

Issue 1

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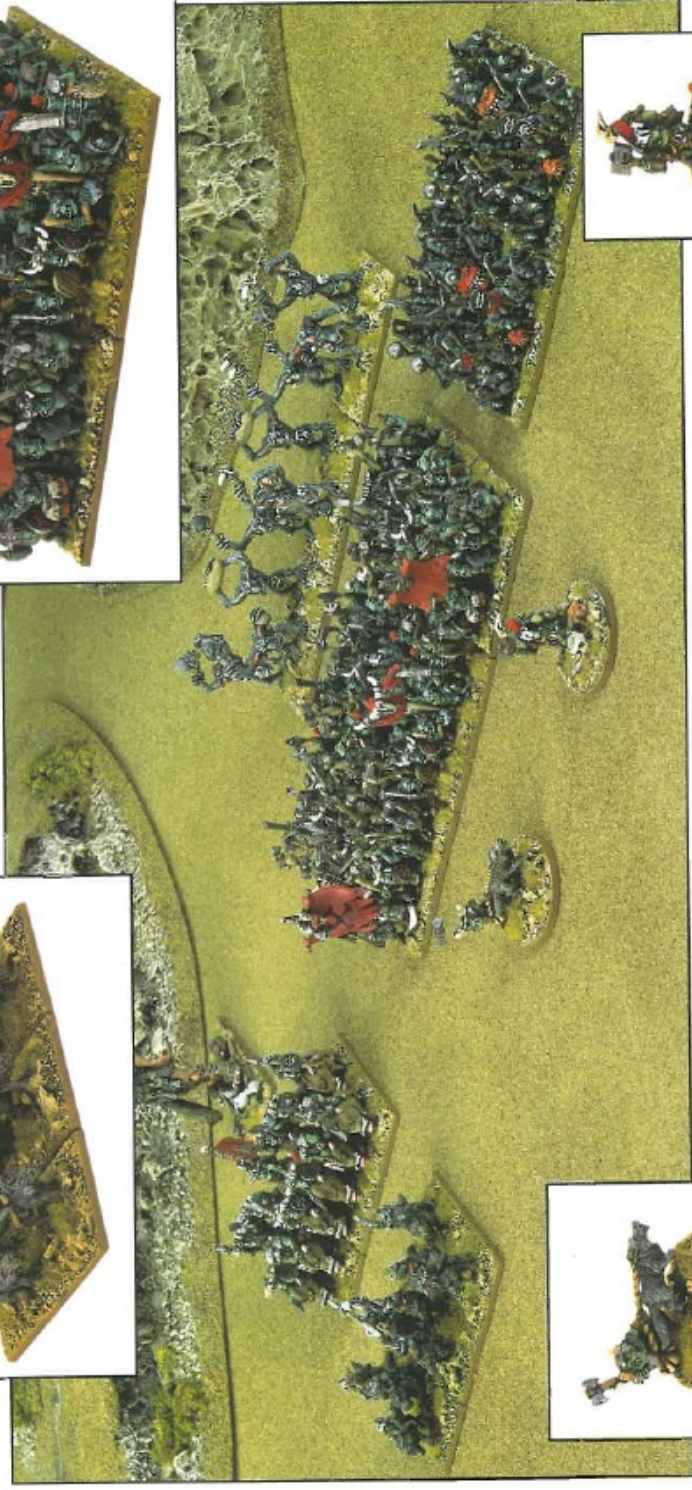
WARMMASTER

MAGAZINE



Warmaster Siege

Rules for new siege machines
Rules questions and answers
Battle at the Oracle scenario



Rick Priestley's incredible Orc army

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WHAT IS WARMASTER MAGAZINE?

Welcome to the first issue of Warmaster Magazine – a new and entirely rectangular publication whose role is to champion, promote and service the Warmaster game. Neither those three words nor their order has been chosen lightly. Our aim is to live up to that challenge as best as we can – to Champion, to Promote and to Service the Warmaster game now and in the future.



You might well ask why we should want to start a dedicated magazine rather than publishing more about Warmaster in the colourful and undeniably shiny pages of White Dwarf magazine? Well, as we have all come to realise, in the long run White Dwarf isn't terribly good at supporting game systems other than Warhammer and Warhammer 40K. Partly this is due to lack of space and partly due to loss of focus as one new game follows another and our attentions are drawn to the next new sparkly thing.

So, the only way of making sure a game receives all the support it needs is to give it its own creative resource. That means its own model design program, its own web-site, and its own magazine. Hence Warmaster magazine! You will notice the rather prosaic title. That's my fault I'm afraid – puritanical design ethic you see. No fancy titles like 'Snotling Fondlers Gazette' for us.

In the office we've taken to calling it WarMag, which is a bit more friendly isn't it. So, conversationally its WarMag from now on, alright?

If you've been paying attention you will have noticed we said that Warmaster was going to get its own 'model design program' as well as its own 'web-site'. The web-site is up and running already, or rather two are as there is www.warmaster.co.uk and also the Games Workshop web-site which you can access from the main site www.games-workshop.com. The model design program has been running for a while and has already produced a plump bunch of new models some of which are ripe for public consumption right now. Others are still passing through the sluggish digestive process that is the mould room and will doubtless emerge in due course.

At this point it might be a good idea to introduce you to the team. Yes we know it hurts but it'll soon be over and you won't have to go through it again we promise you.



Firstly (and I get to go first because I'm writing this and not just because I'm the best looking!) there's your's truly Rick Priestley sometime author of Warhammer, Warhammer 40,000 and currently Warmaster. A fancy job title has always eluded me – but the word Boss has a pleasing ring to it does it not?



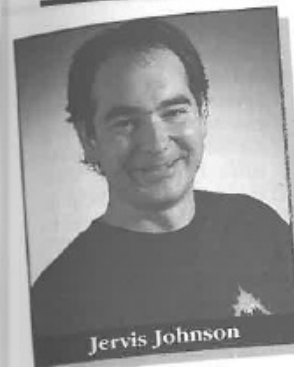
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Jervis Johnson

Now you all
know Jervis
Johnson,
creator of
Blood Bowl
amongst
many a
splendid
thing. He's
the head of
Fanatic, the
new secret
organisation
that is
supporting

all of those secondary
games systems you love and he will be
leading the team that puts together WarMag.
(For more information on Fanatic turn to
pages 46-47 of this fine tome - Ed.)



Steve Hambrook

Here we have
the trio of
production
and design
gurus who
will be
contributing
their
legendary
copy editing
and layout
skills to the
cause. Steve
Hambrook

whose keen and devilishly accurate eyes
will be scrutinising submissions,
punctuating paragraphs, and coordinating



correspondence. Mark him well for he yields
great power and has the best seat by the
window.

Next is Warwick
'Panzer
Commander'
Kinrade who
you will
remember
from his
exploits with
Epic 40,000
and is the
resident
design
'luvvie' in the
group.



Warwick Kinrade

And finally
there's the
new boy
'munchkin'
Andy Hall
who I'm
informed
makes a fine
cup of tea.



Andy Hall

This man is Ian
Pickstock who
will be
occasionally
wielding the
camera to our
considerable
advantage. It is
our intention
to have a full
colour cover
on every
single issue,
right there on
the front and
back, regardless
of expense.



Ian Pickstock

SOME BASICS ABOUT WARMAG

At this point, before we get stuck in to the meat and gravy that surely awaits within, let's go over some basics. A question and answers format has been adopted for this which is disturbingly schizophrenic. I really will have to have a long talk with myself about it later.

Q. How often will WarMag be published?

A. To start with WarMag will be published every alternate month but we have to find out what player's want before settling on a format. We're keeping an open mind about how often the magazine should appear and how big it might be. Obviously if we can sell enough WarMags we can add more pages, maybe increase the colour content, or publish more often, but it's early days yet so let's wait and see.

Q. Are the rules in WarMag 'Official'.

A. Yup - WarMag is the official voice of the Warmaster game - if it's between these covers it's as official as it gets. WarMag will be publishing new rules and rules amendments, but we'll also be publishing ideas for players to try out and inviting you to submit ideas for general discussion. So that we can all recognise the 'official' stuff from the 'try out' stuff we have come up with a system. It goes something like this.

1. Trial Rules. Are trial rules for new armies, new troop types, or new anything. Rules are

trial in the sense of being 'not yet official' or 'under trial'. If a section is labelled Trial Rules then that's exactly what they are - when you play a game decide if you're going to use any trial rules beforehand. Your comments on trial rules will greatly help us to finalise the details before adding them to the official rules.

2. Additional Rules. Are recognised and official additional Warmaster rules for new stuff and are usually developed from the trial rules. If a section is labelled Additional Rules then it's an official tried and tested addition to the Warmaster rules.



3. Proposed Amendments. Are proposed amendments to the existing rules - that is to say changes or additions to the game system as published in the rulebook. The idea behind publishing these as proposed amendments is that it gives everyone a chance to use them and comment on them before we adopt rules as official amendments. As with trial rules you have to agree to use any proposed amendments before a game.

4. Amendments. Recognised official amendments to the game system will be labelled amendments.



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There won't be many of these right away because we're cautious types who want to make sure we've got it right before making an official amendment.

5. Clarifications. Are commentaries on the rules intended to clear up any misunderstanding or potential confusion. Clarifications don't change or add to the rules but merely explain them at greater length. We've published all the clarifications to date in this issue of WarMag for the benefit of everyone and especially for those who don't have web access (the same clarifications are also available on the websites).

6. Unlabelled. Most articles and features won't be labelled at all because they'll be about modelling, scenarios, or will offer ideas for discussion. That means we can still publish lots of interesting discursive stuff, ideas about the game, suggestions for its development, and so on.

Q. Will there be new Warmaster armies?

A. There certainly will. We have two already under production and a third is about to start production. The two under production are Kislevites and Bretonnians the first of which will be featured in the next issue of WarMag. The third? Well we'll tell you when the sculptor makes his mind up. After that we will be commissioning more armies and some variant designs for existing armies as well as further siege

machines and other special items.

Q. Will the articles from WarMag also appear on the web site.

A. Some will - most obviously the clarifications and any published amendments or official rules will also be published electronically on the website. However - not everyone has web access (not yet at any rate) so we're going to be publishing a paper WarMag for a while at least.

Q. Can I write for WarMag?

A. You can find details about how to go about writing for WarMag somewhere amongst the writhing entrails of this issue (*I suspect it's on pages 14-15 Rick - Ed*).

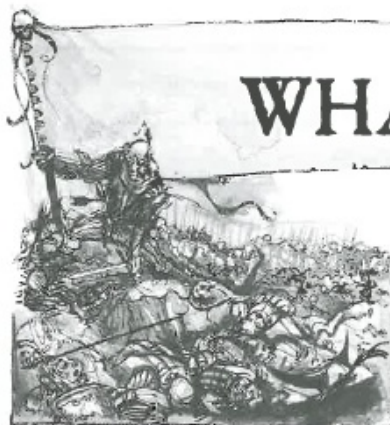
Q. Will there be a 28mm version of Warmaster?

