – had they not seen the demise of the brave Squires? Not a terribly good start. Then two brigades of Bretonnian Knights galloped across the plain and levelled their lances. One crashed into the rear of the remaining Rat Ogre units that had been assaulting the abbey, whilst the other brigade charged headlong into the Grave Knights and the freshly raised Zombies behind the abbey. The third brigade of Knights was held as a reserve on the Skaven left flank lest they attempted anything brave. Enheartened by the arrival of the flower of Bretonnian chivalry, the survivors within the abbey renewed their attacks on the Undead. In a masterly display of archery, the remaining Bowmen in the abbey drove one unit of Grave Guard out of the courtyard with clouds of arrows. The remaining haggard, battle-weary Men-at-arms and Peasants within the abbey charged the last unit of Grave Guard in the courtyard with a defiant cry. The two Enchantresses joined the Grail Knights and another unit of Knights and successfully cast *Shield of Combat* upon them (there he goes again – only a re-roll on all of his armour saves! – Steve).

The charge of the Bretonnian Knights was like the wrath of the gods themselves and they swept all before them. The Grave Knights folded like paper before the lances of the Knights, as did those Zombie and Skeleton units caught in their advance (the *Shield of Combat* spell staved off so many possible hits and allowed the Knights to advance into Andy's second line of Grave Knights pretty much unmolested and shattered them too). Similarly, the Rat Ogres stood little chance, taken in the flank and they were scattered with Throt the Unclean among the dead. The conflict within the abbey was of an equally, glorious vein. The righteous Bretonnians destroyed the Grave Guard utterly and Bagrian himself despatched the Vampire in the Black Coach. The Bretonnians had reclaimed the abbey and now the Undead were in an untenable position, facing so many Knights with their own heavy cavalry destroyed.

Both the Undead and Skaven armies retired from the battlefield having failed to capture the abbey and receiving a severe mauling from the Bretonnians. The Bretonnians were victorious and the field belonged to them. Glory be to the Lady of the Lake...

VICTORY POINTS

Bretonnians	1,780
Skaven	565
Vampire Counts	365

RUN TO THE HILLS!

And so another loss, why do I bother? Of course it's not my fault – I blame Steve! As I said in my intro, the fate of the game would be decided on how well Steve and I worked together. So, because we completely failed to do this the game was lost! It all went wrong for me in the third turn when, in true Undead style, my army completely failed to move and I lost an entire turn of assaulting the abbey. If I had managed to attack that turn I would have been in the abbey much earlier and in a far better position to repel Ewan's Knights – Oh, the vagaries of dice! When I did get to attack, my tactic of attaching character amounts that caused *terror* to my units worked and Ewan held on by the skin of his teeth in the first round of attacks but I managed to get the better of him in the following turn.

If the Undead and Skaven had co-ordinated their assaults better instead of having a scrap in the middle of the battlefield then we would have stood a much better chance. Oh well, it was a fun game and much merriment and swearing was had by all. As always I'll end by saying: I'll get you next time Hambrook! – Andy.



The battlefield at the end of the game

Battles of Legend

RUN AWAY, QUICK-QUICK!

Now, what was that I said about having a battle plan and sticking to it? Yep, it seems that I 'bottled it' and sent in too many troops against the abbey – I would have got the Rat Ogres in and really started the slaughter if I hadn't thrown those useless Clanrats into the fray as well. Damnation! Also, I should never have got carried away fighting Andy's Undead with my right flank force – oh well, force of habit I suppose! Finally, I was guilty of pretty much a cardinal sin with the ratties – misuse of Rat Swarms. These are just there to die, nothing else. You use 'em to cover front and flanks as you advance and support when you defend but never to hold ground. Because of my stupidity, Ewan managed to get a couple of units of Squires through a weakly defended part of my so-called 'hill fortress' and mangled a good bit of my army. Just think what could have happened if it were a brigade of Bretonnian Knights – I would have been done for!

Still, when all was said and done it was a great victory for Ewan who held out in the abbey tenaciously and didn't waste his reserves as they only came on in dribs and drabs but used them sparingly and to great effect (the git!). Hats off also to Andy who at least managed to get his troops into the abbey, which was more than my rabble could! And, of course, he got the opportunity to stab me in the back, which is most characterful! – Steve.

LE GRANDE VICTOIRE!

The plan (what there was of it) worked but how did it work so well?

It was all down to peasantry and witchery, the real heroes of the day were the common foot soldiers defending La Maisontaal, giving me a huge amount of Victory points for holding it at the end of the battle and for me this mini siege was the most fun bit of the game. The Squires (the other commoners) did a sterling job in tying most of the Skaven army up.

On the witchery side there was my dice rolling. Confusing three units of Skaven in one charge almost reduced Steve to tears and two successful spells in the last turn of the game meant my Grail Knights could re-roll their armour saves and in that turn they destroyed seven units of Undead, three of them Grave Knights, for the loss of only a single stand! There is nothing you can do against that kind of luck.

We got a bit knackered toward the end and the knightly charge did turn into a bit of a slog (too many dice rolls and casualty records) but otherwise it was a fantastic game. It was a real pleasure to help the Fanatic boys out and I would gladly help them out again though I live in fear that the next time I go to the Studio they might try and burn me as a witch! – Ewan. (Yeah, I know where you live Lamont! – Steve).



The players – Ewan Lamont, Andy Hall & Steve Hambrook

Tabletop Terrain Generation

By John P. Kelly

The selection of a proper battlefield is one of the primary duties of a general. I've come up with these rules for generating the battlefield terrain with the intention to at least attempt to simulate the pre-battle manoeuvre of armies. Remember that this system is merely a guideline that allows players to obtain a terrain layout. In order for it to work players will need to use common sense and will have to cooperate! If there are any disputes then roll a D6 to settle it or scream and yell 'til someone gives in!

The Battlefield

The battlefield should be divided into six 2' x 2' sectors and each sectors should be numbered 1-6. Players should now pick the battlefield edge that they will deploy on (see page 79 of the rulebook).

General Terrain Type

Terrain types fall into nine different categories based on two different characteristics. All terrain has a rating for hilliness and for its degree of forestation. It may be Flat, have Low Hills, or have High Hills. In addition, it may be Open, have Light Woods, or have Heavy Woods.

If you are playing using a campaign map then the general type of terrain may be taken from the location of the battle. In addition, any cities or rivers on the campaign map should be included on the battlefield.

If you are not using a campaign map then the general type of terrain can be determined by rolling 2D6 on the General Terrain Chart below:

GENERAL TERRAIN CHART

Die Roll Terrain

2	River+Swamp, Roll again
3	High Hills, Light Woods
4	Flat, Heavy Woods
5	Flat, Open
6	Low Hills, Light Woods
7	Flat, Light Woods
8	Low Hills, Open
9	High Hills, Open
10	Low Hills, Heavy Woods
11	High Hills, Heavy Woods
12	River + Swamp, Roll again

If a 2 or 12 is rolled then the tabletop will contain a river & may contain swamps. To get the secondary terrain type you must then roll again. If another 2 or 12 is rolled then the river will have a tributary. If you get yet another 2 or 12 then switch dice!

Tabletop Terrain Generation

River & Swamp Placement

Any rivers that are present should be set-up on the battlefield. Roll a D6 to determine which sector the river starts in (obviously it must start from a battlefield edge and be set-up across the section). You should continue rolling until you have obtained two different sectors that are located along the battlefield edge. These sectors should not be adjacent to each other. The river should now be placed onto the tabletop. It will enter the battlefield through one of the selected sectors and it will exit the battlefield through the other sector that was selected. Each player will be responsible for placing the part of the river that is on his side of the table. It should generally be placed so as to run directly between the sector of entry and the sector of exit and it should be at least 1' away from the edge of the battlefield where possible. For a branching river you should roll again to obtain a third sector located along the edge of the table. The branch will run through this sector and connect with the main river at the nearest possible point.

You should now place swamps on the battlefield. Roll a D6 for each sector on the battlefield that contains a river. If the result is a 6 then the sector being rolled for will contain a swamp. The swamp should be placed so that it is adjacent to the river. Players may alternate placing swamps.

Woods & Hills Placement

Both players must roll a D6 for each sector on the battlefield. The player that scores the highest may place the terrain in that sector. In general, terrain pieces should not be set up adjacent to the edge of the battlefield and at least a gap of a couple of inches should be left between terrain pieces. It is permissible for less than half of a given terrain feature to overlap into adjacent sector.

Terrain pieces consist of hills and woods. They should be of varying sizes and shapes. If players agree, then they may vary this further by substitution of terrain types to accommodate whatever they have available. As an example, players may choose to substitute a cornfield, village or similarly built up area or brushy area for a wood or a field of boulders or a rocky outcropping for

a hill. If your campaign map has mountainous sectors then all hills should generally be a little larger and most should be two contours high.

The number of terrain pieces of each type that may be placed into each zone will depend on the general terrain type.

Flat – No hills.

Low Hills – One hill per sector.

High Hills – Two hills per sector, one of which may be up to two contours high.

Open – No forests.

Light Woods – One wood per sector.

Heavy Woods – Two woods per sector, one of which may be a Heavy Forest. Heavy forests are counted as impassable terrain.



Tabletop Terrain Generation

Command, Scouting, & Surprise Advantages

We have now placed the basic terrain onto the battlefield. Next we will begin to deploy troops onto the battlefield and modify the basic terrain. Before we can do this each side must first be rated for superiority in Command, Scouting, and Surprise.

To determine which side has the Command advantage, each player must roll a D6 and add the result to their General's Command. The player with the highest total will have a Command advantage. If the sides are tied then roll again ignoring the General's Command this time.

