WARMASTER

MAGAZINE

Vermintide
Skaven Army
Mighty Empires campaign
The War of the Staff

Skaven

Models designed by Colin Grayson and painted by Mark Bedford.

A unit of Clanrats (left)

Rat Swarms (right)

A unit of Plague Monks (left)

A unit of Gutter Runners (right)

A unit of Jezzails (left)

A unit of Rat Ogres (right)

INTRODUCTION

Hello and welcome to issue seventeen of Warmag. What's this? An arty new cover? Have we made a radical departure from the norm or what? Or did we somehow fail to get the brand spanking new Skaven army painted in time for this mag? Well, enough said! From the covers you will have no doubt deduced that the long awaited Skaven army is here. Yes, the rats have landed! After months of tireless playtesting, long into the wee hours (well, at least half eight in the evening!), we have the ultimate horde army for Warmaster. The Skaven army has proved to be our greatest challenge yet but we are quite happy with the outcome and hope to receive a lot of reader feedback on this latest army.

This issue also sees the publication of the trial rules for the Mighty Empires campaign system. All of the appropriate map tiles and coloured counters are available as free downloads from our website so players can start their own campaigns at their leisure. Not only have we brought you a new army and a complete campaign system we're now busy working on the Warmaster Rules Review for the Warmaster 2003 Annual – talk about no peace for the wicked!

Read on and enjoy!

Steve

CONTENTS

WHAT'S NEW?

Not since issue 11 have we released a whole new army for Warmaster and so from their foul burrows they come, the insidious Skaven. Sculpted by expert Warmaster miniatures designer Colin Grayson, we give you the ultimate horde army.

Clanrats

Plague Monks

First and foremost are the mainstay of any Skaven army – the Clanrats. These are the workhorses of the Skaven army which group together in massive, crowded units their courage bolstered by their numbers. Colin has sculpted all of the Skaven infantry in the missile troops configuration. This way, when mounted on their bases in six rows of two models they really capture the image of dense packs of rat-men. The attention to detail on the Clanrats is considerable, from barbed spears and small triangular shields, to the occasional warpfire thrower and poisoned wind globadier.

The same is true of the dreaded Plague Monks which look awesome in their packed ranks. The Plague Monks can be distinguished from the Clanrats by their heavy hooded robes and clubs. A nice touch has been given to the Command stand in the shape of the banner of the Horned Rat.

The Jezzails are the only missile troops in the army and so should be based in open order – we suggest four rows of Jezzails per stand. With massive warplock muskets resting upon the stands (or backs!) of their brethren and protected by large wooden pavises, these models are very characterful. Colin's added a touch of humour with two of the Skaven fighting over who gets to fire the Jezzail!

The Gutter Runners are stealthy scouts and assassins, and benefit from being based in a similar fashion to the Jezzails as they are more precision troops than muscle that works en masse. These models are equipped with a mixture of wickedly barbed blades and nets, and are hooded and cloaked for their missions of subterfuge.

The Rat Swarms are up next and these are the simplest troops and models in the army. These are

models facing the long base edge. Despite there not being a great degree of scope for a base consisting of just rats, Colin has still managed to personalise these models with debris and skeletons on the bases and the odd pack handler (one of which has fallen under the tide of his own wards!).

Next, we have the real muscle of the army – the Rat Ogres. These brutes are designed three to a base, the same as Trolls and Ogres. With these models Colin has really excelled himself as each model is so wonderfully unique – some have extra heads, some extra arms and some even have vicious blades bandaged onto the stumps of wrists! One strip also has a Skaven handler which is ideal to include on a base to signify the Command stand for a unit.

Finally, we have the characters and boy is there a lot! We think that Colin (who also plays Skaven in Warhammer) has covered all of the Skaven special characters - both old and new for Warmaster. There are warlords, Warlocks and even a few Clan Eshin Assassins to compliment the Heroes bases with. If we're not mistaken, there's a Plague Lord character with a festering grimoire, Grey Seer Thanquol and Boneripper, a Clan Moulder Throt the Unclean, complete with mutated rat spawn and also a Ratling Cannon. Players will have a whale of a time configuring bases for their characters with this diverse lot, that's for sure!

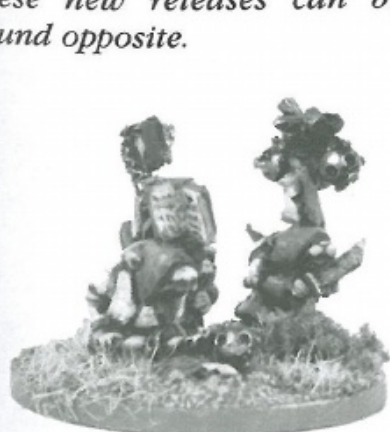*Details for ordering any of these new releases can be found opposite.*

Rat Ogres

Rat Swarms

Jezzails

Warlock

Hero

Grey Seer

SKAVEN ARMY

An experimental army list, by Rick Priestley & Steve Hambrook

With invaluable assistance from Andy Hall, Tom Merrigan, Thomas Webster–Deakin, Mark Owen, Ewan Lamont and Stephan Hess.

For those of you unfortunate enough not to have the previous issues of this mighty tome, this is the Trial Rules section. That doesn't mean we've just made it all up on the spur of the moment – far from it – but it does mean we haven't played and tested the rules to the extent that we'd like. Rules will remain 'Trial' rules until the Warmaster design team is happy with them. If you're going to use Trial rules in your games, agree to do so beforehand with your opponent – but please DO use them! If you use them – and if you have comments about them – by all means pass them on to us. This will help us to build up a picture of how the rules work in as broad a context as possible. You can submit your own battle reports using these Trial rules to the Dispatches section of this mag, or send in your comments to the 'Council of War' section which deals with points raised about Trial rules and changes you think ought to be addressed.

VERMIN OF THE UNDERWORLD

The Skaven are a race of malevolent rat-men that inhabit the underground of the world. The tunnels of their vast under-empire reach from the steaming jungles of the South Lands to the snow-covered steppes of Kislev, from the western borders of Estalia and Bretonnia to the lost realms of the Far East. Their capital is the mysterious city of Skavenblight, hidden in the centre of the foul marshes lying on the western borders of Tilea. There, the mighty Lords of Decay, ruthless rulers of all Skaven, sit on the Council of Thirteen, scheming and planning in preparation for the time when their armies will emerge from their subterranean realm to raze the entire surface world and rule over its ruins. This is the ultimate ambition of the Skaven race, a destiny which is preached by the Grey Seers, who are powerful wizards and prophets of the Horned Rat – the malevolent Skaven deity.

Skaven society is structured into a number of clans which constantly vie with each other for pre-eminence. This political system is dominated by endless treachery, betrayal, labyrinthine plots and scheming. Hence, Skaven as a whole are a necessarily paranoid race, their twisted minds unceasingly working to gain personal power. If a clan loses some of its influence and becomes vulnerable, it will be turned upon by other clans in a greedy frenzy and enslaved, spending the rest of their short lives chained in servitude to their new masters.

The majority of the clans are Warlord clans, and it is they who make up the vast bulk of Skaven armies. Within each of these Warlord clans is a clear hierarchical ladder based on the law of strength and cunning. At the bottom of the heap are the slaves, including creatures of all races, though predominately made up of the Skaven of fallen clans. Above the slaves are innumerable numbers of workers, making up the vast majority of the race's population. Of more importance, though fewer in number, are the Clanrat warriors, the strongest and more conniving Skaven. At the pinnacle of each clan is the Warlord, a particularly powerful, treacherous and ruthless Skaven, who spends much of his time eliminating rivals and is constantly on the lookout for threats to his position.

The four greater clans have complete ascendancy over the struggling masses of Skaven society, their influence far-reaching and supreme. Clan Pestilens is made up of the much-feared and fanatical Plague Monks, festering disciples of disease and corruption who have emerged as a powerful force from deep in the humid jungles of Lustria. Clan Moulder is a wealthy greater clan which uses the mutating effects of warpstone to create and breed an array of horrific fighting beasts such as the near unstoppable Rat Ogres. Clan Eshin consists of spies like the stealthy Gutter Runners. Currently, the most powerful of the greater clans is Clan Skryre, whose members are known as Warlock Engineers, specialising in blending the arts of dark sorcery and science to produce their infamously destructive weapons – the Doom Wheel and Warp Lightning Cannon.

The entire Skaven population is ruled over by the Council of Thirteen, also known as the Thirteen Lords of Decay. The Council is formed of eleven Warlords from the most powerful clans, including the four greater clans, one from the order of the mysterious Grey Seers, and is symbolically completed by the Horned Rat itself, the thirteenth member. The members of the Council of Thirteen are ancient, having held their seats of dominance for centuries, outliving countless generations and guarding their positions jealously. The Council is inevitably filled with its own intrigues and backstabbing, as each member seeks to raise his own status. The Council routinely meets in the great council chambers of the Horned Rat, hidden within the depths of Skavenblight, the despicable race's festering capital.

The Grey Seers are the living prophets and intermediaries of the Horned Rat, interpreting his will and desires for the Skaven population. They advise and coerce the Warlord clans towards fulfilling the will of the Horned Rat. The Grey Seers preach to the Skaven population of the time known as the Great Ascendancy, when the Skaven will rise as one, overwhelming the known world and gaining complete mastery over all races. The Grey Seers are incredibly powerful sorcerers and are often the leaders of mighty Skaven armies.
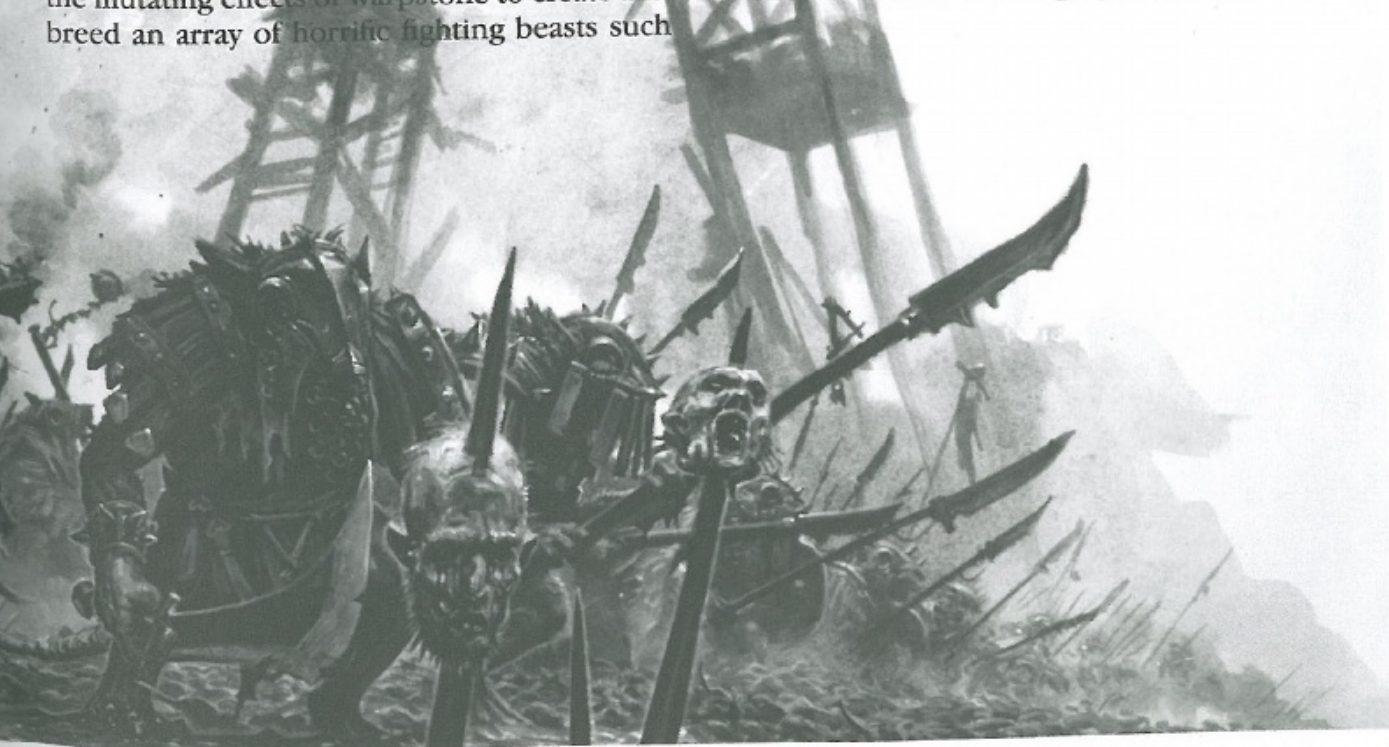
To Albion

Much Warpstone

Couronne

9 foodstops

Middenheim

Marienburg

Talabh[

Altdorf

17 foodstops

Gisoreux

18 foodstops

Mausilion

MAN THINGS

Bordeleaux

MAN THINGS

5 foodstops

8 foodstops

Black Chasm

Nuln

Parravon

Brionne

3 foodstops

Quenelles

ELF THINGS

Putrid
Stump

Skavenblight

Bilbali

13 foodstops

6 foodstops

Foul
Peak

2 foodstops

Fester Spike

Magritta

Tobaro

Miragliano

MAN THINGS

Remas

Luccini

To Ekrund

THINGS

Praag

9 foodstops

Kislev

Hell Pit

o foodstops

4 foodstops

Much much Warpstone-Here

Gnashrak's Lair

Mordheim

DEAD
THINGS

Karak
Ungor

Mount
Gunbad

GREEN THINGS

6 foodstops

INGS

DWARF THINGS

Mount
Silverspear

Karak
Varn

ops

Karaz-A-Karak

EEN THINGS

20 foodstops

Karak Drazh

To Cathay

City of Pillars

Crookback Mountain

6 foodstops

Karak Azgal

Cripple Peak

Much much Warpstone

DEAD THINGS

SKAVEN ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Clanrats	Infantry	3	3	6+	–	3	40	2/–	–
Jezzails	Infantry	3/1	3	5+	–	3	80	–/2	*1
Plague Monks	Infantry	5	3	0	–	3	70	–/2	*2
Rat Swarms	Infantry	2	3	0	–	3	25	2/–	*3
Gutter Runners	Infantry	3/1	3	6+	–	3	60	–/4	*4
Rat Ogres	Infantry	4	4	5+	–	3	110	–/2	–
Warp-Lightning Cannon	Artillery	1/D6	2	0	–	1	50	–/2	*5
Doom Wheel	Machine	5	4	4+	–	1	150	–/1	*6
Grey Seer	General	+1	–	–	9	1	130	1	*7
Hero	Hero	+1	–	–	8	1	70	–/2	–
Warlock	Wizard	+0	–	–	6	1	30	–/1	–
Screaming Bell	Chariot Mount	+0	–	–	–	–	+120	–/1	*8

Common Skaven Rules

A *Skaven army advances swiftly in a relentless mass, swarming over the battlefield and enveloping its enemies with vast numbers. Skaven, though, are notoriously cowardly creatures and unwilling to advance too far unless they are properly supported. To represent this the following rules apply to all units:*

Strength in Numbers. Brigades may be of any size and are not restricted to the normal four unit maximum.

Vermintide. Skaven units that win a round of combat can choose to pursue retreating enemy units regardless of troop type – thus any Skaven units (including artillery) can pursue any enemy units (including cavalry and chariots). Conversely, Skaven units that destroy their enemies can never advance. This represents the constant pressure of the massed horde enveloping and overwhelming the enemy – but the lack of tactical flexibility and (dare one say) courage to strike out from the mass. Note that whilst Skaven units can pursue regardless of troop type they are still constrained by terrain and *fortified* status the same as other troops, so, for example, they can't pursue if *fortified*.

Under the Lash. All Skaven characters have a Command range of 20cm only.

Special Rules

1. Jezzails are long barrelled handguns used in teams of two Skaven, one firing the gun and the other supporting the barrel upon a heavy wooden pavise. The Jezzail fires bullets of refined warpstone with armour piercing abilities. Therefore, count enemy armour saves as one less than normal when shot by a Jezzail.

2. Plague Monks are devotees to the Pestilens aspect of the Horned Rat. They are frenzied frothing maniacs, oblivious to pain and fear. A unit of Plague Monks will always use its Initiative to charge an enemy if possible and can't be given orders instead. They'll never use their Initiative to evade. They can't be driven back by shooting and do not roll for drive backs. If victorious in combat, they must pursue where possible. Plague Monks are unaffected by enemies that cause *terror* in combat, so they do not suffer the usual -1 Attack modifier.

3. Rat Swarms are just that – huge masses of ravenous rodents. They can't be driven back by shooting and do not roll for drive backs. A Rat Swarm can also never be equipped with any magic items.

4. Gutter Runners are the black-garbed scouts and spies of the feared and mysterious Clan Eshin. Gutter Runners are well versed in the arts of stealth and infiltration, and for this reason they ignore the -1 Command penalty for being within dense terrain. In addition, Gutter Runner units are allowed to shoot as if they had bows, but their range is reduced to 15cm. However, they may shoot from any edge without turning stands to face their target.

5. The Warp-Lightning Cannon is a massive weapon powered by a huge chunk of raw warpstone. This fearsome creation hurls destructive bolts of green coloured lightning that disorientates those troops it doesn't fry! It has a range of 40cm and inflicts D6 attacks upon the target unit, rolling to hit as usual. Units never get driven back from hits caused by a Warp-Lightning Cannon, but they may still be *confused*, even if no hits were caused. Roll a D6 for the target unit – on a 6 they become *confused*.

In addition, units with one or more stands touching the target unit may also become confused. Roll a D6 for each unit with a stand that is touching the target unit. On the roll of a 6, the unit is confused. Skaven technology is volatile and unreliable so when determining the number of attacks caused by the Warp-Lightning Cannon if a 1 is rolled something bad has happened. Roll again and count these as attacks against the Warp-Lightning Cannon instead of the target unit (this includes any rolls for *confusion*).

6. The Doom Wheel is a triumph of Clan Skryre engineering. It incorporates a warpstone generator atop a massive wooden and iron chassis bristling with spikes, jezzails and warp-lightning conductors. Because of this, when it charges, the Doom Wheel receives an extra D6 attacks in addition to the +1 Attack for charging enemy in the open. Note: this bonus does not apply if the Doom-Wheel pursues or is charged itself. The Doom-Wheel has a movement of 20cm and is covered in eldritch runes and wreathed in crackling energies therefore causing *terror* in living foes.

7. A Grey Seer can use Skaven magic in the same manner as a Warlock. A Grey Seer has a Command range of 20cm in the same manner as a Wizard.

8. Screaming Bell. The sinister and incredibly ancient Screaming Bells carry the powerful sorcerers, the Grey Seers, into battle. A Screaming Bell may only be included as a mount for the army's General. The tolling of the Bell urges the Skaven on and strikes fear into the hearts of their foes. Any Skaven character within 30cm of the Screaming Bell may add +1 to their Command value (Note: this does not include the General). Similarly, any enemy character within 30cm of the Screaming Bell subtracts -1 from their Command value. The Screaming Bell is a creaking, lumbering vehicle pushed around the battlefield by a horde of sweating, toiling slaves and therefore may only move up to 40cm

MAGIC
SKITTERLEAP
2+..Range: n/a

With a swirl of his cloak, a crack of thunder and just a hint of maniacal laughter, the Skaven vanishes to reappear anywhere on the battlefield.

The Warlock can move into or out of combat by this means. Once a Skaven has teleported, he can immediately attempt to cast a further spell. Roll a D6. On a score of 4, 5 or 6, he can cast another spell. On a score of 1, 2 or 3, he cannot.

WARP LIGHTNING
5+..Range: 30cm

An arc of pure energy strikes the foe, wreaking strange changes, melting flesh and twisting metal into monstrous forms.

The Warlock can cast Warp Lightning at any unengaged enemy unit within range and which he can see. This has the effect of three shooting attacks except that it ignores any armour the target may have. The target unit may be driven back in the same way as for shooting.

DEATH FRENZY
5+..Range: 30cm

The Warlock screams a blasphemous litany to the Horned One, filling his fellow Skaven with unnatural vitality.

The Skaven summons dark power to aid a friendly unit in combat within 30cm, turning it into a ferocious agent of destruction. The effect lasts for the following Combat phase and increases the unit's total number of Attacks by any number of dice rolls up to a maximum of one dice for each stand in the unit (ie, D6, 2D6 or 3D6 in a unit of three stands). The player may roll each dice before deciding to add another if he wishes. However, if any doubles are rolled, the unit suffers that many Attacks itself (it may save for armour) and no bonus is added to its own attacks. It is therefore safe to add a D6 (as no doubles can be rolled) but the more dice the player rolls, the higher the potential bonus and the higher the chance of rolling a double.

PLAGUE
6+..Range: 30cm

A swirling virulent cloud envelopes the enemy troops causing them to retch and burst out in foul pustules.

You can cast this spell on a single enemy unit within 30cm of the Skaven. The caster does not have to be able to see his target. The spell cannot be used on a unit engaged in combat. The unit suffers six attacks worked out in the

KILL-KILL... QUICK-QUICK... RUN-RUN

The Skaven must be one of the most eagerly awaited additions to the Warmaster range judging by the huge pile of model suggestions, rules ideas, and proposed army lists that landed on my desk at the start of the project. And there you have the dilemma – how do you represent the little furry beggars in Warmaster when expectations of the army are so diverse. Some players look to the Warhammer Skaven army and the specialist troops (no end of those), others emphasise the horde character of the army, and some clamour for machines and arcane magic. Condensing all this down into a few simple rules that would make everybody happy was never going to be an easy task.

So it was to prove. Steve Hambrook gallantly synthesised an initial list and put together an army from preliminary castings, conversions and stand-ins (see those Orcs... they're Clanrats). The plucky Steve has been valiantly campaigning with the Skaven ever since – though thick and thin – using one version of the rules after another – until finally arriving at the list printed here in WarMag. During its development the army has gone through some major changes – some quite controversial – and for that reason it's only fair that I stick my hand up and take the rap for what might well appear to be some very scary innovations. What – a general with 20cm Command range you say! Unlimited sized brigades you tell me! Oh my goodness an army with how many units of Rat Swarms? Never fear say I – it may well be madness but there is method in it honest would I lie to you guv'nor.

Let's take a look at the army – we'll start off with the big concept stuff and try to imagine what kind of an army we are dealing with. For starters this is a horde army if ever there was one – a brown tide of rats rolling across the landscape enveloping everything in its wake. It's not an army where individual units or even individual brigades are likely to head off on their own and attempt anything daring – it's an army that likes to stick together like a herd. In Warhammer this is a concept that is honoured in the breech but rarely in practice – for one thing a Warhammer battle with 28mm models isn't really a battle at all but more of a skirmish. Similarly whilst the background to Skaven stresses the great mass of ordinary and expendable lackeys your average Warhammer Army has more elite warriors than the SAS. It has its Jezzails, Gutter Runners, Storm Vermin and such like in abundance (and I'm sure there was a unit of Clanrats in here somewhere?). Taking a broader overview, these special troops matter far less than the concept of the rolling horde. In fact 'rolling horde' is a good description of the Skaven army. It ain't going to

strategic brilliance, but it can be depended upon to move steadily and inexorably forward - a stampede of tooth, claw and squeak.

