

Issue 19

WARMMASTER

MAGAZINE

Art of Siege Part V

Circle of Blood

Khorne Daemons

Warmaster Circuit

Allied Contingents



GAMES
WORKSHOP®

Circle of Blood

Read about this campaign on pages 4-19.



The Undead horde of the vampiric Red Duke relentlessly assault the Bretonnians



Vampire Counts and Bretonnians clash at the bridge on the river Morceaux

INTRODUCTION

Welcome to issue 19 of Warmag. As you can no doubt tell from the cover we have a whole new set of Daemon Horde releases this month. This time around, we have the daemonic forces of Khorne, the Blood God, but more about that later. Fellow Fanatic Tom Merrigan has finally put the finishing touches to his adaptation of that fine Warhammer campaign pack, Circle of Blood. Erwin Jackson, Mike Bolton's opponent from last issue, brings us a battle report from the big London wargames show, Salute. Also, inspired by all of the cool independent shows and events we have witnessed and taken part in, such as Wayne Rozier's amazing Warmaster, Jervis Johnson has got together with our Events team to come up with a Warmaster Circuit of tournaments.

So, what else is transpiring in the Fanatic studio? Well, Tom is working hard on a Chaos Daemon army list and your's truly is slaving away on the forthcoming Arabian army list. And if that's not enough to wet your whistle Mark Bedford and myself are drafting some most ambitious plans to recreate the siege of Middenheim in Storm of Chaos. How do they do it you may ask yourself!

Read on and enjoy!

Steve

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WHAT'S NEW?



This issue we have a truly demonic set of releases for you! Following on from the Nurgle Daemon Horde and Daemon Princes released with issue 10 we now have the servants of the Blood God for your Chaos armies. These models have been sculpted by Citadel Miniatures designer, Colin Grayson.

First we have the Khorne Daemon Horde, the Bloodletters of Khorne. These miniatures perfectly mirror their Warhammer counterparts and make a fine alternative unit for Chaos Warriors in any Chaos army.

Next we have a unit of Fleshhounds of Khorne – the Daemonic hunting hounds of the dark god of slaughter. These can easily be used to represent Chaos Hounds in a Chaos army.

We also have three new character models: A general mounted on a Juggernaut, a ferocious mount, part daemon-part machine. There's also a Daemon Prince of Khorne – winged and horned in the classical daemonic way. Finally we have a Greater Daemon of Khorne – a Bloodthirster. This Bloodthirster is a magnificent model armed with whip and axe and encased in intricately detailed bronze armour. Both the daemon prince and Bloodthirster can be used as characters in the Chaos army, maybe mounted upon Chaos Dragons.

Details for ordering any of these new releases can be found on page 45.



Khorne Bloodletters



Flesh Hounds of Khorne



Khorne Daemon Prince



Khorne General on Juggernaut



Khorne Bloodthirster

THE DAEMON HORDES OF KHORNE

A collection of daemonic lore

Khorne is the Blood God, the Lord of Skulls, also known among many of the northern tribes as Arkhar or Kharnath, as well as a myriad other names. He is perceived as an angry, raging god of bestial strength and merciless battle prowess who rewards bravery, might-at-arms and conquest. In the few depictions of Khorne that exist, he is represented as an overly-muscled, beast-headed being, sitting on a massive brass throne atop a mountain of skulls, said to be the skulls of those slain by his champions, as well as the heads of his followers who have fallen in battle. Chained to his throne are flesh hounds, and it is written in dark texts that a follower can call upon Khorne to let loose these merciless hunters upon a foe, in particular those craven enemies who refuse to fight in open battle.

There are no temples to Khorne and few true ceremonies in his name, for he is the God of War and is worshipped on the battlefield. The only known dedication is the bloodthirsty battle-cry roared by all his followers – “Blood for the Blood God!”



In the wider world beyond the Chaos Wastes, some worship the god Khaine, Lord of Murder, though whether the Elven god Khaine is Khorne by another name or a lesser power in his own right is debated over by scholars inclined to such heretical and dangerous subjects.

Khorne despises spellcasting and magic, although magical weapons and armour that aid the slaughter in his name are a different matter. There are no wizards dedicated to Khorne, for a Champion of Khorne is the embodiment of the warrior who battles his enemy face-to-face rather than blasts his foes from afar with magical bolts. Axes are favoured weapons of Khorne, and another common mark worn by his followers is the Collar of Khorne: a massive studded ring clasped around the neck in imitation of the collars worn by the Flesh Hounds.

OF DAEMONS...

The appearance of gods and daemons in the material world is not necessarily the appearance that those daemons have in their own existence – for there they have none at all. But in the thoughts of men they acquire shapes and attributes, and these things bind them into forms and mould their minds when they manifest themselves in the world of time and space. Even these physical forms are not necessarily consistent – for neither is mortal expectation universally the same – but the traditions and beliefs of Mankind are powerful.

This is what daemons are – portions of a god’s power made manifest, imbued with physical form and intelligence that is moulded by the expectations and traditions of mortals. They are sorcerous creatures whose bodies and minds are created from magical energy, and which will eventually dissolve back into magical energy. As such, daemons can only exist in magically saturated environments such as can be found in the extreme northern lands of the world and within magical constructs such as pentagrams and vessels of containment. Only when magical power – the raw energy

of Chaos – spills into the wider world can daemons wreak a greater havoc in the realms of mortals.

DAEMON PRINCES

Daemonhood is the ultimate goal for those who tread the path of Chaos. It is the reward for decades of dedication to the Chaos gods, giving immortality and unimagined strength and power. Daemon Princes are considered by some to be even more dangerous than the Greater Daemons, for they still retain much of their individuality and independence, unlike other daemons which are merely vessels of their master's will. All of them are born aloft by huge wings, one of the signs of daemonhood, enabling them to fly across the battlefield, laying waste to the enemy with gigantic weapons imbued with raw chaos energy.

As well as being transformed into a Daemon Prince, a servant of the Dark Gods may well become possessed by the spirit of a daemon. Such creatures are not as powerful as Daemon Princes as they must expend much of their energy maintaining their hold on the mortal realm. These Exalted Daemons, as they are known, often follow Daemon Princes and Greater Daemons into battle, but it is also not unheard of for a mortal Champion to command an Exalted Daemon to his bidding.

Daemon Princes and Exalted Daemons are as varied as the Champions of Chaos from whose ranks they spring. Some are awesome warriors, particularly the Daemon Princes of Khorne, while followers of Tzeentch who are elevated to daemonhood are potent spellcasters. As they stand on the borders between mortal and daemon, Daemon Princes are known to command legions of either men or daemons. Some Daemon Princes leave behind their mortal followers and lead the daemonic hosts from the Realm of Chaos, sustaining them with their own unnatural energy. Others continue to lead their warband, who view their great leader as a demigod, which is not far from the truth.

In fact, some of the oldest and most powerful Daemon Princes are worshipped as deities in their own right. They become local gods for villages and tribes, acting as intermediaries for their patron deity – their words and deeds are treated as the words

and deeds of the Dark Gods themselves. But, powerful as it may be, only a foolish Daemon Prince thinks itself mightier than the gods themselves.



BLOODTHIRSTERS OF KHORNE

A Greater Daemon of Khorne is known by many names. It is the Blooded One, the Lord of Skulls, the High-handed Slayer, War Given Form. Most commonly, it is as the Bloodthirster that it is known. Monstrous in its size, the daemon sweeps all before it with a rune-forged axe of screaming death, lashing the souls of its foes with a whip that burns with the fires of hell. On giant pinions, it soars across the battlefield, bellowing with immortal rage. Their bloodlust extends far beyond mortal comprehension, and they will attack anything within their reach with incredible ferocity. They do not know fear, other than of their dread master Khorne, and charge headlong into the foe, regardless of the cost or consequence, although the usual consequence is the deaths of those who stand before them rather than flee.

Bloodthirsters are walking demi-gods of death, and their mere presence drives their mortal and daemonic allies into a frenzy. They are hate-filled creatures, who bellow and scream challenges to their

mortal adversaries, and few are the heroes of the world who can stand up to them and live for more than a heartbeat.

But the call to battle is never silenced for a Bloodthirster, no matter how many skulls are laid at the foot of Khorne's throne, no matter how many souls are severed from their weak mortal bodies by axe and whip. For Bloodthirsters are immortal warriors and they will fight until war itself no longer exists.

BLOODLETTERS OF KHORNE

Bloodletters are Lesser Daemons, known variously as the Footsoldiers of Khorne, the Warriors of Blood, the Teeth of Death, or the Horned Ones. Carrying blades quenched in the blood of a generation of fallen warriors, they march behind twisted banners that flutter in no earthly breeze, accompanied by the chanting of the names of those slain in battle. They are bestial creatures, with snarling, fanged mouths, whose skin drips constantly with blood, their matted manes shaped into spines with dried gore. Like the raging god from which they are born, Bloodletters have no desire but to shed blood on the field of battle. They are clad in fragments of armour, which are sometimes melded to their skin, and wield massive axes, the symbol of their lord and master, the God of War.

FLESH HOUNDS OF KHORNE

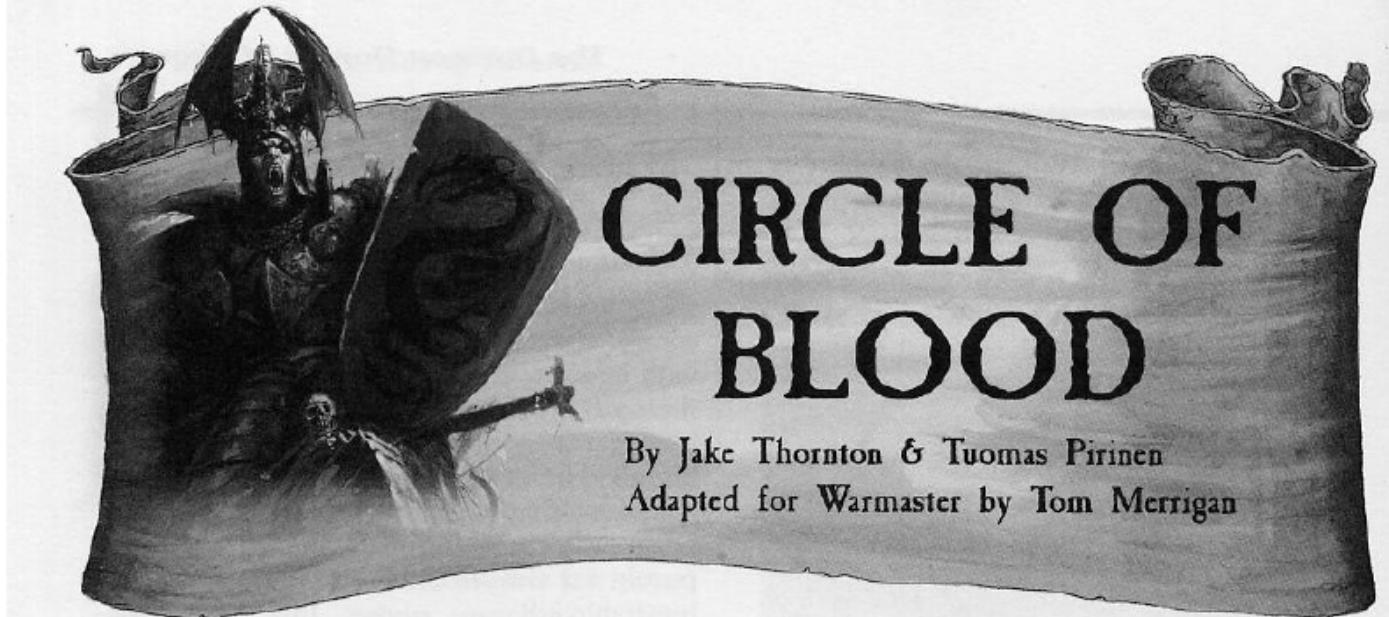
The Hunters of Blood come, unerringly stalking across the distant leagues, across seas and mountains, merciless predators who know the scent of every mortal creature. Flesh Hounds are brutal beasts with massive iron collars of Khorne around their necks, driven with spikes and studs. Their razor-sharp claws are like swords, their bloodied bodies ripple with unnatural sinew and muscle. As savage as their god, they prey upon any who stand in their path, existing purely for the thrill of the chase and the inevitable kill.

JUGGERNAUTS OF KHORNE

The Steeds of Khorne, the Juggernauts, are massive armoured creatures that are part-daemon and part-enchanted steel and sinew. They are mighty beasts of groaning iron and brass, standing taller than a man, riveted and clad in sheets of metal, but with fire for blood and a beating daemonic heart. They are forged in dark fires and bound with dire runes, their primordial rage tamed within a shell of artificial metallic muscle and bone.

The most favoured Champions of Khorne ride atop a Juggernaut. The charge of a Juggernaut causes the ground itself to tremble, and few can stand before such an unholy union of awesome warrior and unnatural mount trampling into their midst.



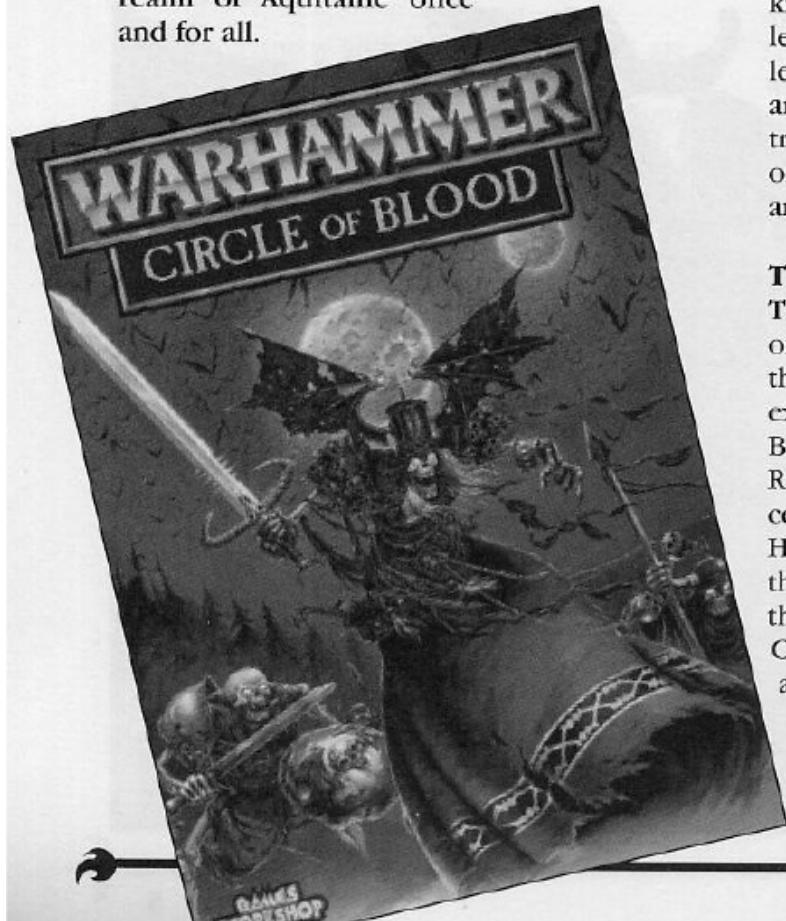


CIRCLE OF BLOOD

By Jake Thornton & Tuomas Pirinen
Adapted for Warmaster by Tom Merrigan

Welcome to the second Warhammer Campaign adaptation for Warmaster. The first of these adaptations, *The Grudge of Drong*, appeared in Warmag 16. Those Warmaster players who are also veterans of Warhammer will remember when GW released several narrative based campaigns for Warhammer 4th edition. This was the third of these campaigns from way back in 1997.

This campaign pack describes the tragic ballad of the Red Duke, once a noble knight of Bretonnia, until he was struck down with the terrible curse of Vampirism whilst fighting in the Crusades. He was defeated in an ancient battle, and thought to be dead. But now the Red Duke has returned, and he has summoned his Undead servants for one final clash that will determine the fate of the realm of Aquitaine once and for all.



The Red Duke dreams of building a Kingdom of Blood, a realm of Undeath ruled by himself as an immortal Vampire King. First, though he has to defeat the knights of Bretonnia. The inhabitants of Aquitaine, unaware of this dire threat, are assaulted by the merciless Undead enemy. Only a valiant defence can save them!

THE CAMPAIGN

In this campaign, there are three preliminary battles which then lead up to an all-out, death-or-glory final conflict. The first three battles are relatively small actions with up to 1,500 points per side. The final battle involves massed armies of 3,000 points or more.

The campaign is set in a particular time and place, and involves two of the great races or kingdoms of the Old World. The events leading up to each battle, the motives of the leaders and the story behind the campaign are all described. There are also hints on transporting this campaign to another time or place, and fighting it using different armies.

THE FOUR BATTLES

The campaign is designed so that the results of each of the three preliminary games affect the final battle in some important way. For example, if the Vampire Counts win the Battle at Mercal, then the Necromancer Renar has raised the heroes from the cemetery and they may include up to three Heroes per 1,000 points in the final battle, the Battle Ceren Field. On the other hand, if the Bretonnians win, then the Vampire Counts may only include the standard amount of Heroes.

In the fair land of Bretonnia, to the north of the dukedom of Brionne, on the banks of the river Morceaux, lies the dukedom of Aquitaine. It is a beautiful land, dotted with vineyards and fields, rolling pastures and valleys. Aquitaine has no large walled towns or great ports. The folk of the dukedom are rural people, content to tend their fields and vineyards, protected by the castles of their noble lords. They neither need nor require the comforts of city life.

Before the Crusades, Aquitaine was a much larger dukedom, but immediately after this great religious struggle, war visited Aquitaine. Since the dukedom lost many of its inhabitants and the population was simply not large enough to farm all the land available, some of its holdings were distributed between the neighbouring dukedoms. The legend of those times is told elsewhere in this tome.

While the fields in Aquitaine yield a plentiful harvest, it is the fine wine of this land, renown throughout Bretonnia, that makes the dukedom famous. Noble ladies of Couronne and Bordeleaux believe that the fine wines of Aquitaine are a powerful aphrodisiac, and thus they are very much in demand. The traders from the ports of L'Anguille and Brionne are always prepared to buy all the wine that Aquitaine can produce. The revenue from the wine makes Aquitaine very prosperous and the people of the land celebrate its harvest each year.

While it may lack cities and ports, there are several holy places and scattered Grail Chapels in Aquitaine, and the knights of Aquitaine are famous for their prowess in arms. Their castles often include high towers with beacons at the top, so during times of strife the knights can be assembled quickly. They are always eager for battle and it is a testimony to their exceptional valour that the knight chosen to carry the Battle Standard of Bretonnia has come more often from Aquitaine than from any other dukedom.

Knights of Aquitaine scorn excessive finery and comforts as decadent and soppish. Even during times of peace, they often make long bunting forays and sleep outside, in full armour, using their shields as pillows. The tournaments held in Aquitaine are hard-fought affairs, with no quarter given or asked, and most often the victorious

champions are knights of the dukedom. It is also a source of considerable pride to the dukedom that no war in Bretonnia has ever been fought without at least a single knight of Aquitaine taking part.

Many Grail Knights inhabit Aquitaine, for several of the sites where Gilles le Breton fought lie within its boundaries. The Tower of Wizardry, a holy place dedicated to the Lady of the Lake, stands near a blessed lake on the edge of Aquitaine, and Questing Knights often come to seek the aid of the Keeper in their search for the Holy Grail. The Keeper has always been a Grail Damsel, well versed in the ways of magic. Her advice is much sought after, and she ranks as one of the councillors of the Duke of Aquitaine.

Legends claim that in the old days, an entire regiment of knights of Aquitaine rode to war riding Pegasi. Though this is probably a mere fable, there is a tradition that the ruling duke will ride to battle atop a mighty Pegasus. As Pegasi will only accept the most pure hearted and noble of knights, the dukes of Aquitaine must be exceptional men indeed. The winged horse is also part of the traditional livery of Aquitaine, as the dukes claim to have royal blood in their veins.