Next, determine which side has the Scouting advantage. Each army receives scouting points for each unit of troops as follows:

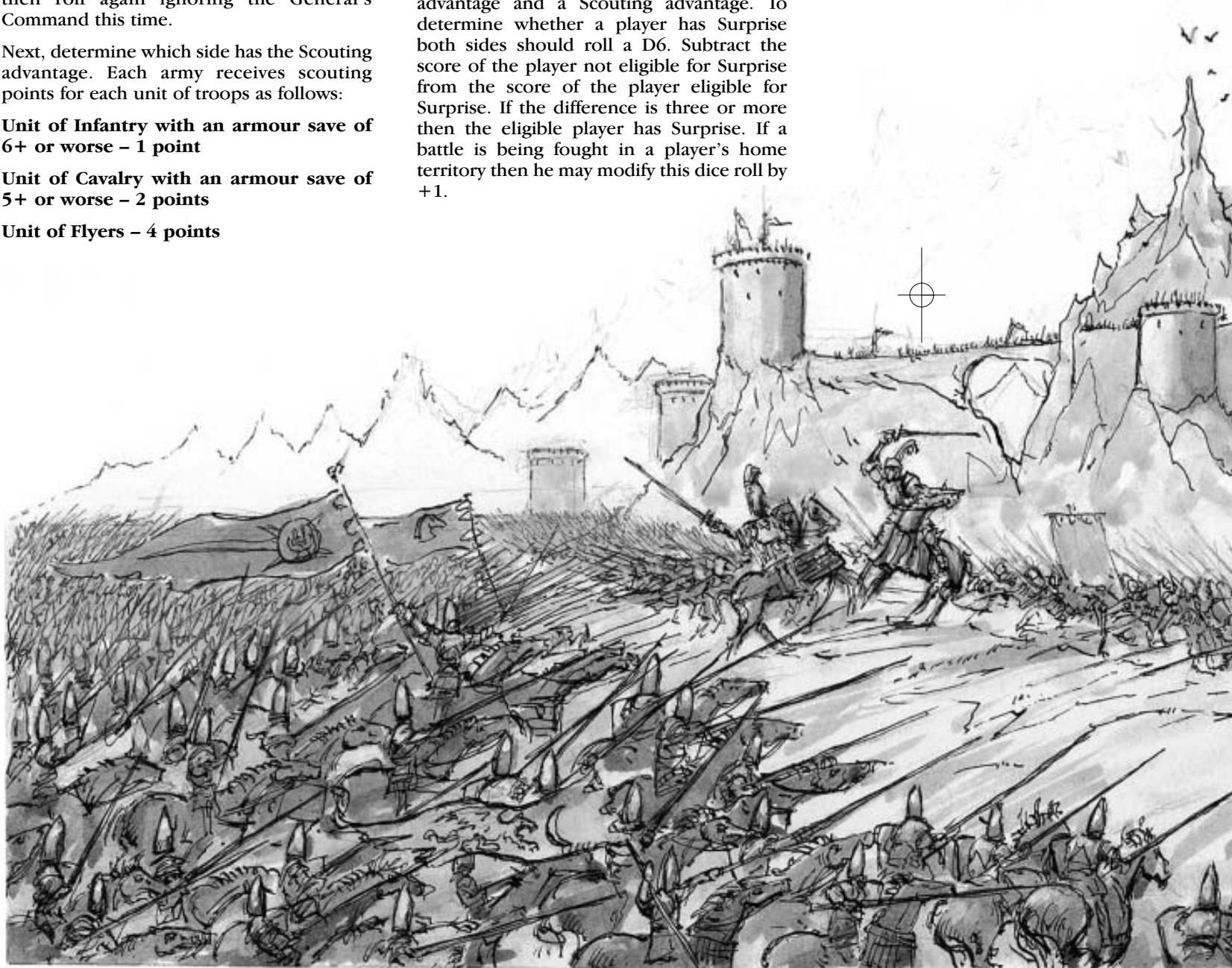
Unit of Infantry with an armour save of 6+ or worse – 1 point

Unit of Cavalry with an armour save of 5+ or worse – 2 points

Unit of Flyers – 4 points

If the battle is being fought in a player's home territory then he will receive a bonus of +6 scouting points. Players may despatch troops on a scouting mission. If this is done then they count double the normal number of scouting points. These troops are not deployed on the battlefield but will arrive later as reinforcements (see below). The side with the higher Scouting points total has the Scouting advantage. If there is a tie then neither side has an advantage.

Finally it needs to be determined if either side has a Surprise advantage. In order to be eligible for a Surprise advantage a player must already have both a Command advantage and a Scouting advantage. To determine whether a player has Surprise both sides should roll a D6. Subtract the score of the player not eligible for Surprise from the score of the player eligible for Surprise. If the difference is three or more then the eligible player has Surprise. If a battle is being fought in a player's home territory then he may modify this dice roll by +1.



Tabletop Terrain Generation

Command Placement & Terrain Modification

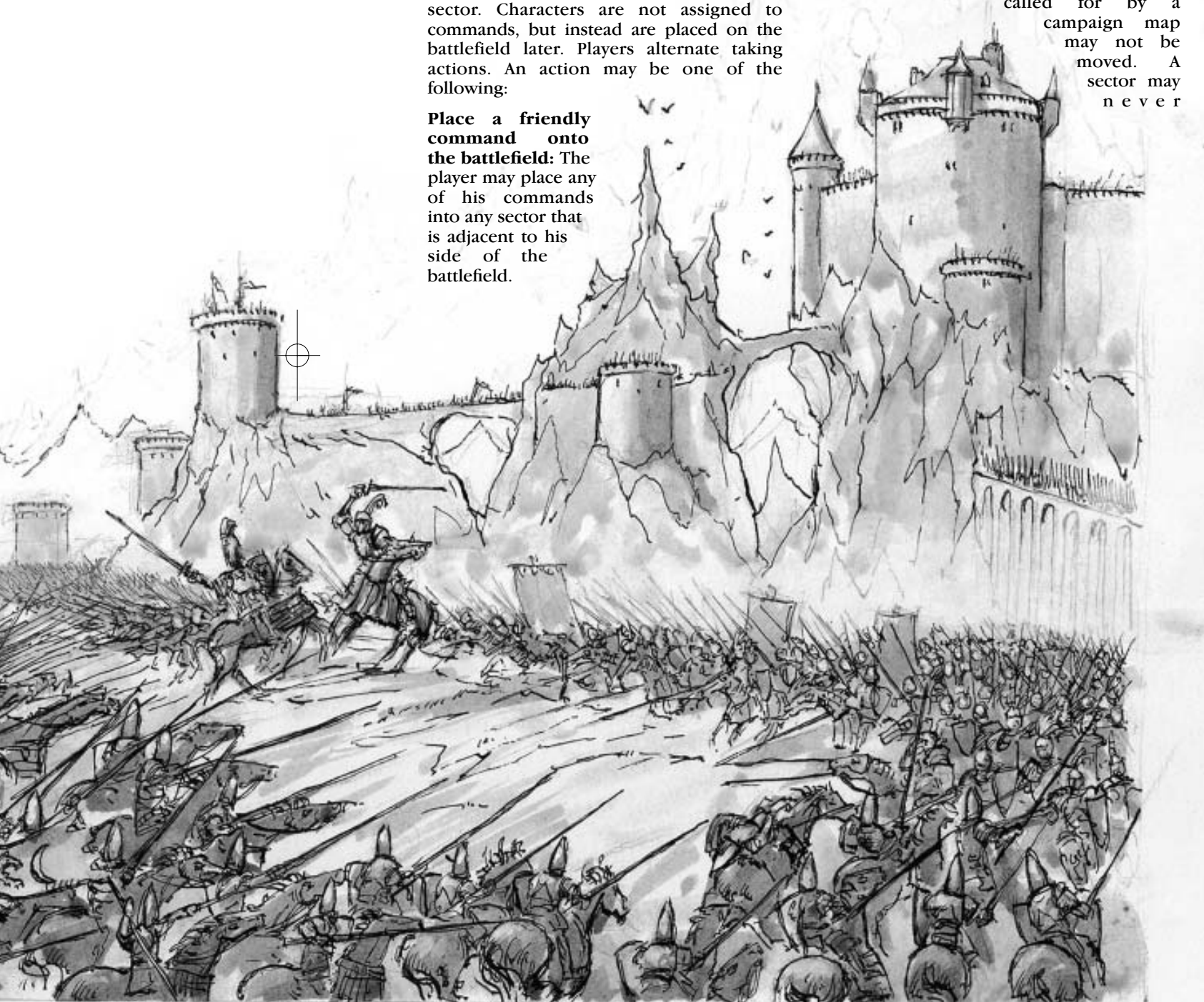
Each player must divide up their troops into five commands. Each command should have the same number of units if possible. These commands are represented by 3x5" cards. The units that compose the command should be written onto the card and kept secret. When a command is deployed onto the battlefield then the appropriate card is placed face down into the appropriate sector. Characters are not assigned to commands, but instead are placed on the battlefield later. Players alternate taking actions. An action may be one of the following:

Place a friendly command onto the battlefield: The player may place any of his commands into any sector that is adjacent to his side of the battlefield.

Move a friendly command to a different battlefield zone: Same restriction as above.

Move an enemy command to a different battlefield zone: An enemy command may only be moved to sectors that are adjacent to the enemy's side of the battlefield. An enemy command that is in a castle or fortress may not be moved.

Move a terrain piece within its zone or to a new zone: Swamps, rivers, villages, roads, fortifications, and special terrain pieces called for by a campaign map may not be moved. A sector may never



Tabletop Terrain Generation

contain more than four different terrain pieces (roads do not count against this total.)

Remove a terrain piece from the battlefield: Swamps, rivers, villages, roads, fortifications, and special terrain pieces called for by a campaign map may not be removed.

Place a terrain piece on the battlefield: A sector may never contain more than four different terrain pieces. Villages may be placed as a terrain piece.

Place a ford: A player may place a ford anywhere on an existing river.

Place fortifications: If a player has purchased fortifications then they may all be placed as a single action or as multiple actions.

The player that has the Scouting advantage takes the first action. The next action is taken by the player that has the Command advantage. Players then each roll a D6 with the player that scores the higher roll taking the next action. Players then alternate taking actions till each player has taken six actions. The Scouting, Command and Surprise advantage actions are not counted toward this total but are bonuses.