When we started to play with the Skaven we rather predictably set low Command values. This seemed fairly obvious – after all Skaven are supposed to be cowardly, cruel and self-serving creatures with little tactical finesse. Is not a typical Skaven's idea of strategic brilliance to stab the other guy in the back when he's asleep and blame it on someone else? The trouble with this is it makes the army hard to move... at all! We found that when the army did move it staggered along in little bits and soon became very fragmented. Of course, as an Orc general, this was something I'm fairly used to. The usual response is to have lots of commanders and move the army in small brigades in the hope that you'll get where you want to go with enough troops to do the job. Even trying this time honoured tactic the army just felt incredibly frustrating because the very low Command values meant that a large chunk of the army spent the entire game on the base line. This didn't seem very much like a horde like to me.

So – back to basics – when you think about it Skaven leaders they are not poor commanders at all. Yes they may lash their troops forward without much thought or consideration (so long as their superior lashes them in their turn) but so long as we are talking about controlling troops at close hand Skaven can be considered to be very good at it. Your average Skaven is more scared of his Clan leaders and those pitiless Grey Seers than of the enemy (and rightly so). Thus is the essential mantra of Skaven command – keep 'em close, keep 'em scared, thrash them hard, and don't ask them to do anything too clever. In a nutshell – give the commanders a short Command range and relatively high Command value.

Although this might not seem so radical (compare Undead) in fact it wholly dictates the way the army moves. With fewer characters available than Orcs & Goblins the Skaven army naturally moves in bigger blocks. Each block will tend to move at least once per turn (83.3% chance of rolling 9 or less) with a good chance of a second move for individual blocks. Third moves become difficult because of the range restriction – but can be arranged by careful character placement. Overall the effect is comparable to that 'rolling horde' we talked about earlier – an army that moves as a mass.

Well mostly! If you deliberately push some blocks forward the army will start to break up – as you'd expect – but if you aim for a steady, menacing, progress it works pretty well.

When I say 'blocks' naturally mean I 'brigades' but a Skaven Brigade isn't like any other brigade. A Skaven brigade can be of any size. The important thing about this is it allows the Skaven to attach war machines or Rat Swarms to brigades with impunity allowing them to move along with the horde. To start with we had brigades set at a limit of six units – but the more we played the more the limit seemed unnecessary because of the 20cm range restriction. If trials prove that the 'no-limit' is too generous well it's certainly something we can change – but our experience was surprisingly the opposite so we decided to abandon the limit altogether in favour of a more absolute rule. So why is a brigade of more than six not the obvious thing to do? The brigades end up so big that they become unmanoeuvrable, units get in each other's way, and areas of dense terrain become impossible to avoid. Furthermore, if units get pushed about by drive backs or retreats the big brigades become a liability with units getting in each others' way and sowing confusion through the whole lot. Try it for yourself by all means.

So – 20cm range and high command – unlimited brigade sizes – all quite scary – but what's this Screaming Bell business – by the Great Horned Rat those Fanatic Design Wallah's are giving the Skaven Heroes a bonus +1 Command so even the meekest and squeakiest has an effective Command value equal to an Empire general! Yup – it's true I do confess it – but only within the rather limited 20cm range of course. Superficially, what the Bell appears to do is encourage all the heroes to stay close to the general (good thing too – keep 'em within lash range remember) so the horde works most efficiently when the brigades stick close together – the rolling horde in action again. More cunningly the Bell also imposes a -1 Command on enemy characters within 30cm. This is a far more subtle effect as it allows the Skaven general to suppress the movement of other armies. But, of course, you also want to use the general to boost local Skaven command and give orders... and don't forget that 20cm range restriction... its quite a neat thing if you can get it right. Taken with the major factors already discussed the Screaming Bell rules really dictate how the army works. Of course, you don't have to include a Screaming Bell – and in small armies it's far less useful – but in larger armies I'd admit it's pretty much essential. That might suggest the points value need to go up – but that's what trial rules are for after all.

If the Skaven Command isn't wild enough there's this Vermintide rule to contend with too. Infantry based armies are more difficult to use than cavalry armies in most open battlefield situations – it's a well-known aspect of Warmaster. Dwarfs have a hard time scoring decisively, but have the advantage of good armour and high hits, as well as Rangers who are able to pursue (and therefore destroy) cavalry. To begin with we tried the same trick with the Skaven – allowing Gutter Runners to pursue cavalry and chariots – but it made the army feel a bit like a Dwarf army without Armour rolls of 4+ or the advantage of four Hits per stand. Where we ended up was the Vermintide rule – Skaven units can pursue any troop type but conversely can never advance. Now anyone who plays a regular army (and I guess that's all of us) might reasonably ask 'how come this ratty rabble can pursue retreating cavalry when my professionally drilled, ordered and thoroughly polished infantry can't?' Of course the answer is two-fold. For one thing it makes a really straightforward differentiation in the game and allows Skaven to fight other armies more convincingly. Secondly it does actually represent the rolling horde quite well – unlike a real army the rat horde just keeps rolling forward, rat climbing over the fallen body of rat, until the whole line swarms over the enemy be they infantry, cavalry, or flyers. It is a relatively broad distinction to say that Skaven behave like this when (say) a mass of Goblins don't – but those are the kinds of distinctions that make sense in the 'big picture' game.

The flip side to the 'pursue any troops' rule is the 'never advance' which is intended to provide a balance but actually makes it very difficult for Skaven to capitalise on their success. They can win a combat and often crush the enemy beneath their weight of numbers, but they cannot advance to deliver what would be a telling blow for other armies. Again two reasons – firstly it's a balance that off-sets the advantages of being able to pursue cavalry – but in terms of the 'rolling horde' its also typical of how Skaven keep together where possible and avoid unnecessary heroics.

Enough of the 'how the army works' stuff – it's not quite like any other Warmaster army and you have to set up a few games and play before the implications become obvious. The troops themselves are all infantry, artillery and machines – and the infantry provide the mass. The basic infantry are Clanrats and these have a 3/3/6+ stat line – so no great shakes but practical solid infantry none-the-less. Gutter Runners are a variant of the same with 15cm all round shooting and ignore the dense terrain command modifier. This is based on the premise that they are 'special operations'

extend this to all dense terrain as a matter of practicality. In practice this allows Gutter Runners to hold on to woods or villages or move through them as part of a brigade without effecting the brigade's overall command.

There are three hard-hitters Jezzails, Plague Monks, and Rat Ogres. The Jezzails are the most controversial of these – we tried them as pseudo-artillery but on the whole preferred to integrate them into the army as infantry. Warhammer players may find this an unusual interpretation but it fits into the big picture far better – personally I'm of the view that the Warhammer elevation of Jezzails into pseudo artillery as opposed to mere hand-guns is open to question but we shall say no more... As we have them, Jezzails have good Armour (5+) to take into account the large shields. This makes them amongst the best Skaven troops and they are available in appropriately limited numbers. The Rat Ogres are the real stars of the fighting line with 4/4/5+ stat line. The other hard-hitters are the Plague Monks – which come with all the usual riders associated with such troops (Flagellants, Troll Slayers, Witch Elves). Dangerous but fragile – they can give the enemy a few nasty moments but need to be directed well.

Which brings us to the weird stuff – starting with Rat Swarms. Actually the swarms aren't really so weird – but their sub-goblin stat line ensures that they will die in droves. We tried these as separate brigades to start with (i.e., can't brigade with anything else) but in the end decided they work best when used in conjunction with other units. The scary things about these swarms is that they can't be driven back by shooting and can be purchased in vast quantities because they're so cheap. Yes vast. If you really want you can field an army that is almost entirely rats and has a total of... well I'll let you work it out for yourself. Seems like a mistake? Well it might well be – but in practice none of us in the Fanatic team could actually make the huge swarm army work. Every time it just stumbled forward in a big block, got charged in the side or rear, and then proceeded to evaporate. It was actually quite a slog to get the thing to withdraw as you can imagine but it never came close to winning. Of course – lively and more cunning minds than ours might find a way – we might even manage it ourselves given time - and yes we might have to include a limit as a result. That is what trial lists are about. So there you are – a challenge –

Skaven are famous for their weird and rather optimistic machinery and we've had three pieces made – the Doom Wheel, Warp Lightning Cannon and Screaming Bell. We started off with random movement rules for the Doom Wheel but with little command to spare these often ended up getting left behind or else careering off on their own to little effect. So, in the end, we arrived at a rather modest set of rules that endow the wheel with D6 extra Attacks on a charge and a moderately dangerous stat line of 5, 4, 4+. The random attacks may not appeal to some – but if there's one-thing Skaven inventions are it's unpredictable.

The Warp-Lightning Cannon also went through permutations of range and effect, including a very complex few games with Dwarf Flame Cannon charts as well as all the other gubbins. Once again we returned to something simpler – basically D6 attacks but on a roll of a 1 roll again and the attacks are on the cannon itself. Dangerous job crewing one of these things! The real interesting bit of this machine isn't its ability to inflict hits (substantial as that is) but to confuse the target unit and adjacent units. I've seen entire Empire brigades reduced to a shambles when hit by two cannons. Mind you I've also seen Skaven brigades reduced to a shambles when one of these things backfired so careful positioning required methinks.

Last and most controversially we have the Screaming Bell – one of the nicest pieces in the range. Once again, we tried this as a warmachine with various abilities, but in the end we opted to combine it with a Grey Seer to represent the army general's mount. As such the Screaming Bell is optional – although it's hard to resist except in small armies where it's cost becomes prohibitive. Having a Grey Seer as the general is also a take that might raise a few eyebrows – but I've read those Bill King stories and I can't imagine anyone trying to steal Grey Seer Thanquol's thunder! So the bell becomes a special mount for the general. There isn't much of a downside – but the reduced movement of the general does stop the bell rushing off to inflict its command cacophony wherever it pleases.

I wouldn't pretend to have exhausted the tactical possibilities presented by the army or even to have overcome all of its natural weaknesses – but it's an army that I enjoy using and look forward to wielding in the future. So – here's a few observations on how the army performs. To begin with most players find the large brigades irresistible and they build 'em up big only to find units getting in each other's way and large chunks of the army stalling. My own preference is for brigades built up of two Clanrats, a single Jezzail or Rat Ogre, one or two swarms, with a cannon or wheel attached.

– and a swarm in front can make an effective missile absorber – but in practice I found that it was better to arrange the units into column with a swarm column slightly ahead of the formation to soak up missiles or force initiative where appropriate. However – by far the most successful ploy has been to use the swarms as rear supports. Mind you there is a potential tactic that involves throwing swarms against the enemy and casting the Death Frenzy spell – but you have to learn to laugh contemptuously when your evil plan goes wrong! Still worth a go if the enemy has been careless enough to leave his Knights in range and don't forget with a general and wizard this is more likely to work than not (but don't forget the 20cm command range for the next turn – Doh!).

Advice – well don't worry about losing units – you will lose loads – just make sure you drag the enemy down with you. Use the magic, the Screaming Bell, and the Warp-Lightning Cannons to break apart enemy formations and suppress movement. Be very, very careful of your flanks – because, even though it is large, your army will probably be clumped tightly together and this makes it easy for a mobile enemy to get round your flanks and into your rear. To safeguard against this it is best to anchor the flanks on a wood or village, the Jezzails are fantastic troops in these situations – defended with 5+ Armour and a 30cm missile attack with a -1 Armour modifier. You can also push lone units of Rat Swarms into woods and other dense terrain along your flanks just for the -1 Command on passing enemy – they're so cheap you might as well. It all helps to shift control of the battlefield over to the Skaven. Because you are all infantry it also helps to base your moves around high ground – this is enough to scare off most cavalry from making a frontal attack. On open terrain you will have your work cut out to avoid being flanked. If you are flanked the chances are you'll lose the game. You can try sacrificial swarms to soak up advances, and you can try keeping a fighting reserve, but my advice would be to avoid being flanked at all costs. Of your troop options my own preference would be to give the Plague Monks a miss in favour of the Jezzails – which make good front-line troops together with the Rat Ogres. I actually use the Jezzails in column unless mounting a flank defence along the lines described – I also prefer a defensive line built of columns and not lines as this brings more units into the fight, gives the individual units more endurance, and usually forces the enemy to divide his attacks. Jezzails in columns may sound like a waste – but it exploits the combat value of the units better and can be moved into line if there's a specific need.

Rick

THE WAR OF THE STAFF

By John Martin and Dan Wideman

Prince Ethelimar of Lothern stood proud upon the prow of his eagle ship. Before him a mist-shrouded riverbank was alive with the myriad sounds of jungle life. The calls of exotic birds mixed in a symphony of discord with the croaking of frogs and the occasional outraged cry of a small arboreal mammal disturbed by the disembarking army. Assailed by the tropical heat, the young prince constantly found himself needing to wipe the sweat dripping from his furrowed brow. This steamy warmth created a misty fog bank that covered the approach of the High Elven expeditionary force as they rowed ashore from their ships.

Still, this moment of liability worried the Prince. Whilst their great warships stood ghostlike in the morning mist, the army itself was vulnerable to being overrun by any of the Lizardmen, which inhabited these lands. The only shelter they were afforded were the ruins of an old human colony they were using as a makeshift port. Prince Ethelimar desperately wished he could dismount some of the ships' complement of Reaper bolt throwers. When used to support the Lothern Sea Guard they could make a defensive stand against almost any foe. This was no defensive mission though. The Prince's force had sailed from Ulthuan with orders from the Phoenix Court to secure the mythical Staff

of Jade. The Court feared that the practice Lizardmen would misuse the artefact and destroy the delicate balance that maintained the flow of magic being constantly redirected by the standing stones of his homeland. That mission brought his force here to this ruined coastal castle. This place would serve as a base for the raid to capture the staff, as well as a place of defence to fall back upon if the reptilian defenders proved overwhelming. A gentle hand on his shoulder broke his reverie.

"Brother, do you daydream again?" a beautiful female Elf asked, stepping to his side. She wore robes of white silk gilded in ancient runes of protection, put there as a gift upon her departure from the Loremasters' school at Hoeth. Her long blonde tresses were bound back in a braid hanging to her waist, and her green eyes sparkled with delight at the sight of such a strange land before her. Several steps back, two of her bodyguards - Swordmasters from the Tower of Hoeth, stood in watchful vigilance.

"Daydream? No. Worry? Yes. This is a task not to be taken lightly, Larithlanna. We must be cautious, and you most of all must take care. The Mage-priests our enemies worship are powerful sorcerers, more ancient and learned than even the lords of the White Tower they say. It is said they do terrible things to trespassing mages. I do not like having to leave half my force behind, but the jungle is no place for war machines. We must act quickly and those elements upon which I have learned to rely are too slow in this dense terrain."

"What have we to fear from nearly illiterate beasts that still make use of pictographs, have only crude weapons and live in fetid reeking swamps?"

"Indeed, sister, so said the defenders of Antoch when these very 'beasts' stole that which we came for. Look around you, Larith, this colony did not last, nor have many other human colonies not far from here. Our own expeditions to these jungles have disappeared. That is why we come now with an army, and why you will remain here and use your powers to strengthen these walls. Evil these reptiles may be since they work openly with the Dark Kin, but I would not underestimate their strengths. A lack of intelligence is not always a bad thing

smiling.

"Of course not," he replied in irritation.

The young maiden returned to her bodyguards, her sense of adventure quelled by her brother's stoicism.

In the reeds along the shoreline several small reptilian shapes moved silently through the bush. The only bits of them visible above the surface were two yellow slit pupil eyes and a small crest. The group communicated with hand signals and dispersed to bring warning of this invasion of the homeland to the great priests. One by one they emerged from the water dripping among the jungle plants. The first made it two steps. The last made it five.

"Inform the Prince that we have encountered and dispatched their local scouts, we attack undetected," the Shadow Warrior leader said to a waiting messenger.

The Shadow Warriors began gathering what bits of equipment they could from the slain scouts that might provide useful intelligence on the enemy. Behind them the host of Ulthuan gathered for war.
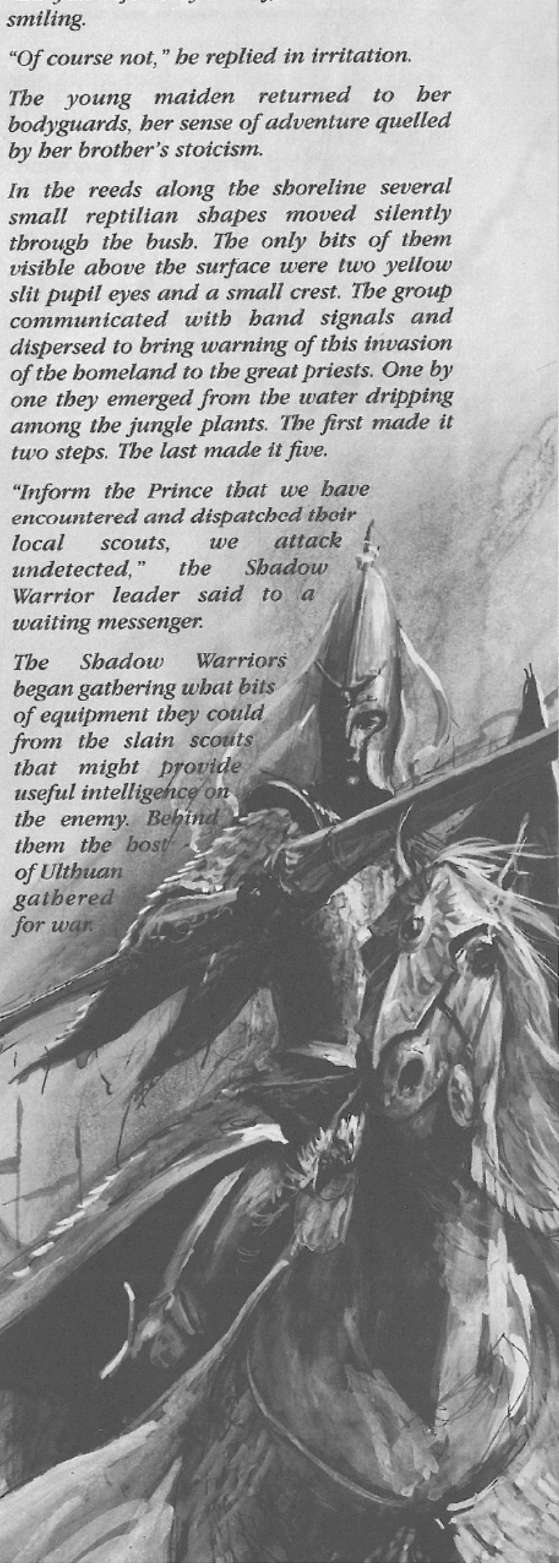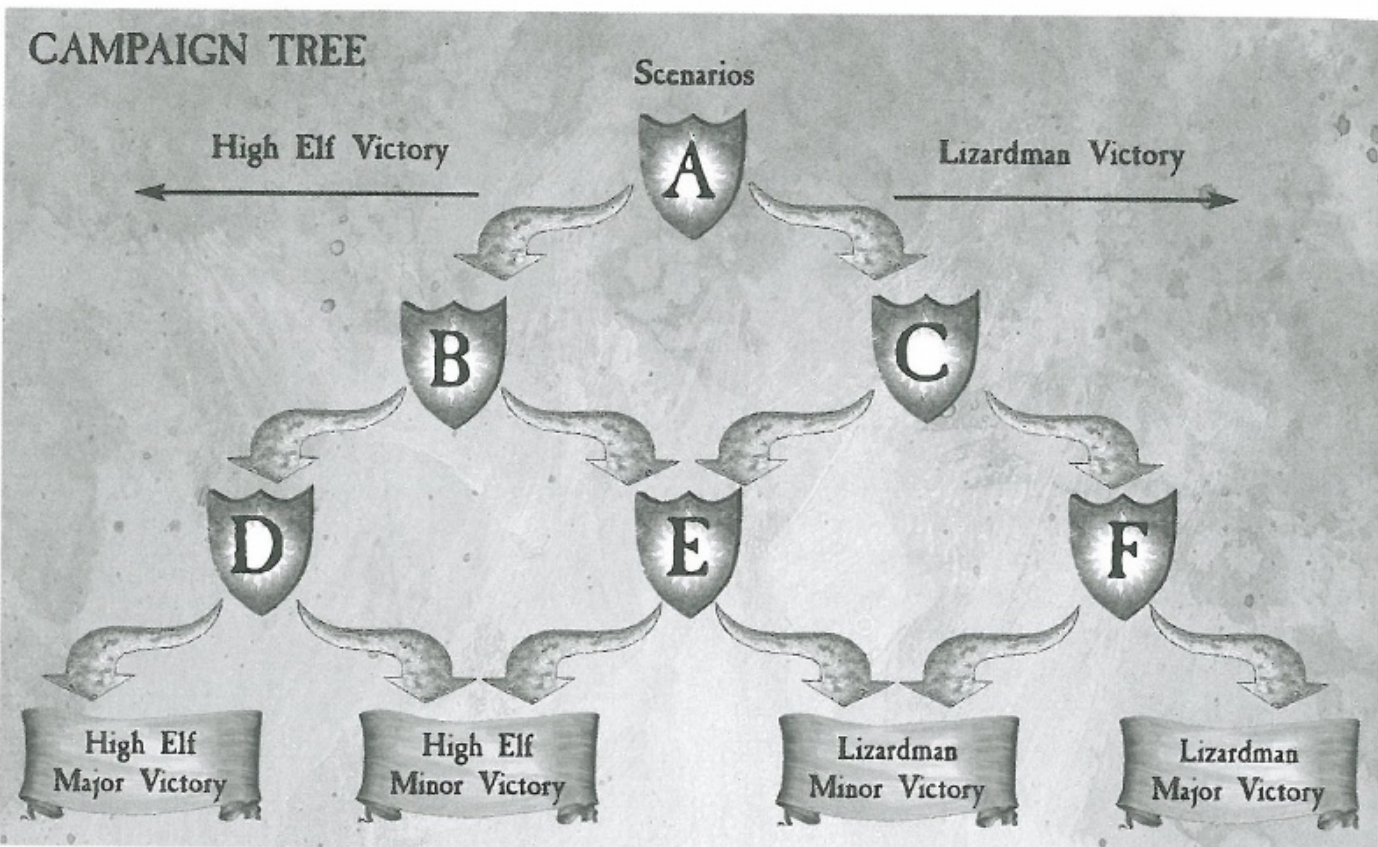
CAMPAIGN RULES

This is a linked tree campaign that consists of three battles; the first battle is Scenario A 'Jungle Ambush' that continues the story with the High Elf attack on the Lizardmen caravan that is transporting the Staff of Jade. For the second battle, the campaign story branches with a scenario based on the outcome of the first battle. In the final battle, players will again follow the proper branch based on the result of the second game. This is shown best with the chart below.

Some scenarios may have special army restrictions for the upcoming game. In addition, most scenarios escalate army size so players can build their armies between campaign games. When selecting an army, keep in mind that the troops you select will take part in the next battle (it is assumed that reinforcements replace any casualties and stragglers return to the ranks) so you might want to select a balanced army lest you get caught with mostly cavalry in a siege! Because many units will fight from game to game, players are encouraged to use the Battle Honours rules given in the Warmaster rulebook to develop some character in their veteran units.