A. Now you're just being silly. What did I tell you about that long talk?

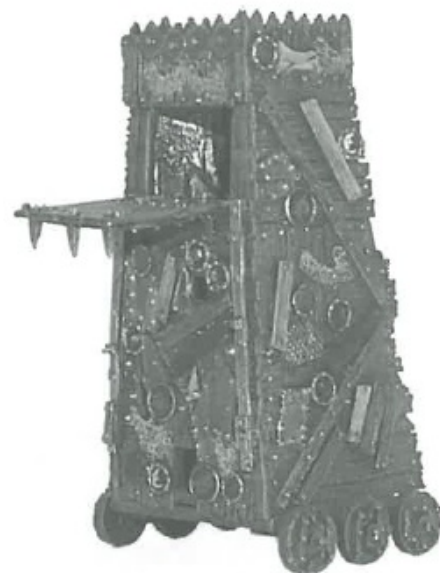
Rick P



WHAT'S NEW?



This month sees the very first of the 'Fanatic' releases for Warmaster – which is to say the first models to be released in addition to the the six armies covered by the rulebook (Empire, Orc & Goblins, Chaos, High Elves, Dwarfs, and Undead). The releases cover a range of siege equipment and accessories as described in the Warmaster rules together with a selection of earthworks which can be used equally effectively on the open battlefield and by besieging forces alike.



Orc Siege Tower

The most imposing (and weighty) of the new releases are three variant siege towers. Each comes as a substantial metal kit with detailing appropriate for Empire, Chaos and Orcs. The Empire version is clad in metal plates and is neatly finished. The Chaos siege tower is adorned with chaos badges and has a nicely spiky top section. The Orc offering features typical greenie workmanship with everything nailed firmly if irregularly in place. The Empire siege tower can also be pressed into service on behalf of other races – it carries an imperial style device on the drop-down gangplank which is invisible if modelled in the down position.

Several of the scenarios in the Warmaster rulebook feature carts so it is nice to see three models included in this release. These cover the Empire, Orc and Undead armies. As well as making useful pieces for 'wagon train' and 'plunder' style scenarios these make nice decorative items and I'll certainly be adding a few to my baggage train. The Empire cart is more of a wagon – a chunky four wheeled affair – whilst the other two are lighter two wheeled vehicles



Empire Wagon



Undead Plague Cart



Orc Wagon

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The Battering Ram is the fully wheeled enclosed version as described on p94 of the Warmaster rulebook. It is suitable for use with any army. Having wrestled one of these kits together only to have it fall apart when picked up, I recommend fixing it to a base for everyday use – unless you are considerably less ham-fisted than me (...pretty much a certainty!).



Battering Ram

Cannon balls... what more can we say! They're round. They go with cannons. And they come in little piles like this. Can be used by the mischievous to represent Wyvern droppings.



'Wyvern droppings

Not one but two entirely different designs of ladder have been produced! Paint these up separately and simply place them between the infantry strips so that they project upwards. This looks especially purposeful as your troops march towards the enemy's walls. Inspires confidence – always good for the dice rolling I find.



Ladders

Looks very much like the mantlet designer got carried away and produced three different designs before anyone could stop him! Mantlets 1 and 2 are solid types suitable for protecting infantry units, whilst number 3 is more suitable for building into a fortified artillery emplacement.



Mantlet

We have a selection of devices which fall into the 'throwing nasty things from castle walls' category. Firstly there is the cauldron – presumably containing boiling oil or something equally undesirable (e.g. four gallons of John Smiths Bitter).



Boiling Oil in action on a rampart

Secondly there is a device for shovelling what looks like hot coals, rocks or possibly dung onto would be attackers. Both these models come as ingenious multi-part kits which are a bit fiddly to put together but look very appealing when complete.



Rock Droppers

Two different rams have been produced – now there's choice for you! As with the ladders these can be painted separately and placed over infantry units as they go on 'ramming duties'.

A selection of earthwork pieces is now available. These come in an assortment of designs and sizes suitable for siege or field. The castings themselves are substantial and the detailing nicely realised.



Unit of Orcs with Log Ram



Log Earthworks



Earthworks



Artillery Emplacement



Earthworks

The mangonel is a new siege engine the rules for which are included in this issue of WarMag – this is a hefty torsion powered rock throwing machine. It can be used by any of the existing armies but only in siege games – lending some wall reducing ability to armies such as High Elves and Chaos which are otherwise lacking. It has a long range compared to other artillery, enabling the attackers to pound away at fortifications without suffering retaliatory fire. No specific crew models are available – but any of the existing war machine crew models can be adapted and spare character models can also be usefully employed.



Mangonel

The bombard is a large but primitive cannon used to reduce fortifications. In essence it offers an alternative to the mangonel and although it can be employed by any of the existing armies. It will, no doubt, appeal strongly to Empire and Dwarf players whose armies already feature cannons. As with the mangonel no specific crew models are available – but existing crew models can be used or character figures adapted. The model could also be used as an alternative cannon design for field battles if players' felt so inclined. Rules for the Bombard are covered in this issue of WarMag.



Bombard

Please note that some of the models on this page are not shown to size. For codes and prices of this new range of miniature turn to the Warmaster catalogue on page 36.

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Warmaster on the Web

I guess there can't be many people reading this whose lives haven't been touched in some way by the spread of the world wide web. To those of you who have been a little tardy getting online, I can only apologise for this page or two of incomprehensible numbers, slashes, dots and casual disregard for the language of Shakespeare and the King James Bible. Like it or loathe it, it's hard to deny that we are in the midst of a real change in the way people communicate and that's going to have an enormous impact on the whole tabletop gaming hobby in the future. Personally I see this as a great opportunity for the whole gaming hobby, for Games Workshop, and for Warmaster - here's why.

1. The internet is the ideal media for specialist interest groups because it transcends physical distances and allows a relatively small number of widely dispersed enthusiasts to share their ideas and pool resources.
2. The internet acts as a library resource of information - unlike books information remains on-line and accessible to novice and veteran alike.
3. The internet allows efficient organisation - news, events, club-directories and tournaments can be communicated in an instant - compare that with the 3 month lead time required for a typical monthly magazine like White Dwarf.
4. The internet is the ideal way to buy specialist products - if you have an efficient mailorder business (and I'd like to think Games Workshop has one of the best!) the internet puts an on-line catalogue and all the latest news about the latest releases and deals right on your desk top in an instant.

So - why am I so enthusiastic about the internet? Because (adopt voice of mighty statesman) I have a dream... a dream of a Warmaster game supported, nurtured, and united by its enthusiasts by means of a universally available, cheap and flexible media. Of course, that doesn't mean everyone has to be united in opinion or ambition - far from it - and I think that if you visit some of sites

mentioned below you'll find a diversity of ideas and effort that is both useful and exciting.

For the first time since I began making my living in this uncertain and rather bizarre way I think it's possible to gather enough support to make it commercially viable to continue to design and produce new models indefinitely. In hard commercial terms, that's simply a case of being able to sell enough of something to generate enough cash quickly enough so you can pay someone to design the next thing. That's not a hard calculation to do - and I've tried to setup Warmaster so that it can be supported as long as people want to continue playing and enjoying it.



A FEW LINKS

This isn't an exhaustive list of Links. You can find that easily by visiting one of the sites listed here. The maximum Warmaster site has a very good links section for example. What I've tried to do here is draw attention to some of the sites I especially enjoy and which I look at regularly. I don't feel qualified to comment on sites I've only just discovered or have yet to find - suffice to say I'm sure there will be lots of good stuff there too and no criticism or disapproval is implied just because I haven't included any particular site in my round up.

Brumbaer's Homepage can be found on www.brumbaer.de and is the homepage of Stephan Hess who, together with myself and Alessio Cavatore, form the Warmaster Design Team. Stephan doesn't work for Games Workshop - his participation in the game development is voluntary and his web-site is entirely independent. The site itself contains

some Warhammer material (Stephan is a past Warhammer Champion) as well as some very impressive and useful Warmaster features. Players will find his free downloadable army builder program an absolute boon. There is also a great battle report with further reports promised in the future – if you haven't checked this out yet, do so at the first opportunity! We are not talking a static text based report here – the overhead battlemaps actually show the movement and fighting as it happens. Stephan has also developed a very interesting campaign system which includes a map and rules presented in two alternative formats – a conventional version and a version suited to access online.



Maximum Warmaster is at home to visitors at www.maximumac.com and is one of the longest established sites with regular news updates and a database of alternatives armies, rules, and other community features. What I really like about this site is the obvious enthusiasm and dedication of the guys who run it – Maximum Warmaster gets up-dated three or four times a week and is always worth a visit just to find out what's happening in the world of Warmaster. There is also a very good links section that will take you to most of the other Warmaster sites that I'm currently aware of – one to bookmark!

Mordini's Doomed Legion is, to use its own words, 'A site for Undead Generals about an Undead General by an Undead General' and you can find it at www.n-light.fesnet.co.uk. This is a very entertaining site with a very readable and nicely presented background story and photographs of the Doomed Legion. The painting guide section alone is worth visiting if you are thinking about putting together an Undead army – not only are there good sized stage-by-stage pictures but you get front and rear shots of the models too!

The Land of Stomm is home to two sites, the first a set of campaign rules and the second the Games Workshop Brent Cross store Warmaster campaign using those rules. Both sites have been put together by David Simpson and the current address you can find them at is www.stommstommson.redbotant.com I think it's

fair to say that the rules themselves owe a little to the old Mighty Empires system for Warhammer. David says he is in the process of moving the site to a new address but you should find a link easily enough.

The Taylor Made Guide to Warmaster website can be found at www.actaylor.redbotant.com and contains a variety of interesting material including some very attractive pictures of Adrian Taylor's High Elf army and a selection of house rules covering further units and special characters. The site also has carries a database of Warmaster players in the UK.

The Old Sage is a large and well established site with a great deal of interesting information about the Warhammer world and games set therein. The most recent addition is a Warmaster section at this address: www.geocities.com/~oldsage/warmaster/ that contains suggested new rules and ideas for adding further armies to the game as well as numerous links. The Old Sage is well worth exploring beyond the Warmaster section.

I wouldn't be human (and only just human at that) if I didn't mention the Official Games Workshop site at www.games-workshop.com. This site is home to the Warmaster game on the world-wide web. Then there's my own site at www.warmaster.co.uk in which I occasionally ramble in public about the Warmaster game and how to make a decent cup of tea. The Games Workshop site also gives you the shop by post facility of the on-line store where you can order Warmaster models without even leaving your chair.

Finally, the Warmaster e-group has been created as a forum for discussion and ideas about the Warmaster game. One of the purposes of the e-group is to discuss rules issues and compile questions about the game rules on my behalf. So if you have questions about the games rules this is a good place to start. Find out more on www.e-groups.com/group/gw-warmaster.