The ruling house of Aquitaine has a long and honourable history. Their forefathers followed Gilles le Breton during the founding of the kingdom, and the Chanson d'Aquitaine tells that the first Duke of Aquitaine married Damsel Annabel le Bon, a blood relative of Gilles le Breton. The dukes of Aquitaine have distinguished themselves in the service of the King, and their banners have been seen flying above countless battlefields.

The ruler of Aquitaine during the events described in the Circle of Blood was Duke Gilon. He was a great statesman and a mighty warrior, who had achieved the Grail Quest early in his youth. His son, Sir Richemont, was known for his martial prowess and valour, but also for his rashness and impetuosity. Duke Gilon would have liked to have left the dukedom to his son years ago and retired to guard one of the Grail Chapels. However he felt that until his son had learned patience and grown in wisdom, he could not give up his position.

In the distant lands of the Great River, many centuries ago; Nagash, Supreme Lord of the Undead, created the Elixir of Life. This dark and evil potion granted its drinker immortality and rare mystical powers. But it was not without risks for it corrupted both the spirit and the body, and made the recipient crave for the blood of living things. Whomever drank the elixir would shun daylight ever after, and their skin become as pale and smooth as porcelain, and their eyes would burn with red balefires. In time, men would call these creatures Vampires. Mercifully, the secret of Nagash's elixir is now lost. However, seekers of its power still hunt for the formula in the tombs and crypts of the Land of Dead.

The cost of joining the ranks of the Undead is great, but the temptation of gaining the powers of the Vampire for some is worth the risk. Vampires are much stronger than any living man, capable of crushing the back of a bear with their bare hands, or cleaving a fully-armoured man in two with one blow. They have a natural ability to see and sense the dark winds of magic and harness them to their will. Spirits and the animated dead are theirs to command. Beasts naturally attuned to darkness are slaves to their merest whim, and packs of bats and wolves follow them where ever they go.

The unholy ritual that Vampires use to create more of their kind is called the Blood Kiss. Instead of draining their victim, the Vampire passes a portion of its own cursed blood to them, using its hypnotic powers to make its victim forget its ordeal. The doomed man or woman will then fall ill, grow weak, and eventually die of what will look like natural causes. Even if they were pure-hearted and good in life, the tainted blood of the Vampire will drive them deep into depravity and evil. The effect of the dark magic that is now attracted to the victim will corrupt any vestiges of their former life, and their hunger for human blood will erase any pity they feel.

It is said that the potency of each new generation is lesser than the original, so that the most powerful Vampires are always the oldest. Vampires can grant the Blood Kiss for only one mortal in all their existence. Since they seek companions for their long, lonely years, they select their victims carefully, choosing only the most

powerful, intelligent and beautiful amongst the living. This is a tragedy, for the soul of the victim will be forever lost to darkness.

The fair land of Bretonnia may not be as tainted with the curse of Undeath as many other areas of the Old World, but even the land of chivalry is not entirely safe from this evil. The cursed city of Mousillon in the west has always been tainted by the presence of the walking dead and the coastline towns and cities of Bretonnia are forever under the threat of raids by the Undead fleets of Settra.

Bretonnians have many customs to protect the deceased from rising from the grave. One such custom dictates how the deceased is buried. The corpse is first beheaded and then blessed by a Grail Damsel who sprinkles water from a sacred lake over it. Then the mouth of the deceased is filled with cloves of garlic and the grave that the corpse is lowered into is sealed with spells of binding. Even then these measures may not be enough to prevent a determined Necromancer.

Vampires in Bretonnia are very rare, but extremely dangerous. As they invariably belong to the noble classes, they can command considerable temporal power in addition to their own unnatural abilities. If they were powerful liege lords in their former lives, the vows of their knights and retainers in life will bind them beyond death, and if not freed from them, they are destined to serve their foul Undead lords for all eternity. Thus Bretonnian Vampires are served by a vast host of slaves, and the armies they raise are extremely deadly, serving their lord as faithfully in death as they did in life.



BALLAD OF THE RED DUKE

The tale of the Red Duke is an ancient story, well known throughout the lands of Bretonnia. It is told in several different ways, in differing detail, and in some the Red Duke is not the heartless villain that he is painted in others. But still it is a sad and tragic tale.

Although the events described here are shrouded by the mists of time and distorted by legends, an attentive scholar can still reconstruct the real story, sorting the facts from the flowery language of the traditional chansons and ballads of the Bretonnian minstrels. What follows is this truth...

A LONG TIME AGO...

In the time of the Crusades, during the rule of Louis the Righteous, the fifteenth king of Bretonnia, the heathen Arabians, led by the thrice-accursed Sultan Jaffar, conquered Estalia and threatened the freedom of the rest of the world.

...IN A LAND FAR AWAY

Filled with righteous anger, the knights of Bretonnia gathered to oust the invaders. Amongst these knights was the Duke of Aquitaine: a handsome and powerful man, widely known as the most courageous knight in the land. When the noblest sons of Bretonnia raised their swords against the infidel, he was first amongst them, ever ready to protect the honour of Bretonnia.

During the war that eventually freed the kingdom of Estalia and saw the corrupt reign of Jaffar end, he won great fame. A multitude of songs were composed about his victorious battles against the warriors of the Sultan. That was until disaster struck.

During the siege of Lashiek, soon after the walls had been breached, the Duke of Aquitaine disappeared and was thought lost. For days rumours buzzed through the crusaders' camp about his fate until at last he was found, grievously wounded and delirious, but alive. The Duke's loyal retainers cared for him, and even when he fell into a deep coma they would not abandon him. Instead, they made their way back to Bretonnia and their homes, across burning deserts and through Orc and Skaven ambushes. All the time they bore their ailing lord with them on a shaded litter.

THE LORD RETURNS

Eventually they reached their homeland, and there they laid their master down to die. A gloom fell over the castle as the fallen Duke finally succumbed to his fever. His

knights mourned for him and vowed to serve him loyally beyond death, words that would be their downfall in the troubled times to come. They buried him beneath his castle as was the custom in those far off times, and sung chants for his soul far into the night.

THE RESTLESS DEAD

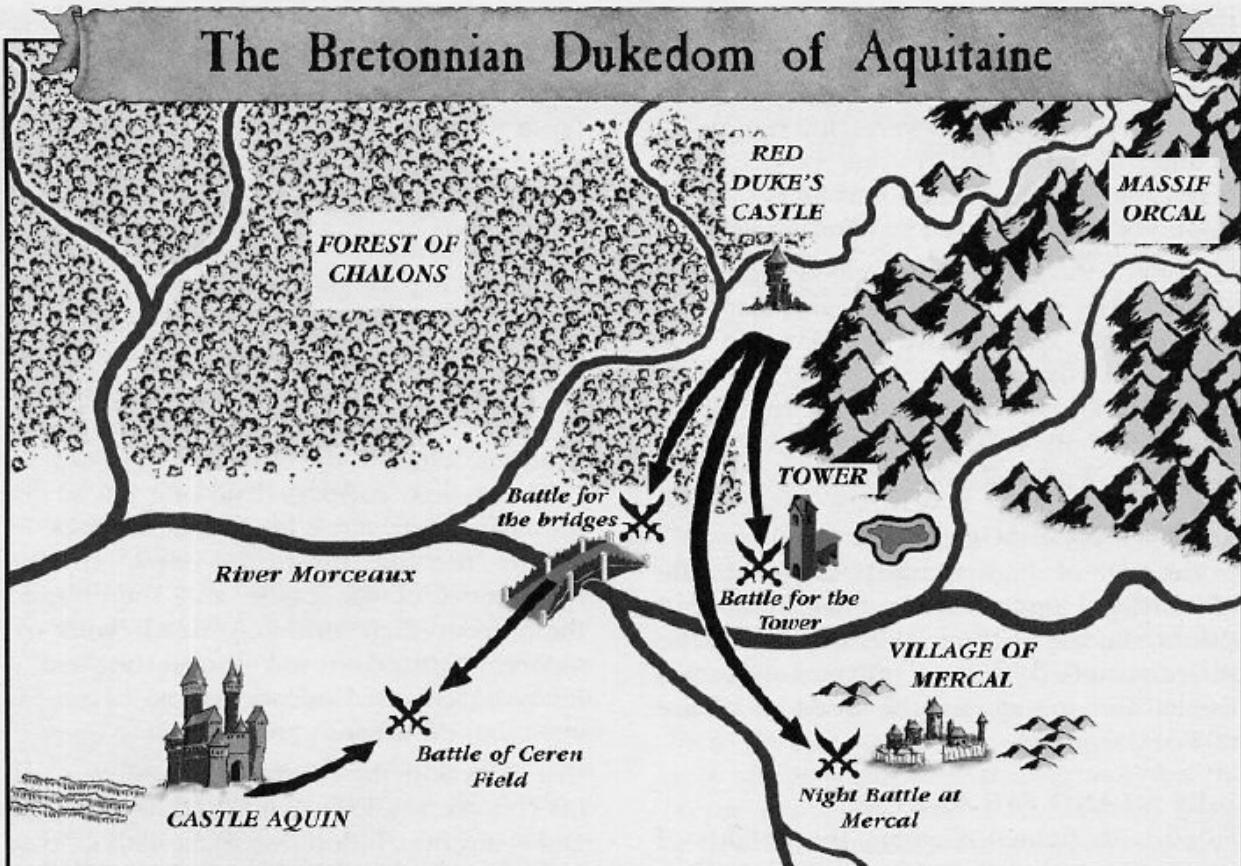
Three days he rested in his tomb, and then, in the midst of a dark, stormy night, he rose. No longer the Duke of Aquitaine, champion of the king. Instead he had become a foul Vampire, tainted by his unknown ordeal. How this had happened no-one knew, but they had other, more immediate worries. In a few terrible hours he slew all the inhabitants of the castle and then raised them from their untimely death with his newly acquired power. Soon he had a teeming army of Undead, and so began his evil reign of terror.

In a short time the commoners came to shun his very name and began to call him the Red Duke, after the blood that soaked his clothes and deeds. Thousands of refugees fled northwards to seek the aid and protection of the king. When he heard of the events in Aquitaine, he gathered a powerful army and rode against his former vassal.

The Red Duke, wary of the power of the King, sought the aid of the Keeper of the Tower of Wizardry. The tower was an ancient, ruined building left by the High Elves of old, built in a place of great power. Its Keeper, Isabeau, was widely recognised as the most powerful magician in Aquitaine. The Red Duke offered her an alliance: together they would challenge the king and divide the Kingdom of Bretonnia.

Isabeau refused. She saw the Red Duke as he was, an inhuman monster from the realm of the Undead, and she fled to join the King's retinue.

The cataclysmic battle was fought on the fields of Ceren. Little is remembered from that conflict when the terrible Undead, still clad in the livery of Aquitaine, fought the nobility of Bretonnia. Suffice to say that no Undead creature could stand against the King, and the Grail Knights did not fear the spirits of the departed. The Keeper of the Tower, with all her power and wisdom, countered the death spells that the Red Duke had summoned in his rage. Finally the two former friends clashed, the King and his champion. The battle raged for an hour, but the Lady of the Lake was with the



Bretonnian king and together they were victorious. The Red Duke's body was pierced by the King's lance, causing a deathblow that sealed the fate of his unspeakable army. His followers were scattered, his castle razed to the ground, and salt ploughed into the scattered ruins.

VANQUISHED

Isabeau advised the King to burn the remains of the Vampire, but he could not bear to see the body of his former champion desecrated. In death, the Red Duke seemed his old self again. His features were noble and peaceful once more, and he seemed purged of his curse. The King ordered a great tomb to be built for his former friend and had it sealed with the mark of the Grail to honour the fallen. Then he ordered the real name of the Red Duke to be stricken from all records so that the terrible shame would be forgotten, and the relatives of the Red Duke could live without constantly being reminded of the evil that once carried their name.

AN UNQUIET GRAVE

But the Red Duke was not dead. His body may have been pierced by the lance of the king, and his will shattered by the power of the Keeper of the Tower, but he had made plans for just such an instance. He had seen to it that part of his essence had been sealed

in a crimson jewel, formed from the blood of innocents and pure evil magic. The years he took to regenerate his shattered body were long, but finally he rose once more and prepared to cast aside the stone doors of his tomb.

This time though it was the Red Duke who was outfoxed. The Grail symbols, and magic sigils of the Keeper held the massive stone doors shut and sealed the Red Duke inside.

For countless years he raged inside the tomb that had become his prison, but to no avail: each time he attempted to open the doors of the tomb with his ferocious strength, the holy carvings and the warding sigils burned into his hands. He cast countless spells to release himself, and used all his cunning to summon unholy creatures from beyond the walls of death to aid him but nothing could move the seal that had been placed on the doors. The wards that bound him were far too powerful.

DELIVERANCE

Though the red jewel preserved the Duke's unnatural life, his hunger for the blood of the living grew until it drove him into a deep pit of madness from which there was no return. He could only scream his rage to the deaf stone walls and swear his revenge.

So it remained for centuries, and people gradually forgot the evil legend of the Red Duke, until one day...

For the first time in a thousand years he could breathe fresh air. He threw his head back and laughed. It was a cold, terrible laughter that promised death to all who heard it.

First, he had to restore his rightful domains. Secondly, the Keeper of the Tower of Wizardry had to pay for her disobedience. It didn't matter to the Red Duke that the Keeper Isabeau who had defied him was long dead. Her descendant would suffice for his revenge. Then he...

"Halt" came a thin, reedy voice. "You will do my bidding. I, Renar, master of the dark arts command you in the name of Nagash himself, um... Supreme Lord of, er..." The voice trailed off as the grim gaze of the Red Duke turned to look upon the robed figure in front of him. Then the Red Duke began to laugh once more, a laugh that was anything but mirthful.

So this puny specimen was the agent of his freedom. Pathetic. He almost felt like killing him for being so feeble, but no, he might be useful. The mortal seemed transfixed. "Master of the dark arts indeed!" He should be torn limb from limb for his presumption. Or perhaps he should be given the honour of providing the Red Duke's first sustenance. Blood. The thought was very tempting. But no, that would be rash. Instead he spoke, his unearthly voice filling the dusty tomb. "No, mortal, you will do my bidding."

For weeks the Red Duke prowled the night, preying on any who crossed his path, regaining his strength with their lifeblood. Guided by the awestruck Renar, he fell upon those foolish enough to walk the night and soon the local villagers were too terrified to leave their hovels.

But as the Red Duke hunted, his unblinking eyes missed nothing. These were his lands; this was his domain, and the people were but a means to quench his thirst. He remembered the times of glory when he had almost overthrown the King of Bretonnia. Those days would return and so would his Kingdom of Blood, where he, and he alone would rule as an immortal god-king, served by Undead knights whose loyalty was eternal. In time, all those who defied him would call him their master. But now he needed to quench the thirst of a thousand years.

More weeks passed, until eventually the Red Duke felt his old strength return. His vengeance could wait no more. He returned to the shattered ruin where his castle had once stood and there, among the tumbled walls, at the darkest hour of the winter solstice, he cast the Great Spell of Doom.

Across the dividing years, through the layers of rotting earth, the dead heard his powerful words. He called out, reminding his knights of the oaths of service they had pledged to him when the world was young.

One by one they came to stand by his side. The bones of his retainers cast aside their tombstones, grasped the weapons that had been buried with them, and shambled to join his gathering armies.

Night after night, the dead of Aquitaine marched towards the shattered castle, until at last a host of Undead, thousands strong, stood ready to obey their master. Now he was prepared. He could not allow Duke Gilon, that foul usurper of his domain, any more time. He must strike without warning and without a chance of the mortals gathering their forces.

The Duke would attack in three places at once and catch his foe scattered and unaware. The fastest of his troops he would send to raze the Tower of Wizardry, exacting his vengeance by slaying the Keeper. His vanguard would ride ahead of the rest of his army, destroying all the villages and securing a bridge over the river Morceaux. He himself would ride with the main force of his troops to destroy any armies that the Bretonnians were foolish enough to raise against him.

This time he would show no mercy.



SCENARIO I - NIGHT BATTLE AT MERCAL

DEATH STALKS THE NIGHT

Through the night they came. Silent, relentless, never tiring. With Renar the Necromancer at their fore, the Undead force had left the Red Duke's castle at dusk, marching over dank marsh and through tangled forests to fall on the village of Mercal in the dead of night. But why Mercal? The Keeper of the Tower was not there, neither was there a route over the river Morceaux. What value did this poor village hold?

A thousand years before, after the Red Duke's defeat, it was not only he that had been sealed inside an ornate prison. As the Red Duke died and his armies began to disintegrate around him, a small group of his most trusted and fanatical retainers had fought their way clear of the disaster. Hiding in the swamps and abandoned woodland where the commoners feared to go, they fought a running battle for days, until finally they were hunted down and slain, one by one.

Like the Red Duke, these once noble sons of Bretonnia were not burned. Instead they were entombed and a Grail Chapel raised next to them so that a holy knight could watch over their spirits for eternity. This chapel lay at the heart of the little village of Mercal.

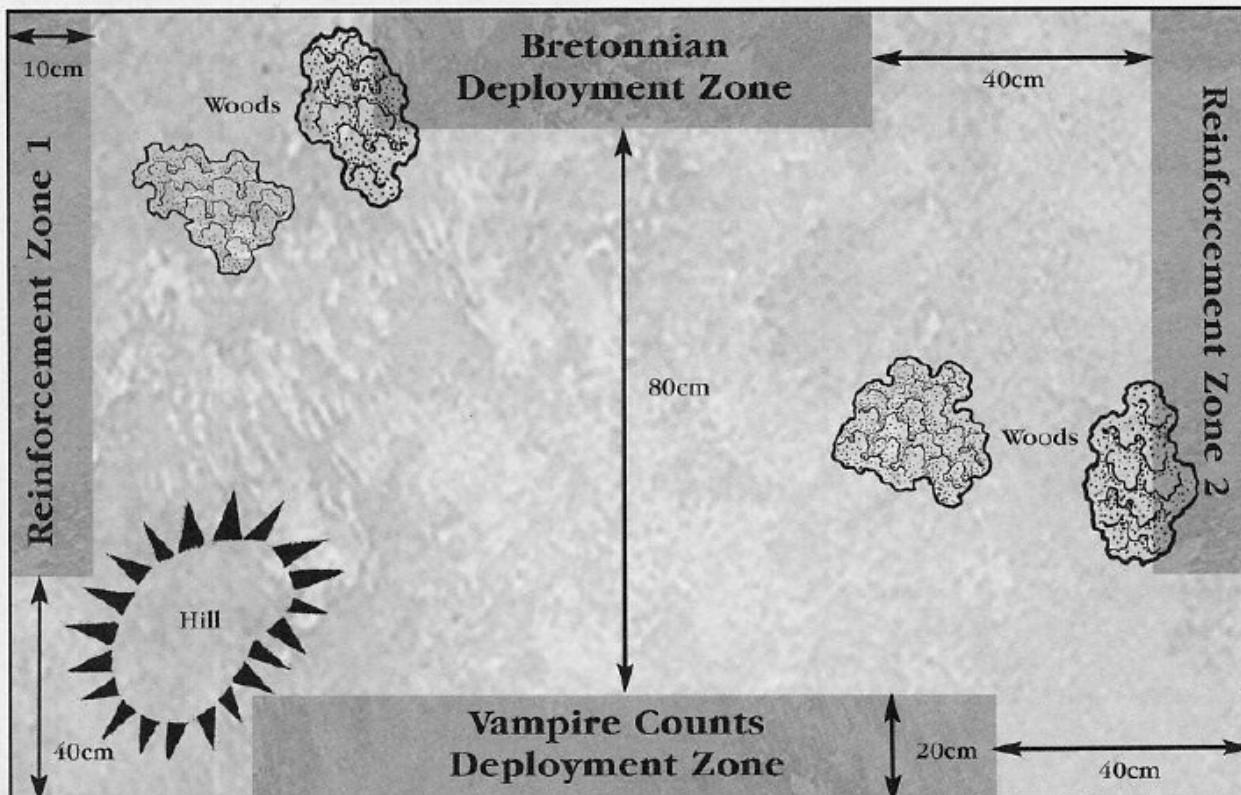
After the Necromancer Renar had freed him from his prison, the Red Duke had called his followers to arms, but these most loyal of his captains had not arrived. He was not pleased. Had they forgotten their vows? Into the darkness he sent his foul messengers, swarms of bats and tides of black, creeping fiends. Soon he discovered the fate of his favourites and it was as merciless as his own: they were entombed in Mercal. They must be freed!

