

RULES UPDATE

By Rick Priestley and
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Warmaster was released more than two years ago and, since then, we have published regular Questions & Answers (Q & A) features about the game rules in WarMag. Needless to say, as more and more queries merited more and more answers, this has grown into quite a brawny document, if not actually the sort of brute you wouldn't want to meet on a dark night!

When it came to putting this Annual together our first intention was simply to compile all of the Q & A to make a handy reference. Having compiled them we felt this was rather unsatisfactory – the result being extremely long and not really very handy either. So instead, we have come up with a more comprehensive update as well as a revised (and much shortened) set of Q & A.

The update is given in page order from the front of the rulebook. Some of the entries are quite short and can be added directly to your rulebook with a pen or pencil. Others are more substantial and we suggest you cross out the old deleted versions, photocopy the new pages, and keep them with your rulebook.

Together with the new Q & A, these updates effectively comprise a complete game

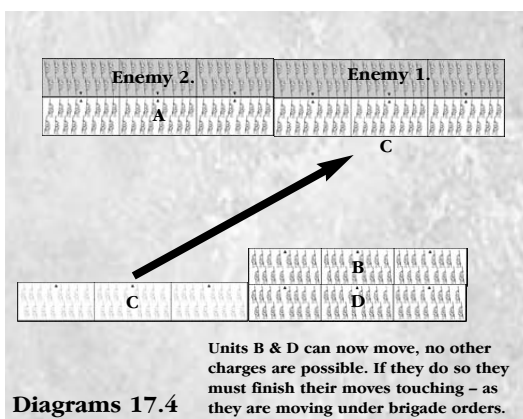
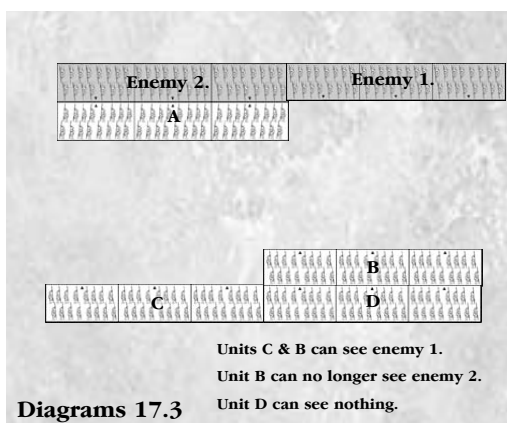
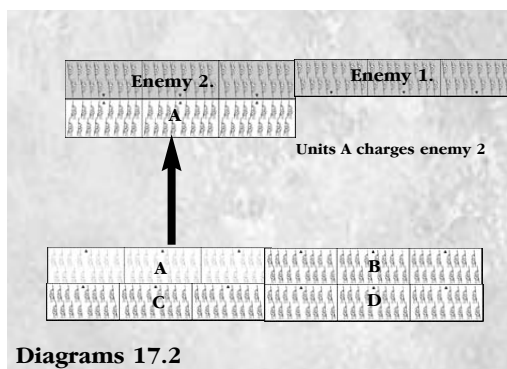
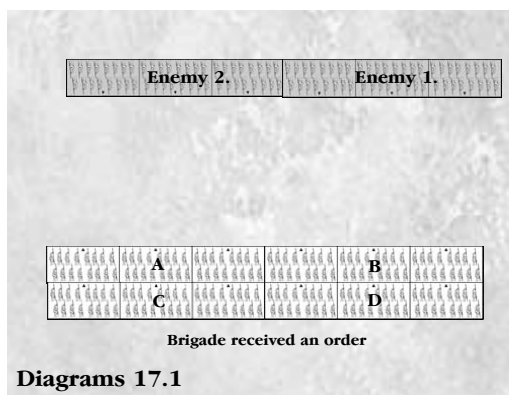
revision – version 1.1 so to speak. We have avoided making massive changes to the game and where we have made significant changes, the reasoning has been explained with a footnote. Many of the changes are simply re-wordings that won't affect most players' reading of the rules, but we've revised anyway to make the meaning clear.

There is at least one part of the game rules where a more substantial revision is probably justified – namely the rules for the placement of chargers and charges to the flank. This official update doesn't deal with that directly because we haven't had time to properly assess an alternative version. Indeed it may be practically impossible to make such a major change without producing a new second edition rulebook. Instead, we've included them as 'trial rules' which you can find these on page 68.

These updates, the new Q & A, and the revised army lists have all been produced with the invaluable assistance of the following players together with their friends and local clubs – so thanks very much too: Wayne Rozier, Dave Simpson, Christian Burnett, Mike Bolton, Chuck Goetz, Leslie Mitchell, Jim Kontilis, Bertrand Chaume, Greg Lane and Doug Leip.



RULES UPDATE

P17 – Brigades*Add the following diagrams:***P20 – Formation & Movement***Case 5. Change final sentence to read as follows:*

Note that the only situation where an irregular formation moves at full pace is when it charges or evades.

P21 – Moving the stands*Replace section down to Terrain with the following:*

As a unit moves, you can rearrange its stands as you wish. Stands must remain touching but can be turned round or arranged into a line, column, or an irregular formation. When each stand is moved, no part of the stand can move further than its permitted maximum movement distance.

When a stand moves it cannot move through another stand of a different unit whether friend or foe. Stands can move through other stands of their own unit that have not yet moved and which are not already engaged in combat. Otherwise, stands cannot move through other stands of the same unit. This allows units to flow in a realistic manner without stands getting in each other's way.

There is an exception to the rule that prevents stands moving through other units – this happens when a unit bursts through another during an evade and is described later (p23). Stands can always move through characters as described in the Generals Wizards & Heroes section (p53).

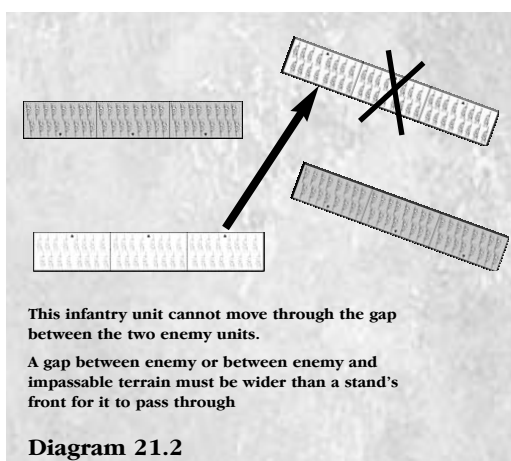
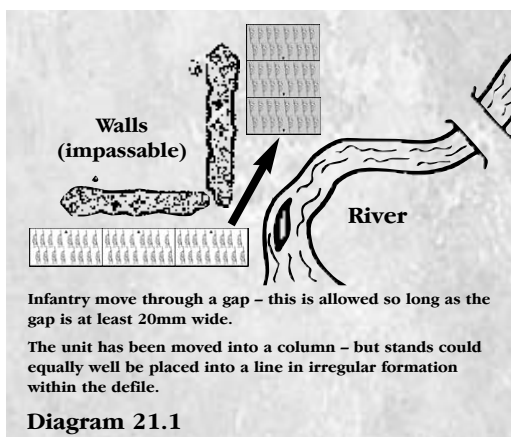
The gap rule

When a stand moves it can be oriented to pass through any gap so long as the gap is at least as wide as the stand's shortest edge, usually this will be 20mm. For example, an infantry stand might be turned to its side to move through a gap between impassable walls and a river.

The exception to this rule is that a stand cannot pass through a gap between two enemy stands, or between an enemy stand and any feature or friendly stand, unless the gap is wider than the stand's own frontage. For example, there must be a gap of more than 40mm for an infantry stand to pass between two enemy stands, between an enemy stand and a friendly stand, or between an enemy stand and the edge of a river.

This rule prevents units moving through gaps whilst close to enemy units and where

there is little room for effective manoeuvring. Note that although stands are not permitted to pass between enemy stands as described, this does not prevent them moving between such stands to charge them, assuming there is room to do so (See Moving Chargers p32).



P21 – Terrain

Paragraph 9 – *The final paragraph in the section – change the last sentence to read as follows:*

If a unit is forced to retreat into impassable terrain during combat, then stands may be destroyed as a result (see the Combat phase section p41 & 43).

P22 – Moving by Initiative

Paragraph 1 – *Delete and replace with the following:*

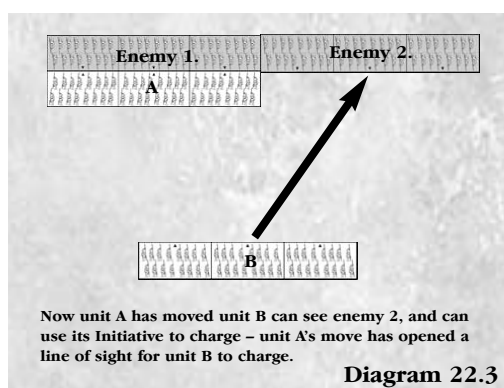
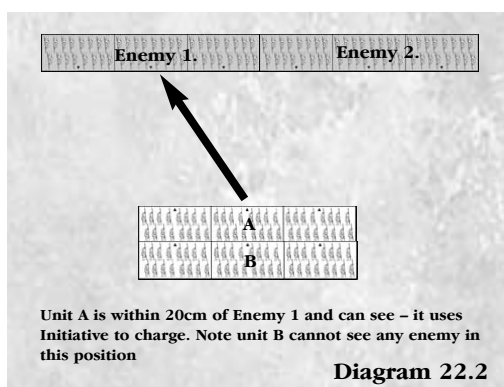
The Initiative rule represents the ability of a unit's commanding officer to lead his troops to the attack or guide them away from danger. Once the enemy is close, a regiment's training and natural instincts

pretty much determine what happens next, regardless of what the General might prefer.

During the Initiative Movement section of the Command phase, a unit can use its own initiative to either charge or evade from the closest visible enemy unit within 20cm. It does not have to do so, and can instead wait until the Ordered Movement section of the Command phase and attempt to move by means of an order as usual. The choice is the player's in most cases; exceptions are covered in the army lists.

Paragraph 5 – *Delete and replace with the following:*

Units moving by initiative do so during the Initiative Movement section of the Command phase as already explained (above and see p13). Units are moved one at a time, the movement of each is completed before moving the next, but the player can move the units in whatever order he wishes. Because units are moved one at a time, it is possible for a unit to move so that it blocks the line of sight of another friendly unit, making it either impossible for that unit to use initiative or changing which visible enemy unit is closest. Conversely, a unit's move could open a line of sight, allowing another friendly unit to use its own initiative or changing which enemy unit is closest.



Add the following at the end of the section:

Enemy infantry or artillery in fortified positions can be ignored when it comes to using initiative – these units are considered either unable to move or unlikely to do so. A player can choose to ignore such enemy units if he wishes, in which case his own unit can use initiative to charge or evade the closest non-fortified enemy within 20cm.

A unit can also ignore the presence of enemy units if they are divided by a mutually impassable barrier so long as neither the unit itself nor the enemy unit/s can move round the barrier within a full pace move. For example, cavalry cannot cross rivers, so two cavalry units divided by a river can ignore each other for purposes of initiative. A player can choose to ignore such enemy units if he wishes, in which case his own unit can use initiative to charge or evade the closest visible enemy unit within 20cm that is not divided by the impassable barrier.

Diagram P23.1 – *Note that the unit of horsemen should be facing the bottom of the page – if only for appearances sake! Some rulebooks have this correction already.*

P23 – Units Which Move off the Table

Paragraph 1 – Last sentence – change to read as follows:

This can happen when a unit receives a 'blundered' order but can also happen to units that are defeated in combat or troops driven back by missile fire or magic.



P25 – Targets

In the final paragraph beginning 'Stands inside a wood are assumed...' change all occurrences of 1cm to 2cms. Eg,

Stands inside a wood are assumed to be able to see up to 2cm.

P26 – Delete the second paragraph on the page beginning 'If a player wishes a unit to

**1. This is a rules change that makes it impossible for a unit to turn round to shoot at enemies directly behind without turning to face in the Command phase. The change makes units that can shoot all round somewhat better in that they can now shoot in circumstances where other units cannot.*

shoot'. *1

P27 – Driving Back Enemies

Delete paragraph 3 beginning 'Defended units roll one less dice...' to 'Units confused during drive backs'. Replace with the following:

A unit that has one or more stands in a defended position disregards the first hit suffered when working out drive backs. This means one hit cannot cause a drive back, two hits roll one dice, three hits roll two dice and so on.

A unit that has 1 or more stands in a fortified position disregards the first two hits suffered when working out drive backs. This means one or two hits cannot cause a drive back, three hits roll 1 dice, four hits roll 2 dice and so on.

Units that are driven back move directly away from the closest enemy stand that shot at them regardless of whether that enemy inflicted any hits – this is called the driving unit. Note that driving units will normally be units of troops – but can also be enemy wizards if the unit has been affected by an appropriate spell (such as Ball of Flame).

When a unit is driven back its path is determined in a comparable way to evading troops (see p22). Move the stand that is closest to the driving unit directly away from it without changing the orientation of the stand. Once this first stand has been positioned, remaining stands move back along the same path into a suitable formation but cannot be placed closer to the driving unit than the first stand. Note that the actual drive back measurement is made only to the closest stand, other stands may move further than the distance rolled and are often obliged to do so. This flexibility

**1. Note that the rule for defended and fortified troops has been re-worded so that it is clear which hits should be ignored. This becomes relevant when hits comes from different enemies, some of which have special confusion rules.*

allows the unit to rearrange its formation as it retires. See Diagram 27.1

**1. This section has been extensively rewritten to remove any doubt about when shooting is worked out and casualties removed. This was particularly asked for in respect of working out cannon and bone thrower shots – details that have now been incorporated in to the text.*

P28 – Shooting at Charging Enemy

Delete section down to 'The Role of Missile Troops' and replace with the following: *1.

Stands capable of shooting (including artillery, appropriate monsters and some machines) and which are not already engaged in combat, can shoot at enemy units charging their own unit. Remember, a unit is 'charged' so long as it is contacted by a charging stand – it does not matter if the unit was not the original target of the charge.

These shots represent the unit pelting the enemy with missiles as they approach, perhaps at the very last moment but possibly as part of a fighting withdrawal by parties posted ahead of the unit's main body.

Shooting in this way is an exception to the normal turn sequence because it happens in the enemy's turn.

Shots are worked out as soon as the charging unit has finished its move. Shooting stands must be able to draw a line of sight to the enemy unit at some point during the charge move whilst it is within their weapon range. This can be at any moment during the charge: either at the start of the move, once it is complete or at any point in between. Note that some troops are allowed to shoot all round (eg, Wolf Riders) and they can therefore shoot by drawing a line of sight from any edge – other troops must draw a line of sight from their front edge as usual (p25).

Calculate the effect of shots and remove any whole stand casualties straight away before moving any further units. Bear in mind that because casualties are removed at once, this can potentially create a line of sight for another unit to charge into a space vacated by the casualty.

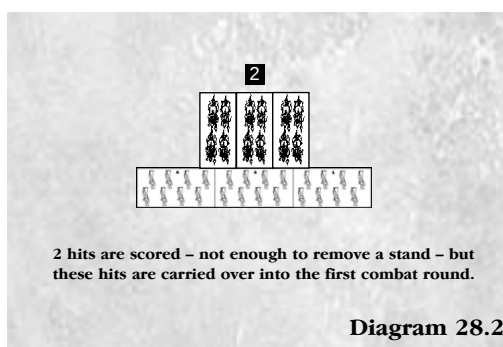
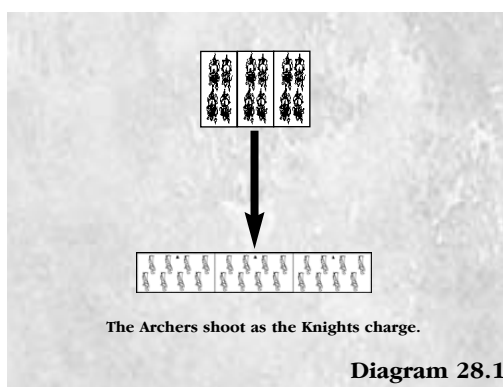
Note that shots from bolt throwers can

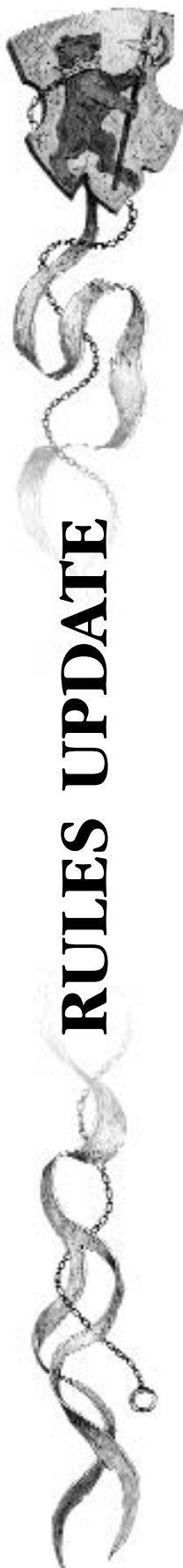
penetrate enemy stands and affect other stands or units behind the target. Shots are always calculated from the position of the chargers at the end of their move – so penetration can be easily calculated from the final position of the charging unit.

Hits inflicted on the charging enemy unit are carried over into the combat. When it comes to working out combat results, these hits count as having been struck in the first combat round. If enough shooting hits are caused to destroy one or more charging stands, then casualties are removed immediately and do not therefore fight in the Combat phase. Remember – the total number of shooting hits count as having been struck in the first combat round even where whole stands have been removed.

For example, if an Archer unit inflicts two hits on a unit of charging Knights, the Knights start the combat with two hits outstanding and these will count towards the combat result for the first round. If three hits were inflicted, then one stand is removed and will not fight in the combat – the three hits still count as having been struck in the first combat round.

Hits on charging units don't cause drive backs. This is partly for convenience, as the game would quickly become very cluttered otherwise, but it also reflects the ability of





troops to stoically advance under fire once they have the enemy in sight. Any loss of enthusiasm is taken into account by including any hits inflicted in the result for the first round of fighting (see Combat results p39).

If a missile-armed unit is charged by two or more enemy units, one after the other, then it can potentially shoot more than once. When shooting at a second or subsequent charger only those stands that are not already engaged can fire. Remember that stands touching corner-to-corner are engaged and so are not free to shoot at charging enemy.

P28 – Units routed by drive backs

Replace section down to 'Shooting at Charging Enemy' with the following:

If the Drive back dice roll is greater than the unit's full pace movement distance, then the unit is automatically deemed to have fled from the battle in rout. The unit is not moved – instead the entire unit is removed as a casualty.

This happens rarely because units taking many hits are usually destroyed as a result. Large monsters with many hits are more likely to be destroyed in this fashion than infantry or cavalry units.

P30 – Combat Phase at a Glance

The result line 'Draw – Both sides retreat' should read as follows:

Draw – Both sides fall back.

P32 – Sequence of charges

Change first sentence beginning 'The term charge...' to read:

The term 'charge' describes a unit's movement into contact with an enemy unit during the Command phase whether by initiative or by means of an order.

P32 – Enemy in sight

Change second sentence beginning 'It is possible...' to read

It is possible for one unit's charge to subsequently block the line of sight of another, making it impossible for that second unit to charge even though its target was visible beforehand.

**1. Although this is a major re-write no change in the rules is intended – however the old section was the source of so many queries and misunderstandings that it was felt best to make a clean sweep and start afresh. We have also produced an alternative set of trial rules that change the way charges are implemented, reducing the accessibility of flanks and providing a more intuitive way of working out front, side and rear charges – see p60.*

P33 – The charge

*Delete entire section through to Moving Chargers from Brigades on p35. Replace with the new section as follows: *1*

Before moving the charging unit, determine which stand is closest to the enemy unit being charged. A stand which can't see the enemy or which can't reach the enemy, for whatever reasons, is ignored in favour of one that can. Where impenetrable terrain or other units block the shortest path to the enemy then measure the actual route to be taken to determine which stand is closest and whether it can reach. If you really can't tell which stand is closest, if two are equally near for instance, the player making the charge nominates one as the 'closest'.

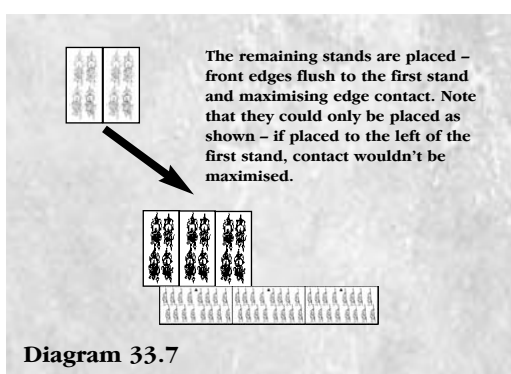
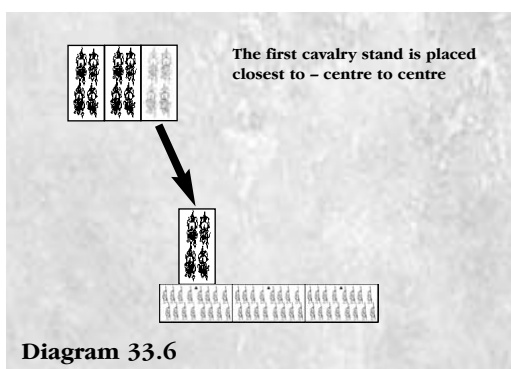
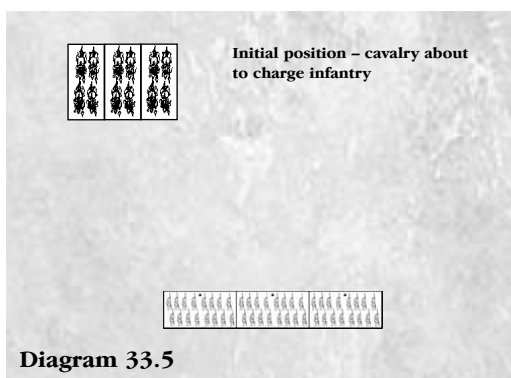
Move the closest charging stand into edge to edge contact with the closest visible enemy stand. Place the front edge of the charging stand centre-to-centre against the closest edge of the enemy stand. See Diagram 33.1.

If the nearest point of an enemy stand is its corner, then the closest charging stand must move to the edge indicated by the balance of the charging unit's frontage as shown on the Diagram 33.2. If more of the charging unit lies to the left of the shortest line between the two units, then the closest stand moves to the left-most edge, if more of the charging unit lies to the right it favours the right-most edge. If it is impossible to tell which way to go because the balance is exactly equal then the charger can choose.

When working out where to position the closest charging stand, enemy stands or stand edges which cannot be seen or which are inaccessible are always ignored. For example, such stands might lie against impassable terrain such as marches or rivers, or they might be entirely obscured by other stands. Note that this means a unit may be unable to charge because it doesn't have the move distance or cannot see an enemy stand

edge that is accessible – even though it may be able to see inaccessible stand edges within its charge reach. See Diagram 33.3 for examples and the section Partially Accessible Edges for more about exceptional moves.

Once you have placed the closest charging stand, move the remaining stands one at a time, placing each stand so that it touches one already in position. Where possible, remaining stands must be placed so that their front edge is flush with the front edge



of the closest charging stand forming a straight line. These remaining stands don't have to be placed centre-to-centre against enemy stands as does the closest charger, but stands must be placed so that their front edge contacts as large an area of enemy

stand as possible – even if this is just a corner. See Diagrams 33.4, 33.5, 33.6 and 33.7 (below).

Contact with other enemy

In some cases you may find that charging stands come into contact with other enemy units positioned alongside the first. These other units also count as having been 'charged' and are drawn into the combat engagement. Once the closest charger has moved, the obligation for remaining chargers to maximise their front edge contact extends to adjacent enemy units and tends to result in more units being drawn into the engagement. See diagram 34.1.

Partially accessible edges

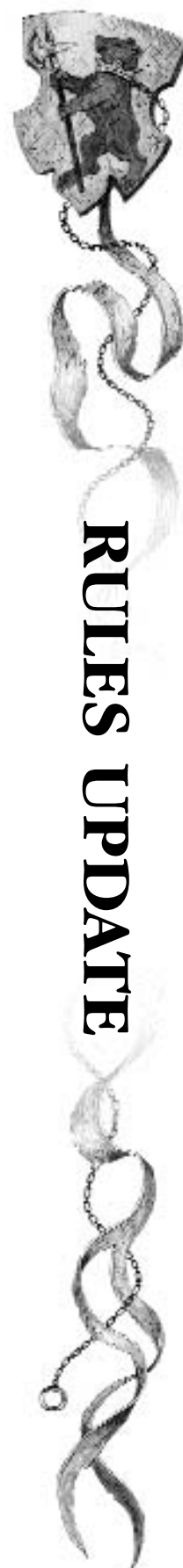
Occasionally, you may find it impossible to position the closest charging stand centre-to-centre against the enemy stand because the edge is partially covered, for example, by another stand or by terrain. In this situation the charger is placed as close as possible to the ideal centre-to-centre position but must contact at least some of the enemy stand's edge as shown on Diagram 34.2.

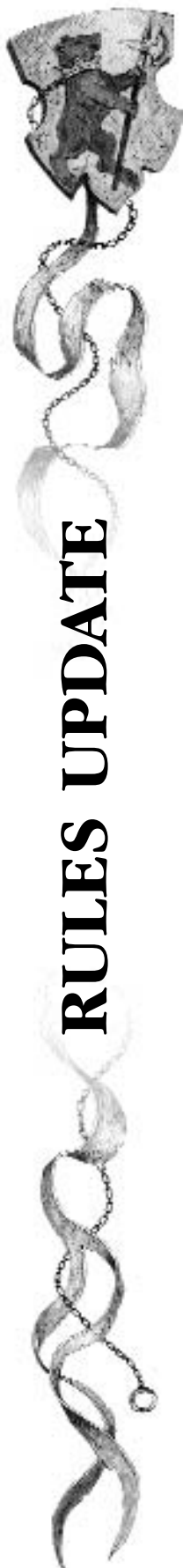
It is not sufficient for the closest charging stand to contact the enemy corner-to-corner. The closest charger must always contact edge to edge. Stands that can only contact corner-to-corner are ignored when working out the move of the closest charger. Where a corner is the only part of an enemy unit that can be reached the charge is not allowed. See Diagram 34.3.

The maximum move of chargers

No charging stand may move further than its permitted move distance. If the closest charging stand cannot reach the enemy and position itself centre-to-centre as described above, then the unit cannot charge. Even if the first charger is not placed exactly centre-to-centre because of a partially accessible edge, the charger must have enough movement to position itself centre-to-centre were it able to do so.

If remaining chargers do not have sufficient movement to reach the enemy as described, or if there is insufficient room to position them, they must be placed behind other stands in their unit or staggered slightly rearwards so that they remain in formation. In both cases stands must have sufficient movement distance to remain in formation and if it is impossible for them to do so, the





charge is not allowed.