CAMPAIGN TREE

Scenarios

High Elf Victory ← → Lizardman Victory

A

B   C

D   E   F

High Elf
Major Victory

High Elf
Minor Victory

Lizardman
Minor Victory

Lizardman
Major Victory

SPECIAL RULES

Lothern Sea Guard

Much of Prince Ethelimar's army is made up of the crew from the ships that sailed from Ulthuan. Elven crews are comprised of Lothern Sea Guard, which are highly versatile troops able to fight with both spear and bow, making them expert in both defence and attack. For the purposes of this campaign, the Elf player may add them to their Army Selector as shown below:

TROOP	Type	Attack	Hits	Armour	Command	Unit size	Points per unit	Min/max	Special
Lothern Sea Guard	Infantry	3/1	3	5+	–	3	85	0/2	*

* This unit adds +1 to their dice roll when making shooting attacks like Archers.

STAFF OF JADE

Wizard only..................25 Points

The campaign revolves around the *Staff of Jade*, so it is only fitting to give it some abilities. In certain scenarios during the campaign, the side that possesses the staff may use it.

The *Staff of Jade* allows the bearer to control the winds of magic. Consequently, the staff can be used as either a *Scroll of Dispelling* or a *Ring of Magic*. Note that the Staff is still one use

SCENARIO A: JUNGLE AMBUSH

The Time of Destruction had passed and the Slann Mage-Priest, Lord Mazdamundi, ordered that the *Staff of Jade* be transported from the temple city of Hexoatl to greater safety deep within the jungle of Lustria. As the caravan set off they were blissfully unaware of the Elven army that lay in wait to ambush them.

High Elf Army

The Elven army consists of 1,000 points chosen from the High Elf army list. The only restrictions are that the Elves may not take any chariots or artillery in the army.

Lizardman Army

The Lizardman army consists of 1,000 points chosen from the Lizardman army list. The army also contains three wagons; the Lizardman player must secretly note down which wagon is carrying the Staff of Jade.

Set-up

Players should set-up the battlefield using the map on page 86 of the Warmaster rulebook as in the scenario – The Flight of Countess Heugenloewd. The defending Lizardman army is deployed first along the road as described in the scenario. The attacking High Elf army is then deployed as shown on the map and takes the first turn.

Special Rules

The wagons must move 20cm along the road in the Command phase of the side that controls the wagon. They do not need to be given an order to do this and cannot be moved further by orders or Initiative. As a wagon moves along the road, friendly units will move aside to allow the wagon to pass, so a wagon can move through friendly units on the road. If a wagon stops at a location occupied by a unit, displace the unit to the side of the road as necessary to allow room for the wagon. If a wagon would move into an enemy unit, halt the wagon 1cm from the enemy. Note that wagons must move and they may only be moved forward along the road; you cannot turn a wagon train around on narrow jungle paths! The player moving a wagon can decide which path the wagons will take and it is not necessary for all wagons to follow the same fork in the road.

Uncontrolled wagons count as enemy for the purposes of Command penalty and Initiative charges. Wagons can be charged in order to make contact even though there is no combat or result. Wagons cannot be shot at nor are they affected by magic. If necessary, wagons are treated as impassable terrain during drive backs and retreats. If a player has a unit touching a wagon at the end of their turn, the wagon comes under their control. When the High Elves take control of a wagon, the Lizardman player must reveal if it is the correct wagon. If it is not, the wagon is plundered and removed from the game.

To represent the element of sudden surprise, the Lizardman General counts his Command value as 7 in his first turn.

Special Victory Conditions

Victory points are not used in this scenario. If a side is forced to withdraw, the other side is automatically declared the winner. If the game is played for the specified number of turns (rolled for as normal) or both sides withdraw in the same turn, then the side controlling the wagon with the *Staff of Jade* is the winner. If the wagon is moved off the board, the side controlling it is immediately declared the winner.

SCENARIO B:
TURNING THE TABLES

The High Elves have captured the *Staff of Jade* and are currently making good their escape through the jungle and back to their ships. Loaded with the plunder of their raid, the march home has been slow. The Elves finally manage to break through to the relative safety of the open coastal plains before the Lizardmen are able to launch a counter strike.

High Elf Army

The Elven army consists of the 1,000 points army from the last battle, plus an additional 500 points selected as normal with no restrictions. This means the army will be 1,500 points in total. The army also contains a number of wagons equal to its breakpoint; the High Elf player must secretly note down which wagon carries the *Staff of Jade*.

Lizardman Army

The Lizardman army consists of the 1,000 points army from the last battle, plus an additional 500 points selected as normal with no restrictions. This means the army will be 1,500 points in total.

Set-up

Players should set-up the map as shown on the map on page 85 of the Warmaster rulebook from the scenario – Wagon Train Over Axe Bite Pass. To represent the transition of terrain from the Lustrian jungle to open plains near the sea, substitute three areas of wood for the three right-most hills. The High Elves deploy as the defenders as described in the scenario, and the Lizardmen are the attackers.

Special Rules

This scenario uses the wagon rules found in the Jungle Ambush scenario.

Victory Conditions

Since only the possession of the Staff matters, this scenario has the same victory conditions as the Jungle Ambush scenario.
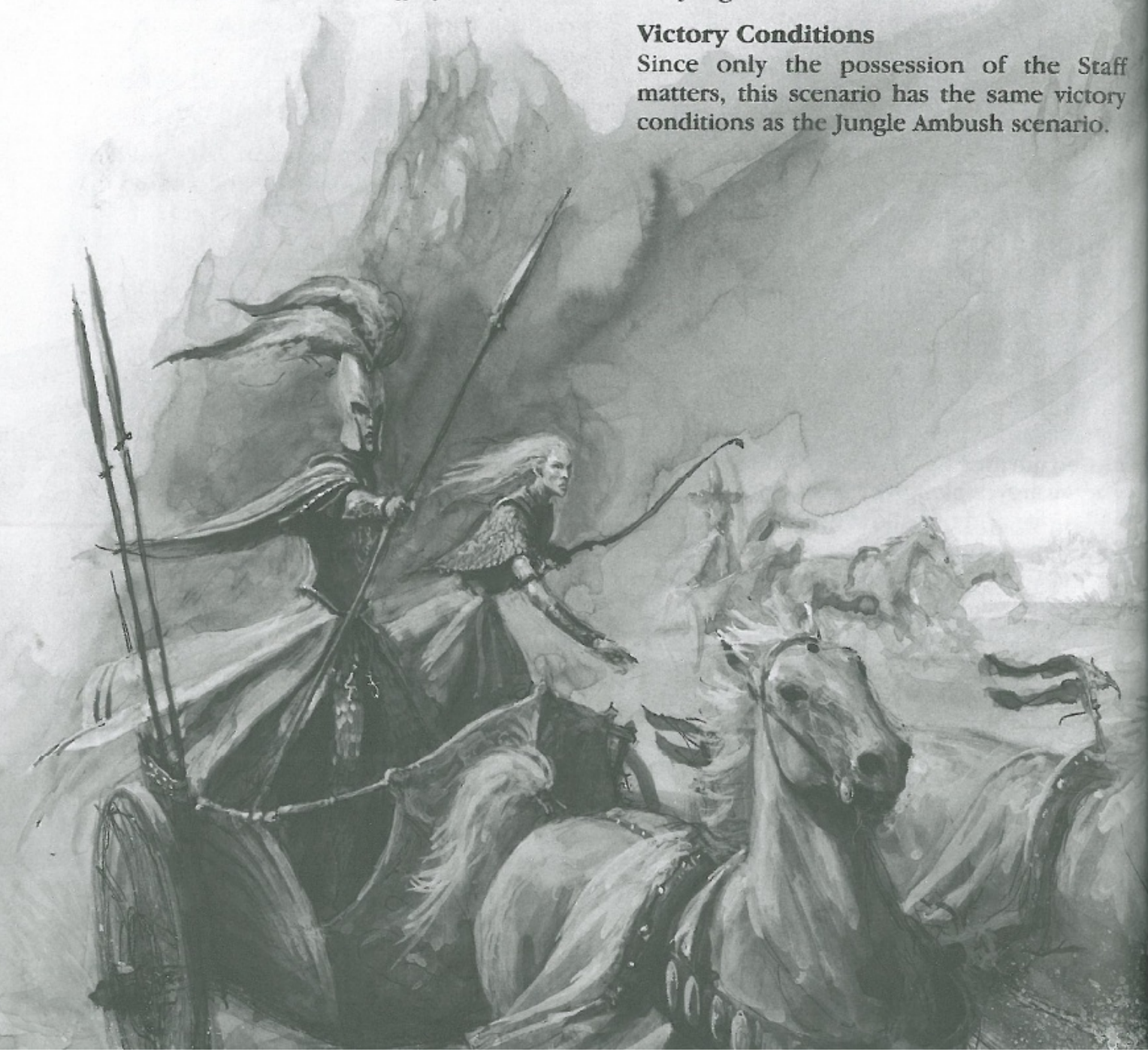
SCENARIO C:
BRIDGE ON THE RIVER QUEI

The Elves' surprise attack against the Lizardmen has failed. Not only do the Lizardmen still possess the Staff of Jade but also the sound of war drums can be heard in every direction – Lizardmen reinforcements! The Elves have decided to make a stand along the banks of the River Quei to give the coastal garrison a chance to prepare defences.

High Elf Army
The Elven army consists of the 1,000 points army from the last battle, plus an additional 500 points selected as normal with no restrictions. This means the army will be 1,500 points in total.

Lizardman Army
The Lizardman army consists of the 1,000 point army from the last battles plus an additional 500 points selected as normal with no restrictions. This means the army will be 1,500 points in total.

Set-up
Players should set-up as shown on the map on page 80 of the Warmaster rulebook from the scenario – The Battle of the Little Big Bash. The High Elves deploy as the defenders as described in the scenario and the Lizardmen are the attackers.

Special Rules
Any troops can cross the river using the bridge but only infantry can attempt to wade across. A unit/brigade reaching the river automatically halts. A further order must then be given to move across the river. Troops will not use their Initiative to cross the river unless they are infantry obliged to charge enemy they can reach, in which case they must do so.

Infantry units can fight in the river but stands which retreat into or through the river are destroyed. Note that this is the only special rule for the river; it does not affect line of sight, confer *defended* status, etc.

Victory Conditions
This scenario does not use victory points. If either side is forced to withdraw, the other side is automatically the winner. If neither side withdraws before the game ends (rolled for as normal) or both sides withdraw in the same turn, the Lizardmen win as long as they have one unit of infantry on the opposite side of the river. Units of one stand do not

SCENARIO D:
BATTLE OF SOTEK'S TEETH

The High Elves have lost many great warriors but are nearing the end of their quest. All that remains is to secure the Staff of Jade within the ancient stone circle near the coast and stabilize the flow of magic around Ulthuan. The Lizardmen however, have darker plans for the Staff of Jade and seek to retrieve it from the Elven interlopers.

High Elf Army
The Elven army consists of the 1,500 points army from the last battle, plus an additional 500 points selected as normal with no restrictions. This means, the army will be 2,000 points i total. The High Elf player must give one of his wizards the Staff of Jade as their magic item. Therefore, the army must contain at least one wizard.
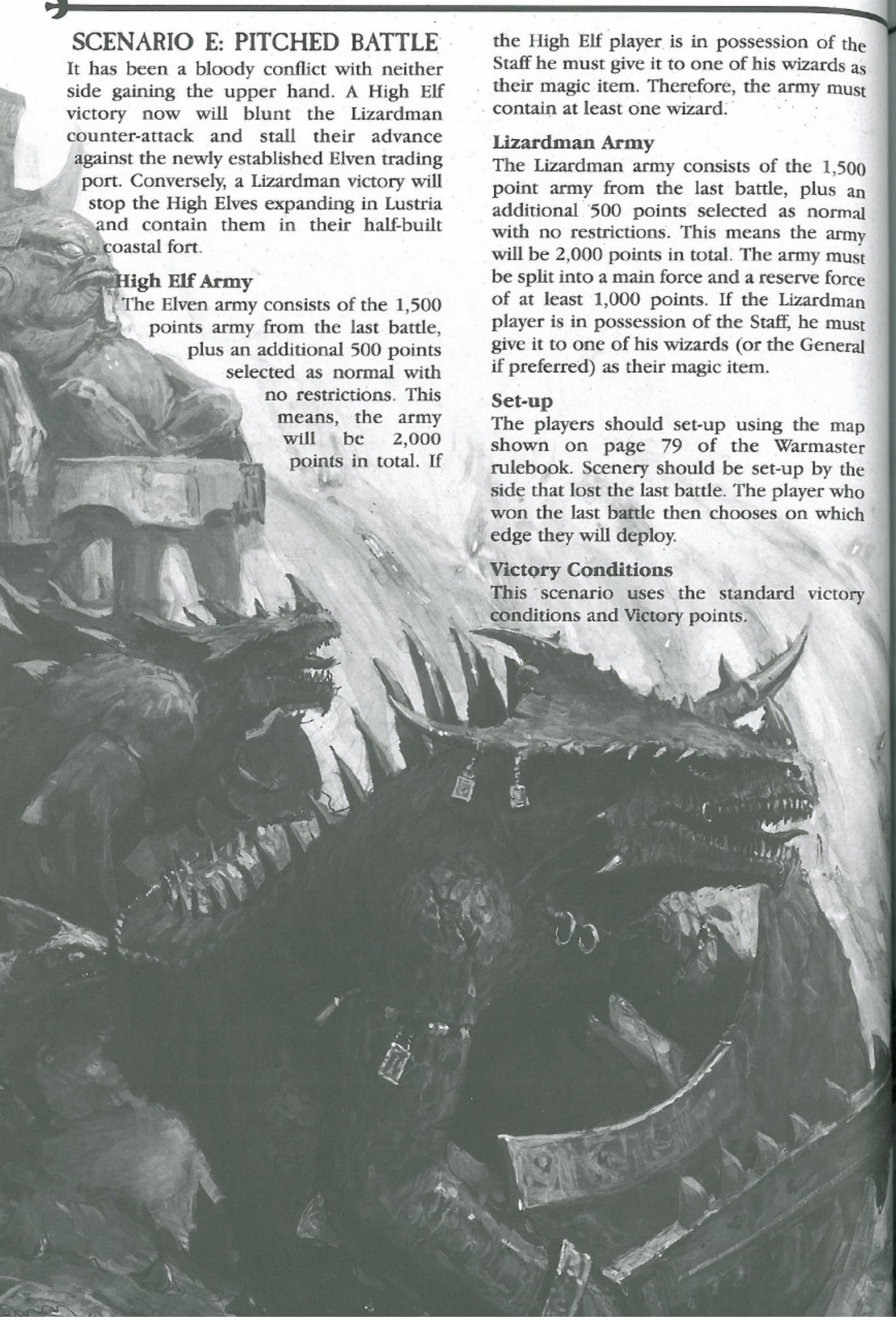
Lizardman Army
The Lizardman army consists of the 1,500 point army from the last battle, plus an additional 500 points selected as normal with no restrictions. This means the army will be 2,000 points in total. The army must be split into a main force and a reserve force of at least 1,000 points.

Set-up
Players should set-up the map as shown on page 81 of the Warmaster rulebook from the scenario – The Battle of Nobhill. On top of the hill, place a stone circle that is about 25-30cm in diameter. The Lizardmen main force deploys as the defenders as described in the scenario and the High Elves are the attackers. At the beginning of each of the Lizardman player's turns, roll a D6 to determine if the reserve force appears. On the first turn, the reserve force arrives on the score of a 6; on the second and third turns on a 5 or 6. The reserve force automatically arrives at the beginning of the fourth turn if it has not already done so. Place the arriving reserve force as described in the rulebook.

Special Rules
The stone circle rules are found on page 27 of the Warmaster Annual.

Victory Conditions
This scenario does not use Victory points. If either side is forced to withdraw, the other side is automatically the winner. If neither side withdraws before the game ends (rolled for as normal) or both sides withdraw in the same turn, the High Elves win if the Staff of Jade is inside the stone circle when the game

SCENARIO E: PITCHED BATTLE

It has been a bloody conflict with neither side gaining the upper hand. A High Elf victory now will blunt the Lizardman counter-attack and stall their advance against the newly established Elven trading port. Conversely, a Lizardman victory will stop the High Elves expanding in Lustria and contain them in their half-built coastal fort.

High Elf Army

The Elven army consists of the 1,500 points army from the last battle, plus an additional 500 points selected as normal with no restrictions. This means, the army will be 2,000 points in total. If the High Elf player is in possession of the Staff he must give it to one of his wizards as their magic item. Therefore, the army must contain at least one wizard.

Lizardman Army

The Lizardman army consists of the 1,500 point army from the last battle, plus an additional 500 points selected as normal with no restrictions. This means the army will be 2,000 points in total. The army must be split into a main force and a reserve force of at least 1,000 points. If the Lizardman player is in possession of the Staff, he must give it to one of his wizards (or the General if preferred) as their magic item.

Set-up

The players should set-up using the map shown on page 79 of the Warmaster rulebook. Scenery should be set-up by the side that lost the last battle. The player who won the last battle then chooses on which edge they will deploy.

Victory Conditions

This scenario uses the standard victory conditions and Victory points.

SCENARIO F:
DEFENDING THE WALLS

The actions of the trespassing High Elves have awakened a great serpent. The depleted High Elf expeditionary force is holed up in their makeshift fortress, desperately waiting for reinforcements to arrive by sea. The wrath of the Lizardmen will fall upon the High Elf force but they must assail the fortress and take it quickly before more of them arrive from across the sea.

High Elf Army

The Elven army consists of the 1,000 points army from the last battle, plus an additional 500 points selected as normal with no restrictions. In addition, they have enough boiling oil to cover nine 40mm wall sections.

Lizardman Army

The Lizardman army consists of the 1,500 points army from the last battle, plus an additional 500 points selected as normal with no restrictions. This means, the army will be 2,000 points in total. There are no restrictions on the types of troops you can take. The Lizardman player may also take the Staff of Jade and he must give it to one of his wizards (or the General if preferred) as their magic item. In addition, the Lizardmen have two siege towers, a battering ram, and enough mantlets to protect two units plus sufficient ladders for all of the remaining infantry.

Set-up

Set-up the battlefield using the map below. The important terrain features are the sea and the castle walls. The battlefield within the High Elves' shooting range (40cm) should be level and clear. The Lizardman deployment area is 40cm from the castle.

Special Rules

This battle uses the siege rules from pages 90-95 of the Warmaster rulebook. Players can also use the expanded siege rules in the 'Into the Breach' article from issue 9 of Warmaster magazine (also on the Fanatic web site).

Victory Conditions

This scenario does not use standard victory points. If either side is forced to withdraw, the other side is automatically the winner. If neither side withdraws before the game ends (after eight turns) or both sides withdraw in the same turn, each player computes the total number of victory points they have based on which parts of the castle they control.

Section	Points
Wall (per 40mm section)	50
Tower	150
Gateway	100
Courtyard	250

Control is determined by which side has more stands in the area. If the number of stands is equal, or the section is destroyed, then neither side gains any Victory points. For the Lizardmen to win, they must have more Victory points than the High Elves.

Elf Fortress

40 cm

Lizardman deployment Area
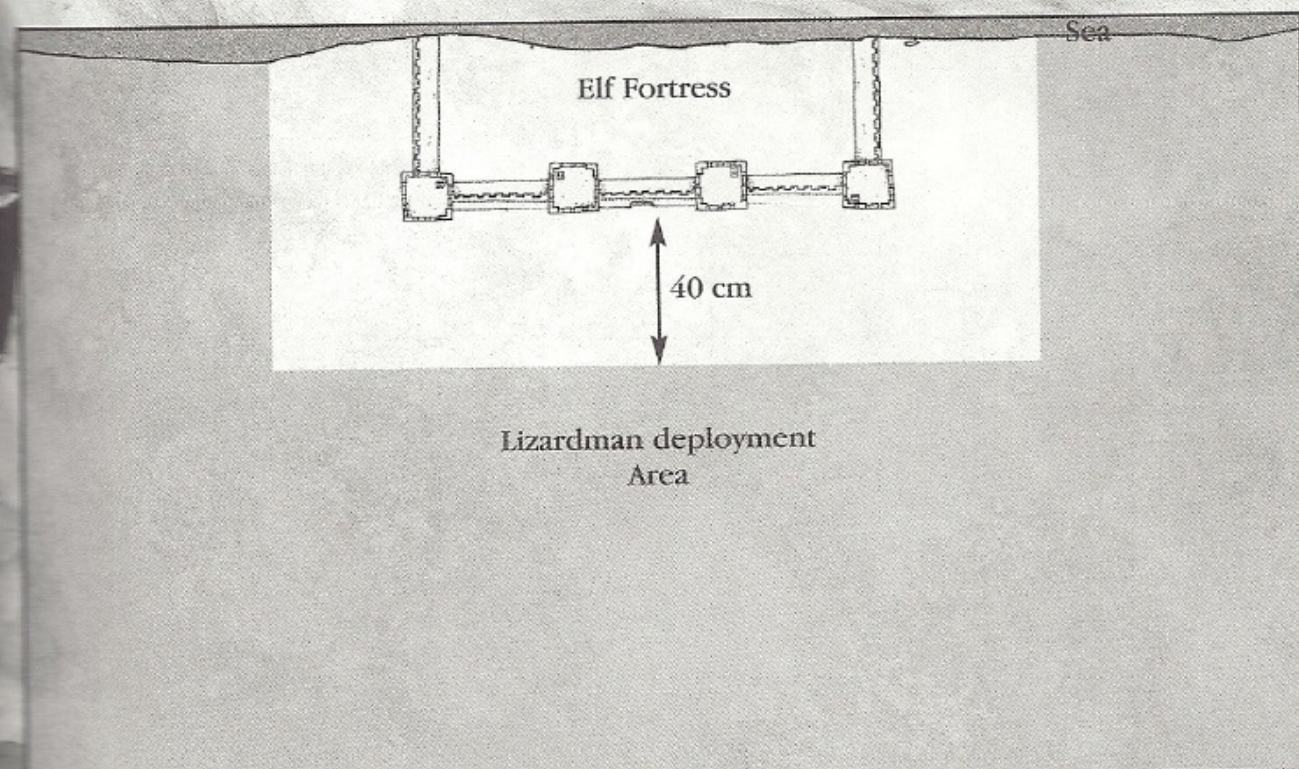
WARMASTER
BEYOND THE GAME...

## A report focusing on the hobby, by Lex Van Rooy

January 2000, in eager anticipation of 'their' game to finally become reality, a bunch of gaming enthusiasts, led by Gene Cochran, aka the 'Siegetower' formed the basis for the online gaming community we now know as gw-warmaster. At that point, various sister lists (the Warhammer related Direwolf list and the Mordheim list) were teeming with truth, half-truths and rumours about Warmaster.