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THE RAID AT THE ORACLE

by Chris Bobridge

*'If my men can kill with a butterknife,
imagine what they can do with a sword!'*
- Lord Varthos of Sarburg

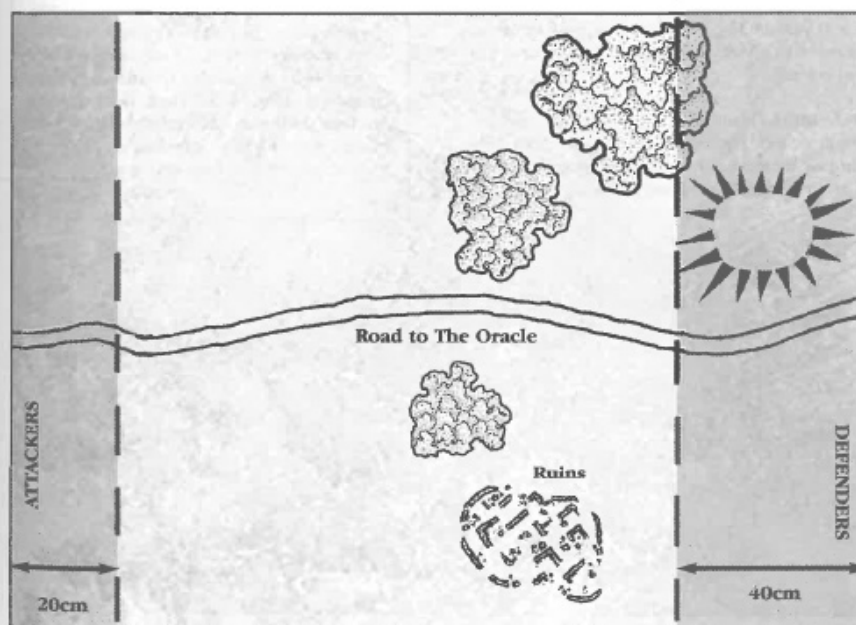
For many settlements in the wild lands of the Border Princes, the threat from raiding parties and blood-thirsty invaders is very real. This battle depicts one such event, when the town of Sarburg was attacked by the shambling Undead horde of the Tomb King Cabrotta. The town had survived previous attacks thanks to the marvelous foresight of a local oracle. Unfortunately for the settlers and the oracle this was where the Undead decided to strike first...

This battle was fought between the Empire and the Undead, but can be fought between any two armies. The attacking army must fight across the battlefield in order to leave by the far edge and reach the oracle. If successful the attackers will be able to march on towards the unsuspecting town of Sarburg.

The game is fought along the full length of the table with the opposing armies deployed at either end, and runs for eight turns. The defenders (Empire) deploy first within 40cm of one edge, while the attacking army (Undead) deploy afterwards within 20cm of the other edge. The attackers deploy second because the defenders have very little time to react to the attack. The attacker then takes the first turn.

The crossbowmen and hand-gunners of Sarburg are renowned for their grit, dead-eye accuracy and wily hunting skills. To represent this, whenever an attacking unit is forced to fall back due to missile fire, roll an extra D6 and discard the lowest roll. In addition, to represent their extraordinary determination and skill, as well as the high craftsmanship of

*'Sarburg shall stand until the last sparrow
flies from the blasted oak!' - prophecy of
the Oracle of Sarburg.*



'Ob... I wasn't expecting that!' supposedly the final words of the Oracle of Sarburg.

their weapons, the Empire hand-gunners and bowmen may shoot at up to twice their normal range.

The attackers are trying to breach the defenders lines. Any attacking unit that leaves the board via the defenders board edge is assumed to have reached the oracle's house and slain him.

Special Victory Conditions

Attackers (Undead)

Win automatically if one of their troop units reaches the Oracle before the end of turn four (excluding flying units)

Otherwise use victory points to decide the winner of the battle.



Victory Points Bonus

Attackers (Undead)

+100 points For each unit of two or more stands that reaches the oracle. Flying units do not count.

Defenders (Empire)

+100 points For each enemy unit destroyed entirely by missile fire (IE All hits inflicted on it are by missile weapons.)

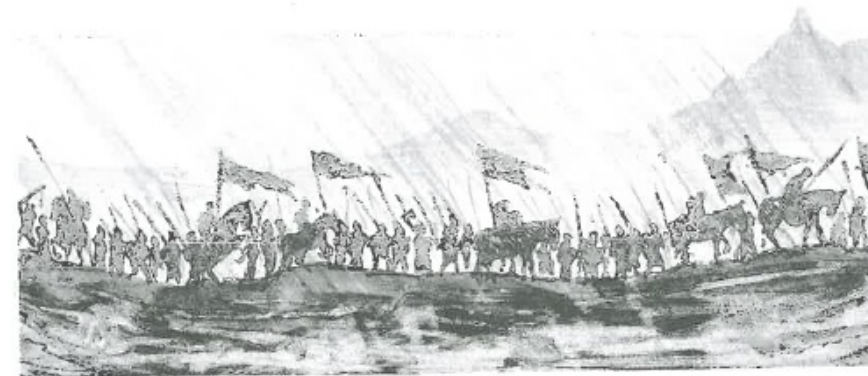
Sarburg stands in the south of the Border Princes – a rough community of fortified houses, workshops, and trading posts. Its folk are some of the toughest migrants ever to leave the Empire and settle in this inhospitable land.

Raised in a land surrounded by endless foes that are stronger, bigger and faster than themselves the citizens of Sarburg have grown to rely on their bows to survive.

Their constant use and training with these weapons make them outstanding archers – and their hunting and tracking abilities are second to none. Accustomed to danger and hardened by battle, they have proven to be stubborn and effective defenders of their rough home.

The smithy at Sarburg was built by one of the most skilled weapon-makers of the Empire. Many people say he only came to Sarburg to avoid being hanged after shooting the Count of Stirland's son in a duel. Other say he was a mystical alchemist, who trafficked with daemons in return for his skills. Whatever the truth a selection of his finely worked duelling pistols hangs in the Blasted Oak Inn in Sarburg.

Sarburg is certainly a good place to escape retribution, persecution, or responsibility - all factors which have shaped its population as surely as the desolate landscape. The smith's descendants carry on the traditions of craftsmanship that make the locally produced Sarburg firearm as effective as it is rugged.



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DESIGNERS NOTES

In this scenario, I wanted to create a very specific 'Breakthrough' scenario, with attackers racing straight for enemy lines, before engaging in a bloody melee.

I was interested in the idea of an approach under fire. Rank upon rank of crossbowmen loosing arrows in one last defiant act against the approaching doom.

The Undead look to be disadvantaged when playing this scenario, as the increased range and driveback of the defenders missile fire seems overwhelming. I have, however, tried to balance this with the inclusion of the victory point bonuses and the special win conditions.

The Undead player should try to concentrate the bulk of his force on a single part of the line, with the hope of breaking through and winning automatically. Fast moving cavalry and chariots will be of great use here, as well as flying Carrion to engage the defenders' missile troops.

The Empire should concentrate on forming a solid battle line, with a mobile reserve of cavalry to stop breakthroughs.

To fully exploit the scenario rules, it is recommended that you have at least four units of missile troops. If you include more, however, you risk not being able to get line of sight for those units and effectively wasting their abilities.

It would be characterful for the Empire to avoid using a War Altar in their army, as Sarburg is viewed as quite insignificant by the Elector Counts, and certainly not worth supporting with the Grand Theogonist.

Likewise, the Undead should not use their artillery, as this is a raiding force, and the time it takes to deploy artillery would slow them down immensely.

Feel free to continue the saga of Sarburg in your own games. I would like to make scenarios to represent the rest of the raid, but I need to hear what you think of this.

So please, feel free to email me at stryker@tpgi.com.au

Enjoy this scenario and have fun!

Christopher Bobridge





While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you are one of these people then the following writer's guidelines will help you put together an article that is more likely to be accepted and used. The main thing, however, is to give it a go by writing something and sending it to us. After all, the worst we can do is say no!

1. What do we need?

- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.
- We need your permission to use your article. All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article.
- If possible, supply articles on disc. We can read most formats, so just send in your article on disc as this will save a lot of time. Also, if you're on the Internet, why not e-mail your article to us.
- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

2. What we're looking for and what we're not!

The following types of article are the best sort to send in as an 'unsolicited' article.

- Do send scenarios for one of our game systems.

- Do send ideas for collecting, modelling, converting and painting Citadel miniatures.
- Do send tips and tactics based on an army and a games system that you are familiar with.
- Do send reviews or details of how to set up and run a tournament/convention.
- Don't send new rules & army lists. While we will be publishing rules and army lists, these will always be commissioned works. By all means send in such material as an example of what you can do, but bear in mind that we will not publish it.

3. Sending your work to us

Send your ideas to the following address along with the permission form:

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Willow Road,
Lenton,
Nottingham NG7 2WS.
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EMPIRE REDOUBT

BY NIGEL STILLMAN



WARMASTER SCENARIO TERRAIN

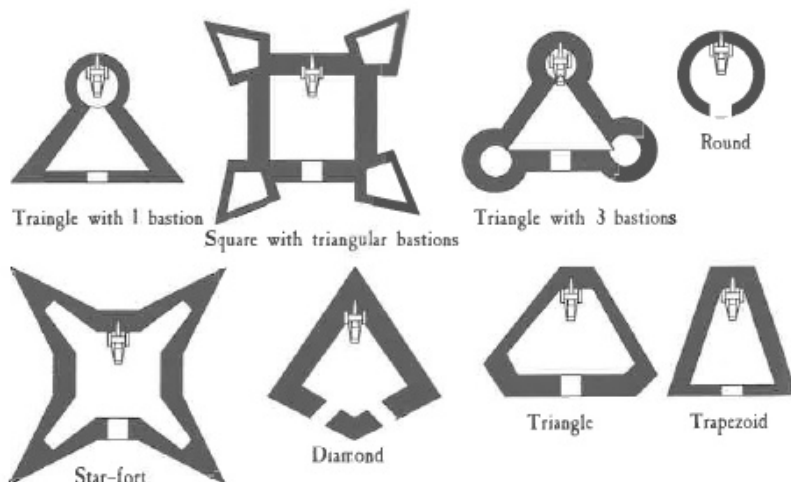
This piece of scenery for Warmaster represents an earthwork redoubt constructed by an army of the Empire. A Redoubt is the name given to a strongpoint, constructed in the field by the troops. It usually consists of a ditch and bank to create an obstacle for attacking enemy, with a rampart of earth and, timber built on top of the earth bank, to provide cover for the defenders. The rampart will often be strengthened by wattle gabions (huge baskets) filled with earth, barrels, timber, overturned carts and whatever else comes to

hand. Behind the rampart the earth is built up to form a platform, known as a fire-step, for the defenders. The bank and ditch will usually be further protected by stakes.

Within the redoubt there may be positions for cannons and various bunkers for stores, gunpowder and ammunition as well as shelters for the troops. Redoubts are built for such purposes as to strengthen a line of defence, as outworks of a besieged fortress, to lay siege to a fortress and provide artillery positions from which to bombard the enemy, to defend bridges or guard roads.

EMPIRE REDOUBTS

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earth is built as a fire-step, and ditch will stakes.

be positions for stores, as well as bts are built when a line of aged fortress, wide artillery bombard the ard roads.



Round



Trapezoid

The shape of a redoubt can vary enormously, such as triangular, square, star-shaped and round, but the redoubt will usually be designed to enable enfilading fire and maximise the directions in which the cannons can be brought to bear (see below left). A position on slightly rising ground is best for siting the redoubt.

Making the Redoubt

In this section I describe how I created the redoubt as an item of scenery for Warmaster. I made the model in the following stages.

- Planning and gathering materials.
- Making the base for the model.
- Making the earthworks and ramparts.
- Details
- Painting the model.



Planning the Model and gathering the materials

I decided to make a triangular redoubt, which would have a circular cannon bastion at the apex of the triangle. This would be the point facing the enemy. I was influenced in my design by the possibility of using a circular object as the round bastion. There were several possibilities for this, ranging from the base of a polystyrene cup to the cardboard inner part from a roll of masking tape. A section of cardboard tube would also suffice. These would provide the basic shape and would require modelling putty, such as Das or something similar to build up the bastion.