If a player has a Surprise advantage then at any time he may elect to take an extra action. In addition to the usual actions he may also choose from the following:

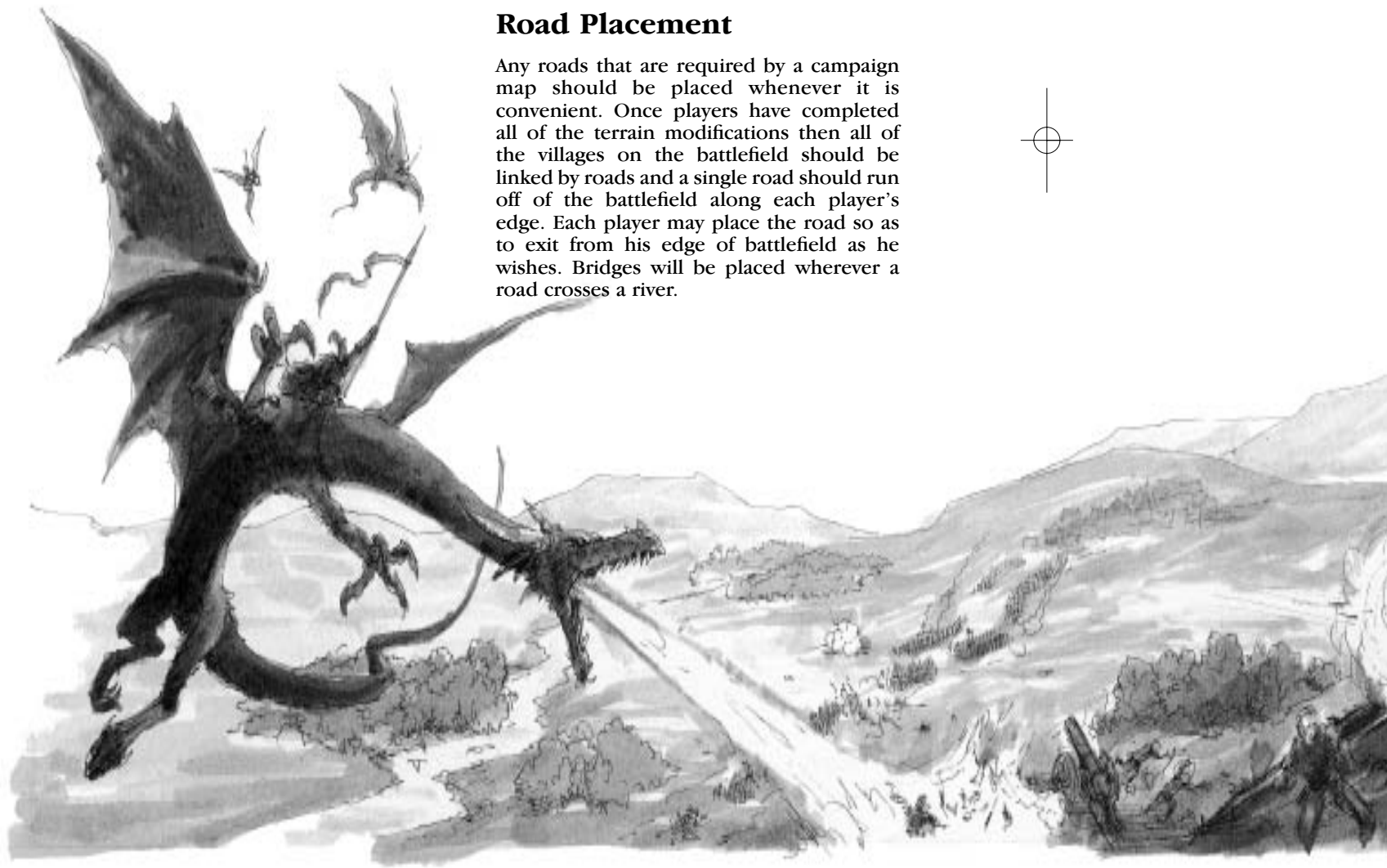
Surprise River Crossing: shift the course of a river by up to 1', and place a ford in the shifted portion.

Early Attack: Delay one enemy command.

Flanking Attack: He may hold up to two of his commands (plus up to one character) off the battlefield to make a flanking attack (see Reinforcements).

Road Placement

Any roads that are required by a campaign map should be placed whenever it is convenient. Once players have completed all of the terrain modifications then all of the villages on the battlefield should be linked by roads and a single road should run off of the battlefield along each player's edge. Each player may place the road so as to exit from his edge of battlefield as he wishes. Bridges will be placed wherever a road crosses a river.



Tabletop Terrain Generation

Reinforcements

Any troops that were not placed on the battlefield, despatched on a scouting mission, or delayed will arrive as reinforcements. These troops remain organised into their original group (command or scouting mission). At the beginning of each player's turn, starting with turn two, the player rolls a D6 for each group to see if it arrives. On the second turn it arrives on a 1 or 2, on the next turn on a 1-3, on the next a 1-4 and so forth.

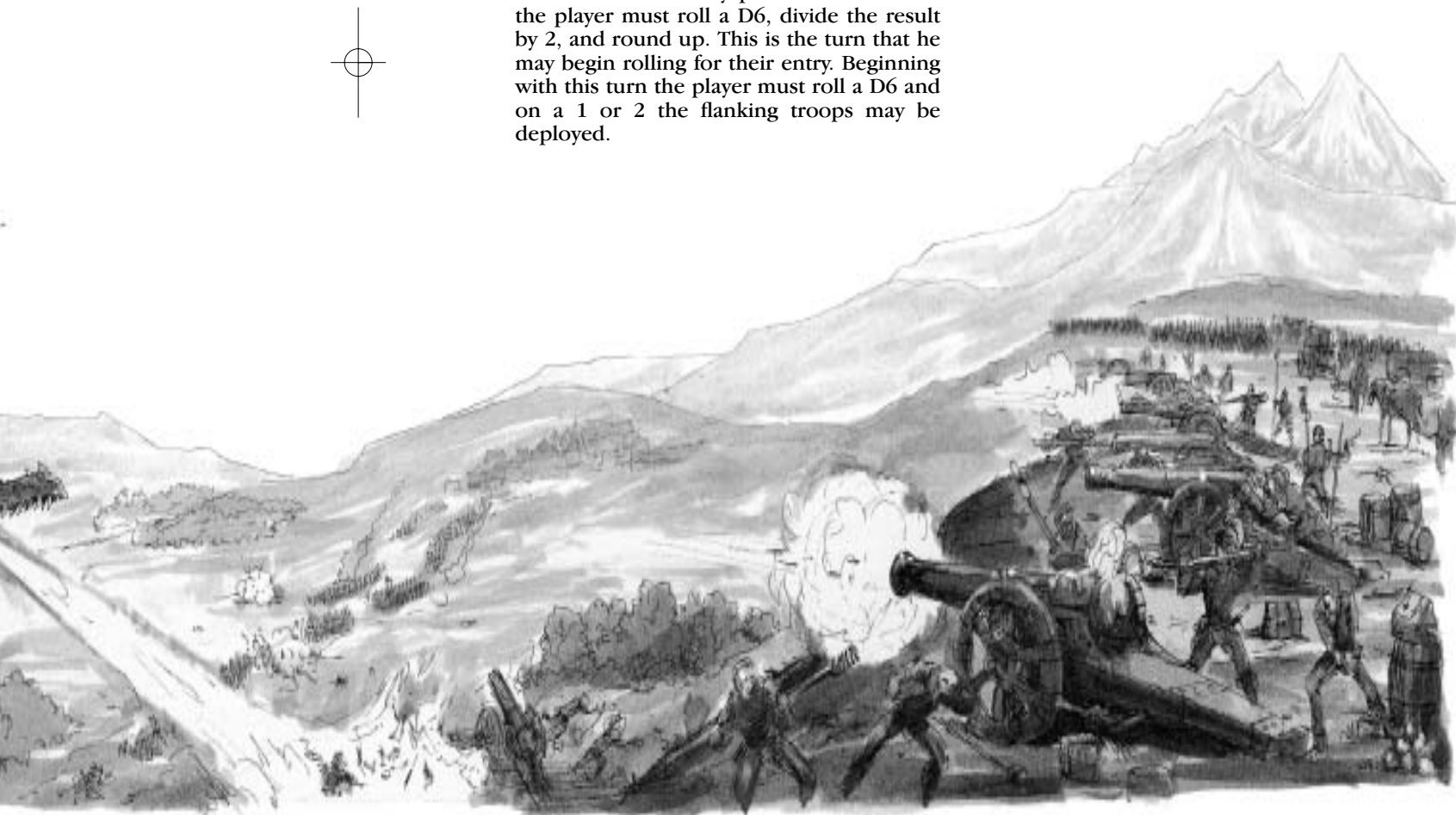
Troops must arrive along a road if a road is available and not blocked by enemy forces. Otherwise they will arrive anywhere along the player's edge of the battlefield at least 15cm away from enemy troops.

Units that are making a flanking attack may enter the battlefield along any edge. The player must secretly record where they will enter and all flanking troops must have the same entry point. They will enter somewhere along the battlefield edge within 15cm of the recorded point. Once units have been committed to a flanking attack and their entry point recorded then the player must roll a D6, divide the result by 2, and round up. This is the turn that he may begin rolling for their entry. Beginning with this turn the player must roll a D6 and on a 1 or 2 the flanking troops may be deployed.

Troop Deployment

The troops should now be deployed onto the battlefield along with any characters. Characters may be placed anywhere along the player's edge of the battlefield (within 30cm of the edge) and other troops must be placed within 15cm of their 3x5" command card. Troops should be placed within 20cm of their edge of the battlefield. The only exception is for troops to be placed in a special fortified position (castle, town, etc).

That's it! The battle is ready to begin.