From that nucleus, with what were then still Egroups, the community quickly grew and survived the transfer to Yahoo. From a first following of about a hundred people, the group has grown to around 1,000-1,100 members. And with the group's expansion came the expansion of information traffic. The following table shows the number of messages per month for the group. Peaks in the number of messages are related to major 'events' for Warmaster (eg. new armies).

For the last couple of months, the number of members in the community seem to have stabilised. What few people see, outside of the group moderators, is that there is actually a steady flow of people leaving and new members registering. Another fact that is not always realised is that for most people on the list, there is approximately five people in a gaming group that don't have access. Also, there's obviously still a fair sized number of players that we are not reaching yet.

	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
2002	1492	1648	1265	1312	1151	983	1009	1473	651	530	639	486
2001	894	767	786	680	772	739	1124	1372	1243	1834	1588	937
2000	74	348	1214	1322	1100	714	1559	1551	701	506	643	731
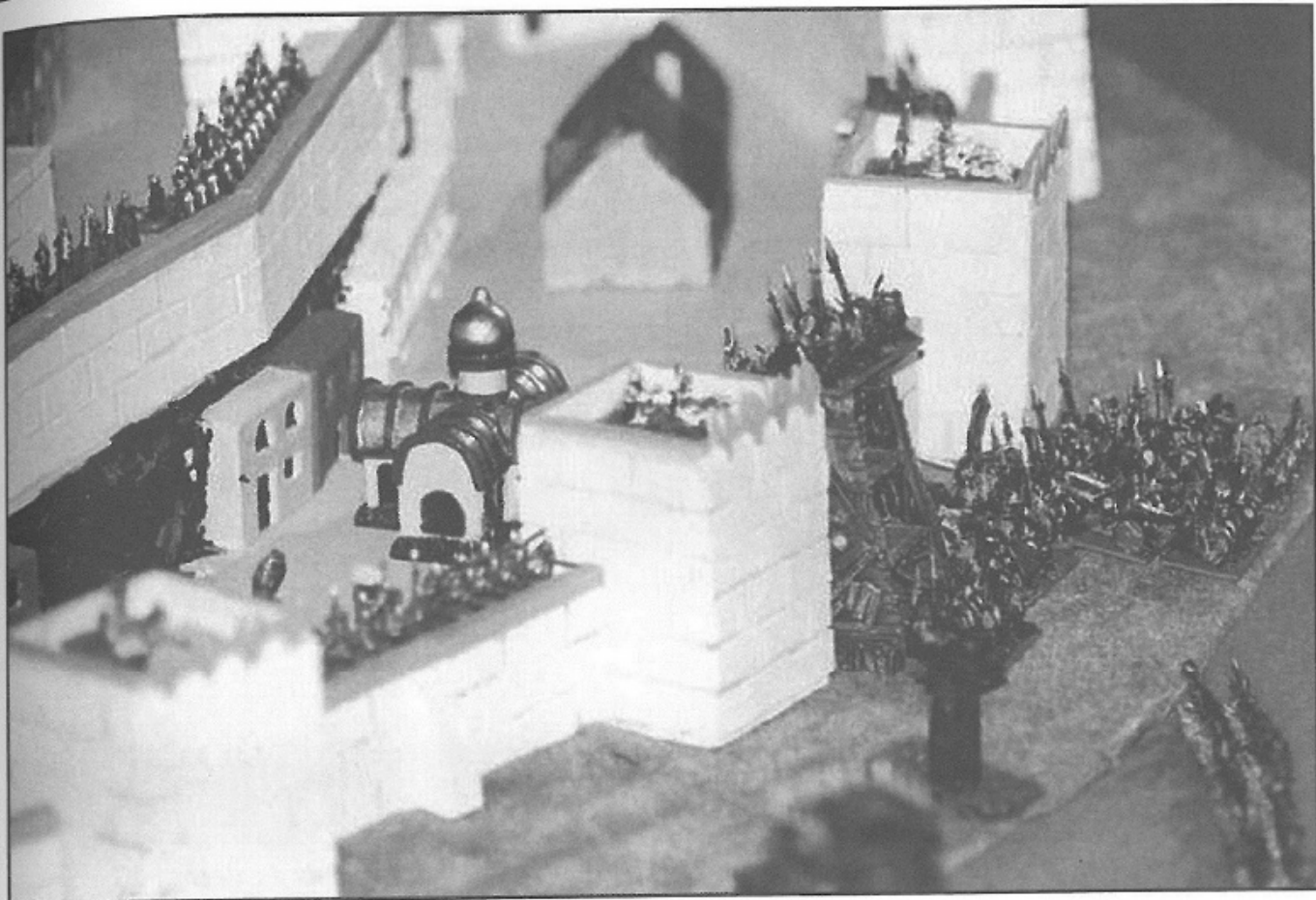
A mighty siege in progress...

As part of the 'intake' procedure we follow for the community, we are gathering some demographic data, such as:

- Player location – 40% US, 40% Old World, 20% Australia and other parts.

- Average age of the people in gw-warmaster – around 33 years.

- Most of these are mature players, Average gaming experience, around 20 years.

- About 50% come back to GW games for Warmaster after losing interest in Warhammer or Warhammer 40,000.

The gw-warmaster community is an active community. With a lot of gaming experience amongst its members it has, over the years, set up some active programs in support of our mutual hobby. With both Rick Priestley and Stephan Hess, as the game's designers, keeping an eye on the list, but sometimes being swamped by the sheer amount of messages, it was decided to have a group of list-members to filter and compile the frequently asked questions and hotly debated rules issues in the list, to a more workable format. Thus the FAQ team was created. Working from this mutually supportive base (we get dibs in putting the FAQ and Rules Clarifications in cyberspace! and Rick gets a neatly compiled set of issues at hand), the FAQ team also took a role in playtesting official rules material for the Warmaster Annual.
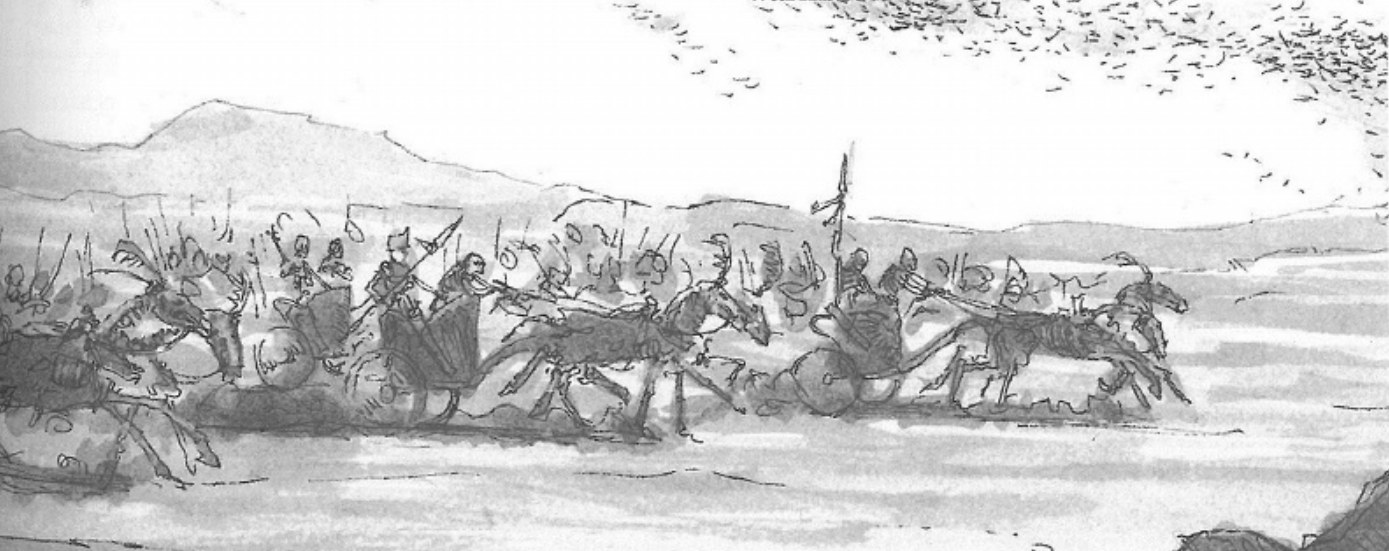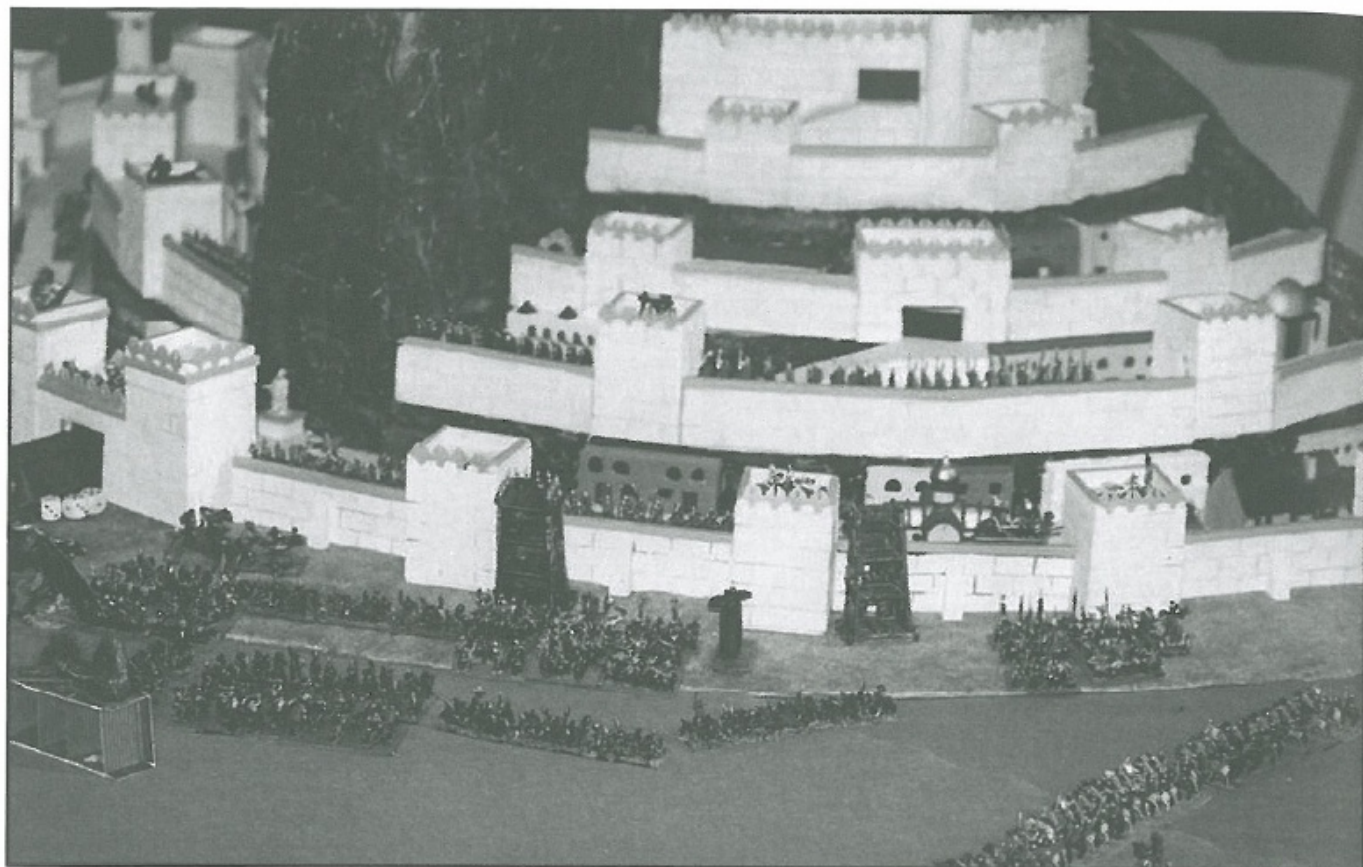
A city with seven white walls – can you tell where it is yet?

In addition to the message archive, we also sport a Photo section (and nowadays even have an extra site set-up to handle all the material at hand). With some truly great painters in the group being able to show off, and more importantly, discuss and explain their work, the overall level of painting in the group seems to rise steadily, as does the average speed. There is also a section in the group that has a multitude of links to all sites that are Warmaster related, and the group's Files hold several scenarios, alternative army lists, campaign systems, etc. Some of this material has found its way onto the pages of WarMag, a major part of the material in this magazine is written by the people you can find everyday in the list.

Looking through the Yahoo group index, you will notice various other Warmaster related groups. Some of these are language specific (for example the highly active French group that even runs their own E-zine!), but most are so-called development / spin-off groups. The spin-off groups are mostly working on adapting the basic Warmaster rules for use with various historical periods. Amongst these efforts are Ancientmaster by co-designer Stephan Hess, and American Civil War and Napoleonic variants. In addition to these historically minded groups, there is also a thriving Middle-earth Warmaster project for The Lord

The development groups are more focused on adding things to the current game. Some gather an enthusiastic following but never come to fruition, like the now defunct Project Norse and Warmaster Admiral. Others, like the Oriental Warmaster group, are more consistent in their approach and strongly led. The results of these efforts will eventually become visible for the overall community. One effort deserves special mention, as it is a prime example of the dedication and expertise of some members of the group. Although it started its life as an attempt to create nice looking battle reports without the need to use Flash, as the ones on the BrumBaer site (which are a must-see item!), the BattleSpeak/BattleView set-up created by 'the Happy Ent' has provided the internet community with an option to play over the net. Albeit not in real time, it's still wonderful to be able to run games against fellow list-members that are an ocean away.

In addition to the services at hand as described above, the list is also a great vessel to organise and co-ordinate inter-list events. There have already been several events set up through the list in the US and in Europe. The one thing we (list moderators) have talked about, but not yet implemented is a rating system that would allow us to compare playing skills worldwide.

All this (and more) at http://groups.yahoo.

WARMASTER AT SPELLENSPEKTAKEL

The benefits of having an international group and sharing pictures is evident in the following example:

Last summer the Farnborough Games Club (of Warmuster fame), had organised a great siege-game for a local event. When the pictures of that event were published to the community there were a lot of (well earned) 'oohs' and 'ahhs'. Seeing those pictures and knowing I had an opportunity to set up a Warmaster promotion at the Mega Gaming Day and/or the SpellenSpektakel, I contacted Wayne (Ulgityer) Rozier at Farnborough. With (sadly) little GW-organised activity for Warmaster in Holland, I knew the great looking set-up would be a real eye-catcher and a great promotion. I got a green light with Wayne for the November SpellenSpektakel and managed to obtain support from Fanatic. With Wayne and James coming over for the SpellenSpektakel weekend we were all set to go.

SpellenSpektakel was celebrating its 11th anniversary. This three-day event sees between 13,000 and 15,000 visitors enter its doors. More importantly, it is a family event, with people of all ages walking the trade stands and gaming areas. Wayne and James made special mention of the number of females passing our table, compared to your normal GW event.

SpellenSpektakel is set up as part trade fair part gaming convention but more importantly it is aimed at the players! Over all three days there are lots of tournaments, demos of old and new games, areas for clubs to represent themselves, etc. There has always been some GW presence over the years as well but nothing major. As an indication, this year there was a GW tournament on the main event floor. UK Mail Order had a retail stand and the Dutch Outriders had a pavilion where they were running demos of the new The Lord of The Rings game and hosted a Studio guest. In the upstairs club-area there were just three clubs with tables that were hosting GW-related games: SAMEO running a Squig-race table, a 40K Necrons-vs-Chaos set-up by the Dutch Outriders, featuring a huge pyramid (also seen at UK Games Day), and us.

We ran the big siege game, using the splendid scenery provided by the Farnborough Games Club and brought over by Wayne and James. On the Saturday we ran
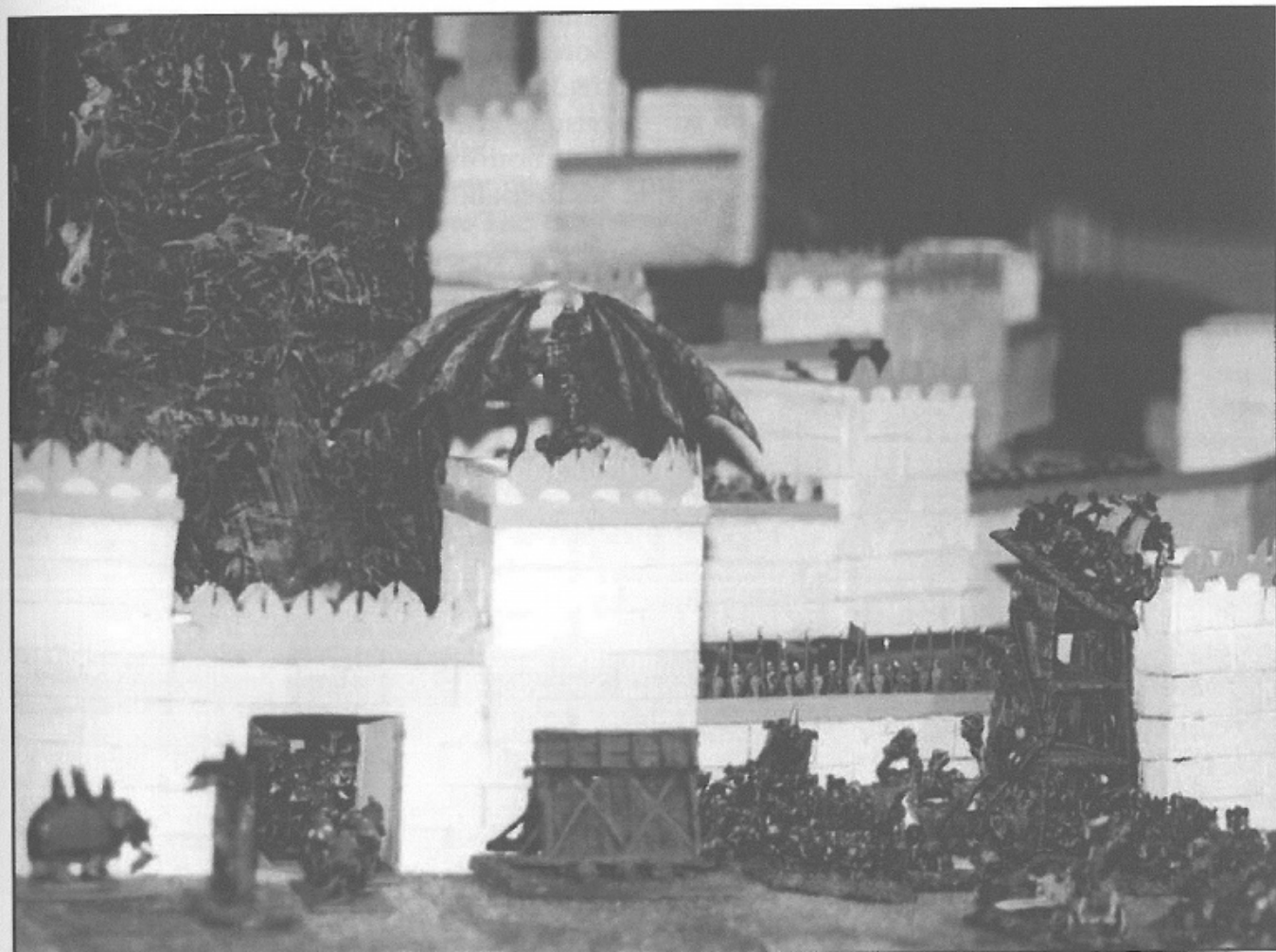
a demo of the game, supported by my younger spawn Roel and the Belgian listmember Tom. Learning from the Saturday experience, we countered some lighting problems we had (onlookers created a shadow over the table), and to provide better accessibility of the table we rotated the set-up 90º counter-clockwise (this is visible on the photos!). On Sunday, our depleted taskforce (just Wayne, James and me that day) ran the entire scenario again, this time as a participation game. During the day over twenty people, most without prior knowledge of the game (and some with no gaming experience at all), were introduced to the rules and happily played a few turns. Setting brother against brother and father against son, there were several great moments at the table. The enthusiasm displayed by our recruits drew considerable crowds to the table. Lucky for me, most Dutch understand enough English to have Wayne and James help out, because by the end of both days my throat was parched from explaining the game in general, the scenario on the table and (most of all) that painting at the Warmaster scale is no more difficult than painting 28mm miniatures.

Our battles were amongst the most photographed games at the event, with even local TV taking some shots. In addition to the media attention, we were asked to join at least one other event next summer (2003)… and we have an open invitation to return with Warmaster to SpellenSpektakel 12.

THE GAME

This was a massive siege game with a two-pronged attack to gain the wall of the city before reinforcements arrived to lift the siege. During both the Saturday and Sunday games, the attackers carried the first wall (on Sunday they even managed to get on the wall in the 1st turn!), but were subsequently put under pressure when their troops outside the walls dealt with the new threat of the relief force. During the Saturday game the attackers figured that leaving their ram, that had almost taken down the gate, inactive in front of the gate prohibited the defender's cavalry from sallying out.

With experience gained from the Saturday game, on Sunday the defenders put their archers mainly on the second wall... driveback from missile fire is deadly for troops exposed on the ramparts! Despite this, the attackers still managed to get inside the first wall and attack the second.

The main learning experience on the fields outside the city was that even a fast striking cavalry force could get bogged down when too eager in its attacks. In the Saturday game, this meant that they failed to link up with the infantry on the other end of the field, spelling their doom.

Through the combined efforts of our international gw-warmaster community, we had a chance to put up a game with a high visual attraction that served as a great promotion for Warmaster in the Netherlands.

FANATIC CONTACTS PAGE
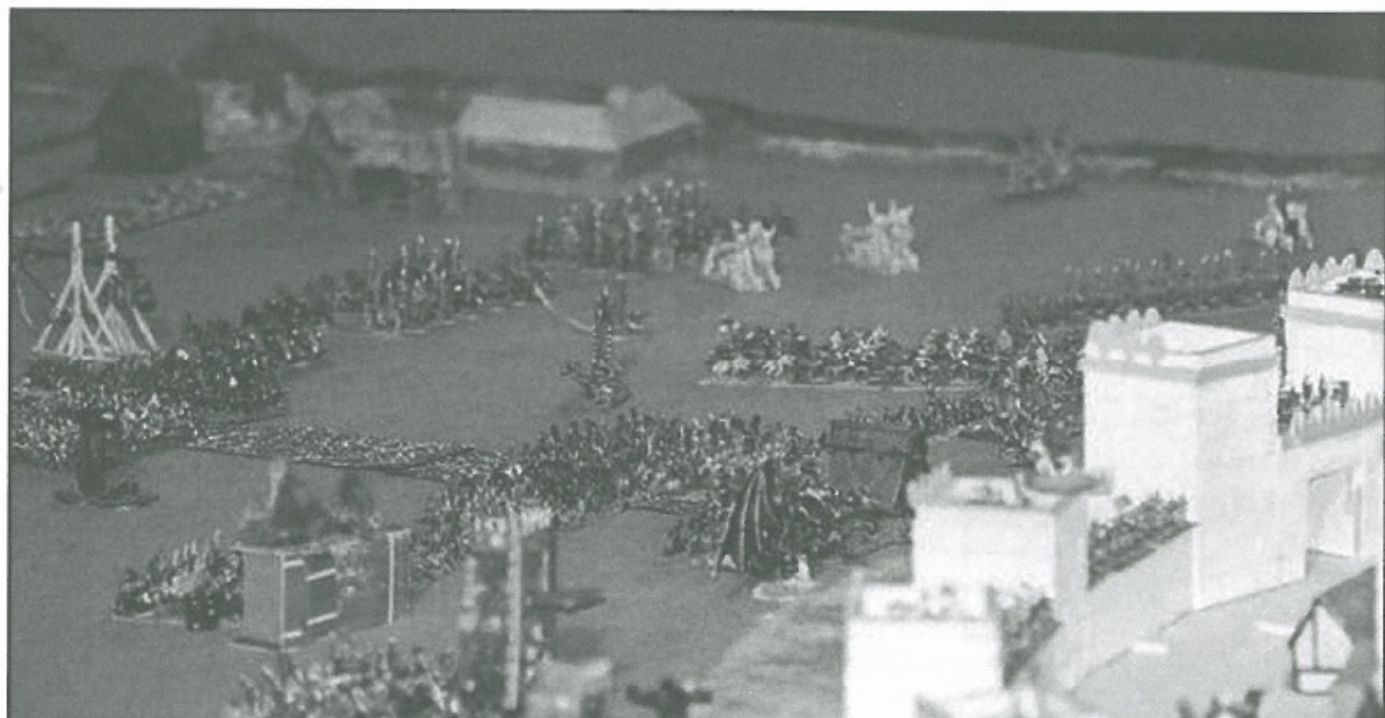
COMING SOON...