Next I considered the tools and materials I would need which were as follows:

- A rigid board, such as MDF or hardboard for the base.
- A round shape for the bastion (I used the base of a polystyrene cup)
- Balsa wood strips and batons. Various small lengths about 1-2CM thick and 15-20 CM long.
- Some strips of thin wood, card or plastic card to make ramparts and firesteps.
- Glue (PVA glue and another glue for more precise work).

• Modelling knife (safe, retractable type) and modelling saw.

• Sandpaper (to smooth the edge of the base board).

• Sand and grit (for texturing the base)

• Paint (Browns, Greys, Greens, Yellows, Black & White).

• Filler, such as plastic wood, Tetrion, wood filler or similar.

• Bits from the bit box; such as barrels, cannons, slain warriors etc cut from Warmaster strips and plastic warmaster bases.

Making the base

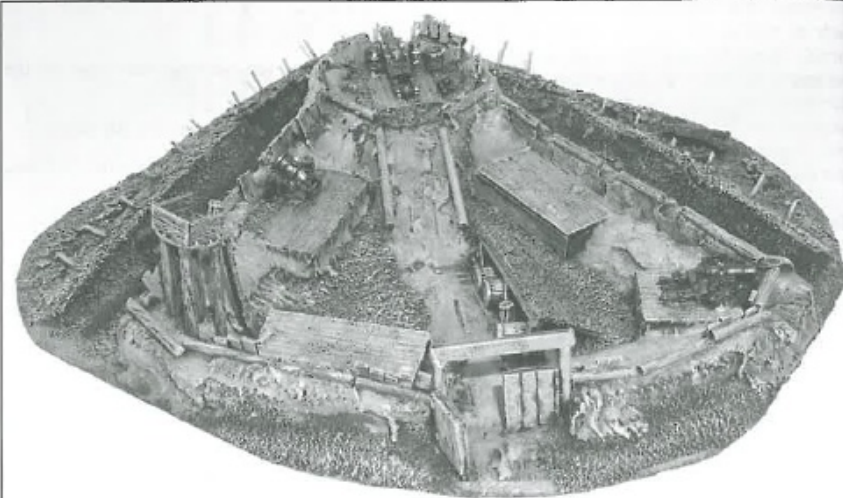
The base needed to be a roughly triangular shape about 8" x 8". The base needs to be thick and strong enough to support the model. I used 2mm thick MDF. Placing the sheet on a workbench I cut the board to shape by scoring several times with a safe, retractable, modelling knife. Then I smoothed down the edges with sandpaper.

Making the Earthworks

Before tackling these I decided that the height of the earthworks would be roughly a bit higher than a man at Warmaster scale. Therefore I was aiming at a height of 15mm or half an inch. Then I cut off the base of a polystyrene cup to this depth, giving me a half inch high round shape for the corner bastion. Turning this upside down, I glued it in position at the apex of the triangular base, allowing enough room between it and the edge for a bank and ditch. The polystyrene cup base provided a raised circular gun platform.



Next, I stuck batons of balsa wood onto the base to create the basic triangular form of the ramparts. Again I allowed enough room for an outer bank and ditch. These batons joined onto the bastion. At the back of the redoubt I left a gap to be the entrance. In front of the batons and the bastion I stuck short lengths of balsa strip. These I cut so as to have a triangular section to create a sloping glacis facing outwards from the redoubt. I glued these on the edge of the base leaving a gap between them and the



Empire Redoubt showing several gun emplacements

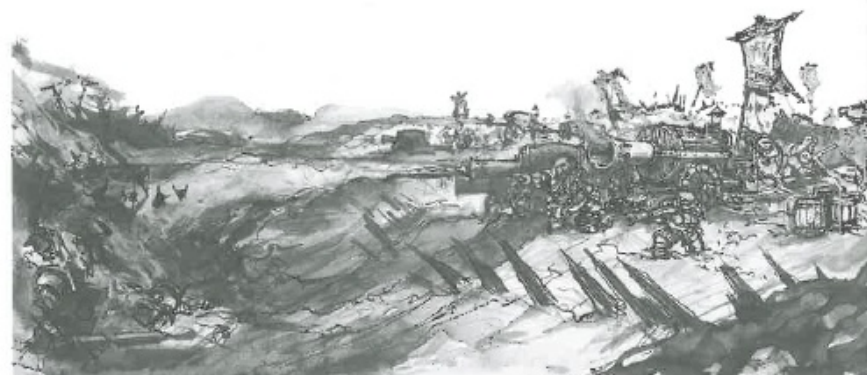
bigger batons and bastion. This gap created the ditch.

When the balsa was firmly in place, I smothered the wood in modelling putty and plastic wood filler, using a spatula to smooth the slope of the glacis, the slope of the ditch and the ramparts. I built up putty along the edge of the earthworks to create the rampart parapet. At a few points I modelled gun ports in the ramparts, ready for cannon.

When the putty was hard, I began sticking various bits of plastic rod, sprue and card onto the ramparts to represent logs, timber, pavises and such like, built into the rampart. Behind the rampart, I modelled firing steps and used Warmaster plastic bases to make

gun platforms and places to position stands of troops. I scored the bases with a modelling knife to represent planking. At this stage I made a bunker and a watch tower from plastic card, plastic rod and Warmaster bases.

Finally, I painted the smooth areas of putty on the ramparts, ditch and glacis with PVA glue and sprinkled them with sand to create a textured surface. I also did this on some areas within the redoubt, leaving only a road from the entrance. This area I covered with filler and using a plastic rod, made the ruts caused by towing the cannons into the redoubt.



Details

Adding detail provides a good way to indicate the scale of a piece of Warmaster scenery. This can be done using items from the Warmaster range. I mounted several cannons in position in the bastion and on the ramparts. I glued several barrels in the bunker and some beside the cannons. I also stuck piles of cannon balls beside the cannons. For gates, I cut bits from some 28mm building parts, but I could have used plastic card, or a warmaster base cut in half. On the glacis and the ramparts I added stakes by making holes with a pin vice drill and inserting plastic rod. I could have done this earlier by simply pushing cocktail sticks into the putty before it hardened. On the glacis and in the ditch I glued Orc figures to represent slain attackers from the last assault, and I added various other bits of debris. The redoubt would also benefit from the occasional flag. Not only do these details indicate scale, but add character and narrative to the terrain piece.

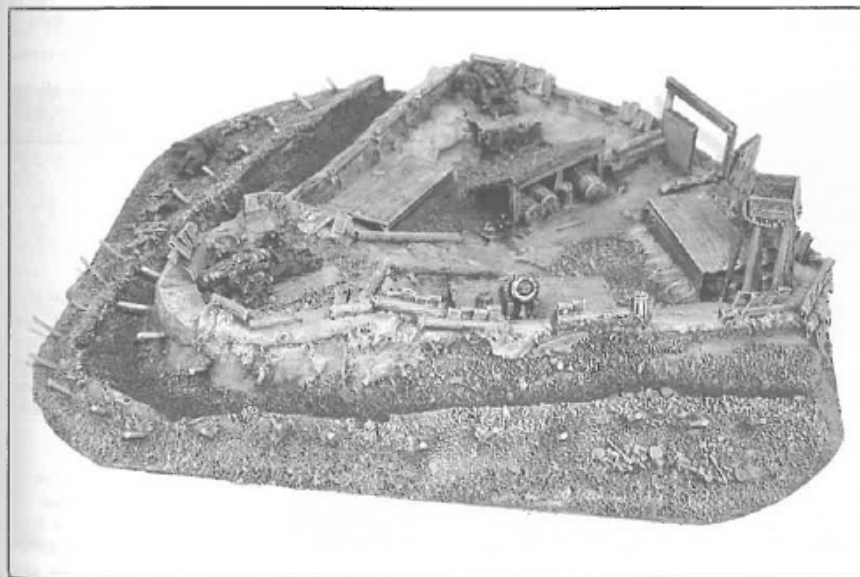
Painting the Model

Unfortunately I haven't quite got around to this yet... Oops! I know, I know, I'll get it sorted but I've too much to do at the moment so you'll just have to settle for my suggestions.

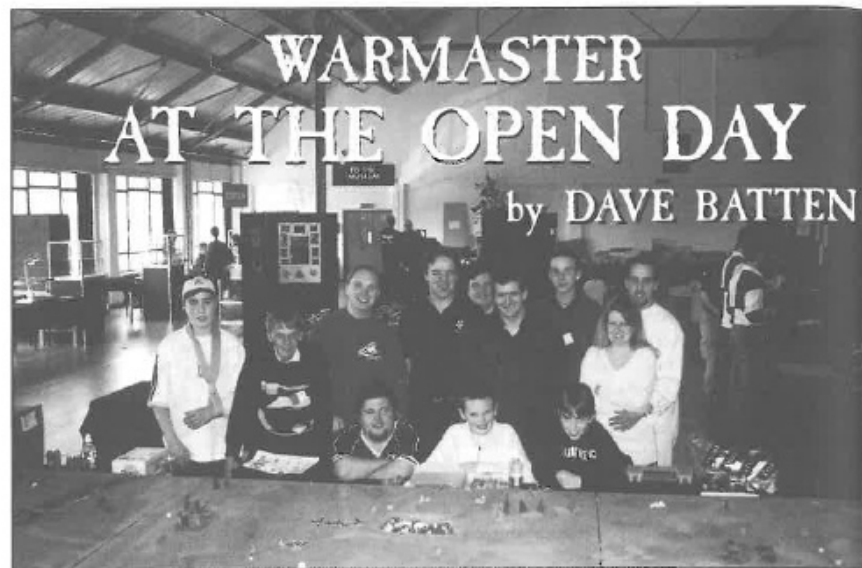
My suggested painting scheme for the model is as follows:

- Undercoat the model in a thin coat of black, white or grey spray paint.
- Paint the base with earthy brown.
- Paint the rough outer areas of the base with dark green, leaving the glacis, the ditch, interior and ramparts brown.
- Paint the timberwork in suitable timber colours (use several light shades of brown).
- Dry-brush the base with progressively lighter shades of brown to differentiate between bare earth and timber.
- Paint the details such as heaps of enemy slain, barrels, cannons, etc.

And there you have it a splendid piece of Warmaster terrain to hide your Empire artillery in...



Empire Redoubt (from the other side)



The end of a long hard day - the team.

In the run up to the summer open day held at Warhammer World in May, GW approached several games clubs and invited them to put on a game or games of Warmaster as part of the event. Four clubs, Lincoln, Nottingham, Oxford and Portsmouth got together and decided that it would be fun to pool our resources and put on the biggest game we could manage, on a 'bring what you've got' basis rather than carefully pointed balanced armies. We knew that most people had either High Elves or Undead but it made the Sunday morning quite interesting, waiting to see just what would turn up! To ensure a unified theme

to the terrain, Matt Fletcher of Warhammer World offered to provide us with a 24 ft X 4ft table.

In the event the final muster of the armies gave us approximately 6,000 points of Undead, 7,000 points of High Elves (including 6 Dragons!), 1,000 points of empire and some of the best games terrain I have ever seen - thanks Matt.

In order to keep the game rolling along all day we agreed to ignore the rule that a general being killed would end the game and decided that any units completely destroyed would come back on at that players table edge in their next turn. At this point the empire general laid claim to the large castle at one end of the battlefield and declared an armed neutrality. What this meant in practice was that he attacked anyone who came near.

With the troops evenly spread along the four 6ft tables they looked a little thin on the ground so we had a rapid rethink and



Dave (right) with some club members at the open day.