THE CHAPEL SEREINE

In the little village of Mercal all was quiet. The common folk that lived there had retired to their beds after a long day's toil in their master's fields. All was at peace.

Then, without warning the bells of the Grail Chapel began to ring. Not the measured pulse of the call to the faithful, but a frenzied clamour of alarm. The men ran to see what the matter was, only to be met by the knightly guardian of that place telling all of alarm and disaster. He had been granted a vision by the Lady of the Lake and had seen an army of the most terrible things imaginable. The Undead were coming.

The villagers ran for their weapons, hiding their wives and children, readying themselves for the battle ahead. For a few minutes all was confusion, then, in the



centre of the village, the Holy Knight began to sing. It was one of the ancient battle songs of the Bretonnians, a rousing tale of bravery against all odds. Slowly the bowmen and men-at-arms began to form up around their leader, and their confidence began to build. By the time the end of the tale had been reached the villagers were all in place. Each man was ready, each knew his duty, and each hoped silently that the runners they had sent would bring reinforcements in time.

FIGHTING THE BATTLE

Night Battle at Mercal is the first in a series of clashes between the Undead of the Red Duke and Duke Gilon's Bretonnian forces that will eventually climax in a huge final battle. Each of these encounters will influence that battle in some important way.

THE BATTLEFIELD

The battlefield is centred around the village of Mercal, which in turn has at its heart, the Chapel Sereine and its graveyard. It is this ancient and holy place that is the focus of the Undead assault. Set up the battlefield as shown on the map. Alternatively, agree on a variation of the battlefield to suit the scenery that you have available.

THE ARMIES

VAMPIRE COUNTS

The Vampire Count force is 1,500 points in size. The only restriction is that the Vampire Counts player may not choose any Grave Knights as part of their force. In addition, the Necromancer Renar leads the Vampire Counts army and replaces the General in the army list. Renar is a powerful wizard who may re-roll any failed attempt to cast a spell in the same way as a High Elf Wizard. Renar is a Necromancer but has a Command value of 8 and costs 90 pts.

BRETONNIANS

The Bretonnian force is 1,500 pts in size. The only restrictions are that the Bretonnian player may only choose up to three units of Knights and no units of Grail Knights.

DEPLOYING FOR BATTLE

In this battle, the Bretonnians set up first, deploying up to 1,000 pts of troops in the Bretonnian deployment zone. The rest of the army starts in reserve and may arrive during the course of the battle. If the Bretonnian player has any units of Knights they must start the game in reserve.

The Vampire Counts deploy second, setting up their entire force in the Vampire Counts deployment zone.

SPECIAL RULES

Night Battle: Because this battle takes place at night units may only see up to a distance of 60cm for the purposes of shooting or charging.

THE BATTLE

STARTING THE GAME

The Vampire Counts are launching a surprise assault at night and so take the first turn.

ENDING THE GAME

The battle takes place at midnight and lasts until sunrise. To represent this, the game lasts for six turns, each turn representing an hour in the original battle. The game will also end if either army withdraws.

REINFORCEMENTS

The defender should roll at the beginning of each of their turns to see if any reinforcements arrive to help the besieged village of Mercal. Roll a D6 – on the score of a 6, reinforcements arrive (the Bretonnian player may add +1 to his score for each subsequent turn after the first). If reinforcements do arrive then the defender may place the remainder of their army in either of the two wide deployment zones marked on the map. Units that arrive as reinforcements may be issued Commands in the turn that they arrive.

VICTORY OR DEFEAT

The standard victory conditions from page 63 of the Warmaster rulebook apply.

VICTORY GAINS

If the Vampire Counts win, the battle then Renar will cast aside the tombstones and raise the heroes that once served the Red Duke in ages past. In the final scenario, the Battle of Ceren Field, the Vampire Counts army may take up to three Heroes per 1,000 pts, instead of the usual two. In addition, the Vampire Counts may include Renar and he will take up two Wizard choices on the army selector.

If the Bretonnians win, the Vampire Count army will be denied the Heroes that were the scourge of the area when they rode with the Red Duke in their former lives.

SCENARIO 2 – DEFENCE OF THE TOWER

REVENGE OF THE RED DUKE

Countless years had passed, but the Red Duke had not forgotten the part that the Keeper of the Tower had played in his defeat. He decided to attack the Tower of Wizardry and Aquitaine simultaneously. Knowing the sorcerous power at the disposal of the Keeper, he sent one of his most powerful servants to confront her. This was the Banshee, a wailing spirit whose mere howl could kill mortals. The Red Duke ordered her to raze the Tower of Wizardry to the ground and pollute the holy lake that it was built to guard. He also sent the fastest of his servants with her, so that they could strike quickly and unexpectedly, and then speed on to join his main force as he assaulted the borders of Aquitaine. The Undead forces included Dire Wolves and cavalry, as well as Fell Bats.

But the Keeper was not without powers of her own. Using these sorcerous powers she watched the pale lake, and saw a writhing image of dark enemies riding against her. She considered fleeing to the relative safety of Castle Aquin, but in the end she could not abandon the holy place entrusted to her care. She sent her handmaidens to warn Duke Gilon of Aquitaine of the impending doom, advised the commoners to flee with their families, and prepared to sell her own life dearly.

Instead of abandoning their homes, the commoners of the surrounding areas hastened to her side, in respect for the help that she had given them as Keeper of the Tower. The word of a lady in plight spread and many Knights Errant from the surrounding countryside rode to her aid. The Lady of the Lake had not abandoned her faithful servant either. Questing Knights and the scattered Grail Knights gathered by the holy lake, driven by omens and dreams sent by the Lady of the Lake.

When the Banshee arrived, both Lake Tranquil and the Tower of Wizardry were heavily defended. The opposing forces were evenly matched, but the Banshee dared not disobey her master. She prepared to lead her forces into the field surrounding the tower. There they would wait until prayers were being said to the Lady of the Lake. The Banshee knew that at that time her enemies would be at their most vulnerable.

FIGHTING THE BATTLE

Defence of the Tower is the second in a series of clashes between the Red Duke's Undead army and the Bretonnians of Aquitaine that will eventually climax in a huge final battle. Each encounter will influence that battle in some important way. The outcome of this battle decides whether the Undead manage to destroy the Tower of Wizardry and its guardian.

THE BATTLEFIELD

The most important features on the battlefield are the Tower of Wizardry and the Blessed Lake. The surrounding area is woodland typical to this part of Aquitaine.

THE ARMIES

VAMPIRE COUNTS

The Vampire Count force is 1,500 points in size. The only addition is that the Vampire Counts player may choose up to three stone throwers (use the profile from the Orc and Goblin army list in the Warmaster rulebook). This allowance is made so it is possible for the Vampire Counts player to destroy the Tower of Wizardry. In addition, the Vampire Count army is lead by the Fell Banshee who has the same cost and profile as a Vampire Hero but also causes *terror* in its enemies, and therefore imposes the usual combat penalty.

BRETONNIANS

The Bretonnian force is 1,500 points in size. The army is led by Lady Iselda who is a powerful wizard and can cast spells in the same manner as an Enchantress. In addition, Lady Iselda may re-roll any failed attempt to cast a spell in the same way as a High Elf Wizard. Lady Iselda is a Wizard but has a Command value of 8 and costs 90pts. In addition, the Bretonnian player must take one unit of Grail Knights in their force.



DEPLOYING FOR BATTLE

Both armies deploy in their relevant deployment zones as shown on the map opposite. Each player takes it in turns to deploy a unit or brigade.

SPECIAL RULES

THE TOWER OF WIZARDRY

The Tower of Wizardry counts as a tower (obvious really!) and can only be damaged by the stone throwers that are taken as part of the Vampire Counts force. Use the rules on page 90 of the Warmaster rulebook for attacking the tower. In addition, the Bretonnian player may deploy troops in the tower if he so wishes.

THE BATTLE

STARTING THE GAME

The attackers (Vampire Counts) are launching a surprise assault at dawn and so take the first turn.

ENDING THE GAME

The battle takes place at dawn and lasts until midday. To represent this, the game lasts for six turns, each turn representing an hour in the original battle. The game will also end if either army withdraws.



VICTORY OR DEFEAT

VICTORY POINTS

The standard victory conditions from page 63 of the Warmaster rulebook apply. In

addition, the following bonus Victory points may be gained:

Vampire Counts

Win! The Tower of Wizardry is destroyed.

+200 pts Lady Iselda is captured/slain.

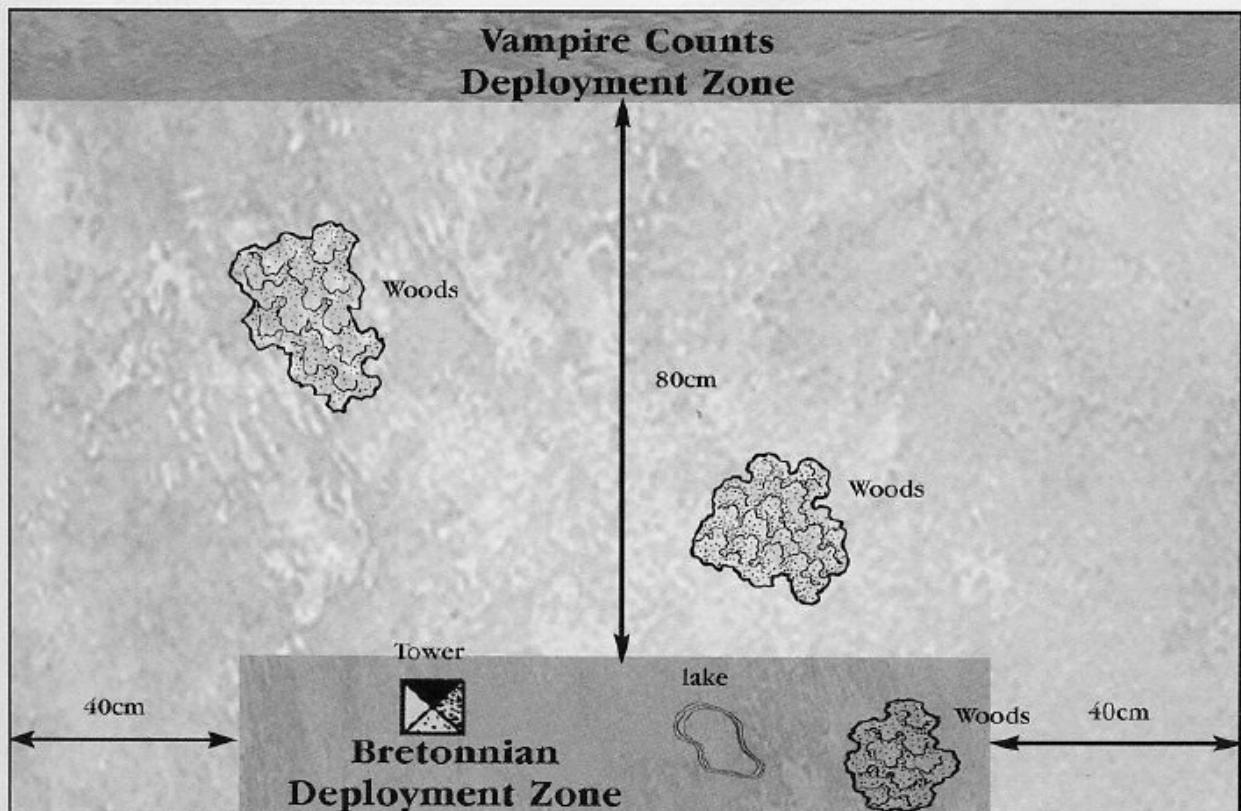
Bretonnians

+100 pts The Tower of Wizardry is not destroyed.

VICTORY GAINS

If the Bretonnians are victorious, and assuming that the unit of Grail Knights is not reduced to one stand or less, then they will be able to ride to the aid of Duke Gilon in his hour of need. In the final scenario, The Battle of Ceren Fields, the Bretonnian player may include an additional unit of Grail Knights above the normal allowed. Note that the Grail Knights still need to be paid for and will cost the standard 120 pts.

In addition, if either general survives the game then they can be included in the final game, The Battle of Ceren Fields. If the Vampire Counts player chooses to include the Banshee, she will take up two Hero choices on the army selector. If the Bretonnian player chooses to include the Lady Iselda, she will take up two Wizard choices on the army selector.



SCENARIO 3 – RACE FOR THE BRIDGES

THE RETURN OF THE YOUNG HEIR

As the number of tattered refugees from the ravaged border villages increased to a steady stream, Duke Gilon of Aquitaine raised his battle standard over Castle Aquin. His heralds rode out to gather the knights of the Dukedom, and warn his neighbours of the impending danger. Little help could be expected from outside his fiefdom, for severe weather made roads and passes useless for moving large forces. Most of the knights were in the east anyway, fighting in the King's war against the Orcs. The men of Aquitaine would have to face this terror alone.

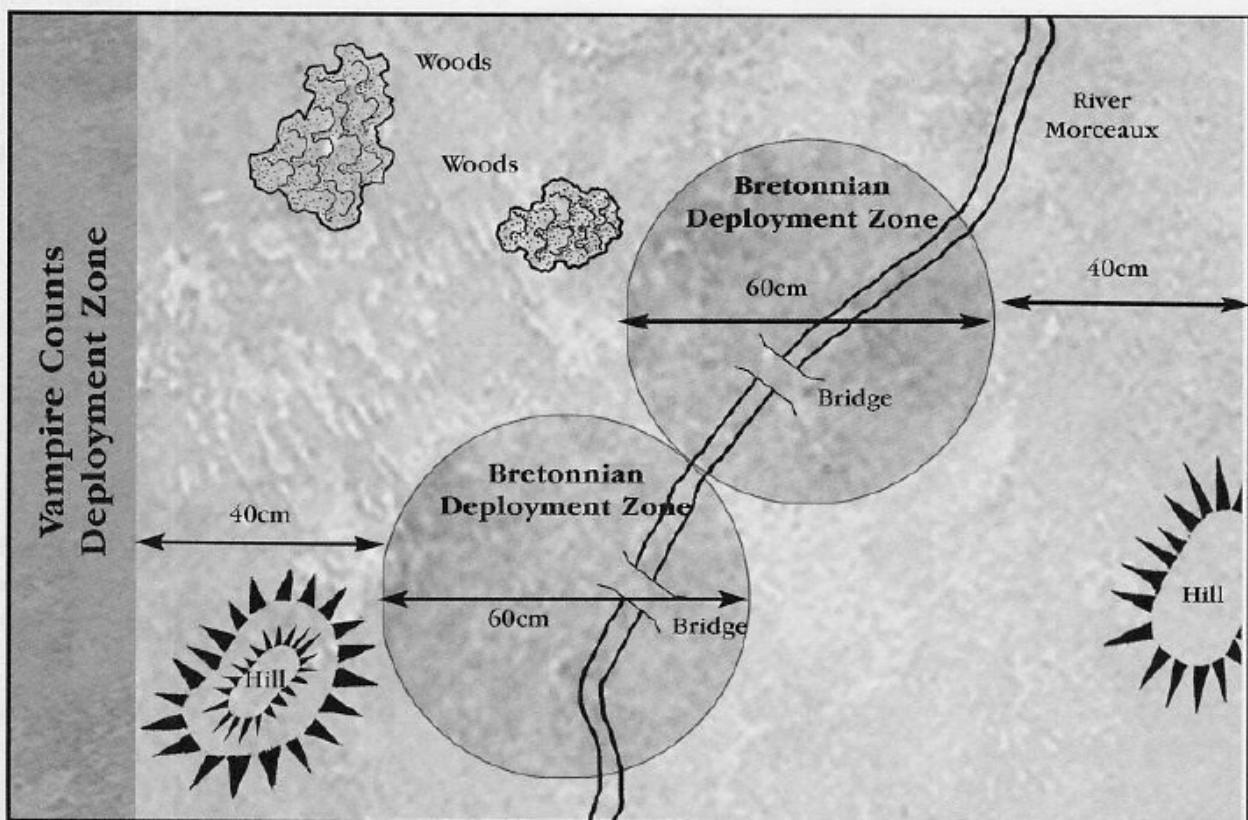
While Duke Gilon was gathering his forces, his son Richemont unexpectedly returned from his pilgrimage to the Grail Chapel in Couronne. He had visited the Great Chapel of the Lady of the Lake and the tombs of the heroes of Bretonnia. While he had been fasting and praying, he had fallen asleep in the Great Chapel. In a dream he saw a vision of his home being assailed by a terrible Undead host, and had immediately ridden back to his father's castle.

Sir Richemont claimed that he had found a way to thwart the Undead advance. According to the dream, no vampire could

cross running water without a bridge. Since there was only a couple that crossed the river Morceaux for miles, the destruction of these bridges would force the Undead to take a long detour and give the Bretonnians much needed time to gather their forces. The sappers of Castle Aquin could easily demolish the bridges, and Sir Richemont offered to lead a force of knights that would ride ahead to secure them. He asked for volunteers to accompany him as he rode to defend the bridge. The council of knights was divided. Some supported young Sir Richemont, believing that his vision was sent by the Lady of the Lake, while others dismissed his plan as foolhardy and dangerous.

In the end, many of the younger knights followed him, for Sir Richemont was charismatic and popular amongst his fellow Questing Knights. But practically all the Knights of the Realm and most of the other soldiery elected to stay, for they had vowed to remain in the castle and guard the fortress of their liege lord.

Early in the morning, Richemont led his small force towards the bridges while the sappers of the castle followed in their carts as quickly as they could. But their enemies were approaching fast.



BRIDGES ON THE RIVER MORCEAUX

Meanwhile, the Dark Knight, the most terrible of the Red Duke's captains and the herald and champion of the Kingdom of Blood, led the vanguard of the Undead army through the countryside, razing villages, burning crops and slaughtering any living thing, man or beast, that was unfortunate enough to cross his path. The bodies were left lying unburied, so that his master could perform his Necromantic rites over them and swell his army with more walking dead.

His Fell Bats were sent to scout ahead of the army, and they chittered the news of the fast approaching force of Bretonnian knights that were on their way to the bridges on the river Morceaux. The Dark Knight, consumed with anger and pride, immediately led his force towards the river, determined to crush the Bretonnians and secure the bridgeheads for his dark master. He sent his Fell Bats to carry the news to the Red Duke, and arrived at the river just as Sir Richemont was crossing it. Without waiting to form a proper battle line he charged, determined to crush the pitifully small force of knights that opposed him.

FIGHTING THE BATTLE

The Race for the Bridge is the third violent clash between the knights of Aquitaine and the Undead forces of the Kingdom of Blood, as the realm of the Red Duke is sometimes known.

Like the other encounters, this battle will influence the characters and troops available for the final battle. The outcome of this struggle decides whether the knights of Bretonnia can demolish the bridges and gain time for their ruler to gather more forces, or whether the Undead capture the bridges intact, allowing their dark master to march against Castle Aquin without delay. If the Undead are victorious then the Bretonnian army will be smaller than the Undead army in the final battle.

THE BATTLEFIELD

The most important features on the battlefield are the two ancient stone bridges over the river Morceaux. The surrounding area is typical plains scenery, with forests and rolling hills.