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

EVENTS CALENDAR

Conflict London 1st June 2003
Games Day Baltimore 20-21st June 2003
Conflict Bristol 29th June 2003
Inquisitor & Gothic weekend 5-6th July 2003

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TRIAL RULES
MIGHTY EMPIRES

By Rick Priestley & Steve Hambrook with invaluable assistance
from Keith Krelle, Tom Merrigan, Thomas Webster-Deakin,
Mark Owen & Ewan Lamont.

*"You handle an army with elegance, my Lord. Your considered ruses fool the foe and you are
lucky at dice. Oh Prince! These are but parlour games... can you wield an empire?"*

Lecture for an Insignificant Princeling by Inuendo Machiavenni

The Mighty Empires campaign system allows Warmaster players to create entire nations and wage wars between them. Players begin by creating a territorial map, establishing their realms, and finally dispatching armies to battle over the surrounding lands. Battles are resolved as complete Warmaster games. The system described here is based upon the Mighty Empires game published by Games Workshop but currently out of print.

The full Mighty Empires campaign system is available free from the Resources section of the Fanatic Warmaster website (www.warmaster.com). All players need to do is download the map tile PDF files and empire counters PDF files, paste them onto thick card and then cut them out (players can download as many PDF files as they need). Then in conjunction with these rules, players are all set to start their campaign.

WHAT YOU WILL NEED

Map tiles – you will first need to download the map tile file and print out the tiles. We recommend that you stick the printed sheets to a cardboard backing before cutting them out. You will find it convenient to colour code the back of the tiles with a marker pen or something similar – this makes the packs easier to sort.

Territory Markers – you will need sets of markers to indicate which tiles belong to which empires. These can be small card chits, tiddly-winks, or any similar coloured tokens – we found some cheap beads which do the job fine. If playing the team game, you will need to divide each set of markers into numbered sub-sets – eg, Red 1, Red 2, Red 3, Blue 1, Blue 2 and so on, so that each player has both an empire and a number.

Special Location Markers – you will need distinctive markers to represent Mines, Wizards Towers, Necropoli, Temples, Stone Circles, and Bridges. At one time these were available as metal castings from GW Mail Order. As an alternative, we would suggest players make simple card markers with the words, 'Mine', 'Temple', and so forth, written on them.

Attack Arrows – these are used to help work out who attacks whom and are simply card arrows painted in the same colour as each

NUMBER OF PLAYERS

There are two ways of playing the campaign – either individually with one player representing one empire, or in teams of up to seven per empire.

In the individual game, each player takes control of one empire, its territories and armies. This allows up to six players to take part using the basic tile set. More players can take part simply by expanding the map with additional tile sets to create a gigantic continent. This is the usual way the campaign is played amongst a group of friends or regular gamers.

In the team game each empire can have up to seven players, one of whom is the ruler whilst the others are vassals or chieftains who hold territories on his behalf. This allows up to 42 players to take part using a single tile set (ie. six empires). There is no need for every empire to have exactly the same number of players – although it is helpful if they are roughly equal. In practice, seven players in every empire produces a rather crowded game where it is a little too easy for individual players to get knocked out – so we recommend three or four as the ideal. Team games are more suitable for weekend inter-club games and the like.

For now we shall describe the individual game – we'll return to the team game at the end.

THE MAP

The hexagonal shaped tiles are used to create a map of the campaign land. There is no reason why players shouldn't position the tiles anyway they like to create a suitable world – simply place them to make a map as you wish. Alternately, use the rules given in the World Creation on page 30.

Before starting the map, remove the capital tiles – these are the ones with white dots. Once the map is finished, each empire rolls a D6 and the highest scorer first chooses and then positions his capital tile in place of any tile of the same type of set. He is followed by the other empires in descending order of dice scores. Capitals cannot be placed within three tiles of a capital that has already been placed – this ensures the rival empires begin a reasonable distance apart.

You can make the map any size you like but it is necessary to use enough tiles to allow the players to position their capitals and initial territories. We recommend that you use 15 tiles per empire taking part, so 4 empires = 60 tiles, 6 empires = 90 and so on. This will give you enough space to establish territories but still allows conflict to begin fairly quickly.

Each empire begins with a capital tile (a tile with a white dot on it) and an initial territory comprising the surrounding six tiles. Place a suitable territory marker on these tiles to indicate that they belong to the empire. The other tiles on the map are neutral areas or wilderness belonging to no one at the start of the game.

MAP TILES

The Mighty Empires map tiles are placed together to create a fantasy landscape of mountain chains, rolling plains, mighty rivers and wave-swept coasts. Mountain springs form rivers, rising in the highlands and flowing down to the sea. Wide plains spread out to foothills, broken here and there by thick forests. River mouths open up into jagged coastlines enclosing the heartlands of rival nations.

There are four different sets of map tiles each representing one of four different predominant terrain types: **Lowland**, **River Valley**, **Coastal** and **Highland**. The tile types are mostly recognisable and are also indicated on the downloadable files. It is recommended that tiles are marked on their reverse side to show

Lowland tiles include open plains, forests and hills. Some tiles are entirely covered with one type of terrain, while others show a fair mixture of several different types. Note that although some lowland tiles include hills, none contain mountains.
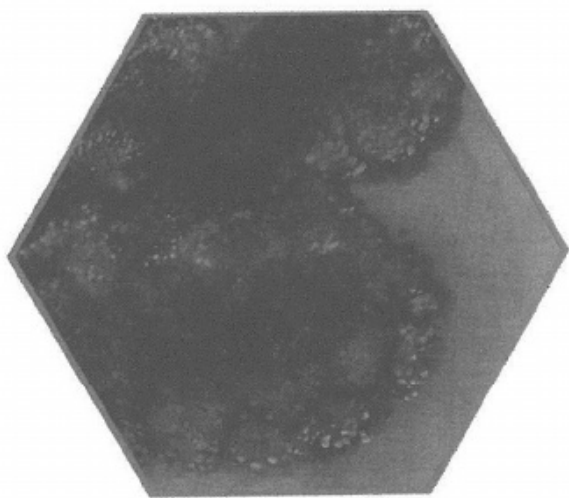
A lowland tile, with wood
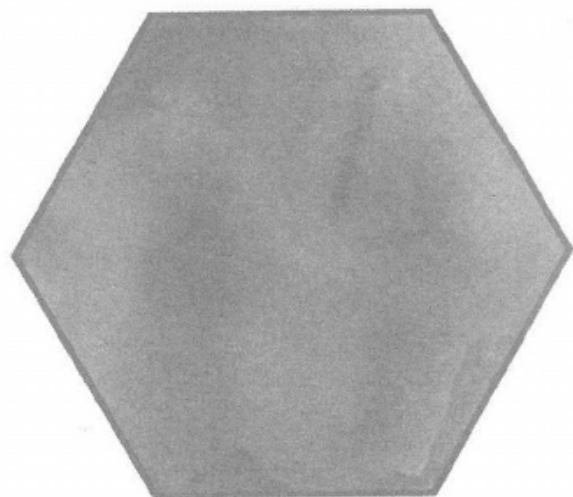
A plain lowland file
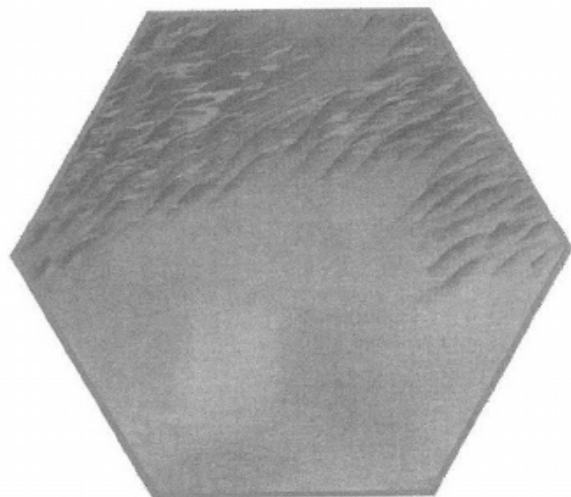
A lowland tile with hills

Highland tiles are covered with hills and mountains, but will usually also include areas of plain or forest. Some highlands contain river sources, as shown by the blue river line running off one side.
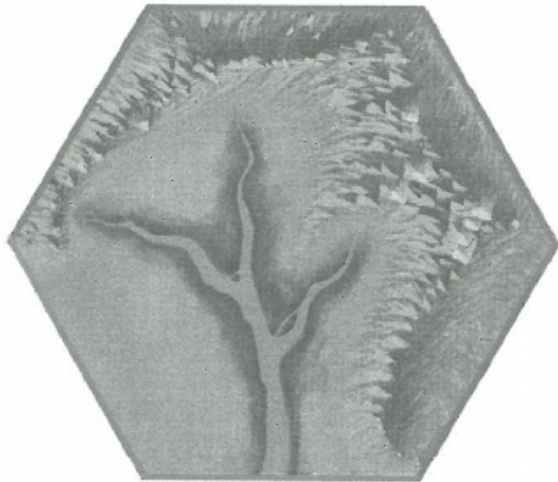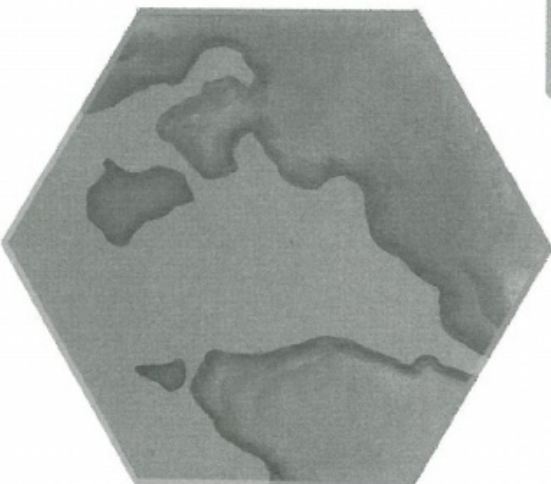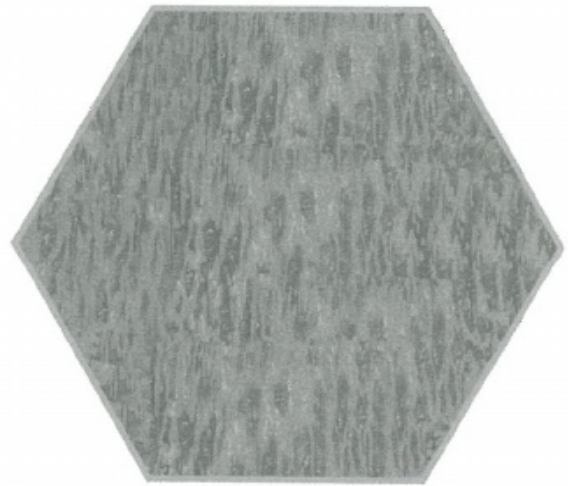

A highland tile with river source

River valley tiles contain a stretch of river running from one edge to another. Some tiles show a river outlet and an area of coast, these are 'river end' tiles used to join the river to the sea. There are also special swamp and lake tiles – these are discussed later.
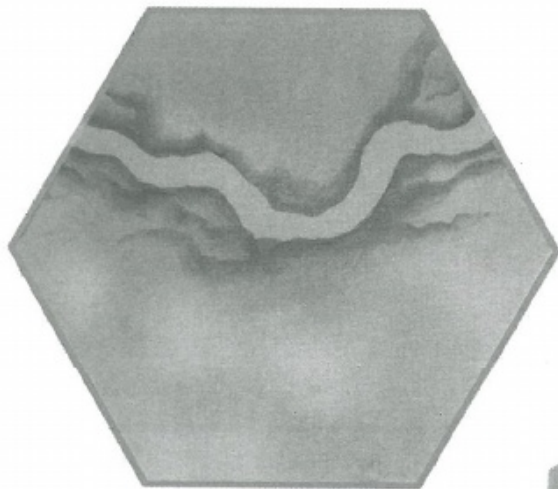
River valley tile

Swamp

Coastal tiles contain a stretch of coast. These tiles are laid to form coastlines, complete with inlets, promontories and other typical coastal features. You will notice that some of the coastal tiles contain inlets similar to river ends in the river valley pack. These serve a dual role in that they can be used to represent ordinary indentations in the coast or denote river ends if necessary.
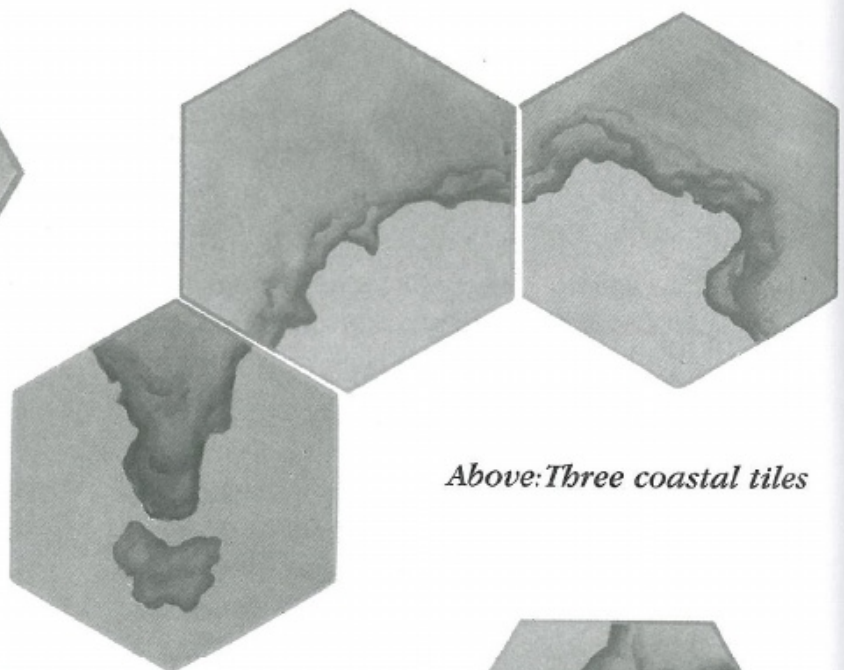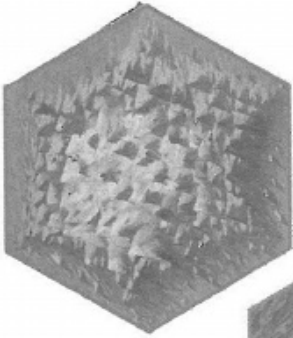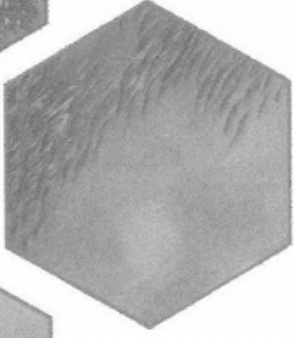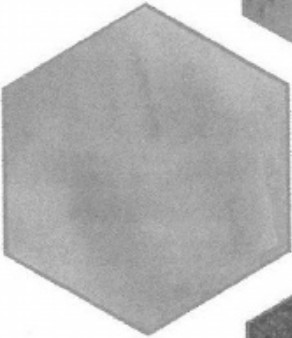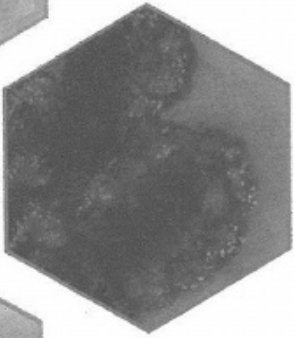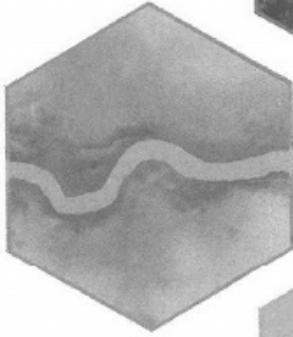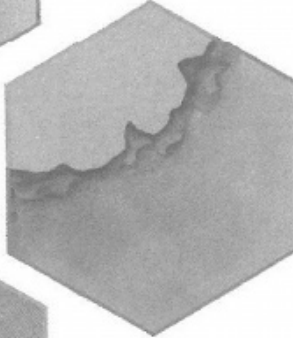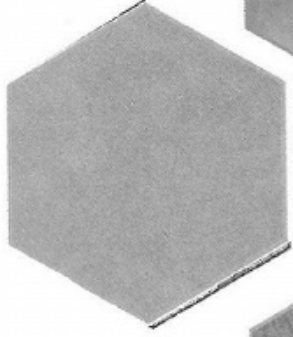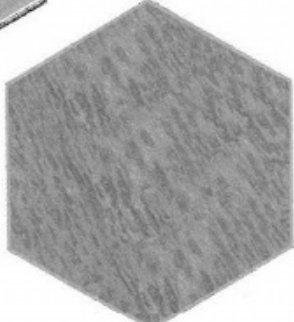
Above: Three coastal tiles
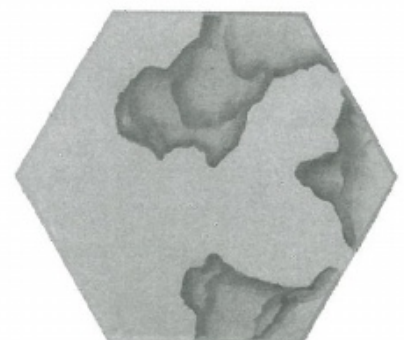

Right: This special coastal

River end – this tile has two alternative

TILE EDGES

Every tile has six edges. Each edge is clearly marked or coloured with one specific kind of terrain. Each type of terrain matches with one of the pack types

Terrain	Edge Colour and Design	Matching Tile Pack
Mountain	Brown	Highland
Hill	Brown/Green	Highland or Lowland
Plain	Green	Lowland
Forest	Dark Green	Lowland
River	Blue River	River Valley
Coast	Half Blue	Coastal
Sea	Blue	None
Swamp	Green/Blue	Lowland or River Valley

Capital tiles are the six tiles marked with a circle indicating the positions of capital cities. The tiles are treated exactly like highland, lowland, coastal or river valley tiles, depending on the set they belong to.
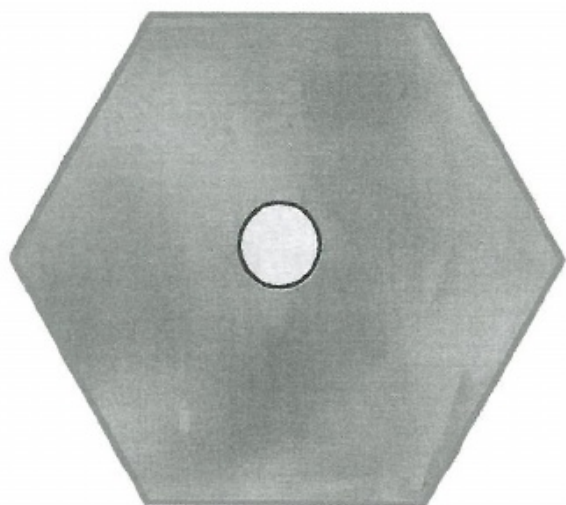
Sea tiles – we have included a number of blue sea tiles – these were not in the original Mighty Empires game and don't form part of a tile set as such. They are simply used to fill in any gaps in the sea once the map is complete.

Capital tile
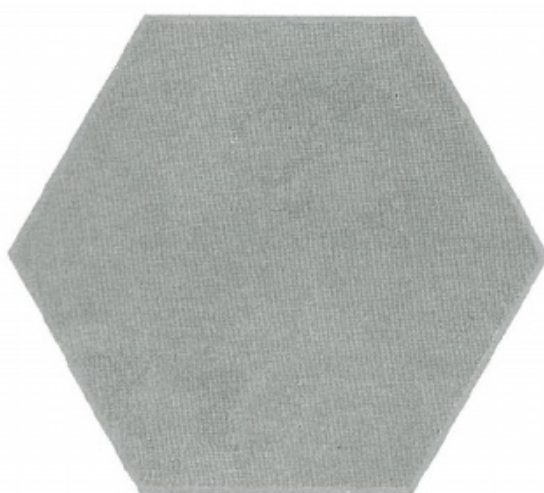
Sea tile

WORLD CREATION

The map can be laid out in any preferred fashion but we found it convenient to devise the following guidelines to allow a group of people to create a map together. To begin with, the player who owns the tiles may wish to design a few maps solo to get a feel of how the system works and what looks most attractive.

Divide the tiles into sets

Remove the capital tiles. Sort the remaining map tiles into their four sets – highland, lowland, coastal and river valley. Shuffle each set and place face down. Make sure you have ample space to lay out the whole map before you begin.

Place the first tile

Take a tile from the highland pack and place it face up in the centre of your area. As this is a highland tile it will include mountains. Orient the tile so that the mountain peaks point towards the intended top of the map. Highland features are coloured shades of brown. The tile may also have areas of lowland, as shown by any green areas on the tile. It is also possible that the tile will show a river source as indicated by a blue river line flowing off one edge.

A highland tile is placed first because this pack contains river sources as well as plain and mountain edges. No other pack contains river sources.

Place the second tile

The second tile is taken from any set that matches one of the exposed edges on the first tile. For example, if the first tile shows four mountain edges (brown) and two plain edges (green), the second tile must be taken from either the highland or the lowland pack: in this case you cannot take a river valley or coastal tile as these sets can't match against any exposed edge.

Orient the new tile so that any hills or mountains point to the top of the map to match the mountain peaks on the first tile. If a tile has neither of these features it can be turned in any direction.

Place the tile against an edge that matches to the tile's set. A tile from the highland set must always be placed against a brown mountain or brown/green hill edge, a tile from the river valley pack must always be placed against a river edge, and so on.

