

Issue 5

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WARMASTER

MAGAZINE

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Fear the Dark

Vampire Counts Army List

Trial Rules, the Trebuchet

Brawl at Da' Bunker

Grunt Tzu - The Art of Waagh!



Vampire Counts Army

Painted and converted by Tom Merrigan and Mark Owen

Check out how Tom converted and painted his army and his experimental rules on pages 6-19.



Vampire General



Zombies



Vampire Hero



Ethereal Host



Dire Wolves



Fell Bats



Black Coach



Grave Guard Cavalry



Hero

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INTRODUCTION



Issue 5 already – and it seems like only yesterday we were putting the very first WarMag together using nothing more adhesive than spit and a long piece of soggy string. Now we have the fifth issue of a magazine that's starting to acquire a strange mutant existence of its own thanks to regular contributions from readers, gamers, and, of course, team Fanatic.

Where will the next five issues take us I wonder? Talking to other Warmaster gamers and reading through their comments it's fairly easy to get a picture of what you do and don't like about WarMag. What our readers want appears to be very much what we would like too – more colour, more pages, and more content generally – especially battle reports, scenery making features, and new armies. Those are things we'd all like more of – none more so than our beloved editor when he's sorting through the piles of submissions and trying to put a new issue together.

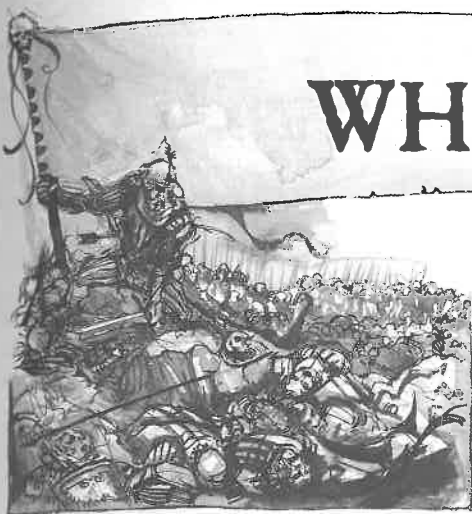
So what don't our readers like about WarMag? Well the most common criticism is that the magazine is just plain hard to get hold of. This is true even in GW shops! When you can get hold of WarMag your harshest criticism seems reserved for the unrelentingly black and white format (more colour please) and price (cheaper would be good). Apart from that the general impression is that we don't really want articles for beginners or articles of a general or introductory nature. Hardly surprising I guess – most Warmaster players are experienced gamers and WarMag isn't supposed to be a vehicle for introducing newcomers to gaming.

So what can we do? Well we can keep an open mind for one thing – the format, regularity, and content of WarMag are not written in stone after all. Supply has to improve – and we need a fast and cost-effective direct subscription service that operates world-wide. More pages and colour would be good – but only if the content is up to scratch. Needless to say there are some brute economics at work here and it doesn't take a genius to figure out that selling more mags would be a good step towards expanding the magazine.

So – thanks to all our readers for their continuing support – to our contributors without whom there would be no WarMag – to the fanatic team for putting it all together – and lastly to our editor Steve who, I absolutely assure you, can't roll a '6' to save his life.

Rick P

WHAT'S NEW?



them a less 'static' look and makes them far more dynamic. Now your Halberdiers really look like they are getting stuck into the fight. We've called them 'elite' not because they have any special abilities but so as no-one gets confused when ordering them!

Elite Empire Handgunners. Again it's the subtle difference here that make these models so appealing. You can either position these guys as a second rank for your Handgunners, as if waiting to fire a volley, or position them down the length of the base by snipping them in two and have them marching in column.

Note that these two Empire reinforcements make nice additions to command stands, artillery batteries or even as additional crew members to the Kislev war Wagon.

There's not a vast amount of new releases this issue but then again we can't release a whole new army every time can we? Instead we can bring you some cool reinforcements for the existing armies.

Elite Empire Halberdiers. So what's new and exciting about these then? Well, you will notice the way in which they are arranged on the base – yes, they are positioned in the same manner as missile troops and this gives



Elite Empire Halberdiers



Elite Empire Handgunners (in column)



Elite Empire Handgunners

Now here's a product of pure Colin Grayson madness, what on earth is it you may ask? A Goblin Fanatic cannon, of course, isn't it obvious? This model was one of Colin's moments of self-indulgence and is so cool why not release it we thought. We thought that we didn't need to overload the game with new rules for every model that is made, so you can simply include this in your Orc armies as an alternative Rock Lobber (pages 67-71 Warmaster rulebook) or as a Bombard (WarMag 1 pages 23-25).



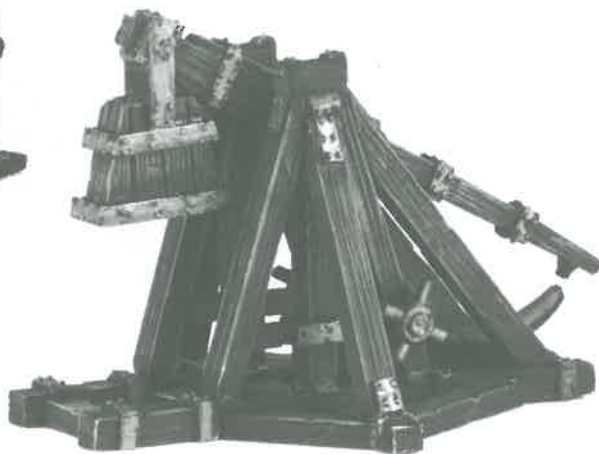
Gobbo Fanatic Cannon

Finally, we have an absolute monster! Well actually it's a trebuchet (huge catapult to those not in the know) and not a monster at all. But you will agree that it is a massive model and will look very imposing in any army. This model was designed with its own Bretonnian crew but you can always use crew from any of the other races for it (you must specify in your order which crew you require). The trial rules for this beast can be found within the hallowed pages of this tome.

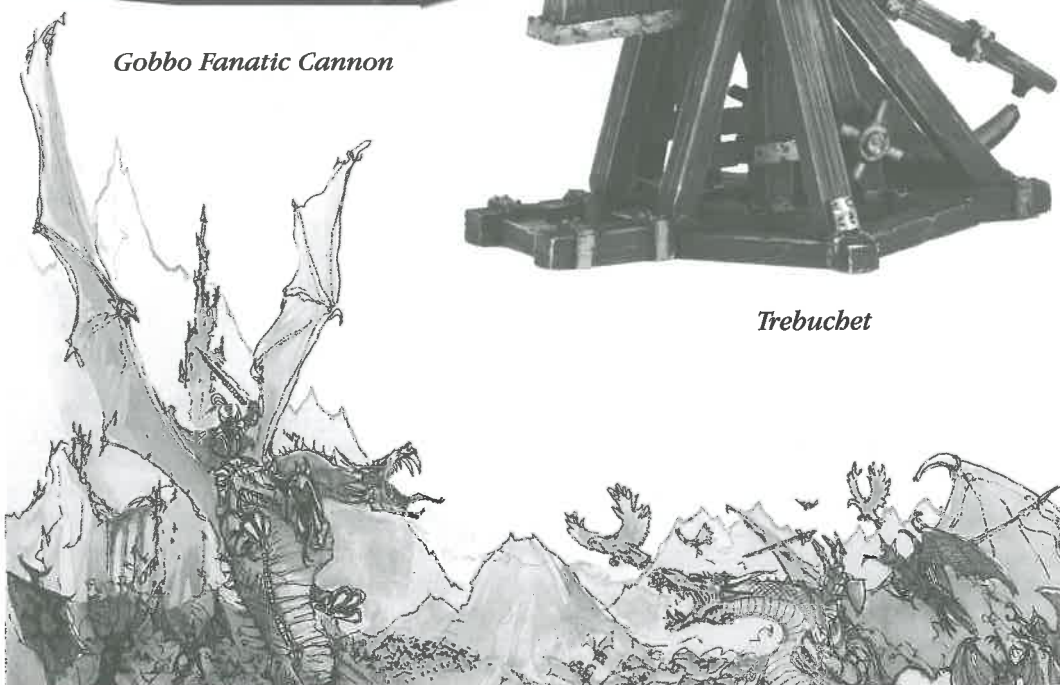


Trebuchet – Bretonnian crew

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



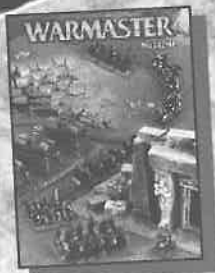
Trebuchet



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the model
Journal



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VAMPIRE COUNTS

An experimental army list by Tom Merrigan

With special thanks to Sebastian Van Bruckelen, Adam Gayford and Stephan Hess.

LORDS OF THE NIGHT

In the known world the dead do not rest easy. The roots of the dark arts of necromancy and the curse of Undeath are buried deep within its history – often unseen and very subtle. Since time began there have been many legends of undying predators of the night who walk in the guise of men. As long as anyone can remember, people have spoken in hushed tones of beasts that hunt the unwary and because of them men shun the darkness. For untold centuries the word Vampire has haunted the Old World.

Of all the undead, Vampires are the most abhorred. They are immortals who were once human, but now carry the curse of vampirism in their veins. Vampires are

human in appearance, but their blood is tainted with supernatural energy. They must feed on the blood of the living to sustain themselves; or else they will fade into nothing.

Although their outward appearance can fool all but the wisest, Vampires are wholly unnatural. They are stronger than any living man is, capable of wrestling down a bear or cleaving a fully armoured man in two with a single blow. A wound that would leave a man dead on the battlefield has little effect on a Vampire. They can see the dark wind of necromantic magic and bend it to their will. Spirits and animated dead are theirs to command. Beasts naturally attuned to darkness are slaves to their merest whim and packs of Giant Bats and Dire Wolves follow them wherever they go.



THE LAND OF NIGHT

Come with me now to Sylvania, to a land where the shadows of horror bold sway over humanity. It is the place of darkness. It is the place of fear. It is the place of the Dead.

Listen.

Here, cold wind blows over the grim moors, and the howls of great wolves can be heard in the distance. In the chilling air one can make out the desperate wailing of long-dead Banshees. If you are silent you can hear the beat of leathery wings somewhere close.

Watch.

Riders roam the night. They gallop through the darkness on steeds with eyes of fire, and they hunt those who foolishly venture forth after dusk. For them, the blood of mortals is sweet wine, which alone can slake their thirst. Ivory-faced men who shun the light of day play games of intrigue with the nobles and lords of the Old World and weave a web of deception, betrayal and insanity.

Observe.

The ruined castles and abandoned mansions are not empty. Something dark stirs in the charnel houses and crypts. Armies gather under black banners, summoned by the call to arms that the living cannot bear. The Vampire Lords are calling them to battle once more.

And the restless dead walk the land...



VAMPIRE COUNTS 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>
Zombies	Infantry	2	3	0	-	4	45	3/-	*1
Ghouls	Infantry	3	3	0	-	3	35	1/-	-
Grave Guard	Infantry	3	3	6+	-	3	50	-/3	-
Ethereal Host	Infantry	2/1	4	0	-	3	80	-/1	*2
Grave Knights	Cavalry	3	3	5+	-	3	90	-/3	-
Dire Wolves	Cavalry	3	3	0	-	3	35	-/2	-
Giant Bats	Monster	2	3	6+	-	3	65	-/1	*3
Black Coach	Chariot	5	5	3+	-	1	150	-/1	*4
Vampire Lord	Gen	+2	-	-	9	1	150	1/1	*5
Vampire	Hero	+1	-	-	8	1	80	-/2	-
Necromancer	Wizard	+0	-	-	7	1	45	-/1	-
Winged Nightmare	Monstrous Mount	+2	-	-	-	-	+40	-/1	*7



COMMON VAMPIRE COUNTS RULES

1. Vampire Count armies differ to other armies because their troops are creatures of sorcery bound by the will of the Vampire Lord commander. Vampire Count units (with the exception of Ghouls) never act on initiative because they haven't got any! A Vampire Count unit only moves if given orders in the Command phase.

2. All Vampire Count units (except Ghouls) are unaffected by the following rules:

- They do not suffer a -1 Command penalty for enemy within 20cm. Just as they have no initiative, so their resolve is unaffected by the presence of enemy units.
- They do not suffer a -1 Combat penalty for fighting terrifying troops. You can't frighten them at all.
- They are unaffected by the Confusion rule because they don't panic, get apprehensive, worry about getting hurt or think much at all for that matter.

3. In siege games of Warmaster Vampire Count armies can make use of Undead Skull Chukkas as well as other siege equipment detailed in the Warmaster Magazine.

FOR

Special

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Special Rules

1. Zombies. Zombies are corpses brought back to unlife by foul necromancy. Animated by the will of a powerful Vampire Lord, they are driven into battle in their thousands, used to exhaust the armies of the enemy. Although poor fighters, Zombies will never give up. They fight in huge unstoppable hordes and will push against the enemy in an engulfing mass. Zombies ignore the -1 Command modifier per stand for casualties.

2. Ethereal Hosts. Ethereal Hosts are a combination of Ghosts, Spectres, Wraiths and Banshees. These creatures are the spirits of long dead warriors, doomed to a fate of roaming the living world for eternity. They are terrifying to behold on the battlefield and, as such, Ethereal Hosts cause Terror in their enemies. Ethereal Hosts are also so hungry for the souls of the living that they can't be driven back by missile fire.

The wails and screams of an Ethereal Host can chill a mortal's spine, causing paralysis and heart attack. They allow an Ethereal Host to shoot up to 15cm and target enemies to the front, side or rear. There are no Armour saves against the screams of an Ethereal Host, unless the target unit is immune to Terror.



3. Fell Bats. Fell Bats grow to monstrous proportions, some with wingspans of 12 feet or more. They are nightmarish predators of the dark, silent and deadly, who can only exist on the blood of the living. Scholars of the Old World speculate that perhaps an ancestor of these beasts drank the blood of a vampire and thus joined the ranks of the Undead.

Vampire Bats can fly. Like other Undead, Vampire Bats can't use their initiative but, because they are flying creatures, they can always return to a character by homing back at the start of the Command phase. No order is required to do this.

4. Black Coach. Few symbols of death are as horrifying for mortals, or as potent an aid to the Undead as the Black Coach. Containing the ashes of a once powerful Vampire, the Black Coach is an awe-inspiring, unholy thing which feeds on the death of mortals. It is said that the blood of a thousand mortals can stir the Vampire Lord within from his slumber, ready to walk the land of the living once more.



The Black Coach causes Terror, and enemies fighting against it will suffer a -1 combat penalty. The Black Coach is relentless in its attacks, being driven on by evil magic and therefore cannot be driven back by shooting.