Charges and irregular formations

Occasionally, it will be impossible to position chargers exactly as described because the enemy line is not straight. In this case, chargers are arranged along the enemy formation so that individual stands touch both their own unit and their enemy.

The routine is to identify and place the closest charging stand in the usual manner. Once the closest stand has been positioned, remaining stands are placed by the charger so that they are in formation, and contact the enemy either frontally or at a front corner. See Diagram 35.1.

Charging – some points to note

Note that charging units are always positioned flush to the enemy formation's front, side, or rear depending on the placement of the closest charging stand. So, in a charge to the front, remaining stands are not allowed to move around the side or rear for example. Later we'll describe how pursuing stands can move round and surround a retreating enemy once combat is underway (see Pursuit p42-43). See Diagram



34.2.

Note that corner-to-corner contact is quite common where one unit's formation is wider than another, for example where a cavalry unit charges an infantry unit in the side. Remember, once the closest charging stand has been placed centre-to-centre, remaining charges must maximise their contact whilst staying flush with the front of the first stand, this tends to result in situations as shown in Diagram 35.2.

P38 – Casualties

Second paragraph beginning, 'If a unit suffers a number of hits...' – delete and replace as follows:

Record hits suffered by each unit during the combat round. Once the round is complete, units that have suffered hits equal to or greater than their Hits value must remove one or more stands as casualties. The player

who lost the combat should remove his casualties first and then the winner. In the case of a draw roll a dice and the lowest score removes his casualties first. Stands are removed one at a time from the edge of the formation so that the formation is not broken at any time, but otherwise the player can choose which of his stands to remove. Stands that are not touching an enemy can be removed as casualties if the player wishes, in which case it is assumed that casualties occur at the front and warriors press forward to take their place.

P40 – Supporting Troops

Delete the second paragraph and replace as follows:

A stand can only support if it is not touching

**1. This is a minor rules change that removes the situation where supported infantry units can potentially fight more effectively to their sides than to their front.*

an enemy and the unit it belongs to is not confused. The stand must be aligned either exactly behind or exactly beside a stand that fought to its front during the combat round. The supporting stand must also be facing in the same direction as the supported stand as shown in the accompanying diagrams. Note that a stand touched by enemy to its front and sides or rear during the combat round can be supported, but a stand touched by enemy only to its sides or rear cannot. A supporting stand can be from the same unit as the fighting stand it supports or from a completely different unit. See Diagram 40.1.

P41 – Blocked Retreats

Paragraph one – delete fourth sentence beginning, 'However, retreating stands are destroyed...'

Paragraph two – delete entire paragraph and replace with the following:

A retreating stand is destroyed if its retreat move is blocked. A retreat is considered blocked if any part of the stand's base is obliged to move through any of the following: enemy stands, stands of other friendly units that are engaged in combat (including friendly units that have already retreated from the same combat during that round), terrain that is impassable, and stands from unengaged friendly units that do not make way as noted above.

A retreat is also blocked if a stand's move

brings it into contact with a stand from an unengaged enemy unit. Note that in this case contact alone is sufficient to block a

***1.** *This is another section that has been extensively revised in line with queries that arose from the original version.*

retreat – the retreating stand does not need to move through the enemy stand. For example, a stand that retreats 1cm into contact with an unengaged enemy stand 1cm away is destroyed.

Stands that are destroyed are removed immediately without reducing the number of outstanding hits on their unit.

Blocked retreats often occur where units are partially surrounded, for example fighting to the front and rear at the same time. See Diagram 41.2.

P42 – Moving pursuers

Delete section down to *Enemy Destroyed*. Replace with the following: *1

During pursuit combat, pursuing units are moved back into contact with enemy units that have retreated away from them. The distance the pursuers are allowed to move is

not fixed – it will vary depending on the distance retreated by the enemy.

Pursuers are moved after defeated units have retreated and after any appropriate making way has been completed. If several units are pursuing, move them one unit at a time. The player making the pursuit can move the units in whichever order he wishes – the order can be important as the position of pursuers can easily block other pursuers if you are not careful.

Where they are able to do so, pursuing stands must move against the same units they faced in the combat round. In order to explain this process clearly; in the following descriptions ‘retreaters’ and ‘retreating units’ refers only to units that were touching the pursuers during the combat round.

When moving a pursuing unit, begin with all the stands that can re-establish edge to edge contact with retreating units by moving directly forward. If the stand’s front edge can contact at least part of the edge of a retreating stand by moving directly forwards then it must do so (but see Multiple Combats for exceptions). Note that pursuing stands cannot move directly forward if there is an obstruction in the way – there must be a clear path for the pursuer to move directly

Infantry suffers one casualty and retreats.

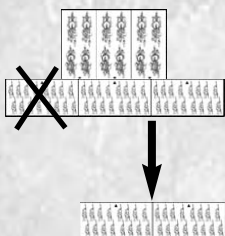


Diagram 42.1

Enemy cavalry lose the combat, suffer 1 stand casualty at retreat.

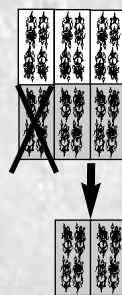


Diagram 42.3

Cavalry pursues. Both stands move directly forward back into contact with the retreating enemy.

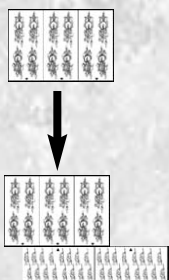
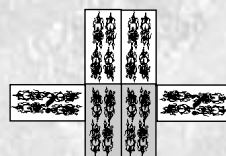


Diagram 42.2



Two pursuers move directly forward – the remaining pursuers can maintain edge contact by moving forward and must move to either side. Two alternative positions are shown – left or right, touching either partially or wholly – it is up to the player to decide how best to position in this situation.

Diagram 42.4

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forward. Diagram 42.1 & 42.2 shows the simplest case (below, left).

Once stands that can pursue directly forward have done so, other stands from the same unit are also moved into edge contact. This includes stands that would only contact corner-to-corner by moving directly forward, as well as stands that would not contact at all. Where possible, these stands must also be positioned against the same enemy unit as stands that have already pursued directly forward. Pursuing stands must be positioned so that their front edge contacts at least part of the edge of a retreating stand where possible – but note that there is no obligation to maximise frontage as there is during a charge. See Diagrams 42.3 & 42.4

In all cases, pursuing stands must have a clear path to their new position. Once stands have pursued directly forward, other stands are placed one at a time and must be placed into touch with a stand that has already moved. This ensures that a unit will always maintain a proper formation with all stands touching once it has pursued. Stands may be obliged to shift their relative position in their unit or even move round onto an enemy stand's side or rear in order to pursue as described. See Diagram 43.1.

Occasionally, you will find that no stands can pursue by moving directly forward. When this happens take the stand that is closest to the retreating unit and move it against the closest accessible edge of the closest enemy stand. In this case, place the stand centre-to-centre where possible in the same way as if it were charging – though note that it does not necessarily have to see its enemy. Note also that the stand still needs a clear path past other units or obstructions. Having placed the first stand, position the remaining stands as described above. See Diagrams 43.1, 43.2 & 43.3.

Sometimes it will be possible to move some but not all stands of a pursuing unit as described because of the position of other units (friend or foe) or because of impassable terrain. Any stands that cannot be placed as described must be placed in formation with their unit, but otherwise can be positioned as the player wishes. So long as at least one stand from their unit is already in front edge contact, stands unable to move into front edge to edge contact can be placed in front corner-to-corner contact if circumstances permit, allowing them to fight in the following round. A unit is not

permitted to pursue if it can only maintain contact by corner-to-corner contact – at least one stand must have front edge to enemy edge contact in order to pursue. See Diagram D43.New 2.

Note that where pursuit results in the front edge of stands touching a side edge, rear edge, or rear corner of enemy stands, a combat penalty will be incurred in the following round. This applies to both sides (see Attack Modifiers p37).

Pursuers and unengaged enemy

When moving pursuers it is possible for stands to come into contact with unengaged enemy units. It is also possible for pursuers to come into contact with other enemy units retreating from the same combat, but which

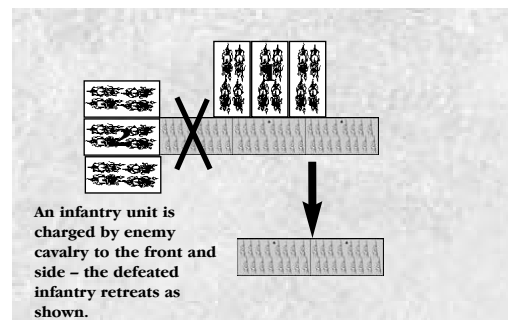


Diagram 43.1

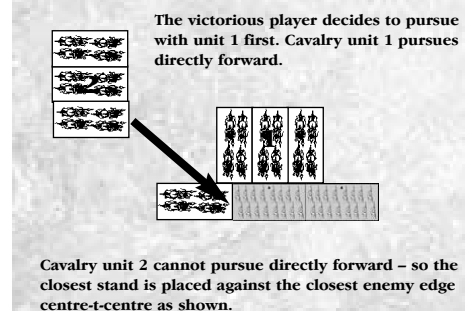


Diagram 43.2

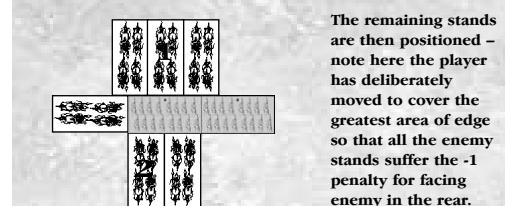
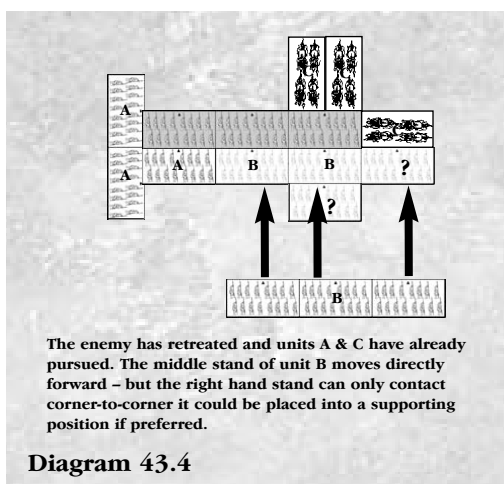


Diagram 43.3



the pursuers were not touching in the previous round. In some cases this may be unavoidable – in others it will depend on the order in which pursuers are moved and how the player chooses to position pursuing stands.

Any units contacted in this way are automatically drawn into the combat in the following round.

Pursuit bonuses only apply against retreating units if they fought in the same combat engagement as the pursuer. It does not matter whether a pursuer actually fought the retreating unit in the previous combat round – only that the unit retreated from the same engagement. No pursuit or charge bonuses apply against newly engaged units.

Impossible Pursuits

It can happen that pursuit is impossible. This is usually because it is not possible to place a pursuer into front edge to enemy edge contact – for example if the enemy unit has already been pursued by other friendly units and is surrounded. Remember – corner-to-corner contact will not suffice to maintain pursuit, at least one pursuing stand must be able to bring its front edge into contact with an enemy edge. Where a unit cannot re-establish contact with a retreating enemy unit it cannot pursue.

A unit that cannot pursue an enemy because it cannot re-establish contact is not allowed to advance instead. A unit can only advance if all the enemy units it is fighting are destroyed. See Advance p44.

Note that it might also prove impossible to pursue a retreating unit where two enemy units are retreating in different directions. In this case the pursuers will not divide their

formation but will ignore one enemy unit in favour of the other. See Multiple Combats – Options for victorious units p47.

P43 – Enemy Destroyed

Paragraph one first sentence should read:

A unit is destroyed if all of its stands fall casualty, or if all of its stands are forced to retreat through impassable terrain, stands that are engaged in combat, or friends who do not make way, or into contact with unengaged enemy units.

P44 – Advance

Add the following new paragraph after the existing paragraph three:

When a unit advances, always work out the resultant combat engagement next – regardless of whether it is an existing engagement or a new one. If the unit has advanced out of a combat engagement that is not finished (as can sometimes happen in large engagements) then complete the original combat engagement before going on to the new one. If several units advance out of the same combat, initiating or joining different engagements, the player whose turn it is decides which order to work them out in – but all must be resolved before going on to any further engagements. The reason for working out advancing combats straight-away is two-fold – firstly, it enables the victorious player to take full advantage

**1 Note this has been rephrased to make it clear which units are allowed to reform and in what order.*

of his success by flowing the unit through into another engagement; secondly, it makes it easier to remember which units have already advanced during the phase.

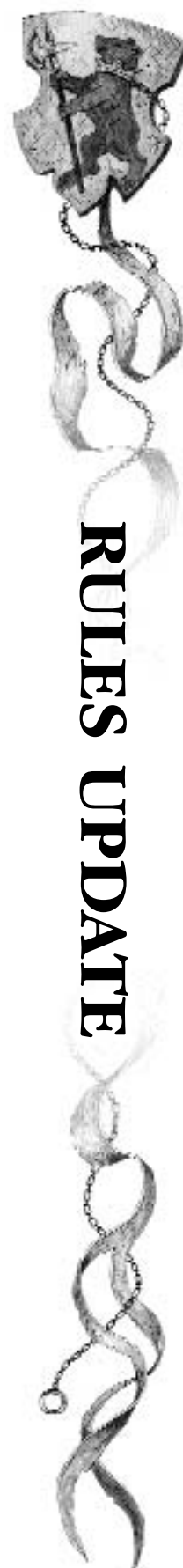
P44 – Fall Backs

Delete paragraph two and replace with the following:

If both players have units falling back from a drawn combat each side takes it in turn to select and move one unit – both players roll a dice and the highest score decides whether to take the first turn or defer to his opponent.

P45 – Reforming

*Replace paragraphs 1 and 2 with the following. *1*



RULES UPDATE

At the end of the Combat phase any outstanding hits are discounted. After hits have been discounted, surviving units that contacted enemy units during the Combat phase can reform. Infantry units that were merely supporting the combat and which did not contact an enemy during the phase cannot reform.

Units can reform regardless of whether they won, lost or drew combat, or which side they are on. It is important to wait until the end of the Combat phase before doing this because it is possible for pursuit or advance to bring a unit back into combat.

If both players wish to reform, each side takes it in turn to select and reform one unit – both players roll a dice and the highest score decides whether to take the first turn or defer to his opponent.

P45 – Defended and Fortified Troops

Replace entire section down to 'Defended & fortified enemy':

Only infantry, flying troops, and giants can move into base contact with fortified enemy stands at any time – for example by charging, during a pursuit, or as a result of an advance. Where other stands would accidentally contact as fortified enemy – for example by charging an adjacent unfortified unit these stands must be repositioned so that they no longer contact a fortified enemy stand. Note that this overrides the normal obligation to maximise edge contact against enemy units where this applies. Any position that brings troop stands, other than those indicated, into contact with fortified enemy is simply ineligible. If circumstance dictates that such a stand is unable to be positioned out of contact with fortified enemy then it is destroyed and does not fight.

Infantry and artillery units, however, can take advantages of natural vegetation, the lie of the land, fieldworks or permanent fortifications in order to make their position much more secure. This allows infantry and artillery stands to be either defended or fortified. In both cases the score required to hit will increase as shown on the chart below.

Target	D6 result required
Fortified infantry/artillery	6+
Defended infantry/artillery	5+
All other targets/circumstances	4+

Defended

A stand is defended if it is placed wholly or partially; behind a low obstacle, such as a hedge or wall; at the edge of or within a wood; or amongst ruins or buildings. A stand is also defended if it is positioned on the crest or upper slope of a hill or rise so that it occupies higher ground than its attackers.

These are all judged to be situations that confer an advantage to infantry or to small units of artillery. Such units can position themselves closely to the lie of the land, taking advantage of minor folds in the ground, local vegetation, or barriers such as hedges or ditches. This advantage is partly due to a unit's ability to entrench itself, for individual warriors to find cover, or for whole units to conceal themselves – for example by kneeling amongst dense undergrowth. Similarly, it confers an advantage to a unit that has taken up a position that is hard or exhausting for an enemy to approach.

Fortified

A stand is fortified if it is placed on the ramparts of a substantial fortification such as a castle wall, tower, fort or a large permanent earthwork.

These situations do not regularly occur in field battles but are included here for the sake of completeness. A well prepared field fortification might be considered to be a fortified rather than defended position – but only if it is constructed and positioned in such a way that troops must resort to climbing or scrambling up a steep slope in order to attack.

P45 – Defended & Fortified enemy

Change the first sentence to read:

Only infantry, flying troops, and giants can move into base contact with fortified enemy stands at any time – for example by charging, during a pursuit, or as a result of an advance.

P49 – Confusion

When do units become confused?

Case 5 – Forcing friends to make way.

Change first sentence to read as follows:

If a unit is driven back by shooting, retreats from combat, or is unable to avoid falling

back, through a friendly unengaged unit, the player has the option of moving the friendly unit to make way.

Case 6 – Driven back/falling back into unyielding friends. *Change title and first sentence to read as follows:*

Driven back/falling back through unyielding friends. A unit driven back by shooting, or unable to avoid falling back, through a friendly unengaged unit that the player is unable or unwilling to move to make way is automatically confused.

Case 7 – Making Way. *Add the following to the end of the first paragraph:*

Note that it is quite possible that a unit has to roll multiple times for confusion as a result of a single move – for example, for making way and for forcing friends to make way at the same time. In these situations make the appropriate number of tests.

P50 – Making Way

Delete paragraph 4 beginning ‘When moving aside...’ and paragraph 5 beginning ‘When moving back...’ and replace as follows:

When moving aside, all stands in the path of the friendly unit are moved and all other stands remain stationary. The player rearranges the stands that move around the stands that remain stationary. If the entire unit lies within the path of the friendly unit then all stands must be moved, in this case the player begins with the stand that must move the shortest distance to get out of the path of its friends. This stand is moved the shortest distance out of the path of its friends without changing its orientation. The remaining stands are then rearranged into formation around the first. Note that unit's that are moving aside can change their formation as they do so. See diagram 51.1.

Add to caption to 51.1:

Note that in the case of the infantry unit stand B could have been placed into a supporting position or any other formation – it need not necessarily maintain the line formation. Similarly, apart from cavalry stand A, the remaining cavalry stands could have been placed into any formation around A.

When moving back, the whole unit simply keeps pace with the friendly unit it is making way for. The unit moves back in the same direction as its friend without changing its

own orientation or formation, ending its move touching the unit for which it made way. In the case of infantry units that are making way for other infantry units, if all the stands that are making way lie within the path of the friendly unit, they can be rearranged to support their friend if desired. This is shown on Diagram 51.2.

P50 – Confused Units

Delete case 1 first sentence beginning ‘A unit which is confused...’ replace with:

A unit which is confused cannot use Initiative and it cannot be issued Orders. This means that a confused unit will not usually be able to move at all in the Command phase.

P51 – Making Way

In the final paragraph on p51 the sentence beginning ‘A unit retreating from combat is destroyed if forced into unyielding friends...’ should read:

A unit retreating from combat is destroyed if forced through unyielding friends.

P57 – Characters

Add the following new section after the Characters in Combat section on p57.

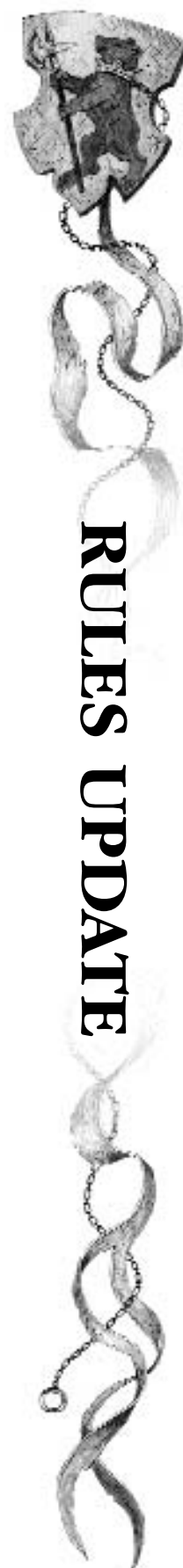
Characters that shoot

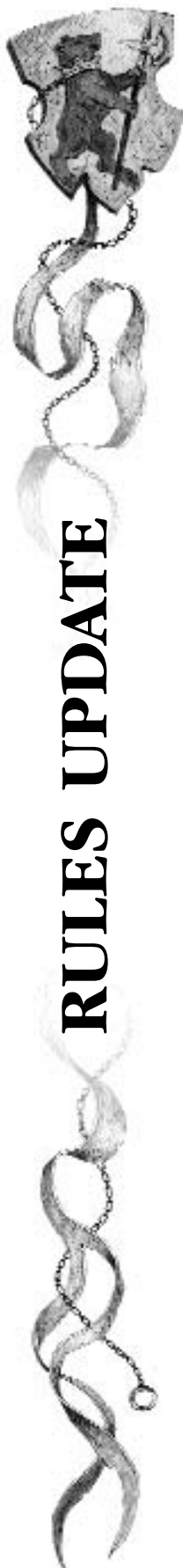
Monster mounted characters or other characters that have a shooting attack when joined to units are assumed to be within the unit's formation regardless of the actual position of the character stand. When shooting in the Shooting phase, or during the Command phase if shooting at chargers, the player chooses one of the unit's stands and works out the character's shooting from that stand. All shots taken at the same enemy unit have to be worked out from the same stand, but otherwise the character can ‘move’ from stand to stand during the turn as required (this can happen during the opposing player's Command phase if the unit is charged by more than one enemy for example).

P57 Odd size character bases

Add the following new section to the Generals, Wizards and Heroes chapter after Monstrous and Chariot Mounts p57.

Characters are mounted on standard sized bases in the same way as troop stands –





however many players prefer to mount their characters on round bases as this makes them easier to spot. In addition, some of the special character models, such as the Grand Theogonist, are too large to fit onto the standard sized base.

Character stands can be mounted onto round bases up to 25mm in diameter using the normal rules. Simply measure distances to the stand's edge as you would for a rectangular base. This confers no significant advantage over a standard base.

Character stands can be mounted onto larger bases, whether rectangular, round or whatever, but in these cases all distances must be measured either to the centre of the base or to a specific point on the base such as a particular model. Players must point out where they will measure from before the game. Oversized bases are slightly inconvenient in play, but allow for some very nice decorative models or more complex scenes and do look very attractive.

P57 – Monstrous and Chariot Mounts

Paragraph 4 – *Replace the sentence beginning 'He cannot join a unit if all of its stands...' with the following:*

He cannot join a unit if all of its stands are in a wood. If a unit he is with retreats, falls back, pursues, is driven back, advances or is otherwise obliged to move into a wood he must move up to 30cm to another unit in the same way as a lone character contacted by the enemy.

P59 – Flying Units, Orders

Delete paragraph and replace as follows:

A flying unit can only be issued orders by a character within 20cm. This restricted range reflects the difficulty of issuing orders to troops that are airborne.

P59 – Flying Units, Home Back

Add the following extra paragraph:

Once the player has decided where to home back, move the unit towards the nominated character. If the dice roll is greater than the distance between the unit and character move the unit directly towards the character stand and into touch. Otherwise, move the unit the full distance rolled towards the character. If this isn't possible due to the presence of other units or restrictive terrain,

move the flyers as far as possible. Flyers cannot be placed into touch with enemy stands when they home back.

P60 – Moving

Add the following new paragraph before the existing paragraph:

When flying units move in the Command phase they can move over other units, including other units of flyers, whether friend or foe. They can also move over terrain as noted below. Flying units cannot end their move touching enemy units unless they have charged, nor can they end their move on top of other friendly stands – stands must have room to be positioned in the same way as units on the ground.

P60 – Terrain

Delete the two existing paragraphs and replace as follows:

When flyers move in the Command phase they ignore terrain altogether because they fly right over it. This means they can move over terrain that is impassable to other troops such as sheer cliffs, wide rivers, and so forth.

Although flyers can move over all kinds of terrain they cannot end their move in any kind of terrain that would be impassable to infantry, or over woods. The restriction for woods is because we imagine it is practically impossible for flyers to operate effectively amongst trees. The general restriction for other kinds of impassable terrain is because we have chosen to treat flyers as 'hopping' from position to position rather than remaining airborne from move to move. Although this may seem a little arbitrary, it is necessary to avoid complexity and ambiguity in other aspects of the game, and it is a very practical way of representing flyers.

Add the following new section:

Moving in the Shooting and Combat phases

Flyers that are driven back by shooting will move over interposing stands and terrain in the same way as in the Command phase. Driven back flyers that end their move positioned over impassable terrain will stop in front of it in the same way as ground troops. Driven back flyers that end their move positioned over friendly units are treated exactly like ground troops – ie friends can make way or, if they do not do

so, the flyers halt as they touch. Driven back flyers that end their move positioned over enemy will come to a stop 1cm in front of them in the same way as ground troops. In all cases appropriate tests must be made for confusion (see p49).

In the Combat phase flying units that are retreating or pursuing make all moves along the ground, and their moves will be blocked by other stands, terrain that is impassable to infantry, or woods. This represents the fact that flyers are operating at ground level and that in reality these moves are progressive and can be thought of as occurring during the fighting. In cases where flyers are destroyed because they retreat into enemy or impassable terrain it may be more convincing to think of the unit as routed or dispersed rather than actually slain. For our purposes this amounts to the same thing so the unit can be removed from the game.

Flying units that are advancing or falling back in the Combat phase are treated as during the Command phase and can therefore fly over terrain and stands.

Add the following new section to p60 before the section on Terrain.

What can flying units see?

When working out if a flying unit can see an enemy, for shooting or charging for example, treat the flying unit exactly as you would a unit on the ground. Even though a flying unit can fly over another unit, or over terrain such as a wood, flying stands still can't see through other stands or obstructive terrain. This forces flying units to move towards their targets rather than simply bouncing enemy units out of the blue, and it enables enemy units to avoid aerial attack if they have screening units or if there is plenty of terrain.

P62 – End of the Battle At a Glance

Withdraw point 2 should read as follows:

2. Once an army withdraws, the game is immediately over.

P67 – Shooting Overhead

Paragraph 3 – *Delete and replace as follows:*

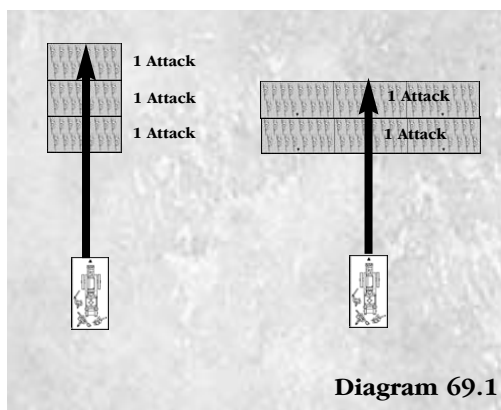
Artillery stands that are positioned on high ground can shoot over the top of intervening terrain or troops on a lower

level. Artillery stands can shoot over the top of intervening terrain or troops on the same or higher level if the target is on a higher level still. In both cases intervening troops includes all friendly units and any enemy units that are ineligible as targets – for example, because they are engaged in combat. Enemy units that are eligible as targets cannot be shot over because they have to be shot at – artillery being obliged to shoot at the closest viable target in the same way as other shooters. Eg, artillery placed on top of a hill can shoot over friendly stands placed below them as well as woods, buildings, similar terrain features, and combat engagements on lower ground.