Note that it is not always necessary that the edges of the two tiles actually match where they meet. The tiles have been designed so that mountain, hill, plain and forest edges blend in to each other however they are placed. What is important is that the newly positioned tile is chosen from the set that corresponds to the edge colour of the adjoining tile – in other words newly placed tiles must match **set to edge**.

The second highland tile could be placed in any of the four positions indicated, highland tile against mountain
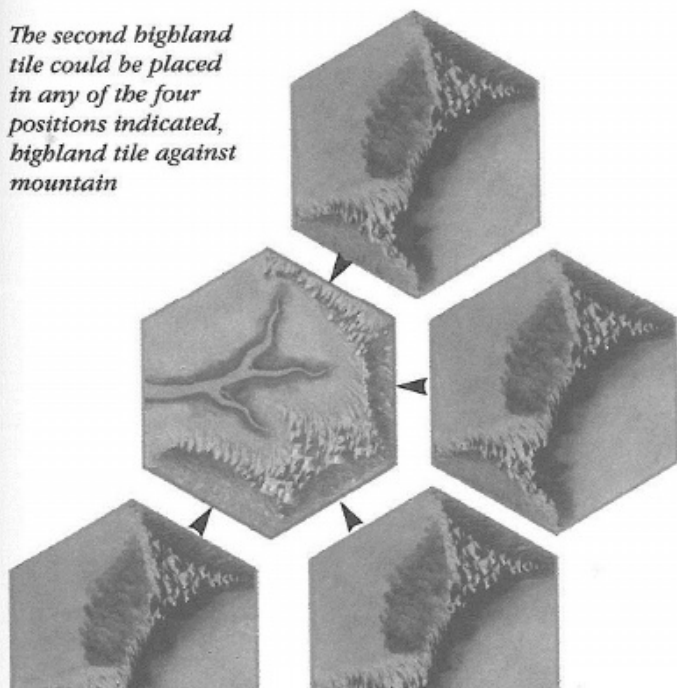
## Place the third and subsequent tiles

Continue adding tiles to complete the map. Choose a set that matches with at least one of the exposed edges of the map. Take the top tile from the set. This new tile may be positioned against any exposed edge that matches the tile's set exactly as before. Remember to orientate any tile with mountains or hills so that these features point in the same direction as other highland tiles.

Once the first two tiles have been placed, subsequent tiles must be positioned so that they touch at least **two** other tile edges. The new tile only has to match against one of these edges. This is intended to ensure the map unfolds as a compact land mass. With only two adjacent tiles on the table, the third tile may only be placed in one of two positions. As the map grows, there will be more choice as to where new tiles can be placed.
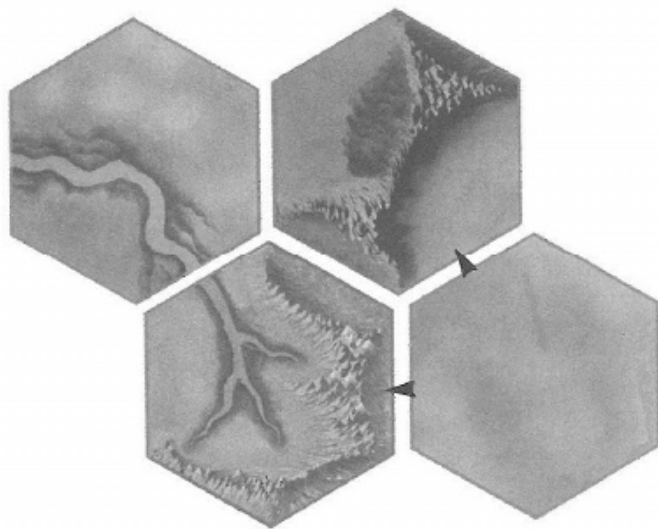
Tiles are placed so that they touch at least two others

Note that each new tile only has to match 'set to edge' along **one** edge – it does not have to match against every edge, as this would be impossibly restricting. This enables players to position tiles fairly easily in one of several places where the tile might fit, and allows for a degree of choice and variation. Except in the case of the rather obvious exceptions described next, the other edges are not important: they may match or they may not. This means that it
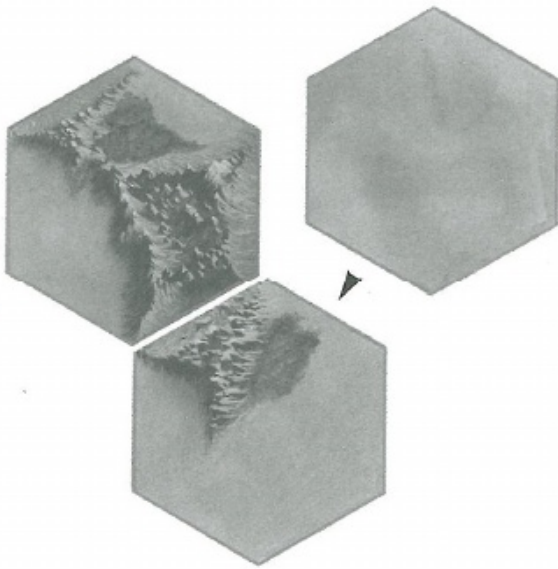
With two tiles already in place it is possible to use either a highland or lowland tile in the position shown. Above a lowland tile is placed against the plains edge. Below a highland tile is placed against the mountain edge.
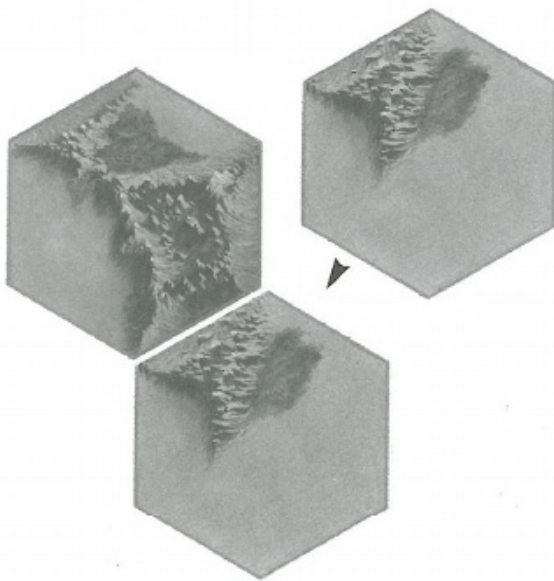

SPECIAL PLACEMENT RULES

1. Some tiles have a definite orientation because they have mountains or hills on them. Other tiles do not have these features and so can be placed any way up. Sometimes a tile's orientation will make it impossible to place it on the map. When this happens put the tile at the bottom of its pack and take another.
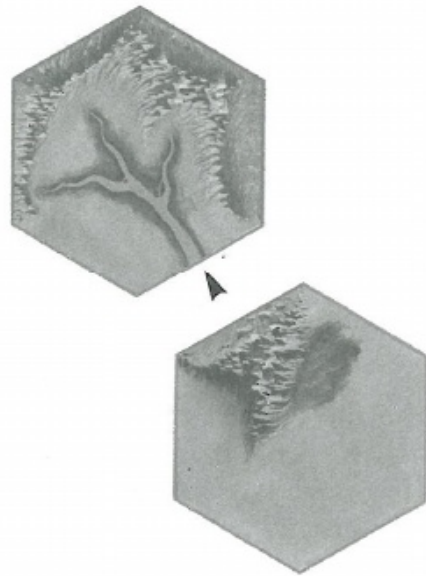

Here the highland tile cannot be placed in its correct orientation as the existing mountain will block the river source.

2. The river valley pack contains river end tiles that bring the river to the sea, a lake, or a swamp. It is not always a good idea to place a river end tile directly against a river source tile as this gives a very short and uninteresting river. If you draw a river end, and the only available position is against a river source, the tile may be returned to the bottom of the river valley pack and another tile taken from the top.
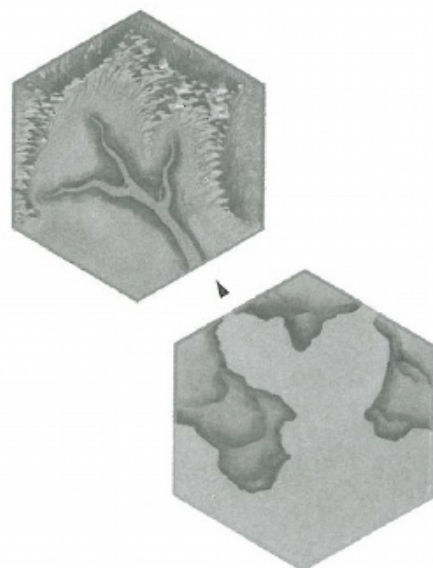
3. River valley tiles must be placed to allow the river to flow into an empty space or into an existing lake, swamp or river end. A river cannot be placed so that its course is blocked by a tile that has already been placed. If the tile chosen does not allow this, replace the tile at the bottom of the pack and take another.
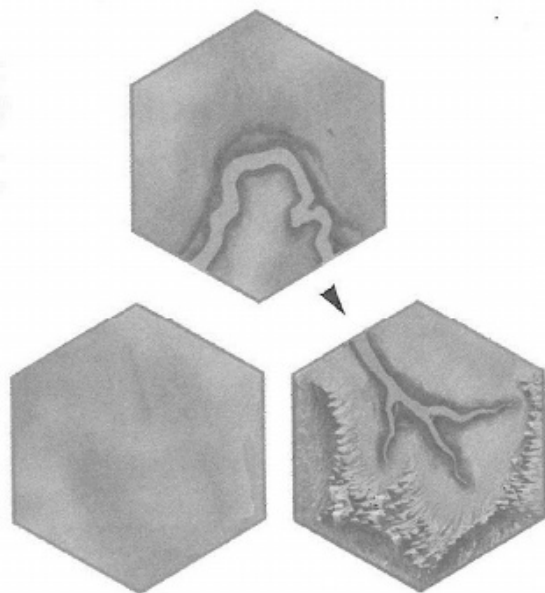

Do not place a river so that its course is blocked.

4. Do not place a tile if doing so would block the course of an existing river.
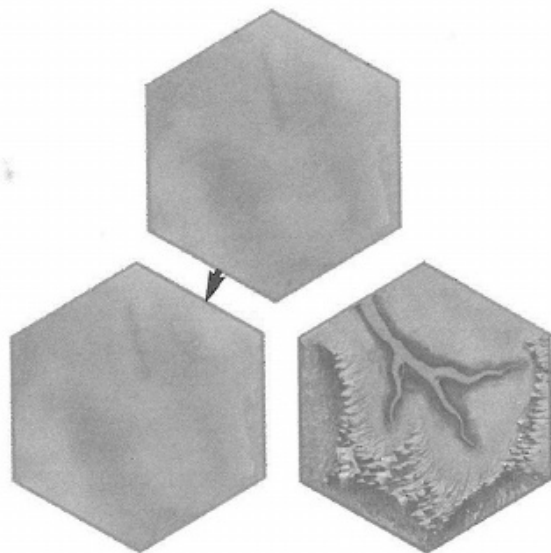
5. The river valley pack contains a special forked tile. This is only required to join two converging rivers. It is included to resolve a rare but interesting situation that would otherwise produce a potential stalemate in which no tile could be placed. Unless required, the tile is replaced at the bottom of the pack when drawn and another tile is taken.
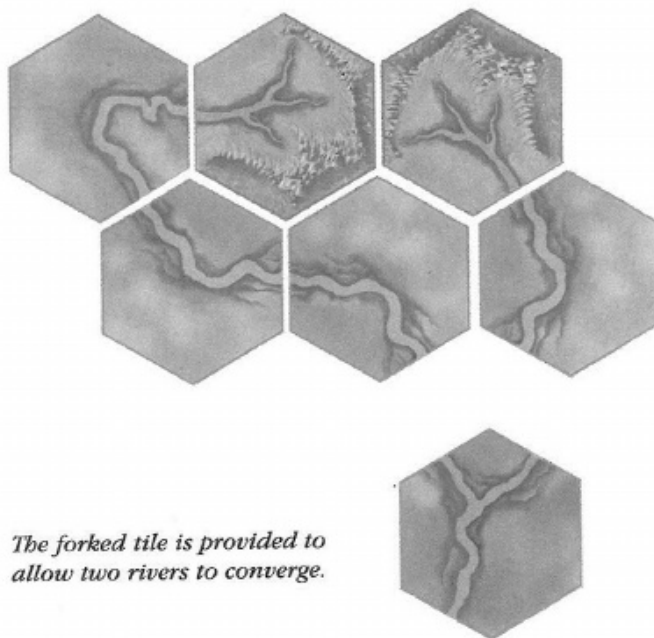

The forked tile is provided to allow two rivers to converge.

6. The river valley pack contains a special lake tile that provides another possible means of allowing rivers to merge. Rivers may be positioned so that they run into the lake at any of three points. A single river may also be positioned so that it runs out of the lake. Any lake tile edges may also be matched against lowland tiles to create an enclosed lake. The tile's remaining free edges match with the lowland set.
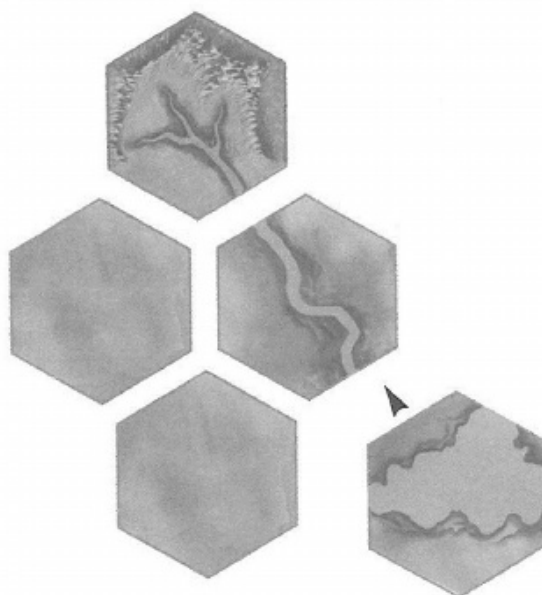

The lake is placed as a river outlet and can also be used to unite two converging rivers. A single river may run

7. The river valley pack contains a special swamp tile. The swamp tile may be used to end a river in the same way as a lake – the river dissipating into an area of swamp. The tile is designed so that a river may run in at any edge. Once the swamp is in place, a player may lay a river tile against one free edge, indicating that the river is running out of the swamp and continuing its course. As with the lake, several rivers may run into a swamp, but only one river may run out – a swamp may therefore be used to converge several rivers. It is possible that a river tile coming from a swamp will give a coastal river end or lake – in which case the swamp represents a low lying delta or marshy reed-bed. Lowland tiles may be placed against any free swamp edge.
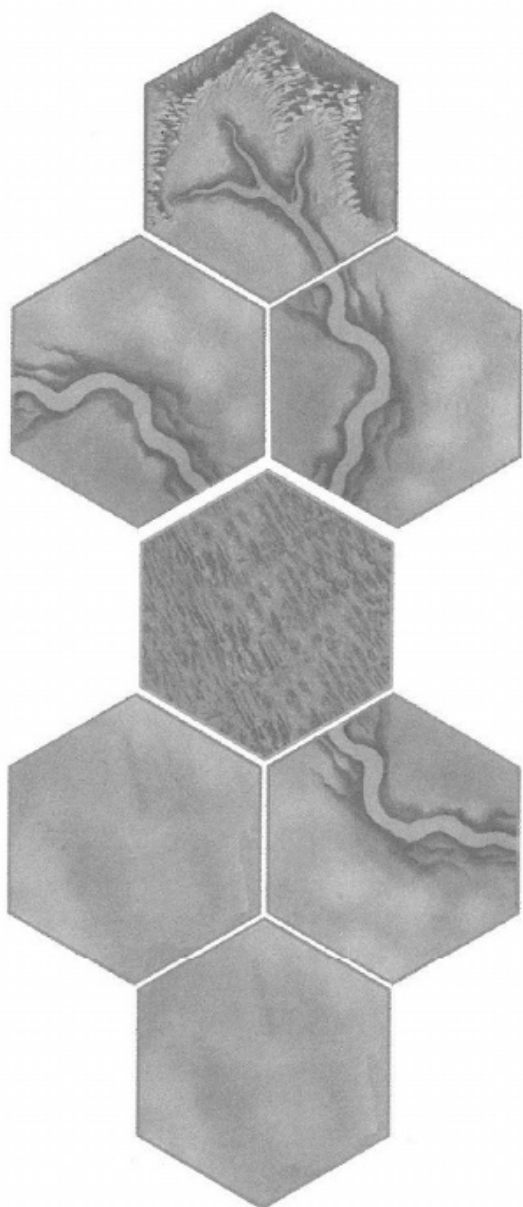
8. A tile must not be placed so that it creates a blank space in the land area of the map – this would create holes that might prove difficult to fill.
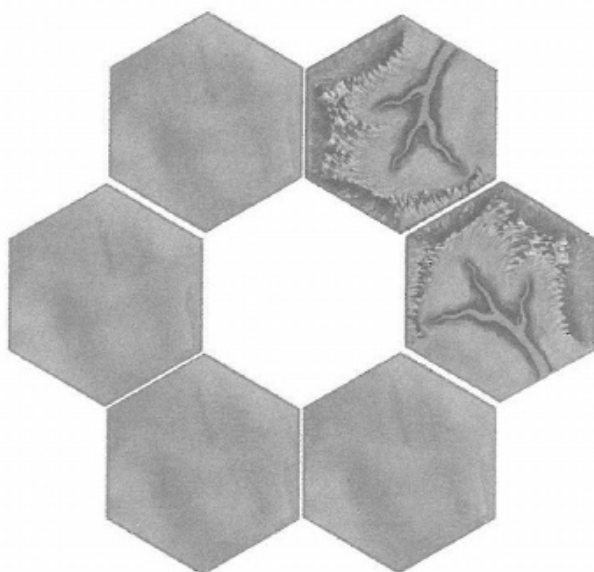
Do not leave a blank space like this.

9. Coastlines always follow a line from one tile to another, creating a properly defined coast. River end tiles must not be placed so that the coastline runs into a land edge. If a river end tile is drawn, and if it cannot be placed against a river edge, the tile is replaced at the bottom of the pack and another tile is taken. A variety of river endings are provided, so it is usually possible to find one that matches existing coastlines.
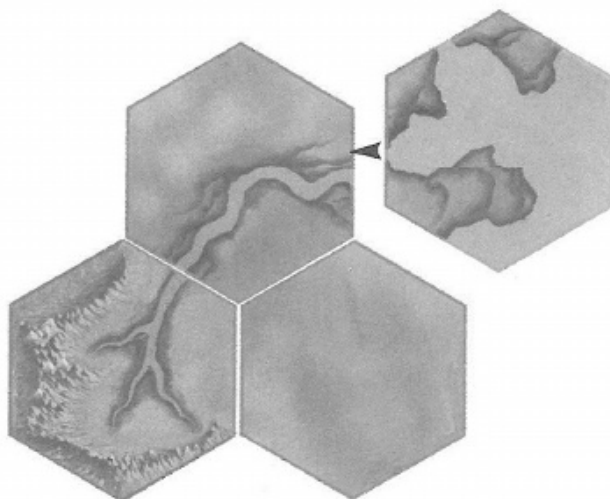
10. Coastal tiles may only be placed in such a way that they continue an established coastline and don't block existing rivers. Coastal tiles will therefore only be placed once a river ending has been positioned.
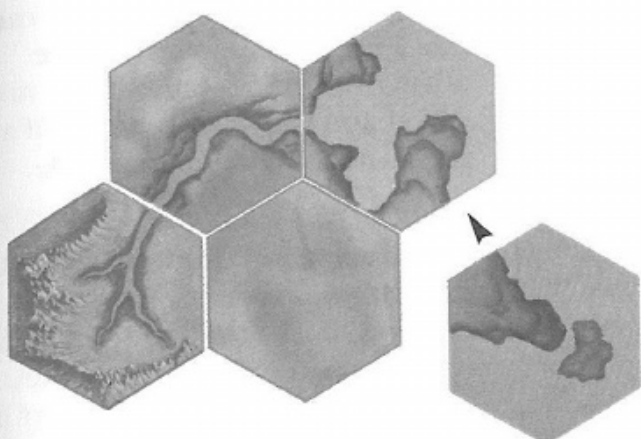
Do not place a coastal tile where the coastline interferes with the existing tiles.

**11.** The coastal pack contains two tiles that can function as optional river ends. The tile is laid from an adjoining coast edge as normal, but can be positioned as a river mouth without blocking an adjoining river, as would a normal coastal tile. You will notice that these tiles have several possible river mouths, and so can be oriented through more than one position. Because these tiles have more than one possible outlet, a single tile may serve as the outlet for more than one river if required. These special tiles may also be placed just like ordinary coast tiles, representing inlets or heavily indented stretches of coast.
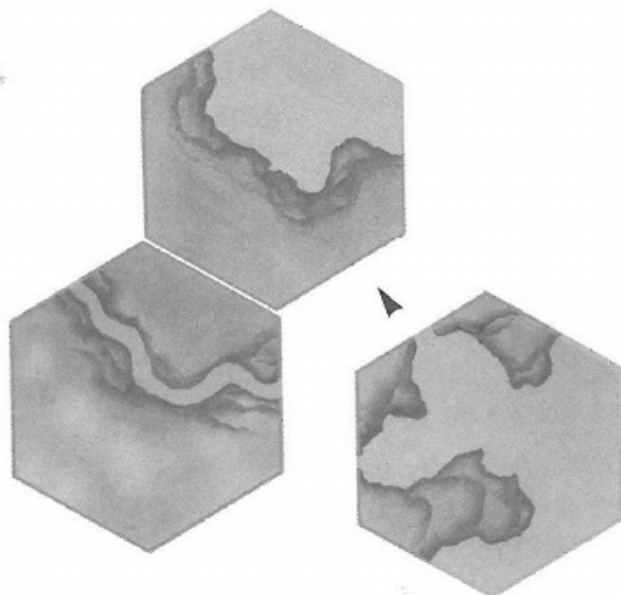
12. As you begin to exhaust the sets, you will find that it becomes impossible to place further tiles. Once you can place no more tiles the map is complete.

13. Once the map is complete, capitals are selected and placed as already described on p27. Placing capitals will displace other tiles – the player can add these to the edges of the map once he has positioned his capital.