The Black Coach forms a unit of its own, moves up to 20cm and must be given its own orders. The Black Coach cannot be brigaded with other units; not even other Black Coaches and a character model cannot join it.

5. Vampire Lords. These are powerful immortals, physically stronger than any living man and capable of enduring wounds that would slay mere mortals in an instant. They are also powerful sorcerers and can cast spells in the same manner as a Necromancer.

6. Necromancers. These are powerful wizards and can cast the Vampire Counts spells detailed below.

7. Winged Nightmares. These are massive creatures made from the corpses of several huge and powerful monsters such as Manticores, Griffons and Hippogriffs. A Vampire Lord, Vampire or Necromancer may ride a Winged Nightmare. A Winged Nightmare can fly, increasing its riders move from 60cm to 100cm, and will add +2 Attacks to those of its rider. A unit that has been joined by a Winged Nightmare causes terror in its enemies.



MAGIC

RAISE DEAD

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

At the Necromancer's beckoning, the mangled corpses that litter the battleground rise to continue the slaughter from beyond the grave.

This spell can only be cast if there is combat within 30cm of the Necromancer. There is no need for the Necromancer to be able to see the combat to cast the spell. If successful, a unit of three Zombie infantry stands is created. They are immediately placed within 30cm of the Necromancer into any existing combat engagement. They can be placed to the enemy's front, side or rear, or lapped around. If there is insufficient room, the unit must be placed so that it touches at least one of the friendly fighting units and can be placed so that it is supporting where opportunity permits. Raised dead do not count as charging when they are raised. Raised dead are ignored when working out victory points.

VANHEL'S DANSE MACABRE

5+ to cast.....Range 40cm

With a gesture of his hands the bodies of the dead are invigorated with the power of Necromantic magic and compelled into battle.

This spell can be cast on any unit of undead, except ghouls, artillery and war machines (i.e. the Black Coach). The Necromancer does not need to be able to see the target unit he is casting the spell on. The target unit may immediately make another move up to its full pace movement distance (half pace if in irregular formation), and can charge if desired. No Command roll is required to make this move. A unit can only have Vanhel's Danse Macabre cast successfully upon it once per turn.

DEATH BOLT

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

A fearsome bolt of sorcerous lightning flies from the Necromancer's fingertips and strikes an enemy unit.

The Necromancer must be able to see his target to use this spell and it cannot be directed at a unit engaged in combat. The Death Bolt is treated like three ordinary shooting attacks except that armour has no effect. A unit can be driven back by a Death Bolt as with ordinary shooting.

CURSE OF YEARS

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

The Necromancer raises a bony hand and pronounces a curse on his enemies to make them grow old, wither and die.

The Necromancer must be able to see his target to use this spell and it cannot be directed at a unit engaged in combat. The target unit begins to age rapidly so that the weight of life bears heavily on them. Until the end of the enemy's next turn the target unit suffers a -1 penalty to their Command rolls and their movement is reduced to half pace (even when charging). Only one Curse of Years can be successfully cast on a unit at a time.



VAMPIRE COUNTS BLOODLINE OPTIONAL RULES

I originally wanted the Vampire Counts to have rules for Bloodlines as in Warhammer but we hadn't playtested them thoroughly considering all of the magic items combinations in mind. Therefore I am providing you with these optional rules which you can playtest and give feedback to. Make sure you ask your opponent if they mind you using them first though.

Each Vampire Lord is the direct descendant of one of the great vampire families (such as Von Carstein, Necrarch, Blood Dragon, Strigoi or Lahmia) of ancient times, sharing the same blood and characteristics of the family. When choosing a Vampire Counts army you must choose a bloodline for the army's Vampire Lord. Each bloodline has a different effect on the Vampire Lord, giving him a special ability, as noted below:

Von Carstein

The Vampire Lords may re-roll one failed Command Roll once per battle.

Necrarch

The Vampire Lord may re-roll one failed attempt to cast a spell once per battle.

Blood Dragon

The Vampire Lord may re-roll any missed Attacks for one combat engagement (including pursuits but not advances) once per battle.

Lahmia

The Vampire Lord may force one enemy character to re-roll a successful Command Roll once per battle.

Strigoi

The Vampire Lord may double his Attacks characteristic from +2 to +4 for one combat engagement (including pursuits but not advances) once per battle.

DESIGNER'S NOTES

I can tell by that glazed expression on your face that you are obviously wondering what possessed a normally mild mannered gamer like myself to put together such a list as this. Well, long have I been fascinated with vampires. Not only are they sinister, ruthless and extremely terrifying apparitions of the night, but they are also cunning creatures with a far superior intellect to most mortals. They are the perfect generals in a land that is torn apart by war and their armies are among the most terrifying in the Warhammer World. Long-dead warriors brought back to unlife in the form of a shambling horde of fell creatures of the night. Old friends risen to bring ruin and havoc to their former comrades. Hungry Dire Wolves, vicious Fell Bats and other ghastly apparitions! Not only do they invoke fear, but their very existence is appalling. It speaks of dark magics and twisted desires, forbidden and out of reach. A unique fiction that has captured my imagination and led to the creation of this list for Warmaster! But how did it all come about?

In all honesty it started with a brainstorming session over a few pints at a mate's place after work. In particular, the Vampire Counts

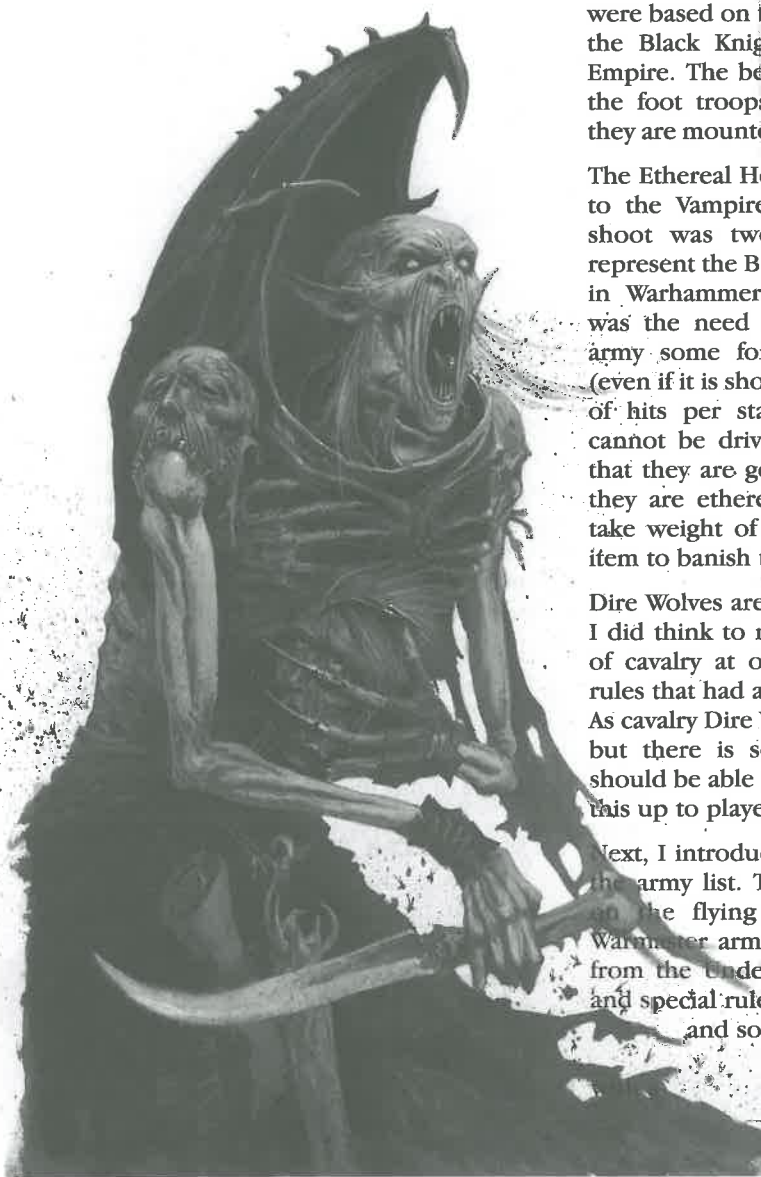
army was mentioned as an army that could be easily converted from the existing Warmaster miniature range. In the end we jotted down some brief notes on the different troop types that might be found in a Vampire Count army and what their special rules might be. These were mainly based on the special rules outlined in the Warhammer Vampire Count army book. The following morning I found these notes in my jeans pocket and so set about converting them into a workable army list that could be playtested. Many months later (and yes I am sorry Steve for taking so long but I was really busy – honest) I sat down and penned this article for what I believed was a balanced army list that was good enough to grace the pages of this illustrious magazine.

Working Out The Army

What is instantly noticeable about the list is that the number of troop choices within the army has been limited primarily to infantry units. This is a characteristic of Vampire Count armies – hordes of shambling, animated corpses. Limits have intentionally been placed on the number of cavalry and monsters allowed in the army, as they are not meant to be the focus of the list. The other thing that I should point out is that

Vampire Count armies suffer from a lack of shooting units. The Ethereal Host is the only unit in the list with any shooting capabilities, and they are very limited. This places the Vampire Count army at a disadvantage against defended or fortified enemies, but generals should view this simply as one of the quirks of fielding a Vampire Count army.

Zombies were given a standard Skeleton profile but without the armour save. The unit size was increased from the standard three stands to four to make the unit more characteristic of a horde. Because they generally do not mind losing the odd limb or two they are also immune to Command modifiers for lost stands. For 45pts they are a good basic troop choice for the army.



Ghouls are the descendants of evil, insane men who ate the flesh of the dead when the lean and hungry times of famine came upon the Old World. Now, driven by an unspeakable craving for the flesh of their fellow man, they take to the fields of battle in the service of a mighty Vampire Lord. Ghouls are not undead and are therefore not affected by any of the special rules that apply to the Undead. They are treated just like any other infantry unit. For this reason Ghouls have the same characteristics as Empire Halberdiers but do not have a saving throw as they don't wear armour.

The Grave Guard and Black Knights are very similar – one being the mounted version of the other. Being Undead noble warriors they are heavily armoured and good fighters (and their stats reflect this). The Grave Guard were based on the High Elf Spearmen whilst the Black Knights on the Knights of the Empire. The better save of the cavalry over the foot troops representing the fact that they are mounted on barded Skeletal Steeds.

The Ethereal Host is an important inclusion to the Vampire Count list. The ability to shoot was twofold. Firstly I wanted to represent the Banshee scream that is evident in Warhammer. More importantly though was the need to give the Vampire Count army some form of shooting capabilities (even if it is short ranged). The high number of hits per stand and the fact that they cannot be driven back represents the fact that they are generally hard to kill because they are ethereal creatures. Usually it will take weight of numbers or the odd magic item to banish them.

Dire Wolves are the same as Chaos Hounds. I did think to make them monsters instead of cavalry at one stage but opted for the rules that had already been tried and tested. As cavalry Dire Wolves may not enter woods, but there is some cause to suggest they should be able to do so. For now I will leave this up to players to decide.

Next, I introduced some monster units into the army list. The Fell Bats were modelled on the flying creatures from the other Warhammer armies, in particular the carrion from the Undead list. In fact, the stat line and special rules for the two are identical and so in retrospect, the Fell Bats are simply Carrion, but different name.

The Black Coach was always intended to be the focal point of the army and with this in mind I wanted the rules for it to be unique. The intention was to make it a model to be feared by opponents, just like it is in Warhammer. During playtesting though it proved that what I had designed was just too good. Although not difficult to destroy (despite its magical save) once it engaged the enemy it would soon make short work of all but the toughest troops. In the end I settled for a slightly better profile and less special rules making the Black Coach, at 150pts, a reasonable addition to any Vampire Count army.

Finally, I also decided to allow characters to be mounted on Winged Nightmares. Winged Nightmares are creatures magically constructed from the limbs of other monsters, and a character mounted on one would be a fearsome sight. In total then the army would have four infantry units, one cavalry unit, two monster units, two interesting choices and the characters – 10 choices in total and just within the limit for a Warmaster range.

The characters in the list are based more on those of the Empire than the Undead. The reason being that I see the Vampire Count heroes as evil humans, who have been corrupted by their Vampire Lord. I opted for 2 Heroes and 1 Necromancer per 1000pts, which makes the army less magically orientated than the Undead, but gives it more characters per thousand points – four in the first thousand if you include the General and three every thousand points after that. This is comparable with the Empire list. The Vampire Lord is expensive because he combines the abilities of both a General and a Necromancer. In the first version of the list the Vampire Lord was of a specific bloodline, which gave him a unique power. Sheer playability, though, forced me to cut these rules from the official list (although I left the points cost the same), but I have included them at the end of the army list as an optional rule for those generals like myself that enjoy the extra character it provides.

With the Vampire Lord the army has an obligatory 320 points in the first thousand and 170 thereafter – low enough to tailor your horde the way you wish whilst still fitting in with the character and background of the army.

Magic

When it came to magic I wanted to create some unique spells for the Vampire Counts army to again reinforce the difference between them and the standard Undead presented in the Warmaster Rulebook. After consulting the current crop of spells for the Undead I decided to keep two and add two more new ones.



Every army has the obligatory magic missile spell, so Death Bolt really had to stay. I thought about renaming it but in the end all these type of spells are the same, so I saw little point in doing so. Raise Dead also had to stay as it so typifies an Undead horde. It can also be a really scary spell if used correctly, and I was aiming to strike fear into my opponents as often as possible.

Vanhel's Danse Macabre is not the easiest spell to cast, requiring a 5+, but it is useful for plugging holes in your battle line or reforming units into brigades. It is always handy to have a Ring of Magic up your sleeve (or on your finger) when using it.

Curse of Years is the easiest spell to cast out of the four and will cause no end of annoyance to your opponent. I had wanted the Vampire Counts army to have at least one non-aggressive spell and the Curse of Years fitted the bill nicely. It is particularly useful for disrupting enemy brigades.