TRIAL RULES ALBION ARMY

An experimental army list, by Mike Headden

Eons ago, the Isle of Albion was the site of a sprawling techno-arcane complex created by an unspeakably ancient spacefaring race called the Slann. Their carefully aligned stone circles and thousands of miles of impressively taut lay-lines once served to harness the mysterious psycho-magical power of the warp. This power was used to control the gigantic interspatial portals through which Slann craft traversed the galaxy. At some time there was an unfortunate accident; the portals became unstable, opening a rift into the void and creating the zone of contamination and temporal instability that is now known as the Chaos Wastes. In order to stop their damaged portals running out of control and engulfing the entire world, the Slann destroyed or disabled their control complex on Albion. A vast quantity of dangerous psycho-active energy was released as a result.

This catastrophe turned the isle of Albion into a warped land that was ever afterwards shrouded by chilling mists and ceaseless drizzle. The explosive release of warp energy had the effect of distorting local time and space in surprising ways. As a result, the island proved almost impossible to find afterwards and many Old Worlders came to doubt its very existence. Isolated from the world and from reality, the island's inhabitants degenerated physically and culturally, coming to live an ape-like existence alongside the other malformed monsters of their devastated land. Despite this, they still retain some vestigial memory of a time of greatness when their ancestors helped build the stone circles and other wonders that once formed the nerve centre of the Slanns' techno-arcane warp mechanism.

The mist wreathed isle of Albion has seen as much bloodshed and warfare as the rest of the known world. Albion is seen as a damp, bog-ridden backwater and reports of recent incursions have concentrated on the clashes

between the supposedly more advanced invaders. However, a closer examination of the campaigns in Albion show that its native armies are every bit as lethal as those of any of the more so called 'civilised' nations.

The core of any Albion army comprises nobles in chariots and warbands of warriors on foot, screened by youths armed with slings and javelins led by the local chieftain.

Poorer nobles and richer warriors are mounted on hardy native ponies and form the cavalry used to both scout and to support the noble chariot warriors.

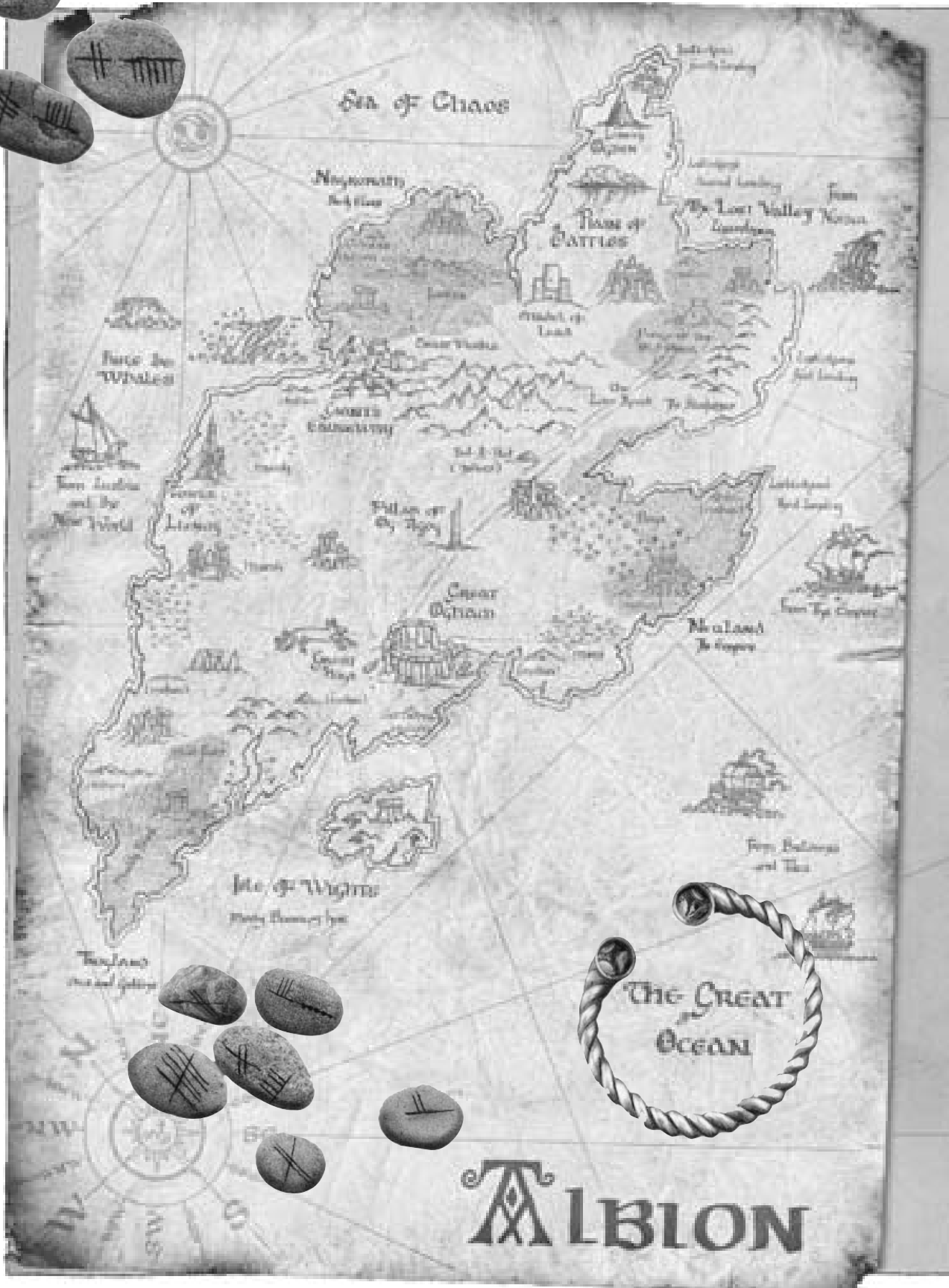
Albion is famed for the great wolfhounds the natives breed. They are exported widely, but most especially to Bretonnia and the Empire where their size, strength and ferocity are much prized by noble hunters. In times of war these wolfhounds are gathered into huge slaving packs and are used to supplement the cavalry, screening attacks and harassing vulnerable enemy flanks.

In time of war some Chieftains can also call on the giant eagles whose eyries dot the highest peaks of the land.

Few of Albion's chieftains will pass up the chance to recruit some of their island's largest inhabitants – the famed giants of Albion. Just like those giants that accompany Orc & Goblin armies, these massive warriors make up for in brawn what they lack in brains!

Not quite so strong, but then again not quite so dim, are the bands of ogres which flock to join the armies of Albion – for a share of the loot and the chance to turn a former enemy into a quick snack!

In addition to the warrior chieftains who lead the armies, there are heroic warriors who help to marshal the army and the enigmatic druids who are not only the army's wizards but also its law makers, judges and soothsayers.

Trial Rules

Trial Rules

ALBION ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points per Unit</i>	<i>Min/Max</i>	<i>Special</i>
Warriors	Infantry	3	3	5+	–	3	60	2/–	–
Slingers	Infantry	2/1	3	0	–	3	30	1/6	–
Ogres	Infantry	4	4	5+	–	3	105	–/2	*1
Wolfhounds	Cavalry	3	3	0	–	3	30	–/–	–
Cavalry	Cavalry	3	3	5+	–	3	90	–/–	–
Chariots	Chariot	4	4	5+	–	3	95	1/4	–
Giant	Monster	8	8	5+	–	1	150	–/1	*2
Giant Eagles	Monster	2	3	6+	–	3	70	–/1	*3
General	General	+2	–	–	9	1	125	1	–
Hero	Hero	+1	–	–	8	1	80	–/1	–
Druid	Wizard	+0	–	–	7	1	45	–/1	–
Giant Eagle	Mount	+0	–	–		1	+20	–/1	*4
Chariots	Mount	+1				1	+10	–/1	–
Fenbeast	Monster	6	4	5+		1		–/1	*5

1. **Ogres** are notoriously fond of fresh human meat, although they will eat practically anything that was once alive (or still is). They can't abide the taste of greenskin and won't touch a Goblin or an Orc unless they are seriously peckish. To represent this, an Ogre unit must charge a unit of humans (literally humans... Men, not Dwarfs, Elves, etc) if it is within 20cm at the start of the Command phase and the Ogres can reach it. This happens automatically and their commander can do nothing about it!

2. **Giants** are maddeningly dim witted creatures with a fondness for strong beer and the raw flesh of Men, Elves and even Dwarfs. Because of their turgid mental processes and weakness for drink, they must always be given a separate order. They cannot be brigaded with other troops, although several Giants can be brigaded together if you wish. If you attempt to give an order to a Giant and fail then you must make a test to see what it does. Ignore potential blunders, these are taken into account by the following rules. Roll a dice and consult the *Giant Goes Wild* chart.

Where Giants are brigaded together roll for each separately. A Giant causes *terror* in its enemies.

Giants have a great many hits, 8 in fact, which are almost impossible to inflict during even a fairly lengthy combat engagement. Because Giants have so many hits we must consider the possibility of hurting the Giant and reducing his effectiveness in subsequent turns. Therefore, if a Giant has accumulated 4-7 hits by the end of the Shooting phase or Combat phase it is deemed to have been **badly hurt**. Once a Giant is badly hurt, all accumulated hits are discounted and its maximum Hits value and Attacks are halved for the rest of the battle (to 4 Hits and 4 Attacks).



GIANT GOES WILD CHART**D6 Oh no! What's he doing now?**

- 1 The Giant will neither move or fight this turn but simply stands rooted to the spot looking dopey!
- 2 Move the Giant directly towards the nearest table edge. If he moves into another unit he will attack it regardless of which side it is on. If victorious in combat, the Giant will stand his ground.
- 3 The Giant picks up a rock, tree, abandoned cart, small building or whatever comes to hand and throws it at the closest unit, friend or foe that he can see. The object travels 5xD6cm and, if it travels far enough to hit its target, strikes with 3 Attacks worked out in the usual way.
- 4 The Giant moves straight forward at full pace in the direction he is facing. If he reaches an enemy unit he will attack as normal. If there is a friendly unit in his way, he will walk straight through it. A unit which is walked through instantly becomes *confused* for the remainder of the Command phase. A unit which is walked through ceases to be *confused* at the end of the Command phase along with other confused units.
- 5 The Giant moves towards the nearest enemy unit that he can see as fast as he can. If he reaches the foe, he will attack as normal. If friends are in the way, he will walk through them causing confusion as described above.
- 6 The Giant gives a mighty bellow and rushes straight at the nearest enemy unit that he can see. Move the Giant at double his normal full pace move. If he reaches an enemy unit, he fights by jumping up and down on the foe, furiously doubling its Attacks value in the first round of combat.