THE ARMIES

VAMPIRE COUNTS

The Vampire Count force is 2,000 points in size. The Vampire Count army is led by the Dark Knight who has the same cost and profile as a Vampire General.

BRETONNIANS

The Bretonnian force is 1,500 points in size. The army is led by Sir Richemont who has the same cost and profile as a Bretonnian General.

DEPLOYING FOR BATTLE

The defenders (Bretonnians) set up first, deploying up to 500 points of models within 30cm of either of the two bridges. The remainder of the Bretonnian force starts in reserve. The attackers (Vampire Counts) deploys second, setting up their entire force in their deployment zone.



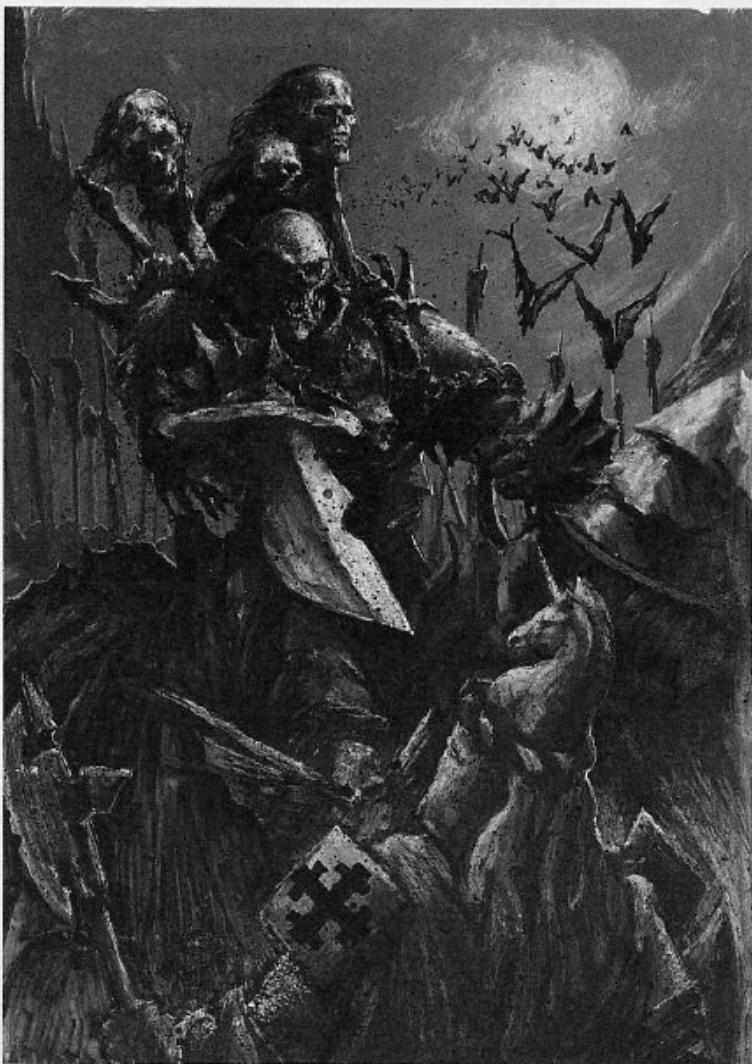
SPECIAL RULES

RESERVES

The majority of the Bretonnian force starts in reserve. At the beginning of each turn (including the first) roll a D6 for each brigade of Bretonnian troops in reserve. On the roll of a 4+, place the brigade on the table anywhere in the Bretonnian reserve deployment zone. The unit can then be issued orders from then on. Characters in reserve are not rolled for. Instead, you can deploy up to one character free of charge per brigade that becomes available.

The River Morceaux: No unit (with the exception of flyers) may cross the River Morceaux at any point apart from at one of the two bridges spanning its waters. For all intents and purposes, the River Morceaux counts as impassable terrain for this scenario.

The Bridges: Players may only cross the River Morceaux by one of the two bridges. Each bridge should only be wide enough so that an infantry unit arranged in column formation or cavalry unit arranged in line formation can cross un-obstructed.



THE BATTLE

STARTING THE GAME

The Vampire Counts take the first turn.

ENDING THE GAME

The battle takes place at midday and lasts until late afternoon. To represent this, the game lasts for six turns, each turn representing an hour in the original battle. The game will also end if either army withdraws, giving the other side an automatic victory.

VICTORY OR DEFEAT

VICTORY POINTS BONUS

Normal Victory points are not used for this scenario. Instead, the following decisive victory conditions are used.

Vampire Counts

Win! There is at least one Vampire Count unit comprising of three stands on the Bretonnian side of the river at the end of the game. This may be any type of unit with the exception of Fell Bats.

Bretonnians

Win! There are no Vampire Count units of three stands on the Bretonnian side of the river at the end of the game.

VICTORY GAINS

If the Vampire Counts are victorious, then the Red Duke's army will be able to cross the River Morceaux and attack the hinterland of Aquitaine without delay. Duke Gilon will not have enough time to gather his forces before the Vampire Count's attack. This would be a great boon to the Red Duke when the final battle is fought.

If the Bretonnians are victorious, they will be able to bring sappers and stonemasons to destroy the bridges over the River Morceaux. This will force the Red Duke's army to travel many miles to find another safe crossing over the river. This in turn will allow Duke Gilon to gather more forces to his war banner. If this happens then the Bretonnians will have a full 3,000 pts in the final battle instead of just 2,500 pts.

SCENARIO 4 – THE BATTLE OF CEREN FIELD

THE DARKNESS FALLS

The border villages of Aquitaine lay empty, razed by the foe. The fields were untended and winter would destroy the crops. Fell Bats flapped across the skies, the spirits of those departed were seen to walk across the fields, and the remains of the newly dead lurched to their feet to bear weapons against their sons and brothers. Each passing day swelled the foul ranks of the Red Duke. Each passing day brought victory nearer to the claws of the Undead.

The lanterns and torches of Castle Aquin burned late into the night as Duke Gilon and his advisors held council. The captains of the knights argued about which course of action to take next. No help could be expected from the King or the neighbouring dukedoms, for most knights were fighting an Errantry War against the Orcs, or defending the border. No one had expected a war here in the heart of Bretonnia. Aquitaine stood alone against an ancient evil.

The council was divided. Some, led by young Sir Roget, wished to ride out and challenge the Red Duke to single combat. Others, grizzled veterans all, suggested that they fortify Castle Aquin further and hold out until reinforcements could be sent for. In the end, Duke Gilon himself dismissed both ideas.

"We cannot expect this ancient evil thing to honour the rules of chivalry," he declared. "And there are not enough supplies here in the castle to sustain a prolonged siege, while our enemies need neither rest or food. They do not rebel against their master or grow bored. The vigilance of their sentries does not wane. We would be holed up in here like rats. And we must also think about the people of Aquitaine who have no shelter from the merciless enemy." The old duke sighed heavily. "No, our only option is to ride out to challenge our enemy where they stand, and pray to the Lady of the Lake that she will bring victory to our weapons. Who is with me? I will ask no man to accompany me against their will."

One by one the barons and knights of Aquitaine drew their swords and laid them on the table. All of them swore to follow Duke Gilon to the death. Moved by the loyalty of his men, Duke Gilon spoke. "I am

proud of you all." Then he called for his squires. "Now bring me my broadsword and saddle my Pegasus! The Duke of Aquitaine goes to war!"

Within days, the war host of Aquitaine had assembled, ready to march forth to confront the Undead. Rank upon rank of knights clad in glittering armour and decorated with the magnificent heraldry of Aquitaine stood ready to defend their land. Stalwart men-at-arms and nimble bowmen formed massed units, ready to challenge the Undead legions of the Red Duke. Squires fanned out into skirmishing units, ready to scout the land ahead of them. Duke Gilon, atop Fulminer, his loyal Pegasus, received the ovation of his forces. The legends say that Aquitaine had never gathered a greater or more courageous army than the one that rode out against the Undead of the Red Duke.

THE HOLY GROUND

The army rode through the gates of Castle Aquin and vanished into the gloom. Duke Gilon chose the fields of Ceren in which to do battle against his enemy. Here, according to the minstrels, King Louis had once won a great victory against the Red Duke.

Also at this sacred site was buried Duke Galand, an ancestor of Gilon, who fell fighting valiantly against the enemies of Bretonnia. Gilon, who understood the hearts of men well, knew that the place would spur his troops to brave deeds and raise their spirits. If Bretonnians had been able to defeat the Undead here before, they could do it again.

Half a day after the Bretonnians had arrived on the fields of Ceren, the army scouts brought word that their enemies were on the march and would arrive within the hour. Suddenly, a great shadow fell over the host of Duke Gilon. The descending darkness heralded the arrival of their enemies.



The rays of the sun were hidden by an enormous flight of great Blood Bats, summoned by the Vampire Lord. By the beat of human-skinned drums legion after legion of yellow-boned Skeletons marched into the field. Zombies shambled after them, their rotting brains obsessed with but one thought: slaying all living things. Skeleton Horsemen galloped forward as a grim reminder to the knights that they too were mortal. And in the midst of the host, the ivory-white face of the Vampire Lord showed no emotion, his eyes burning with balefires that promised eternal damnation for any who dared challenge him.

The Red Duke, blessed with senses keener than any living thing, scanned the battlefield. His gaze penetrated all shadows and caught the glitter of the armour of Duke Gilon. He raised his golden sword in a mockery of the traditional knight's challenge. There could never be peace between these two mighty men, one a fallen knight, the other a shining example of the high ideals of the code of chivalry.

The battlefield was littered with the bones of the heroes of old, the warriors who once fought against Orcs and Goblins in these fields and built the Kingdom of Bretonnia with their blood and sacrifice. This was a holy place for the Bretonnians. But the Red Duke smiled, his eyes cold as midwinter, for the winds of dark magic whirled across the

fields, concentrating around the remains of the fallen warriors. The Necromantic spells of the Red Duke would be easy to cast today.

Under the dark wings of the bats, the two forces prepared to do battle, and the gods gazed down to witness the struggle for the destiny of Aquitaine.

FIGHTING THE BATTLE

The Battle of Ceren Field is the final battle in a series of encounters between Undead and Bretonnian forces. Each of the earlier battles will have influenced this final conflict in some important way. The outcome of this battle decides whether the Red Duke is defeated and driven back to the nether realms of the Undead, or manages to rebuild his Kingdom of Blood again.

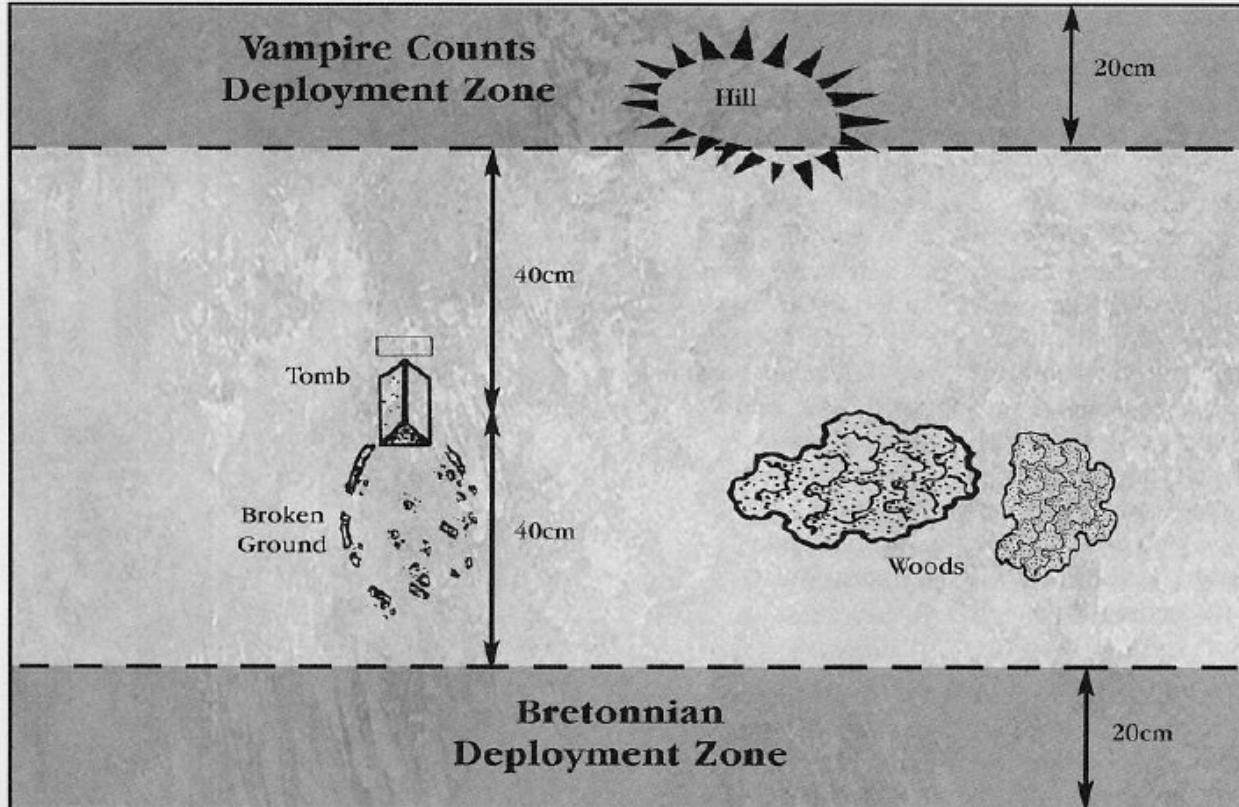
THE BATTLEFIELD

The main feature of the battlefield is the tomb of Duke Galand, placed on the battlefield as shown on the map. Otherwise, the scenery consists of a mixture of woods and low hills. Set up the battlefield as shown on the map.

THE ARMIES

VAMPIRE COUNTS

The army of the Red Duke consists of 3,000 points, commanded by the Red Duke himself. It can be larger than this if both players agree to a higher points value; any



points bonus or penalty resulting from victory or defeat in a previous battle will still apply. If the Vampire Counts won the Night Battle at Mercal, the Vampire Counts army may take up to three Heroes per 1000pts, instead of the usual two. In addition, they may include Renar and he will take up two Wizard choices on the army selector. The army is chosen from the Vampire Counts army list in the Warmaster 2003 Annual.

BRETONNIANS

The army of Duke Gilon consists of 2,500 points commanded by Duke Gilon. The army can be larger if both players agree to play a higher points value; however, any points bonus or penalty resulting from victory or defeat in a previous battle will still apply. If the Bretonnians won the battle, the Defence of the Tower, they may include an additional unit of Grail Knights above the normal allowed.

In addition, if the Bretonnians won the third battle, Race for the Bridges, then they may increase the army size in this scenario from 2,500 points to 3,000 points. The Bretonnian army is chosen from the army list in the Warmaster 2003 Annual.

DEPLOYING FOR BATTLE

Each army is deployed in its respective deployment zone as shown on the map. Each army takes it in turns to deploy a unit or brigade, one after the other, starting with whichever player rolls the highest score on a D6.

THE BATTLE

STARTING THE GAME

The Bretonnians take the first turn.

ENDING THE GAME

The battle lasted from mid-day to dusk. To represent this, the game lasts for eight turns.

SPECIAL RULES

THE TOMB

The tomb of Sir Galand is a blessed and holy place. As long as the tomb stands, it disrupts the flow of dark magic and foils Necromantic spells. To represent this, any spells successfully cast by any Wizards in the Vampire Counts army are dispelled on a D6 roll of 4+. If a Vampire Counts unit comes within 10 cm of the tomb, it is considered desecrated and this special dispel is immediately lost.

VICTORY OR DEFEAT

Determine who has won in the usual way, counting up Victory points as described in the Warmaster rulebook.

If the Vampire Counts win this final battle, the army of Aquitaine will be scattered forever and the Red Duke will carve out his Blood Kingdom in the middle of Bretonnia. Even if the Bretonnian King eventually defeats the Red Duke and drives him out, Aquitaine will never recover and become little more than a barren wasteland.

If the Bretonnian Knights are victorious and destroy the Undead host of the Red Duke, he will be driven from Aquitaine or perhaps even slain for good. Aquitaine will thrive and the chivalric way of life of the Bretonnians will be preserved for years to come.



IGNITING THE BEARD

A battle report by the Tanelorn Wargames Club at Salute 2003

Scribed by Erwin Jackson

Long before the human kingdoms of the Old World were forged, the elder races of High Elves and Dwarfs clashed in a devastating war from which both their glorious civilisations never fully recovered. Raging for over 300 years, the mournful tale of 'The War of the Beard' started with Dark Elf raids against Dwarf colonies and trading caravans. The Dwarfs, unaware of the existence of the High Elves' evil cousins, blamed the noble kin of Ulthuan and mustered their armies for battle. It was on a cold spring morn of the 201st year of Caledor II of Ulthuan's reign that the armies of these three peoples clashed. The Dark Elves, their mission accomplished, sought retreat to their waiting fleet.

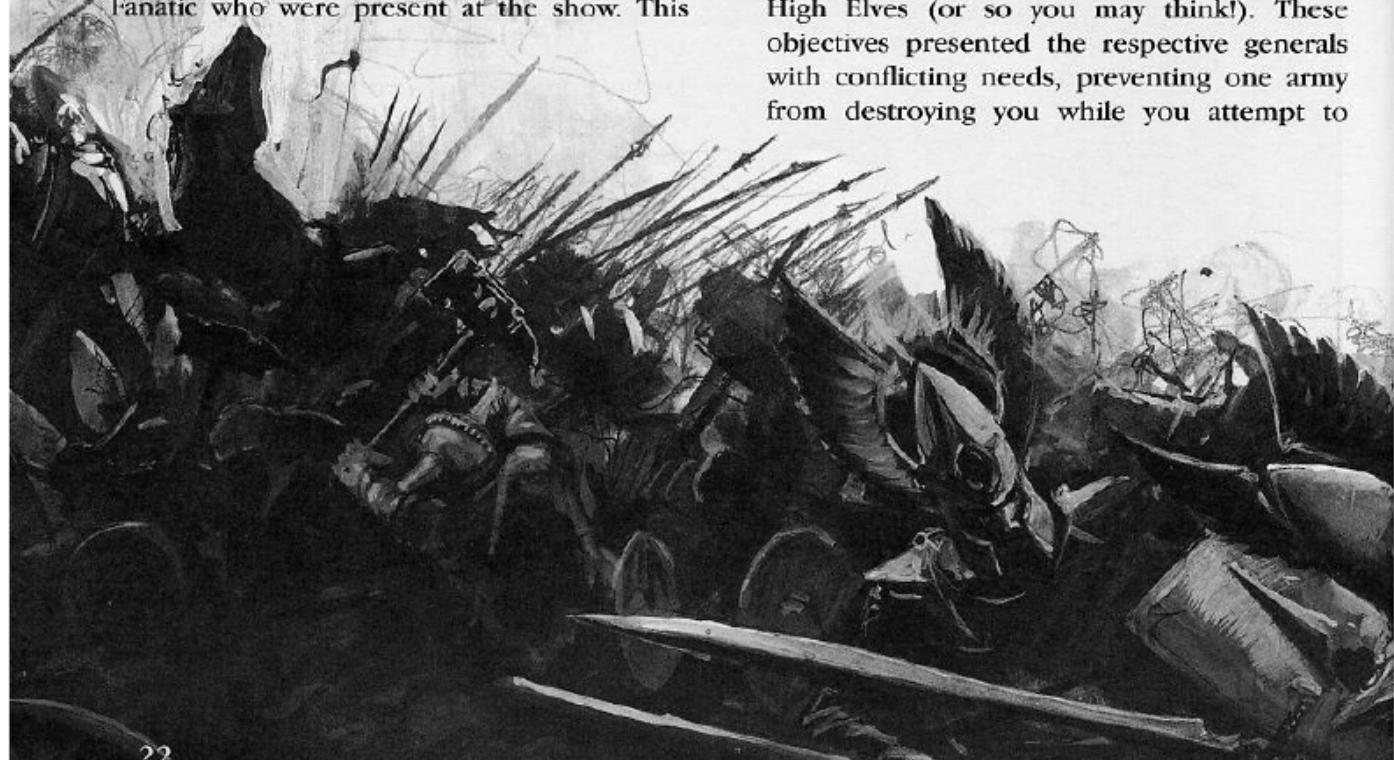
The Dwarfs had massed an army to destroy the Dark Elf force. The High Elves, unaware of their evil kin's army, advanced to meet the Dwarf threat to their borders. So it was that one of the first major chapters of this sorry tale came to pass.