Game Play

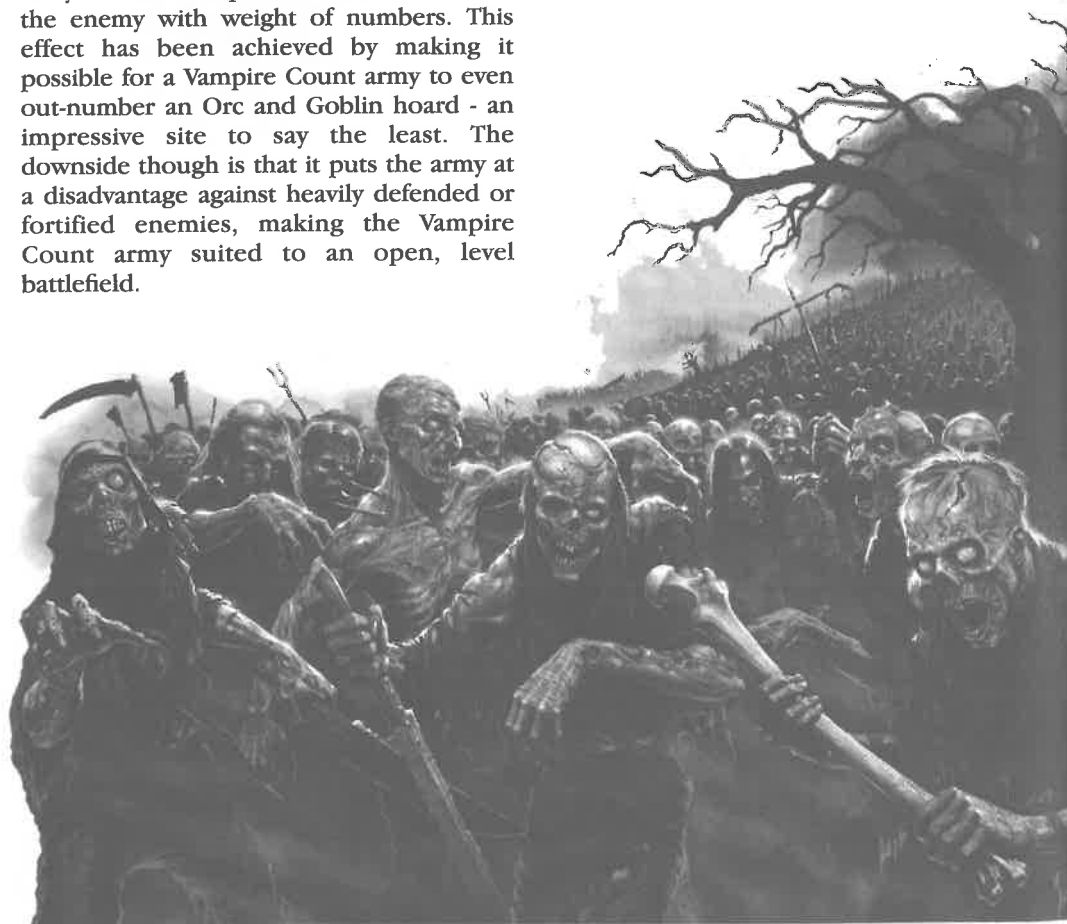
Firstly, before progressing (or should that be digressing) I feel I should thank a few people for helping me playtest the Vampire Counts rules. In particular I would like to thank Sebastian Van Bruekelen who dedicated a lot of time to battling my Vampire Counts army on a weekly basis and whose comments on their effectiveness were most valuable. I would also like to thank Thomas Webster-Deakin for participating in some hastily arranged games.

So, Vampire Counts! What are they like on the battlefield? In game terms the army list is more similar to that of a Chaos force than any of the other Warmaster armies. It lacks any long-range firepower and must therefore rely almost solely on its infantry units. This had always been my intention because Vampire Counts armies are traditionally built on a core of infantry such as Ghouls and Zombies with other infantry and cavalry units performing a supporting role. A lack of shooting capabilities was always the downfall of any Vampire Count army, but this was balanced by cheap and fairly resilient troops who could overwhelm the enemy with weight of numbers. This effect has been achieved by making it possible for a Vampire Count army to even out-number an Orc and Goblin hoard - an impressive site to say the least. The downside though is that it puts the army at a disadvantage against heavily defended or fortified enemies, making the Vampire Count army suited to an open, level battlefield.

Zombies and Ghouls are the mandatory elements of the army and are best deployed in big blocks of units brigaded together. Zombies also work well as a defensive screen for more valuable units such as Grave Guard as they are cheap and fairly expendable.

Because they are not undead Ghouls are possibly one of the trickiest units in the army to use. Unlike other undead they do suffer from confusion and so will have a tendency to be picked upon by your opponent. It is worthwhile remembering though that Ghouls can use their initiative to charge - something I always seem to overlook in the heat of battle.

Ethereal Hosts are another good unit to use as a defensive screen. As they cannot be driven back by shooting you will have no problems with brigades being split up by missile fire or with them losing ground to the enemy. Their four wounds also mean that it will require some concentrated fire from the enemy to destroy any stands. Ethereal Hosts are also the perfect unit for



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defending areas of your battle line. With three shooting attacks per unit and the fact that they cause terror will make any opponent think twice before charging them.

Grave Guard and Black Knights are the elite units in the Vampire Counts army and it is worthwhile considering carefully how you will use them. Black Knights are excellent flanking troops where their 30cm move can be useful for getting behind the enemies' lines. The fact that infantry cannot pursue cavalry offers them some extra protection as well. Grave Guard are good for holding the centre of your army. By using some units of Zombies as a supporting screen they should last long enough to get to grips with the enemy.

Dire Wolves are another good flanking force because they can be used to overpower what is normally the weakest part of the enemy's battle line. Very seldom should you send Dire Wolves up against tough opponents because, even though they have 4 Attacks per stand when they charge, they are very vulnerable in subsequent rounds of combat. Dire Wolves need to be able to strike the killer blow on the first turn because after that their survival chances are very slim.

Fell Bats are best used in a supporting role to bolster your other troops and turn what might be a drawn combat in your favour. They are also excellent reaction troops, able to re-deploy quickly to meet new threats.

Out of all the troops in the Vampire count army the one thing that will scare your opponent the most will be the Black Coach. It therefore makes reasonable sense to assume that this will be the first thing your opponent will try to destroy first. It is thus important to protect the Black Coach until it gets into a position to charge the enemy. Avoid sending it ploughing into the enemy's ranks unsupported because, although powerful, it is also vulnerable. I have seen the Black Coach destroyed by concentrated

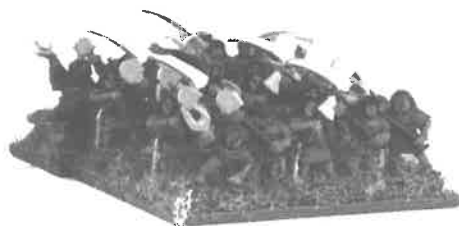
cannon and crossbow fire or by overwhelming it in close combat because I had sent it in unsupported. With careful tactics the Black Coach can be a game winner but, if used incorrectly, will be nothing more than a broken wreck on the battlefield.



Ethereal Host

Modelling and Painting

As I have previously mentioned one of the reasons for doing the Vampire Counts army was that I would be able to convert most of the models from the current range of Warmaster miniatures. This proved easy enough in most cases, but there were a few tricky conversions to consider.



Zombies

The easiest unit was the Fell Bats. For these I used the Warhammer bat swarms. The Dire Wolves were also fairly easy to make. They were made from the Goblin Wolf Chariot wolves with the tabs attaching their front paws to their bases cut off so I could put them in a variety of running and leaping poses. Even with only two specific types of models they still look quite diverse.

The Ethereal host was made from the Empire Flagellants. The models looked quite wild and spooky with their weapons cut off and once painted suitably were very effective as Ghosts, Spirits and Banshees. I also added the Wraith from the Skeleton Warrior command strip to the unit.

The Ghouls and Zombies required a bit of thinking on my part to come up with models. In the end the Ghouls were made



Fell Bats

out of Empire Skirmishers with their weapons cut off and arranged irregularly on bases. The Zombies needed to look like a horde of corpses but with farming implements and other weapons they had acquired during the course of battle. To represent them I used the new Bretonnian Peasant models as they fitted the bill nicely.



Ghouls

Grave Guard proved the most difficult of the troops to convert. In fact, I have not yet produced some finished models. The aim is to do either skeleton head swaps with the High Elf Spearmen or the new Bretonnian Men-At-Arms; a fiddly task if ever there was one. Of course I'm actually praying for a dedicated range of models to save me time and allow me to move onto my next Warmaster army – the Dwarfs.

By contrast, the Black Knights required no converting at all. I simply used the Skeleton Cavalry from the undead range, which made more than adequate models. Those of you feeling ambitious enough though might like to model some barding onto the horse to make them really look like heavy cavalry.

The characters are taken from the existing range of Warmaster models. The Vampire Lord is the High Elf Dragon Prince model and the Necromancer is the Empire Wizard who, on closer inspection, looks quite evil (what with his skull topped staff and pointy hat). One hero is the Undead Wight Champion and the other a High Elf Swordmaster champion. If you look carefully you will notice that one of the heroes has some skeletons acting as bodyguards. This model was painted before I decided to cut the skeletons from the Vampire Counts army list, but has played such a key role in all the games that I have played that I decided to keep him.

Finally, I needed a model for the Black Coach. There were no existing models in the Warmaster range that even resembled a Black Coach so it was going to have to be scratch built from Greenstuff. Thankfully I had a keen and budding model maker by the

name of Adam Gayford who was more than willing to have a go at designing one for me. The result is the Blood Dragon Black Coach that you can see on the pages of this very issue. It has been affectionately entitled the 'Addams Family Roadster' because of its resemblance to the said vehicle from the cartoon series.

All I had to do next was paint the army. The simplest of tasks you would have thought. However, working at Games Workshop HQ, where you are inundated with new miniatures each week, it is hard not to be distracted. In the end I just managed to have everything painted by the deadline I had been set.



Blood Dragon Black Coach – work in progress

So that's it then! It has been an epic experience almost a year in the making, but very enjoyable nevertheless. All that is required now is for you lot out there reading this article to start putting together a Vampire Counts army and to e-mail Jervis Johnson at Fanatic demanding he make some models for them. Jervis has kindly informed me that if he gets enough of a response then there is a good chance that eventually we will see a dedicated range of models for the Vampire counts. Until then you will have to be content with converting your models or, if you're up to the challenge, making them out of green stuff. Cheers, and good gaming.



'Until next time...' – Tom



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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Nottingham NG7 2WS.
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REVENGE IS A DISH BEST SERVED COLD

A scenario for using the Orc Fort
from WarMag 4 by Nick Murray



THE NEW WORLD...

Earlier in the year, heavy snows in the Black Mountains on the edge of the forest of Arnheim, had driven hordes of Orcs down from their traditional winter grounds. The green tide moved down the valleys, stripping the land clear like a plague of Locusts. Soon the inhabitants of the small Elf villages of the fertile grasslands trembled as messengers brought news of the marauding Orcs. However, in the midst of such severe weather there was nothing that could be done to confront the horde. The villagers just locked their doors, prayed to Asuryan and hoped that they would pass by unnoticed in the snow.

In one of the most fertile valleys a small High Elven settlement, by the name of Eldethred, lay unprepared for the green tide that would soon be brought to its walls. In the dead of night, fearsome Black Orcs and hordes of gibbering Goblins overran the few town guards, before engaging in an orgy of violence and death, which left no survivors.

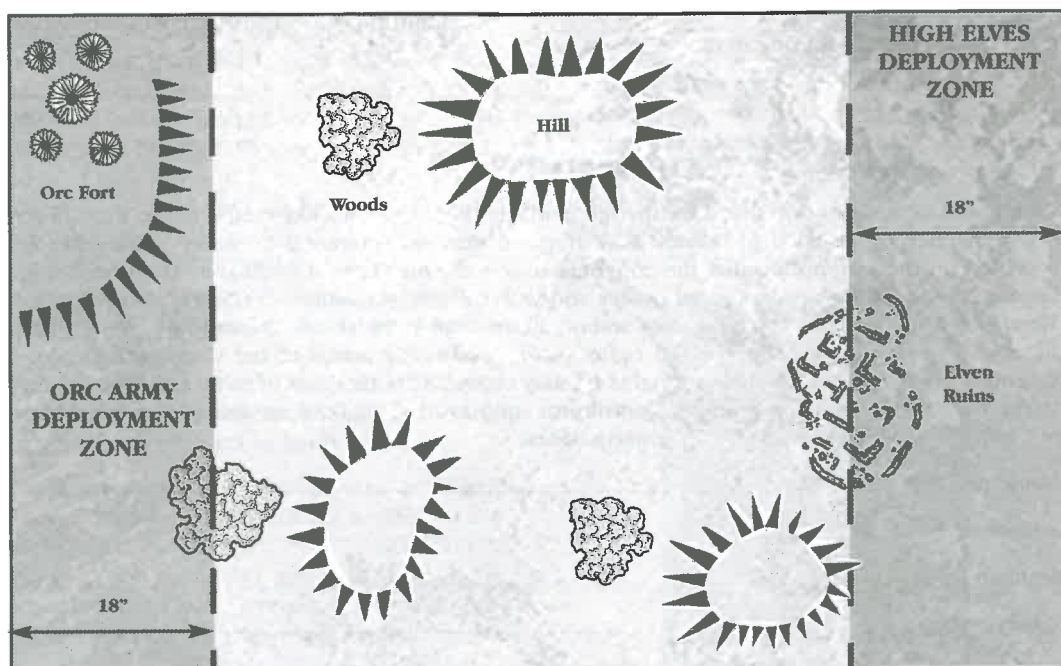
Taking wood, materials and everything they needed from the shell of the town, the Orcs retreated further up the valley and began to build their own settlement and fort.

In the Spring, when quotas of crops were not forthcoming to Arnheim, the provincial capital of the New World colony, suspicions were aroused. The Lord of Arnheim dispatched some of his scouts to see what had become of Eldethred and waited.

When the scouts returned with the news that Eldethred had been completely destroyed, and that a horde of foul greenskins had taken up residence in the valley, the Lord of Arnheim could hardly contain his fury. Before long a mighty army was marching across the dry windswept New World plain toward the Orc encampment thirsting for revenge.

TERRAIN

Set up the terrain as per the map below.



SCENARIO LENGTH

8 Turns (to account for playing lengthways on the board).

OBJECTIVES

The scenario is a classic attack and defence scenario, in which the High Elves must destroy the Orcish settlement in revenge for the destruction of their own kindred by the foul green plague.

High Elves: In order to smite the green plague they must either destroy 75% of the Orcish forces, or raze the fort to the ground. The fort can be razed to the ground by troops spending a whole turn inside it doing nothing but razing it.

Orcs: In order to successfully defend your settlement you must either break the Elven army, or prevent them from having razed the fort by the end of turn 8.

FORCES

High Elves : 3000 Points.

Orcs : 3000 Points of which a minimum 1000 points must begin inside the Orc Fort.

SPECIAL RULES

Orcs inside the fort cannot initiative charge any enemy forces outside the walls, as they refuse to abandon their processions inside the fort. They can be ordered to charge, but have a -1 penalty. Despite being blood-thirsty, even Orcs know it is better to fight from behind a wall.