3. Giant Eagles. These live in the snow-capped Annulii mountains of Ulthuan. They are intelligent creatures that exist in peace and harmony with the High Elves and are ready to aid them in battle. Eagles can *fly*.

4. Giant Eagles. Mount for Druid only. These live in the high Annulii mountains of Ulthuan. They are intelligent creatures that live in peace and harmony with the High Elves. An Eagle can *fly*, increasing its rider's

Move from 60cm to 100cm, and it adds +2 Attacks to those of its rider.

5. Fenbeast is an individual troop unit. It cannot be brigaded with other troop units, not even other Fenbeasts. Fenbeast never use their Initiative to move in the Command phase. Because they are completely dominated by the will of the Druid who summoned them, the Druid counts as having a Command value of +1 when commanding the Fenbeast – that is 8 rather than 7. They can move through bogs as though they were open terrain. Unlike the wild Bog Beasts from the 'Dark Shadows' campaign, Fenbeast will Make Way for friendly troops. Fenbeast are *terrifying* creatures.

**Albion**

Thus was the ruin of Albion – a land polluted by sorcery in the distant Age of Magic. A land whose immense menhirs and arcane stone circles once served to command the gateways between the worlds; which to this day might still open those gateways and bring ruin to the whole world. Yet thanks to the mists and the island's mysterious inhabitants, guardians of nature unimagined beyond those rocky shores, that possibility appears as remote and mythical as the Isle of Albion itself.

From Commentary Upon Ye Prophecies of Nicodamnus – Ye Gutter Press 2 Groats

Trial Rules

MISTS OF ALBION

5+Range: 30cm

The Druid breathes out some of the mystical mist that surrounds his enigmatic homeland and envelopes his compatriots, making them hard to target by enemy missile troops.

This spell affects a friendly unit within range of the Druid and lasts until the start of the Druid player's next turn. All attacks against the target unit suffer -1 to hit (as if it were *defended*). This affects shooting, magic and melee attacks. A unit in the open still counts as if it is in the open for the purposes of charging. A unit that is *fortified* cannot be affected by the *Mists of Albion*.

SUMMON FENBEAST

6+Range: 30cm

The Druid performs one of the most arcane rituals known to his order, using his power over the elements to bind together the horrific creature known as the Fenbeast.

The Druid summons forth a Fenbeast. Once summoned, the Fenbeast is under the control of the summoning player – unlike the wild Fenbeast depicted in the Albion campaign. Since it is summoned in the Shooting phase it cannot be given orders until the following turn. It may be summoned into contact with an enemy unit only if that unit is already in combat. It may be removed from play if destroyed (like any other unit) or if the loss of

a Druid character reduces the number of Druids to less than the number of Fenbeasts – the owning player chooses a Fenbeast and removes it from play. Fenbeasts do not affect Break points in any way and do not have a points value. Fenbeasts may only be given orders by Druids. Fenbeasts may not be brigaded with other troops, not even other Fenbeasts. An army cannot have more summoned Fenbeasts in play than it has Druids.

DOWNPOUR

5+Range: 30cm

The Druid brings down a localised shower of fine, freezing rain upon his foes.

Until the start of the Druid player's next turn all enemy units within 30cms of the casting Druid suffer -1 to their command.

STORM OF HAIL

5+Range: 30cm

The Druid harnesses the power of the weather to attack his enemies with enormous hailstones.

The Druid targets a single enemy unit within range and that he can see. This has the effect of three shooting attacks except that it ignores any armour save the target may have. The target unit may be driven back in the same way as for shooting.



Designers Notes

Having used last year's Albion background for a successful little Warmaster campaign, it occurred to me that the native inhabitants of Albion would hardly stand around doing nothing while all these invading armies rampaged across their land. This got me thinking about what these native armies would look like and how effective they might be in Warmaster.



I wanted a primitive, tribal people that had at least tenuous links with the historical ancient Britons. So, as a starting point, I took the historical armies of the ancient Britons, the people who fought Julius Caesar and later the main Roman invasion. Their armies consisted of tribal groupings of infantry, light cavalry and nobles mounted in light chariots.

Warbands were often screened/supported by youths armed with javelins or slings, so I decided to add these too. Slings were noted for having a shorter range but more powerful shot than bows in ancient times. However, it seemed overly harsh to give them 15cm range. Since the rules indicate that missile troops move out from the main body, shoot and retire to their parent unit again I've assumed the slingers just needed to run a little farther forward than archers do.

Though probably not actually used in war, Britain was famous in Roman times for its export of wolfhounds and since similar units are already included in the Chaos, Vampire Counts and Witch Hunter armies it seemed reasonable to include them.

Looking back over older Games Workshop material turned up the Giants of Albion Regiment of Renown, that seemed an ideal way to give the army some punch. The Giants would be identical to the standard ones in the Orc & Goblin army.

Given that Ogres seem to exist all over the known world it seemed only fair there would be tribes of Ogres on Albion. Armies of Albion are supposed to be savage and tribal so Ogres seemed to fit right in with the theme. Coming from Scotland myself I just had to include a giant version of the Golden Eagle and that finished off the list of actual units.

For characters, I decided on a standard General supported by Heroes. Finally, no army from Albion would be complete without the inclusion of the Druids.

Since Albion seems to be as fixated with the weather as real life Britain is, the Druid's spells just had to be weather related in terms of description though I wanted to keep as close to existing spell definitions as possible. The Fenbeasts, as described in last year's Albion campaign, seemed too erratic to be used as a unit but I couldn't leave them out altogether and so included a spell to summon them.

The army is clearly inspired by the original Chaos army but lacks the rock-hard Chaos Warriors and Knights and the devastating Dragon Ogres. However the slingers give it missile power, the Giant provides some muscle and the Eagles, being based like cavalry, are more like Carrion than Harpies. During playtesting, the army is more like a tougher Undead list than a weaker Chaos one.

The end result may look similar to some of the existing armies but it is different enough to pose new challenges and offer new opportunities.



Trial Rules

Modelling the Army

Having planned out the army I now needed the figures so I could use it in games. During the development of the list I used mainly cardboard counters with things like 'Giant' or 'General' written on them but once the army was finalised I wanted figures to represent it. Clearly, the ideal would be to have Fanatic cast up an Albion army just for me but given that wasn't going to happen I looked around for appropriate figures to use! Of course, I still hope that one day there will be an Albion army for the Warmaster range – hint, hint!

Though not quite Ancient British in style, it seemed to me that Chaos Marauders would do nicely for the infantry and cavalry. Cavalry were mounted three to a base to give a looser formation that I felt was more appropriate for the sort of unit that they were.

The slingers were a problem as there aren't really any suitable figures so I fudged it by chopping up strips of Chaos Marauders and scattering them on a base in a loose formation. It gives an identifiable unit but it is a bit unsatisfactory – you need to assume they all have their slings behind their shield or in their pockets, or something! If chopping up figures seems a bit extreme then I'd suggest using Bretonnian bowmen

and painting them as though they had hair rather than helmets. Clothing really ought to be checked, striped or tartan but in 10mm that may be a bit of a tall order. If Fanatic only made one unit for the army then the Slingers should probably be it.

Goblin Chariots are very similar to the ancient British ones, though the latter probably didn't have scythes and definitely didn't have solid wheels and really ought to be drawn by horses and ridden by Marauders.



Two packs of Goblin Chariots gave me the bodies for two Chariot units and enough wolves for a Wolfhound unit. The horses I used were from the High Elf Chariots with the plumes cut off. Wheels were Undead Skeleton Chariot wheels from the bitz box. Charioteers were snipped from two Chaos Marauder command stands. This has got to be the unit second most in need of figures from Fanatic. Unless you have a bitz box with just the right components, as I did, then I'd suggest using Chaos Chariots for the meantime – they're rather over-armoured but identifiable.

Wolfhounds came from the Goblin Chariots (more wolf than hound!) but the Dire Wolves from the Vampire Counts range would also do, as would Chaos Hounds, at a pinch.



Trial Rules

For the Giant I used the Orc & Goblin one but instead of the textured 'trashed cart' base it comes with I used a standard base with a spare standing stone model from the Albion set to give a bit of flavour. I have to confess though that I chickened out of converting his club into a large standing stone. No need for conversions for the Eagles - just use High Elf Giant Eagles. Similarly, the standard Ogres do just as well for Albion as they do for Chaos or Orcs & Goblins.

For characters I was back to conversions! The General was a Chaos mounted Hero snipped from his horse and mounted on a High Elf Reaver horse to give a less heavily armoured figure. A pair of Chaos Mounted Marauder figures were added as bodyguard and standard-bearer. The latter had his mace snipped off and a standard made from brass rod, green stuff and a knight's crest, from a figure I bought in the 1970 was added. Everything in your bitz box comes in handy eventually!

The Hero was a single Chaos mounted Marauder figure snipped from a strip. I converted the Ice Mage on foot from the Kislevite range to be my Druid, complete with a standing stone made from gravel intended for the bottom of fish tanks. Once again, if conversions in 10mm scale seem like complete madness then existing figures can be used. The Chaos character pack is probably best but any identifiable figures will do.



So, if you fancy using an army of Albion there are figures out there that will do at a pinch - and who knows maybe someday there will be an official range!





Lustria 2186.

In the year 2185 of our Lord Sigmar, the Imperial court of our most splendid Empire despatched the brave and resourceful adventurer Lord Melchin across the Great Western Ocean to the new world known as Lustria. This vast and wondrous new continent had been discovered in 1492 by the Tilean explorer Marco Columbo, although it is widely believed amongst Imperial scholars that the fey Elves of Ulthuan have been aware of its existence for many centuries before this.