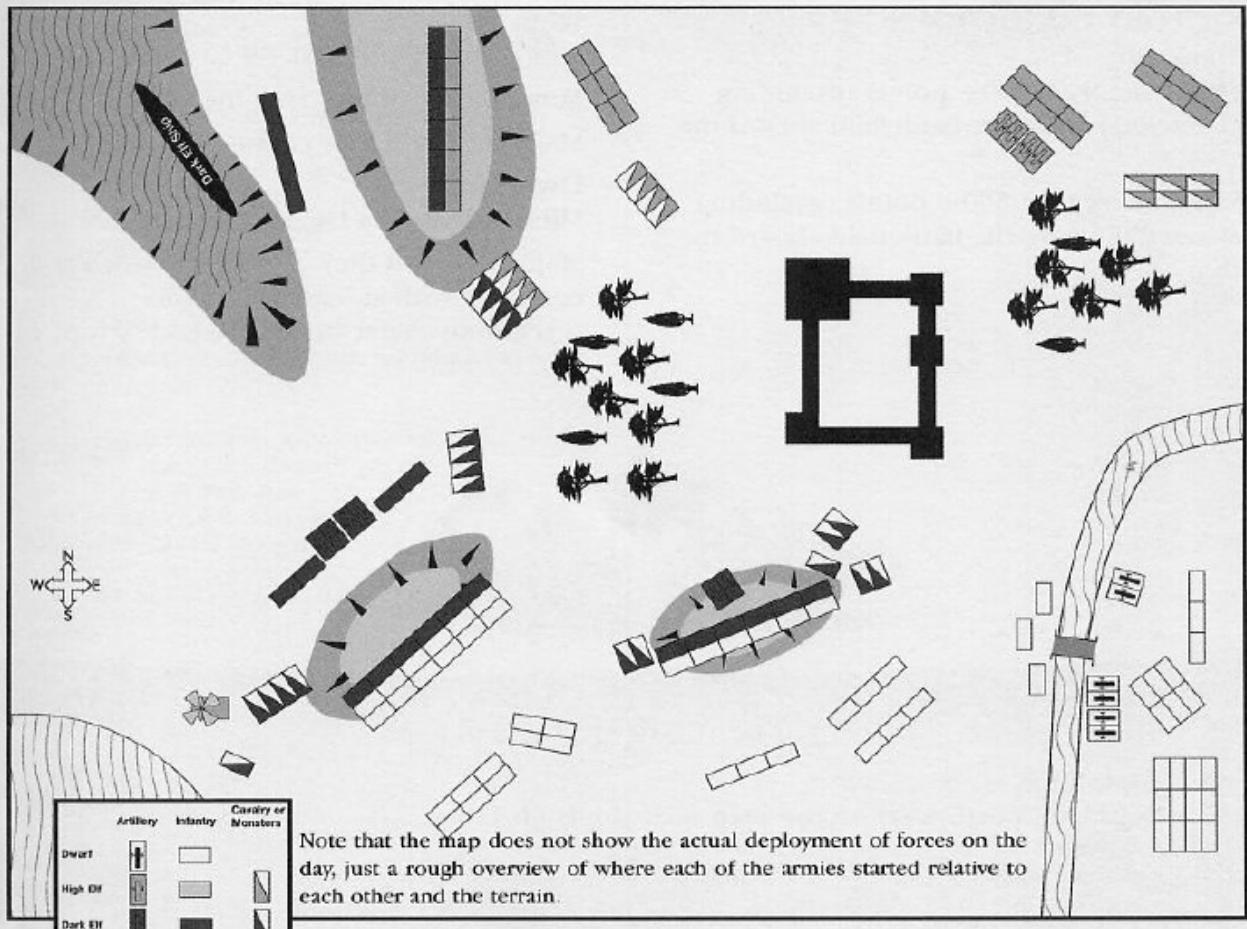
Big Battles! That is what Warmaster is all about. So when the players at the Tanelorn Wargames Club had an opportunity to run a big demonstration game at Salute 2003 – one of the UK's biggest wargame shows – we jumped at the chance! We decided to run a 22,000 point Warmaster game. It was a three-way battle between Dwarfs, High Elves and Dark Elves set at the beginning of the War of the Beard.

Overall, the day went really well and the game generated a lot of interest from fellow gamers and onlookers. We even managed to finish it as well! We also had visits from friends such as Stephen Hess and Wayne Rozier, names that will be familiar to readers, and the crew from Fanatic who were present at the show. This

article presents the scenario we used and a pictorial report of the battle itself. Enjoy!

This scenario was inspired by the narrative of the War of the Beard. I liked the concept of one army withdrawing, leaving their mortal foe in the fray instead take the blame. The scenario thus required the Dark Elf army to withdraw, drawing the Dwarfs and Elves into the battle. So, at the beginning, the Dark Elves were in combat with the Dwarfs. The High Elves' objectives revolved around the destruction of the Dark Elves and so began the battle in combat with them. The Dwarfs' main objective was to regain control of a significant border town that was surrounded by Elves and obviously a solid defendable position for the High Elves (or so you may think!). These objectives presented the respective generals with conflicting needs, preventing one army from destroying you while you attempt to



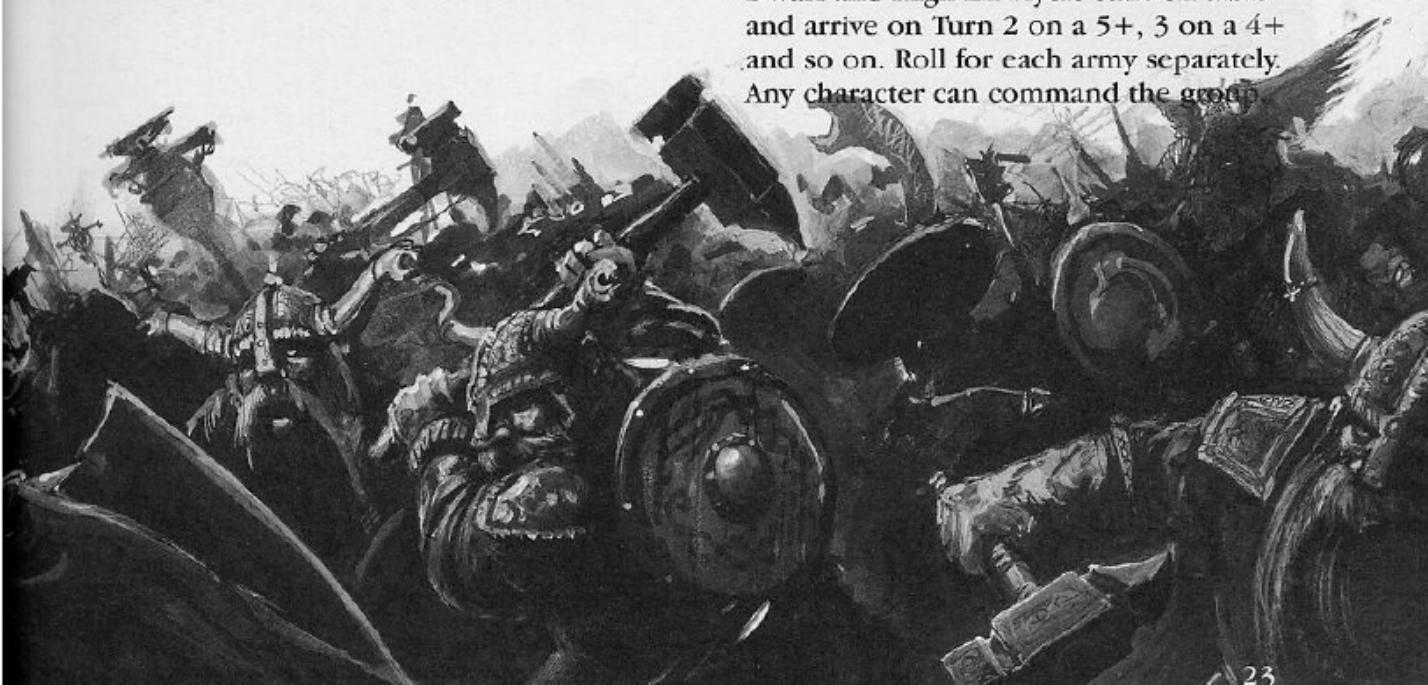


destroy another. With troops starting in combat, it would also make each objective harder to achieve and prevent generals from redeploying troops to achieve objectives quickly. It also allowed spectators to see some interesting combats from the start of the game.

In addition, I also wanted to give the Dwarfs a slight numerical advantage to try and prevent the High Elves concentrating exclusively on the Dark Elves. I also introduced some heavy gyrocopters (armed with flame cannons!) so that the Dwarfs had additional possibilities...

SPECIAL RULES:

- Table Size: 8x6 feet
- Each army group has its own Generals (Command range reduced to 60cm). The game lasts 10 turns and the turn sequence is Dark Elf/Dwarf/High Elf.
- Dark Elf Generals have Command 10.
- The Dark Elf ship moves into the sea and off table in two turns. The ship is assumed to have 10 hits and a 3+ save. Any forces on the ship may fire normally.
- Dwarf and High Elf Flyers start off table and arrive on Turn 2 on a 5+, 3 on a 4+ and so on. Roll for each army separately. Any character can command the group.



VICTORY CONDITIONS:**Dark Elf:**

Minor victory if 500+ points (excluding characters) leave the battlefield aboard the ship.

Major victory if 1,500+ points (excluding characters) leave the battlefield aboard the ship.

High Elf:

Minor victory if a Dark Elf General is killed.

Minor victory if they sink the ship.

Major victory if they capture the ship.

Dwarfs:

Minor victory if a High Elf General is killed.

Major victory if they capture the town and control it with at least 500 points (excluding characters by the end of turn 10).



The Dark Elf Army

Dark Elf Force 1

Deployed north-west on the map near the High Elves.

• General	125 pts
• Hero on Manticore	160 pts
• Sorceress with <i>Scroll of Dispelling</i>	110 pts
• 5 units of Crossbowmen	375 pts
• 4 units of Spearmen	240 pts
• 2 units of Witch Elves	140 pts
• 1 unit of Cold One Knights	110 pts
• 4 units of Dark Riders	400 pts
• 2 units of Harpies	130 pts
• 1 battery of Bolt Throwers	60 pts
Total 1,850 pts	

Dark Elf Force 2

Rearguard, deployed near the town.

• General	125 pts
• Hero on Chariot	90 pts
• Sorceress with <i>Scroll of Dispelling</i>	110 pts
• 2 units of Crossbowmen	150 pts
• 3 units of Spearmen	180 pts
• 2 units of Witch Elves	140 pts
• 4 units of Cold One Knights	440 pts
• 2 units of Dark Riders	200 pts
• 1 War Hydra	135 pts
• 1 battery of Bolt Throwers	60 pts
Total 1,630 pts	

Dark Elf Force 3

Deployed south-west on the map.

• General	125 pts
• Sorceress with <i>Scroll of Dispelling</i>	110 pts
• 4 units of Crossbowmen	300 pts
• 4 units of Spearmen	240 pts
• 4 units of Witch Elves	280 pts
• 4 units of Cold One Knights	440 pts
• 3 units of Dark Riders	300 pts
• 1 War Hydra	135 pts
• 2 batteries of Bolt Throwers	120 pts
Total 2,050 pts	

The Dwarf Army

Dwarf Force 1

Deployed closest to the town

• General	155 pts
• Runesmith with <i>Scroll of Dispelling</i>	110 pts
• 2 units of Rangers	220 pts
• 2 units of Troll Slayers	160 pts
• 14 units of Warriors	1,540 pts
Total	2,185 pts

Dwarf Force 2

Reserves, deployed rear the ravine

• General	155 pts
• Hero	80 pts
• Runesmith with <i>Scroll of Dispelling</i> and Anvil	120 pts
• 4 units of Handgunners	360 pts
• 4 units of Rangers	440 pts
• 3 units of Troll Slayers	240 pts
• 15 units of Warriors	1,650 pts
• 4 batteries of Cannon	360 pts
• 2 batteries of Flame cannon	100 pts
Total	3,505 pts

Dwarf Force 3

Deployed south-west on the map

• General	155 pts
• Runesmith with <i>Scroll of Dispelling</i>	110 pts
• 4 units of Rangers	440 pts
• 3 units of Troll Slayers	240 pts
• 10 units of Warriors	1,100 pts
Total	2,045 pts

Dwarf Flying Reserves

Start game off table.

• 9 Gyrocopters	675 pts
• 2 Heavy Gyrocopters	240 pts
• 1 Dirigible (airship)	350 pts
Total	1,265 pts

The High Elf Army

High Elf Force 1

Advance force, deployed north-west, closest to the Dark Elves

• General	155 pts
• Hero on Giant Eagle	100 pts
• Wizard with <i>Scroll of Dispelling</i>	105 pts
• Wizard with <i>Scroll of Dispelling</i> and chariot	115 pts
• 4 units of Archers	300 pts
• 8 units of Spearmen	480 pts
• 3 units of Reavers	300 pts
• 5 units of Silver Helms	550 pts
• 3 units of Chariots.	285 pts
Total	2,390 pts

High Elf Force 2 – Reserves, deployed north-east behind town

• General	155 pts
• Hero on Giant Eagle	100 pts
• Wizard with <i>Scroll of Dispelling</i>	105 pts
• 2 units of Archers	150 pts
• 6 units of Spearmen	360 pts
• 5 units of Reavers	500 pts
• 4 units of Silver Helms	440 pts
• 2 units of Chariots	190 pts
• 5 batteries of Bolt Throwers	325 pts
Total	2,475 pts

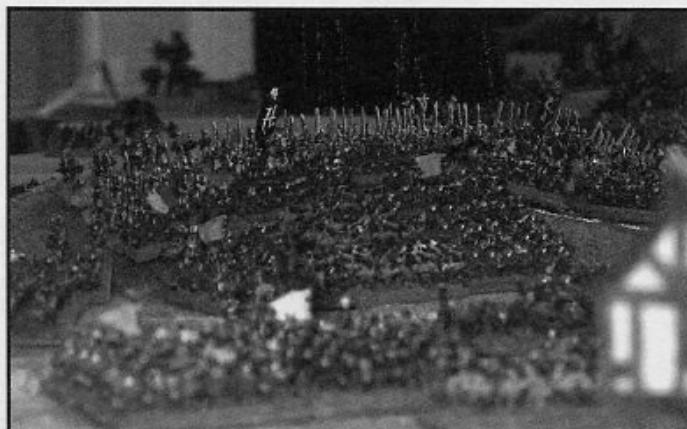
High Elf Flying Reserves start game off table

• Hero on Giant Eagle 100 pts	2,450 pts
• 7 Dragon Riders	280 pts
• 4 units of Giant Eagles	
Total	2,830 pts

TURN 1

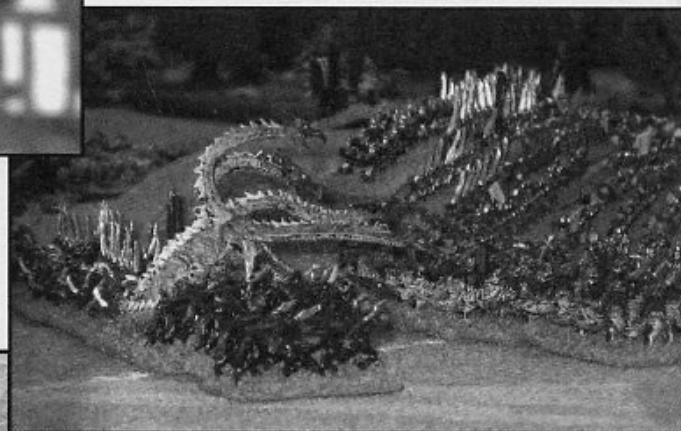
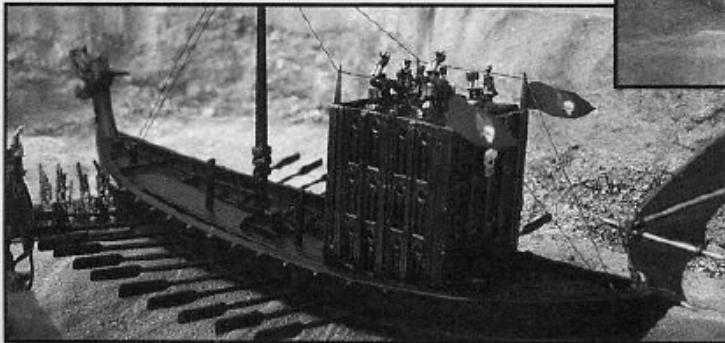


Deployment and the start of Turn 1. Dwarfs and Dark Elves clash to the south-west (top right) and south-east (top centre). Dwarf reserves prepare to advance across the ravine (top left). High Elves and Dark Elves meet between two forests (bottom centre). Note: a High Elf reserve force is out of shot to the bottom left hand side of the fort.

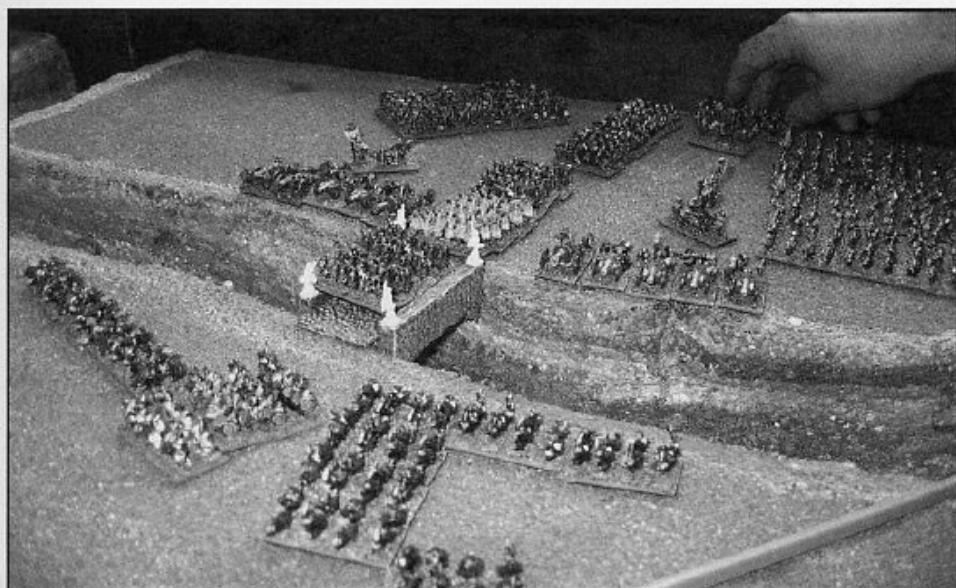


◀ Near the town, the Dwarfs' devastating charge against the Dark Elf rearguard leaves the Elves surrounded and all but destroyed.

▼ Dark Elf ship (by Christian Burnett) waits in the inlet for retreating Dark Elf forces.



▲ As the majority of their forces in the south-west continue to retreat towards their waiting ship, a small force of Dark Elves turns and attacks the forward force of the Dwarfs. The assault halts the Dwarf advance.



◀ Eager for battle the Dwarf reserves begin their advance over the ravine (but are wary of the 'Da pesky Troll!').

TURN 2

Turn 2 ►
in full
swing!



◀ The Dark Elf rearguard in the south-east is destroyed by the Dwarfs – a mighty Hydra the last to fall.