P68 – Cannons

Add the following paragraph:

Because cannons can cause additional damage by bouncing shots, it is possible to inflict hits upon friends or upon units from either side that are engaged in combat. Both of these are normally ineligible targets, but in the case of bouncing cannon shots they



can suffer hits as a result of fire directed nearby. Any friendly unengaged units that take hits from cannons are driven back as if taking enemy fire. Where friendly units are driven back in this way wait until all drive backs for enemy units have been completed, and then work out drive backs for friendly units. Any engaged units taking hits from cannons will carry hits forward into the combat round and hits count as having been struck during that round for purposes of working out which side wins. Units engaged in combat are not driven back by any hits taken – carrying hits forward takes this into account.

P69 – Undead Bone Thrower

Delete paragraph 3 beginning 'When you

shoot with a Bone Thrower... and replace with the following:

When you shoot with a Bone Thrower it will strike up to three touching stands within the missile's line of flight as shown on the diagram below. These can be stands from the same or a different unit – the missile will automatically pass through and strike up to three stands so long as they are touching.

Each unit struck will take 1 attack for each stand that lies within the missile's path. All attacks against the same unit are rolled at once – for example, an infantry unit in column takes three attacks so roll three dice.

Because a bolt thrower can cause hits on different units by skewering shots, it is possible to inflict hits upon enemy units that are engaged in combat or even upon friendly units in some situations. These are normally ineligible targets, but in the case of skewering shots they can suffer hits as a result of fire directed at supporting enemy. Any engaged units from either side taking hits from Bone Throwers will carry hits forward into the combat round and hits count as having been struck during that round for purposes of working out which side wins. Units engaged in combat are not driven back by any hits taken – carrying hits forward takes this into account. Units that are not engaged, for example supporting units, are driven back in the usual way, if friends are driven back then work out all enemy drive backs first.

P70 – Flame Cannon Misfire Chart

*Delete the chart results and replace as follows: *1*

**1. This is a slightly re-ordered chart to give results which get consistently better with a higher dice roll. We have also changed all instances of 'hits' in the old chart so only 'attacks' are referred to as is consistent with the main Flame Cannon rules.*

1. The Flame Cannon explodes and is destroyed. No attacks are caused.
2. The Flame Cannon emits an enormous belch of fire inflicting a total of $4+2D6$ attacks on the target before it explodes and destroys itself.
3. The Flame Cannon makes a worrying wheezing noise before spewing out an unusually smoky flame. Six attacks are

inflicted this turn but the number of attacks caused by all further shooting is reduced from $2D6$ to $1D6$.

4. The Flame Cannon splutters and its boiler goes out. The crew scramble around to re-light it. The Flame Cannon does not shoot this turn but is otherwise unaffected.

5. The Flame Cannon chuffs out a great gout of soot, covering the target in black smoke and hot coals. Ten attacks are inflicted this turn – otherwise the Flame Cannon is unaffected.

6. The Flame Cannon lurches in its mountings and heaves forth an especially huge flame inflicting $12 + D6$ attacks on the target. The Flame Cannon is otherwise unaffected.

P72 – Casting Spells

Delete final paragraph beginning 'A spell can only be successfully cast...' and replace as follows:

Wizards can cast spells against any eligible targets within range, but a unit can only ever be affected by the same spell once in any turn. A unit has been affected if a spell has worked by rolling the appropriate dice score, has not been dispelled or anti-magicked, and its effect has been resolved on the unit as per the spell description. Note that a spell might take full effect but still cause no damage – a Death Bolt inflicts 3 shooting attacks for example but all 3 might fail to score hits or hits might be nullified by armour.

There are some situations where the target of a spell is not literally a unit – for example the *Ball of Flame* and *Gotcha!* spells inflict shooting attacks upon all units that lie within their path. In these cases, all units are affected once the appropriate dice roll has been scored to make the spell work and assuming it is not dispelled or anti-magicked. Note that this means a unit can potentially be struck by two different *Ball of Flame* spells coming from different directions – but only the first will affect it.

Where there might be room for doubt, the spell descriptions specifically remind players that spells cannot affect the same unit twice. This is just to clarify the rule where it was felt worthwhile to do so. The rule applies to all spells not just those that contain a separate note.

Logically minded players might quibble that

a spell could be cast upon a unit any number of times eg, blasting it to pieces with fireballs from dozens of wizards. The restriction exists so that magic is rarely enough to cause casualties on its own. Magic is intended to augment conventional tactics and weaponry not from a battle-winning tactic in itself. For this reason wizards are allowed to target their spells upon specific foes, selectively augmenting conventional weaponry, but are prohibited from picking out single units for annihilation with the same destructive spell cast over & over again.

P73-74 – Spells

Ball of Flame – *change sentence beginning 'Unengaged units can be driven back...' to read as follows:*

Unengaged units can be driven back by a *Ball of Flame* as with ordinary shooting whether friend or foe.

Voice of Command – *Change sentence beginning 'A unit can only be affected by one...' to read as follows:*

Remember, as with all spells a unit can only be affected by one *Voice of Command* in a turn.

Weird Enchantment – *Delete the last sentence and replace with the following:*

Remember, a unit can only be affected by the same spell once in any turn, so a unit can only be affected by one *Weird Enchantment* spell at any time.

Teleport – *Add the following paragraph:*

Even though a Wizard is a character unit rather than a troop unit, he can still only be affected by a *Teleport* spell once in a turn – the usual rule still applies.

Raise Dead – *Delete the paragraph beginning 'This spell can only be cast if there is a combat...' and replace with the following:*

This spell can be cast upon a combat engagement within 30cm of the Wizard (fresh corpses providing raw material). There is no need for the Wizard to see the combat to cast the spell. A single combat engagement can only be affected once by this spell in any turn regardless of how many units are involved in the combat. In this case the combat engagements are as they appear in the Shooting phase when spells are cast, so it is possible for pursuit or advances to bring two units of raised dead into the same

engagement later on.

Touch of Death – *Delete the sentence 'This can only be cast if the Wizard has joined a unit in combat' and replace with the following:*

This spell can only be cast if the Wizard has joined a unit in combat and affects a single enemy unit that it is touching.

Doom and Despair – *Add the following to the end of the second paragraph:*

Even units that are otherwise obliged to charge, pursue or advance will not do so if affected by the *Doom and Despair*.

Doom and Despair – *Add to the final*



paragraph:

Remember, as with all spells, a unit can only be affected by one *Doom and Despair* in a turn.

(P74) Gotcha – *Change the sentence beginning 'Unengaged units can be driven back by the Gotcha! spell...' as follows:*

Unengaged units, including friends, can be driven back by the *Gotcha!* spell in the same way as ordinary shooting.

Gerroff!!! – *Paragraph two, second sentence, delete the second clause, 'or cast successfully on a unit more than once per turn.' And replace with:*

Remember, a unit can only be affected by a single *Gerroff!!!* spell in a turn.

Add the following to second paragraph:

Units that are unaffected by drive backs from shooting are also unaffected by drive backs from the *Gerroff!!!* spell, eg Troll Slayers. Unlike with drive backs from shooting, defended or fortified units are affected by the *Gerroff!!!* spell in the same way as units in the open.

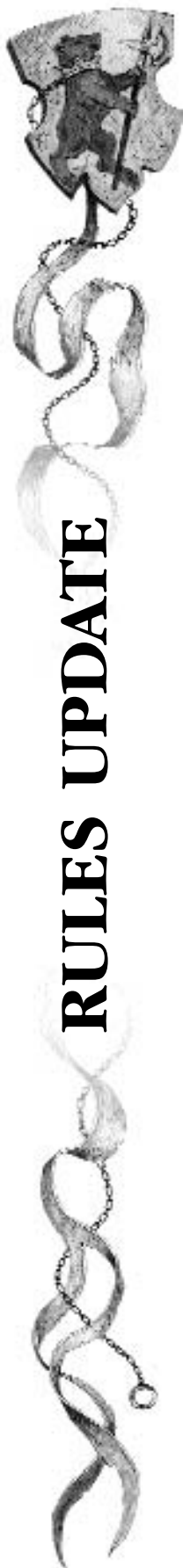
Waaagh! – *Change the last sentence to read as follows:*

Remember, a unit can only be affected by a single *Waaagh!* spell in a turn.

Storm of Stone – *Change paragraph two, first sentence, to read as follows:*

Each enemy unit within 30cm of the Mage stand is affected and takes D3 attacks worked out in the normal way.

RULES UPDATE



Light of Battle – *Change the last sentence to read as follows:*

Remember, a unit can only be affected by a single *Light of Battle* spell in a turn.

Heaven's Fire – *Delete the sentence 'A unit can only have Heaven's Fire cast successfully upon it once a turn' and replace with:*

Remember, a unit can only be affected by a single *Heaven's Fire* spell in a turn.

Hail of Destruction – *Add the following to the end of the last paragraph:*

A unit can be driven back by a *Hail of Destruction* as with ordinary shooting.

Anger of the Gods – *Change the last*

**1 This item has been the fuel for more heated debate amongst Warmaster gamers than any other item or rules point in the entire rulebook. Whilst the original version had its supporters, most would agree that this less effective version can only improve game play – especially for smaller games where reliance on the Orb had become rather predictable.*

sentence to read

Remember, a unit can only be affected by one *Anger of the Gods* spell in a turn.

Rage of Chaos – *Change the sentence beginning 'However, if any doubles are rolled...' as follows:*

However, if any doubles are rolled then the unit gains no bonus attacks and instead suffers the total dice roll number of attacks itself.

P77 – Orb of Majesty

*Delete the entire entry and replace with the following. *1*

General only.....30pts

If the General has this magic item he may disregard a single failed Command test and roll it again as if he had a Command value of 8. The usual adjustments are made for Command penalties but note that the previously failed roll is disregarded so it doesn't count as a penalty. If the re-roll is successful the order is issued and the General can continue issuing orders in the usual way with his normal Command value. The Orb of Majesty will only work once in

the entire game and only affects an order that has been issued by the General.

P77 – Rod of Repetition

Delete the entry and replace as follows:

If a Wizard casts a spell and rolls sufficiently well for it to work then he can cast a second

**1 Some later printed books have this correction already.*

spell. He can only do this once during the entire game. Note that it does not matter if the first spell is dispelled or anti-magicked by a Runesmith so long as the required dice score is rolled. Once any effects of the first spell have been resolved, the Wizard can decide to use the Rod of Repetition to cast a second spell – this can be the same spell again or a different one. Note that the same spell can be cast upon the same unit if the first spell has been dispelled/anti-magicked. This second spell is cast exactly like any other – roll a dice to determine if it works in the usual way.

P77 – Scroll of Dispelling

Delete the word 'successfully' in the second sentence.

P77 – Staff of Spellbinding

Delete the first and second sentence and replace as follows: If an enemy wizard fails the roll required to cast a spell, he can be spellbound on the D6 roll of a 4+. A spellbound wizard suffers a -1 dice roll penalty every time he casts a spell during the remainder of the battle.

P127 – Units/Characters

Paragraph 1 – *Second sentence should read as follows. *1*

It cannot include any more or any less.

Delete the final paragraph of the section beginning 'The Min/Max applies for every full 1,000 points...' and replace with the following.

The Min/Max applies for every full 1,000 points of agreed army value. So, if you have agreed to fight with 2,000 points armies, you would double the Min/Max values, whereas if you have agreed to fight with 1,500 points armies use the basic Min/Max as this is only one full 1,000 points. For example, in an Empire army a 1,000 points army must have at least two units of Halberdiers, a 1,500

points army must also have at least two units, a 2,000 point army must have at least four units, a 2,500 points army must have at least four units, a 3,000 points army must have at least six units, and so on.

It is recommended that armies are of at least 1,000 points size, but if you want to play smaller games either use the standard Min/Max or agree to an appropriate compromise with your opponent. Similarly, if you and your opponent want to disregard or change the Min/Max restrictions, there's nothing to stop you agreeing to do so prior to choosing forces.

P131 – Sphinx special rules

*The example at end of paragraph should read as follows: to 3 hits and 2 Attacks. *1*

P134 & 136 – Ogre special rules

Change the sentence beginning 'To represent this an Ogre unit must use its initiative...' to the following:

To represent this an Ogre unit must use its initiative to charge an enemy unit of humans (literally human... men including Chaos Warriors and Marauders but not Dwarfs, Elves, etc), if it is within 20cm at the start of the Command phase and the Ogres can reach it.

P141 – Troll Slayer special rules

Add the following to the last paragraph:

Note that unlike most other units, units of Troll Slayers reduced to a single stand or to two stands both earn the same victory points – they both earn the opposing player's full Victory points for the unit in the same way as a Slayer unit with no casualties what-so-ever. Slayer units that have been destroyed still count towards the Dwarf army's withdrawal as for other units.

P145 – Appendix 1

Example 2 – A combat engagement

Paragraph 3 – *Delete the whole paragraph beginning 'The Orcs have one supporting stand...' and replace with the following:*

Casualties are removed. In the case of Orcs Centre note that no support is now possible because stands that fall casualty cannot support. The overall result is therefore Empire 13 and Orcs 4. The Orcs are defeated and must retreat. The retreat distance is the

difference in scores (9) divided by the number of units engaged on the defeated side (2) (Orcs Right are not engaged as no stands touch an enemy). The Orcs must therefore retreat 5cm – odd halves rounding up.

P 146 – *Insert the following new paragraph after the first paragraph – ie, before the paragraph beginning 'The Knights strike Orcs Centre':*

The Flagellant versus Orcs Left combat is now over and casualties are removed. The Flagellants have won as the Orcs have been destroyed. The Flagellants must normally advance if possible (Flagellant special rule) and if they could see Orcs Centre they would be obliged to advance into that combat. However, the player has chosen to remove a casualty in such a way that the Flagellants cannot see Orcs centre, allowing him to fall back or stand. For the sake of our example he will stand – but he might equally well fall back in which case he can make a move of up to 3D6cm in any direction.

Delete paragraphs 3 beginning 'Both Orc stands are removed...' and paragraph 4 beginning 'The player elects to stand...' and replace as follows:

The Knights have also won their combat and have the option of standing, advancing, or falling back. As there are no enemies within the range of an advance (10cm) the Knights can either stand or fall back. Once more we shall assume the player elects to stand, but he might equally well fall back, in which case he can make a move of up to 3D6cm in any direction.

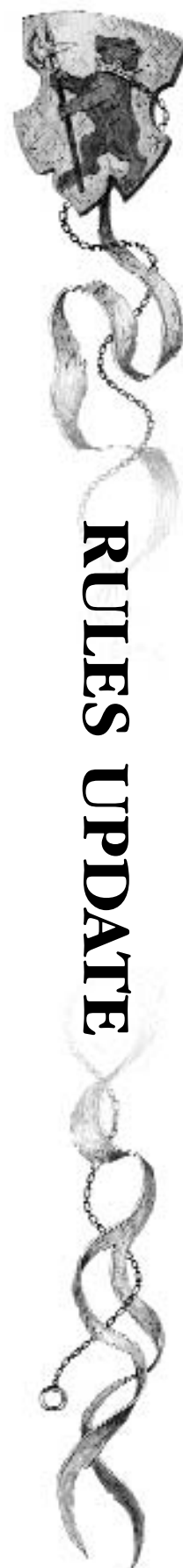
P149 – Appendix 3

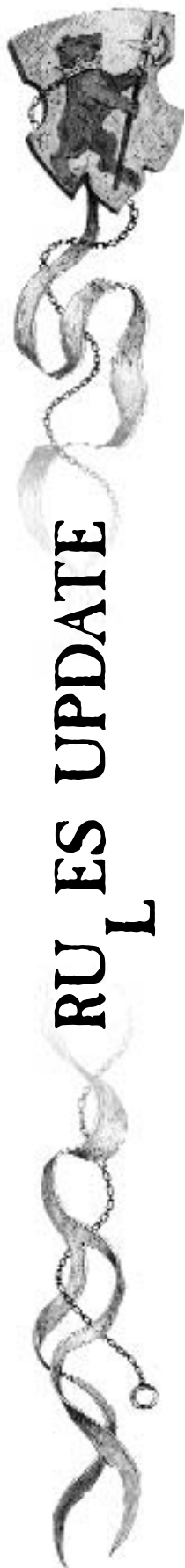
Section 4, Movement, 11 – *Change to read as follows:*

Troops stands can move through other stands from the same unit that have not yet moved, but otherwise cannot move through other troop stands from the same or different units. They can move through character stands as required.

Section 4 Movement 12.e) – *Change to read as follows:*

Flying troop stands can move over any kind of terrain but cannot end their move in terrain that is impassable to infantry or a wood. However, flying stands that are retreating or pursuing do so along the ground and cannot move into terrain that that is impassable to infantry or a wood even if their entire move would otherwise place them beyond such features.



**P150 – Appendix 3**

5, Evades section 1 – The sentence ‘The closest evading standing is moved first.’ Should read as follows:

The closest evading stand is moved first and can pivot to face any direction once it has done so.

P152 – Appendix 3

9, Confusion section 1 f) – *Change to read:*

f) Driven back/falling back through unyielding friends (automatic).

P153 – Appendix 3

13 Artillery section 7 Dwarf Flame cannon – Change chart results to read as follows:

- 1 No attacks. Flame Cannon destroyed.
- 2 4+2D6 attacks. Flame Cannon destroyed.
- 3 6 attacks. Shoots with one dice in future.
- 4 Doesn't shoot this turn – otherwise unaffected.
- 5 10 attacks – otherwise unaffected.
- 6 12+D6 attacks – otherwise unaffected.

P154 – Appendix 3

16 Magic Items section 4 c).Orb of Majesty – *Change the first sentence to read:*

May re-roll one failed Command test by General as if the General had a Command value of 8.

DARK SHADOWS

Some new scenarios for games of Warmaster set in the mysterious Isle of Albion.



Battle in the Isle of Albion

Over the summer of 2001, Games Workshop is running an international fantasy campaign set in the Isle of Albion. This is called the Dark Shadows campaign. The Dark Shadows campaign is primarily aimed at Warhammer players. However, at WarMag see no reason why Warhammer players should have all the fun, so we've developed three new scenarios for Warmaster based on the campaign background.

Of Albion

We feel sure that by now almost all of our readers will have been exposed to the full story behind the Dark Shadows campaign via the enviably glossy pages of White Dwarf or the positively-glowing screen of the GW web-site. Here follows the inevitable gripping summary (cue Hawkwind inspired theme music).

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

This catastrophe turned the isle of Albion into a warped land that was ever afterwards shrouded by chilling mists and ceaselessly mocking drizzle. The explosive

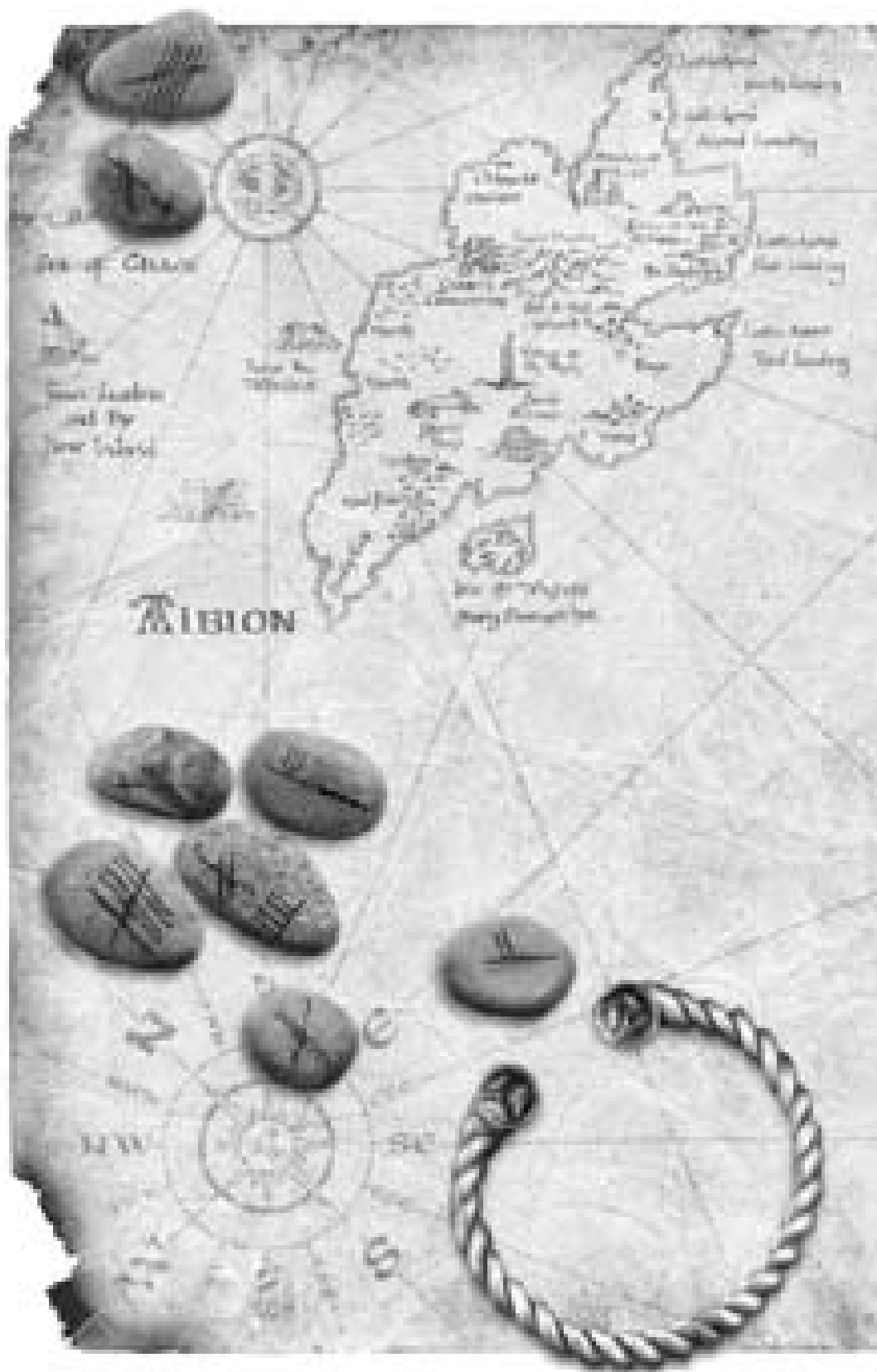
release of warp energy had the effect of distorting local time and space in surprising ways. As a result the island proved almost impossible to find afterwards and many Old Worlders came to doubt its very existence. Isolated from the world and from reality the island's inhabitants degenerated physically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

At the eve of our campaign the mists begin to clear for the first time in eons and strangers appear in the lands of the Old World – savage fur-clad mystics and sorcerers from the Isle of Albion. These are the remnants of the Guardians – men whose ancestors were trained by the Slann in ages past to tend the stones, cast the runes, and otherwise operate the controlling

Albion

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

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



NEW RULES



mechanisms of the warp portals. According to these Guardians, the gates are in flux once more and the stones must be repaired or perhaps destroyed to prevent Chaos sweeping over the world. Thus begins the battle for Albion – a battle that will determine the fate of the world for good or ill.

The Scenarios

The three scenarios described here are designed around Albion settings and incorporate the unique character models that have been made for the Dark Shadows campaign. However – all the scenarios can be played as stand alone games with or without the Albion characters.

Each scenario aims to recreate one or more of the important features of the Albion landscape. The basic topography is marshy. Due to the perpetual mists, the ambient light levels are low so there is little vegetation and what there is stunted or shrivelled. Here and there are the remnants of ancient forests – now petrified stumps or bare trunks amongst the bogs. Some of the scenarios have special rules to represent the bogs or the mists. The other notable features are the remnants of stone circles and avenues – some of which retain their ability to channel magical power. Quite how these work or what their relationship is to the new threat of renewed warp activity is anyone's guess. Some scenarios have special rules to represent these features.



Guardians

Assuming the Albion characters are being used, each side begins the game with either The Dark Emissary or The Truthsayer character. These are both Guardians of Albion – representatives of two rival but equally inscrutable factions. It does not matter which army has which. The Dark Emissaries are vaguely evil in appearance and the Truthsayers are somehow enigmatically good but this is not a hard and fast interpretation. Just roll a dice for each side and the highest scoring player picks which of the two models to use.

These Guardian characters are additional to the army, cost no points and yield no Victory points. They do not add to the army's size or points value and make no difference to the number of units that must be destroyed before the army withdraws (they are characters in any case and only troop units count for withdrawals). Guardians are Wizard characters and have the stat line shown opposite. Both Truthsayers and Dark Emissaries have the same stats – Truthsayers use the same spells as High Elves and Dark Emissaries use the same spells as Chaos. All Guardians carry a magic staff that adds +1 to their Casting dice roll (maximum 6). They can carry no other magic items. A Guardian can give commands to troops and join units in the same way as other human Wizards.

The Bog Beast

The Bog Beast, also known as the Fen Beast, Mirething, or Old Boggy, is a horrible bog-dwelling mutant whose ancestors might have been willing and gigantic servants of the Slann before they were warped by sorcerous contagion. They live in and under the extensive bogs that cover much of the land – created by the incessant rain. Of varying size and ferocity, the Bog Beasts lurk in the mires and pools and prey on anything careless enough to wander near.

The Bog Beast doesn't fight for one side alone – it is a neutral creature that can be given commands by either Guardian. As such it can potentially fight for each side in its own turn, assuming a Guardian manages to give it an order. As it can potentially switch sides from one turn to the next it is important that the Bog Beast is always placed so that it is not touching any other stands at the start of a turn. If, for whatever reason, it happens to be touching another stand just move them apart before starting the next turn.

The Bog Beast doesn't count as belonging to either side. It costs no points and yields no Victory points. It does not add to the army's size or points value and makes no difference to the number of units that must be destroyed before the army withdraws. As it belongs to neither side it can be shot at as an enemy – should a player wish to do so – possibly to drive the creature away from your own side for example. The Bog Beast may however be ignored as the closest target and players are not compelled to shoot at it should they not wish to.



CREATURES OF ALBION

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points per Unit</i>	<i>Min/Max</i>	<i>Special</i>
Guardian	Wizard	+0	—	—	7	1	Free	-1	1*
Bog Beast	Monster	6	4	5+	+2	1	Free	-1	2*

SPECIAL RULES

1. Guardian. Truthsayers use High Elf spells. Dark Emissaries use Chaos spells. Otherwise as standard human Wizard. Magic Staff +1 to Casting roll.