This second capital tile cannot be placed here as it is too close to the first capital
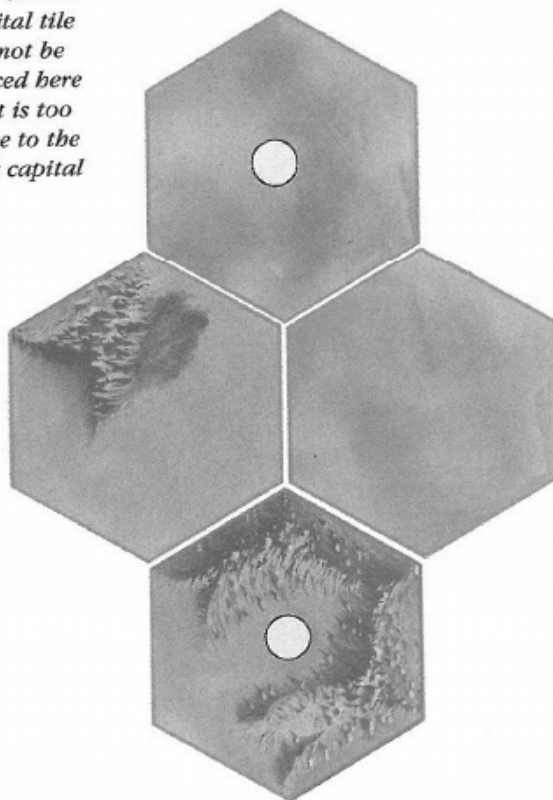
14. Please note that these guidelines are intended to help produce a coherent map, but ultimately it is up to you to use your judgement to create an inspiring and realistic fantasy world. Most of the placement guidelines are just common sense and are intended to make the map geographically credible. There will always be situations where you might prefer not to use a particular tile, or where you'd like to reposition a tile in order to improve the map. You might also like to tidy the map by repositioning tiles once the sets are exhausted. This is all quite acceptable and will help to make the final map both attractive and functional.

Players can create a map co-operatively if desired. Establish who goes first by rolling a dice – then work round clockwise in 'rounds'. Each player draws and lays a tile in turn until all of the tiles are used up or no further tiles can be placed. If a player does not want to lay a tile he does not have to do so – he can simply

EMPIRES

At the start of the campaign, each empire consists of a capital tile plus all the adjoining tiles – ie, seven tiles in total. Place an appropriate territory marker in each of these tiles (see below).

If the capital lies on the sea or the map edge some of the player's territory will be lost, in which case the empire will be slightly smaller than normal.
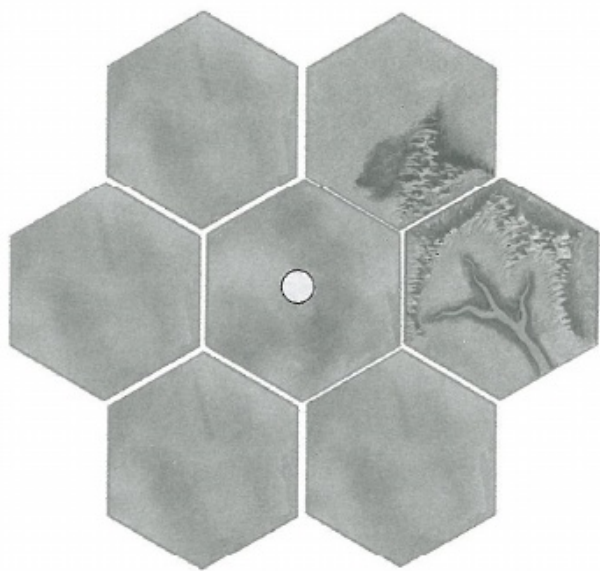
SPECIAL LOCATIONS

The map automatically includes special locations such as mines, wizard's towers, necropoli, and so on. These can be represented with suitable models if you have them (these pieces were originally produced as metal castings for the Mighty Empires game and are no longer available). If you do not have the models, we suggest you make up counters to use instead.

The map includes one special location per empire taking part in the campaign.

There are six types of special location – each is represented by a card counter. Each empire selects one location randomly from the six by drawing a counter from a cup. Locations that are not drawn are not used. Once drawn, each location is positioned by the player on the map as described below.

Special locations cannot be placed in tiles that are inaccessible (marshes/open sea), in tiles that are part of an empire's territory, or in any tile that is adjacent to an empire's territory. Special locations cannot be placed closer than three tiles to another special location.

Special locations give bonuses to the army of the empire to which they belong as noted

Special Location	Game Bonus
Mine	*Mighty Armour* – the player can re-roll all the Armour rolls for any one unit once during the battle.
Wizard's Tower	*Mighty Magic* – the player can cast a spell automatically once during the battle – the dice is not rolled and the spell is cast as if a successful roll had been made.
Necropolis	*Might of the Ancestors* – the player can add +1 extra attack to one unit during each turn – the bonus applies to that unit in each combat round that turn. As the effect is used from turn to turn it can be applied to a different unit each turn – but only to one unit in any turn. Note that this is +1 attack in total – not +1 attack per stand.
Temple	*Might of the Gods* – the player can dispel one enemy spell once per battle in the same way as a Dispel scroll.
Stone Circle	*Might of Stone* – the player can force his opponent to re-roll the dice when he casts a spell. This power continues to work until his opponent scores a Successfully Cast on a re-roll.
Bridges	Bridges do not confer an in-game bonus but allow attacking empires to trace a route across rivers as noted below. If a player places bridges as a special location he can place up to three.

THE ARMY

Each empire is a great realm full of bustling cities, towns, and villages, each supplying troops for the empire's armies. These are not represented directly on the map. Similarly, we will not represent forces on the map itself; instead it is considered that the empires have armies and garrisons stationed within them. During each turn, the empire's forces are ready to give battle, to defend the borders, or to invade deep into enemy territory.

Players begin by agreeing the base army size for the campaign. 1,500-2,000pts is suggested as this allows games to be resolved reasonably quickly.

CAMPAIGN ROUNDS

The campaign is divided into rounds. Each round consists of three phases. We've used the term rounds rather than turns simply to make the distinction between turns during a battle.

1. **Orders phase**
2. **Battle phase**
3. **Post-Battle phase**

ORDERS PHASE

In the Orders phase, each empire secretly indicates which enemy empire it will attack. The players write down or otherwise indicate their targets and all reveal at the same time (*Note: we found it convenient to use the coloured empire counters, each player holding the appropriate counter in his fist and then all players revealing their counters at once*).

An empire can only attack another empire if at least one enemy territory lies within three tiles of one of its own territories. In addition, there must be a clear route to the empire that is to be attacked. A mountain tile edge, a river without a bridge, a swamp, a lake, and open sea tiles all block the route. When determining the route, do not count the edge of the tile the route is being taken from - only the edges of the tiles being 'routed' through (see below).

In the event that an empire cannot make an attack (it is either more than three tiles away from another empire or all of its attack routes are blocked by terrain) then it may attack the closest empire as the crow flies.

BATTLE PHASE

Once orders are revealed, the attack arrows are placed on the map to show where attacks have been launched. The purpose of the arrows is simply to make it easier to see what is going on. Place each coloured arrow so that it points from its empire and towards the target.

Not all attacks will necessarily succeed. Begin by working out which attacks succeed.

If an empire is not being attacked, its own attack succeeds automatically. The target empire's attack is cancelled and its attack arrow is removed. The target empire's own target is no longer being attacked so its own attack now succeeds – and so on. Once you have worked through this process, all the remaining arrows show successful attacks. Note that this will include situations where two empires are attacking each other if no others are involved, as well as attacks from those empires that have not been successfully attacked.
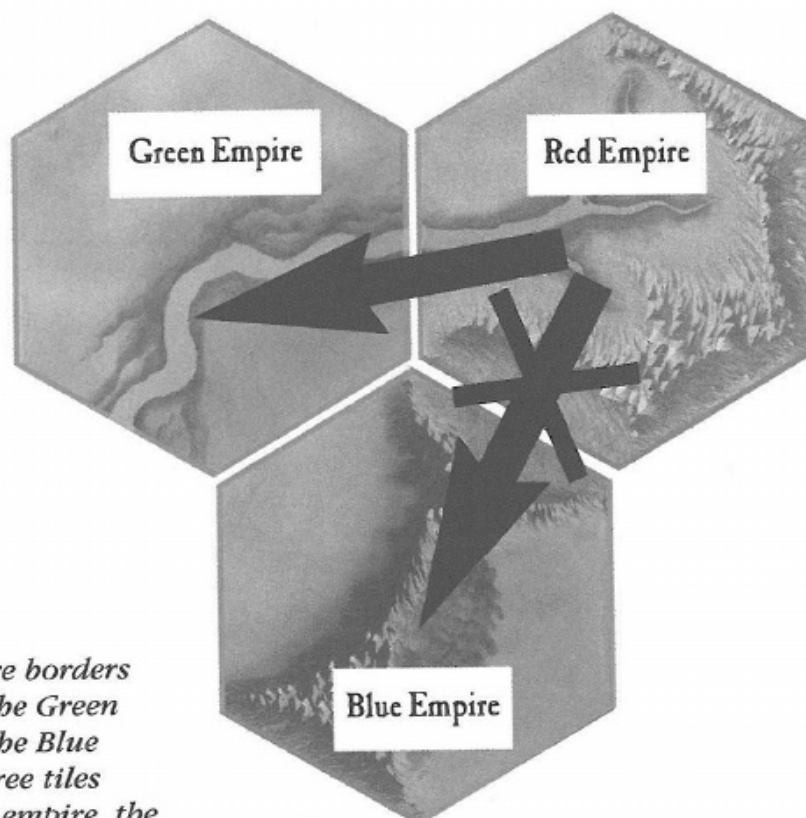
Here, the Red empire borders both the Blue and the Green empires. Although the Blue empire is within three tiles distance of the Red empire, the Red empire is unable to attack it. This is because the Blue empire tile edge consists of

Conversely, because the Red empire does not have to cross the river in the Green empire

In this situation below, the players have all decided their orders and placed the attack arrows on the map to indicate which empire is attacking which. The Red and Blue empires have decided to attack each other which is fairly straightforward. However, the Green empire has also decided to attack the Blue empire and because the Green empire isn't under attack itself, the attack will go through negating the Blue attack. In the Battle phase, the Red and Green empires will form an allied army against the Blue empire.

Red Empire

Red Empire

Green Empire
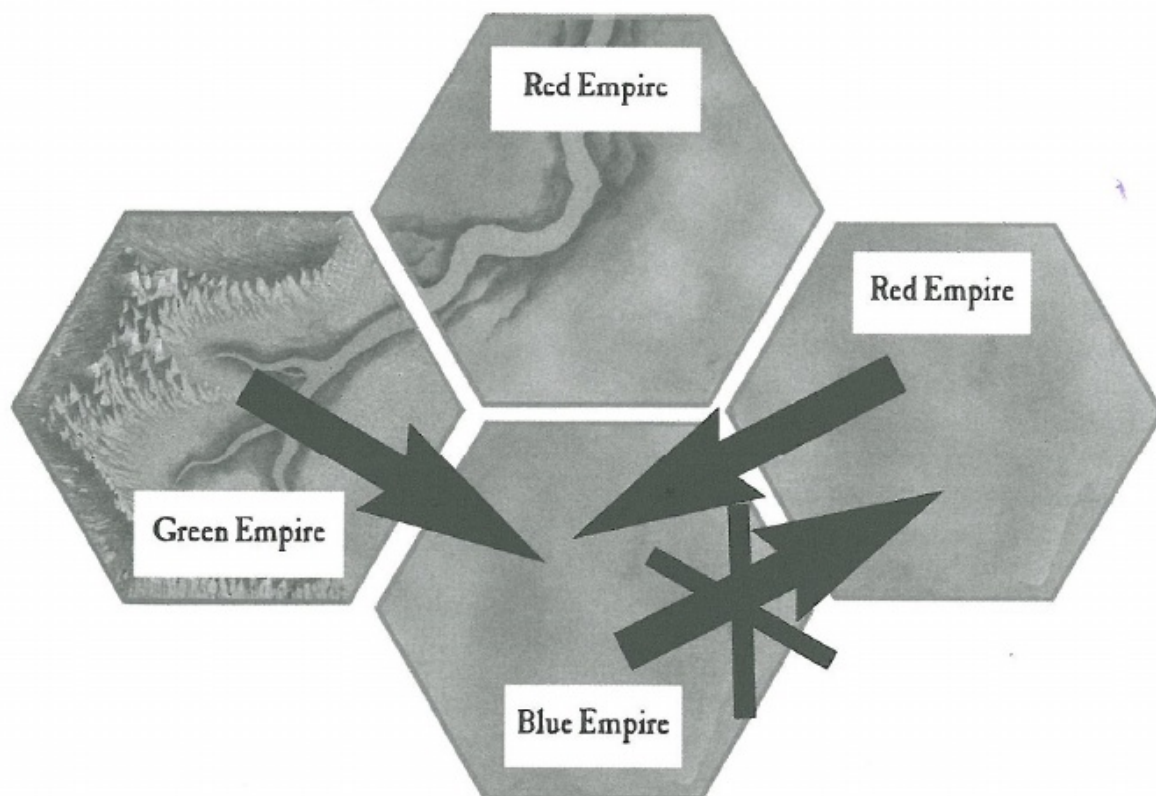
Blue Empire

In the situation below, the players have all decided their orders and placed the attack arrows to indicate which empire is attacking which. The Yellow and Blue empires have decided to gang up on the Red empire and attack simultaneously but because the Green empire has attacked the Yellow empire and isn't under attack itself, Yellow's attack on the red empire is nullified and the Yellow empire must play a battle against the Green empire instead.

Yellow Empire

Red Empire

Green Empire
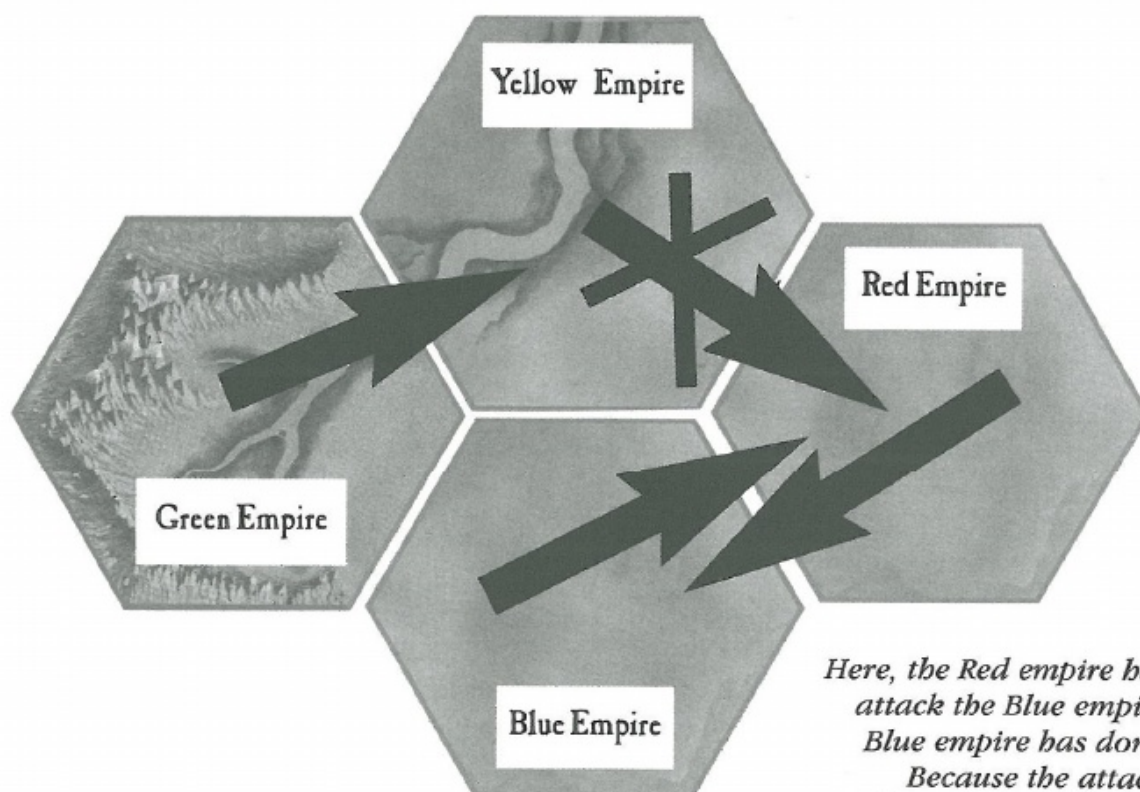
Blue Empire

Here, the Red empire has opted to attack the Blue empire, and the Blue empire has done likewise. Because the attack from the Yellow empire has been nullified by the attack from the Green

No. of Allies	Total army size (based around 1,500 and 2,000pts standard)		
	%	1500 points	2000 points
2	125%	1,875 (2 armies of 940)	2,500 (2 armies of 1,250)
3	150%	2,250 (3 armies of 750)	3,000 (3 armies of 1,000)
4	175%	2,625 (4 armies of 660)	3,500 (4 armies of 875)
5	200%	3,000 (5 armies of 600)	4,000 (5 armies of 800)

Note that fractions in points resulting from using different standard army sizes are rounded up to the nearest five.

If two empires are attacking each other, the players fight a 'pitched' battle (in the usual manner – see page 63 of the Warmaster rulebook) to determine a winner.

In some cases an empire may find itself attacked by two, three or more enemy empires at once. In this case, the defender may choose to either fight separate battles against each of his attackers in turn and abide by his worst result (ie, a win and a loss counts as a loss overall) or he may fight a single multi-player battle against all of the attackers as 'allies' (see below).

Note that it is theoretically possible for no attacks to succeed – ie, all the attack arrows have been removed – in which case play another round. This can only happen if all the empires attack their neighbour to their left or right – forming a complete circle with no mutual attackers. We have never known this to occur!

Allied Armies
Each of the allied attackers fields a complete but reduced army as indicated on the chart above. It was decided that the attackers should field reduced armies because when playing with odds of 2:1 or 3:1 the defender stands no chance of winning at all. By reducing the odds slightly, defenders at least stand a chance of winning. Each army is chosen in the regular way and must adhere to the usual choice restrictions for an army of that size – i.e. it must include a general and appropriate minimum numbers of certain troops.

For all intents and purposes, the allied armies are separate entities with separate 'break points' that move and fight in the same turn. It is entirely possible for the defender in a multi-player scenario to force one (or more) allied armies to withdraw and

himself by those allied armies that remain. If the defender manages to force the majority of the attacking armies to withdraw (both armies with two attackers, two armies with three attackers, three armies with four attackers and so on...) then he scores a win and all of the attacking armies lose. If the attackers force the defender to withdraw and still have more than half of their armies on the battlefield, then the attacking armies remaining on the battlefield score a win (allied armies that are forced to withdraw always lose). Any other outcome results in a draw. Victory points only count when determining the order empires may claim territories.

When fighting battles as allies, each army deploys opposite the enemy within the same deployment zone. Each of the allied armies must be deployed in its own designated part of the allied deployment zone (ie, if there are three allied armies, divide the deployment zone into three areas). This helps to keep each of the armies together and prevents units becoming isolated from characters.

All allies move and fight in the same turn as though they were a single army. The only way in which an allied army differs to an individual army is that orders may only be issued to units belonging to the same original army/race as the character issuing it (ie, in an alliance of Dwarfs, Elves and Empire, only Dwarf units may receive orders from Dwarf characters, only Elf units may receive orders from Elf characters, etc).

Post-Battle phase

As battles are completed, players record wins/losses and Victory points scored. Once all the battles have been fought, the empires are awarded the following campaign points.

Win:	3 pts
Draw:	2 pts
Lose:	1 pt

During the post-battle phase, the players acquire or lose territory depending on their success in battle. In descending order starting with the player who scored the most Victory points, each player can add territories to his empire. Note that in some cases, an empire may have insufficient Campaign points to add a territory – in which case no territory is added that round and any excess Campaign points are lost.

The Campaign points earned that round are used to acquire territory – this can be one, two or potentially three tiles. The chart below lists the points required.

3 pts To capture an adjacent territory tile from the empire fought against that round. The enemy's territory marker is removed and your own is placed there instead.

2 pts To remove an adjacent territory tile from the empire fought against that round. The enemy's territory marker is removed and the tile reverts to unclaimed wilderness.

1 pt To occupy a tile adjacent to the empire's own territory and which does not already form part of another empire. If the player has 2 or 3 points to spend he can therefore add two or three territories to his empire: in this case add one territory at a time and subsequent territories can be place next to ones already placed if the player wishes.
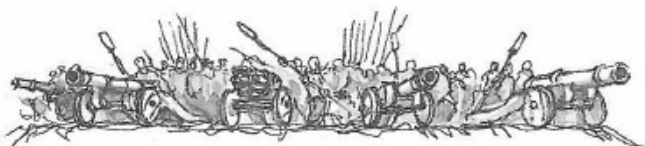

NON-AGGRESSION PACTS

A player can form a non-aggression pact with any other player or players whose empire adjoins his own. If both players agree then they have a NAP for that turn – each has agreed not to attack the other. Note that this does not mean the players aren't allowed to attack each other – it is perfectly allowed to break a NAP – but this will lead to a certain amount of mistrust in future. It's up to you!

A player can make an attack through the territory of another empire that he has a NAP with. The player simply treats the NAP'ed empire's territory as his own. This will allow the player to launch an attack on other enemies that might otherwise be too far away or divided from him by the NAP'ed empire.

DESTROYING EMPIRES

If an empire loses its capital tile then it is destroyed and the player is out of the campaign. All of the territories that were previously part of the empire immediately revert to unoccupied land and all territory markers are removed.
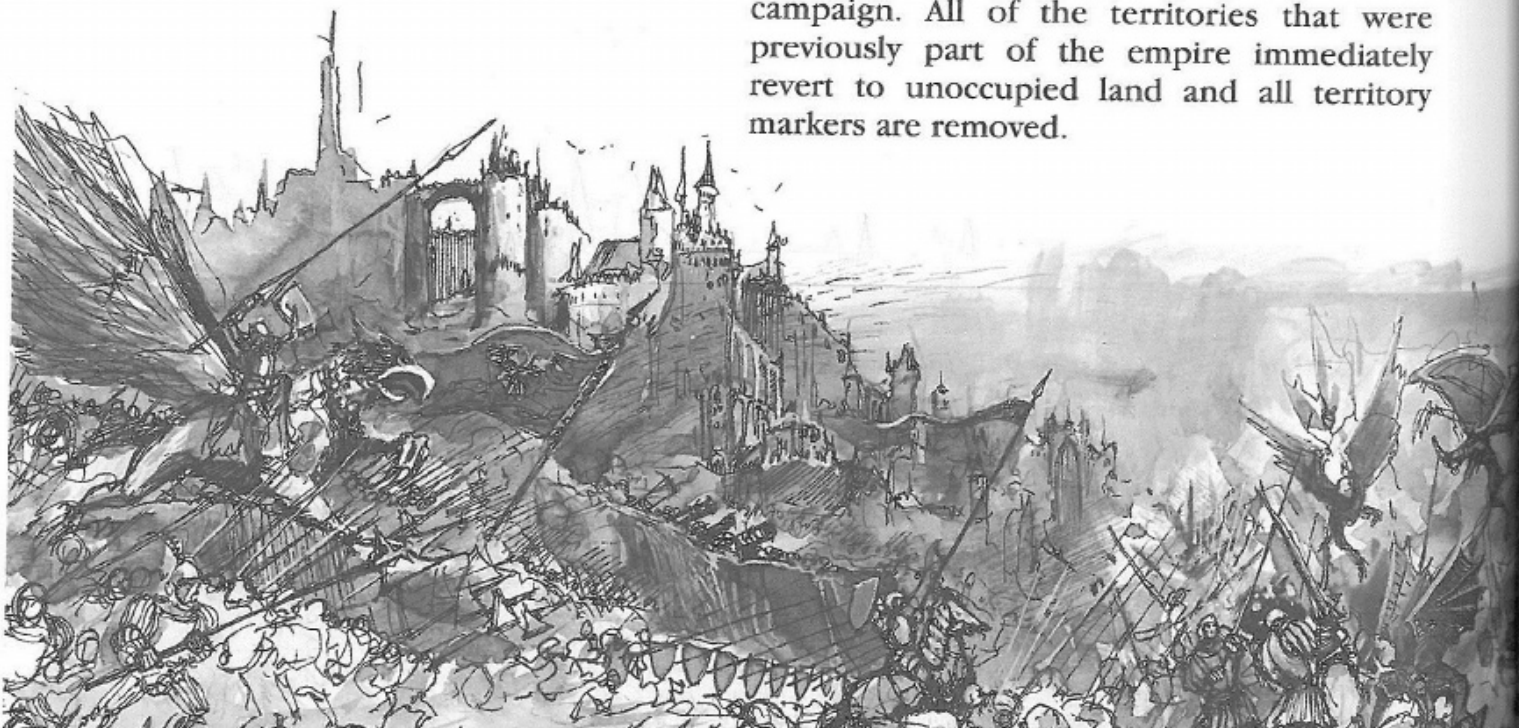
A capital can only be destroyed if it is the specific target of an attack. This is called a capital assault. To make a capital assault, the attacking empire must already own a territory tile that is adjacent to the capital tile.