The Dwarfs continue to cross the bridge. ►

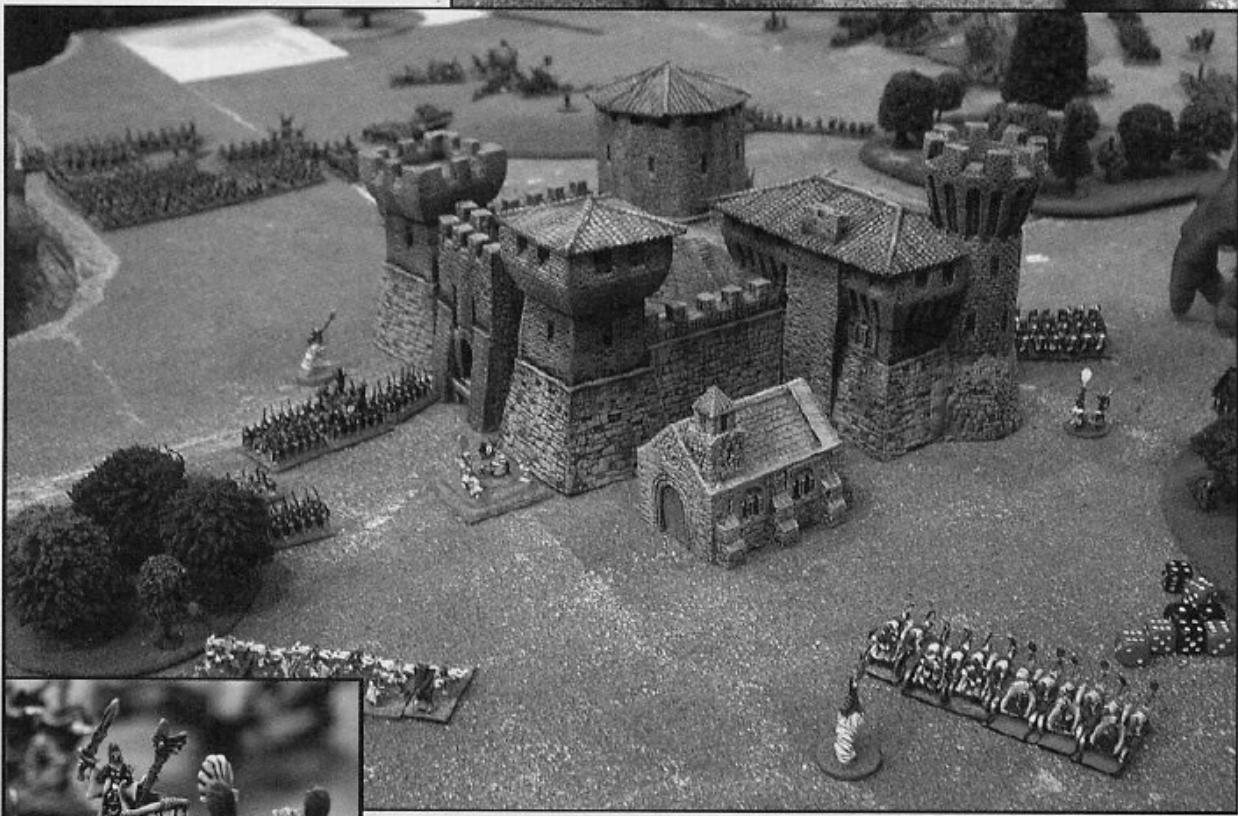
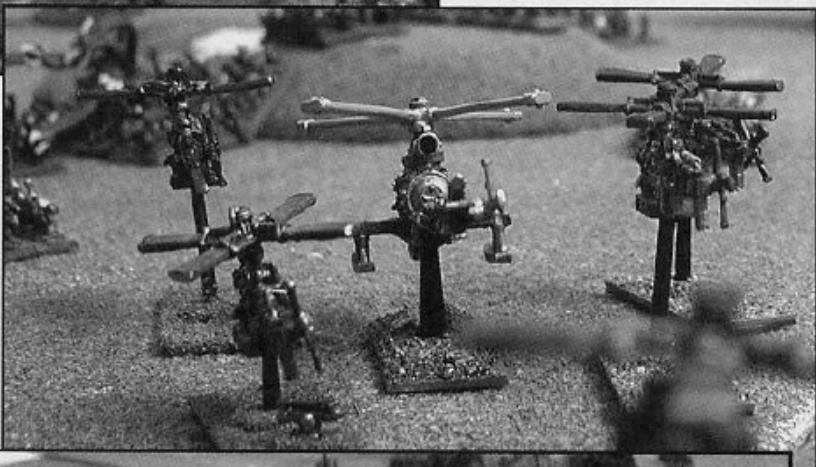


TURN 3



◀ "There be Dragons!"
The High Elf air divisions arrive to join the battle.

"I love the smell of napalm in the morning!" Not to be outdone in the battle for the skies – the Dwarf air wing also arrives. ►



► Meanwhile, the opening moves of battle for the town are played out as the Dwarf and High Elf reserves begin to close on each other. A few High Elven infantry units enter the town and begin to prepare their defences.

TURN 4

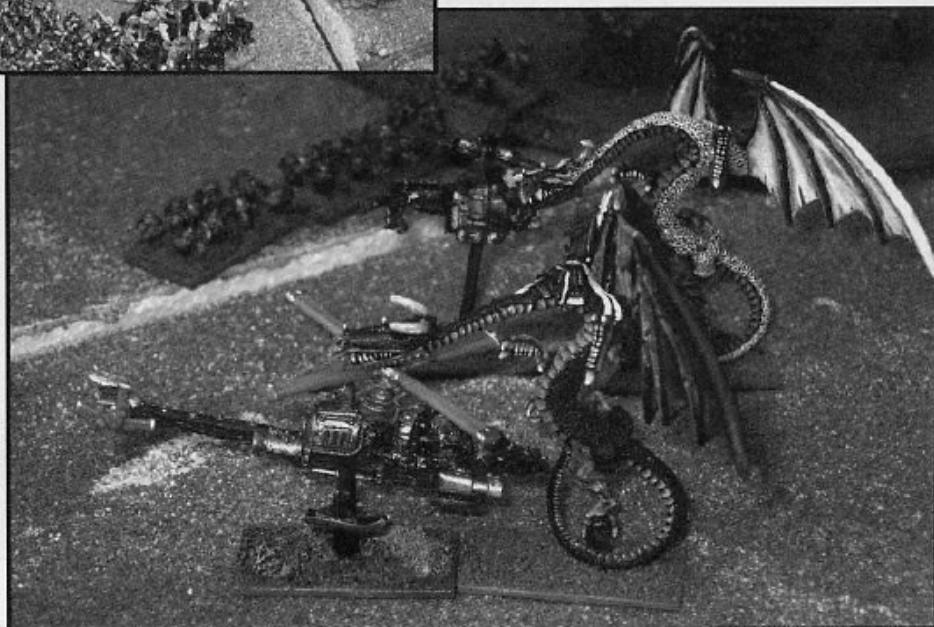


▲ With their airship, in support the main Dwarf force closes on the town.

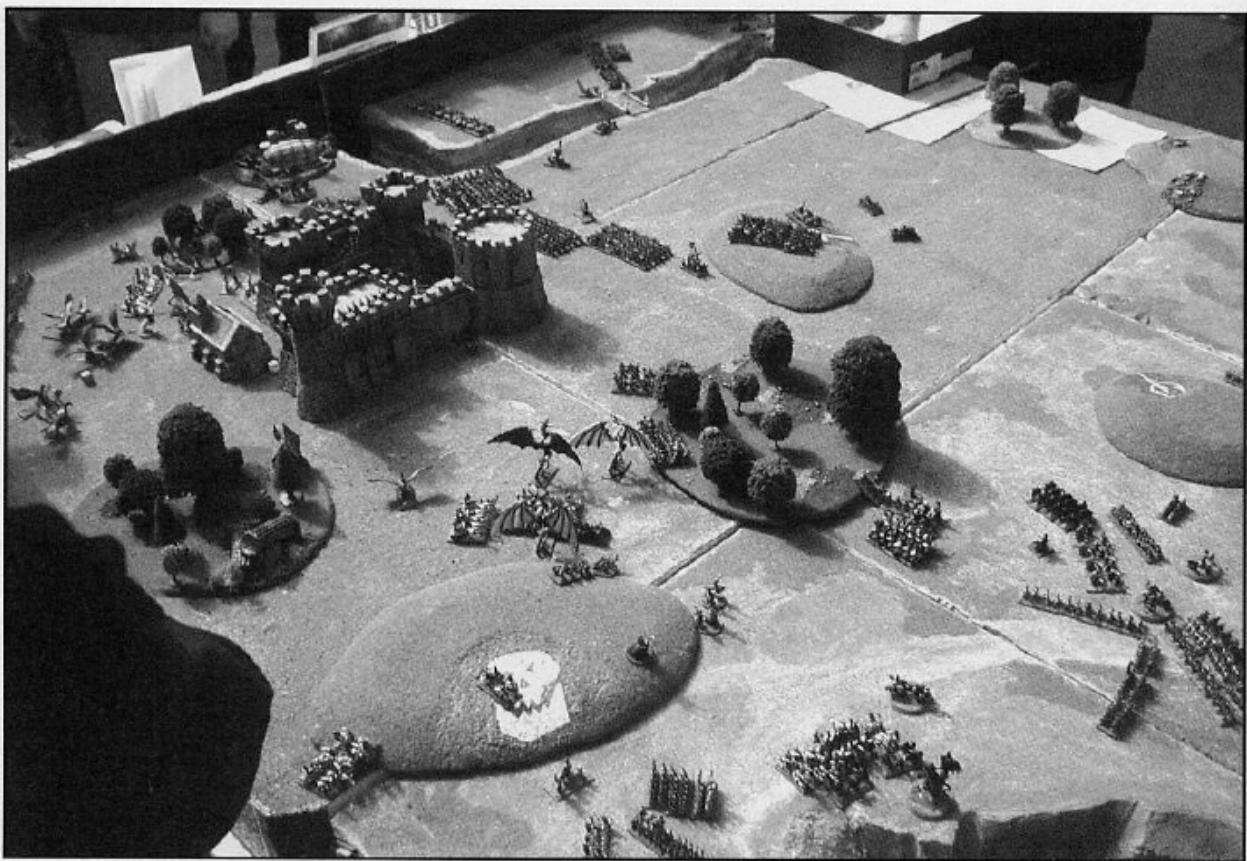


Attempting to blunt the Dwarf assault on the town, the High Elven cavalry reserve smashes into the Dwarfs front line. The Dwarfs are too strong however and after heavy casualties on both sides the remaining High Elves are pushed back.

"Ouch! That's gotta hurt!" Dragon Riders swoop on Gyrocopters, tearing them from the sky.



← **TURN 5**

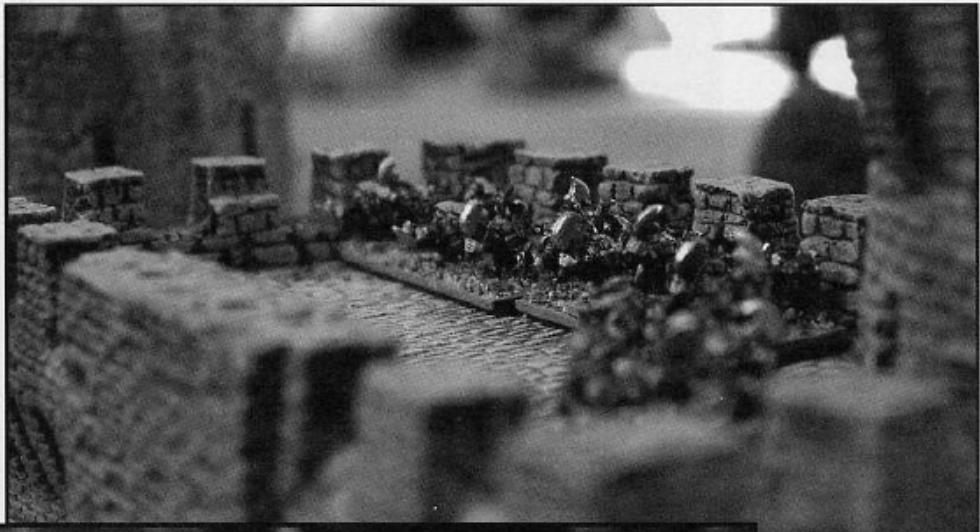


Turn 5 sees major action around the town and the desperate last stand of the Dark Elves (bottom left). ▲



“At them boys!”
With the High Elf cavalry all but destroyed the Dwarfs hurl themselves towards the remaining Elves and town’s walls. ▲

Finding a weak spot in the High Elf defence,
Dwarf Rangers enter the town.



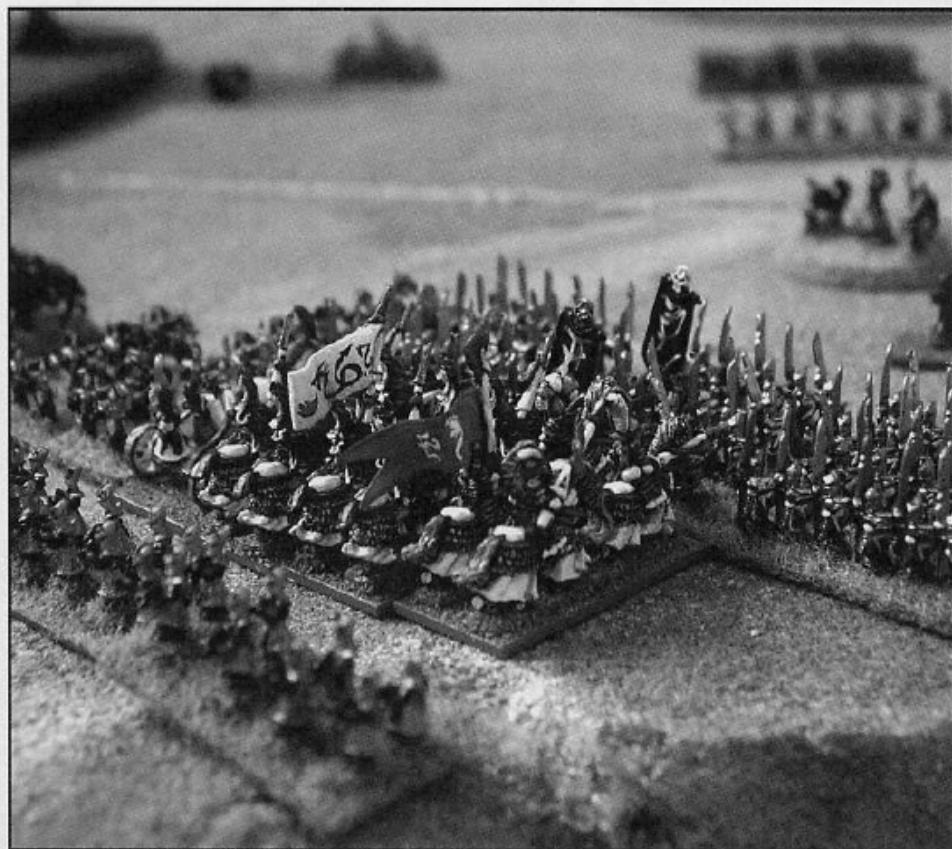
The High
Elves' deadly
charge
heralds the
beginning of
the end for
the Dark
Elves.

Dwarf Generals,
Martin Turner
and Andrew
Mitchell, ponder
their next move
against the High
Elves that have
moved to occupy
the town.

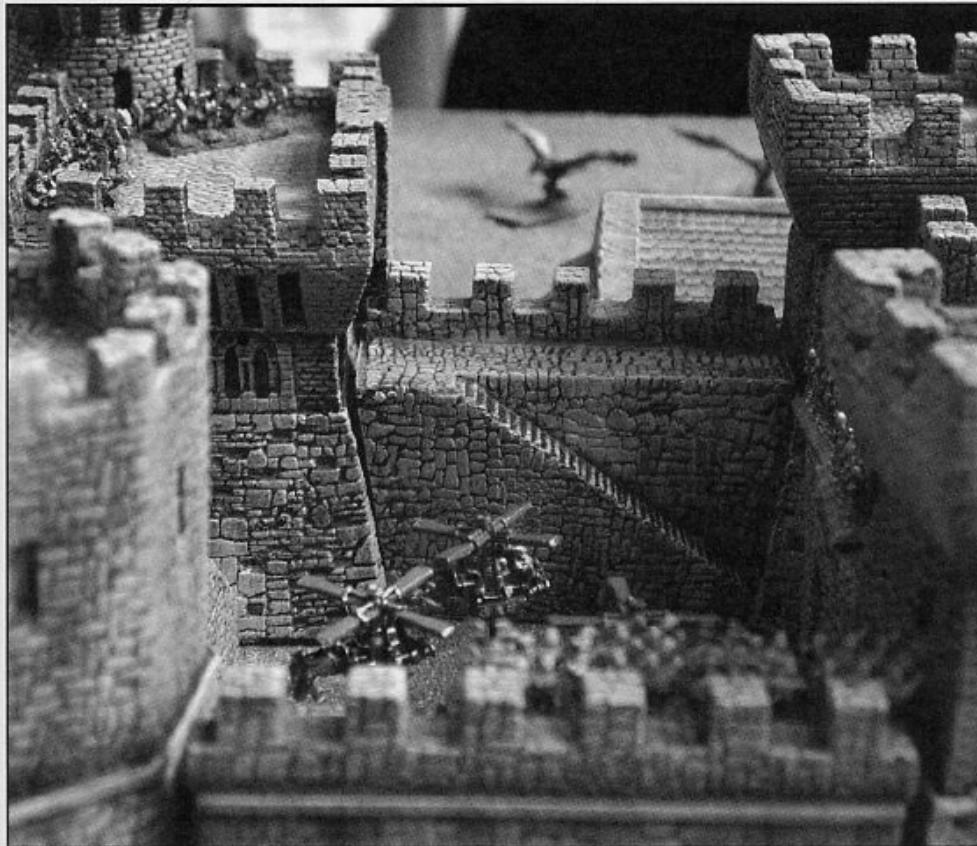


TURN 6

In a final attempt to reach safety, the remaining Dark Elves counterattack the High Elves. All is in vain however, as the Dark Elves are finally destroyed, with only two units of Spearmen making it to the ship. ►



"Errr... Sir!" last words of the Dwarf airship pilot as they round the wood to find three Elven Bolt Thrower batteries.



Victory! With the Dark Elves all but destroyed and the High Elf army badly mauled, the Dwarfs march triumphantly into the town, claiming the day.



Da Crew (minus photographer Erwin Jackson). Left to Right: Conrad Gonsalves, Mike Eytel, Alex Janaway, Shane Bradshaw, Andrew Mitchell, Martin Turner, John Snape, Christian Burnett and John Kersey.

THE EUROPEAN WARMMASTER CIRCUIT

By Jervis Johnson

The idea of setting up a European Warmaster Circuit started off, like so many things, as a whimsical and rather off-the-cuff idea. I was chatting with Rick Priestley about ways that we could provide more support for Warmaster. It would be cool, we agreed, if there was a series of small Warmaster tournaments that players could go to, sort of like the Tour de France but without the bikes. Thus the European Warmaster Circuit was born.

Once we'd agreed that the circuit would be a good idea, we started to brainstorm the best way of setting it up. We quickly decided upon three key points:

1. It needed to be easy going and fun rather than overly competitive.
2. It needed to be easy to set up and run.
3. It needed to include both GW organised events and non-GW organised events



The first point was the easiest to sort out; Rick had recently taken part in an excellent Warmaster tournament that had been set up and run by Wayne Rozier. Wayne had come up with a tournament system that meant players were faced with different scenarios and all kinds of surprises. I won't go into too much detail as you can download Wayne's tournament rules from our website, so suffice to say he had created a tournament that was challenging and fun, but managed to side-step some of the more competitive aspects of tournament play. Rather than reinventing the wheel, we decided to ask Wayne if he would allow us to use his rules for the circuit, and he graciously agreed. This means that the rules side of the tournament circuit was sorted out, which just left us to figure out how to create a circuit of events for players to take part in.