2. Bog Beast. A Bog Beast is an individual troop unit. It cannot be brigaded with other units – not even with other Bog Beasts. Bog Beasts never use their initiative to move in the Command phase. They can only be given orders by a Guardian, either a Dark Emissary or Truthsayer. Because they are pliant to the sorcerous intentions of the Guardians whose Command value always counts as +2 greater than normal when giving orders to a Bog Beast (ie, as 9 rather than 7). Bog Beasts have a standard monster move of 20cm. They can move through bogs as if they were open terrain. No Command penalty is ever imposed on account of dense terrain if the Bog Beast is in a bog or similar feature. A Bog Beast will never Make Way for friendly troops moving into its path. A Bog beast does not fight for any particular side – it can be given orders by each side in its own turn: Bog Beasts are large terrifying monsters – enemies they fight against suffer the usual -1 Combat modifier for fighting a terrifying enemy.



Drawings by Dave Gallagher



NEW RULES

SCENARIO 1: THE BEAST IN THE BOG

In this scenario two rival armies approach each other over an upland bog. The ground is mostly firm but there are a number of patches of bog – these count as dense terrain and as such are passable to infantry only with the usual -1 Command penalty. The mists are relatively light in this upland areas and visibility is considered to be normal. This is a fairly straightforward battle with the additional problem of the Bog Beast.

Set-up

Setup the tabletop along the lines shown. We would suggest five bogs approximately 20cm diameter be placed with one in the centre of the table and two on each side to the left and right. There is a hillock in the centre of each set-up area between the bogs.

There are no special deployment rules for this scenario – use whatever method you prefer from those described in the rulebook. The game lasts until one side is forced to withdraw – or you can set a turn limit if preferred. Dice to see which side takes the first turn.

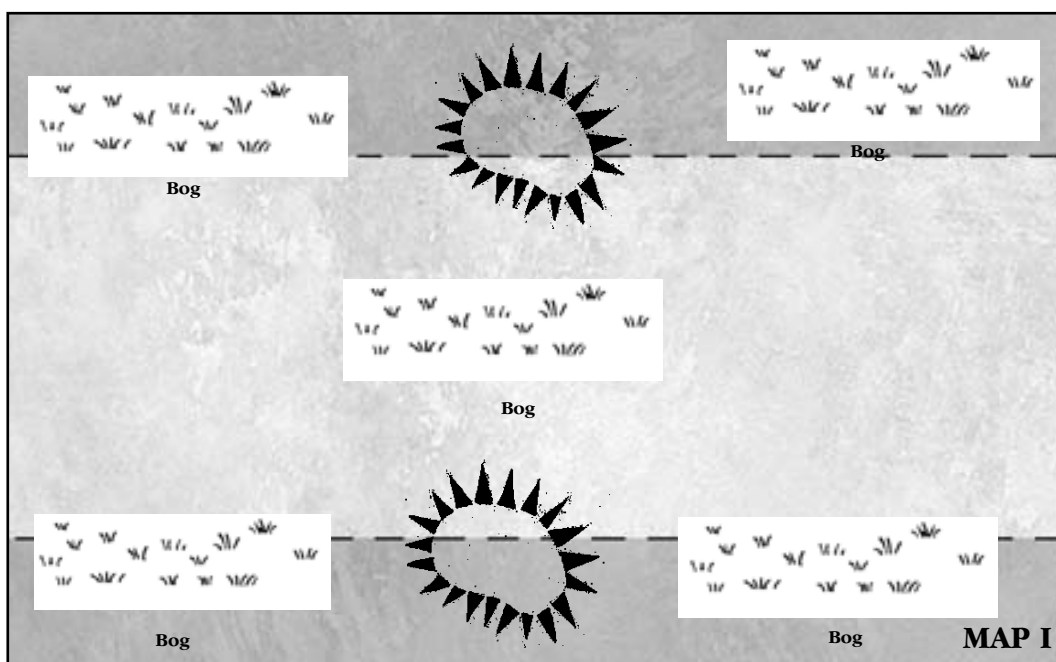
Moving Boggy

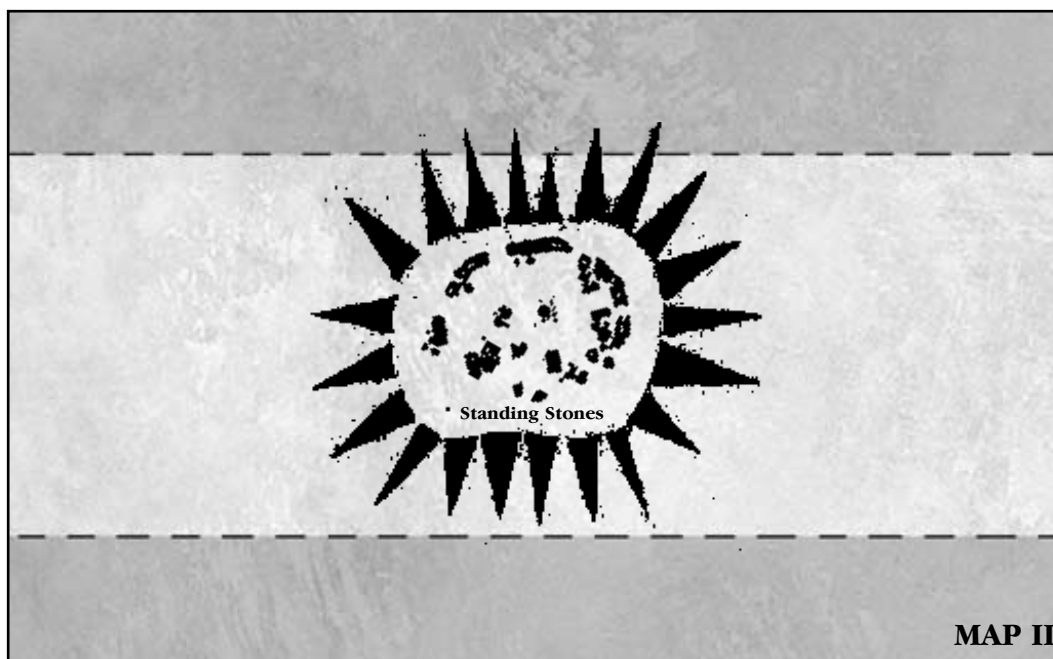
In this scenario the Bog Beast stand is used to represent one of any number of Bog Beasts that live amongst the bogs. Each turn, one Bog Beast will appear mysteriously from one or other of the bogs and can be given

commands by the Guardian of whichever player's turn it is. When it moves, the Bog Beast has a standard move of 20cm and suffers no Command penalty for being in a bog.

In this scenario the Bog Beast does not begin the game on the battlefield. At the end of each player's turn the Bog Beast is removed from the battlefield – we assume that wherever he is he sinks beneath the boggy ground once more. At the start of each player's turn he may position the Bog Beast stand in the centre of any of the bogs on the battlefield. The Bog Beast can then be given orders by a Guardian within 20cm in the Command phase. Remember – because they are Wizards, Guardians have a command radius of only 20cm, so it is important to make sure your Dark Emissary/Truthsayer is positioned ready to 'summon' a Bog Beast during the Command phase.

Because the Bog Beast always starts each turn in the centre of one of the bogs, it is worth making sure that the centre of each bog is either very obvious or marked in some way to make sure there is no doubt. The Bog Beast can be placed facing any direction – but must be placed in the pre-determined spot. Note that the size of the bogs is key to the effectiveness of Boggy – a diameter of 20cm is about right. This means that units within 10cm of a bog's edge will be vulnerable to a single-order charge.





Playing Without Albion Characters

What makes this game unique is the large and dangerous monsters that keep popping up each turn.

Substitute the Bog Beast for a similar large monster stand such as a Troll or Bone Giant. The monster has the same stats and rules as the Bog Beast and can be given orders by a Wizard character from either side. If you wish, substitute the bogs for similar terrain such as patches of quicksand or ruins.

SCENARIO 2: THE STANDING STONES

In this scenario two rival armies are converging on one of the ancient control mechanisms – a stone circle that at one time formed a nodal point in the techno-arcane complex of Albion. It is still functioning, if not quite as intended, and any Wizard standing inside the circle can draw upon its vast stores of arcane power... if they dare! The stone circle lies upon the brow of a large hill and the whole battlefield stands proud of the surrounding fog. Visibility is therefore treated as normal in this game. The objective of the game is to defeat the enemy army but the enemy can be forced to withdraw if your Guardian gains control of the stone circle.

The armies deploy opposite each other using whatever deployment method the players favour. The game lasts until one side is forced to withdraw – or you can set a turn limit if preferred. Dice to see which side takes the first turn.

Set-up

Set-up the tabletop along the lines shown. The area covered by the stone circle is passable to infantry and the Bog Beast only. The circle needs to be about 25-30cm diameter and the centre must be marked by an altar stone or in some convenient fashion.

The Stone Circle

No spell can be cast at a unit that is wholly within the stone circle. No missile type spell or any spell that requires a direct line of sight can be cast through the stone circle. The stone circle acts like a barrier – all magical power directed into it is absorbed. The exceptions to this are Wizards within the circle.

A Wizard who is within the stone circle can cast spells out of it. Note that targets have to lie at least partially outside the circle.

When a Wizard casts a spell from within the circle the spell has double its normal range and if the first spell is cast successfully the Wizard can cast the same or a different spell again. Note that this is basically like the magical effect of the Rod of Repetition. To keep things sane the Rod of Repetition will not work within the stone circle – only one repetition is possible. Note that the first spell only has to be cast successfully – ie, a successful Casting roll needs to be made – a spell still counts as



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successfully cast if it is subsequently dispelled or has no tangible effect.

A Dwarf Runesmith within the stone circle adds +2 to his attempt to anti-magic any spell cast by a Wizard outside the circle. He will therefore anti-magic on a 2+ rather than 4+.

Boggy

In this scenario the Bog Beast does not appear until there is a Guardian within the stone circle at the start of a turn – Boggy will then appear in the centre of the circle or as close as possible. The Bog Beast is the protector of this complex. He and his ancestors have instinctively guarded the circle against harm for centuries. He is not best pleased to find people intruding within his beloved stones.

Once he has appeared, the Bog Beast can be given orders by the side whose turn it is as described in the main rules for Bog Beasts.



VICTORY CONDITIONS

One side must withdraw if it loses half of its units or if its general is slain – as usual. In addition, if at the end of the turn one side's Guardian is within the stone circle and the other side's Guardian has been slain, then the surviving Guardian is deemed to have gained control of the circle. Once one side has gained control of the circle the other side must withdraw.

Playing Without Albion Characters

What makes this game unique is the circle of standing stones and its ability to boost the power of wizards. If you want to play without Albion characters, substitute the Bog Beast for any suitable monster. The monster has the same stats and rules as the Bog Beast and can be given orders by a Wizard character from either side.

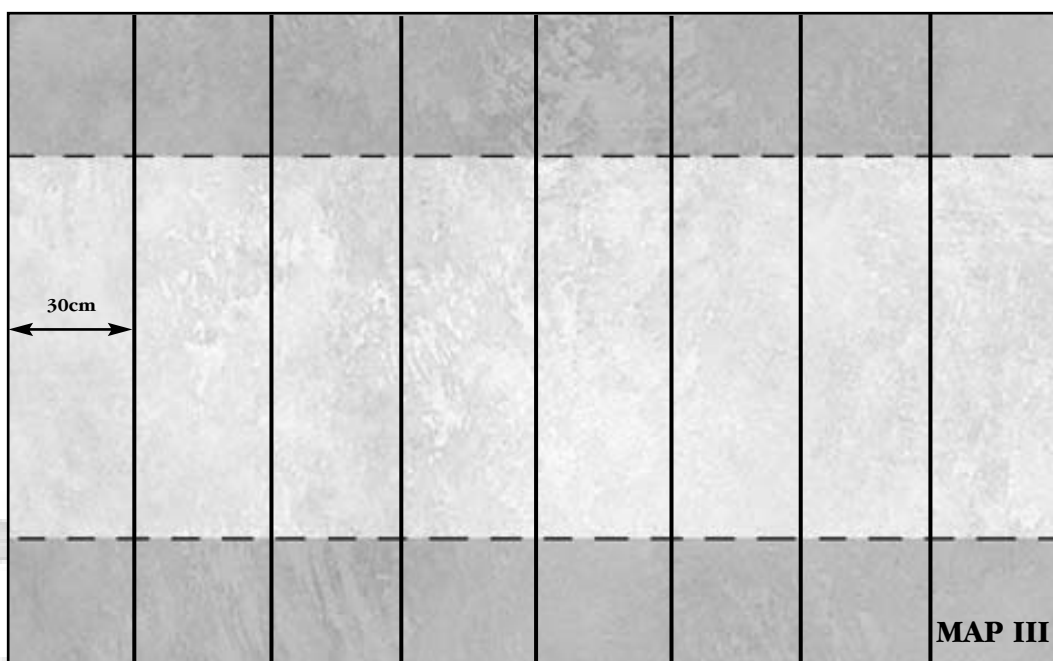
SCENARIO 3: FOG OF WAR

In this scenario two rival armies meet in the swirling fog and must struggle for supremacy amongst a landscape that is barely visible and against a foe who is largely unseen. To represent this, the two armies deploy onto the tabletop before the scenery is positioned. Once the armies are in place the scenery is positioned randomly as described. Visibility is reduced to between 10cm and 30cm according to a dice roll made at the start of each player's turn. The objective of the game is simply to defeat the enemy by forcing him to withdraw.

Both players make a map of their deployment and setup their armies opposite each other as shown on their maps. The armies start off no closer than 80cm, as per a standard set-up. Once the armies are in position the scenery is placed as described below. Once the scenery is in place the game can begin – the battle lasts until one side is forced to withdraw – or you can set a turn limit if preferred. Dice to see which side takes the first turn.

Terrain

Divide the table into equal sections as close as possible to 30cm wide as shown on the map – so an 8ft (roughly 244cm) long table would be divided into eight sections for example. Roll a dice for each section and consult the following chart.



Dice roll	Feature
1	Bog roughly 20cm in diameter.
2	Petrified Wood – wood of snaggy stumps and gnarled trees roughly 20cm diameter.
3	Nothing.
4	Hill between 20 and 30cm diameter.
5	Stone circle between 20 and 30cm diameter. One only – if repeated Hill as 4.
6	Area of rock, rubble or scattered bones roughly 20cm diameter.

Once you have rolled the feature each player rolls a dice and the highest scoring player places the feature in the section between the two players' set up zones. No terrain can be placed in the set up zones.

Bogs, Petrified Woods, and rock/rubble/bones all count as dense terrain. Only infantry stands can move over dense terrain and there is the usual -1 command modifier (except the Bog Beast can move over Bogs as noted below).

The stone circle has the same rules as scenario 2.

Boggy

Boggy will only take part in this battle if there are one or more bogs. Assuming there is at least one Bog, the rules from scenario 1 apply to the Bog Beast.

Fog

In this battle visibility varies from turn to turn. At the start of each player's turn he rolls a dice and consults the following chart:

Dice Roll	Visibility
1	10cm
2	15cm
3	20cm
4	20cm
5	25cm
6	30cm

The reduced visibility affects all shooting distances and it affects the distance a unit can see at the start of its move. This can affect a unit's ability to charge in some cases – remember a unit must be able to see an enemy that it intends to charge at the start of its move. Reduced visibility also affects magic spells where sight is required. Reduced visibility does not affect the giving of orders.

Playing Without Albion Characters

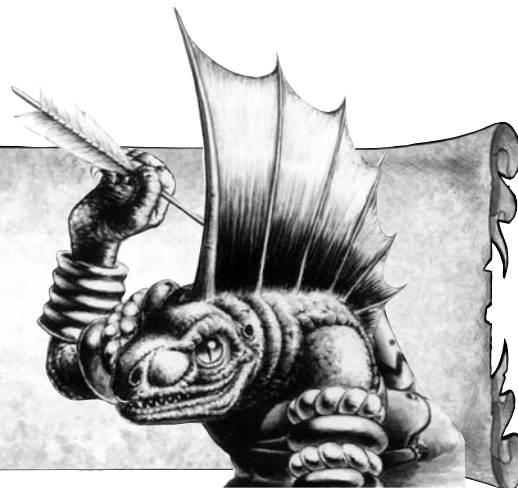
What make this game unique is the fog and associated deployment and scenery placement. This can be used to play any game in the fog or mist, using the Reduced Visibility table given above. There is no need to include a monster at all, but if desired any practical substitution can be made and bogs or other areas given their own version of Boggy that can then be commanded by any Wizard.

NEW RULES



LIZARDMAN ARMY

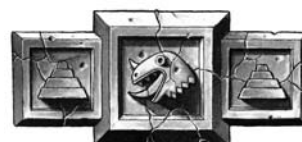
A collaboration by Rick
Priestley, Wayne Rozier &
Stephen Hess



THE LANDS ACROSS THE SEA

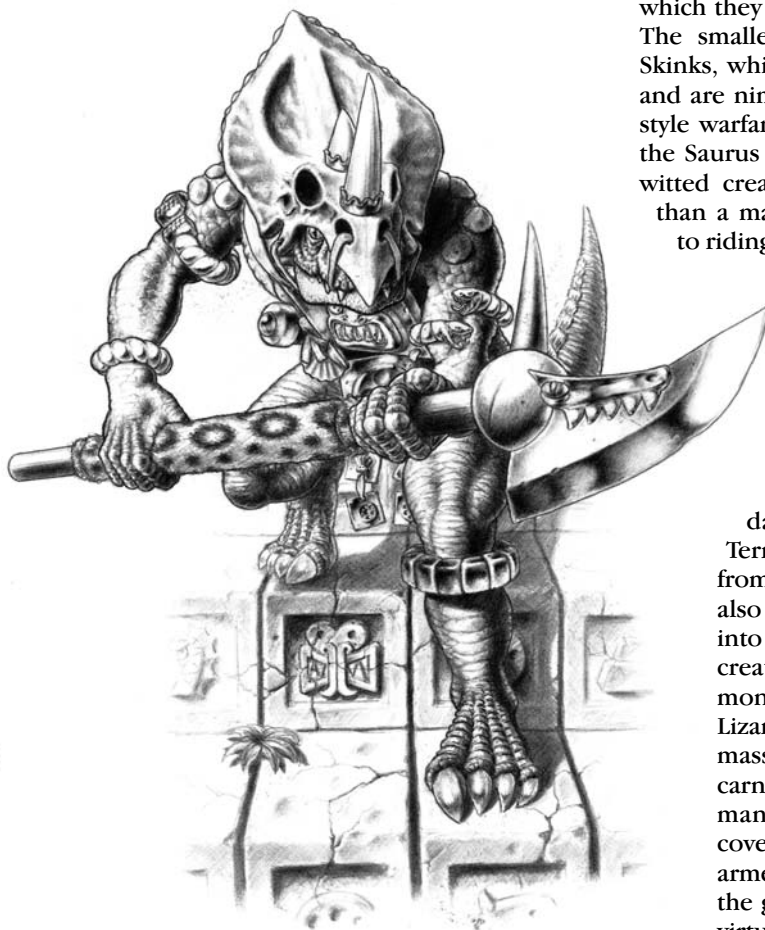
All manner of strange scaly monsters dwell in the jungles of Lustria, for it is a morass from which but few return who have gone thence. Great are the treasures heaped up in the cities of the Lizardmen, whence gold is commonplace.

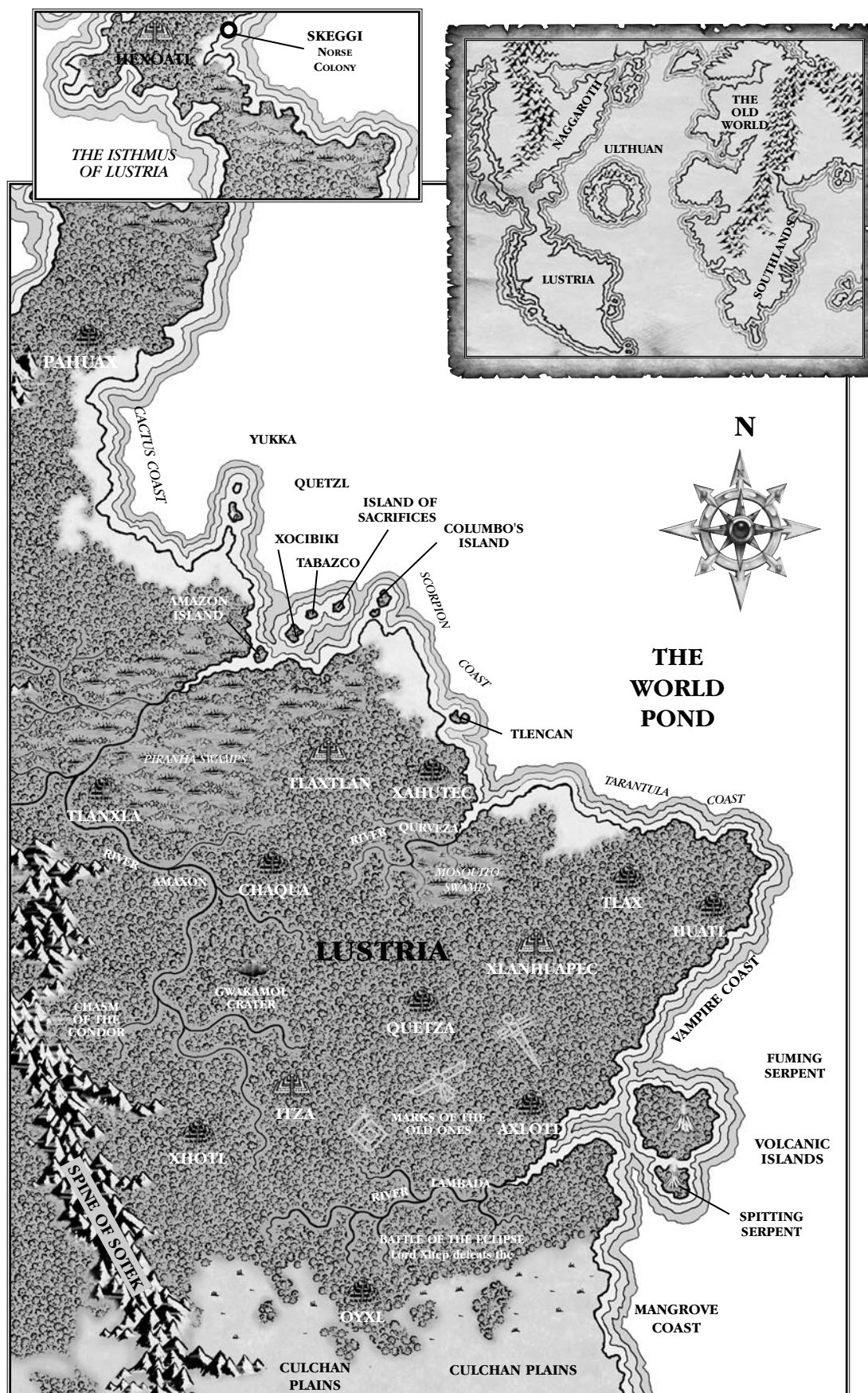
The temples of Lustria are places of gruesome sacrifices. The skulls of these victims are embedded on the walls of the temples. The monstrous inhabitants of Lustria carry weapons of bronze and bone.



Lizardmen from their temple pyramids which they defend with astonishing ferocity. The smallest of these Lizardmen are the Skinks, which stand no bigger than Goblins and are nimble creatures suited to guerrilla style warfare. The mainstay of the army are the Saurus warriors, large brutish but slow-witted creatures that stand two feet taller than a man. Certain Saurus have adapted to riding the quadrupedal Cold Ones and are superb cavalry. Others are elite Temple Guard and barely register pain or emotion.

Lizardman armies are ably supported by a number of primitive creatures like the massive Kroxigor which stand as tall as Ogres and are just as dangerous and the winged Terradons which bring destruction from the skies. The diminutive Skinks also drive fire-breathing Salamanders into battle which are very aggressive creatures indeed! Finally, there are monstrous beasts which high-ranking Lizardmen often ride into battle. The massive bipedal Carnosaur is a huge carnivore capable of swallowing a man whole and the Stegadon is covered in great armoured plates and armed with vicious horns. In battle the great beasts of the Lizardmen are virtually unstoppable.







LIZARDMAN ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points per Unit</i>	<i>Min/Max</i>	<i>Special</i>
Skinks	Infantry	2/1	3	6+	–	3	40	2/–	*2
Saurus	Infantry	4	3	6+	–	3	60	2/–	*1
Temple Guard	Infantry	4	3	5+	–	3	75	–/1	*1
Salamanders	Infantry	2/2	3	6+	–	+1	25	–/–	*3
Kroxigor	Infantry	5	3	4+	–	3	135	–/2	*1
Cold One Riders	Cavalry	4	3	4+	–	3	140	–/2	–
Terradons	Monsters	2/1	3	6+	–	3	80	–/1	*4
Stegadon	Monster	10/3	8	4+	–	1	250	–/1	*5
Slann Mage	Gen	+0	–	–	9	1	135	1	*6
Saurus Hero	Hero	+2	–	–	6	1	55	–/1	–
Skink Hero	Hero	+0	–	–	8	1	70	–/2	–
Skink Shaman	Wizard	+0	–	–	6	1	30	–/1	–
Stegadon	Monstrous Mount	+5	–	–	–	–	+90	–/1	*7
Palanquin	Special Mount	+2	–	–	–	–	+20	–/1	*8
Carnosaur	Monstrous Mount	+3	–	–	–	–	+85	–/1	*9

Special Rules

1 Dense Terrain. As semi-aquatic and partially subterranean creatures, Lizardmen are accustomed to the jungles, rivers, and ruins of their tropical homeland. To represent this, Lizardmen infantry units do not suffer the Command penalty for dense terrain.

2 Skinks. These are Lizardman infantry so the dense terrain rule applies (see above). Skinks carry a mixture of primitive bows, javelins, and blow-pipes and therefore have a shooting range of only 15cm. However, due to their loose, guerrilla style of warfare they can shoot from any edge without turning stands to face their target. Just measure the stand from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction.

3 Salamanders. Salamanders are huge fire-breathing reptiles bred and trained to fight alongside Saurus and Skink warriors in battle. Salamander stands never fight as independent units. Instead you may add one stand of Salamanders to your Saurus or Skink infantry units (but note you cannot add Salamanders to Temple Guard or Kroxigor). This brings the size of the Saurus or Skink unit to 4 stands, ie 3 other stands plus the Salamander stand. Salamanders always have the same armour value as the rest of their unit – ie 6+. They fight as part of their unit and can be removed as a unit casualty if the player wishes. Salamander casualties don't count as casualties for the purpose of issuing orders – ie there is no -1 penalty to Command for removing the Salamander stand. Salamander stands don't count as

part of the unit's formation for determining whether the unit is in regular or irregular formation.