For is it not this mysterious race that jealously guards the sea routes to and from this primeval land? What riches and mysteries did they intend to hide from us? But they are a fading race and the time of the Elves is almost over, for now is the time of Men and we will gladly take their mantle of world power.

The race is on, however, for the other great nations of the Old World have staked their claim on this new land of gold and opportunity. Amongst the many hidden lairs of pirates, there are the thriving coastal settlements flying the colours of Bretonnia, Tilea and Estalia.

The Imperial court has decreed that our glorious Empire should not be left behind in this era of Imperialism and that expansion in the New World is vital for the greater good of the Empire.

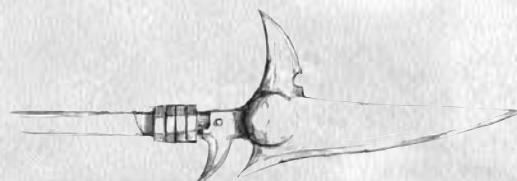
Rumours abound of great adventure, steaming jungles, man-eating lizard-devils that dwell in the interior and ancient ruins positively dripping with gold.

After almost a year at sea, Lord Melchin's fleet made landfall at the mouth of a great river on the isthmus of this once fabled land, due south of a den of iniquity called Swamp Town. Over the course of several months, Lord Melchin's engineers and soldiers worked hard in constructing a port settlement that now flies the flag of the Empire. During a few sorties sent inland for timber and other provisions, Melchin's men encountered an enigmatic and diminutive race of natives that spoke in a most peculiar dialect of clicks.

After several months of contact it was discovered that some of the native elders could communicate in broken Old Worder, obviously having had dealings with men before. These elders explained that they were people of the Wayahui tribe and offered the services of their tribesmen as scouts and workers in return for food and 'firewater'.

Melchin eventually learned from these 'Jungle Halflings' as they became known, of the existence of a huge and incredibly ancient pyramid deep in the jungle.

He took no time in organising a couple of exploration parties under the command of his two most trusted captains. It was now the Empire's turn to uncover the hidden mysteries of the new world and maybe plunder a few treasures while they were at it.



The Quest For Ferdinand's Gold

This is a scenario for Warmaster using only very small armies. It is intended as a fun 'race' across the battlefield lengthways by two Empire contingents to their final goal at the far end the ancient gold laden temple of the Lizardmen.

Unlike most battles, in which the armies are deployed in their entirety at the beginning of the game and then manoeuvre to attack, in this scenario much of the Lizardman player's army remains hidden. There's also a new race of jungle dwellers – Jungle Halflings, that may either assist or hamper the advance of the Empire interlopers and certain random events exclusive to Lustria just to add a little spice to the game.

This game is designed for three players (two Empire players), an umpire (who controls the random events and ensures that the game proceeds relatively smoothly) and one Lizardman player who must ambush the Empire contingents.

The Battlefield

The battlefield consists of twelve 1.5' square terrain boards set up two deep and six long. At one end is the Empire outpost at the coast, where the river meets the sea, and at the other is the Lizardman temple city deep in the Lustrian jungle. The main terrain feature that dominates the battlefield is the river that meanders its way to the coast from the base of the Lizardman temple pyramid. Each of the terrain boards is covered in dense jungle and mangrove which are numbered and marked on the map. In addition most boards also have a Jungle Halfling village, either located inland or on the river.

Terrain

Jungle: Unlike even the most heavily wooded parts of the Old World, the dense jungles and mangrove swamps of Lustria are practically impassable. For the sake of this scenario, troops may not move through jungle terrain (yes even Lizardmen and Jungle Halflings!). Lizardmen infantry may, however begin the game hidden within a piece of jungle terrain (see later under Lizardmen set-up).

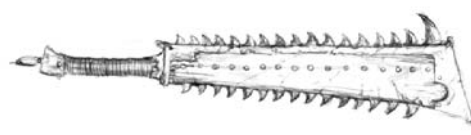
River: The river is considered shallow and slow moving enough for Infantry and Cavalry to ford at any point. However, the

river is also infested with shoals of piranha and huge man-eating crocodiles and so isn't the safest to cross without a boat. To represent this, Infantry and Cavalry (Empire, Lizardmen and Jungle Halflings) that do cross the river (move as normal) must roll a D6. On the score of 4+ they lose a stand.

Jungle Halfling Villages: Dotted around the battlefield on some of the terrain boards are the villages of the indigenous people of the rain forest – the Jungle Halflings. These count as standard built-up areas – only Infantry and Artillery may move through them and count as Defended if they occupy them. If an Empire unit moves into or touches a Jungle Halfling village, they must test to determine the occupants and their reaction (see below). Lizardmen may not enter or move through Jungle Halfling villages.

Objectives

One objective counter (we used coins painted gold to represent Lizardman gold) is placed, by the umpire, on each of the terrain boards in suitably difficult to get to places (islands, Halfling villages). Five additional counters were then placed in contact with the Lizardman temple pyramid. The umpire should bear in mind that the counters should prove awkward to get to but not impossible and also that these are the driving force of the scenario. Only the Empire players may collect these objective counters as this counts as plundering the riches of Lustria. As soon as an Empire unit (not character) touches a counter, the player may remove it from the board and add it to his stash (this counts as his non-combatants returning it to the outpost). Neither the Lizardmen nor Jungle Halflings may collect these counters, although the Lizardman player starts the game with the five associated with the temple pyramid.



The Quest For Ferdinand's Gold

The Forces

Empire: Each Empire player takes command of a rival but not enemy Empire contingent (they are essentially on the same side and may not fight each other) that has been despatched into the jungle to gather as much treasure that they can and return it to the outpost. These two forces are for all intents and purposes separate forces and cannot interact in any way – Heroes from one force may not issue orders to units of the other force. If a force is completely destroyed by enemy forces or events or has all of its characters wiped out then an identical force may begin from the Empire outpost. Each Empire contingent consists of the following:

- 1 General
- 1 Hero
- 2 Units of Halberdiers
- 2 Units of Handgunners
- 1 Unit of Pistoliers
- 1 Battery of Cannons

Lizardmen: The Lizardman player commands a force that is designated to both defend the Temple Pyramid from being plundered by the dry skins and to ambush them as they make their way through the jungle. The Lizardman force consists of:

- 1 Slann Mage Priest on Stegadon
- 1 Skink Hero
- 1 Saurus Hero
- 2 Units of Saurus mounted on Cold Ones
- 1 Unit of Terradons
- 1 Unit of Temple Guard
- 2 Units of Kroxigor

4 Units of Skinks

4 Units of Saurus

3 Salamanders (may be attached to units of Skinks and Saurus where desired)

Six units, either Skinks, Saurus or both, must be set aside specifically in the role of ambushers (see below). The rest of the army is deployed on the terrain board containing the temple pyramid and may be moved in the Lizardman player's turn as normal. The only exception to this is that the Slann and the unit of Temple Guard may never leave the temple.

Ambushing: Those units the Lizardman player has set aside in the role of the ambushers should be kept aside until the Lizardman player wants to use them. First the Lizardman player must mark on the map an area of jungle (each jungle section is numbered) where he wants each ambushing unit to be hidden – he may have no more than two units hidden per section of the map. These units may be deployed in the Lizardman player's turn whenever an enemy comes within Initiative range of the jungle terrain piece.

Ambushing forces may be revealed and charge in the same turn and so they are very powerful indeed. Note: the Lizardman player is not obliged to charge the first enemy unit that comes within Initiative range of his hidden units and may hold back and reveal them later on if desired. Once units have been revealed they may not hide again and so are pretty much a one shot weapon, especially considering that they may not be placed with characters.

Jungle Halflings

The Lizardmen share their primeval jungle with a race of indigenous, dark skinned, humanoids. These diminutive, primitive



The Quest For Ferdinand's Gold



people bare more than a passing resemblance to the Halflings of the Moot in the Empire. They dress only in primitive loincloths and decorate their bodies with warpaint and their faces with bone rings and lip-plates. They speak in a strange dialect of clicking which is more than a little confusing for most of the Old World explorers although communication can often be managed through a system of simple hand signals. They can be a great source of manpower and prove to be excellent trackers and scouts. Because of the huge diversity of tribes, however, they can turn out to be cannibalistic as the occasional unwitting Old World explorer discovers!

1. May scout: Hunters may attempt to scout out a jungle terrain section on the battlefield during the shooting phase so long as they don't shoot. Roll a D6 – on the score of 5+ the Lizardman player must deploy any units that he has hidden in the terrain piece.

2. Witch Doctor: The Witch Doctor is a powerful but solitary Jungle Halfling and he is fully versed in the shamanistic arts. He may use Lizardman magic just like a Skink Shaman.

3. Porting: Porters aid the Empire contingent by carry supplies and returning treasure to the outpost for which they get all manner of lovely shiny things and just a little firewater in return. A Porter stand can be attached to a unit in the same way as a character and gives a bonus of +1 to Command the unit.

4. Rest & recuperation: Through rest, time and a little magical elixir distilled from various rare jungle plants the friendly Tribesmen help bring a damaged unit back up to strength. Each stand of villagers will replace a lost stand to an Empire unit (simply remove the Tribesmen stand and replace an Empire stand). Also, if Tribesmen are present in a village it is automatically friendly.

5. Canoes: See boat rules (p122 rulebook).

Each Empire player may attempt to garner the assistance of the Jungle Halflings by visiting their villages on the battle map. As soon as a unit moves to touch a Jungle Halfling village, the player should roll a D6 per building and then consult the Village chart that follows. Once the inhabitants have been determined, the player should then roll a further D6 to determine if they are hostile or not. The score needed is governed by the distance the village is from the Empire outpost – the closer, the more likely they are to be friendlies. On the first section of the map, all Jungle Halflings are friendly automatically, on the second section of the map they are friendly on the D6 score of 2+, on the third section of the map they are friendly on the D6 score of 3+ and so on.