Warhammer
a 24 ft X 4ft

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The battle in full swing - get those High Elves moving!

pulled two 1,000 point armies out of the main battle lines and set up one of the end tables to run introductory games. This gave each of the main armies about 300 points per foot of table edge - a balance I would recommend to anyone else who wants to run a really big game.

Due to the additional rules we introduced there was no actual winner on the day although a lot of fun was had by all. For me, the highlight of the day was the point at which the High Elf players decided that they had taken enough of the Empire troops interfering

in their private battle, so they posted a dragon on each of the main towers of the castle, breathing fire and destruction everywhere!

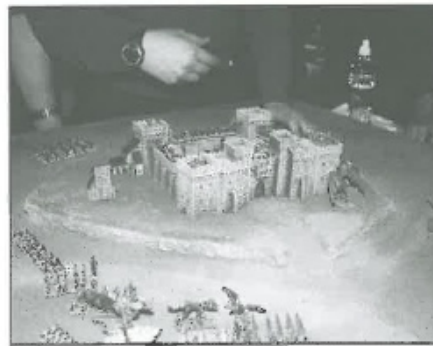
Special thanks should go to the players who ran the introductory table, 30 games of Warmaster in one day must be indicative of something dedication, commitment or just sheer lunacy - I know which gets my vote!

Dave Batten, Nottingham Games Club



Rick lends a hand to proceedings.

EXCITING MOMENTS AND BRAVE DEEDS



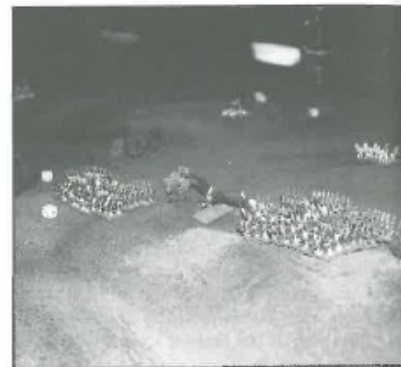
Nice castle (Forgeworld models), see our ad for details (shameless plug).



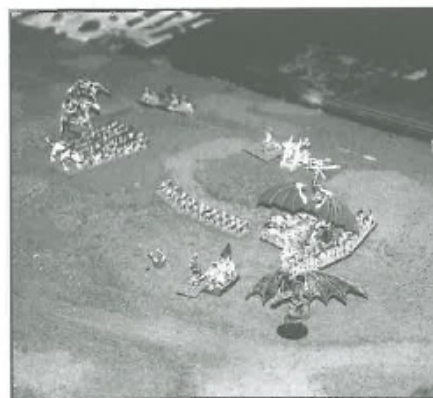
Undead and High Elves clash at the foot of a Wizards Tower.



Overhead shot of action around the castle.



High Elves get ready for the off.



Undead defend a hill top against High Elven attack



The battle reaches a climax with troops committed everywhere.



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TRIAL RULES BOMBARD & MANGONEL

This is the first in a series of trial rules for the Warmaster game. That doesn't mean we've just made it all up on the spur of the moment... far from it... but it does mean we haven't played and tested the rules to the extent that we'd like. Rules will remain 'trial' rules until the Warmaster design team is good and happy with them. If you're going to use trial rules in your games agree to do so beforehand with your opponent – but please DO use them! If you use them – and if you have comments about them – by all means pass your comments on to us. This will help us to build up a picture of how the rules work in as broad a context as possible. BUT – and it's a big but – so you'd take notice – we don't have the time to correspond about rules development, so please frame your comments as points and not questions, give us the game background, and let us know exactly how many games you've played with the new rules and with what armies.

MANGONEL AND BOMBARD

The Mangonel (stone thrower) and Bombard (primitive cannon) are special siege weapons. Because they are large and cumbersome weapons they cannot be used on the open battlefield unless, for whatever reason, a particular scenario demands it. Their primary role is to breach fortifications and as such their availability is confined to siege operations in the same way as Siege Towers, Rams, and so forth.

Both weapons can be used by any army in the same way as other siege equipment. This seems perfectly appropriate for the armies currently available, but we might like to make exceptions later once the range of armies starts to expand. It's hard to imagine Lizardmen using



a bombard for example! In the case of Orcs we'll assume that the odd bombard is captured along with a supply of powder, and in the case of the Bretonnians we'll have to take it that common sense prevails over their usual prejudices about gunpowder weapons! Players whose sensibilities are offended by the whiff of gunpowder can, of course, choose to restrict themselves to Mangonels.

Neither weapon can be placed upon the ramparts of a wall or tower. They are too heavy. This means that Mangonels and Bombards will out-range any artillery deployed by the defenders, forcing their opponents to either endure bombardment or mount a counter attack to take out the weapons.



Mangonel, shown larger than actual size

STAT LINES

	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max
Troops								
Mangonel	Artillery	0/4	3	0	-	1	80	-/1
Bombard	Artillery	0/4+bounce	3	0	-	1	90	-/1

Neither weapon moves once it is deployed on the table. Mangonels and Bombards are built or assembled on the spot and we must assume that it takes many hours or even days to get them ready for use. Therefore, these weapons have no move, cannot use their initiative and cannot be given commands except to 'retarget' as outlined below.

Mangonels and Bombards can be used against fortifications more or less in the same way as cannons and stone throwers. They are, in effect, very large and powerful versions of these weapons. They can also be used against troop targets in the usual manner. However, some special rules apply.

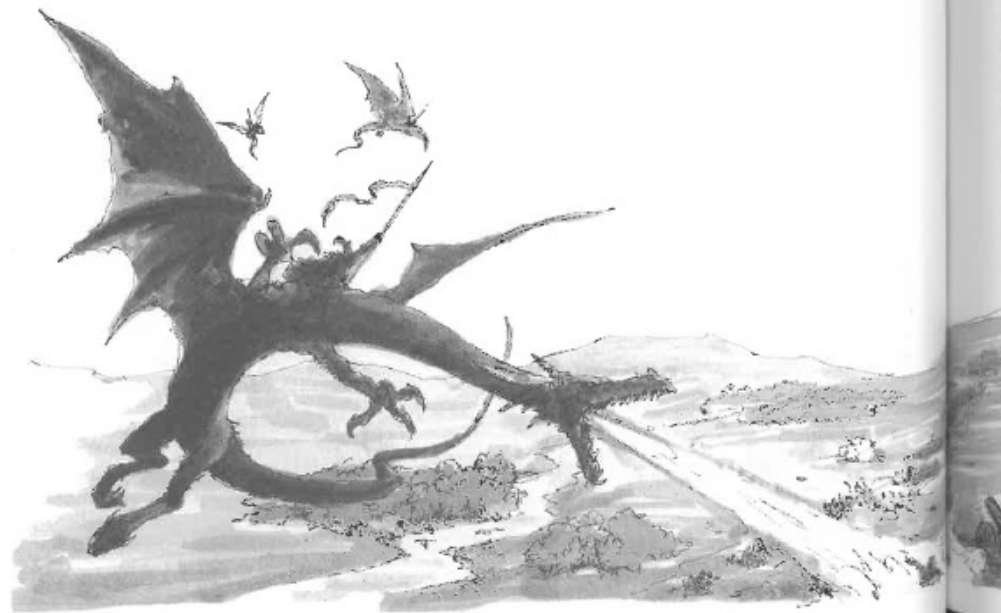
Both weapons have a range of 90cm.

Both weapons fire 'straight ahead'. This is defined as directly forward of a line drawn from the centre of the base front edge. When first deployed the player must align the

weapon so that it is facing the target. It is useful if the player declares exactly where the weapon is pointing when it is deployed, as this prevents any uncertainty should the model be accidentally knocked or picked up and admired.

During the battle the player may not move the weapon, except that he can issue an order to 'retarget'. This allows the weapon to turn on the spot by up to 90 degrees to face a new target. This order cannot be a brigade order, unless several Mangonels or Bombards are brigaded together, in which case a single order will suffice for up to 4 weapons. If an order to realign to a new target is failed the weapon remains facing the original target and cannot shoot that turn.

When firing at fortifications such as walls, towers and gateways a 6 is normally required to score a hit by any artillery piece. In the case of a Bombard or Mangonel a 6 is required to



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Bombard, shown larger than actual size

hit the target unless a hit has already been scored against the same target in a previous turn. Once a hit has been scored against a fortification target the weapon is assumed to have 'got the range' and any further shots against the same target in subsequent turns will hit on a 4+.

Note that both weapons must be able to 'see' their target in the same way as other artillery. Bear in mind that by 'see' we mean not only that the crews can observe their weapon's fall of shot but also that there are no troop movements in the line of fire that might cause the crews to cease operations. This means that line of sight to a unit of troops is required over level ground.

The Shooting Overhead rule applies to the Mangonel and Bombard as it does to all artillery. This allows the weapons to 'see' over obstacles, including troops, on a lower level than either the weapon or target (or both). Tall fortifications such as walls and towers are

assumed to be a higher level than the ground they stand on – so they can be targeted in this way. See page 67 of the Warmaster rulebook for more about Shooting Overhead.

When shooting at fortifications the usual targeting rules apply. It is not necessary to shoot at the closest target. See page 91 of the Warmaster rulebook.

The Mangonel has a minimum range of 20cm as it is impossible to adjust its mechanism to shoot at closer targets. A target that is 20cm or closer cannot be shot at.

Neither the Bombard nor Mangonel can shoot at an enemy that charges them. They are simply too big and cumbersome to stand their ground and shoot at rapidly approaching enemy.

When shooting against troops the Bombard gets a bounce exactly like any other cannon. This does not apply when shooting at walls/towers as the stonework will obviously stop the cannon ball and prevent it bouncing.

Both weapons use the standard breach chart. However, at a range of 30cm or less the Bombard may add +1 to the dice roll in addition to any other bonuses. Bombards are ferociously destructive at short range, but also very vulnerable to enemy action or counter fire.



Rules Clarifications

Questions

& Answers



As with any game system the rules book cannot cover every possibility. At the time of playing it's easier to roll the dice and get on with the game. Here's a selection of clarifications – further clarification can be found on the www.games-workshop.com website or via the Warmaster e-group site (see Warmaster on the Web page 9)

Q. The Staff of Spellbinding can be used against an enemy wizard who fails to cast a spell (p77). Can the Staff of Spellbinding be used if a Wizard's spell is cast and subsequently dispelled, or only if the actual cast is failed?

A. *The player rolls to cast a spell. If he makes his roll the spell is successfully cast and if not the spell has failed. See p72 Casting Spells for an explanation of how this works. The Staff of Spellbinding can only be used when a spell fails. If the spell is cast successfully the Staff of Spellbinding cannot be used even if the spell is*



subsequently dispelled.

Q. If a Wizard is 'spellbound' by the Staff of Spellbinding does the effect last for the remainder of the battle?

A. *Yes. A spellbound Wizard suffers the -1 dice penalty each time he tries to cast a spell for*

the remainder of the game.

Q. When are Dwarf 'anti-magic' attempts rolled – before the Wizard rolls to cast a spell or after he has successfully cast a spell?