Razing

If a unit spends an entire turn stationary inside the fort, they can raze the buildings. The unit can move into the area and begin razing, they do not need to be stationary, but if attacked, or if they initiate combat, then no razing may take place. Each stand that is razing rolls a D6 and consults the following table:

Razing Table (roll 1D6)

1. *Not Lit.* The Unit has failed to find anything to light their torches, or is unable to light their tinder. Thus they do no damage at all.

2-5. *Fires.* The Unit has set fires in buildings and is running off the livestock. This causes 1D6 Structure damage points.

6. *Raging Inferno.* Good winds, and flammable material fan the fires, and a raging inferno soon blazes. 2D6 Structure damage points are caused.

Modifiers:

Infantry Stand +1

Dragon +2

Wizard Present: +1

Structure Points

Like Troop Stands, buildings can have hits or Structure Points. Structure points depend upon the construction materials and nature of the particular buildings. The fort's buildings are below. When a building is reduced to 0 Structure points by razing, then it is destroyed and can be considered dense terrain like woods etc.

Orc Fort: 40 pts

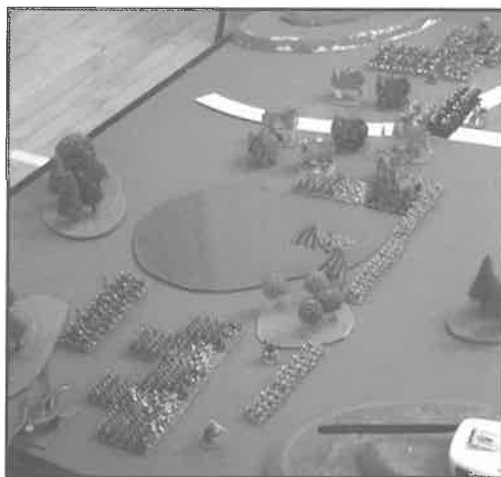
Wooden house (large): 5 pts

Wooden house (small): 3 pts

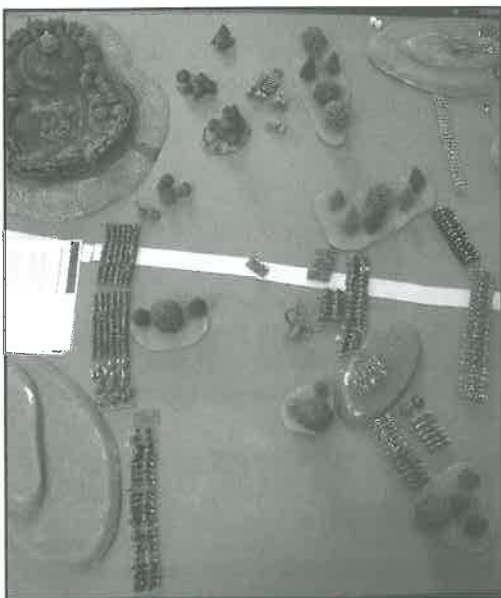
Straw Huts: 1 pt



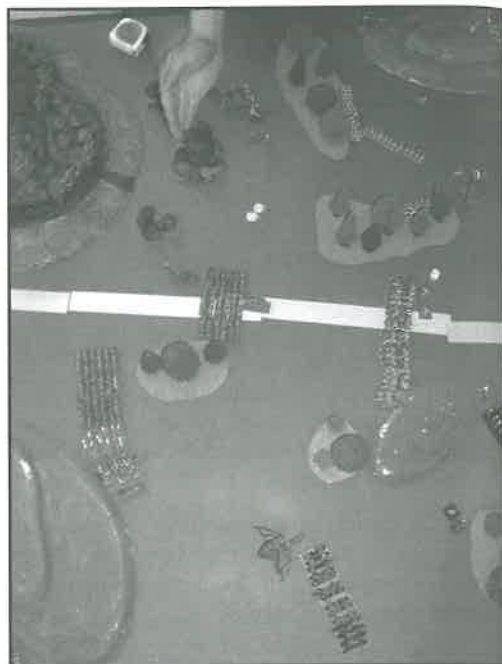
Orc Deployment



High Elf Deployment



The two armies advance upon each other



The Elves push onwards towards the fort



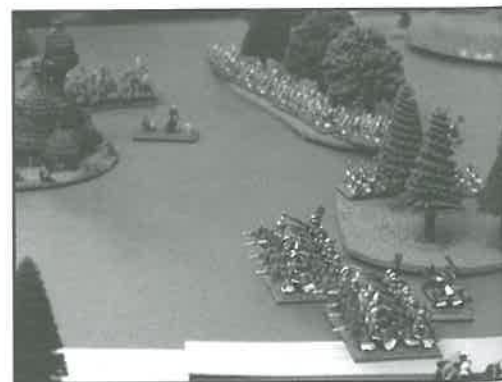
Orc Chariots charge home



Elven Eagles swoop to attack the chariots



The Orc attempt to turn the Elven flank



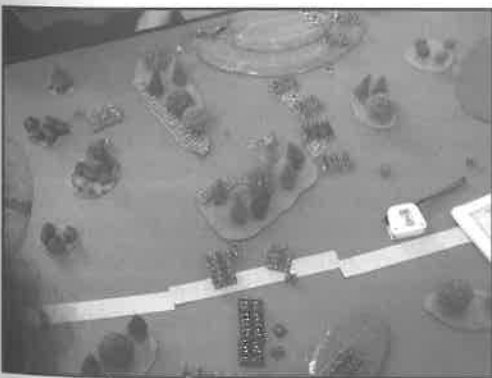
Elven Silver Helms prepare to attack



The Elf spearmen get left behind



Mammoth melee erupts on battlefield



Opposition swept aside, the Elves march on



A close-up of the Orc right flank



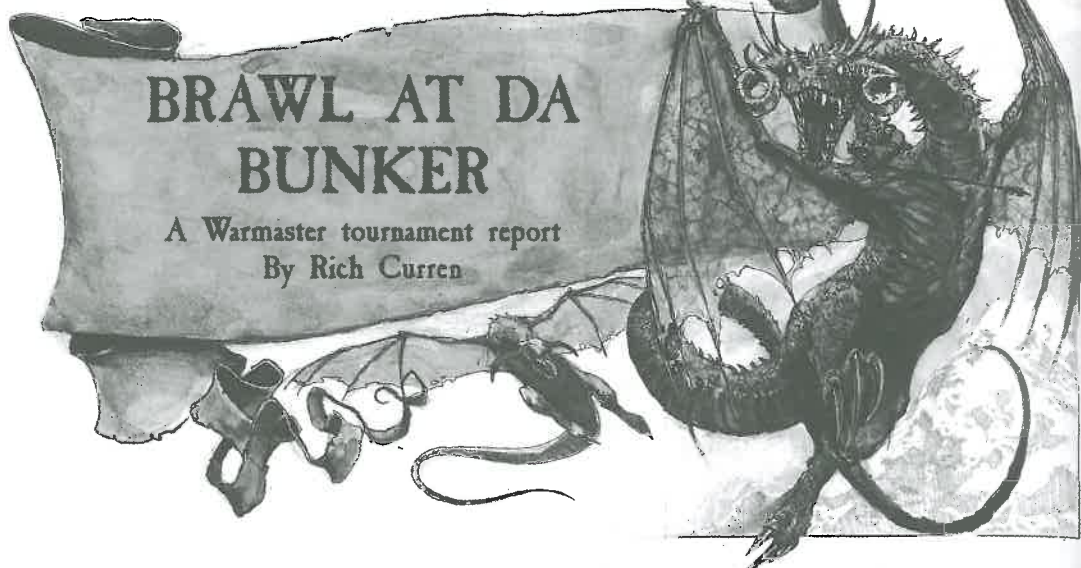
The battle lines in the centre prepare to fight



Victorious, the High Elves push forward



The Orc dead – vengeance has been extracted



The clash of steel, the pounding of hooves, the cries of the defeated, all of this and more was present at the Rogue Trader Battle Bunker Warmaster Tournament in early January 2001. When not making my living as a mild-mannered webguy for Games Workshop USA, I enjoy pushing around hordes of 10mm soldiers across a Warmaster battlefield in the spirit of friendly competition at my local club, The Games Workshop Battle Bunker. Fortuitously, this club is situated next to the US Games Workshop HQ. It was the perfect place to unleash the Warmaster dogs of war in an all-out slugfest for domination of the Old World.

In addition, this tournament was going to serve as the Warmaster Staff Tournament for the year and I wasn't going to miss out on using my Undead hordes against the best Warmaster players from the office as well as the local Bunker pros! I like to think of Warmaster as a connoisseur's game where only the mightiest of Generals can withstand the pressure of commanding such large armies. Also, only the most skilled of painters can withstand the pressure of countless (enjoyable, no doubt) hours bent over their painting lectern detailing the incredibly sculpted Warmaster troops for their armies.

The competition was scheduled to start at 11am sharp so with the help of my good friend, Promotions Manager Jeremy 'Anvilpants' Vetock, we got to the Bunker and proceeded to set up our forces and gawk at the awesome painted Warmaster armies that were present. No less than eighteen of the Old World's most cunning

warlords had dared to set foot on the plains of battle and, by the look of the armies, it was going to be a tough fight indeed.

Every Warmaster army except for the Kislevites (which were still quite new in the US at the time) was present. There were Dwarf Slayers with tiny tattoos, an exquisitely painted Empire War Altar, entire flights of Dragons and hordes of vile Chaos creatures. The sight of Chris McPherson's Undead army with its ten units of Skeleton Warriors and ten units of Skeleton Bowmen still fills my Undead heart with dread.



Bunker Commander John Conner called all of the attendees to order and explained the rules. Basically, this was a three game tournament with seven turns or two hours play allotted to each contest. Players would be judged on sportsmanship, army appearance and battle scores. Armies were limited to 2000 points of troops and all models had to be painted. Each game had a set scenario (more on these later) which added to the action on the tabletop. Just so everyone has an idea on how the competition was judged, I've written a few notes on each of the categories below. Note: these rules were based on the Rogue Trader Tournament System rules.



Rich 'Ungor' Curren – oh dear...

ROGUE TRADER TOURNAMENT SYSTEM RULES

Battle Scores

Once victory conditions were fulfilled or the time limit ran out, there were three standard results: a win, a lose or a draw. Depending on whether there was a winner/loser or the game was drawn varying amounts of points were awarded to each player. After all three games were played; each Commander received a total Battle Score.

Army Appearance

Bunker Boss John Conner, visited each table whilst the games were in progress and awarded each player an Appearance Score. Some of the things taken into account were neatness, basing and how the army looked altogether on the tabletop.

Sportsmanship

This was thought to be the most important scoring category as the players were the ones deciding on it. After each game, the opposing Generals were asked to privately rate their opponent on their Sportsmanship.

GAME ONE

Game One got underway with a nifty little scenario called Across Enemy Lines (in fact it was so cool that we've reproduced it for you below).

1. Across Enemy Lines

OVERVIEW

Both armies are trying to get forces to other fields of battle. Just as the forces are trying to reinforce other fronts, they unexpectedly meet. Unfortunately, there is no time nor the manpower for a prolonged engagement.

GAME LENGTH

7 turns or 2 hours, whichever comes first. Players thought to be stalling and time wasting on purpose will be warned once, and poked, prodded, and generally humiliated into compliance.

SET-UP

The battlefield has a set number of scenery pieces (this should be decided by a referee) – take turns placing a piece at a time (dice off to see who places terrain first). After all terrain is placed, dice off to see which player gets to choose which edge he wants to deploy on.

Next you have to place your armies. The battle will be fought across opposing table edges, and each player may deploy their models up to 20cm from the edge. In this game units can be set up one at a time – with the player who got to choose table sides placing a unit first. Players alternate placing units until all models are down. Characters are placed after all units are (again, the player that chose table sides must go first). Roll to see who gets the first turn, with the player with the highest score choosing.

SPECIAL RULES

While both armies are attempting to get elsewhere they rush past each other in a flurry of death and mayhem. A player receives an extra 100 victory points for each unit of two or more stands that manages to exit the battlefield from their opponent's table edge.

VICTORY

The game ends as soon as any of the following occurs: seven turns have elapsed, the death of a General or one side has lost half of its units.

Victory points are awarded as per the Warmaster rulebook, page 63. You get points for enemy units, characters killed, as well as units reduced to one stand plus all points earned from scenario special rules.

NOTES

As you can imagine by looking at the scenario, there was a massive mobilisation by all of the forces on both sides to eliminate as many opponents as possible while initiating a rapid scramble for the opposing player's table edge. Armies with lots of mobile troops such as High Elves and Orcs had a little easier time moving across the board, but John had cleverly matched them up against armies which fared very well on the defence such as Dwarfs and the vile minions of Chaos. Most players only got one or two units off the board and there were lots of dead troops for the crows to pick over by the time the round ended.

Set scenarios like these are great for tournaments and we were raring to go for round two after lunch!

GAME TWO

After a brief repast we returned with full bellies to enter battle for Round Two. To keep us off balance, John decreed that our second game would be a fight to the death match-up known as The Battle Royal. The deployment zones were drawn 2 cm in from the table edges and combat ensued.

This game was similar to Scenario 1 – *The Battle of Nebelheim* from the Warhammer

rulebook and was a typically fun round to play. There were hoots and hollers from around the room as flanks were stove-in, daring manoeuvres were executed and war banners fell beneath the iron-shod feet of the enemy!

On a personal note, I finished Game Two with a draw, giving me a 2-draw record for the tournament. Both of my opponents were excellent sports and it filled my Undead heart (well, bones really) with glee to be spending the whole day among Warmaster aficionados like myself. There was only enough time for a brief pause and a stop at the soda machine before the battles of Round Three erupted around the room!

GAME THREE

With two games under our belts, we knew that the end of the tournament was fast rushing upon us. In typical fashion, Bunker Master Conner unleashed the most challenging scenario yet upon us, the infamous *King of the Hill!* Veterans of the US Grand Tournaments will be familiar with this challenging battle, but for the uninitiated I'll give you a brief description.

Armies are set up across from each other up to 20 cm onto the table. There is no scenery other than a single-level hill in the exact



Battles at the bunker well underway...



centre of the battlefield. The object is to finish the game with as many stands of troops as possible within 20 cm of the hill. The normal rule for ending the game when 1/2 or your units are destroyed is ignored in this scenario as this is supposed to be a desperate fight to the finish for a vital piece of ground.