Salamander stands have 2 shooting attacks, a range of 15cm, and can shoot from any edge in the same way as Skinks. The Dense Terrain rule applies to the whole unit including its Salamanders. The Salamanders can shoot against enemies that charge their unit, but do so with only 1 shooting attack rather than 2.

Note that Salamanders work in the same way as Empire Skirmishers.

4 Terradons can fly and their riders are armed with short bows or javelins giving them a shooting range of only 15cm. However, they can shoot from any edge without turning stands to face their target. Just measure the stand from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction.

5 The Stegadon is extremely large and does not fit on a standard base. It must be mounted on a base 40mm frontage and 60mm depth (three standard bases glued together or a piece of sturdy card cut to size). It is extremely fearsome and causes *Terror* in its enemies, imposing the usual Combat penalty. Due to its aggressive nature it cannot be brigaded with other Stegadons – but it can be brigaded with other Lizardman units. The Stegadon's howda is crammed with Skinks armed with a variety of weapons including bows and javelins – this gives the crew a 15cm shooting range. The Stegadon's crew can shoot in any direction without turning to

face their target. Just measure the stand from any stand edge, front, side or rear. They can therefore shoot at enemy charging them from any direction. Because the Stegadon has so many hits we must consider the possibility of hurting the Stegadon and reducing its effectiveness in subsequent turns. Therefore if a Stegadon has accumulated 5-7 hits by the end of the Shooting or Combat phase it is deemed to have been badly hurt. Once a Stegadon is badly hurt all accumulated hits are discounted and its maximum Hits and Attacks values are halved for the rest of the battle (to 5/2 Attacks and 4 Hits).

6 The Slann Mage is a general but has the same abilities as a wizard. He can cast spells as a wizard and carry a magical item allowable to either general or wizard. A Slann Mage can always re-roll any failed spell in the same way as a High Elf Mage.

7 Stegadon Mount. The Slann Mage may ride on top of a Stegadon. If he does so then any unit he joins will cause *terror* with the usual Combat penalty. No other character can ride a Stegadon.

8 Palanquin. The Slann Mage can ride a Palanquin carried by an armed guard of Kroxigor. No other character can ride a Palanquin. The Palanquin has the same terrain movement restrictions as Lizardmen infantry units.

9 Carnosaur. A Skink or Saurus Hero or Shaman can ride a Carnosaur. If a character rides a Carnosaur then any unit he joins will cause *Terror* with the usual Combat penalty. The Slann Mage cannot ride a Carnosaur.



The Lizardman Army



NEW RULES

MAGIC

GAZE OF SOTEK

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

Burning rays of jade leap from the wizard's eyes at his foes.

The Shaman must be able to see his target to use this spell and it cannot be directed at a unit engaged in combat. The *Gaze of Sotek* is treated like three ordinary shooting attacks except that armour has no effect (all targets count as having no armour). A unit can be driven back by a *Gaze of Sotek* as with ordinary shooting.

MAZDAMUNDI'S REVENGE

5+ to cast.....Range 60 cm

The wizard's foes are caught short by the virulent illnesses of the jungle.

The Shaman must be able to see his target to use this spell and it cannot be directed at a unit engaged in combat. The target unit cannot move either by means of Initiative or ordered movement in its following Command phase. In addition, if the target has shooting weapons or the equivalent, it cannot shoot in the following Shooting phase.

WINGS IN THE JUNGLE

5+ to cast.....Range N/A

A jade aura surrounds the wizard and his comrades and they move effortlessly.

A unit the Shaman has joined can be moved just as if it had received an order in the Command phase. *The Wings in the Jungle* affects only a single unit, never a brigade, and the Shaman, but no other accompanying character, is automatically moved with the unit. Remember, a unit can only be affected by one *Wings in the Jungle* in a turn.

SHIELD OF THE OLD ONES

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

The enemy's blows are turned aside by a supernatural light.

This spell can be cast on any friendly unit engaged in combat within range regardless of whether the Shaman can see them or not. For the duration of the following Combat phase, the target unit's Armour value counts as 1 better to a maximum of value of 4+, ie, 0 counts as 6+, 6+ counts as 5+ and 5+ counts as 4+.



Designer's Notes

Lizardmen have always had a special place in my heart since they were the first new race we ever invented way back in days of the first edition of Warhammer. Of course they have changed a bit in the meantime – but broadly speaking they are still 'daemon Aztec frogs from outer space' as we used to describe them. Bringing the army to Warmaster was an interesting challenge – and probably the most difficult army we've worked on so far in terms of the rules.

To start with we worked out what units we wanted to represent from the Warhammer background and settled on the list you see here. It's quite a big list but we wanted an army every bit as full as one of the original six armies in the Warmaster book. We also added a Carnosaur (because we could!) and because Colin Grayson wanted to make one.

Trying to work out rules that gave the Lizardmen a unique character proved quite difficult. The Warhammer Cold Blooded rules don't really translate well into Warmaster where troops that 'stick it out in a fight' are best represented simply by adding more Hits (like the Dwarfs). We tried a few variations with rules that made the Lizardmen 'sluggish' in terms of Command rolls but it wasn't very satisfying and in the end we decided not to let the Warhammer game mechanics dictate our approach. Instead we decided to concentrate on the key image of jungle living creatures at home amongst the dense primeval landscape. Hence the Dense Terrain rule where Lizardman infantry units don't suffer the usual Command penalty. The rule will tend to mean Lizardmen armies are better in some terrain than others – but it's not so fundamental to the army that they won't be able to fight over open battlefields either.

The other keynote for the army is a universally short missile range (15cm) and 360 degree fire arc. This is to emphasise the jungle fighter feel of the army especially when combined with the Dense Terrain rule. Rather than representing formal units, the Lizardmen are far more like swarms

or mobs – though the Saurus and Temple Guard provide some visual and tactical solidity to the ranks. These have 4 Attacks which makes them dangerous in combat, whilst the Skinks with their 2 Attacks and missiles are more useful for support – in this broad respect they are much like Orcs & Goblins – hard big guys and little weedy guys.

The Salamanders gave us the most trouble from the outset and it was only through constant playtesting by dedicated Warmaster generals we feel that we have finally got them right. Originally, we decided that the Salamanders should be a fighting unit, not artillery, and this idea has remained a constant throughout playtesting. This unit had the most radical change and we feel that Salamanders fulfil their rôle in the army far better as skirmishers than a unit in their own right. We have stuck with the two shooting attacks per stand, and we decided it would be prudent to reduce their close combat effectiveness and therefore reduced their close combat attacks to 2. Our only remaining dilemma was the stand & shoot issue. Warmaster players were, more or less, split down the middle about this. So we decided to reduce the stand & shoot to 1 attack.

The Terradons were easier altogether – they fit the usual pattern for flyers – and the Kroxigor and Cold Ones fitted in neatly too. The Stegadon was harder and we tried versions with up to 12 Attacks and 4 missile shots before settling on 10 and 3 respectively. He looks like very good points value compared with, say, a High Elf Dragon, less so compared to a Giant, but his base size makes him hard to compare directly. Opponents tend to target anything this big and dangerous so it's surprising how few tend to survive a battle. On the other hand a mixed Stegadon and infantry brigade is something to be reckoned with. Aside from that, the only oddity is a general with no attacks... well he is a giant frog after all! – Rick



BRETONNIAN ARMY

By Rick Priestley and
Stephan Hess

THE BRETONNIAN ARMY

Bretonnia has grown into a powerful nation under the leadership of its proud King Leoncoeur, the most chivalrous knight of the age. At the capital Couronne, the greatest knights in the land gather to attend their king and to accept from him such heroic quests as he chooses to set them. To the knights of Bretonnia honour is everything and it is an undoubted fact that a knight would sooner die than do some dishonourable deed.

Bretonnians regard knighthood as the most worthy role for any warrior. Even the most base born aspire to earn their spurs. In Bretonnia this is quite possible, for although birthright can qualify a man for knighthood, so can heroic or noble deeds. The Bretonnians greatly respect bravery. They believe it is the sacred duty of the strong to protect the weak and for a great man to live a virtuous and courageous life as an example

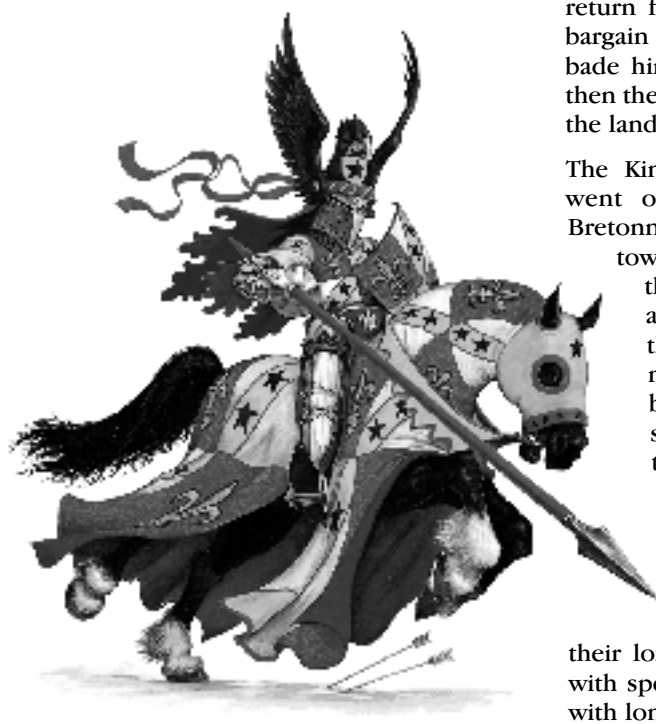
to others. These ideas are embodied in the knight's code of chivalry and the countless prescribed virtues to which they aspire.



The Bretonnians are also a very religious people and it is hardly surprising that their piety is closely linked to the ideals of knighthood. The object of their veneration is a powerful and wondrously beautiful spirit whom they call the Lady of the Lake. According to tradition the Lady of the Lake appeared to the first King of Bretonnia on the eve of battle as he prayed beside the woodland pool where she dwelt. Entranced by the young King's nobility she appeared before him, promising success in battle in return for his devotion. It is said that the bargain was sealed as the Lady of the Lake bade him drink from a golden grail, since then the sign of the grail has been revered in the land of Bretonnia.

The King won a resounding victory and went on to secure the new realm of Bretonnia, building many fine cities and tall towers. Chapels were built to honour the Lady of the Lake and people from all over Bretonnia came to worship the benign spirit. Since that time many pure and noble knights have been granted visions of the grail as a sign of the continuing devotion of the Lady of the Lake to the people of Bretonnia.

The Bretonnian army is based upon its knights. They are supported in battle by groups of loyal retainers in the service of their lords. Foot troops are mostly armed with spears, glaives, or other pole-arms, or with longbows.





THE KINGDOM OF BRETONNIA



NEW RULES

NEW RULES

In addition the knights' own squires fight from horseback, performing many of the arduous duties for which heavily armoured knights are unsuited: such as foraging, scouting, and harassing the enemy from a distance. Squires ride smaller horses of poorer quality and carry an assortment of arms including bows as well as spears, swords, axes and the like. Once battle has joined they frequently fight close to their masters, protecting the flanks of the knights from envelopment or clearing a path to enable the knights to deliver their devastating charge.

An intriguing feature of the Bretonnian army is the single unit of Grail Knights. These are the most powerful knights in the whole kingdom, having undertaken the binding oath on behalf of the Lady of the Lake and drunk from the mystical Grail. They would sooner perish than turn their backs on an enemy.

SPECIAL BRETONNIAN ARMY RULE*Knightly Arrogance*

The Bretonnian army is essentially an army of Knights and it is the Knights' contribution to the battle that counts – never mind about the pot-washers and clod-breakers. To represent this, the Bretonnian army calculates when it must withdraw from the battle in a different way to other armies. Instead of counting all of its units at the start of the game, count only the number of units of Knights and Grail Knights. Once the army has lost a half or more of its units of Knights/Grail Knights it must withdraw. Casualties amongst other troops are ignored... grubby little commoners that they are!





NEW RULES

Machevort the Merciless, Duke of Parravon, prepares to defend the city against a horde of Orcs and Goblins. Situated between the Massif Orcal and the Grey Mountains, the fortified city of Parravon is constantly plagued by Orc and Goblin attacks. As well as protecting the lush lands of central Bretonnia from marauding greenskins, in its strategic position at the western end of Axebite Pass, Parravon must also defend the kingdom's borders against occasional invasions by the Empire.

The city of Parravon boasts a set of impressive fortifications, and its thick walls have never been breached. Because of its location, and the almost constant state of martial activity, the city holds a huge garrison of Knights and men-at-arms.

The Knights of Parravon are renowned for their courage and grim determination. Their armour is dull steel, and they ride black or dark grey horses. Small groups of Knights constantly patrol the river valley and the mountain foothills, hunting down rampaging beasts, destroying isolated bands of Orcs and Goblins, and looking for signs of intruders. While on patrol, the Knights never remove their helmets, or any part of their armour, a strange tradition which is



BRETONNIAN ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points per Unit</i>	<i>Min/Max</i>	<i>Special</i>
Bowmen	Infantry	3/1	3	0	–	3	55	–/–	–
Men-at-arms	Infantry	3	3	6+	–	3	45	1/–	–
Peasants	Infantry	3	3	0	–	3	30	–/4	*1
Squires	Cavalry	3/1	3	6+	–	3	90	1/4	–
Knights	Cavalry	3	3	4+	–	3	110	1/–	*2
Grail Knights	Cavalry	3	3	4+	–	3	120	–/1	*3
General	Gen	+2	–	–	9	1	125	1	–
Hero	Hero	+1	–	–	8	1	80	–/2	–
Enchantress	Wizard	+0	–	–	7	1	45	–/1	–
Pegasus	Monstrous Mount	+1	–	–	–	–	+15	–/1	*4
Unicorn	Monstrous Mount	+1	–	–	–	–	+15	–/1	*5

Special Rules

1. Peasants. Peasants are unruly and ill disciplined, if not actually unwilling combatants. A unit of Peasants suffers an additional -1 Command penalty when given an order. However, this penalty is waived if the unit is part of a brigade, which includes units other than Peasants. Peasants are not allowed to use Initiative to charge, though they are allowed to evade as usual. When they do charge they receive no bonus Attack modifier for doing so.

2. Knights. All Bretonnian Knights are serious nutters, mad keen to get stuck into the enemy, and completely convinced of their invulnerability. This is a result of centuries of determined inbreeding by the Bretonnian aristocracy so that the whole lot of them are almost completely fearless, if not too bright. A Knight unit will always use its initiative to charge an enemy if possible and cannot be given orders instead. They will never use their initiative to evade. Knights are unaffected by enemy that cause *terror* in combat, they don't suffer the usual -1 Attack modifier.

3. Grail Knights. Basically your nutter's nutter! Grail Knights roam the countryside of Bretonnia pursuing visions of the Grail and fighting especially large and dangerous monsters in order to earn the favour of the Lady of the Lake. All the rules described for Knights also apply to Grail Knights. In addition, if the unit is charging against an enemy in the open it receives an additional +1 Attack modifier in the same way as chariots and monsters.

4. Pegasus. The Pegasus can be ridden by a General, Hero or Enchantress and adds +1 Attack to the rider, as well as allowing him/her to fly.

5. Unicorn. Only an Enchantress can ride a Unicorn. Enchantresses are the handmaidens of the Lady of the Lake and take the role of wizards in other armies. The Unicorn adds +1 to the Enchantress's Attacks. The Unicorn also adds +1 to the dice when casting a spell once during the battle. The player must announce that he is using the power of the Unicorn before rolling for the spell.

THE QUESTING KNIGHT'S TALE

Galeron de Valois approached the ford across the forest stream. On the opposite bank he spied another knight also riding towards the ford. Like himself, he displayed the fleur de lys of a Questing Knight. Galeron knew what to expect and spurred his warhorse onwards to the water's edge. Then he heard the deep-voiced challenge of his unknown adversary, muffled by his closed visor but no less menacing for that.

"None shall pass," he seemed to be saying. Galeron rode on into the water. "None shall pass!" The knight repeated his challenge and lowered his lance.

Galeron raised his visor. "I defy you!"

"Then you shall die!" came the reply and the stranger aimed his lance and spurred his warhorse to the gallop.

Galeron immediately did likewise. The two knights clashed in mid stream. Both broke their lances upon each other's shields and swaying in their saddles reached the opposite banks. There they paused and Galeron lifted his visor once more. "You joust well sir knight, why not join me in my quest rather than slay me - there is no honour in slaying a fellow Bretonnian!"

At this Galeron's adversary raised his visor. "I spare your life," he said, and added "I had no intention of taking it!"

"Nor I of letting you," replied Galeron "It was a noble jest!"

Now that Galeron and the stranger had greeted each other in the customary manner of Questing Knights, they sat down to share a flagon of wine. Galeron enquired as to the stranger's name, which was Joinville de Roq, a knight from a distant part of Bretonnia. They spoke of their exploits so far in their quest for the grail and were amazed to learn that they had both recently experienced the same dream. In this dream each had seen a stone circle in the midst of a dark forest. Within the circle were horned bestial creatures dancing. In the middle of the circle was a shining chalice.

The two knights debated the possible meaning of the dream. Both agreed that it was a sign from the Lady of the Lake that the grail itself was in the possession of evil creatures who would profane it with their foul rituals. It was this dream which had led both of them to the very forest where they now made camp.

Galeron awoke in the darkest hour of the night and beheld the stars between the branches of the trees. The fire had died down to a few glowing embers. Joinville was already awake. Both knights listened to the noise that had woken them. Wafting through the forest came the sound of ritual drumbeats and eerie chanting.

Both knights were accustomed to sleeping in their armour and without speaking, got up and untethered their warhorses. They mounted up

and as stealthily as they could, rode along the forest track, relying on the horses to find their own way.

The sound of drumming and chanting grew louder. Foul though the noise was, the clanking of armour and harness would not be heard above it. The knights approached a glade lit by flaming torches and paused between the great oaks, concealed by the shadows. They saw the very scene revealed to them in the dream. The sacred grail about to be defiled by the drooling mouths of capering Beastmen!

Galeron and Joinville grinned at each other and shut their visors. They each made the sign of the grail and drew their swords. Their noble battle cries rang out into the night and brought the chanting to a sudden stop. The knights charged into the stone circle hacking and slaying Beastmen on all sides. They had the advantage of total surprise and in the confusion more than a score of Beastmen were hewn down without returning a single blow. The rest fled into the shadows. Galeron and Joinville spurred their horses in pursuit. This was a mistake.

No sooner had they ridden among the trees than they were set upon by the Beastmen, this time armed and bellowing for vengeance. Galeron felt the crude weapons battering on his shield and helmet as he wielded his sword to left and right. It was almost impossible to see the foe, but he heard their cries as his sword struck flesh. It was not until he found himself slashing at thin air and branches that he knew that all had been slain. Then he raised his visor and looked for his companion Joinville.

As he gazed towards the flickering torches still lighting the stone circle, he saw Joinville, slumped in the saddle. His warhorse standing still, surrounded by slain Beastmen. Galeron rode up beside Joinville and dismounted. He helped him from the saddle and saw that Joinville's surcoat was stained red with blood. "I'm dying," whispered Joinville. "It is not my fate to reach the grail."

Just then, the torches mysteriously perished plunging the stone circle in darkness. The air became damp and a strange mist began to rise from the ground. In the centre of the circle, where the knights had seen a shining chalice, they now saw an apparition condensing from the mist. It was the image of a Lady of incomparable beauty who seemed to be rising up from the very earth itself. In her hands she held out a chalice more wonderful than the one they had seen earlier. This was indeed the true grail.

Both knights knelt as the Lady drifted towards them.

She offered the grail to Galeron, but Galeron, like the noble knight he was, raised up Joinville's bloody lips to the chalice and watched as he sipped the life-giving essence.

NEW RULES



MAGIC

To the Bretonnians' sorcery is the gift of the Lady of the Lake – the guardian spirit of Bretonnia whose handmaidens are the fair Enchantresses of that land. This gives Bretonnian armies a distinct type of magic based around protective rather than aggressive spells.

AERIAL SHIELD

4+ to cast.....Range 15 cm

The enemy's missiles vanish magically in mid-air, causing no harm to their target.

An Enchantress can cast this spell upon herself. Once cast, the spell lasts until the beginning of the following Bretonnian turn.

Once the spell is cast, all Bretonnian units up to 15cm from the Enchantress may re-roll any failed Armour rolls from shooting. The re-roll applies to failed Armour rolls against hits suffered from conventional missile fire, Dragon breath, magical attacks, or any other kind of shooting attack suffered during the Shooting phase.

The re-roll also applies to any failed Armour rolls during a charge where the enemy shot at chargers but only if the Enchantress was within 15cm of the unit at the start of its charge move. This rule is intended to make it clear whether a re-roll is allowed or not, because shooting is assumed to take place at any convenient point during the charge and it would otherwise be difficult to tell whether the re-roll applied.

Note that only a single re-roll is allowed regardless of how many Enchantresses may be within range or what other factors apply – it is never permitted to re-roll an Armour re-roll in any circumstances.

SHIELD OF COMBAT

4+ to cast.....Range n/a

The enemy's blows are magically deflected from causing harm.

An Enchantress can cast this spell upon a unit she has joined. Once cast the spell lasts until the Shooting phase of the following Bretonnian turn.

Whilst the spell lasts the Bretonnian unit the Enchantress has joined may re-roll any failed Armour roll for hits suffered in combat. Note that this does not include hits caused by enemy shooting at chargers as these are deemed to be shooting hits even though they count towards combat.

Only a single Armour re-roll is permitted for each hit suffered, regardless of how many Enchantresses may have joined the unit or what other factors apply – it is never permitted to re-roll an Armour re-roll in any circumstances.



EERIE MIST

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

An eerie mist rises about the enemy unit stifling the sights and sound of battle.

This spell can be cast on any enemy unit in range regardless of whether the Enchantress can see it or not. The enemy unit cannot use its initiative whilst the miasma persists and any order given to the unit or brigade of which it is a part will suffer a further -1 Command penalty.

The spell lasts until the end of the opposing player's next turn. Remember that a unit can only be affected by one *Eerie Mist* at a time.

LADY'S FAVOUR

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

A vision of The Lady of the Lake appears to lead the Bretonnians into battle.

The spell can be cast on any friendly unit within 30cm range regardless of whether the Enchantress can see it or not.

If successful, the unit can be moved just as if it had received an order in the Command phase. Remember, as with all spells, a unit can only be affected by one *Lady's Favour* in a turn and affects only a single unit, never a brigade, and only the unit itself will be affected, not characters who might have joined it.

ARMY OVERVIEW

By Stephan Hess

Shiny armour, a sea of lances, pennants flying in the wind or as Rick would put it, 'a bunch of serious nutters'. Everybody has their own vision of what a Bretonnian army is and unsurprisingly they are all very close to each other.

The first, the very first, unit everybody considers are the Knights. The Knights' profile is that of ordinary Warmaster Knights, because Bretonnian Knights are not so much stronger than other Knights that they justify a better profile (even the Grail Knights 'only' get an additional attack when they charge). That the Knights have to charge on initiative and are never allowed to evade reflects their warlike and aloof state of mind quite well.

The Knights do not get any special formation like the lance formation from Warhammer where the unit is arranged in a pyramidal formation with every figure on the outside edge having an attack when the unit charges. It would have been possible in Warmaster, but as soon as the first stand is lost it would look ridiculous. Also, while the lance would work with the brigade rule, the brigaded lances would often look weird, and more importantly the lance would create a lot of problems in close combat. The lance would need special rules or interpretations not only for close combat but also for retreats, drivebacks, evades and some other situations.

The Knights are essentially just Knights, but they still get a major special rule and this special rule reflects the unique nature of the army better than any formation ever could. Only Knight units (including Grail Knights, of course) are considered for calculating the breakpoint. This nicely reflects the typical Bretonnian knightly attitude (the General, of course, is a knight) towards their fellow underlings. Here you have an army that really understands the true meaning of expendable. This allows the Bretonnian General to use tactics different from those of the other generals.

It is advisable to have at least one Hero per 1,000 points – that's 750 points spent. Depending on your taste you will now have 90 to 250 points left to spend on your commoners (of course you do not have to

take all the Knights you can). Squires are a good choice as they are very well suited to the role of light cavalry and will protect the knights from unwanted charges. Bowmen and Men-at-arms are ordinary infantry useful for: manning ramparts, holding strategically important positions, giving missile support and dying in place of the Knights. Last and certainly least, the most expendable unit ever are the Peasants. Again, the rules reflect nicely the character of Peasant units. They are not too enthusiastic about fighting, will not charge if they can prevent it and even when they do, they are not terribly good at it. Most importantly when attacked they will fight as well as anybody else without affecting the break point and at 30 points a stand they are cost effective and expendable.

No unriden monsters and no war machines allows us to jump directly to the characters. The General is only human and it is human to have a Command value of 9. This allows him to be supported by up to two Heroes. And of course a Wizard. Again the Bretonnians are special, they do not have wizards or shamen but Enchantresses and they do not cast spells but pray, but for us mere mortal Warmaster players this makes no difference, they are just Wizards.

Even a glance at the spell (prayer) list will tell you that the spell choice is different. There is no 'shooting' spell for one. The effects of the spells are engineered so that you might imagine any of the Knights has prayed for it. Please Lady of the Lake protect me from shooting, from the swords of the heathen, please do not let the enemy move away, or please let me charge the enemy now!

We had a discussion about how long the effect of the spells should last and I'm happy that the spells last a maximum of one turn. Having them last until dispelled would have made them too powerful, would have changed one of the basic concepts of Warmaster magic, and would have created unforeseeable problems.

Taking a step back and looking at the army list, I'd say it is a nice little Warmaster list with a twist. It has some (but not too many) special rules that really add a bit of colour and 'fluff' to the army but is also fitting to the background of the Bretonnians and finally the models are absolutely beautiful.





KISLEVITE ARMY

By Rick Priestley and
Stephan Hess

THE ARMY OF KISLEV

The land of Kislev lies to the north and east of the Empire. As one travels eastwards the dense forests give way to open steppes stretching to the foothills of the Worlds Edge Mountains. Beyond these formidable peaks lie barren wastes inhabited by tribes of greenskins, of which the wolf-borne Hobgoblin hordes are the most numerous. To the north lies the desolate boulder-strewn Troll Country and beyond regions blighted by Chaos. It is said that in Kislev the winters are long and harsh, snow lies deep over the land and enemies are never far away.