A. *Dwarf anti-magic and Scrolls of Dispelling can be used once a spell has been successfully cast. See p75 Dwarf Anti-magic Spells and p77 Scroll of Dispelling.*

Q. When a stand of troops has enemy stands touching both its side and rear what is its Attack Modifier -1 or -2?

A. *A -1 penalty applies to any individual stand which has an enemy stand's front edge or front corner touching its own side edge, rear edge, or rear corner. It does not matter how many enemy stands touch as described the maximum penalty is -1. Even a stand that is completely surrounded therefore suffers only a -1 penalty. See page 37 Attack Modifiers.*

Q. Can a Wizard give orders to a brigade



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A. To determine if a unit is within a character's command range, measure the distance from the closest part of the closest stand in the unit to the character's command stand. If the distance is equal to or less than the character's command range then he can attempt to issue an order. This is the way distances are generally measured, the same applies to command penalties for example (p15).

So, in the case of a Wizard with a 20cm range he can attempt to give an order to a unit so long as the distance between the Wizard and the closest part of the unit is 20cm or less. It is not necessary that the entire unit lies within a 20cm radius of the Wizard or even that one entire stand be within a 20cm radius.

When giving orders to a brigade the character still needs to be in range of all the units. The easiest way of measuring is to disregard the closest unit(s), and measure to the most distant unit in the brigade you want to give



an order to (p17). If the unit is out of range as described, then it cannot be included in a brigade order. However, a character could still give a brigade order to those units that were in range leaving any units not in range where they are.

Q. When a cannon unit fires at a unit in a forest and scores 2 hits how many dice are rolled for drive backs? Is it 2 because 'defended targets count as in the open' to cannon fire (p68) or 1 because 'defended units count one less dice for working out drive backs' (p27).

A. When rolling hits, cannons count defended targets as in the open (4+ to hit) and fortified targets as defended (5+ to hit). This only affects the score required to hit and it might be better to think of this as a +1 bonus to hit against defended or fortified targets. The number of dice rolled for drive backs is not affected. As far as drive backs are concerned, a unit in a defended position still counts as in a defended position and a unit in a fortified position still counts as in a fortified position. So, a unit in a wood taking 2 hits from cannons is driven back by 1 dice because as a 'defended' unit it ignores the first hit. Note

required to hit compared to other shooters they are more likely to inflict hits and therefore more likely to cause enough hits to cause a drive back.

Q. Can a stand shoot if part of its frontage is blocked by a friendly stand, or if only a part of its frontage can trace a line of sight to a target.

A. A unit can shoot so long as it can 'see' the target from any point along its own front edge



(or all round in the case of some units). So, a stand does not need to trace a line of sight from its entire frontage only from a point on the frontage (p25).

Q. If a unit of Trollslayers loses two stands how are victory points awarded?

A. Any Trollslayer units remaining at the end of the game count as destroyed earning the opposing player full points (p141) so a single remaining stand earns the enemy full points (80pts) just the same as two or three stands. Basically - to earn the Dwarf player victory points they all have to die!

Q. If a unit of Trollslayers is struck by a Gerroff spell are they driven back?

A. No they are not - Trollslayers are never driven back.

Q. If a unit in a defended or fortified position is struck by a Gerroff spell how far are they driven back.



Rules Clarifications

A. 5 x D6cm as for any other unit. As the

This situation represents troops being

Gerroff spell's drive back isn't based on hits but on a random roll no modifier is applied for the drive back.

Q. If I give a brigade an order to charge a unit can all the units in the brigade attack?

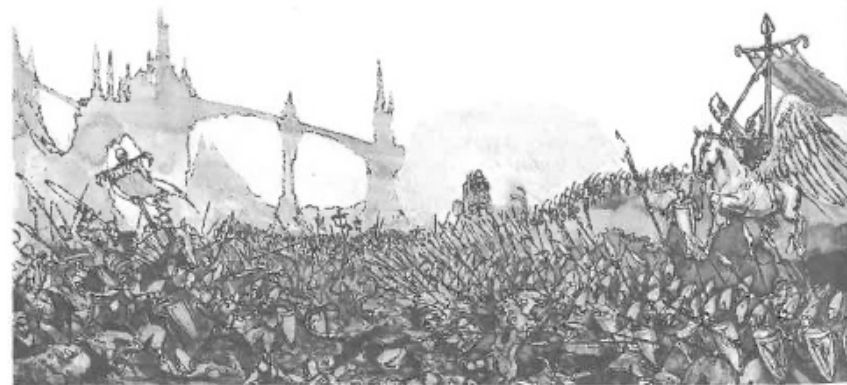
A. If you successfully issue an order to a brigade then any units in the brigade can charge against any enemy they can reach as described in the rules for charging (p32). They are not obliged to do so, some can charge whilst others do not. Any units which do not charge must move 'as a body' - which is to say they have to end their move touching. Units that charge do not need to end their move touching other members of their brigade - they are allowed to separate (p35). When units charge from a brigade it is essential to



move the units one at a time, as the movement of the first unit may affect the lines of sight in respect of a second unit, and so on for third and fourth units.

Q. When flyers retreat from combat, can they move over impassable terrain or other units? Are they destroyed if their path is blocked by a wood or by a friendly unit that does not make way, for example?

A. Flyers aren't treated differently from other troops in combat. If stands are forced to retreat through enemy stands, or through friendly stands that don't make way, the flyers are destroyed (p41).



surrounded and overwhelmed by the enemy, or being driven through their own friends in panic before running from the field. Imagine the flying creatures panicking and scattering. Many would be beaten to the ground and slain, speared, or otherwise killed or wounded, but the majority would probably survive. They would take to the air and scatter in all directions.

In Warmaster terms that means the stand is destroyed - it has lost its ability to fight. The same holds true for all types of troops. In any real battle more troops flee, surrender, cower or become incapacitated by exhaustion than are actually killed. In Warmaster it all amounts to 'destroyed'. With that in mind you can see how it doesn't really matter whether troops can fly because all they're going to do is use their extra mobility to get away from the battle faster!

In the case of impassable terrain, the rule is that stands forced to retreat into impassable terrain are destroyed (p41). Which is to say any terrain which is impassable to that troop type. So cavalry retreating into a wood are destroyed, but infantry are not, for example. In the case of flyers, woods count as impassable terrain so the rule would be that flyers retreating through a wood are destroyed. This is meant to represent the troops becoming irretrievably dispersed. I never imagined a cavalryman turning round exclaiming, 'Oh no it's a tree' and dropping dead. That would be... unlikely! Horsemen can be imagined to flee amongst even densely packed trees, and flying creatures could fly into or around trees, but they do so as individuals. They would have to abandon the cohesion and structure that makes them an effective military unit. So, in Warmaster terms, stands are destroyed if they retreat into terrain that is deemed unsuitable for them to

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contact with officers who therefore cannot rally their forces, individuals find hiding places, no-one knows what's going on beyond their immediate vicinity, and therefore the stand ceases to have any value as a fighting entity. And, of course, sometimes the trees get them (joke!).

Q On a roll of a 6 on the Giant Goes Wild Chart (p137) the Giant's attacks are doubled. Are the bonus attacks from charging doubled too?

A It is the Giant's actual Attacks value that's doubled - i.e. from 8 to 16. The attack modifiers add to or subtract from the Attacks value as usual. So, the Giant would count 16



Attacks +1 for charging in the open, +1 for a Monster charging = 18. Which I, for one, feel is quite adequate!

Q In the army lists do the min/max values apply to each set of up to 1,000pts or to each full 1,000pts? Is a 1,500pt army subject to basic min/max restrictions or double, as for a 2,000 point army. What about restrictions for 999pts or smaller armies?

A p127 Units/Characters final paragraph, "The min/max applies for every full 1,000 points of agreed army value".

If you agree to play a 2,000 point game that's two full 1,000 points so double the min/max values. If you only choose 1,995 points worth of troops for your 2000 point army that's your loss. The important thing is that you've agreed to play a 2,000 point game. The actual number of points in the army doesn't matter so long as it does not contain more points than you have agreed to use.

If you agree to play a 1,500 point (say) game then that's one full 1,000 so use the basic min/max, an agreed 2,500 point battle is double, an agreed 3500 is triple, and so on. 1,000 points is really the smallest size required to play a satisfactory game, but if you have less than 1,000 points use the basic min/max values.

If players wish to agree to increase, decrease, or in any way adjust the min/max values for their own purposes that's entirely up to them

Q If two friendly units lose a combat round and one is completely destroyed, is the retreat distance still divided by two or is the 'destroyed' unit gone and therefore ignored. To put it another way, are destroyed units counted with regard to retreat distances in multiple unit combats?

A When working out the retreats for surviving stands, count the casualties against destroyed units and count the destroyed units when dividing for distance. Page 46 Retreats and Pursuits, "The distance moved is the difference between the number of hits scored divided by the number of units on the losing side including any units removed as casualties."

Q Can a flying unit see a unit on top of a hill if there's another unit right in front at the bottom of the hill? If so, can the flyers charge the unit on top of the hill? If so, where do you put the flyer stands if there is no room in front because of the lower unit?

A In this situation the flyers can't see - the ability of a flying unit to see to charge is the same as a ground unit as described under 'Enemy in sight' on p42.

Q Can a monster mount which has joined a friendly unit shoot against a charging enemy if it has a suitable breath weapon? If so how are the shots worked out?

A Yes the monster mount can shoot against the charging unit. The shots are worked out once the charging stands are in position but can be assumed to occur at any point during the charge move - the same way as all



shooting against chargers (p28). Any casualties that occur are removed before combat and all hits scored count towards the results for the first combat round (p28).

The issue with breath attacks is do you take

Or to put it another way: 1) does the actual character stand need to be able to see the target or 2) is it adequate that a stand from the unit can see on the grounds that the character can be assumed to be anywhere within the unit?

The rulebook doesn't cover this at all. My own assumption when playing has always been that you need line of sight from the model. However, this does contradict the principle that the character is 'inside' the unit's formation. We may need to introduce a new rule here. I'm not really in favour of introducing new rules without a suitable opportunity to test and assess them. So! Here is a 'trial' new rule – that means it's not an official part of the game until it's been tested and approved. Make sure your opponent understands whether you're using the rule before the game and decide for yourself how you like it. Later on we might do some kind of on-line poll to find out how you like the rule. Here it is:

MONSTER MOUNT SHOOTING

Monster mounted characters or other characters that have a shooting attack when joined to units are assumed to be within the unit's formation regardless of the actual position of the unit. When shooting in the Shooting phase, or during the Command phase if shooting at chargers, the player nominates a stand in the unit the character has joined. The shots are worked out from that stand in the normal way. All the shots taken at the same target unit have to be worked out from the same stand, but otherwise the character can 'move' from stand to stand

during the opponent's Command phase if the unit is charged by more than one enemy, for example.

Q Fortress walls, towers and gateways cannot be damaged with arrows & other light shot (p91). Does this mean that Chaos & the High Elves cannot possibly destroy a fortress wall because they have no artillery capable of doing the required damage? Could the spells "Curse of Chaos" and "Hail of Destruction"/"Storm of Stone" be used to damage fortress walls?

A These spells have to be used against enemy units so they won't be any help when it comes to attacking fortresses/etc. Siege equipment isn't included in the lists at all – the lists being primarily intended for field operations. The assumption is that siege towers, rams and other siege machines are available to all armies in a siege game. You'll notice that each item has its own army list entry and points values. The plan is to add further items to the siege machines described in the book. For example, trebuchets, bombards, mangonels, and similar pieces. See earlier on in this very magazine.

Q On page 24 the rules state that units shoot at the closest visible and eligible enemy target. Does artillery also have to shoot at the closest enemy?

A Oh yes! The exception is when artillery is shooting at walls, gates and towers (p91) when they are allowed to ignore closer targets. Even so, the walls, gates, or towers still have to be visible for the artillery to shoot at them.