Jungle Halflings

Troops	Type	Attack	Hits	Armour	Command	Special
Hunters	Infantry	2/1	3	0	–	1
Warriors	Infantry	2	3	0	–	–
Raptor Riders	Cavalry	3	3	6+	–	–
Chieftain	Hero	+1	–	–	8	–
Witch Doc	Wizard	0	–	–	7	2
Porters	Special	–	–	–	–	3
Tribesmen	Special	–	–	–	–	4
Canoes	Special	–	–	–	–	5

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If the Jungle Halflings are friendly, then the Empire player has the choice of including the combatant troops within his own force and of using the other non-combatant elements offered. Any Empire character may command a unit of Jungle Halflings but Jungle Halfling characters may never command a unit of Empire troops. If they are unfriendly, the combatant elements will charge the Empire troops immediately and out of turn sequence, fighting to the death. If the Jungle Halflings are victorious, then any remaining troops are removed and considered returned to the confines of their village. An unfriendly village should have a marker placed on it for the purposes of any future visits. Because the Jungle Halflings are fiercely tribal, each Empire player may only control a contingent from a single village at a time. He may decide to dismiss these at any point he desires – usually when he has discovered a more useful contingent at another village. If a contingent of Jungle Halflings is destroyed then obviously the Empire player is free to obtain a new contingent from the next friendly village he visits. A village may be revisited for a new or different contingent but only after all of the units in a player's force have left that particular section of the map.

One Jungle Halfling of particular note who deserves a separate mention is the Witch Doctor. This grumpy, hairy old Halfling is a shaman of rather potent power who lives in solitude in his own hut as shown on the map. Empire players do not roll on the Village chart when they encounter his hut as it will automatically be him. They do,

however, need to determine whether or not this grumpy old git is friendly though! If the Witch Doctor proves to be friendly then the Empire player may add him to his force as normal. This is in addition to any Jungle Halfling contingent he presently has and therefore is an exception to the rule. If he is hostile he comes under the control of the Umpire who may move and use him as he wishes. Because the Witch Doctor is a character he is allowed to enter the jungle terrain where he will be safe and can hinder either the Empire or Lizardmen forces as the Umpire sees fit.

The Lizardmen often use the poor unfortunate Jungle Halflings as sacrifices to Sotek, their serpent god, and so may never attempt to use them as allies.

Special models have been made to represent these diminutive natives of the Lustrian jungle.

Village Chart

D6	Result
1	1 Unit of Hunters
2	1 Unit of Warriors
3	1 stand of Tribesmen
4	Nothing – no-one's home!
5	1 stand of Porters
6	1 Canoe (if a river village) or 1 unit of Raptor Riders (if inland village)

When a Jungle Halfling force has been determined, it will always have a single Chieftain model present if combatant units are also present (Hunters/Warriors/Raptor Riders).

Random Events

To further enhance the player's (and indeed the Umpire's) enjoyment of the game we have worked out some random events. These are intended to add a little colour to the proceedings in addition to assisting the Umpire in trying to keep things balanced. Each turn (or every other turn at the Umpire's discretion) the Umpire should allocate a section of the map for an event and roll a D6 – a 6 indicates that a random event has occurred. Then roll on the following table and apply the results as he sees fit:

D6 Result

1 Stegadon Rampage! – The armies and contingents marching through the undergrowth have disturbed a wild Stegadon grazing in the fetid mangroves. The Umpire should randomly allocate (or choose if he is feeling particularly nasty) one piece of jungle terrain for the Steg to burst forth from. It will automatically charge the nearest unit in Initiative range (yes, even Lizardmen). If there are no units within Initiative range, it will stomp 20cm in a random direction (ignoring the effects of the river). In each subsequent turn, after both the Empire and Lizardmen players have moved, the Steg will move as above, although if it ends its turn inside a piece of jungle terrain it is removed. Use the standard statistics for the Stegadon from the Lizardman army list but remove the shooting attacks as it has no howdah on its back.

2 Dinner Time for Carnosaur! – A wild Carnosaur is foraging for food when it comes across the mighty tasty looking warring factions! As with the Stegadon, the Umpire should randomly allocate a piece of terrain for the Carnosaur to burst from. Move the Carnosaur in the same manner as the Stegadon except that it will not enter jungle terrain and disappear and so will remain until either it is killed or another Carnosaur is revealed elsewhere. If another Carnosaur turns up, the original is removed from play. Use the standard statistics for the High Elf Dragon Rider except that the Carnosaur cannot *fly* and has no breath weapon.

3 River Serpent – The activities of the foreign interlopers have disturbed the slumber of a great river serpent. Place a serpent marker in the river on this section of the battlefield. The serpent will

immediately attack any canoes in the river, one at a time, until there are none remaining in this section of the battlefield. Then it will disappear (remove the model). The River Serpent has the same stats as a Carnosaur.

4 Monsoon – The heavens open with a downpour of biblical proportions. All units are reduced to half speed. In addition Empire Cannons, Handgunners and Pistoliers may not shoot until their next turn as their gunpowder is wet through.

5 Tropical Cyclone – Far worse than a monsoon, a lethal tropical cyclone sweeps through the area, tearing up trees, buildings and hurling people into the air as it passes. Roll a D6 for every unit and Jungle Halfling village in this sector. On the score of a 6, a unit loses a stand or a village is destroyed.

6 Herd of Raptors – As with both the Stegadon and Carnosaur, a herd of Raptors bursts from a piece of jungle terrain. The herd consists of three stands and moves randomly – it will not charge deliberately but any unit it accidentally moves into counts as being charged. As with the Stegadon remove the Raptors as soon as they finish their move within a piece of jungle terrain. Use the stats for the Jungle Halfling Raptor Riders above.

Starting the Game

The Empire players deploy first and take the first turn.



Ending the Game

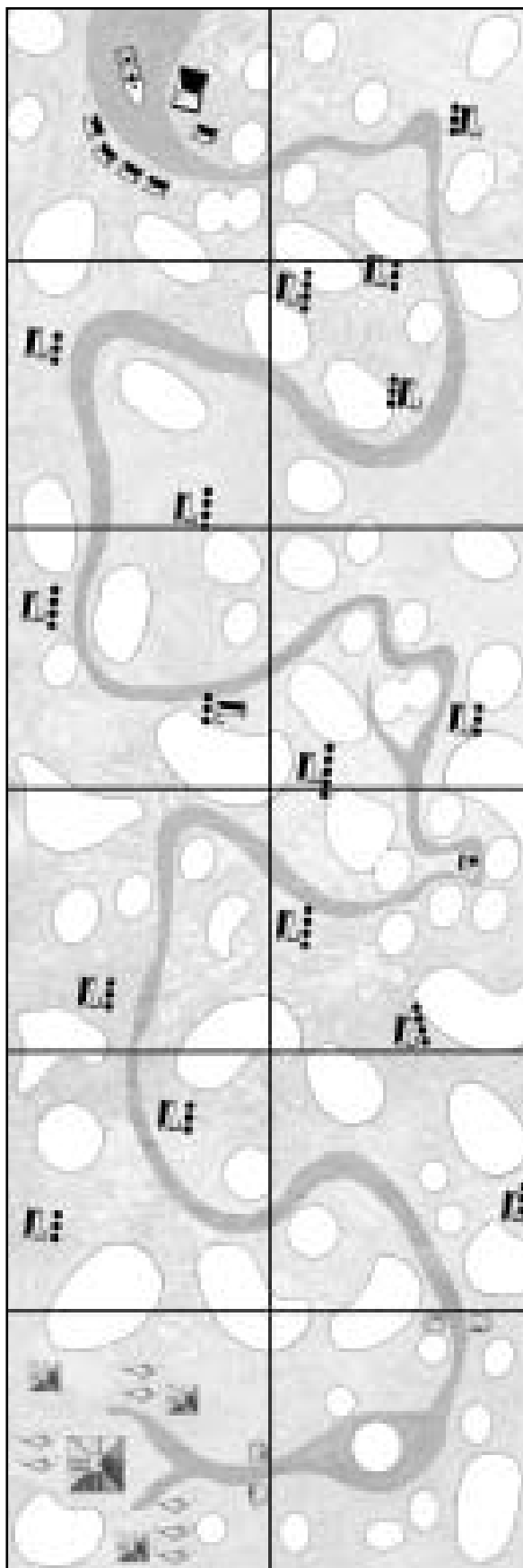
The game ends as soon as an Empire player gets a unit into contact with the Lizardman temple.

Victory

This game does not end upon the death of a General armies are not forced to withdraw through casualties and victory points are not accrued. The winner is determined through counting up the number of objective counters each player has at the end of the game.

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Deployment Map



Empire Ship



Empire Buildings



Halfling Village



Lizardmen Temple



Lizardmen Ponds



Jungle Halflings



Watchtowers

Micro Tactics

by Mike Headden

Whilst reading e-mails on the Warmaster e-group, it occurred to me that there have been a few articles on how to build and use armies of specific races and some philosophical discussions on strategy and tactics ('The Art of Waaagh!' in Warmags 5 & 6, for example). There hasn't, however, been any short, snappy summaries of the 'Where's the best place to put this stand' or 'How should I allocate my attacks' type articles.

As an aside, you can find the group at <http://groups.yahoo.com/group/gw-warmaster> – well worth looking at, if you have access to the Internet, as you can read the messages posted even if you are not a member. Better still, join up and take part in discussions that range from the thoughtful and erudite, through the offbeat and comic to the downright strange! It's a good place to ask this sort of question and get all sorts of useful advice in return.

Choosing and Deploying your Army

To begin with, it may be a case of using whatever figures you have but most people soon have enough troops to field several variations on their army. Try to choose your army with some plan in mind. Nothing too concrete, just along the lines of – artillery to pound the enemy, infantry to protect the guns, and cavalry to smack them with if they get too close. Try to have some role in mind for every unit. Once you've viewed the terrain and your opponent's army, you may need to modify your plan but at least you have a plan to modify! When choosing which units to select, bear in mind the army you're going to fight. The Undead with their large numbers of poorly armoured troops are more susceptible to shooting than the much tougher troops in the Chaos army, for example.