At the start of the Orders phase, the attacking empire(s) must openly announce that it is going to launch a capital assault. The player positions his attack arrow accordingly and then the remaining players work out their attacks secretly in the usual manner. Note that this gives the other players an opportunity to negate the capital assault by attacking the empire(s) making the assault.

Instead of a standard pitched battle, play a game of siege using the final scenario (3) and rules from Warmag 9 'Into the Breach'. If the attackers win, they have captured the enemy capital and thrown down that empire.

WINNING THE CAMPAIGN

In our experience, campaigns can often become very long affairs and players' enthusiasm inevitably dims after a while. We therefore recommend that the campaign is played to a set number of rounds or until one empire has conquered half of the territory tiles on the map. The empire that has the largest territory once all the rounds have been played is the winner.

Needless to say it is perfectly feasible to set any victory conditions you wish or to continue to run the campaign indefinitely if you prefer.

TEAM PLAY

In the team game, each empire is represented by a team of between one and seven players – we recommend three or four players per empire as ideal. It is usual for each empire to represent a single race (High Elves, Orcs & Goblins, Dwarfs, etc) but empires can be mixed if this is convenient. If you have a varied and uneven selection of armies it is often more practical to divide into Good and Evil empires rather than try to stick to racial types.

Note that in a long-term campaign it is not strictly necessary that every member of each team participate in every round. The system can accommodate periodic absences, holidays, and occasional participants, as well as unexpected visitors.

Territories

You will need to number the empire territory markers to represent individual players, eg, Red 1, Red 2, Red 3, Blue 1, Blue 2, Blue 3, etc. Thus the Red empire is represented by all the red territories, and Red 2's territories are indicated by the red 2 markers.

At the start of the campaign one player in each empire is elected as overall ruler (the number 1 territory marker for convenience). Each player begins by placing an equal number of territory markers starting with the overall ruler who must place his first marker in the capital. Once each player has placed an equal number of markers the ruler takes any territories left over. So, with three players each takes two territories and the leader takes a third, with four players each takes one territory and the leader takes the remaining three, and so on.

Orders

The overall ruler decides where to attack either in consultation with his team or not as he pleases. It's great to be King!

Battles

Once successful attacks have been established battles are fought between players from the warring empires.

If two empires are attacking each other then the players simply pair off. This can be done randomly or by mutual agreement – it does not greatly matter. If you use the coloured and numbered territory markers then you can randomly allocate partners by pulling these blind from a cup.

If there are more players on one side than another, excess players double up with their team mates to fight two on one battles using the allied rules. If necessary fight three on one, four on one and so on, so that all the players are taking part.

If two or more empires are successfully attacking another, begin by allocating all the players from the attacked empire to opponents. Alternate between enemies starting with the most numerous. So, if there are 5 Red players taking on an alliance of 5 Blue and 3 yellow allocate Red to Blue, Red to Yellow, Red to Blue, Red to Yellow, and Red to Blue. Finally, randomly allocate the remaining attacking players to existing battles. This will result in 2 on 1 battles with allied armies from the same or different empires depending on the draw.

Any in-game benefits from special locations apply only to the individual player who owns the corresponding territory– they do not apply to the empire as a whole or to entire allied armies.

Post Battle

Determine how many battles each empire has lost, won, or drawn that round. Allocate campaign points as follows.

3 pts The empire has won more battles than it has drawn/lost.

2 pts The empire has neither won more battles than it has drawn/lost nor lost more battles than he has drawn/won.

1 pt The empire has lost more battles than it has won/drawn.

The empire's campaign points are allocated to the individual player who both won his battle and scored the most victory points. Start with the empire whose player scored the most victory points and then proceed to other empires in descending order as described for the individual game.

In the team game, a player can only acquire a maximum of one territory per round (except as noted below). The player places his territory marker in the tile to show he has taken possession of it. The tile can be anywhere on the edge of the empire – it does not have to be contiguous with the player's existing territories so long as it is contiguous with the empire as a whole.

If there are any campaign points left over once the player has acquired a new territory, then these pass to the next highest scoring victorious player in that empire. Once again the player can acquire a maximum of one territory. If there is a final point remaining, the next highest scoring victorious player can use it to acquire a territory as well.

If there are only one or two victorious players in the empire then any surfeit points recycle to the first player again – in which case the player
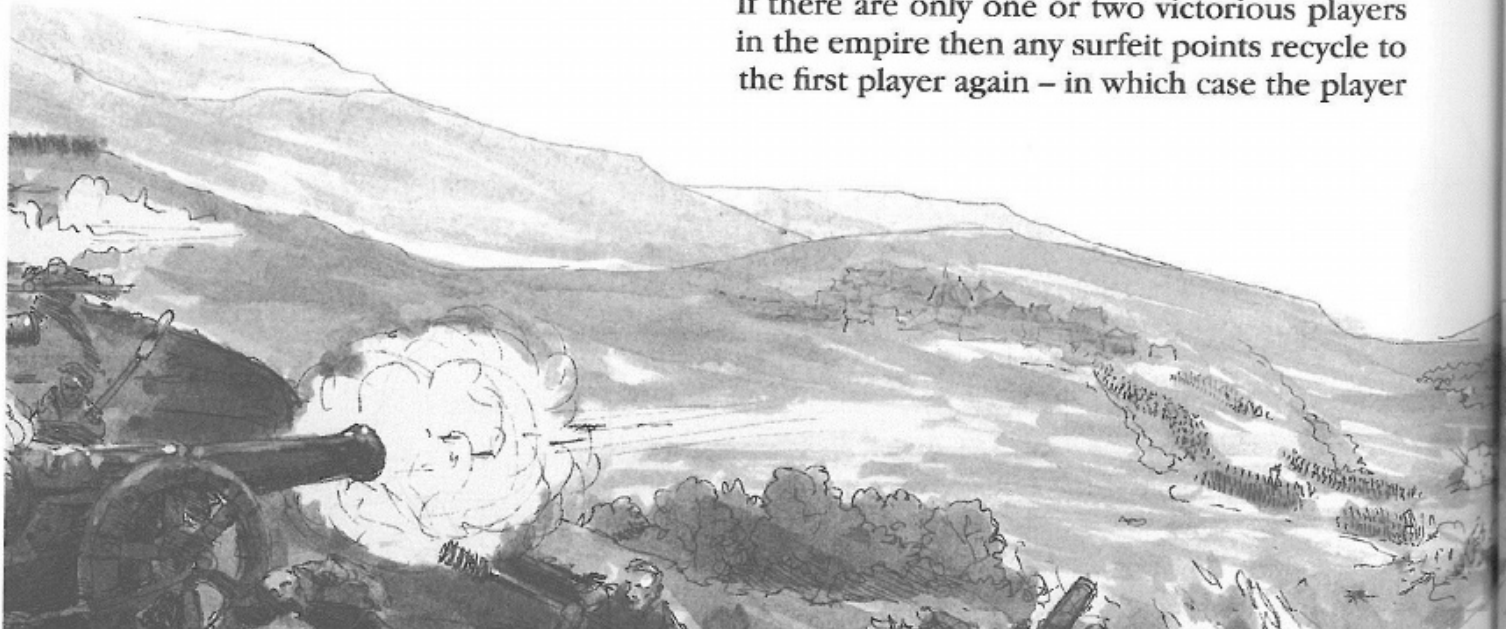
may get to place more than one territory in that round. If no players are victorious (say all draw or lose) then the points go to the highest scoring drawers – if all players lose to the highest scoring loser.

Note that at the start of the campaign when there is plenty of 'one point' territory to acquire it is usual for three players to each expand their territories when their empire wins the round. Later, as territories have to be won from the enemy, it is usual that only the top scoring player gets to place a territory.

In long term team games, a player who has no territory left can continue to play and will get the opportunity to acquire new territory exactly as before. Individual players do not get knocked out just because they have no territory. This is arranged for lengthy campaigns where players intend the campaign to last over several weeks or months.

In a weekend or inter-club game where a resolution is required within a relatively short time then individual players are knocked out once they have no territory. This will tip the balance of the game more quickly as empires with fewer players will be forced to fight more two on one and eventually three on one and four on one battles.

If a player has more territory than the empire's leader then he can challenge the current leader. In a long term campaign this can be resolved as a battle (civil war) but in an inter-club team game it is best resolved automatically. The player with the most territory automatically assumes the leadership of the empire if, in any subsequent round, he both wins his battle and scores more Victory points than the current leader.

THE WINNERS

There are several ways to resolve victors in team games – in an inter-club game or similar competitive team event this is usually done after a fixed number of battles or a fixed time limit. The empire with the largest territory at that time is the winner – in the event of a tie compare the final round Victory points of the rival team leaders.

NOTE ON ALLIED BATTLES

In a long running team campaign it is quite common to find that a disproportionate number of the games become two on one affairs because the teams are not evenly represented. This can get a bit tedious after a while. We therefore normally allow excess players to play 'civil war' games against fellow team members or against allies if they are agreeable. This just allows us to sort the games into more one on one's if this is what the players prefer. Wins and losses score to each player's own empire as normal, and victory scores count for territory allocation in the normal way. Regardless of which players actually fought – the enemy empires fought against that round are still the 'enemy' for purposes of removing territory.
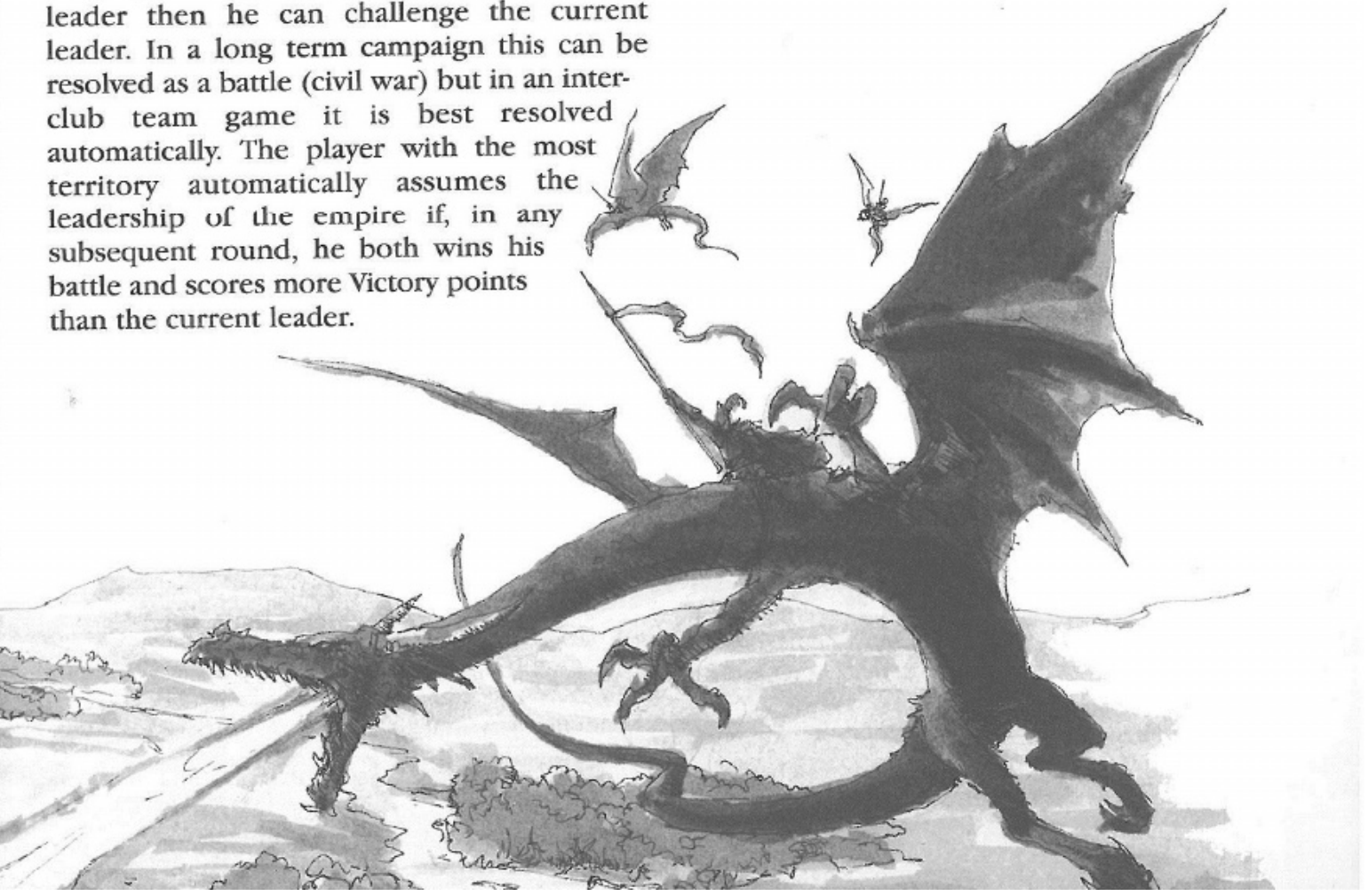
These pages have a complete listing of all the models and printed material available for Warmaster. Get in touch with your local GW Mail Order department or visit the GW website to find out prices and how to order.

Rules and Supplements

Warmaster rulebook
Warmaster 2002 Annual
Warmaster magazine(48 page bi-monthly support)

Bretonnia

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

Chaos

Chaos Warriors (1 Command & 5 random strips)
Chaos Marauders (1 Command & 5 random strips)
Marauder Horsemen (1 Command & 5 random strips)
Chaos Knights (1 Command & 5 random strips)
Chaos Spawn (2 Spawn)
Chaos Hounds (1 Command & 5 random strips)
Chaos Harpies (6 random strips)
Chaos Dragon Ogres (3 complete Dragon Ogres)
Trolls (9 Trolls)
Ogres (9 Ogres)
Chaos Character set
Lord riding Chaos Dragon (1 complete model)
Chaos Sorcerers (2 complete models)
Chaos Chariot (3 chariots)

Chaos Warriors

Dark Elves

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

Dwarfs

Dwarf Warriors (1 Command & 5 random strips)
Dwarf Hammerers
(1 Command & 5 random strips)
Dwarf Troll Slayers (6 random strips)
Dwarf Cannons (2 complete models)
Dwarf Flame Cannon (2 complete models)
Dwarf Character set
Dwarf Gyrocopter (1 complete model)
Dwarf Thunderers (6 random strips)
Dwarf King on Throne (1 complete model)
Dwarf Anvil of Doom (1 complete model)

Dwarf Trollslayers

Empire

Halberdiers (1 Command & 5 random strips)
Hand Gunners (6 random strips)
Crossbowmen (6 random strips)
Empire Character set
Flagellants (6 random strips)
Empire Skirmishers (6 random strips)
Empire Knights (1 Command & 5 random strips)
Pistoliers (1 Command & 5 random strips)
Empire Cannons (2 complete models)
Empire Volley Gun (2 complete models)
Empire Steam Tank (1 complete model)
Empire Hero on Griffon (1 complete model)
Empire War Altar (1 complete model)
Knights Blazing Sun (1 Command & 5 random strips)
Knights Panther (1 Command & 5 random strips)
Knights White Wolf (1 Command & 5 random strips)
Empire Mortar (2 complete models)
Elite Halberdiers (6 random strips)
Elite Handgunners (6 random strips)
Empire Cart (3 complete models)

High Elves

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

Kislev

Axemen (1 Command & 5 random strips)
Archers (6 random strips)

Winged Lancers (1 Command & 5 random strips)
Bear Handlers (1 Command & 5 random strips)
Kislev Character set
War Wagon (1 complete model)

Lizardmen

Saurus (1 Command & 5 random strips)
Skinks (6 random strips)
Temple Guard (1 Command & 5 random strips)
Lizardmen Character set
Cold One Riders (1 Command & 5 random strips)
Kroxigor (9 Kroxigor)
Salamanders (6 random strips)
Terradons (3 Terradon stands)
Stegadon (1 complete model)
Mage-Priest on Palanquin (1 complete model)
Hero on T-Rex (1 complete model)

Miscellaneous

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

Orcs

Orc Warriors (1 Command & 5 random strips)
Orc Boar Riders (1 Command & 5 random strips)
Black Orcs (1 Command & 5 random strips)
Night Goblins (1 Command & 5 random strips)
Forest Goblins (1 Command & 5 random strips)
Goblin Wolfboyz (1 Command & 5 random strips)
Forest Goblin Spider Riders
(1 Command & 5 random strips)
Goblin Wolf Chariot (3 chariots)
Orc Rock Lobber (1 complete model)
Orc Character set
Orc Boss on Wyvern (1 complete model)
Trolls (9 complete Trolls)
Ogres (9 complete Ogres)
Giant (1 complete model)
Night Goblin Archers (6 random strips)
Goblin Fanatic Cannon (3 cannons)
Orc Carts (3 complete models)

Siege

Empire Siege Tower (1 complete model)
Chaos Siege Tower (1 complete model)
Orc Siege Tower (1 complete model)
Earthworks set
Gun Emplacements set
Siege Accessories set
Battering Ram (1 complete model)
Mangonel (1 complete model)
Trebuchet (1 complete model)
The Mangonel and Trebuchet require crew models. The
following crew packs are available: Bretonnian, Undead, Orc,
High Elf, Empire and Dwarf.

Skaven

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

Doom Wheel (1 complete model)
Screaming Bell (1 complete model)
Skaven Character set

Undead

Skeletons (1 Command & 5 random strips)
Skeleton Bowmen (6 random strips)
Undead Character set
Undead Cavalry (1 Command & 5 random strips)
Undead Chariots (3 chariots)
Skull Chukka (1 complete model)
Bone Thrower (2 complete models)
Undead Carrion (3 Carrion stands)
Bone Giant (1 complete model)
Undead Sphinx (1 complete model)
Hero on Zombie Dragon (1 complete model)
Undead Cart (3 complete models)

Ghouls

Vampire Counts

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

Forgeworld

Forge World produces resin models for use with
Warmaster. The models are only available directly from
Forge World, you can't order them through
GW Mail Order.
To order call 0044 (0) 115 916 8177
Or visit www.forgeworld.co.uk

FWM900	Blarney Castle	£12/$20.00
FWM902	Bunratty Castle	£25/$42.00
FWM904	Stone Tower	£12/$20.00
FWH901	Black Rock Castle	£25/$42.00
FWM903	Ashford Castle	£14/$23.00
FWM005	Wizard's Castle	£18/$30.00
FWM006	Wizard's Tower	£10/$17.00
FWM010	Windmill	£15/$25.00
FWM001	Small House	£6/$10.00
FWM013	Cargo	£2.50/$4.50
FWM002	Outhouses	£8/$14.00
FWM016	Small Bridge	£4.50/$7.50
FWM015	Boat	£6.50/$11.00
FWM014	Cannons	£2.50/$4.50
FWM008	Castle Gateway	£15/$25.00
FWM009	Castle Walls	£17.50/$29.00
FWM007	Castle Tower	£10/$17.00
FWM012	Empire Ship	£25/$42.00

Starter Armies

The following starter armies include enough units to make up a 1,000 pts Warmaster army. These are ideal for both new players to Warmaster and for those who wish to expand their existing armies in increments of a 1,000pts. Contact your local Mail Order department for prices and how to order.

Bretonnia

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

ORCS & GOBLINS

An Orc Character set, two units of Orc Warriors, one unit of Black Orcs, two units of Goblins, one unit of Trolls, one unit of Boar Riders, one unit of Wolf Riders, one unit of Wolf Chariots, one Giant and one Rock Lobber.

KISLEV

A Kislev Character set, two units of Axemen, two units of Knights, two units of Bowmen, three units of Horse Archers, a War Wagon and one unit of Bears.

DWARFS

A Dwarf Character set, four units of Warriors, two units of Thunderers, one unit of Troll Slayers, one unit of Cannons, one unit of Rangers, one Gyrocopter and one unit of Flame Cannons.

UNDEAD

An Undead Character set, two units of Skeletons, two units of Skeleton Bowmen, one unit of Carrion, one unit of Skull Chukkas, two units of Chariots, one Bone Giant and two units of Cavalry.

HIGH ELVES

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

CHAOS

A Chaos Character set, two units of Chaos Warriors, two units of Chaos Marauders, one unit of Ogres, one unit of Harpies, one unit of Chaos Knights, two units of Marauder Horsemen, one unit of Dragon Ogres and one unit of Chaos Hounds.

The Empire

A Character set, two units of Halberdiers, one unit of Handgunners, two units of Crossbowmen, one unit of Flagellants, two units of Knights, one unit of Pistoliers, one Empire Steam Tank and one unit of Cannons.

LIZARDMEN

Two units of Skinks, two units of Saurus, a Stegadon, unit of Cold Ones, unit of Salamanders, unit of Kroxigor, unit of Temple Guard, unit of Terradons, the Character set and the Slann on Palanquin.

DARK ELVES

A Dark Elf Character set, two units of Spearmen, two units of Crossbowmen, one unit of Elven Bolt Throwers, two units of Cold One Knights, one unit of Dark Riders, a War Hydra and two units of Witch Elves.

VAMPIRE COUNTS

A Vampire Counts Character set, three units of Skeletons, three units of Zombies, one unit of Ethereal Host, two units of Grave Guard, one unit

SKAVEN

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

The War of the Staff

High Elves ambush the Lizardman caravan from Hexaotl.

A Lizardman army brings the High Elf invaders to battle at the bridge on the river Quei.

WARMAG

THE ESSENTIAL WARMASTER SUPPLEMENT...

- **Trial Rules – The Skaven Army.**

- **The War of the Staff – a tree campaign for Warmaster.**

- **Mighty Empires – an entire map based campaign.**

- **Warmaster Hordes – the full range of Warmaster miniatures.**

Skaven characters designed by Colin Grayson and painted by Mark Bedford.