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The purpose of this section of *Warmag* is to give those people who haven't been with us from the start (shame on you!) and who maybe interested to find out what else has been written about Warmaster. Below is a short list with the title of the article, which issue of *White Dwarf* it appeared in and a brief description of what it's all about.



White Dwarf 243

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

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

White Dwarf 244

Men of the Empire: Introduction to the Empire army.

Making a Scene: Nigel Stillman shares his experience of table top modelling for Warmaster.

Painting Warmaster: A short article on painting by the Eavy Metal team.

White Dwarf 245

Grudge Bearers: The Dwarfs enter the fray.

Battle of Deaths Gate: New Warmaster

Building Deaths Gate: Modelling supremo Nick Davis shows how to make terrain for the above scenario.

White Dwarf 246

Army of Darkness: Not the Bruce Campbell film but Chaos in Warmaster.

The Battle of Gaping Moor: scenario *Undead vs Chaos*.

Woods of Gaping Moor: Once more Nick shows how to model the terrain in this Scenario.

The Lost Battle of Three Lords: Another Battle Report and scenario. This time Rich Baker's Chaos horde takes on Jim Butler's Dwarfs and Alessio's Empire forces.

White Dwarf 247

The Green Horde: Waaagh here come the Orcs.

Painting Warmaster: Rick advises us on painting Warmaster figures and more importantly how to make a good cup of tea.

Future of Warmaster: Rick tells of his plans for the future including news of this very publication you hold in your hands now!



STUDIO RAID...

Armed with a camera, notebook, and a disconcerting smile we invaded the design studio raided, pillaged, took a few prisoners, and escaped to tell the story. Thanks to our bravery, initiative, and, let's face it, disarming good looks, we can now bring you the full unexpurgated story (don't know what that means but it sounds good). Told for the first time... presented in glorious black-and-white-o-vision, introducing the tale of 'what we found on the designer's desks'... take it away maestro!



Dave Andrews made the Chaos army for Warmaster and is currently toiling away at the Bretonnians as well as a few other bits and pieces for the game. As you can see, Dave's desk is a thing of industrial and archeological wonder – when he's not there I sometimes just go and look at it for an hour or two. As well as being a skilled figure designer Dave is also one of the best scenery makers and painters I know, he has huge armies which he

seems to paint almost overnight, and he's been known to win the odd game or two as well. Doesn't it just make you want to spit!



Bretonnian original models under construction. Yup that's a trebuchet in the background. Big isn't it! Dave built up the basic structure for the machine using plastic sections and will add the detail with greenstuff modelling putty later. One of the great things about Warmaster is you can make the machines and monsters proportionately larger than would be practical in Warhammer scale.

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the Empire and Orcs and
Goblin army for
Warmaster and has just
completed the Kislevites
of which there'll be more
news in the next issue of
Warmag. The Empire
army was Colin's first big
project as a figure
designer – and what a
splendid job he made of
it! Colin is turning into a
real expert at Warmaster
scale modelling and the
good news is he's keen
to do more – so look out
for further offerings from
the miniature maestro in
the future.



Kislevites – first castings from our pre-production moulds of some of the new models for the Kislevite army. On the left we have Bears (obviously) with some of the infantry stands a respectful distance behind. On the far right is the Tzarina General model complete with pony drawn sled. To the left of the Tzarina is the Kislevite War Wagon – a kind of mobile defence point employed to provide solidity to the army on the flat steppes of Kislev.



dragon hunter. The palisade is an idea for constructing a Kislevite log fort – looks cool – where's the rest of it then Colin?

Colin is
another one of
those multi-
talented chaps
that seems to
be good at
everything! If
you look at this
little diorama
you'll see a
cameraman
about to take a
snap-shop of a
victorious





designer Mark Harrison is forced to wear 'The Mask' until such time as he is accepted into the ranks of the Figure Designers Guild. No-one knows why – it's just one of those traditions. Mark made many of the siege accessories for Warmaster as part of his apprenticeship as well as the carts and some of the Dwarf models and casualty markers. The bit about The Mask is a lie incidentally – the

designers' wear a mask when their filing or turning some of the materials they use to prevent breathing it in. No really.



Here's a whole load of that extra stuff by Mark – some of these models are available right now as you'll see in the catalogue section of this issue of Warmag. Some of the other pieces were made as training exercises– we'll be assessing these for production and any which can be produced will be made available in due course.



We found this crazy stuff sitting on Mark's desk. I'm still struggling to find a place for the marching band in the Warmaster game!



This is some Crazy stuff from Colin's desk – much more practical than Mark's marching band. There's some really nice detail on these little character pieces. Told you he was a bit talented! Colin has rather a nicely painted Empire Army as well. I'm jealous.

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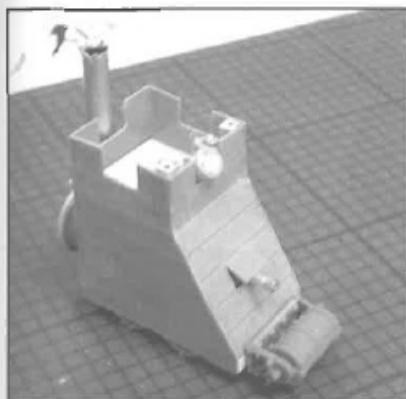
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Dragon model as well as some of the other large monsters for the Warmaster range. Juan is another trainee who cut his teeth on the Warmaster project and I have to say some of his detailing work is simply superb. We'll be seeing plenty more from this chap in the future methinks.

More pre-production stuff from Juan Diaz (below) - the small round flat models in the foreground are casualty markers. As well as the Dragons, Juan made the Dragon Ogres and Chaos Hounds for the Warmaster range. Juan also made some of the Chaos Sorcerers including some extra variations which we'd like to produce as soon as we can find time in our busy schedule.



Nigel Stillman made this concept model for the Dwarf army - it's a steam-powered siege tower! When we started designing the Dwarf range for Warmaster we intended to include a mobile fortress as part of the range, a kind of fortress on wheels called a Juggernaut. However, we found this really made the games very strange, and so we abandoned the idea in favour of a more conventional selection of Dwarf troop types. I might paint this up and frighten somebody with it one day!

More from the desk of the creative Nigel Stillman - concepts for a new series of Warmaster scale boats. This is a rough mock-up in balsa and modelling putty which demonstrates how the shape and size might be developed. The ship is about the same size as the Forgeworld model (about 10cm) but this version owes its inspiration to 16th century vessels like the Mary Rose rather than the more medieval 'cog' style of the Forgeworld ship.



Hot from the Smithy

On these pages you will be able to find the most comprehensive Warmaster Catalogue to date. Hopefully this will grow every issue as we incorporate new models into the range.

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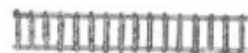
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Undead Hero on Zombie Dragon

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Dwarf Thunderers

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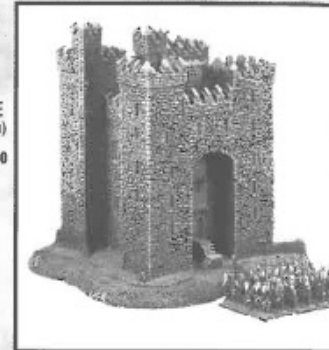
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The models on this page are produced in conjunction with Irish Heritage. A range of historical castles and towers ideal for use with Warmaster.



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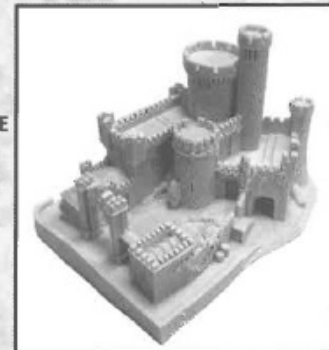
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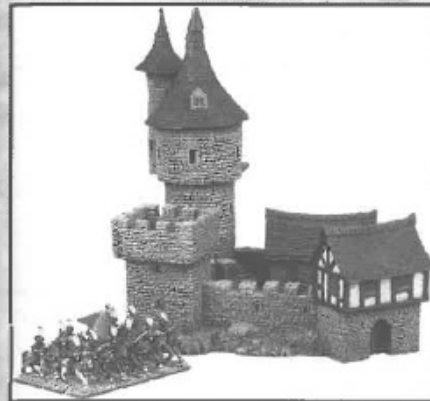
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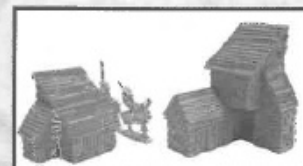
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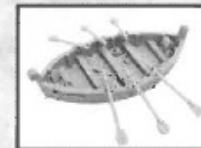
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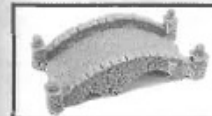
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P&P £1.50 (US\$2.50) Worldwide

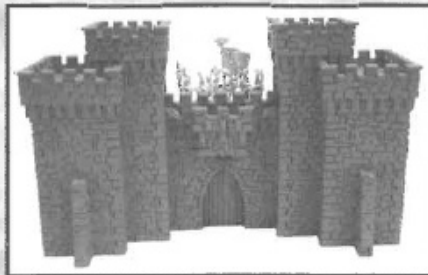


SMALL BRIDGE

Designed by Daren Parr-Wood
Code: FWM016 Price: £4.50
(US\$7.50)
P&P £1.50 (US\$2.50) Worldwide

THESE MODELS ARE NOT TOYS
Not suitable for children under 15 years age.
WARNING: Resin dust can be harmful if inhaled. Always wear a dust
mask or respirator when sanding or sawing parts

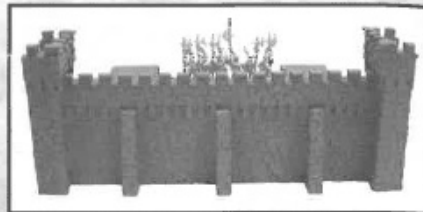
IMPORTANT INFORMATION
ALL MODELS SUPPLIED UNPAINTED & UNASSEMBLED
ALL DIMENSIONS ARE APPROXIMATE
To glue the resin pieces together or to plastic components use Citadel Super
Glue. Note: We have cast these kits using the most advanced techniques and the
best quality resin, but due to the nature of the casting process your models may
contain very slight air bubbles. These can easily be filled with model filler or
super glue.