This scenario was lots of fun for two reasons (other than that we were playing Warmaster). The first was that the lack of scenery made where you placed your troops very important. There were no handy clumps of trees to hide our artillery and less combat worthy troops behind while we moved them up into position. Secondly, having to play for the full seven turns/two hours made the loss of each and every stand of troops important. If we could keep our opponent's army confused and unable to advance or destroy lots of his stands, there was a good chance we could capture a win. This type of scenario is great if you are limited on scenery or want to force players to use some different tactics with their armies!

WHAT? A QUIZ?

When Game Three ended we all thought that the tournament would be quickly drawing to a close and prizes would be awarded. However, the diabolical Mr. Conner has one more surprise in store for us with a surprise Warmaster Quiz!

Although it was only 10 questions long, there were several quite tricky (well I thought they were tricky at least) brain ticklers in there. Here's a quick sample:

Sample Question 1:

A Dwarf Flame Cannon unit is charged by a unit of Goblins and loses the combat by 1 ('Never!' shout the stunty players out there). What happens to the artillery unit?

- A. They fall back 1 cm and continue another round of combat.
- B. They are destroyed.
- C. They cry 'Never!' and proceed to stomp the Gobbos into mush.
- D. The Dwarf player cuts off all of their hair, gets tattoos and becomes a Slayer in shame.

Of course the answer is D. (actually it's b. but that's hard for Dwarfs to swallow). After much groaning from the Generals that the quiz should be open-book, we turned in our papers and waited excitedly to hear the results. Who would take the top spots? What would the prizes be?

Everyone had a great time, so the truth of the matter was that we all felt like we one. I even heard happy comments from players whom the dice had been particularly cruel to and had lost all three games!

AND THE WINNERS ARE...

Since the Bunker was so close to GW US Headquarters, John was able to blag some particularly cool consolation prizes such as new Phoenix Guard and Swordmaster models and a few Forge World resin scenery pieces. However, the top prizes (exquisite Rogue Trader Tournament plaques and trophies) went to the following.

Best Army Appearance: Jefferson Hobbs

Best Sportsman: Rich Curren (I was floored with surprise)

Overall Winner: Jason 'Noooo!' Buyaki

Even though this was a small tournament, the quality of players was incredibly high and everyone had a ton of fun pushing their 10mm armies around the table for an entire day. Now if only I can convince my boss that I need to play in these tournaments during working hours... no, not the whip, I'll go back to the computer, no...

THE BATTLE BUNKER

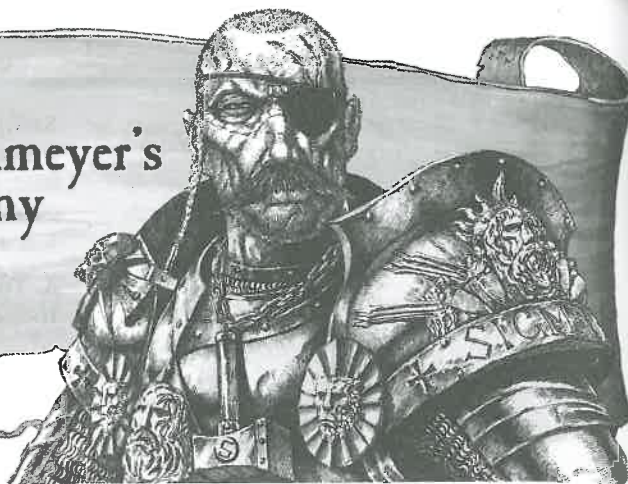
If you'd like to visit the Battle Bunker, you can find more information at:

www.Games-Workshop.com/news/us/events/battlebunker/battlebunker.htm

You'll also find an extended version of this article there with colour photos, pics of the armies, links to the Rogue Trader Tournament Program and more!

Reikmarshall Rothmeyer's Imperial Army

A focus on the Empire army of renowned general Andy Judson.



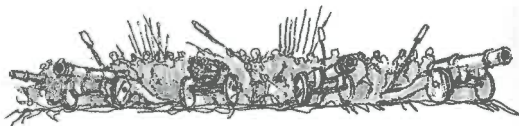
My name is Andy and I have been collecting Empire for Warmaster since the models were first on sale. As you will probably come to realise as you read this, all the armies I collect are very much character-driven. By this I don't mean they have loads of heroes and wizards, rather that I pay lots of attention to the background of the army I am collecting.

For example, I decided from the start that my Empire army came from the city-state of Talabheim, the same as my smaller Warhammer army. Because of this, I have included large numbers of state troops in the army, and relatively few cavalry units. I also drew on the history of Talabheim when planning the force. The knights in the army come from the Order of Knights Protector to replace the Reiksguard, which was set up when Talabecland seceded from the rest of the Empire under an unelected Empress. Traditionally, nobles of Talabecland still send their sons to join the Knights Protector rather than the Reiksguard. In addition to this, all the regiments and characters in my army have been named, and I try to use them in games. For example, I may say something along the lines of 'Remus Helstrom will order Gideon's Dedicated over there'; rather than 'This hero will order those handgunners and halberdiers'. None of this has any effect on the game rules, but I have often noticed that fortune favours those who keep to the history of their army.

A number of people have commented on the number of infantry in my army in relation to cavalry. There are three main reasons for this: background, flexibility and psychology. As already mentioned, the army is from Talabheim which is a large city in the middle of the Great Forest. This doesn't create the best training ground for heavy cavalry, as trees surround most of the city, and where there aren't trees there are farms and villages. Because of this, I include lots of

infantry and relatively few cavalry. This is the primary reason for my choice, and my army would probably be completely different if it came from somewhere else in the Empire. Nuln would have lots more handgunners; an Ostland army would include lots of Kislev models and light cavalry; and an army of Altdorf would have regiments of Reiksguard knights.

The second reason is flexibility. In my mind, infantry is much better than cavalry for a number of reasons; they can enter all terrain, so they are manoeuvrable, they can take advantage of being defended and support each other in combat, and they are also cheap, which allows you to take a lot of them.



This leads nicely into the third reason for having an infantry-based army: psychology. It has often been said that my army looks a lot bigger than the points value would suggest, which I see as a good thing. It can be daunting to face an army that is much bigger than your own, and in Warmaster it should be. Due to the rule that you have to withdraw if you lose half of your units, it is definitely better to have a large number of troops. When I use my 2000 point army, my enemy has to kill twelve units before I have to withdraw, and usually I have to kill much less of theirs. Some players don't know how to deal with this, and falter or make mistakes. To be honest, we usually play on for some time after one side should have retreated anyway, so this doesn't make much difference to me in normal games.

Reikmarshall Rothmeyer's Imperial Army of the Talabec

In the Service of Her Excellency, Elise Krieglitz-Untermensch, Holder of the Keys, Defender of the Great Forest, Grand Duchess of Talabbeim

- Reikmarshall Frederick Rothermeyer – General (125 pts)
- Baron Remus Helstrom – Hero (80 pts)
- Baron Sigmund von Koln – Hero (80 pts)
- Agelmar the Grey – Wizard (45 pts)
- Brocke's Headhunters – 1 Unit of Halberdiers, 1 of Crossbowmen (100 pts)
- Von Burgen's Company – 1 Unit of Halberdiers, 1 of Crossbowmen (100 pts)
- The Hendelmar Eagles – 1 Unit of Halberdiers, 1 of Crossbowmen (100 pts)
- Elron's Vanquishers – 1 Unit of Halberdiers, 1 of Crossbowmen (100 pts)
- Von Hoff's Gunners – 2 Units of Handgunners & Skirmishers (180 pts)
- 9th Knights Protector – 2 Units of Knights 'Taal's Heroes' (220 pts)
- Okra's Rangers – 1 Unit of Pistoliers (95 pts)
- Rutger's Scouts – 1 Unit of Pistoliers (95 pts)
- 3rd Talabheim Artillery Regiment – 1 Cannon Battery, 1 Hellblaster (135 pts)
- 5th Talabheim Artillery Regiment – 1 Cannon Battery, 1 Hellblaster (135 pts)
- Leonardo's Legacy – Steam Tank 'Invictus' (120 pts)

Witch Hunter Regiments

- Witch Hunter Captain Ernst von Koppenheim – Hero (80 pts)
- Gideon's Dedicated – 2 Units of Halberdiers, 1 Unit of Handgunners (155 pts)
- Kulgar's Sinners – 2 Units of Flagellants (70 pts)

These regiments fight as a part of the rest of the army, and have fighting abilities equivalent to regular troops of the same type.

As far as tactics go, I don't have many really decisive ploys to use, but there are some things that I do fairly regularly. I usually put together two brigades consisting of: 1 handgunner/skirmisher unit, 1 cannon battery and 1 hellblaster. These are set up with the cannon in the middle and the other units either side. This set-up strongly discourages any charges by flyers against my artillery, as they usually get killed in the stand-and-shoot attacks. With general deployment, I very much favour brigades, especially of infantry. I tend to line them up with a missile unit in front of halberdiers, which protects the missile unit if it is charged. I also have a 'spare' hero that I use to lead my cavalry units in flanking manoeuvres or putting them in the van of the army.

ON PAINTING AN ARMY

(Check out the inside back cover for full colour pictures of Andy's Empire army)
I paint my army three strips at a time (i.e. half a regiment), on 15-18cm strips of plastic or card. I find this to be easier than painting a complete regiment at once, but faster than individual stands. After they are painted I glue them to their bases.

I have developed a fairly unusual way of painting the models, at least as far as preparation goes. I undercoat the models white – which is rare for me as I nearly always undercoat black – and then paint the whole model with a mixture of brown paints. The mix is as follows: one part *Scorched Brown*, one *Snakebite Leather* and two parts *Brown Ink*. The reason for this is



Reikmarshall and standard bearer



Agelmar the Grey

that the shading isn't as harsh as a flat black undercoat, and it also works better with the colour scheme I used. Note that the colours were just the paints I happened to have. I didn't buy them specially, so practice with colours you've got first to get a good mix. I painted the clothing in quartered *Red Gore* and *Bleached Bone*, highlighted with *Blood*

Red and white respectively. The metal is *Boltgun* with watered *Black Ink* over, except for knights and characters, which have *Chainmail* brushed over first. Feathers are mostly *Regal Blue* then *Ultramarines Blue*, while hair, hats, belts etc. are *Scorched Brown*. I decided to base the figures with static flock rather than the granular stuff because I wanted the grass to look longer and more realistic. They don't mow the battlefield before fighting you know...



Note on the subject of Leonardo's Legacy

Although I have included it in the list, I do not usually use the Steam Tank in battle, once again due to their background. They are extremely rare and unreliable machines, with only 8 left working. Because of this, any general who has access to one of them will only use them rarely, and when there is little other option. Therefore, if I have used it in the last couple of games, I am unlikely to field it in my force, and when I do I will make sure that it is well protected, and has a specific purpose. I see them as being almost relics of a past era, which are highly valued by their crew and act as an inspiration to the rest of the army.



Siege Bombard



Steam Tank Invictus

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MAKING CART BAGGAGE

I continued my theme for the total Empire army and decided that they needed a baggage train just to be complete.

Note: You can also make these wagons separately and stick them to bases to use as pieces in their own right, possibly in conjunction with Empire buildings.

You will need

- 3/8" square baton of balsa wood
- Thin fuse wire
- Optional – *Green Stuff*, spare models

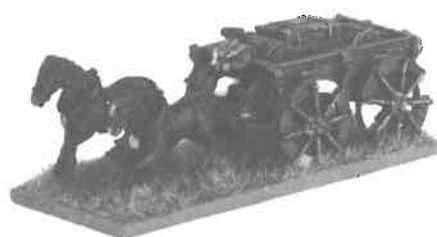
These are incredibly simple to make, just cut box/barrel shapes out of a thick strips of balsa wood – I used a 3/8" square baton. Once you have your basic shape, you can 'carve' the planks with a sharp pencil or some similar pointy object. The straps around them were simply bits of fuse wire wrapped round the crate or barrel. It is best to use the really thin kind, and push them into the wood a way first, otherwise they can distort the shape of the crate.

Other details

You can make canvas by gluing a thin layer of *Green Stuff* over the baggage, moulded to look as if it has been stretched over them. Obviously, as you won't be seeing the crates underneath the canvas, you don't need to detail or glue wire on them. If you want, you can also glue other models on to the carts. For example, I stuck a dismantled cannon onto one, covered with canvas, another has a spare skirmisher as a caravan guard (I have some spare as I only put 6 on a stand, rather than 8), and on another one of the horses was replaced by a pistolier (again, because I don't use all of them on the stands).



Wagon with canvas sheeting



Wagon with barrels



Wagon with crates

MAKING WARMASTER HOUSES

After getting carried away with making the baggage train for the army I just had to make some very 'Imperial terrain'. I needed somewhere for my army to be billeted in-between battles.

You will need

- Thick card – such as the kind used for mounting pictures.
- Thin card – such as cereal box card.
- Basing material – I used cork tiling, but thick card, hardboard etc would work as well.
- Paints and brushes – black, browns, greys, creams.

Construction – the basic shell

Firstly, cut four pieces of card for the walls. I cut mine 1" in length x 6/8" high. Two of these pieces should also have a triangle the same height again on the top, to make the sides of the house. To stick them together, glue the pieces to the base, and to each other, with the sides of the house glued to the ends of the front and back, not vice-versa. This way the house is slightly longer than it is wide. If you want to leave it at that, put two rectangles of card on for a roof and paint it, then you can do. You have a basic house structure there, and there isn't necessarily any need to go further.

Adding details

To make a 'Tudor-style' house, you will need to cut out strips of the thin card to represent the timber frame. I have cut mine 1/16" thick – this might sound narrow, but it looks right on the building, it is fiddly though, so you might want to use tweezers or a pin to put them in place. After gluing the vertical frames, you can then put some horizontally across to mark out windows and doors.

If you want to make a stone/brick house, cut out the strips as for the Tudor house, but then cut them into short lengths and stick them horizontally to represent the stones. You can either cover the whole wall – leaving gaps for the windows and door of course! – or just add them two or three in a 'clump', to add the feeling of the wall being stone. This gives a good effect, but with much less effort than fully covering the walls.

If you do two-story buildings – just a normal building, but twice the height you can do the building half timber and half stone. Alternatively, you can make it in completely one style or the other. If you make your buildings entirely of timber frame, make sure to put a long horizontal length of 'wood' separating the floors.