Compared to the Empire and the lands to the south, Kislev is often reckoned a backward and barbarous country. Many of the Tzar's subjects are fierce nomadic

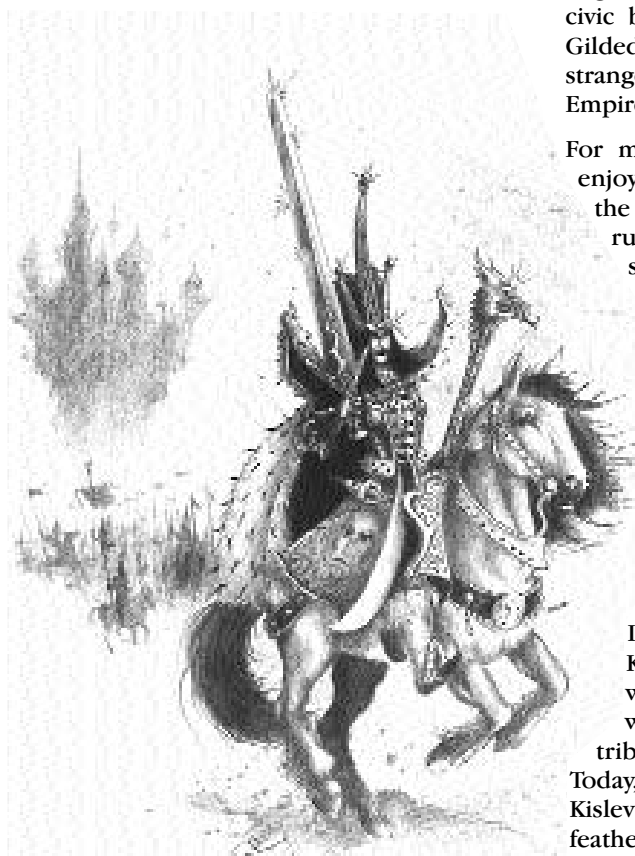


horsemen and hunters rather than settled farmers or traders. If the Kislevites are savage and uncouth then this is hardly surprising given the dangers that surround them. Throughout its history Kislev has been beset by terrible foes, Chaos to the north, Hobgoblins to the east, and Orcs & Goblins from the Worlds Edge Mountains. Even when these foes are quiet, the nobles or Boyars of Kislev are inclined to fight each other. The nomad chieftains are a law unto themselves and often come into conflict with the Boyars and rival tribes.

The townships of Kislev are built mainly of huge timbers, for good building stone is rare whilst tall pines are plentiful. Only the largest cities have stone walls and imposing civic buildings constructed from masonry. Gilded domes distinguish the temples of the strange Kislevite gods from those of the Empire.

For many years the Tzars of Kislev have enjoyed the friendship of the Emperor and the goodwill of the Dwarfs. The present ruler is Tzarina Katarina, a great sorceress known far and wide as the Ice Queen of Kislev. It is a long tradition amongst the Kislevites that their Queens are also potent sorcerers and Tzarina Katarina is said to be the most powerful of her line. She does not always lead her armies to battle – but she is not afraid to do so when demand calls. Like her ancestors of old she is a great warrior and a formidable commander.

In ancient times, the armies of the Khan-queens that preceded the Tzars were composed entirely of mounted warriors drawn from the nomadic tribes. Most were armed with bows. Today, cavalry still forms the basis for the Kislevite armies. Knights with their huge feathered saddle-crests and outlandish gear

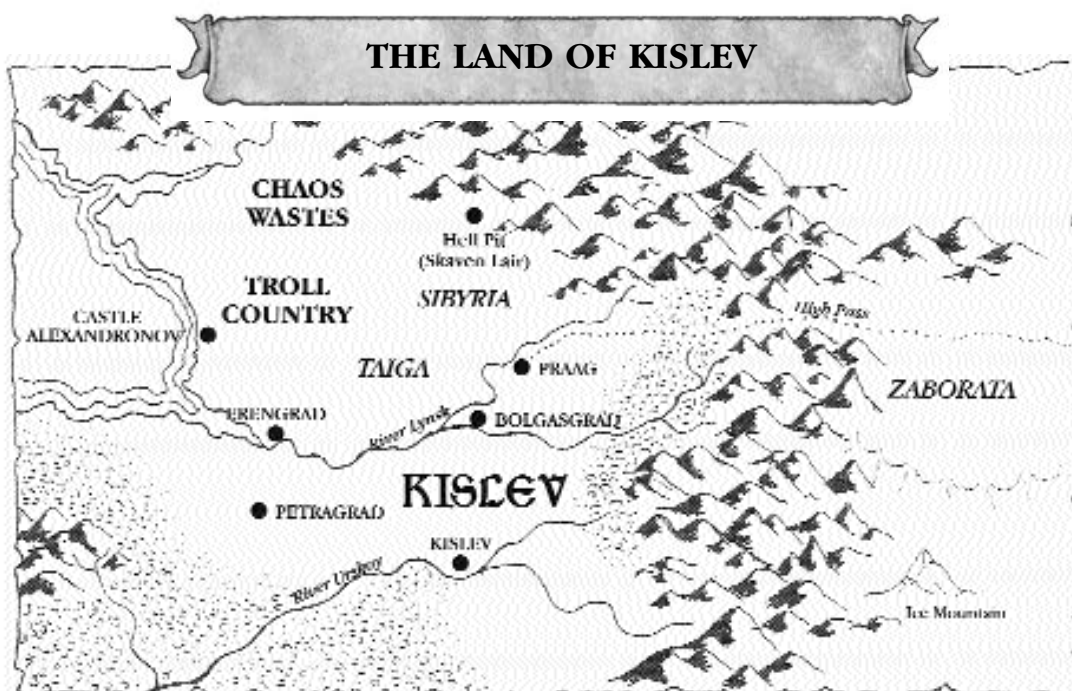


still look very barbaric to the eyes of westerners. The army's infantry are mostly reduced to guard duties, but they are hardy and determined fighters, armed with long axes and tall bows.

The Kislevite army contains some troops which are unknown to the men of the Empire and Bretonnia. There are the war wagons with their steep wooden sides, like mobile fortresses crammed with fighting men. On the open steppes these form

defence points and serve to protect the armies in their encampments.

One of the most unusual units in the Kislevite army are the bear troops. These comprise hand-reared and trained Bears under the guidance of a bear-riding beastmaster. These beastmasters are remarkable individuals who have the power to direct and to some extent control these ferocious creatures.



The winters of Kislev are savage, merciless and cruelly long. When the land lies under the grip of the ice, an ancient primeval force stirs in the heart of the nation. It is a strange magical power, the power of frost and chill, of ice that holds the rivers in its thrall, and cold that snaps branches and tumbles trees to the ground.

In ages past, the Khan-queens of the Gospodars learned how to draw upon the icy magic to weave their spells of frozen destruction. It is a power that seeps out of the earth itself, a distillation of the magical energy that flows over the world and settles into the soil and rocks from where it is driven by the harsh cold of winter. When the spring returns to the north, the power of the Ice Mages of Kislev wanes, and they are at their weakest at mid summer before it grows again with the coming of winter.

Of all the Ice Mages, the greatest is the Ice Queen of Kislev, Tzarina Katarin, daughter of the Tzar Bokha, and bearer of the ancient blade Fearfrost. She is so suffused with magic that even her flesh is cold and pale, and her limbs are long and lean like icicles. Her hair glistens with frost, and ice crystals sparkle on her lofty crown.

NEW RULES



NEW RULES

KISLEV ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points per Unit</i>	<i>Min/Max</i>	<i>Special</i>
Knights	Cavalry	3	3	4+	–	3	110	–/4	–
Horse Archers	Cavalry	3/1	3	6+	–	3	80	2/–	*1
Bowmen	Infantry	3/1	3	0	–	3	55	–/–	–
Axemen	Infantry	3	3	6+	–	3	45	2/–	–
Bears	Monsters	5	3	0	–	3	85	–/1	*2
War Wagon	Artillery	3/3	4	4+	–	1	130	–/1	*3
General	General	+2	–	–	9	1	125	1	–
Hero	Hero	+1	–	–	8	1	80	–/2	–
Shaman	Wizard	+0	–	–	7	1	45	–/1	–
Bear	Monstrous Mount	+1	–	–	–	–	+10	–/1	*4
Tzarina	Special	+0	–	–	–	–	+25	–/1	*5

Special Rules

1. Horse Archers. Kislevite Horse Archers are armed with short compact bows and so only have a short range (15cm). Because their weapons are so handy they can shoot behind, or to the side without turning stands to face their target. Just measure the range from any stand edge, front, side or rear.

2. Bears. Although they are monsters, Bears are mounted facing the long edge of the base like infantry. As creatures of the forests and mountains under the control of human Beastmasters, Bears are able to move over or into any wooded or mountainous terrain features in the same way as infantry. This does not entitle them to claim defended status. Due to their irascible, ursine nature, Bears cannot be brigaded with units of other troops, only with other Bears. Due to their ferocity, a Bear unit which scores more hits in the first round of a combat than the enemy will automatically strike one more Attack per stand before the combat result is worked out. Resolve these attacks as normal and then work out the results. Bears must always pursue retreating enemy where possible and must advance if they are able to do so. Note that these rules apply only to

Bear units – not to characters that ride Bears or Shaman that have transformed into Monster Bears.

3 War Wagon. The war wagon consists of two stands: the armoured wagon stand and the horse team stand. In normal use, the horse team stand is placed in front of the wagon, forming a column of two stands.

For purposes of movement and shooting the player can measure from either stand, but the unit is always arranged so that the team moves in front of the wagon and not the other way round. So, for example, if you want to reverse direction, swap the stands around.

Although it consists of two stands, the War Wagon is treated as a single piece – the stands are not removed individually except to denote ‘stockaded’ status as noted later.

The War Wagon cannot ‘charge’ an enemy. It is not a chariot! It is more like a mobile defence point or artillery platform. Its movement rate is 20cm at full pace and 10cm half pace (same as infantry). In respect of terrain its movement restrictions are the same as artillery.

The War Wagon can shoot all round – from

the front, side or rear edge of either stand. It has a range of 30cm. Due to the number of handguns and even the odd very small calibre cannon, the enemy's Armour value counts as one worse to shooting from the War Wagon.

For example, a stand with a normal armour value of 5+ will need to roll a 6 to avoid a hit from the War Wagon.

Because it is classified as artillery the War Wagon is permitted to shoot over friendly units on lower ground (see p67 of the rulebook).

A War Wagon is able to form a stockade or wagon laager. Once an order has been received, a War Wagon can either move or form a stockade but not both. A War Wagon cannot use its Initiative to form a stockade and if it uses Initiative to evade it cannot be given an order to form a stockade that turn. In reality, this involves removing the horse teams and forming the wagons represented by the single model into a circle or wagon laager. To represent this in the game, the horse team stand is removed and the wagon stand can be turned on the spot to face as the player prefers.

A wagon that is stockaded at the start of the Command phase will automatically cease to be stockaded if it uses its Initiative to evade or if it receives an order to move. The horse stand is placed touching the wagon stand and the piece moves as normal. If the War Wagon does not evade and if no order is successfully given, the War Wagon remains stockaded.

A stockaded wagon counts as a fortified target to shooting and to close combat attack. A non-stockaded War Wagon counts as a target in the open.

A stockaded War Wagon cannot be driven back by enemy shooting. However, it is still necessary to roll as if it were driven back to establish if the War Wagon becomes confused.

In combat, a non-stockaded War Wagon cannot pursue and is destroyed if forced to retreat. This is the standard rule for artillery.

In combat, a stockaded War Wagon will neither pursue nor retreat – it always holds its ground even if defeated. An enemy unit that wins a round of combat can still continue to fight by remaining in contact or

he can elect to fall back as usual. If an enemy wins a round of combat and continues to fight further rounds then he must move stands which are not already fighting frontally into contact with any accessible edge of the War Wagon exactly as in a normal pursuit (see p42). Because stockaded War Wagons do not retreat, the enemy will gain no bonus for pursuing in subsequent rounds of combat. Where enemy are fighting both a War Wagon and other Kislevite units as part of a multiple combat, it is possible that the War Wagon remains in place whilst accompanying units retreat. In this case the usual pursuit rules apply where possible (stands pursue enemy in contact to their front). If accompanying troops retreat so far that it is impossible to pursue both the War Wagon and accompanying troops then the pursuer may choose which to pursue.

A stockaded War Wagon stand has no sides or rear in combat (it is assumed to represent a circle of actual wagons) and so does not suffer a Combat penalty for fighting enemy to the side or rear.

4. Bear. Generals, heroes and shamans can ride a Bear. The Bear adds +1 Attack bonus to that of its rider.

5. Tzarina. The General may be the Tzarina Katarina riding a horse-drawn sled. Note that this is not a chariot! If the General is the Tzarina then she has the power of a Wizard and can carry a Wizard's magic item if desired. The Tzarina may add +1 to the dice when casting a spell once during the battle. The player must announce he is using the power of the Tzarina before rolling for the spell.



NEW RULES



KISLEVITE SPELLS

Kislevite magic reflects the cold and brutal environment of Kislev itself – it is magic of snow and ice, of fierce winds and freezing blasts. Kislevite magic is used by the Kislevite Shamans and can also be used by the Tzarina herself.

ICY BLAST

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

An icy blast shoots from the wizard's outstretched arm and strikes his foe.

The Wizard must be able to see his target to use this spell and it cannot be directed against a unit engaged in combat.

The icy blast is treated as 3 ordinary shooting attacks except that armour has no effect (ie, all targets ignore armour). A unit can be driven back by an *Icy Blast* as for normal shooting.

CHILL

4+ to cast.....range: 30cm

A fierce chill envelopes the unit, freezing its warriors and hindering its ability to fight.

The spell can be cast on an enemy unit that is engaged in combat and within range, whether the wizard can see it or not. Every stand in the unit including character stands deducts -1 from its Attacks during the following combat phase. Remember, a unit can only be affected by one *Chill* spell in a turn.

MONSTER BEAR!

4+ to cast.....range: n/a

The wizard transforms himself into a gigantic ferocious super-natural bear and hurls himself into the enemy's ranks with teeth and claws.

The Wizard can cast this spell on himself if he is with a unit that it engaged in combat. The Wizard adds +2 Attack bonus to the unit and, because of the spectral unearthly and hideous appearance of the *Monster Bear* the unit is considered to cause *Terror*. If the Tzarina uses this spell she adds a further +2 Attacks (+2 from General and +2 from Monster Bear) making +4 in total.

FREEZE

6+ to cast.....Range 60cm

An ill wind turns the enemy so brittle that wood, flesh and even iron shatters and falls to the ground in splinters.

The wizard must be able to see the target to use this spell and it cannot be directed at a unit engaged in combat. Roll a D6. If the score is equal to or exceeds the number of hits that troop type has then one stand is destroyed. If not, then the target survives the attack unscathed. If destroyed, the stand is removed and the unit is considered to have suffered the requisite number of shooting hits required to destroy the stand. The unit is driven back as for normal shooting.



DESIGNER'S NOTES

What made us go for Kislevites as our first new army for Warmaster? In fact that decision was made for us by the natural enthusiasm of designer Colin Grayson who started making Kislevites way before he'd even finished the Empire models for our initial release. Not that we minded. The models looked great! Furthermore, with Colin's steely determination behind the project we figured the work would get done. And – hey – we like Kislevites too! Colin's take on the Kislevites is close to eastern European armies of the 16th and 17th Centuries – so they have a very Muscovite or Polish feel overall. That helped us to get a handle on the character of the army and inspired us to take the range in certain directions, as you will see.

One of the major considerations with all the existing Warmaster armies was the number of blister packs in the range. When we designed the game we had a finite number of different blisters to work with based on the design time available and the shelf space allocation in GW stores. That meant fixing the number of different things in each army to about ten blisters worth. Although the Kislevites are intended to be sold via Mail Order, the amount of variety in the existing game determined many of the initial design parameters, and we didn't want to mess too

much with that. Also, Colin can only work so fast! So, we decided to stick to the general format for Warmaster armies – about ten different things, of which all the different characters are taken as one.

Working Out The Army

Core to the army are the Knights – Kislevite Winged Lancers – inspired directly by the Polish Winged Lancers of historical fame. Quite why these riders chose to attach these large and, one imagines, cumbersome devices to their saddles is something of a mystery. I've heard it suggested that the 'wing' evolved as a lasso deflector – mobile steppe warfare involving a fair degree of cowboy style lassoing I guess. Another theory revolves around the supposedly scary whistling noise made as air rushes through the feathers – though quite why anyone would be more scared of whistly features than a hulking great Pole on a warhorse waving a ten foot lance in your direction I couldn't say!

Equally core to the Kislevite concept are lightly armed steppe cavalry – the rough equivalent to huns and all those multitudinous mounted nomad tribes that were the principle export of the eastern steppes during ancient and medieval times. Colin designed some early concepts along these lines amongst his first Warmaster scale models – very similar to the Warhammer models we produced some years ago. When he came to make the actual models he decided to dress them up a little more in keeping with the rest of the range. Although the earlier models are a little small and lack the finesse of Colin's later work I rather like them, and they are quite different in appearance, so with any luck you'll be able to get hold of both types.

Some infantry were going to be necessary – we weren't looking at an entirely mounted nomad style army –and at least one unit had to have missile capability to give the army some long range firepower. Going back to our eastern European source, we decided to give the infantry heavy axes – rather like the later medieval bardische – and bows. Bows seemed a more natural choice than handguns, which sit better with the Empire army in terms of the Warhammer world.

With the basics sorted, it was time to introduce some fun elements –and obviously Colin had a few ideas which he was keen on realising. In particular he wanted to create a unit of Bears either with handlers or riders. We also wanted to create a large piece and came up with the War Wagon, of which more later, and interesting character mounts. An option to mount characters on Bears seemed only right and proper, and we also decided to push the boat out and make a model of the Tzarina herself to serve as the army's general. Taken as a whole that gave us two cavalry units, two infantry units,

two 'interesting' units, the characters and the Tzarina – eight things in total – well within our self imposed limit of ten and the same as the Dwarf army in fact.

The Rules

The army was always going to be similar in some respects to the Empire. Following the precedent of the old version of the Empire Army book for Warhammer, some Warmaster players will undoubtedly want to add the odd unit of Kislevites to their Empire armies to add visual variety (just count them as the equivalent Empire type). The Knights were allocated standard Knight profiles the same as for the Empire Knights. This felt about right. We didn't want to create a super-knight army (that has to be the Bretonnians doesn't it!) so we put a limit of four units per 1,000 points. Originally, we set a minimum too, but at 110 points a unit this gobbled up so many points there just wasn't enough left for other troops, so this was abandoned giving us a -/4 min/max.

The Horse Archers really define the character of the army so we opted for two compulsory units with the standard rules for mounted units of this type – short range and the ability to shoot all round. This is the same rule as for Wolf Boyz and Pistoliers.

The foot Bowmen get standard Human stats with no armour as is usual for troops not primarily destined for close combat. The Axemen cometh with the same stats plus a 6+ save... no surprises here.



The Bears provided us with more of a challenge! We weren't sure how to do them – with handlers or riders, or mounted as cavalry or infantry. In the end we did the Bears with a Bearmaster riding one of the bears – which looks good, and mounted them as infantry but with monster rules (an exception to the normal arrangement). The Bears gave us some trouble in play testing as we originally classed them as to be compatible with the base style and movement rules. This threw up all sorts of questions about their ability to support other infantry stands, climb ladders, and pursue which were difficult to answer without a great deal of messy explanation. The finished rules have Bears as Monsters and are a little more complex than usual for Warmaster – but we found them easy to remember in practice. The extra first round strike if you score more hits than the enemy is a bit scary... but we are talking grizzly bears here and those things are dangerous! We fixed a min/max of -/1 to give the Bears their rather special status.



NEW RULES



The War Wagon rules were designed to emulate the Hussite war wagons used in eastern Europe in late medieval and early post-medieval times. There was also a nod towards wild west wagon trains and Boer wagon laagers. The idea was to create a mobile fortress – something that would make a defensible fire point during a battle. You can imagine too how these might be used to make encampments for armies on the march over broad open plains. Colin had already worked out he was going to make the model in two parts, and that dictated some of the rules design features. He also tried hard to cram as many models inside as he could to make it look like a little fortress, but with individual models the scope is always limited! Personally, I'm looking forward to seeing a few conversions with extra observation platforms, rigging, and banners... are these not land ships?

The rules for the War Wagon turned out somewhat longer than I would have preferred but this was partly determined by the two piece nature of the model. Of all the Kislevite models it proved the toughest to work out rules for and also the most difficult to fix a points cost. The different status of stockaded and horsedrawn means the War Wagon can be very good or very bad – so the points cost is something of a compromise. With an allowance of only one per 1,000 the War Wagon won't come into its own except in large games – but at 130 points its still usable in a 1,000 point game.

The Kislevite characters are fairly standard for humans – comparable to the Empire – and we just had to have a Bear rider as the mount option! The Tzarina was a late addition to the plan – we liked the idea of putting the Ice Queen into the sled. I would have liked to have seen reindeer myself – apparently the antlers are just too fiddly!

With the general, the army has an obligatory 375 points in the first 1,000 and 250 thereafter – low enough to tailor the army to an infantry or cavalry bias if you wish.

Magic

Warmaster magic is supposed to be ancillary to the action rather than a major feature. We didn't want to change that, so we stuck to the formula of four spells with one relatively easy supporting spell and one gambler. We also wanted to keep the ice/cold/winter theme. Taken together that gave us something to work with.

Every army has a basic missile type of spell and in the case of Kislev it's the *Icy Blast*. This is much like a *Death Bolt* – but colder.

Chill is cast on the enemy during combat and reduces the unit's attacks. This is a useful spell and relatively easy to cast at 4+.

The *Monster Bear* spell converts the Shaman into a fighting monster which not only adds +2 attack bonus but also causes *Terror* – a bit of a last turn of the battle affair and especially useful in the hands of the Tzarina.

Freeze is one of those hard to cast but nasty spells that has the potential of taking out a big critter or powerful stand. It is also long ranged and therefore hard to hide from. If you were thinking of not bothering with that *Dispel Scroll* when playing against Kislevites here's a reason to think again!

Game Play

Although the army's troops are similar to those of the Empire, Kislevites lack the ranged hitting power that characterises the Empire's forces. That means they have to rely on their fighters more and their Knights and Bears are top class units in this respect. The War Wagon is resilient enough if stockaded to pin the end of a line – remember it counts as a fortified target and does not retreat – but its real strength is as mobile artillery. Although its range is short it concentrates 3 attacks into one model.

The Horse Archers are a mandatory element of the game and at 80 points too valuable to waste – they can be used to draw enemy onto the Knights – or to harass flanks/strike at artillery. In truth I have struggled to get the best out of these troops (as I have my Gobbo Wolf Boyz) but some players seem to have a natural empathy for these fleet if fragile units.

Kislevite infantry are comparable to Empire units but lack the support of the Empire skirmishers. They are destined to fulfil a holding or covering role – but they are cheap enough. The army is geared towards an open battlefield – but the infantry enable the army to operate even amongst ruins and built up areas, though they will always be at a disadvantage in such circumstances compared to a Dwarf, Chaos or Orc army.



Trial Rules MOVING CHARGERS

By Rick Priestley

As with the earlier Vampire Counts article these are Trial Rules and so you will need your opponent's permission to use them. We encourage all players to use these rules and let us know what they think.

P32 Moving Chargers

Delete down to p35 'Moving Chargers from Brigades' – replace with the following:

The rules for moving charging units may look a little intimidating at first but do not be deceived! In most cases you'll find that charging units can be aligned against their target with no need for exacting calculation or undue mental strain.

Sequence of charges

The term 'charge' describes a unit's movement into contact with an enemy unit during the Command phase. Units that move by initiative are moved before units that move by orders (p13), apart from this, there is no obligation to move units in any particular order. Charges therefore occur throughout the Command phase as units move into contact with enemy units. There is also no obligation for a player to announce that a unit is charging before stands are moved – but it is a good idea to do so if the line of sight or zone is in any doubt.

Enemy in sight

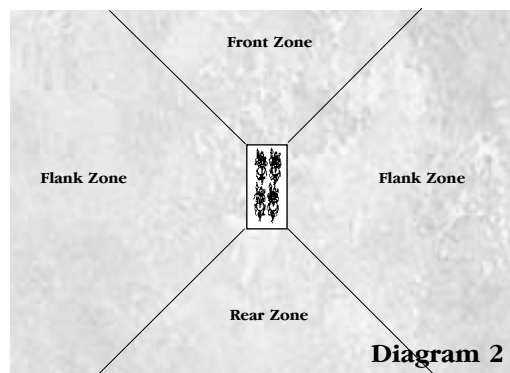
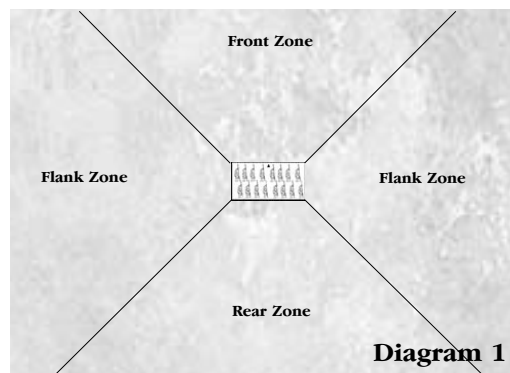
At least one stand from the charging unit must be able to see the target enemy unit at the start of the unit's charge move. If none of a unit's stands can see the intended target then it cannot charge it. Note that because units move one after the other it is possible for one unit's move to clear or block the line of sight for another; it is therefore important to take care when deciding which units to move and in what sequence.

A stand can 'see' if it is able to draw an uninterrupted line of sight from its front edge to any part of the enemy unit as described in the Shooting section (p25). All intervening stands, friend or foe, block a stand's line of sight. All intervening terrain also blocks the line of sight with the exception of low obstacles, rivers/streams, marshes, and similarly low features. Character stands never block a unit's line of sight, as explained in the Generals, Wizards and Heroes section (p53).

Zones

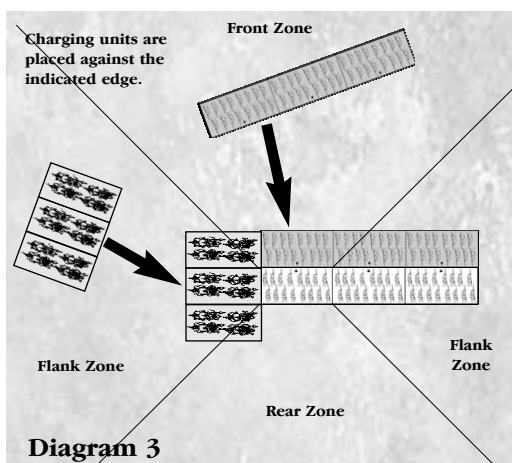
For purposes of working out where to position units during a charge, the area around each stand is divided into four zones as shown on the accompanying diagrams. The divisions between each zone bisect the corners of the stand at an angle of 135 degrees relative to the edge. Zones are self evident in most situations and can be checked using a simple guide if necessary.