When deploying, keep your army together. Don't grab every piece of terrain going just

because it's there. If you have a 'shooty' army, plan how you will use terrain to give your missile troops clear lines of sight or if the enemy missile troops will outclass yours, think how you will use the terrain to deny the enemy line of sight in return. Warmaster benefits, even more so than most games, from lots of terrain to give the armies something to manoeuvre over and around.



Command Phase – Movement

Once you have your troops on the battlefield you need to think about what you'll do with them. As a general rule, I'd advise that if you intend to use Heroes and Wizards to move troops that you move them first since a failure by one of them simply stops the unit or brigade concerned but a failure by the General stops anything else from moving.

Each character should move the most important unit(s) first – not the most valuable, toughest or whatever but the ones that will have most impact in the next turn. If ordering those two stands of cavalry into the flank of the last stand of Peasants will win you the game then that's probably the most important thing to move. Just remember that nothing is certain in Warmaster so don't leave your army vulnerable if your stupid cavalry bounce off the Peasants.

Micro Tactics

Forming infantry brigades of three close combat units in column with a unit of missile troops in line in front is a common tactic. Such a brigade is manoeuvrable and allows for the best combination of attacks in defence and attack.

There are a few things I'll point out briefly as worth remembering in the Command phase. Firstly, Initiative can be used to run away as well as charge and sometimes getting out of the way is as, or more, important than anything else! Secondly, flyers can Home Back towards characters once Initiative moves are done even if they are confused, leaving flyers stranded is usually a bad idea and being confused makes it even worse. Finally, you may not make another successful Command roll this turn – don't let your army get too split up.

Command Phase – Charging

Due to the way Warmaster works, it is usually better to charge than to be charged, the obvious exception being troops in defended or fortified positions. With that in mind, you want to make the maximum number of charges with the minimum number of Command rolls.

Whenever possible, command brigades rather than single units. One advantage of the infantry brigade as mentioned before is that the missile troops can move sideways to shoot at unengaged troops on the flank of the combat while the close combat troops charge. If the brigade is positioned so that the archers are 17-18cms from the enemy then when they move aside it leaves the close combat troops 19-20cms from the enemy. As a result the columns can charge without having to maximise frontage and three units can wind up in combat rather than just one. Removing stands from the rear of the column reduces the chance of losing support and if you win the combat, all three units can then Advance.

Always consider the order of your charges carefully. Charging with certain units first may allow different units to contact, may allow or prevent flank charges or may allow more or fewer shots at you as you charge in.

Since unengaged stands can shoot at each charging unit, you will want to contact as many stands as possible if charging missile troops with more than one unit. Take a unit of archers charged by three units of spear-

men. If the unit is hit on its left flank, right flank then centre, it gets three shots at the first charger, two at the second and one at the third. If charged centre, flank, and flank, it gets three at the first and that's it – only half the number of shots. A missile unit with a Dragon-mounted character attached is even worse!

Don't assume that it is always better to throw in as many units as possible into a combat. Remember that the enemy can choose which units in contact to attack, throwing a weak, poorly armoured unit into a combat and drawing more enemy stands into the fight may actually tip the combat in their favour. In the long run, dice rolls will even out so assume that results will be about average.

As an example, let's assume that a unit of Chaos Knights charges two units of Silver Helms. The Knights get 4 attacks per stand plus 1 for charging – a total of 15 attacks. On average, they will score seven and a half hits of which three and three-quarters will get past the Silver Helms' armour. So most of the time they'll score four hits. Assuming all of one unit of Silver Helms and one stand of the other unit fight back they will get 12 attacks. On average they will score 6 hits, with their 4+ armour saves the Chaos Knights will take three casualties. So the Chaos Knights will win more often than they lose. If the Chaos General throws in a unit of Chaos Hounds they get a further 12 attacks and wind up causing an average of three more casualties for an average total of just under seven. The Silver Helms put the attacks of four stands against the Hounds and cause an average of six hits, all of which count, since the 'doggies' have no armour. The other two stands of Silver Helms will add a further one and a half hits on the Chaos Knights for a total of seven and a half. On average, Chaos are now more likely to lose this fight than to win it – despite having another unit in contact.

Try to do this sort of calculation before a charge to give yourself an idea of the likelihood that you're win!

Shooting

Since troops have to shoot at the closest target they can see, at the point when they shoot, it is hard to pick on a unit and blast it to pieces unless it winds up stranded somewhere on the battlefield.

It is sometimes possible to target specific

units by turning the shooting unit to make the preferred unit the closest unit in sight but this tends to leave the shooters in strange positions, vulnerable to charges in the next turn. Another tactic is to screen unwanted targets with other troops or by charging them. Opinions on whether this sort of thing is 'cheese' or tactical cunning vary – often depending on whether the person is 'doing' or 'being done to'!

It also pays to consider the order that shooting takes place to maximise the effect.

Another example may make this clearer. Consider a unit of High Elf Archers and a unit of Elven Bolt Throwers with two units of Chaos Hounds in front of them. The Hound units are one behind the other and the front one has already lost two stands. If the High Elf Archers fire first it is possible, but unlikely, that they will kill the front stand and so usually the Bolt Throwers will have to fire at the same stand – almost certainly wiping it out. Do the firing in reverse order and the Bolt Throwers wipe the front unit out most of the time leaving the archers to shoot the rear unit, driving them back and possibly confusing them. Most of the time shooting is not going to kill stands, let alone units, so disrupting brigades, driving away supporting stands and/or confusing units is what you are after.

The infantry brigade described in the Movement section above can be used in this way if fighting two lines of infantry. On a successful Command roll, the missile troops move sideways to shoot at units to the rear while the melee troops engage the ones in the front. Driving the rear units back even a centimetre is enough to deprive the front units of their support.

Close Combat

In combat, your troops can allocate their attacks on a stand-by-stand basis against any enemy that the stand is in contact with. It is almost always better to attack stands with worse armour/fewer hits but remember that you can't inflict more hits than the stand has! Don't lose a combat because most of the hits you caused were on a unit with only a couple of hits remaining.

The use of 'combat multipliers' is important too. By this I mean things that make a unit stronger than it would normally be. This can include using defensive terrain, adding magic

items or attaching a character, especially if the character is on a mount of some sort. The most extreme example of this might be a Hero on a Dragon with a Sword of Might who gives you an extra five attacks to allocate in addition to one stand's normal attacks. This can save a unit attacked in the flank or allow you to devastate a unit you can only contact with a single stand.

If you win a combat, take a brief pause to think about what your troops are going to do next. You may want some units to stand still, some to Fall Back and others to Pursue or Advance – if so, think about the order you want to do this in. For example, having one unit fall back may uncover a target for another unit's Advance. Sometimes the order you do these things in makes a big difference.

A final thought for this section is that if your troops win a combat in the other player's turn they get to Pursue, Advance, Fall Back, etc, just like those of the player whose turn it is – so all the advice applies to them too.

Fall Back

Remember that units that Fall Back can go anywhere as long as they stay 1cm away from enemy units and don't contact friends still in combat. Amongst other things, you can use Fall Back to position troops for the next turn, to block possible retreats in combats yet to be resolved or to retire to a defensive position.

Pursuit

Pursuing troops have to make contact edge-to-edge, if possible, but bear in mind the following: you may have the option to bring another enemy unit into the melee or not. Balance the extra attacks against the chance to fight another unit without using up your one Advance for the turn. When wrapping round, consider the possibilities of an Advance and, where possible, wrap so as to leave an enemy in sight if you are liable to be able to Advance into them.

Advances

An Advance is just a Charge move you get to make if you wipe out all opposing units in a round of combat. You get to move 20cm, remember no part of any stand can move more than 20cm, if you've fought a single round of combat or 10cm if you've fought two or more. All the normal Charge rules apply and you have to charge the nearest unit.

Micro Tactics

If you win a combat in your opponent's turn and wipe out the opposition, (unlikely as it is), then you get to Advance too.

If your unit is close to losing a stand or becoming Badly Hurt then you may decide not to Advance even when you are able to. On the other hand, it is often better to charge now than be charged in your opponent's next turn.

In essence, though, this is a Charge and all the advice above on charging applies here too.

Magic

It is hard to give general advice on using magic, as much of the advice would depend on the spells you have available and your overall battle plan.

However, it is important to make sure that the spells cast, or at least attempted, fit in with what you're trying to do with the army as a whole.

As an example, most magic users have access to a direct damage spell like *Ball of Flame*, sometimes more than one. Since missile troops have to target the nearest unit, but Wizards don't, it is often useful to wait until the missile troops have fired and then target the one you will do the most damage to.

Often denying the enemy a chance to do something is more important than being able to do something yourself. One example would be the Undead spell *Doom and Despair* which is particularly useful when cast on powerful enemy units (Chaos Knights, Dragon Riders, Stegadons and the like). Another would be the Chaos spell *Anger of the Gods* which can be very effective when used against armies that are relying on Heroes and Wizards for commands or against Orcs & Goblins!

Characters

Perhaps the commonest avoidable mistake made by Warmaster players of all levels of experience is forgetting to move characters. More than anything else, Warmaster is a game of command and control, and having characters in the wrong place can spell disaster.

Characters need to be close enough to the troops you intend them to command to con-

trol them. Even Wizards can move units a reasonable distance if they are between the units and where they are going. A Wizard 20cm ahead of the unit can move them once, up to his position, once more out to the edge of his 20cm Command range and then a final move out of command. Always assuming you can make the Command rolls that is!

Characters who get too far from their units risk being 'run down' by the enemy and, with nowhere to go, getting wiped out.

Try to avoid throwing characters into combat unless they'll make a difference. If you're going to win anyway why tie the character to a unit the enemy will promptly target for destruction. This goes double for Generals whose loss ends the game. Even if you're running away with the game in terms of Victory points, losing your General takes you to a draw, at best. Been there, done that!

Conclusion

So there we are, a few thoughts on how to play Warmaster. I hope that even 'old hands' will have found something in here to make them think. None of this guarantees you a win but it should at least allow you to make more of a fight of it even with the most atrocious dice rolls – we all have games like that! Remember the most important thing isn't winning or losing, it's having fun... but it's easier to have fun if your army isn't being stomped into the table by the opposition!