CASTLE GATEWAY

One piece 6 inches (150mm) long model
Designed by Daren Parr-Wood

Code: FWM008 Price: £15.00 (US\$25.00) P&P £3 UK/Euro, £5 (US\$10) ROW



CASTLE WALLS

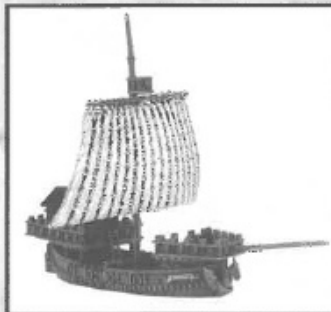
Two pieces of wall each 6 inches (150mm) in length
Designed by Daren Parr-Wood

Code: FWM009 Price: £17.50 (US\$29.00) P&P £3 UK/Euro, £5 (US\$10) ROW



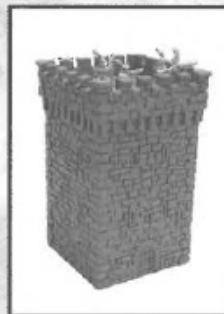
CANNONS(x4)

Code: FWM014 Price: £2.50 (US\$4.50)
P&P £2 (US\$4) Worldwide for up to ten packs



EMPIRE SHIP

Multi-part kit with two sail options.
5 inches (130mm) long model
Designed by Daren Parr-Wood & Norman Swales
Code: FWM012 Price: £25.00 (US\$42.00)
P&P £2 (US\$4) Worldwide

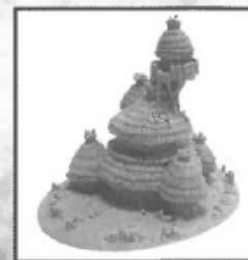


CASTLE TOWER

One piece 3 inches (80mm) tall model

Designed by
Daren Parr-Wood

Code: FWM007 Price: £10.00 (US\$17.00)
P&P £3 UK/Euro, £4 (US\$7) ROW



ORC BOSS HOUSE

Two piece 3.5 inch (90mm) tall model
Designed by Daren Parr-Wood
Code: FWM004 Price: £14.00 (US\$23.00)
P&P £3 (US\$5) Worldwide



ORC VILLAGE Three model set

Designed by Daren Parr-Wood
Code: FWM003 Price: £20.00 (US\$34.00)
P&P £3 (US\$5) Worldwide

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The Official
Journal



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WELCOME to



Jervis Johnson

Sounds rather exciting doesn't it? And believe me, it is. My name's Jervis Johnson, and for the last few months I've been working with Andy Jones on a top secret project codenamed 'Fanatic'. The aim of this project has been to set up a little bit of Games Workshop that is dedicated to looking after some of the great games GW has already produced, but which have been left

FANATIC!

New material for Blood Bowl,
Mordheim, Necromunda,
Battlefleet Gothic, Warhammer
Quest, Warmaster & Epic 40,000

Regularly produced magazines
for each game!

New gaming supplements!

New miniatures!



If you thought Warlord Titans were big, wait until you see the Emperor Titan! A re-release of the original Emperor Titan model, but with brand new metal 'add-on bits' that will convert it into the War Menger version.

produced, but which have been side-lined after release because of the overwhelming success of Warhammer and Warhammer 40,000. Games like Warhammer Quest, Blood Bowl, Necromunda and Epic, and more recently Battlefleet Gothic, Mordheim and Warmaster. None of these games deserve to drift into the ether, and Fanatic Games has been set up to make sure that that doesn't happen. So, starting this month, we'll be bringing out new magazines, new supplements, and, most important of all, new miniatures for you to use with these games. A new era has begun – the age of Fanatic – and things will never be quite the same again.

How will this all work? Don't worry, all is explained below...

FANATIC QUESTIONS & ANSWERS...

Why was Fanatic set up?

Fanatic was set up because we were unhappy with the level of support we could generate for games other than Warhammer and 40K. These games deserved proper support, but the success of our two main games made it very hard for us to provide it. So we decided to set up a separate venture whose only job is supporting the games other than Warhammer and 40K.

Which games will Fanatic cover?

It will cover Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. If the Studio produces any new games then Fanatic will provide on-going support for these as well.

What will Fanatic do?

Fanatic will bring out magazines, gaming supplements and new miniatures for all of the games it supports. In addition Fanatic will act as a 'champion' for the games, making sure that they are available all of the time, all round the world. If you have difficulty getting hold of any of the games or miniatures that Fanatic supports, then get in touch with us and we'll tell you where you can find them or we'll supply them ourselves. If a game ever goes out of print, we'll make sure that the rules and other things you need to play remain available, either by re-printing them ourselves in a new 'Fanatic Edition', or by making the rules available to download off the internet.

Will you keep making new stuff for these games forever?

As long as you guys are playing then we'll keep on supporting the games and bringing out new material for them. We will, however, have to 'cut the cloth to fit', because when all is said and done, Fanatic is a small operation running on a shoe-string budget. All of the material we produce will be made on short runs, in some cases literally to order (i.e. when

you place an order we'll go off and spin the mould to make the miniature!). All of our resources will be concentrated on making sure we can get you the best support we can – in other words, as long as the content is fantastic we'll be willing to cut corners on the usually high standard of presentation.

Can you tell us more about the magazines?

Each of the games that Fanatic covers will have its own magazine. These will come out on a regular basis, though the frequency will vary from between two and six issues per year depending on the popularity of the game. Each issue of a magazine will provide new rules, articles, details of new releases, news and gossip, designers' notes, a contact section and an events calendar. Our aim is to make the magazines a 'must-have' item for dedicated players of the game that the magazine covers.

What about the magazines Fanatic currently produces, like Firepower and Gang War?

Don't worry, they haven't gone! Instead they will all be incorporated into the new magazines we'll be producing. So, for example, the new Epic 40,000 magazine will carry on in the footsteps of Firepower magazine and will carry on the traditions set by it. We just wanted to start all of the magazines off at issue 1 to make it clear that a new era has begun, and to underline that the material which appears in the magazines from now on is all official support material approved by GW for use with their games.

Tell me more about the supplements!

From time to time we plan to bring out supplemental material for the games that Fanatic covers. These will vary widely in terms of size and content, but to give you some idea of what we have in mind, things

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WEB: www.fanatic-games.com

COMING THIS MONTH FROM FANATIC...

Epic 40,000 Magazine • Issue 1

The new incarnation of Firepower, the

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Jervis Johnson,
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The Fanatic fanatics!

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ng super-detailed Titan rules,
army pack for Warmaster
ing the new armies we'll be
asing for the game, a
lement for Battlefleet Gothic
ing the Tyranids to the game,
new buildings for Necromunda
Mordheim.

you tell me more about the
atures?

ic will produce new metal
atures and resin models for all
e games that it covers. In the
-line are three new armies for
master, two new fleets for
ffleet Gothic, a new Blood
team, new gangs for
heim and Necromunda, new
s for Epic and new characters
Warhammer Quest. Those nice
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rised to make us some resin
in pieces and resin 'add-on'
to convert existing miniatures
exciting new models.

the stuff Fanatic produces be
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ic produces.

do I get hold of Fanatic
?

thought you'd never ask! One
r another, if you want Fanatic
then we will get it to you.
port of call should be your
GW Mail Order service (see

their address and phone number at
the back of this issue of this issue).
If that doesn't work then you can
get in touch with us direct at
the address, phone number or e-
mail address shown at the bottom
of this page. Alternatively you can
order 'on-line' via the Fanatic web
site, see below for the URL.

What's that about web sites?

You can order on-line and find out
about new releases by visiting our
website at <http://www.fanatic-games.com>. We're (slowly) adding
community sites for each of the
games that Fanatic supports,
which will include archives, links to
cool fan sites and other bits and
pieces.

I haven't got internet access. Is
there a postal mailing list I can
join to be kept up to date as to
what is going on?

Write to the address below and
we'll bombard you with regular
postings keeping you fully up to
date on what we're up to at Fanatic.
Just fill in the form below!

Do you want feedback?

We certainly do! If you have any
thoughts, comments, ideas or
criticisms about Fanatic, then
please write to us at Fanatic
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All we ask is that you don't expect
a personal reply, as we just get too
much mail to be able to try and
answer it all. However we do read
every single letter and e-mail we
receive, and everything that's said
will be added to the melting pot.

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The new incarnation of Firepower, the
magazine for serious Epic 40,000 players
everywhere, includes part one of Adeptus
Titanicus Revisited by Gav Thorpe & Jervis
Johnson, an official rules supplement for Epic
that adds more detailed rules for Titans and
War Machines. The issue also includes rules for
the new Emperor Titan model released this
month.



Battlefleet Magazine • Issue 1

The first issue of Fanatic's magazine for
Battlefleet Gothic players is something of a
'Tyranid Special'. Included are rules by Andy
Chambers for using the new Tyranid ships
released this month, and John Lambshead
provides background, fleet lists and ship
details for the Imperial battlefleets which
fought against Hive Fleet Kraken.



Warmaster Magazine • Issue 1

You're reading it - stoopid!



Warhammer Quest – Traps & Pitfalls

An expansion for

Warhammer Quest that adds all kinds of nasty traps and pitfalls
to kill off unwary adventurers. All-new floor plans and
templates are included, along with all the rules you'll need to
add these to your games.

IN THE PIPELINE...

- Warmaster Seige Equipment
- Warmaster Kislev Army
- Battlefleet Gothic Tyranid Hive Fleet
- War Monger Titan
- Averland Mordheim Warband
- Amazon Blood Bowl Team



Work in progress: part of the Hive Fleet takes shape!

nes.com

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Next Issue:
THE KISLEVITES



THE KISLEVITES ARE COMING...



kingdom has endured despite the attacks of the savage Norse raiders and the ever present threat of



Chaos. From noble Winged Lancers to savage Cossacks and horse archers the sons of Kislev go to war. Utilising a mix of fast cavalry, massed archers and war wagons this new army for Warmaster allows you to play a human army with an entirely different feel. Issue II of WarMag will contain the full rules and background to this cool new warmaster army not to mention a showcase of the new Fanatic models designed by Colin Grayson (concepts seen here).



- The scratch-building master, Nigel Stillman, returns this time with his wonderfully 'Slavic' Kislev timber fort, a triumph of 'matchstick engineering'!
- There's more Trial Rules and Rules Clarifications.
- More Scenarios and of course wise banter from Rick Priestley.



Also - check out the GW website for details of the Warmaster Grand Tournament. This will be kicking off fairly soon and coming to a climactic finale at Games Day on the 26th September.

TWO MIGHTY WARMASTER ARMIES TAKE TO

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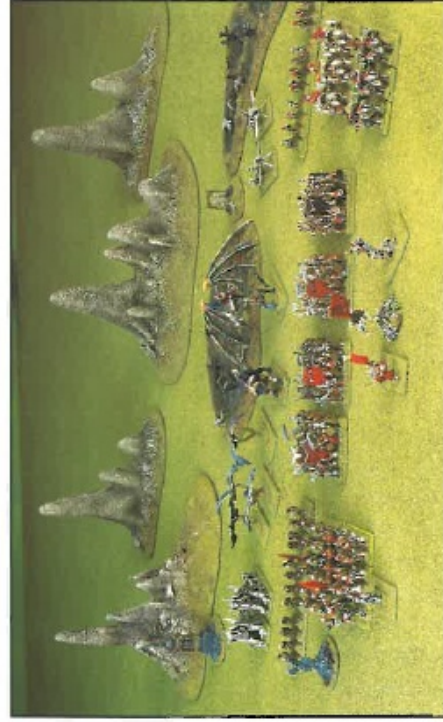
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TWO MIGHTY WARMASTER ARMIES TAKE TO THE FIELD OF BATTLE



Tomb King Simon Shenton's mighty Undead horde ready to cause some mayhem.



General Thomas Webster-Deakin's Empire army out on near the Kislev border no doubt! Some of Tom's miniature test pieces so you're unlikely to find them elsewhere (lu

THE ESSENTIAL WARMASTER SUPPLEMENT...



- *Trial Rules for the Mangonel and Bombard war machines.*
- *Raid at the Oracle – a scenario pitting the might of the Empire against the Undead.*
- *Report on the huge battle that took place at the Warhammer Open Day.*
- *How to build an impressive Empire Redoubt for your artillery.*
- *Rules Clarification – your Questions answered by Rick Priestley.*
- *The full catalogue of the Warmaster miniatures range including Forgeworld resin pieces and totally new Siege equipment from Fanatic.*

All this and much much more...



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