Zone Diagrams

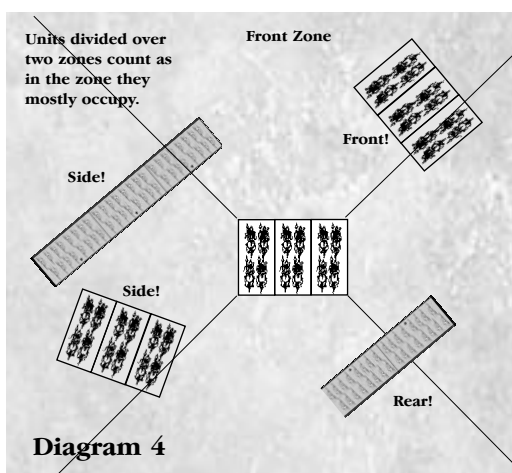


When working out where to place a charging unit consider the position of the entire charging unit relative to the closest visible stand in the enemy unit. If the charging unit begins its move in the stand's front zone then it charges to the front, if it begins to the stand's flank it charges in the side, and if it begins to the rear it charges in the rear.

If the charging unit is not entirely within a single zone then it counts as being in the zone that it mostly occupies. So, if a unit is between the front and flank but the greater proportion is to the front, the unit counts as in the front. If a unit is positioned in such a way that it is



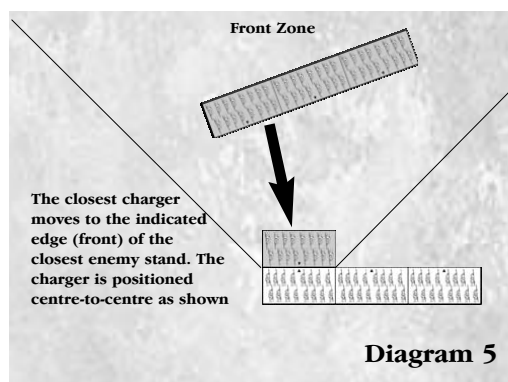
exactly divided between two zones then the player whose unit is being charged chooses between them. This deliberately places the onus on the charging player to position units clearly within a zone where possible.



Placing the Closest Stand

In most situations it is a simple matter to position the charging unit against the indicated front, side, or rear edge of the enemy unit. In some cases extra care is called for. Players who are unfamiliar with the game should make a point of moving the stands one at a time, as described below, until they are used to the placement rules.

First move the charging stand that is closest to the target unit. If there is no identifiably 'closest' stand, because two or more are equally close, the charging player nominates one as the 'closest'. Place the charging stand with its front edge centre-to-centre against the indicated edge of the closest visible enemy stand. Note that the closest enemy stand may or may not be visible to the charging stand at the start of its move – this doesn't matter. It is only important that the enemy stand is visible to the charging unit as a whole.



Where the route between the charging stand and target is not direct because of intervening scenery or other stands then the 'closest' charging stand is the one that moves the least distance to reach its target.

When placing the first charging stand, position it exactly centre-to-centre against the indicated edge of the target stand. If this is impossible because of interposing stands or scenery then place the charger as closely as possible to the centre of the target stand. There must be at least 1cm of clear base edge on the target stand to place the first charging stand otherwise the move is not allowed (see Blocked Edges').

Placing Remaining Chargers

Once the first charging stand has been positioned, the remaining stands are placed one at a time to make a line formation or 'battle line'. Each stand must be able to trace a line to its new position as it moves. Note that it doesn't matter what formation the unit is in when it begins its charge, charging units always form a battle line if they can do so.

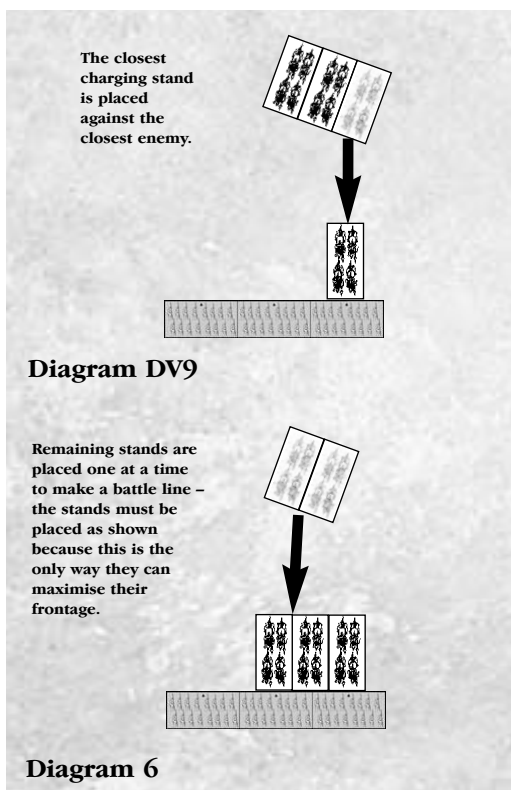
Stands are placed into a coherent formation as they move. Place the second stand beside the first, and place the third stand beside either the first or second. You cannot leave a gap in the battle line and then fill it later. The reason for breaking down movement by individual stands is to make sure each stand has an accessible route to its final place in the battle line.

Each stand must be placed in the battle line in such a way that as much of its front edge as possible makes contact with the enemy. This is called 'maximising frontage'. If it is impossible to place a stand into the battle line so that its front edge makes contact with an enemy, then it must be placed so that its front corner touches an enemy if it can. This means that the maximum number of charging stands will be drawn into the combat.

If there are other enemy units adjacent to the target unit then the obligation to 'maximise frontage' extends to these other units too. So,

where there is another enemy stand aligned to the target unit, a charging stand must be placed against this second enemy if this is its only way to maximise frontage. However, chargers will always maximise frontage against the unit they originally charged where they can do so.

Any additional units contacted by charging stands count as being charged and are drawn into the combat engagement – even if they are only touching corner to corner. If armed with appropriate weapons they can shoot at the chargers as described in the Shooting section.



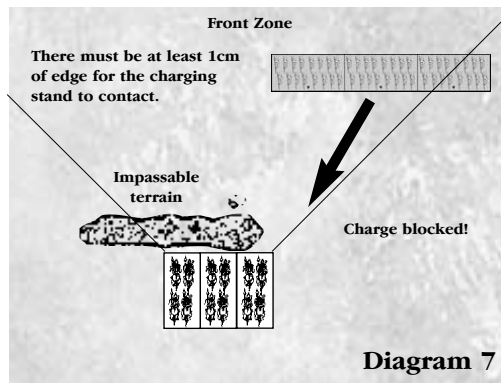
EXCEPTIONS & ANOMALYS

In some situations the proximity of scenery or other stands makes it impossible to position all the chargers exactly as described. In some case this may mean the charge is not permitted, in others that chargers can be repositioned to accommodate the situation. These circumstances are covered in the following rules sections.

Unable to contact centre-to-centre

The first charging stand is always positioned centre-to-centre with the closest enemy stand where possible. If this is not possible then the first charging stand is positioned as closely to centre-to-centre as it can go, but there must be at least 1 full cm of exposed stand edge to contact against.

If there is less than 1cm of exposed edge then the stand is not an eligible target because it is 'blocked'. See below for how to deal with blocked stands.

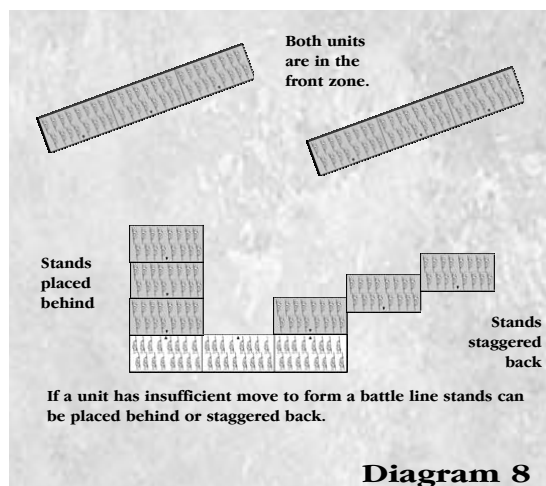


Unable to Form a Battle Line

If a stand has insufficient room, or insufficient move distance, to form a straight battle line it must be placed either directly behind a stand that has already moved, or beside and staggered back from a stand that has already moved. Stands that are staggered back can be

placed with as much or as little of their stands touching as the player wishes, but must contact with a fellow stand at least corner to corner. Either way the unit must retain a coherent formation with all stands touching. If a unit cannot charge and retain a coherent formation then the move is allowed.

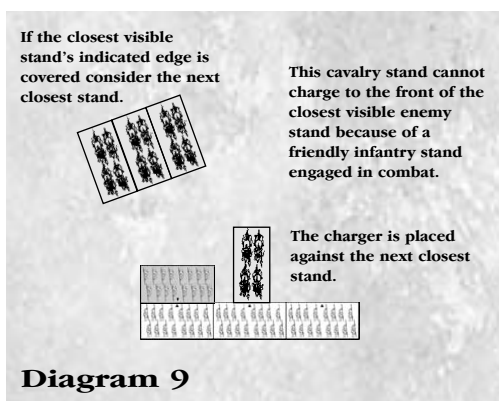
Any additional units contacted as a result of the placement of stands that are unable to form a battle line also count as being charged and are drawn into the combat engagement – even where chargers are only touching at their side or rear edge. If armed with appropriate shooting weapons they are entitled to shoot at the charging unit as described in the Shooting section.



Blocked Edges

In some situations a charging unit will be unable to charge because, although it can see the enemy unit, the indicated edge of the closest stand is blocked. The indicated edge could conceivably be blocked by impassable terrain, by other enemy stands, or by stands from other friendly units that have already engaged the enemy unit in combat. Remember, an edge is blocked not only if it is completely covered, but also if there is less than 1cm of exposed edge available to contact.

In all these situations the charger moves the closest charging stand against the next closest stand in the target unit, assuming this presents an accessible edge within its indicated zone. If this stand edge is also blocked then the charger can move to the third closest stand, and so on.



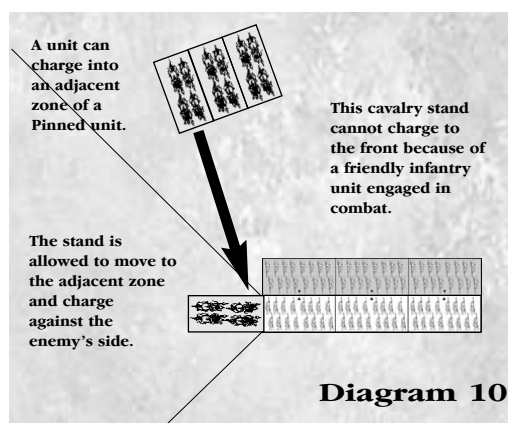
If no accessible edge is presented by any stand in the target unit then the charge is not normally allowed. For example, if there is impassable terrain covering the unit's front edge and the charger is positioned in the target's front zone. The exception to this is a 'pinned' enemy unit as described below.

Pinned Units

If the indicated edge of the entire enemy target unit has already been covered by stands from other friendly units then the unit is described



as 'pinned'. In the case of a pinned target, a charging unit can move to the adjacent edge of the closest enemy stand rather than the indicated edge e.g. it can move to the side edge from the front zone. The charging unit must be able to see the edge it is charging to in order to charge in this way.

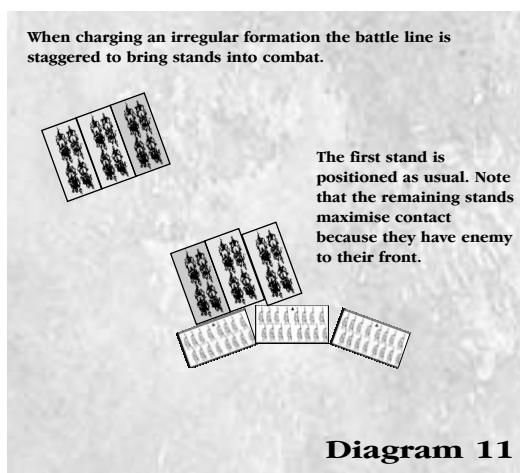


Irregular Formations

If the target unit is in irregular formation then it might not be possible for all the charging stands to engage by forming a conventional battle line. In this case the first charging stand is placed in the standard way as already described. It is only the remaining chargers that are placed differently.

Remaining charging stands are placed in a line but staggered to the front or rear so that they follow the shape of the stands presented by the enemy unit.

Although these charging stands might touch the enemy only at a corner or along part of their front edge, they are considered to be maximising frontage so long as they have the maximum portion of enemy stand directly to their front.



WARMASTER CAMPAIGN

By David Simpson & Friends

THE TALE OF A LARGE MAP, SMALL MODELS AND THE MEN THAT PLAY WITH THEM

It's not what you think, nothing to do with catwalks and supermodel abduction plots for nefarious purposes. This is in fact the story of an ongoing Warmaster campaign that was run at the Brent Cross GW store.

Firstly, I suppose I should introduce myself, I am David Simpson and have been playing with toy soldiers for about ten years which is almost as long as some of the younger sprogs have been alive. Conversely, there are even a few rare examples of regulars (or GW staff) that have been playing with little painted men for longer than I myself have graced this earth, a scary thought indeed!

If you want to look for the history of this campaign you must first travel back to almost two years ago. At this time there was a fairly simple Warhammer campaign being run at the Brent Cross store using the campaign rules that were in the book but with the added addition of a map to represent your actual territories. Now being the rabid Warhammer

Empire general that I was, I jumped at the chance to show the superior firepower of the Empire's artillery and took part with great gusto and enthusiasm.

Well anyway, so as not to veer too far off the subject I have always loved map based campaigns and when I saw the first preview pictures of Warmaster in White Dwarf I started going a bit loopy with visions of masses of troops stoically marching over the massacred bodies of their foes conquering all opposition. When I finally got my hands on a copy of Warmaster I realised just how perfect a game it was to be integrated into a campaign. So my mate Dan and I started to pester Dean, the store manager, for a Warmaster campaign. His response went something like this: "sure guys, if you come up with the rules for it I'll make the map". So sure enough Dan and I sat down around the painting table armed with paper and a pen (Dan had the pen, my handwriting is illegible even to myself) and we started thrashing out the basic ideas and aims of the campaign system.

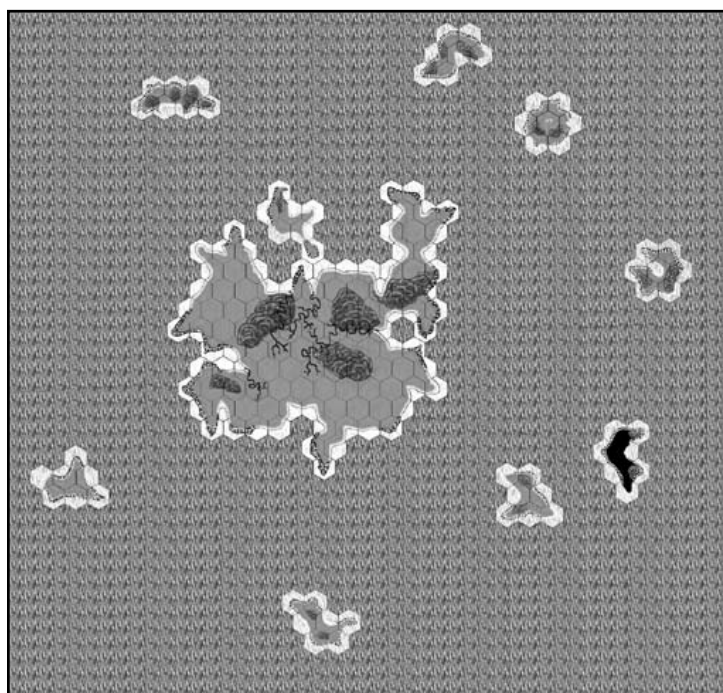
Several years ago I tried to run several Mighty Empires campaigns with a group of friends so I had a fair idea about what that particular system's major weaknesses were. Chief among them in my opinion is that in order for the campaign to progress, a player must conclude any combats before the next player can take their turn, thus the system we devised would be flexible in this aspect.

Another major problem in campaigns is when people can't turn up for a campaign night or end up dropping out for one reason or another. Since I knew that several of the people that would be taking part would definitely have these kind of problems I decided to make it flexible in this aspect as well.

However chief among the design aims of the system was that it would be a no paperwork system. What this means is that everything is represented directly on the map, there are no army rosters, unit experience or anything like that. After all this was meant to be a campaign on a grand scale, not a Mordheim tournament.



The author enjoying a game...



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So, once these basic rough notes were written up by Dan, put on a floppy and then published on the Internet by me, I started the process of fleshing out each individual section. Whilst I was doing this, Dan and I also started to carry out some play test experiments to see if what I had already written seemed balanced, or for that matter if it worked. These initial sessions were extremely useful as it brought up a major flaw in the system as it stood then. Everything is carried out with Action checks in a similar way to Command checks in Warmaster. However, in the first draft of the rules each race had a separate command value equal to the general's command value in Warmaster.



The weakness of this quickly became apparent when the High Elves were marching across the map at breakneck speed whilst the Ork & Goblins were hardly moving at all. In the end we decided to leave racial differences out of the system until a later date (I'm starting on that phase of the project about now).

After almost a month of some quite intensive writing on my behalf and testing by both me and Dan the rules were ready for use in the actual campaign, however we still had no map! Dean had promised us that he would produce the map if we produced the rules. However I doubt that he took into account the fact that we would need the map at about the same time as he needed to make stuff for Games Day.

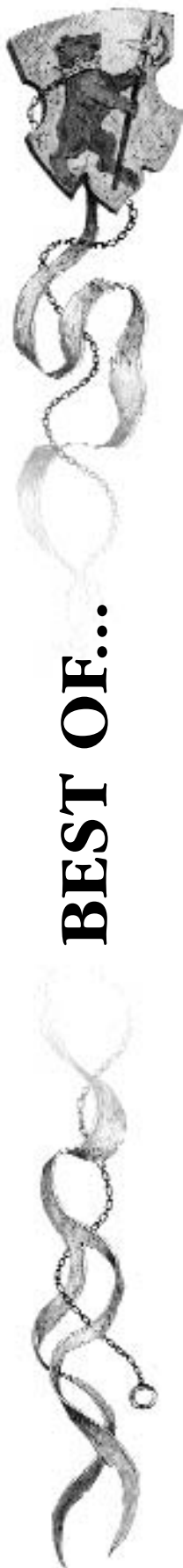
So in the end I ended up making the main body of the map myself. The map is a main island surrounded by several smaller island, most of which are player's starting islands (see above). Each player had to produce their own starting islands and counters. This is a great tip to anyone else considering setting up a campaign as it means that people actually have to invest some time and effort to even actually start playing which should mean that they are more likely to stick to it.

You can check out more stuff on the Internet at my website:

<http://www.stomm.com>

The site is linked to from almost all the other Warmaster sites that I know (and a few that I only found out about a couple of days ago) so finding it should not be too hard so long as you persevere. If you want to ask me any questions about almost anything (including my campaign system and Warmaster in general) then feel free to email me at:

stommstommson@redbotant.com.



THE RULES

1. Maps and Terrain

Terrain consists of three basic types. These are land tiles, coastal tiles and sea areas. All of these types of terrain or territories are based on a hex grid system. Land tiles and Coastal tiles take up one hex each, whilst sea areas can take up anywhere from two to twenty hexes, with the average being around ten.

When explored, each land and coastal tile has a value assigned to it which gives you a number between 0 and 5. Each player's starting tile is an exception to this as it has a value of 10. These values are an abstract grading of an area's worth. It does not specifically represent towns and villages, merely a land's potential.

It just so happens that the old Citadel paint pots are hexagonal in form, so guess what you can use as a template for your campaign map? The old Mighty Empires map tiles could also be used, but I think that the major flaw with these is that they move about too easily. What we have done for our campaign is to use the paint pots as a template for the tiles, then to create a three dimensional map on foam card with textured water, hills, deserts, forests and so on all-moulded onto the actual map board itself.

The type of terrain does not affect its value or rating in any way. The only effect the type of terrain has is that it modifies the difficulty of moving armies into that particular terrain. So when making your campaign map, bear this in mind, try to equalise the types of territory in relation to player's starting positions. It would be unfair to have one player's start position behind a load of virtually impenetrable mountains, with another located in easy to navigate plains.

The table shown below is the table used for establishing what a territory's rating is when you enter it. Needless to say you use 2D6 when rolling on this table, and as you can see this means that there is a heavy slant towards finding a Level one territory. These values can be altered by player actions such as pillaging and improving. These and the use of this table are described in more detail in the movement and actions sections of the rules.

Exploration Table	
2D6 Result	Territory Value
2	5
3	4
4	3
5	2
6	1
7	0
8	1
9	2
10	3
11	4
12	5

2. Campaign Turn Sequence

Each campaign is divided into years, seasons and then campaign turns. There can obviously be pretty much any number of years in a single campaign, indeed the passing of a set number of years may mark when a campaign ends. Apart from that, what year the campaign is in does not really matter that much.

There are four seasons to each campaign year (spring, summer, autumn and winter). At present the only effect of a season is to mark when each empire rearranges its forces to account for gains and losses as far as the total terrain value and thus army size of an empire. This is calculated at the end of each season



before the next campaign season begins. Any player who does not do so will be unable to benefit from any changes in his or her total territory value and if there is a negative change then they will lose whole armies to balance out, starting with the furthest ones from their respective capital tile moving inward. I do intend to add some seasonal modifiers once the rest of the rules have been confirmed as working properly. Such modifiers would probably be in relation to moving and actions, they might even be race specific. I mean the Undead won't be slowed down by cold weather, whilst during the summer months most races should find it easier to improve a tile's rating.



There are three campaign turns in every campaign season. These roughly represent months, so if a campaign is running one turn per week, then a whole campaign year should pass in roughly twelve weeks or three months of real time. This can be altered if necessary, ie, you could have four or six, even one campaign turn per season rather than the standard three. This could be done to either speed up or slow down a campaign, I suppose the excuse you could use is that the campaign is being fought over smaller or larger territories.

A campaign turn is when every player makes his or her moves and actions, moving around the campaign map and doing any actions. Of course if they fail their Command checks they may end up doing nothing, but that's the way of things. Each player takes it in turn to do all their actions before moving onto the next player. The order in which this is done should change every campaign turn, a method of deciding the order might be to roll off with dice, highest choosing to go first or last, but any method which is acceptable to the players is fine.

The reason that the order can be important is that whoever goes first obviously will have more freedom of movement and at the beginning of the campaign may be able to go for strategic territories before anyone else. Whilst the players who do their turns after the others will be better able to react to their enemies' movements and to force them to battle, possibly ambushing smaller forces with their own larger ones.

Once everyone has done their campaign turns it should be established which battles need to be fought before the next campaign turn. The

relevant players have until then to fight the battle. When and how battles are fought are covered in a later section, but basically a battle is fought if two opposing armies are in the same terrain tile at the end of the turn.

3. Armies and Fleets

Armies: The size of a player's army is limited only by the size and number of his territories. However, the size of individual armies has a minimum of 500 points and a maximum of 2,500 points, this is calculated in blocks of 500 points. This allows you to have armies of 500, 1,000, 1,500, 2,000 and 2,500 points.

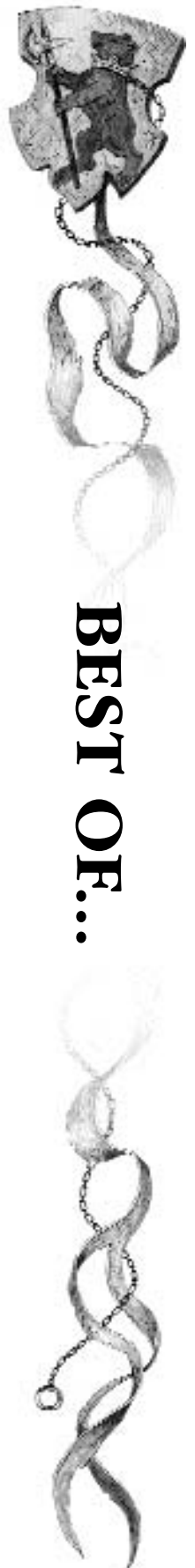
As explained earlier, each land map tile has an assigned value to it. This value translates directly to the total size of an empire's armies. This relationship is that every point of terrain value is worth 100 points of army value. So for instance, when players start the campaign they have one terrain piece which represents their capital with a value of 10. This translates directly to 1,000 points as the starting army size.

As players search the map and discover and claim more terrain, or increase the value of their existing territories their total empire value will go up, meaning that the total amount of troops they can field will also rise. Conversely, the actions of enemy empires may cause a player to either lose terrain or its value to be reduced through pillaging, thus their total empire value and army size would be reduced accordingly.

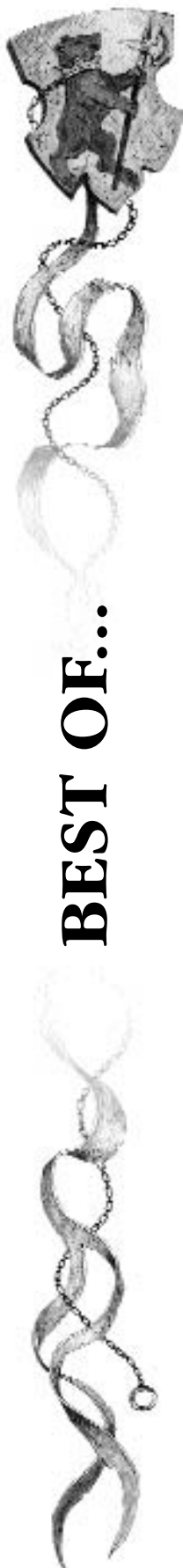
You may form new armies and add to existing ones on territories, with a value of 5, with the exception of your capital where you can add any number of points or create new armies within the limits that are imposed by your empire size and the army size and composition restrictions outlined earlier.



If you have any points left over (you most likely will) you make a note of these excess points which forms your reserve forces. I find that a counter with the relevant number placed on your capital tile is ideal for this purpose. The way that these reserve forces work is that they allow you to ignore up to the size of your reserve forces from casualties in a campaign



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season. For instance if you had a reserve force of 400 (the maximum) and you had a 500 points army which fought a battle and suffered 300 points worth of casualties (which would normally cause the army to disband) you could use 300 points of your reserves to replace these casualties. You would then have 100 points of reserves that you could use later on in that campaign season. Obviously your reserve forces will most likely change from one campaign season to another, sometimes you might not have any reserves at all.

If for any reason you wish to reorganise the size composition of one or more armies, you may do so before the relevant armies have taken any actions at the beginning of their move. This basically means that to reorganise several smaller armies into one large army, all the armies involved must already be in the same territory at the beginning of that particular campaign turn.

Once reorganised, all the armies involved may then act as normal. It is even possible to turn a 500 point army and a 1,500 point army into two 1,000 point armies if you so wish, so long as both armies started the campaign turn in the same territory.