The roof can either be made in the way described earlier, or it can be made by layering thicker strips of card horizontally to create a tiled effect. Other details, such as a chimney made from cork or card, a lean-to,

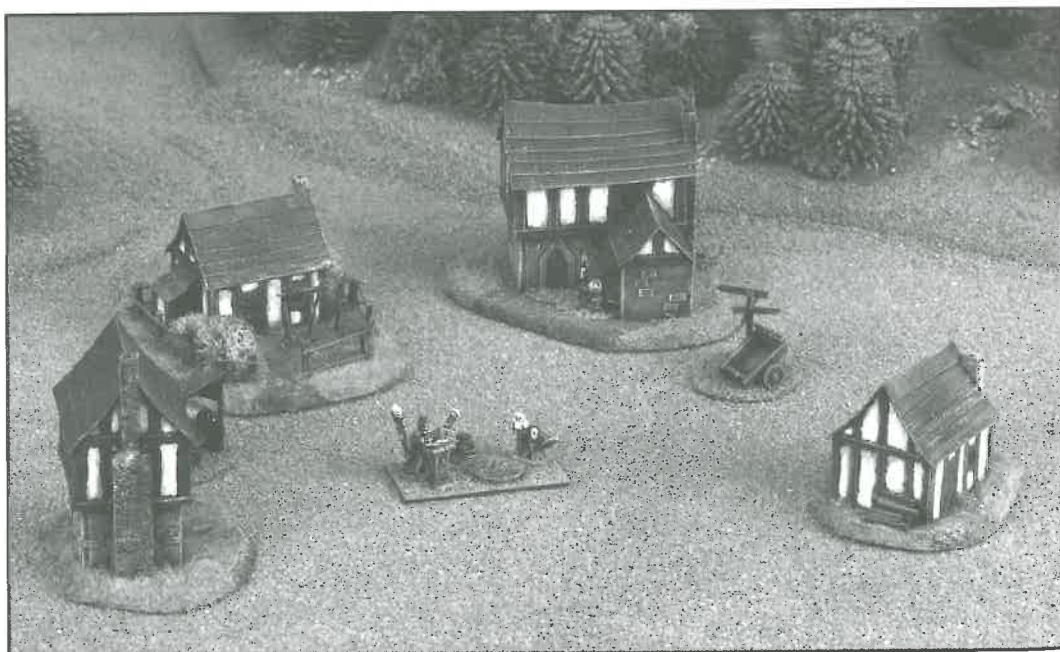
woodpiles, and fences can all be made with a little care and patience.

Painting the houses

I undercoated my houses with slightly watered-down black paint. I usually spray my models, but with the buildings it was easier to paint them by hand, as I inevitably painted most of it again anyway reaching places I'd missed. When it was dry, I dry-brushed the wooden parts of the model (including the gaps between the frames) with increasingly lighter shades of brown – *Scorched*, *Snakebite* and *Bubonic*. I then painted between the frames in *Bleached Bone*, followed by *Skull White*. Any stone areas were brushed *Codex Grey*, then *Fortress Grey* and then lightly with *Skull White*.

Painting the roof is a matter of personal choice, I painted them as wood, in the same way as the rest, but they could equally be done in slate, clay, or whatever. The same goes for any other part of the building – for town houses for example, you may want to paint the timber in tarred black rather than plain wood.

The base was painted *Scorched Brown*, and flocked. You could add bushes made out of lichen or painted wire wool, trees from twisted garden wire, or you could paint the base to look like a city street. I am always intending to get a proper town of these made – but that's another article.



The hamlet of 'Rothmeyerville'...

TRIAL RULES

TREBUCHET

by Dave Simpson

The Trebuchet is a very large siege weapon, that is utilised by almost every race in the Warhammer World when involved in a lengthy siege.

Because of the fact that the Trebuchet is such a large and cumbersome weapon, designed solely for bombarding fortifications in a siege that it may only ever be used in a siege game by the attacking army. The only possible exception to this is a special scenario specifies that it may be used. When used by the attacker in a siege scenario it may be taken by any race, it is not just restricted to Bretonnians, even though they are perhaps the race that utilises Trebuchets the most as the war machine does not use unchivalrous black powder and is made from sturdy Bretonnian oak beams.

DEPLOYMENT

When deploying your armies for battle, any Trebuchets must always be deployed before any other units are placed on the battlefield. This is because it takes many hours to unpack one and set it up, even longer if its



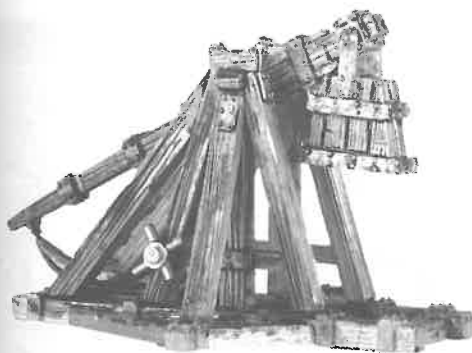
actually being constructed in-situ (up to three days in some cases). In addition to this once deployed the Trebuchet may never move as it is just too large a piece of equipment to be manoeuvred in this kind of way.

TARGETING

The Trebuchet may be used to target fortifications in the same way as cannons and stone throwers. In fact, the Trebuchet is in effect a very, very large stone thrower. Trebuchets may also be used against troop targets in the usual manner. However, some special rules apply. In addition to this any hits caused by the Trebuchet's missile attacks allow no save.

Because of its immense size the Trebuchet has a range of 120cm. In addition to this it is based on a 60x60mm base. The model wouldn't fit on anything smaller, yes its really that big!

The Trebuchet, like the Mangonel and Bombard, fires 'straight ahead'. This is defined as directly forward of a line drawn from the centre of the base front edge. It is useful if the player declares exactly where the weapon is pointing during the game, as this prevents any uncertainty should the model be accidentally knocked or picked up and admired.



STAT LINES

<i>Troop</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>
Trebuchet	Artillery	1/6	4	0	-	1	120	-/1

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). However, remember that troops placed in these fortifications are still subject to the normal targeting restrictions, so if you are firing at troops you must still fire at the closest unit.

During the battle the player may not move the Trebuchet, except that he can issue an order to 're-target'. This allows the Trebuchet to turn on the spot by up to 90 degrees to face a new target. This order cannot be a brigade order unless several Trebuchets 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 Trebuchet remains facing the original target and cannot shoot that turn. Note that the Trebuchet's first order in a battle will usually be to align a target as they are deployed before any other units are placed.

FIRING

When firing at fortifications such as walls, towers and gateways a 6 is required to score a hit by any artillery piece. Once a Trebuchet has hit 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 the Trebuchet must be able to 'see' its target in the same way as any 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 Trebuchet just as it does to all artillery. This allows the weapon 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).

The Trebuchet has a minimum range of 20cm as the slingshot like nature of the weapon makes it impossible to shoot at closer targets. A target that is closer than 20cm may not be shot at, if the target is 20cm to 120cm away then it may be shot at. This obviously makes units that are under 20cm ineligible as potential targets; thus they are ignored as far as the rules for firing at the closest target are concerned.

The Trebuchet may not shoot at enemy units that charge them. It is quite simply much too cumbersome a weapon to stand its ground in this way, besides most of the time the enemy would be inside its minimum range.



The Knight, pertinaciously sat upon his horse, approached the Siege Master who was busy organising his crew as they frantically unpacked the baggage train.

"I say," Said the Knight looking down at the busy Siege Master from atop his horse "how long before your catapult thingy is up and running?"

Not hiding his annoyance, the Siege Master looked up from his scrolls that were laid over a make-shift table at the Knight, "At least a day my Lord."

"A day!" retorted the Knight "I was hoping to sally out by the end of the week! These Empire men are absolute

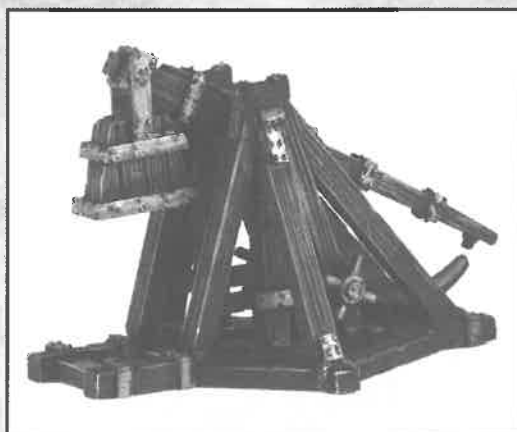
cowards and I doubt we'll be seeing them leave their castle anytime soon, so I need you to make all haste and crack this barrel open" he said the as he waved his hand in the general direction of the Empire fort.

The Siege Master gave an audible sigh, "My Lord, this contraption you see before you, once put together, is the height of Bretonnian engineering. Other nations have copied our work, and even the Dwarfs have nothing that can achieve the reach of our Trebuchets. There is nothing in the known world that can hurl a large rock as far and as accurately as we can."

The Knight looked arrogantly at the now red-faced Siege Master, he was obviously not used to being talked to in such a condescending tone. "While a treatise on the abilities of your war machine is much appreciated" the Knight said with veiled sarcasm "I don't see what it has to do with me".

"Because, my dear Lord, if you wish me to drive the Empire wretches from the their castle. I need time to set my siege engine up!" said the Siege Master now raising his voice and clearly exasperated.

"Well, there was no need for that outburst!" said the Knight as he grabbed the reins of his horse and sharply turned the mount around. "Commoners!" he muttered under his breath, as he trotted back to the main camp.



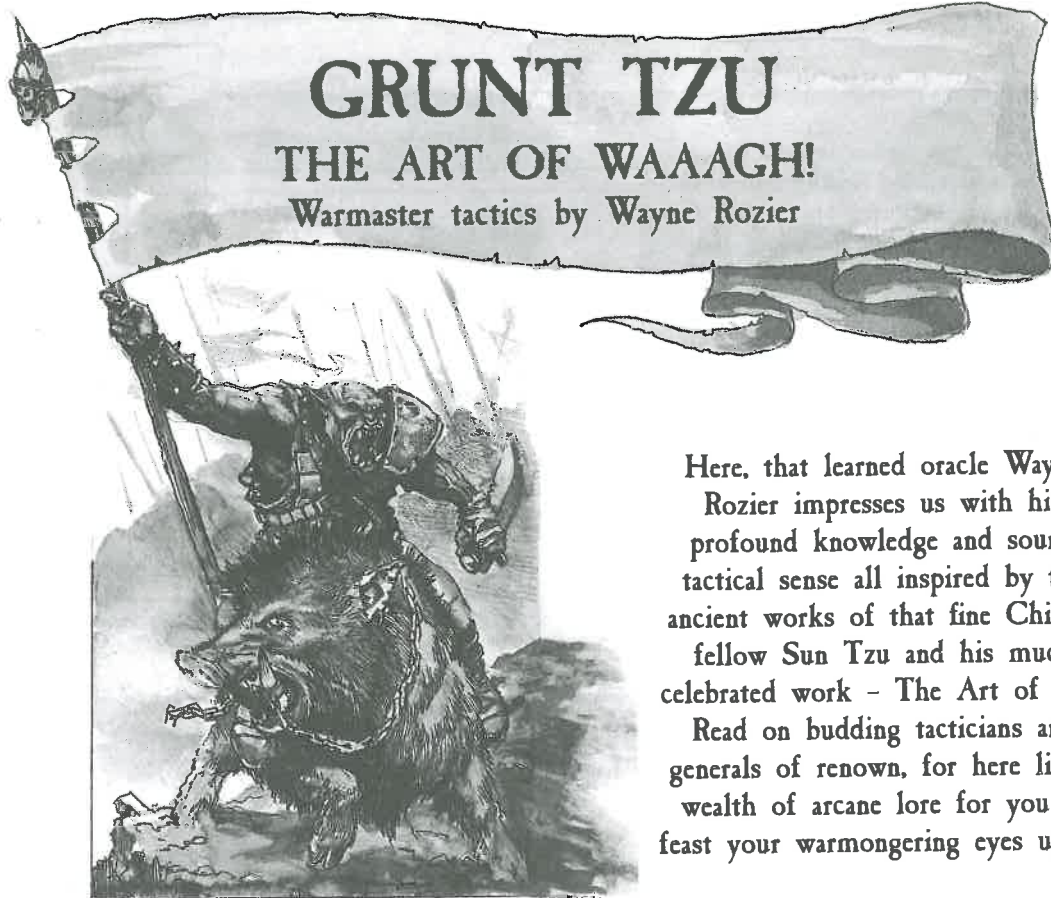
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GRUNT TZU

THE ART OF WAAAGH!

Warmaster tactics by Wayne Rozier



Here, that learned oracle Wayne Rozier impresses us with his profound knowledge and sound tactical sense all inspired by the ancient works of that fine Chinese fellow Sun Tzu and his much celebrated work - *The Art of War*. Read on budding tacticians and generals of renown, for here lies a wealth of arcane lore for you to feast your warmongering eyes upon...

AUTHOR'S INTRODUCTION

People often ask what's the best army, or what the best Orc and Goblin army is, or what's the best way to use Dwarfs, etc. This is like expecting an answer to 'What's the best sauce for Pasta?' These questions need a rider - 'What's the best army FOR ME?' 'How should I use Dwarves?', 'Does Chianti really work with fava beans?' Personality is a key theme to fielding an army effectively. We can all gain experience and insights by trying out unfamiliar or even uncomfortable strategies and armies, however, Warmaster is a game (really), its purpose is to provide mutual enjoyment - winning is good but so too can be losing if it was a glorious defeat. I believe that the best way to achieve this is to be true to yourself, field armies you can identify with and use tactics that conform to your temperament. In that way your army will develop its own identity.



In presenting the thoughts of Grunt Tzu I have included commentaries from a number of sources. It is up to the reader to determine which interpretation best suits his approach to Warmaster.

Commentaries by:

Mako Minto - The Tilean publisher, military historian, and social commentator.

Ull Git Yer - A contemporary Orc Boss

Black Gut - Ancient Khazak Scribe.

Spifgit - Da fun lovin' Shaman ov chilled.

I chose the vehicle of Grunt Tzu so as to offer advice in general terms and not be specific about how a certain army works best. That would be prescriptive to the point of arrogance and limiting in terms of unofficial army lists and armies yet to be published. By opening up the debate to how military theory works in the world of Warmaster the reader can find his own answers with regard to different armies and situations. The inspiration for this feature is of course Sun Tzu's *The Art of War*. I recommend all players and rule makers obtain and read a copy of this seminal work.