After a couple of false starts involving over-complicated ranking systems and league ladders, we decided to go for the simplest possible approach to the circuit, basing it in a light-hearted manner on our Tour de France idea mentioned earlier. We decided that the easiest approach was just to invite people to set up circuit tournaments for us. In return, we would help advertise the event in Warmag and on the Warmaster website, we'd provide the organiser with a rules pack and a set of guidelines on how to run the event, and we'd send the winner of the tournament a special yellow 'Circuit Winner' t-shirt just so long as at least six players took part in the event (these t-shirts have an added importance, as you'll see below...). This format would allow us to organise tournaments ourselves, and to allow other people to join in the fun too and organise their own Warmaster tournaments as part of the same circuit.

Now all that was needed was a simple method of linking the circuit tournaments together in some way, preferably using a system that required no real book-keeping at all. Fortunately, we already run an annual Warmaster tournament in the Warhammer World gaming hall here in Nottingham, and it was a no-brainer that the 'final' of the circuit should be incorporated into this event somehow or another. And this is where those yellow t-shirts came back in; we decided that anybody that comes along to the Warmaster Grand Tournament wearing a yellow circuit winners t-shirt will be eligible to win the Warmaster European Circuit Cup. This prestigious trophy will be awarded to the Circuit winner that does the best in the Grand Tournament, and will be in addition to the Warmaster Grand Tournament trophy itself! It is entirely possible, indeed quite likely, that the player that wins the European Circuit Cup also wins the Grand Tournament, ending up with two trophies to take home rather than just one.

With the format decided, we went along to the Games Workshop UK Events team, and asked if they would mind helping us out by

having the Circuit Final as part of their own Warmaster Grand Tournament. We were overjoyed when they not only happily agreed to this, but also offered to host seven Circuit Tournaments themselves in the new Battle Bunkers that they have been setting up round the UK. This was fantastic news, as it meant that not only did we have the final sorted out, but the first seven Circuit Tournaments were in the bag too! Check the European Warmaster Circuit advert on the next page for details of when and where these events will take place, and how you can join in.

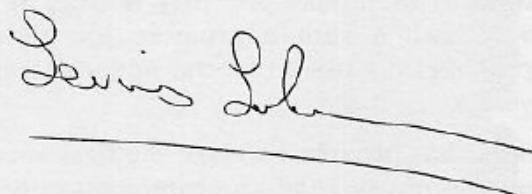
If, on the other hand, you would like to run a Circuit Tournament yourself and you live in the European Union, then please don't hesitate to get in touch with us. Contact details are included in the advert, and all you have to do is register. Once we have received your details, we'll send you the Event Organiser's pack and a set of results forms, and your tournament will be added to the listing on our website and in the European Warmaster Circuit advert (which will be appearing in each and every issue of Warmag from now on). The results forms you receive need to be sent back to us and as long as they show that at least six players took part in the tournament, then we'll send the winner his yellow t-shirt as a prize.

By now some of you will be saying something along the lines of "Well Jervis, that's all very well for people like you that live in Europe, but what about those of us

that live on other continents?" This is a very fair question, and deserves a truthful answer, which is that sadly we just don't have the resources to set up a world-wide Warmaster circuit just yet. Instead players that are interested in setting up other circuits covering areas outside Europe are encouraged to get in touch with us and we'll be happy to lend support in anyway we can. In addition, if the European Circuit proves a success we'll do our best to set up other circuits on other continents... first Europe, then the World, that's our plan!

But that's quite enough from me. If you have any questions about the Circuit then please feel free to get in touch with us about them. You can speak to the staff at your local Games Workshop Bunker (see below for venues). You can write to us at Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, or email us at fanatic@games-workshop.co.uk. Last but not least, if you want to enter any of the Circuit Tournaments then hurry up and sign up straight away – spaces are limited and you wouldn't want to miss out on the chance of winning your very own Warmaster Circuit Winner t-shirt now, would you?

Best regards,



WARMMASTER CIRCUIT DATES

MONTH	DATE	BUNKER
October	19th	Newport
November	23rd	Aberdeen
December	14th	Ipswich
January	11th	Bromley
February	22nd	Middlesbrough
March	21st	Carlisle
April	18th	Shrewsbury
May	23rd	Maidenhead
June	20th	Worcester
FINAL		
July	10th/11th	Call to Arms Warhammer World

ALLIED CONTINGENTS

By Tom Merrigan

I'm sure you can imagine the scene! There I was hard at work in the Fanatic office, updating the Fanatic release schedule and generally keeping myself out of trouble when Warmag editor Steve Hambrook approached my desk (usually an ominous sign to say the least!). With little chance of escape, I prepared myself for his usual tyrannical verbal onslaught! As it turned out, Steve was in a pickle. He had a two page gap in the issue of Warmag that he was working on and so needed me to write an article to make up the deficit. The only problem was he needed it that afternoon. Hmm... what to do? After discussing a few reservations, Steve managed to convince me to give it a go.

A few months back we had discussed the concept of using allied contingencies in Warmaster and Steve thought that this would be a good opportunity to knock some house rules together. Although we wouldn't have time to undertake any play testing, at the very least it should promote (or perhaps provoke) discussion on the subject. So here you go...

Steve has promised to take the flack on this one so please send any comments/criticism to him via the usual methods of communication. I'm sure he will be eager to hear what everyone has to say.

WHICH ARMIES MAY ALLY WITH EACH OTHER

To see which armies can ally use the table opposite. You may include more than one allied force as part of your army, but you may not include units from two different armies if they could not normally ally in the first place. For example, an Empire army could not include High Elf and Dwarf allies in the same force because High Elves and Dwarfs are not allowed to ally together.

CHOOSING ALLIES

You may spend up to 25% of the starting points value of your army on allied units. For example, in a 2,000 pts game, you could spend up to 500 pts on allied units. You may

only purchase units and not character models when choosing allies, and you will also need to bear in mind the minimum and maximum restrictions placed on units from the allied army, with the following modification.

For each unit, divide their total minimum and maximum value for the size of game you are playing by four, rounding any fractions up for minimum values and down for maximum ones. The number you are left with tells you the minimum and maximum number of that type of unit available as allies in your army. In the case of minimum values, you must include those units before spending points on other troop types.

For example, if you were playing a 2,000 pts Orc & Goblin army and wanted to include some Chaos units as allies, you would need to include at least one unit of Chaos Warriors and one unit of Marauders before purchasing any other Chaos troops. That is a minimum of two of each unit type (Chaos Warriors and Marauders) in a standard 2,000 pts Chaos army, divided by four as they are being taken as allies, and then rounded up to the nearest whole number (in this case 1). This would cost you 210 pts out of an available 500 pts (25% of 2,000 pts).

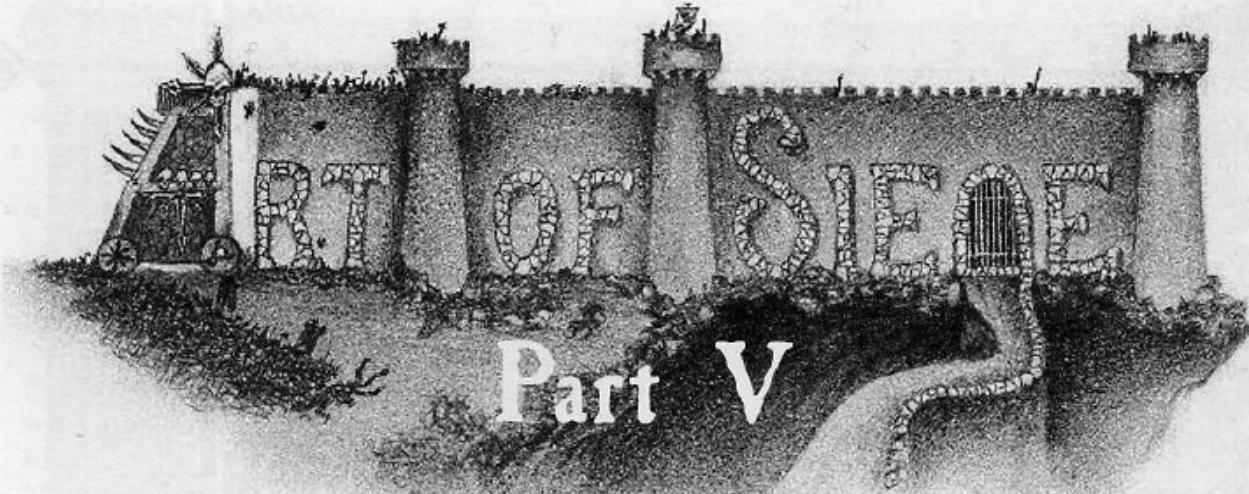
With the remaining 290 pts you could then purchase other Chaos units, taking into account any maximum limits imposed. Continuing the example above, this would allow you to include up to two units of Marauder Horsemen at a cost of 180 pts as allies for your Orc & Goblin force. That is a maximum of eight in a standard 2,000 pts Chaos army, divided by four as they are being taken as allies, and then rounded down to the nearest whole number (in this case two).

USING ALLIES

Allied units form part of the parent army for all intents and purposes. They follow Command orders issued by the Characters from the main force, as if they were units that originated from that army. Allied units may also be brigaded with each other and units from the main force.

ALLIED CONTINGENT CHART

	BRETONNIANS	CHAOS	DARK ELVES	DWARFS	EMPIRE	HIGH ELVES	KISLEV	LIZARDMEN	ORCS & GOBLINS	UNDEAD	SKAVEN	VAMPIRE COUNTS
BRETONNIANS	-	N	N	Y	Y	Y	Y	N	N	N	N	N
CHAOS	N	-	Y	N	N	N	N	Y	N	Y	Y	Y
DARK ELVES	N	Y	-	N	N	N	N	Y	N	Y	Y	Y
DWARFS	Y	N	N	-	Y	N	Y	N	N	N	N	N
EMPIRE	Y	N	N	Y	-	Y	Y	N	N	N	N	N
HIGH ELVES	Y	N	N	N	Y	-	Y	N	N	N	N	N
KISLEV	Y	N	N	Y	Y	Y	-	N	N	N	N	N
LIZARDMEN	N	N	N	N	N	N	N	-	N	N	N	N
ORCS & GOBLINS	N	Y	Y	N	N	N	N	-	N	Y	Y	Y
UNDEAD	N	N	N	N	N	N	N	N	N	-	N	Y
SKAVEN	N	Y	Y	N	N	N	N	N	Y	N	-	Y
VAMPIRE COUNTS	N	Y	Y	N	N	N	N	N	Y	N	Y	Y



Part V

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

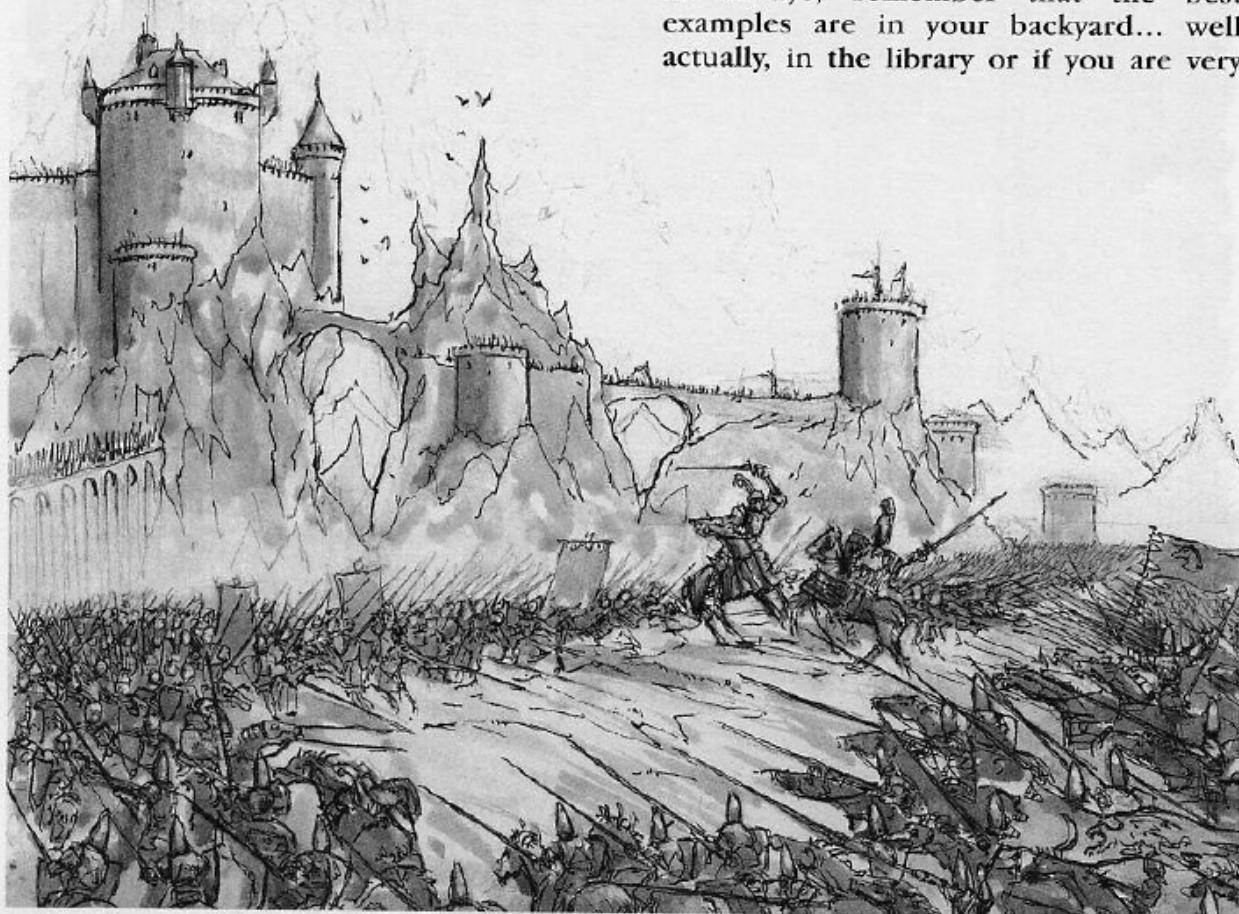
CASTLE, COUNTRYSIDE AND CAMP

From previous Art of Siege articles, it should be clear that you needn't restrict yourselves to just a simple castle and a one-off battle to play a siege. Thus it becomes necessary to keep track of various things during the progress of the siege. To do this we create a Siegemap. This map shows the castle and the surrounding (relevant) countryside, and once the siege has commenced will also show the attackers' camp as well as destroyed wall sections, destroyed siege-machinery, etc.

THE CASTLE

To start this process we need to think about the object of our siege, the castle or fortified habitat of our preferred race. To facilitate in creating the castle-map there are a series of images that represent the various structures that make up a castle. These components and their cost can be found in the first Art of Siege article from issue 13 of WarMag (this can also be downloaded from the Fanatic website at www.warmaster.com).

Obviously, creating a castle from scratch may be a daunting prospect. To help we have included a sample layout opposite. As always, remember that the best examples are in your backyard... well actually, in the library or if you are very



lucky there may be a castle or ruins nearby that will provide you with ideas.

Now, before we actually start 'building' that castle, let us first look at something completely different.

THE COUNTRYSIDE

For the first Siege campaign you play consider the countryside surrounding your castle to be like a pool/billiard table, flat and green. However this will become more important after getting through the first campaign. The reason for this should be obvious!

In real life, castles were not simply created and plonked down on a bit of real estate, but evolved over a prolonged period in conjunction with the surrounding area. Thus, to get into some serious siege games, we should first grab a real map and figure where our general would have decided to build. Then create a castle that suits the lay of the land and the (defensive) possibilities. As with creating castles, history and geography are often the best places to start this kind of undertaking.

So take a piece of paper, and define the countryside as simply or elaborately as you wish and then erect your castle.

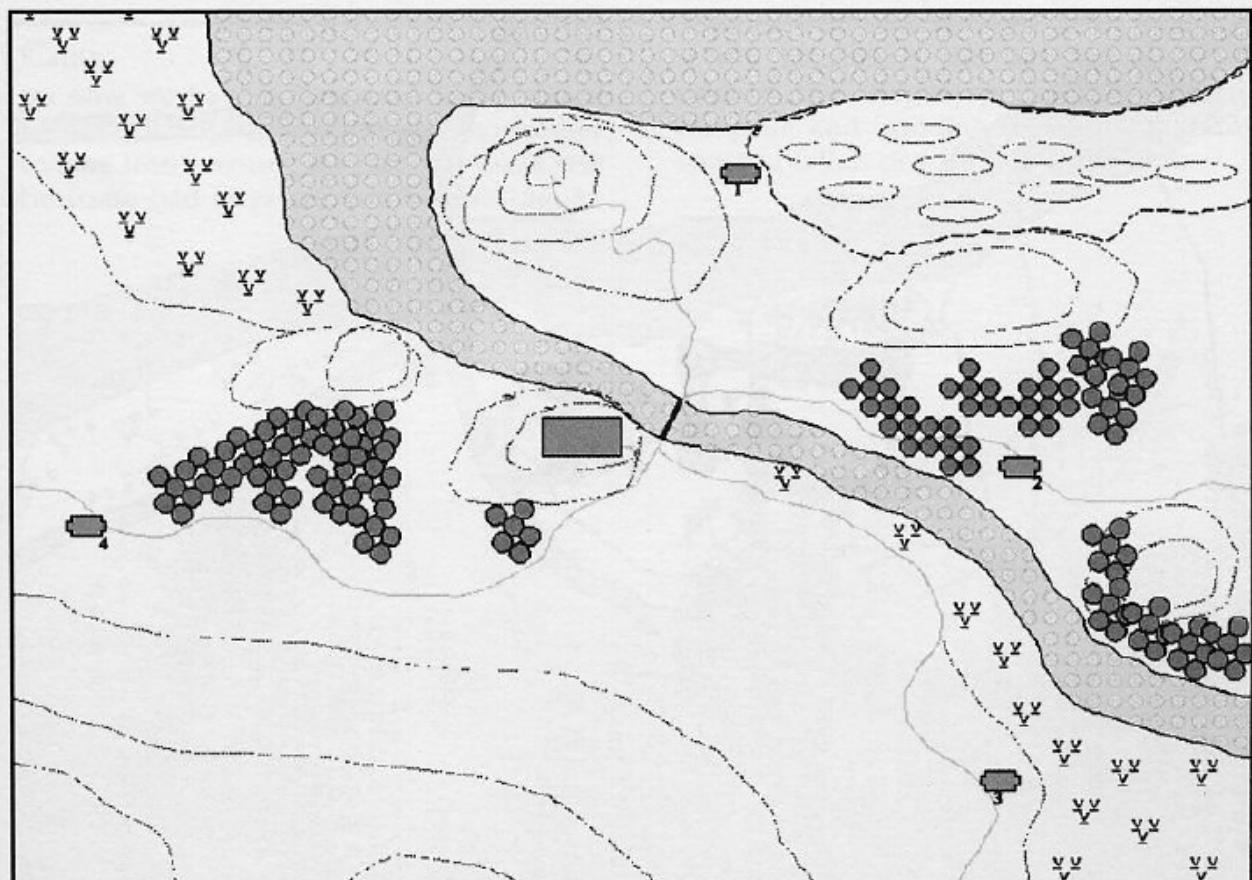
Defining the global surroundings

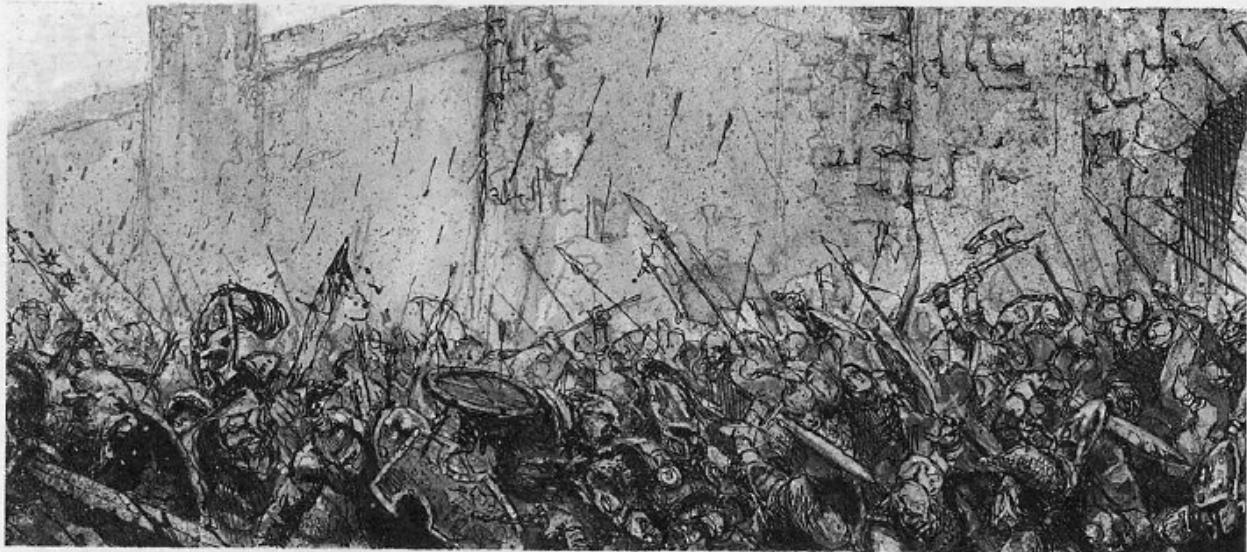
This map (below) is a rough depiction of the area where the siege will take place, extending approximately five kilometres in all directions and centred on the castle. It is not used as such to mark positions during the campaign, but will indicate the overall lay of the land. The one thing we normally do with this map is to divide it into six equally sized areas. That way, when a Countryside mission takes place we randomly determine (roll a D6) in what area it takes place and have representative scenery for the section.