The Secret Histories of Grunt Tzu

Twelve hundred years ago Da Great Orc Boss Tenisgym – 'Unifier of Da Tribes' but only after re-naming 'imself Gazhak Khan – sent out brainiacs and shamen to discover and collect the knowledge of Waaagh. Many years had passed when one foolish Cathayan prince heard of this Orcish quest and in a desire for power and influence, he accompanied his embassy to Karakkorma bearing gifts for the Khan. It is thought that this homage was the index to the mystery of the Grunt Tzu works. Contained within one of the chests of treasure and weapons carried in by the slaves was a copy of an ancient and lost work 'The Warring States – A Discussion on Warfare and the Governance of Troops within the Kingdoms of Cathay and its Borders both Land and Marine'. Not exactly the snappiest title but thick enough to light many camp fires. Unfortunately for the rest of the world one rather smart consul (you had to be smart to be a consul to Gazhak for twelve years and still be above ground) saw this work for what it was and prevented it from becoming kindling. He immediately ordered it stored with the other less useful items such as gold and gems. Over the next 20 years Consul Grunt translated the verbose and fragile Cathayan Scrolls into more succinct Orcish works – tattooed into the hides of living cattle and slaves – cured and fixed only after skinning. This secret work and certain magic items formed the key treasures of the Khanate. As a historic side-note, the Cathayan prince was given first hand knowledge of the Ogre palate.

Each Khan on rising to the title was given the previous owners collection of pitiless magic weaponry and instructed in the teachings of Grunt Tzu. Generations of inbreeding and the taint of chaos brought fierce but unskilled leaders to the throne and the teachings of Grunt Tzu lost favour. Infighting was inevitable and the tribes dispersed, each following their own boss. However, the works of Grunt Tzu were not lost, copies were kept by tribal shaman – but their meaning had become unclear. In more recent times a decaying copy of Grunt Tzu with commentaries was captured during a Dwarf raid on an Orc Village. The Empire freebooters in the attacking force took the work as part payment and sold it on to one Mako Minto of Tilca. What follows are extracts from the Tilcan translation this great work.

Publisher's Preface

A lot of the beadings in this work are, to say the least, bizarre. I have called each entry or section by Grunt Tzu an idiom. These idioms are usually related and often flow, but sometimes they do not and have nothing to do with the chapter heading. Often similar idioms can be found in different chapters. The suspicion (very likely) is that the Greenskins jumbled all this stuff up and stuffed the skins back in any old order. It would require a number of versions of the work to perform a comparative analysis in order to discover the original indexation of the work. The chances of this ever happening are about zero. So sit back and read many times.

Mako Minto

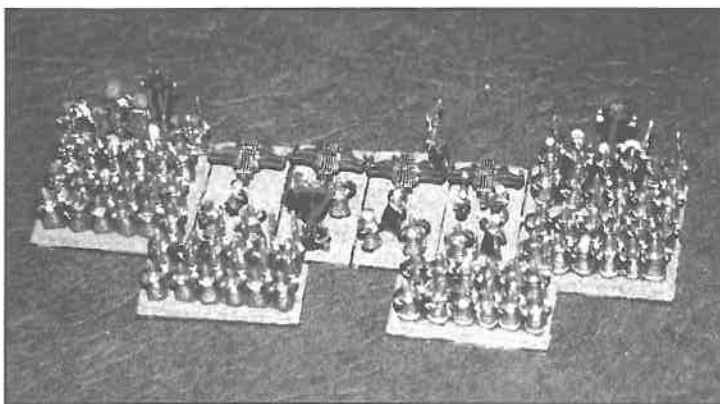


I. ESTIMATES

Grunt Tzu said: Waaagh is vital to da tribes. Da province of winners and losers. Its study is mandatory to Da Boss. Therefore, I appraise it in terms of five factors and more than five elements, later named. The factors are moral influence, weather, terrain, command and doctrine.

Moral influence is that which causes da tribes and troops to be in harmony wiv da Bosses, so that they will not run away. Weather means the interaction with natural and magical forces. Terrain means distance and ground conditions. By command I mean da Boss's qualities of strictness, wisdom, courage, strictness, and strictness. By doctrine I mean organisation, control, assignment of appropriate officers to duties, supply lines.

Ull Git Yer: In terms of Warmaster all this means is having and using an army that suits you and the battlefield, or choosing the battlefield so that it suits your army.



Brigaded Elven units

Waaagh is based on deception. So, when capable, feign incapacity, when active, inactivity. When near, make it appear you are far away, when far away, that you are near.

Mako Minto: that's what the Orb of Majesty does for you, plus a few well placed moans and groans to appear weak or bluster when you really are weak.

Spifgit: Oer me ed's spinning 'near, far, active, inactive, appear, disappear'.

Offer the enemy bait to lure him, feign disorder and strike him.

Ull Git Yer: Goblins are ideal bait, a few paces out in front and that's 30pts lost. But if the bait is not taken then that's a forward placed unit that can take advantage of the enemy. As for feigning disorder, Orcs and Goblins should always look untidy. But the reality is that they can strike no matter how neat or ragged a line. A commander who is too concerned about order and neat lines or brigades is lost, all he is doing is slowing up his troops so that he has no advantage to take and presenting neat lines for the enemy to roll him up with easy pursuits.

Mako Minto: That's easy for Orcs and Goblins or Kislevite commanders to say with loads of leaders. For armies with fewer leaders then the need to use initiative is paramount. So present 'deep', self-sustaining formations.

When da enemy concentrates, prepare against him; where he is strong avoid him.

Black Gut: This one takes some explaining, as it appears contradictory. Well it's not. Concentration of troops and strength are not the same thing. A small but well dug in force is strong and should be avoided, as it will require a large force to dig it out.

Whereas a large force constricted by terrain or out in the open is a concentration that could be weak. You can strike it or prepare defences against it.

Anger his general and confuse him.

Spifgit: Take this two ways – some commanders can anger themselves due to situations – that's moral. Insulting and irritating an opponent is not. But as hinted, some players can

irritate themselves but then go on to blame everything except themselves, do not play these guys as they suck the fun out of a game.

Keep him under strain and wear him down.

Ull Git Yer: One cannot go against an enemy heedlessly, especially if he is expert at employing troops. You need to protract things, keep him at a distance. Hold defensive terrain, select crack troops and form them into extraordinary brigades. Make repeated sorties where he is unprepared. When he aids his right, attack his left, exhaust him by running about, and pull him apart to the point where his forces loose contact and cohesion. If you reject this advice and risk all in one big melee it will be too late for regrets.

Mako Minto: This is something any army can do but good leadership is absolutely essential. This is the essence of the Elven army. With good determined leadership a whole flank can be re-deployed in one turn. Swift is the Reaver!



When he is united divide him. Attack where he is unprepared; sally out when he does not expect you.

Ull Git Yer: Just because you can't see each other due to a hill or forest doesn't stop a force spending two commands to get stuck in. Surprise him! Cavalry make good defenders in a siege game. Oh yes they do, how else are you going to sally forth and take his machines and cannons?

II. WAGING WAAAGH!

Mako Minto: This chapter is concerned with campaigns, preparations and execution, not single battles. Therefore it needs to be read in conjunction with campaign rules. These rules should encompass movement, supplies, economy, politics, morale, etc.

Grunt Tzu said: *Generally a good Waaagh requires lots ov chariots and just as many wagons and even more armoured troops and loads ov banners*

Mako Minto: To wage warfare effectively one must make preparations. Troops must be purchased, organised and painted. An order of battle must be devised and to fight more than one battle – i.e. wage a campaign you must either take a camp or be doomed to forage off the land.

Spifgit: Few take magik banners out ov choice. Most prefer another unit. So it is likely that these devices should be found in campaign as part of the empires treasury or recovered from captured temples and places ov power.

When provisions are transported to da army the cost multiplies. Only raise yer army if you can pay for it.

Black Gut: Plunder is good but do not make it your only way of feeding you army. If that's your plan then you will be stopped with one defeat. Feed your army from the land but take wagons wiv extra supplies. Keep prisoners away from Ogres.

Victory is da objective of Waaagh. If dis is delayed then bad things can happen. Yer army will wither in da field. Sieges will result and dis is da path to depletion.

When da army spends too long in da field da resources of da tribe will suffer.

Black Gut: Sending slaves an' fodder back home is the idea. But after a long campaign da Boyz has more fun and forgets to do fings properly. More supplies leave home than are returned as booty.

Now da army is exhausted and da treasury is empty neigbbours iz looking to attack. No plans can help now.

History shows us that swiftness can fail but a protracted Waaagh will always fail. Da tribes hav' never rejoiced in riches after a long Waaagh. We have only grown wiv swift action.

Spifgit: Waaagh is like fire, those who do not put aside the instruments of Waaagh are consumed by it.

Experts in Waaagh do not require a second levy. They carry equipment from home and plunder from the enemy.

The cost of provisions wherever the army is, and the longer the army exists or stays in an area. Peasants have only so much plunder. Once all da peasants have been eaten then da army must move on.

Feed off da enemy, keep your stores in reserve.

If da enemy is not bated then treat prisoner well and you may recruit from da enemy.

If da enemy is bated then; chain prisoners, make them slaves, use them at the front, let them be consumed by da cauldron of Waaagh or feed them to da Ogres.



Empire Characters

Mako Minto: Even da great Grunt Tzu failed to overcome racial hatred. Once an enemy is enraged he will not surrender. He will fight as 10 times his strength. Thus the casualties will be high on both sides. Chain what prisoners? Just how many Dwarves do you think will surrender to an Orc? Having said that many ancient armies of Cathay are reputed to have chained prisoners and sent them forward into the enemy. Slow moving units of prisoners were shot at from behind thus driving them forward into combat and certain death!

III. OFFENSIVE STRATEGY

Mako Minto: This chapter is mainly concerned with the execution of campaigns. It should be read in conjunction with campaign rules.

Grunt Tzu said: To win one hundred victories in one hundred battles is not the deal. To subdue da enemy without fighting is skillful – the killing follows subjugation. Otherwise the boss is deposed.

Thus da ultimate idea is not to attack da enemy but to attack da enemy's strategy.

Black Gut: It's not easy to kill the general or his staff but that is the ultimate way of destroying his strategy. Without generals and advisors a King will often surrender.

Ull Git Yer: If he leads with 'Troll slayers' or 'Flagellants' kill them. If he brigades behind Cannons – use *Gerroff!* to disperse them. If he disperses large numbers of troops then herd them together.



Elven Wizards

Da next best thing is to disrupt his alliances.

Spifgit: Find out how many allies he has, and why. If there are many and strong move swiftly against one before they can unite, if the alliances are few or weak then this is not a concern.

Da next best thing is to fight in the open fields.

Black Gut: Do da stomp! Dis iz wot da boyz wants.

Ull Git Yer: Fighting is good. But in terms of a campaign this is where you risk defeat to gain a victory. Only take this option when you have the advantage.

Da next worst thing is to attack cities and walls. Only do this when there is no alternative.

Black Gut: Waaaaagh!.

Prepare rams, towers, lobbers, ditches and shields. If you attack like ants without stopping to make siege-weapons or bringing a siege train with you will not take the city and at least one third of your army will be killed.

Thus those skilled in Waaagh subdue an enemy without battle, capture cities without assault and overthrow his enemy's tribe, state or empire with the swiftness of Gork's hand.

If you outnumber him ten times surround him.

Ull Git Yer: If you outnumber him ten times? This refers to the multitude of weaklings taking on the toughest of the tough: Dragon Riders, Sphinxes, Dragon Ogres, Giants, etc. The way to beat these is to make sure that any retreat is blocked. So the slightest push back is death. Thus to guarantee the pushback make sure you win the melee. To do that use infantry two deep left and right and/or front and back. Six stands of support will defeat any Dragon Rider. Support can't be saved against.

Mako Minto: Obviously this idiom applies to both campaign and battle.

IV. DISPOSITIONS

Grunt Tzu said: Ancient Bosses made themselves invincible, waiting for the enemy's moment of vulnerability; invincibility depends on one's self; the enemy's vulnerability on him. It follows those skilled in Waaagh can make themselves invincible but cannot cause an enemy to be vulnerable.

Ull Git Yer: I do what I can, but I can't be certain of what you'll do. Come ta think ov it I can't be too sure about wot my army will do eiver.

Therefore it is said that one may know how to win, but cannot necessarily do so.

Spifgit: Well that's dice for yer!

Ull Git Yer: You have to wait for da other guy to make his mistake. Then clobber him. So as the Great Grunt Tzu sez 'Yer may know how ta win but it's up ta da over guy ta lose it fer 'imself'. But it's up to you to be able to exploit his mistakes. Deploying a couple of foot units in column increases your chance of getting a flank charge in. A line is 120cm long and is more likely to overlap enemy

frontage than a 40cm wide column.

Mako Minto: In order to win you must risk losing. Timid players content to sit in good defensible terrain and keeping ranks nicely dressed are playing NOT to lose, that is not the same as playing to win. Fear of losing will at best result in a draw, but it also risks defeat by surrendering the initiative to the other player. Play to win but plan to make one less mistake than your opponent.

Invincibility lies in defence; the possibility of victory in the attack. One defends when and where his strength is inadequate, he attacks when it is abundant.

Ull Git Yer: Remember, strength is not just numbers, but terrain and other factors. Defence does not mean sitting and waiting to be hit. Withdraw, stretch his lines, sally forth and take the sting from an attack.

The experts in defence conceal themselves as under Mork; those skilled in attack move as from the breath of Gork. Thus they are capable of protecting their forces and of gaining complete victory.

Black Gut: Conceal your plan, defend in depth but make it look accidental. Make sure each unit is 'supported' by friends who can see and charge to their support – not simply line up with one unseeing flank to another. Defence in depth results in swift counter-attacks.

A victory is won before troops contact. How does a general win? By not erring, never wasting a move in planning, by taking up a strong position and never missing an opportunity to master his enemy, a commander ensures victory.

A commander makes his calculations then strikes at an already beaten opponent.

Ull Git Yer: Know your probabilities, charge only when it is either highly unlikely that you will lose or that your sacrifice will bring great gains. I once sent a unit of Wolf Chariots into two brigaded units of Flagellants. I knew the chariots would not be coming back – but equally I destroyed the first unit of Flagellants and went on to wound the second before the chariots were destroyed. It was a near equivalent exchange of points, a draw? In fact, it was a great victory against the Empire. The Empire had lost the effectiveness of their extraordinary van units whilst I had sacrificed one of many ordinary Goblin units.

The supreme requirements of a boss are: a clear perception, the harmony of his host, a profound strategy coupled with far-reaching plans, an understanding of the season and an ability to examine psychology. A boss who does not know his capabilities or comprehend the arts of expediency and flexibility when faced with the opportunity to engage an enemy will advance in a stumbling and hesitant manner with no inkling of a plan. He will rely on the abilities of his troops rather than aiming that ability.

Mako Minto: Unthinking, unknowing, accidental leadership is all too common in the world of Warmaster. So many generals fail to formulate a plan further than 'Get stuck in'. They rely on their tough troops to absorb pain and their aggressive forces to sweep all before them. An idle pen dribbles ink, a pen dragged over paper scribbles, a pen held by an educated hand can write, if that hand is mindful it can author a great work. This means you need to plan your actions and then direct them to make your forces truly effective.

Spifgit: Grunt is also hinting at being in tune wiv da troops. Pick an army that your personality is in harmony with. Think about how that army works and how your mind works. If you must hear the sound of hooves thundering into the massed ranks of the enemy then go for the boars. If you like a solid frontal grind of foot max out on Orcs and Black Orcs. If you like harassing, running and outflanking then get loads of Wolf and foot Goblins. If you do not have the patience to wait for your opponent's moment of weakness then you will need to choose an army that can exploit an enemy while he is strong. Seeing what army a general deploys tells you if he believes in the invincible army – if he does then he is easily defeated.



You can expect more of these sagely words next issue as we continue –
Grunt Tzu – The Art of Waaagh!

Rules Clarifications

Q & A

This is the fifth part of our section of official rules clarification Q&A. After last weeks mammoth question we continue with some more easier to answer queries that don't take 4 pages each!

You can find the full list of official clarifications at Rick's site: www.warmaster.co.uk or via the Warmaster e-group site (www.groups.yahoo.com/group/gw-warmaster).



Q. Can machines shoot over troops on lower ground?

A. *The shooting overhead rule on p67 of the Warmaster rulebook applies only to artillery.*

The machine category is something of a catch-all that tends to attract exceptions and special rules. When Warmaster was under development we had a greater range of machines, that's why the category is embedded in the rules even though there are only two machines in the game itself (Gyrocopter and Steam Tank). But it's a useful category because it allows for exceptions.

There is no overall rule that enables machines to shoot overhead. However, it is possible that in the future we will create a new machine that may well have the ability to shoot overhead. If so this will be stated specifically in the special rules for that machine.

The Shooting Overhead rule is there to allow long-ranged artillery to lob shots at distant targets. Each shot represents a continuous bombardment from static positions rather than a single shot. The Steam Tank and Gyrocopter are envisaged as weapons designed to fight up close – so it didn't seem appropriate to give them the same ability.

It is useful to think of the overhead artillery shots as representing bombardment over what might be quite a long time. Shots are carefully observed by look-outs or reported by individuals closer to the action, and the fall of shot is continually adjusted so that, over the course of time, enough shells land on or near the target to count for something. Steam Tanks and Gyrocopters on the other hand are mobile, noisy machines whose overworked crews can only really fire effectively at what's in front of them.



Q. Can machines charge using initiative?

A. *Yes. There is no blanket rule that applies to machines that prevents them charging by initiative. Individual machines might have their own rules however.*

Artillery cannot charge using initiative (p22 and p67) but this applies specifically to artillery – not to machines.

Q. Can the War Wagon really not charge? (WarMag2 Kislevite Army p16-17)

A. That's correct – the War Wagon can't charge.

The War Wagon is a mobile fortress bristling with guns. Its role is to provide the army with a static strong point on the battlefield. The War Wagon is mobile only in so far as it can be moved into a suitable position where it can be stockaded and prepared against attack. If caught whilst on the move the War Wagon is easily overwhelmed and destroyed.



Q. Can the Gyrocopter and the War Wagon shoot at chargers?

A. Yes. Except where a rule states otherwise, all stands capable of shooting can shoot at enemy units charging their unit assuming they can see them. See p28 of the Warmaster rulebook.

Q. Can the Kislevite 'Freeze' spell be cast at a friendly unit?

A. No. Only beneficial spells can be cast on your own units – you are not allowed to deliberately attack your own units for whatever nefarious purposes you might have in mind. Though I admit it's sometimes very tempting to give my Wolf Boyz a well deserved 'Foot of Gork'.

Q. The rules only allow a spell to be cast on a particular unit once in any given Shooting phase. If a wizard successfully casts a spell at an enemy unit (by making the die roll), but finds it dispelled by a Scroll or Runesmith, is another wizard free to attempt the same spell at the same enemy unit? In other words, is a spell "successfully cast" when the original die roll succeeds, or when the effect is applied to the enemy unit?



A. A spell that is dispelled has not been successfully cast – so it can be cast at the unit again. The spell is only successfully cast if the wizard casts it, it is not dispelled, and it takes effect as described.

The description of the Scroll of Dispelling really should not say that it affects a spell 'a Wizard has successfully cast' in the fourth line of the description. That's a mistake we didn't spot until it was way too late.

Q. Can a unit become eligible for initiative movement if initiative movement by another unit reveals an enemy within 20cm? A strict reading of the rules doesn't allow this, since eligibility is determined at the beginning of the Command phase (p. 13). Initiative movement by other units can obscure LOS, preventing a unit from using initiative movement (p. 22), but there is no provision for the opposite. Is this intentional?

A. Eligibility to make a charge (or for that matter evade) using initiative is established at the beginning of the unit's movement – the unit must be able to see its target at the start of its move as is usual for chargers (p32). Because units move throughout the Initiative Movement section of the Command Phase it is perfectly possible for a unit to move allowing another unit to see a target and charge using its initiative.



Admittedly it does say that a unit has to see its enemy 'At the start of the Command phase' (first paragraph p22). This is misleading and should read 'During the Initiative Movement section at the start of the Command phase'. Similarly, (fifth paragraph same page) we describe how a unit's move can block the line of sight of other units, but it is also worth adding that movement can open up the line of sight for other units as well.

Q. Since the loss of a Skirmisher stand doesn't cause a unit of Empire Infantry to suffer a command penalty, should it cause the unit to lose the benefits of a Banner of Shielding or Steadfastness? If not, does the Skirmisher benefit from these types of protection in the first place?

A. The benefit of the Banner of Shielding applies to the whole unit including the Skirmisher stand, improving the armour value by 1 up to a maximum of 3+. The

benefit of the Banner of Steadfastness will also apply to the whole unit including the Skirmisher stand.

Both types of standard cease to work once a stand is lost, whether that be a Skirmisher or some other stand. This doesn't literally represent the loss of the standard – it represents the loss of its effectiveness as its power is gradually expended.



Q. Is it reasonable to allow Flagellants to have Skirmisher attachments?

A. *Whether it is reasonable or not I couldn't say but it is certainly allowed. Though we could consider changing this it seems simpler to leave things as they are published and chalk it up as a potential revision for a future edition.*

Q. How do you work out victory points for Empire infantry with attached Skirmishers? If the Skirmisher stand is the only surviving stand (removing them first is not always allowed by the rules), can the Skirmishers operate independently (at a -3 to command rolls)? Is the unit considered destroyed for either VP or breakpoint purposes?

A. *The value of the Skirmisher stand (25pts) really represents the additional value it has when added to a unit rather than its value as a single piece. By adding a Skirmisher stand you enhance the fighting ability of the whole unit.*

Conceptually, you are adding a body of warriors capable of some independent action at the flanks, in front of the main body, or within the main body on occasion. It is convenient for us to represent the fact the unit has skirmishers by adding a discrete stand but plainly that doesn't reflect reality – the skirmishers would probably fight in a looser way – it is a practical abstraction.

With that in mind – a unit with skirmishers is a unit of 4 stands. The unit is destroyed once 4 stands are destroyed. It earns half victory points if reduced to a single stand whether that's the skirmish stand or not. The value of the unit includes the value of its skirmishers as well as any magic item it carries.

If the unit is reduced to a single stand, be that skirmishers or otherwise, that stand can continue to operate at a -3 command penalty (-1 per casualty as normal). A unit still exists even if the only stand remaining is its skirmishers.

Q. Are missile-armed troops required to shoot at enemy units if they are able to, or can they hold their fire? What about during an enemy charge – is standing and shooting mandatory?

A. *There is no rule that obliges a unit to shoot in these circumstances – it is the player's choice.*

Q. Shooting casualties are removed as they occur during shooting resolution. If the closest enemy unit is removed entirely, do any remaining shooting units shoot at the next closest target, or is their missile fire wasted?

A. *Units shoot at the target that is closest at the time when they shoot. So, if a potential target is destroyed before a unit has a chance to fire then it is simply not there when the unit comes to shoot. In that situation the unit would fire at whatever target was now closest.*



Q. The rules summaries state that casualties from "stand and shoot" missile fire are removed immediately after the chargers move (the main text doesn't say specifically). This implies that a second unit could then charge into the space vacated by the casualties, is this correct?

A. *Casualties from shots at chargers are removed at once. The chargers move and the shooters fire, any whole stands are removed and the number of hits noted.*

This does mean that a gap could be created allowing another unit to charge the shooters. This can occasionally work to the shooters' disadvantage by exposing them to a second enemy charge. However – whether that's a real disadvantage compared to the advantage of reducing an enemy stand, possibly leaving a stand to shoot at the

second enemy charger, and possibly denying the enemy a flank charge, will depend on circumstances.

Although it would be theoretically possible to work out these shots once all movement is complete this would introduce the possibility of units 'dropping out' of a combat because stands have been removed. Removing casualties as they occur is mechanically compatible with the other rules, even though you do have to remember how many hits have been scored for working out the combat.



Q. If a defeated enemy retreats 5cm, but due to strange placement of units in a multiple engagement, the pursuers don't need to move at all to remain in contact. In such a case, is the pursuit bonus +1, for a "0cm" pursuit, or +2, for a 5cm retreat? In other words, is the pursuit bonus dependent on the actual movement of the retreating unit and/or the pursuing unit, or is it determined purely by the combat result, regardless of distances actually moved?

A. *The bonus would be +2 for a 5cm retreat. The bonus is based on the retreat distance established by the combat result not by the literal distance moved by the pursuer which can be more or less in some situations. Of course, the retreating unit is obliged to make this move and is destroyed if unable to do so; so, strictly speaking, I assume the question relates to the distance moved by the pursuer.*

Q. In large multi-player games, the Runesmith's ability to attempt to dispel any spells cast anywhere on the table is too powerful - this is particularly evident when the Dwarf army makes up only a small portion of the army (e.g. 1000 pts in a 3000 pts vs. 3000 pts battle) where the Runesmith is regularly dispelling magic 150cm away from any Dwarfs.

A number of house rules have been suggested to deal with the issue, including:

Limiting Runesmith dispel attempts to spells cast within 60cm of the Runesmith, or spells

directly affecting Dwarf units commanded by the same General as the Runesmith;

Reducing the probability of success of the Runesmith's dispel based on the ratio of Dwarf to non-Dwarf troops in the multi-army force;

The Runesmith must attempt to dispel all spells cast, even those by allied wizards.

What are your thoughts on the matter?

A. *The first one would work fine but might be better if applied to spells cast within 30cm of a Dwarf unit. The reason I say this is that some spells affect Dwarf units indirectly - such as the Voice of Command cast on a unit that then charges a Dwarf unit, Raise Dead, Heaven's Fire etc.*

The second isn't too clear. Is the ratio established at the start of the game or does it change throughout the game. It's also unclear whether the ratio is unit based, stand based, or points based but I imagine that wouldn't be too hard to work out. It doesn't seem to offer a solution other than by simply reducing the chance of the Dispel working in all situations - which I find a bit dull.

The third seems unnecessarily harsh on the other players and makes a Dwarf alliance a bit of a liability. On the other hand it would be a very easy rule to implement and could be softened a little by reducing the dispel of friendly spells to a 5+ or 6.

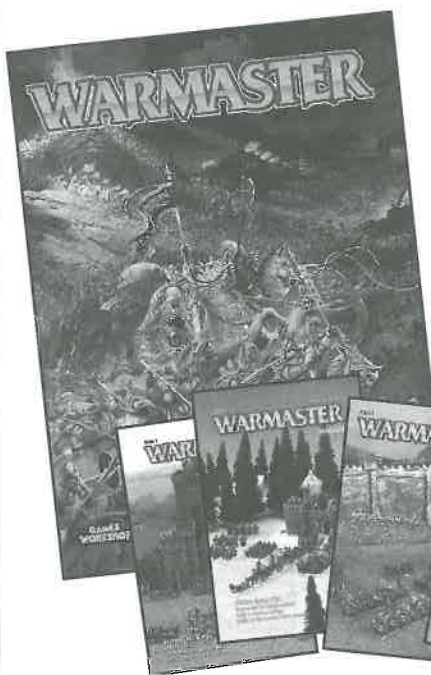
Q. The two spells with lasting radius effects, Anger of the Gods and Light of Battle, can be interpreted two ways - either the affected units are determined at the time the spells are cast, or units can become newly affected and unaffected as they move in or out of the radius (such as when the wizard moves). Which is correct?

A. *Both of these spells affect units that are sufficiently close to the caster. The bonus applies if the wizard is within range when the appropriate action or dice roll is taken. So, it is perfectly possible for a unit to move out of range, and subsequently lose the bonus, or into range, and therefore gain it.*

For example, a High Elf unit that is within 30cm of a wizard who has cast Light of Battle has +1A - the bonus applies for the duration of the Combat phase and applies to all units within 30cm of the wizard when combat is worked out.



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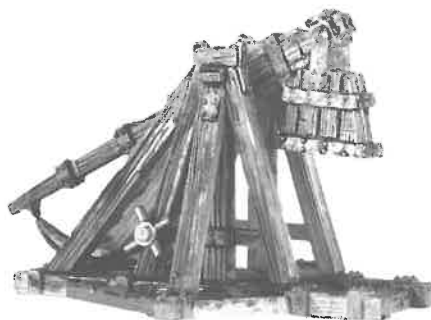
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Reikmarshall Rothmeyer's Empire Army

Painted by Andy Judson

Check out how Andy collected and painted this army on pages 26-30.



Empire siege Bombard (left),
Wizard (top) and
Steam tank (right).



Empire Characters (left)
and a converted wagon (bottom)



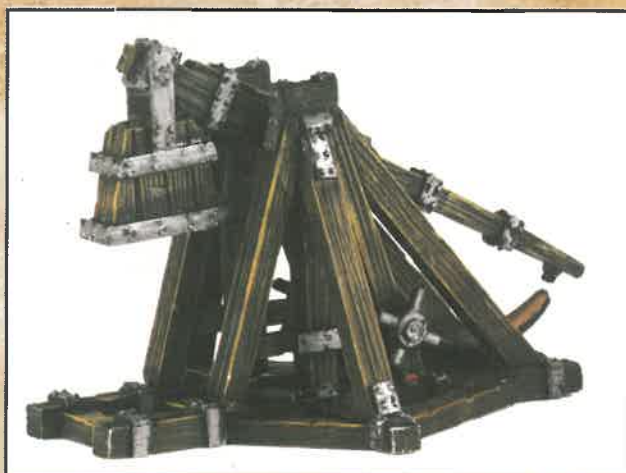
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