Nominating six areas of similar size in the example above, for example, would yield: (top to bottom, left to right)

1. One edge defined by the sea, about 50% of the table considered difficult terrain (representing the tidal flats), some woods near one edge of the table and a well-defined hill.





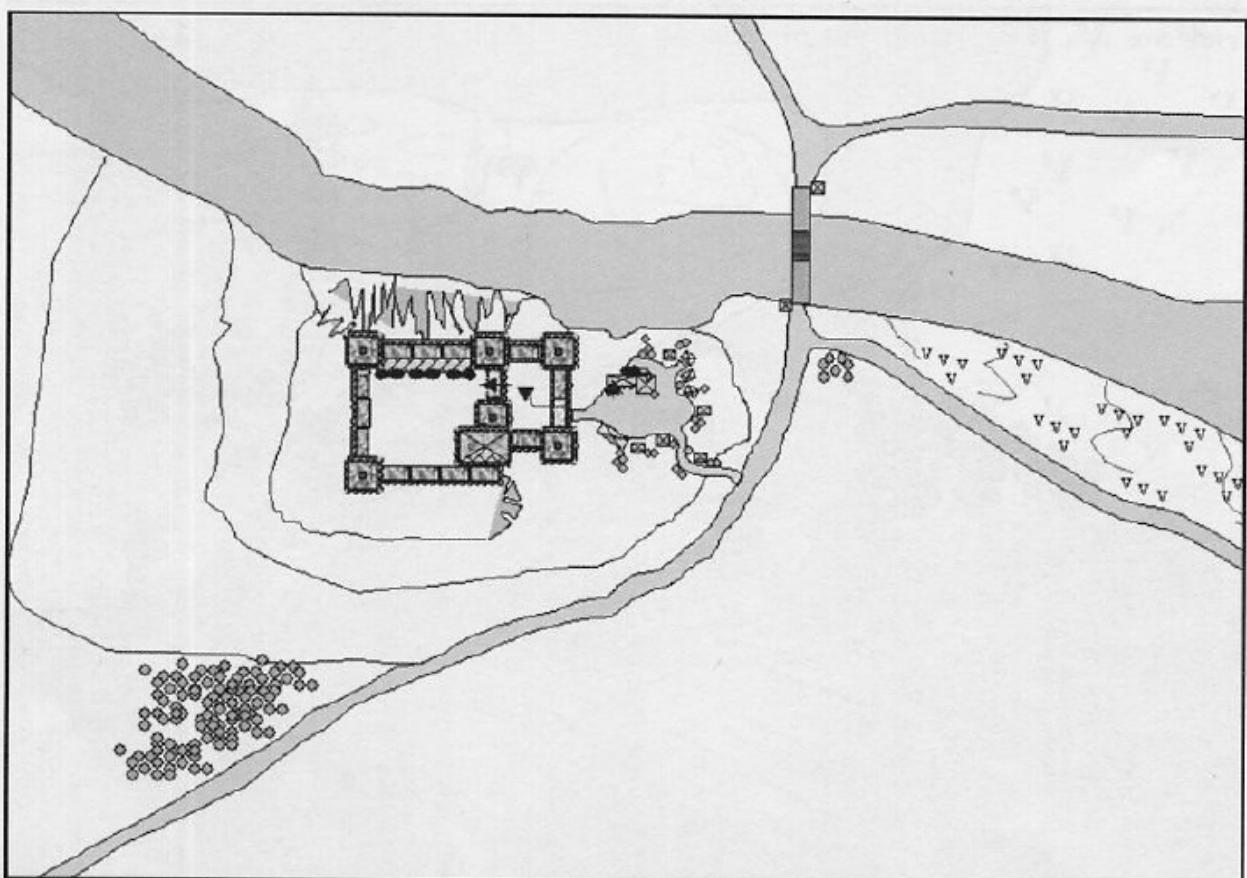
2. One or two board-edges defined by the sea, one by the river. A large multi-leveled hill dominating the table edge near the coast. A village.
3. One edge defined by sea, followed by dunes. Near one edge a larger tract of forest and a village.
4. Woods on one edge, with a village near them, with the other end of the board slowly giving over to rolling hills.
5. Some small bits of woods on a board predominantly figuring rises and folds of a heath.

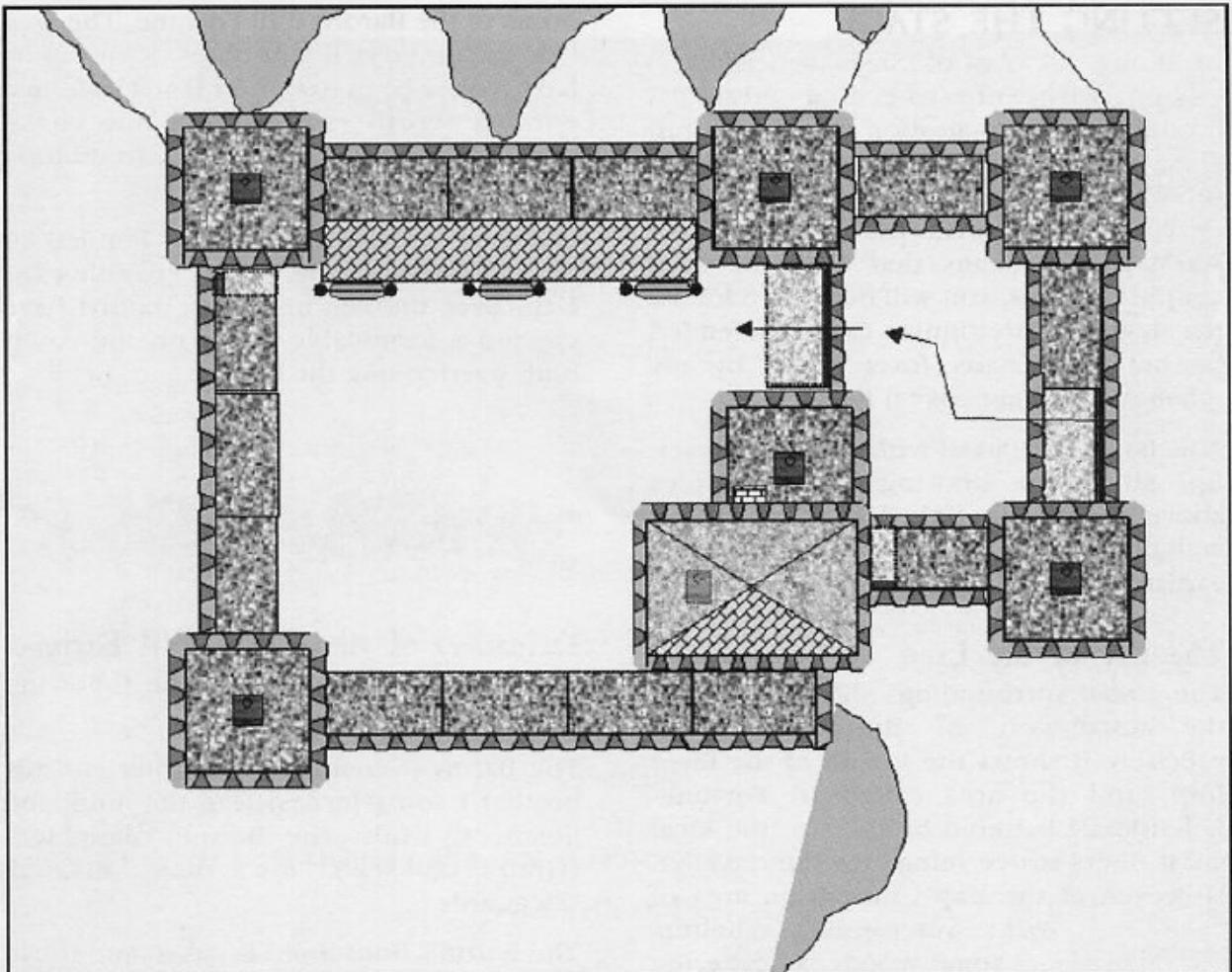
6. A large swampy area adjacent to a river, with a village somewhat central on the table.

Note that we ignore the castle itself when determining countryside battles!

Defining the castle's surroundings

This map (below) is a depiction of the actual area where the siege will take place, and should cover the castle and an area of 1.8m in all directions, say extending from and centred on the Castle.





Defining the Castle

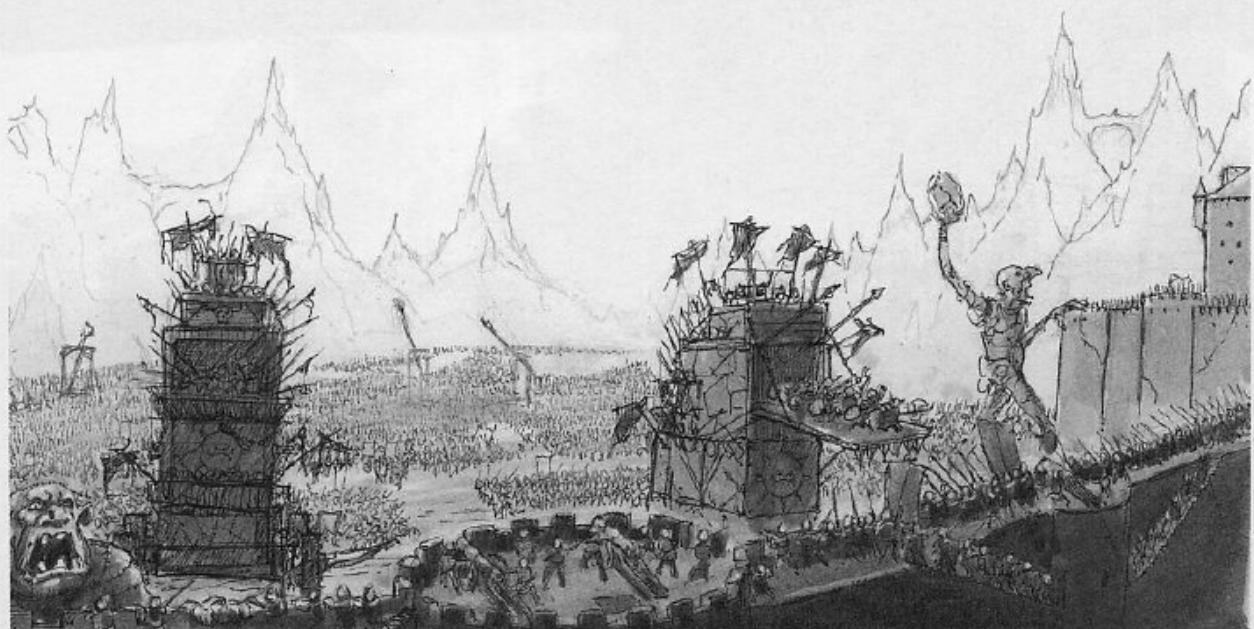
This map (above) shows the Castle and the area directly around it.

Camp

So now we have a Siegemap that's scaled to provide a proper overview. Remember to take into account the fact that there will be some bad boyz coming a-knocking, so

create enough of a surrounding area to allow for a full blown siege, with multiple campsites in the various sectors.

When actually launching a game of Siege, it will be mostly the besieger that will update the Siegemap, introducing his campsite and building locations, marking spots of fallen down siegetowers, etc.



SETTING THE STAGE

In doing the Art of Siege articles and talking with our esteemed editor, I brought up the suggestion to feature a full Siege campaign as a narrative battle report for WarMag. Using 'real time' restrictions in conjunction with the deadlines for WarMag this means that over the next couple of issues, you will be able to follow the siege of a Bretonnian castle (defended by me) by Chaos forces (led by my infamous younger spawn Roel).

This issue we started with the general set-up. All of the drawings and examples above are directly linked to the siege we will be fighting, so let me put in some explanation:

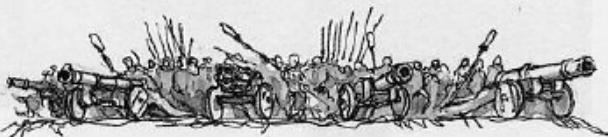
The Lay of the Land

The global surroundings show an area in the north-west of Bretonnia. More precisely, it shows the mouth of the River L'ap, and the area called Ill Fortune. Relentlessly battered by the sea, the local coast offers scarce refuge for the traveller. However, at the L'ap's mouth an area of rocky outcroppings shelters some woods, a scattering of villages and the castle D'ILL Fortune, and ancestral



home to the Barons d'ILL Fortune. The area is aptly named as the fortunes of the family have always been low, their lands yield just enough crops to sustain the local population and those are frequently raided by Norse raiders.

But these are a hardy people! Funded by the toll sought on the bridge spanning the L'ap, over the centuries the Barons have erected a formidable castle on the south bluff overlooking the bridge.



Defenders of the Castle d'ILL Fortune

The castle is garrisoned by the following troops:

The Baron (General), his brother and his brother's son (Heroes) lead the mundane defences, whilst the Baron's daughters (Grail Damsels) are their magical safeguards.

The Baron's household Knights, and those of his brother, together with their Squires are safely sheltered within the sturdy walls of the castle, ready to sally forth and take the fight to their enemies.

On the castle's walls and towers, the Baron's Men-at-Arms and Bowmen keep a vigilant watch and a stalwart stance on defence.



THE DEFENDERS OF CASTLE D'ILL FORTUNE

• Baron D'ill Fortune – General	125 pts
• Hero with <i>Sword of Might</i>	90 pts
• Hero	80 pts
• Enchantress with <i>Scroll of Dispelling</i> & mounted on <i>Unicorn</i>	80 pts
• Enchantress with <i>Staff of Spellbinding</i> & mounted on <i>Unicorn</i>	90 pts
• 8 units of Bowmen	440 pts
• 6 units of Men-at-Arms (one unit with <i>Banner of Fortune</i>)	290 pts
• 1 unit of Peasants	30 pts
• 2 units of Knights	260 pts
(one unit with <i>Banner of Steadfastness</i> & one unit with <i>Sword of Cleaving</i>)	
• 2 units of Squires	180 pts

Castle

• 6 Towers (one adjacent to moat, two adjacent to cliffs)	330 pts
• 2 Keeps	110 pts
• 5 Wall sections (one adjacent to moat, one adjacent to cliffs)	150 pts
• 1 Stable	110 pts
• 2 Sally Ports	120 pts
• Additonal cost for moat & cliffs	123 pts

Questing

• Hero	80 pts
• 1 unit of Grail Knights with <i>Sword of Destruction</i>	130 pts

Village 1

• 1 unit of Peasants	30 pts
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Village 2

• 1 unit of Men-at-Arms	45 pts
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Village 3

• 1 unit of Bowmen	55 pts
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Village 4

• 1 unit of Men-at-arms	45 pts
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Total 2,993 pts



WORKING IN WORD

Although not the most logical place to go about creating graphic stuff, I use Microsoft Word a lot for this kind of activity. So it was a logical step to create the various castle and camp bits using the drawing tools of Word. Then when scaling down one of the example castles for Fanatic, I realised that I had a very handy way to create 1:1 real-scale castles (or castle-sections) and could actually use the scaling mechanism in Word to go to the smaller scaled Siegemap. On that Siegemap, I can always insert newly created bits of Castle and Camp, scaling them down to the correct proportions and placing them in the right area.

To allow you all to do the same, all the imagery is available for those components used by me for the above samples. Use it freely to create your own sieges, and if you want some more, drop me a line and I will see what we can do (hopefully all of these symbols will be available on the Fanatic Warmaster website).

The people from the village outside the castle's walls have fled to the safety of the castle, and have been drafted in to help defend the walls.

In addition to the forces in the castle (and to create a nice rounded number of points), we decided that the Bretonnian player could have some troops outside of the castle. These troops however, can only be used in conjunction with the forces for any of the special missions in the countryside. Also, there is no way to 'maintain' them when damaged, other than bringing them into the castle during a mission, so any losses suffered are permanent.

Village 1 – The fishing village holds one unit of Fishermen (Peasants).

Village 2 – The village north of the L'ap holds one unit of Spearmen (Men-at-arms).

Village 3 – The village south of the L'ap holds one unit of Bowmen.

Village 4 – The village south of the Castle holds one unit of Spearmen (Men-at-arms).

Questing – One Hero and a unit of Grail Knights.

Magic Items in a Siege campaign.

Sometimes you realise you have forgotten to mention something – things that are so normal that you assume you do not need to explain them. When I was creating my army list for the campaign I realised I had forgotten to write about the use of magic items. For simplicity's sake, we rule that any restrictions on the use of magic items are only valid during the course of a single mission, including follow-up results directly from fulfilling a special mission condition!

After a mission, the items will recharge, or new ones are created (eg, Scrolls) without players needing to perform specific actions. There are two notable situations where this will not be true, but rather the item will be taken from play:

- If a character carrying an item is lost to the enemy, any items carried are permanently lost.
- If a unit carrying an item is destroyed, even if this is through merging it with another unit.



COMING SOON...

Mordheim Beastmen warband
Inquisitor Tau Water Caste
Battlefleet Gothic Rogue Trader Cruiser
Warmaster Stormvermin, Undead Scorpion
Blood Bowl Zara the Slayer

EVENTS CALENDAR

call to Arms - 4th & 5th October



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The Art of Siege



An Undead army breaks into a Bretonnian castle



A vast horde of Chaos assaults a Dark Elf fortress

WARMAG

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- *The Art of Siege Part V* – creating simple siege maps.
- *Khorne Daemon hordes* – background of the Blood God.



- Warmaster Hordes – the full range of Warmaster miniatures.



Daemons of Khorne: Bloodthirster (top), Bloodletters (middle left), Character on Juggernaut (middle right), Flesh Hounds (bottom left) and Daemon Prince (bottom right) designed by Colin Grayson and painted by Daniel King, Tue Kaae & Stuart Witter.



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