A little tip on how to represent your armies. Since they are organised in blocks of 500 points – from 500 to 2,500 points, it gives you five steps of army size. The old square Epic bases have five slots in them and are ideal for representing your armies with

Fleets: Ships are used for only one thing in this particular campaign system, transporting armies. Fleets, like armies, are organised into blocks of 500 points, although in this case the 500 points is 500 points of transport capacity (500 points of transport capacity = 500 points of army that can be transported). However, fleets of ships are different from armies in that they only come in 500 points blocks, you may

never combine fleets into larger fleets or for that matter split them up.

Fleets are made by using a build action which is explained later as are the transport rules.

4. Movement and Actions

Land Movement: Everything in this particular campaign system is achieved through the use of actions which are performed by the armies of a player. This section includes everything from moving armies around the map to claiming territories and building ships.

There are two basic types of action. The first and most commonly used is the movement action, the second is special actions. Special actions are covered in more detail in later sections but they are further split into two groups: territory actions and build actions.

Each different action is assigned a difficulty rating. To successfully complete the action you must roll equal to or under the difficulty rating of that action on 2D6. The funny thing about the difficulty level of the commands is that they get easier the higher the Difficulty rating (I haven't been able to think of a better name for it yet). You also have to apply all the relevant modifiers to the Difficulty rating for each action attempt that you make, this includes a cumulative -1 modifier for each successive action. Also, unless specifically noted, all modifiers are also cumulative.

For instance, moving has a Difficulty rating of 9 which means that to move an army you must roll 9 or less on 2D6. However, there are quite a few modifiers to this basic roll including a -1 per 500 points of army size and the +1 for moving into unowned territory. Thus if you tried to move a 500 point army and there were no other modifiers you would need to roll a 9 or less on the first move, 8 or less on the second move, and so on. In most instances there would be other modifiers to this roll for

Land Movement, Difficulty Rating and Modifiers

Criteria	Base Difficulty rating – 9
Territory moving to is not owned	+1
Territory moving to is owned by same player	+2
Size of army being moved	-1 per 500 points
Territory moving from contains enemy army	-1
Territory moving to contains moderate terrain	-1
Territory moving to contains difficult terrain	-2 (+ may only move 500pt armies)
Territory moving to contains extreme terrain	-3 (+ may only move 500pt armies)
Territory moving to contains impassable terrain	cannot enter

terrain and so on. This is a rather complicated way of going about things (taking a point then adding a point), but it has been done this way to make moving larger armies more difficult.

As you can see there are a lot of different modifiers with regards to terrain types for the territory that the army is moving into. Exactly what terrain on your map corresponds to which grade of terrain is something that should really be decided before the campaign starts. A basic guideline would be that forests, small rivers, light marshes, hills and so on, are moderate terrain. Larger rivers, rapids, mountains, dense forest, moorland, cliffs, deserts, stretches of water and so on, are difficult terrain. Extreme terrain would include dune seas, glaciers, ice sheets, volcanoes and all that sort of stuff. Whilst impassable terrain would ideally only be impassable from a certain direction, such terrain might include lava flows, canyons and all sorts of really nasty, possibly magical, terrain.

Terrain modifiers are always applied for movement into the particular territory that contains them. For instance if you were moving an army from a plain tile into one which contained a normal forest (moderate terrain) then you would apply a -1 to the Difficulty rating. However if that army was to move from that territory with a forest back into the plain territory then there would be no terrain modifier added (remember to add or subtract other modifiers though).

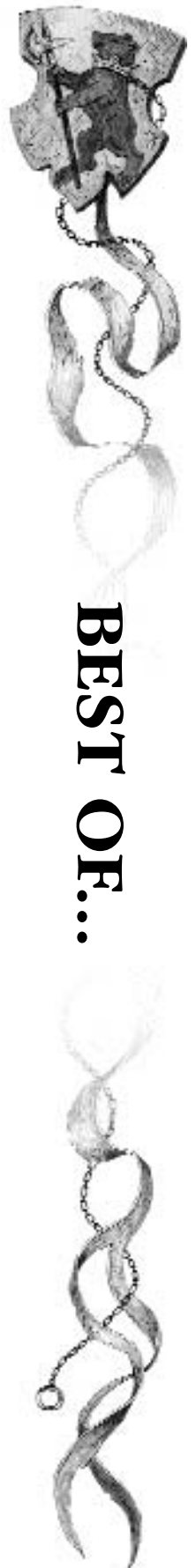
Terrain modifiers are only taken into account if at least half of the area of the territory is covered in the appropriate terrain type. The only exception is rivers and cliffs. Rivers are always taken into account unless there is only the most insignificant length of river involved, whilst cliffs are only considered if the entire coastline of that particular territory is cliffed. Any beach area means that you ignore the cliffs (the relevance of this is explained a bit later).

Another thing to take into account is that you only ever apply the worst terrain modifier, they are not cumulative. For instance, a territory that is entirely forested and has a river running through it would only apply a -1 penalty, not a cumulative -2. Whilst a Mountainous territory with a river running through it would have a -2 modifier rather than -3. Remember however



that all the other modifiers including the subsequent action modifier are still applied on top of terrain modifiers.

Water Movement: As well as moving armies over land it is also possible (and sometimes more desirable) to move armies over bodies of water. Whether these are the sea, a large river or lake does not really matter that much. As has been explained in the maps and terrain section there are effectively three types of water. The first are rivers, which are part of a land tile, and crossing them is covered by various modifiers in the land movement section. The second type are coastal waters. These are the water sections of the land tiles that are strangely enough coastal. The third and largest type are sea territories, these are already covered in the maps and terrain section, but suffice to say that they can be very large indeed. The one thing to remember is that moving through any sea tile is exactly the same, but the large sea territories cannot be owned by anyone.

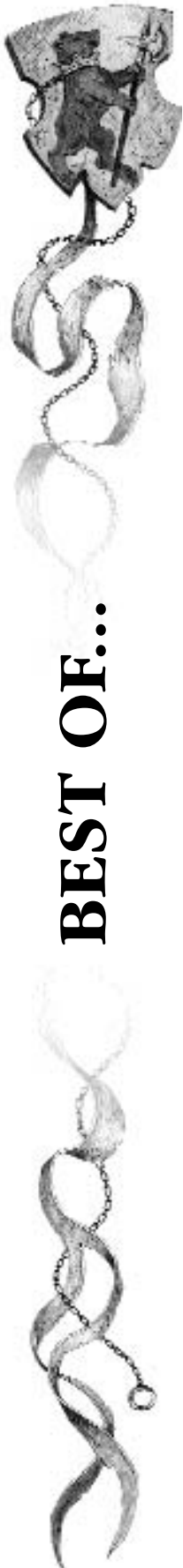


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Water Movement, Difficulty Rating and Modifiers

Criteria	Base Difficulty rating – 9
Territory moving to is owned by enemy player	-1
Territory moving from contains enemy fleet	-1
Territory moving to is owned by same player	+1

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Before you can move your armies by sea you must first of all get them onto ships. Fleets only ever come in 500 point transport capacity blocks, thus if you want to transport a 1000 point army by sea you would have to have two fleets to be able to do so and you would also have to split your army into two 500 point armies before even trying to board the ships.

For an army to board a fleet requires two things. Firstly both the army and fleet must be in the same territory at the beginning of that campaign turn (obviously the fleet in the water part and the army in the land part). Secondly it requires a successful movement action check on a difficulty of 9 with no added modifiers. Once the army is successfully boarded the fleet may move as normal.

If you want the army to disembark the fleet must obviously be in a coastal territory. Pretty much the same procedure is used as for embarking, except that modifiers for subsequent actions and terrain modifiers such as cliffs and forests must be taken into account. Basically embarking and disembarking count as a land movement action. Remember that embarking counts as an action when calculating the roll needed for subsequent movement by the fleet. Also once a fleet has had its transported army disembark, the fleet may no longer move and neither can the army. It is assumed that the off loading of supplies, establishing a temporary harbour and so on takes quite a while, besides your soldiers will most likely be feeling more than a little sea sick so won't be too happy with being ordered to march as soon as they get off the ships.

There is one slight exception to the embarkation and disembarkation rules. When attempting to do so in your capital tile the action is always an automatic success. This is because it is assumed that your capital territory has a well equipped dock facility to help facilitate the loading of troops and cargo

aboard ships. However, although this makes it an automatic action, it still counts as an action as far as consideration for subsequent action check modifiers.

When it comes to actually moving a fleet it is effectively treated as an army that cannot go on land. The base difficulty rating for water movement is exactly the same as for land movement, that being 9. However, as you might expect there is a completely different set of modifiers for water movement which are given in the table below.

The one main thing that you must remember when calculating the action check required for water movement is that the large sea tiles can never be owned by anyone. The only sea territory that can ever be owned by a particular empire is the water section of a coastal tile.

If players really wish to do so then it is possible to add further modifiers to this table to include things such as ice flows, treacherous rocks, coral reefs or sand banks. However I think that adding this amount of detail to sea movement in a normal campaign is a bit excessive.

5. Special Actions

Special actions are just that, special. There are two types of special actions, territory actions and build actions. Special actions are used to achieve all the other things in a campaign other than moving troops, such as claiming new territory, building new ships and so on.

Like all actions they are carried out by individual armies, however there are two things that makes them most different from movement actions. Firstly, only one special action may be attempted by an army each campaign turn. Secondly, an army may not attempt any further actions after attempting a build action, obviously if the attempt was a failure then it would not be able to carry on anyway.

Claim Action, Difficulty Rating and Modifiers

Criteria	Base Difficulty rating – 6
Enemy territory-	1 per level
For each adjacent enemy territory-	1 per territory
For each adjacent friendly territory	+1 per territory
Size of claiming army	+1 per 500 points

Pillage, Difficulty Rating and Modifiers

Criteria	Base Difficulty rating – 6
For each adjacent friendly territory	+1 per territory
Size of pillaging action	+1 per 500 point

Territory Actions: Territory actions include all the actions that involve a Land territory tile, from claiming the territory, through pillaging an enemy's territory to raising the rating of one of your own territories. Like every action the success or failure of the action is dependent on a successful action check taken against the Difficulty rating of the action (in this case it's 6) after all modifiers have been taken into consideration. The other thing to remember with terrain actions is that unlike movement, each army is limited to only a single terrain action per campaign turn and that once an army has tried to perform a territory action it cannot attempt any further action that campaign turn. Also, only one territory action may be attempted in a territory in one turn. Thus you could not have one army claim a territory and use another to improve it.

The first type of territory action and at the beginning of a campaign probably the most common, is the claim action. As its name suggests this action is used to claim territory for your empire, whether that territory is previously unowned or is part of another empire does not have any bearing other than in the difficulty of the check and the end result.

A previously unclaimed piece of territory suffers no detrimental effects when you claim it, whilst a piece of territory which previously belonged to another empire will have a permanent -1 to its territory value. Thus a Level 4 territory which is previously unowned will stay a Level 4 territory once you claim it, whilst if it belonged to another empire it will become a Level 3 territory. This degradation is caused by the battling and scorched earth policy of the defenders. This damage can of course be repaired with successful actions later on.

The requirements for being able to do a claim action are that there are no enemy armies present in the same territory, the tile is either directly linked to an existing territory owned by your empire or through a maximum of two sea tiles. And of course that the army trying to

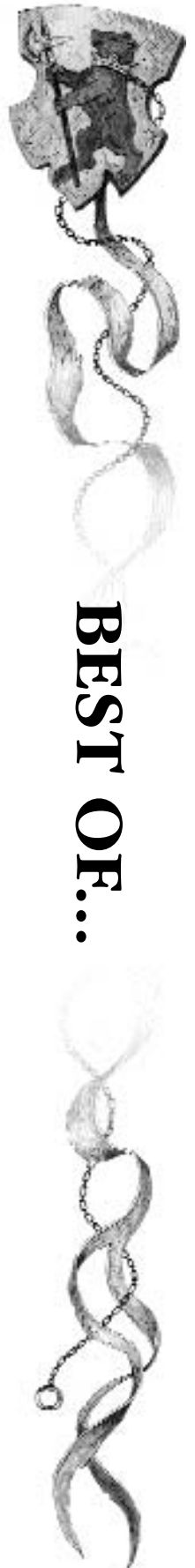
make the claim has not done any other terrain actions in the same campaign turn.

If a claim action is successful then the territory is added to your empire with the differing results shown for whether it was owned or not outlined above. However if the action fails, it has no effect if the territory did not previously belong to any empire, the actions for that army end, just like with any other action. However if the territory belongs to another empire then a battle must be fought against the garrison forces present there, if the attacker loses then their army is bounced back to the territory they previously occupied, if they win then they may add the territory to their empire but the territory value will be reduced by -2 rather than -1. This is more fully covered in the battles section. The Difficulty rating and modifiers to a claim action are given below.

The other two types of terrain action are in effect the opposites of each other. These are the pillage and terrain improvement actions. The pillage action uses exactly the same modifiers as a claim action with the exception of the negative modifiers for enemy territory. The effects of an unsuccessful pillage action is the same as for an unsuccessful claim action, a battle is fought. However the effect of a successful pillage action are quite different to that of a claim action.

If the pillage action is successful, then the territory value is reduced by -3 points to a minimum of zero. If this would otherwise bring the value below zero the tile becomes unowned. In addition to this, a successful pillage action will automatically upgrade the nearest territory of the same empire as the pillaging army by +1 point. If there are several territories equally distant from the pillaged territory then the pillaging player may choose which territory is upgraded.

The only restrictions as to what territories you can pillage is that they are owned by someone. If you wish to pillage your own territory and



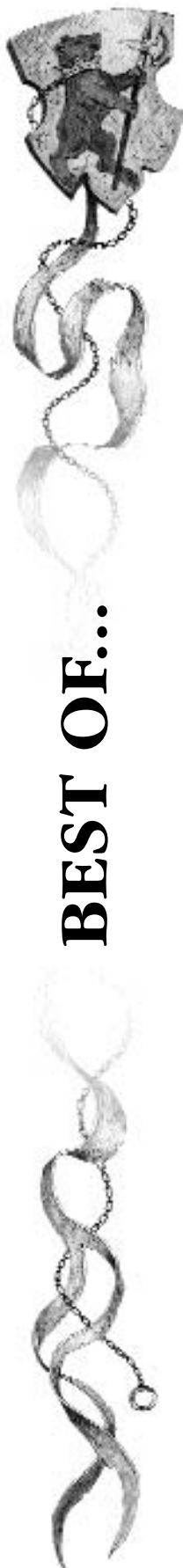
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Improvement, Difficulty Rating and Modifiers

Criteria	Base Difficulty rating – 6
Territory level trying to achieve	-1 per level (-5 for trying to reach Level 5 territory)
Size of improving army	+1 per 500 points

Build, Difficulty Rating and Modifiers

Criteria	Base Difficulty rating -1
Level of territory	+1 per level
Forests in same territory	+1
Size of building army	+1 per 500 points



fail, you will have to fight a battle against the defending militia. This represents a peasant uprising or some such, basically your subjects trying to resist your actions with force (they obviously don't like their crops being burned and livestock slaughtered). One of your opponents or a neutral person should command the opposing forces, not an ally (don't get someone to lose for you). This is a perfectly viable tactic for quickly fortifying one of your territories at the expense of the surrounding territories, in fact it is the only way that you can upgrade a territory, other than your capital, beyond Level 5.



A battle underway...

The territory improvement action basically represents your army spending time to build roads, bridges, forts and maybe even temples, pretty much in the same way that the Romans often did. This obviously improves the potential of the territory opening it up to further trade, mineral exploitation, farming and so on. The restrictions on this action are that it can only be tried on a territory once per campaign turn (you cannot have several armies upgrade a territory multiple times in a single turn) and obviously that the territory is owned by your empire.

The effects of a successful improvement action are that the territory's value increases by one point to a maximum of 5 (with the exception of capital tiles). This is an extremely powerful action and can be used to fortify areas of strategic importance to your empire such as mountain passes and islands that border on several sea territories.

The Difficulty rating and modifiers for taking this action is shown in the table above, remember the cumulative -1 for successive Command checks.

Build Actions: Build actions are quite similar to territory actions with a few fundamental differences. Whereas territory actions affect a

territory directly such as claiming it, pillaging and so on. Building actions are quite literally what their name implies, it is an action used to allow your armies to build things such as bridges, temples, forts, ships and so on.

As with territory actions each army is limited to only one building action per Campaign turn, that is one territory action or one building action, not both. Also only one building action can be attempted in the same territory each campaign turn in the same way with territory actions, although you can do both a territory and build actions in the same territory with different armies during the same campaign turn. Build actions may also only be attempted in friendly territories.

At present the only thing that can be built with a building action are ships, these are built in sets of 500 points of transport capacity. If the action is successful a Fleet counter is placed in the water section of the territory the action was carried out in. This fleet may not be used until the next turn.

As usual there is still the -1 cumulative command modifier for all actions when trying a build action. The difficulty rating and modifiers for which are given earlier.

6. Battles

When battles are fought, how they are fought and what effect the result of a battle has on an army and the campaign as a whole is covered in this section. In addition there is a section on garrison and scouting armies.

When to Fight a Battle: For most (if not all) people the whole reason for taking part in a campaign of any description is to fight battles. The main thing that a campaign has over just fighting a load of one off battles is that you can often find yourself fighting much more interesting battles than you would normally. For instance a 500 versus 1,000 points battle would be very challenging indeed for the person with 500 points.

As far as this particular campaign system goes, there are several different circumstances when a battle must be fought. In all cases the criteria for whether a battle must be fought is established once everyone has finished their campaign turns (not after each person).

The two basic rules of thumb when establishing whether a battle must be fought or

not is if there is an army in enemy territory which can sustain a garrison at the end of the campaign turn. If so, a battle must be fought between the army and the garrison forces. Also if there are two opposing armies in the same territory then a battle must also be fought. Obviously you can get a combination of these two circumstances if there is an enemy army in a territory which can sustain a garrison and also contains an army.

Garrisons: Each territory owned by an empire has garrison forces, neutral territories do not. The size of these garrison forces is equal to the territory level multiplied by 100 points. Thus a Level three territory would have a garrison force of 300 points.

Garrison forces only fight on their own if they are 200 points or more in size. Thus an enemy army will never have to fight a battle against the garrison forces of a Level 0 or Level 1 territory unless there is also an enemy army present as well.

As you may have figured out, strictly speaking, a Level zero territory does not have a garrison whilst a level one territory's garrison only ever comes into play if there is an army from the same empire in that territory. This is not because there are no troops there, just that at such a small size they just don't have the organisation and leadership to be able to muster any substantial forces on their own (plus a 100 points army just isn't practical).

Thus whenever these campaign rules talks about a territory capable of sustaining a garrison, it refers to level 2 territories owned by a player.

The Battle Itself: When it has been established that a battle must be fought, the next stage is to figure out the forces that will be involved in the battle and possibly also the scenario that will be fought. The simplest way is to add up the armies and garrison forces on each side and to fight a straight battle using these forces from the standard army lists from the races involved. However this almost never gives an accurate depiction of what is happening on the campaign map so you may wish to use the rules I have written below.

Armies are grouped into three general types: defenders, attackers and reinforcements. A defending army is the army that was in the territory before any enemy armies showed up

in the same territory, the most common would be a garrison force. An attacker is an army that moved into a tile with an opposing army in it (this also includes moving into a tile with a garrison force). A reinforcement is an army that moves into a tile that already contains an attacking enemy army as well as a defending army from the same (or allied) empire as the reinforcement.

When two or more attacking armies enter a

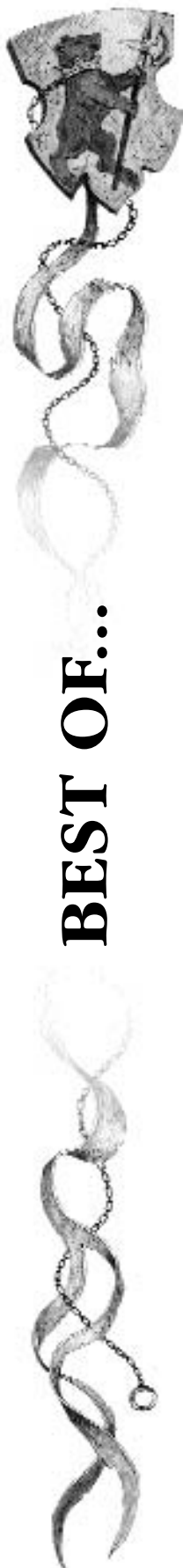


A close-up on the action

territory from the same or adjacent territories (the ones they came from were next to each other), then those forces can be automatically combined into a larger force using the army list relevant for that force. An example would be two 500 point armies attacking the same territory combining into a force of 1,000 points. The main advantage of combining in this case is it allows you to access a full army list instead of two scouting lists. However, keeping it as two 500 points forces allows you to field two generals, meaning that Command checks should be easier to pass.

If attackers do not come from adjacent tiles, then they may only combine with a successful action check taken at the end of that player's campaign turn. This is taken against a difficulty of 9 modified by -1 for each territory (halved, rounding up) that the forces had to travel through to get to the territory the battle is being fought in, ignoring the move from the adjacent territory to the one being attacked. Thus if two armies attacked but they were both in a territory next to the one being attacked and had not moved, it would be a straight roll. whilst if the same two armies attacked and one had to move once to become adjacent and the other had to move twice, it would be a -2 modifier.





Defending armies can also combine their forces in exactly the same way. In the case of combining a garrison force with a scouting army (500 points), use the normal list for that particular race with the restrictions for a 1,000 points force.

Reinforcements follow exactly the same rules as attackers as far as combining with themselves is concerned, however they may never combine with defending armies for obvious reasons. They are not deployed at the beginning of the battle but instead turn up in a later turn on a table edge or corner determined by the relation of the attackers. For instance, if the reinforcements arrived from the hex immediately to the left of the attackers then they should arrive on the left corner on the attacker's deployment zone.

The time they arrive will always be the second turn of the battle or most likely a bit later. This is determined by rolling a D6 from the second turn. On a score of that turn number or less that particular attacking force turns up and can be deployed 10cm into its deployment area, they may not charge and Command is at -1 but may carry out all other functions such as moving and shooting as normal. This D6 roll is modified by the total number of territories that the attacking force has travelled to reach the territory that the battle is taking place in (use the highest number in the case of a force that has managed to combine), giving a +1 to the roll for each territory in excess of the adjacent territory. Thus if it moved three tiles, including the move from the adjacent territory, to the battle, it would give a +2 to the dice roll, making it impossible for them to turn up on the second turn but turning up on turn three on the roll of a 1.



In addition to this basic attacker/defender/reinforcement, I have also thought a little about ambushes. Now it is possible in the rules for an army to try to move out of an enemy tile. If they fail to do so (by failing the Command check obviously), then they count as being ambushed by whatever enemy forces are present in that tile at that time and remain there to ambush the army. The way this is set up is that the enemy sets up in a column stretching down the centre of the table 40cm in by maybe 20cm (obviously adjusting for table and force size) with the ambusher's setting up down one or both sides of the table, possibly in the standard set up

areas, or maybe closer (I have not tested this, that is why I am not sure about deployment). The victory conditions for this game are simple, the attacker must get his army off the other side of the table before he is forced to withdraw. If he is successful in moving half or more of his units off the opposite table edge or forces the ambusher to withdraw then he wins, if he doesn't then the ambusher wins. If the ambusher wins, the enemy army is totally wiped out, not even reserves will help. However if the ambushed force wins then the army moves into the territory they were attempting to get to.

Reinforcements are actually eligible for both sides, thus you might find a situation where an ambush is effectively counter ambushed and that reinforcement is then flanked again by forces from the original ambusher. I hope I get to fight a battle like this as it would be very interesting.

Just one point, if one side withdraws before any reinforcements arrive, then the battle ends. Reinforcements from the winning side end up in the same territory as where they were originally moving to (the one where the battle was fought obviously), whilst reinforcements from the losing side end up back in the territory they were in immediately prior to moving into the battle territory, or a random adjacent friendly or neutral tile if that was an enemy territory. The reason for this is that it is assumed that the beaten army collides with the intended reinforcements and causes them to panic, withdraw or whatever. This means that there is a definite advantage to winning a battle as soon as possible if you know that enemy reinforcements are sure to arrive.

The Effects of a Battle: There are three possible outcomes for a battle. The attacker wins, the attacker loses or it's a draw. Depending on where the battle was fought will determine exactly what happens as far as the campaign map is concerned, however the issue of resolving casualties remains the same regardless of where the battle is fought.

The way you calculate the casualties for each side is that you take the Victory points scored against you by your opponent and if you won round down to the nearest 100 Vps, or round up to the nearest 100 Vps if you lost. If the battle was a draw then whichever side withdrew is counted as the loser for calculating casualties (but only for calculating casualties). If none of these criteria are met (a scenario for instance) then both sides round up Vps.

Once you have established the amount of casualties that you have suffered in Vps, then

you just convert that figure into army points to figure out how much damage you have actually sustained. You then remove these points firstly from any garrison forces that you were using (they are more expendable) and then from any of your armies involved. Once you have established how much damage your armies have sustained you may decide to use some of your reserves to negate that damage (reserves are explained in the Armies section) if you wish to do so. You are under no obligation to use your reserves at all, especially since in some situations it would be utterly pointless. For instance, using a 100 points reserve to negate 100 points of 300 points damage or if you know that an army will get destroyed because of a lack of anywhere to retreat to.

Which brings me to the next bit, what happens on the map. Basically, the victorious armies always stay in that territory whilst losing armies retreat to the territory from which they came from previously or an adjacent friendly territory. If there are no friendly territories to retreat to then the armies involved are destroyed. This includes an army that entered an enemy territory by landing from the water with no friendly territories adjacent to the attacked territories.

In addition to this, if the battle is a draw then both sides retreat to the territories they came from just as if they had lost with the same results if there is nowhere to retreat to. This is assuming that the battle takes place in neutral territory, however if the battle takes place in one player's territory then that player counts as winning as far as retreats are concerned.

If as a result of casualties (after modification for reserves) an army no longer conforms to the army size restrictions then it must be reduced in size so that it does conform to these restrictions. This might result in the total destruction of a small army but that's the risk you take with fielding these smaller forces, they are easier to move, but are not designed for waging a full scale war.

Garrisons are immediately restored to the appropriate level for the territory as it stands after the battle (the level might have changed). In addition, if the attacker wins a battle in enemy territory (not neutral) then the territory immediately becomes his, if slightly damaged (usually a -2 to territory level).

Fortifications and Siege Battles: The rules for fighting a siege battle are relatively straightforward. You use exactly the same scenario restrictions as with a normal battle including defenders, attackers and reinforcements. However, any defending troops can be set up in fortifications and may

use some of their points (I would suggest a maximum of 15% of total points) on siege defender equipment. Equally the attackers may also purchase siege attacker equipment (again I'd suggest a maximum of 15% of total points).

Defending reinforcements may buy no siege equipment and neither can attacking reinforcements (although they are still assumed to be carrying ropes and ladders). The reason for this is because it is assumed that they are rushing to help their respective friendly forces and don't have time to either construct or transport any siege equipment.

A territory counts as fortified if it is of Level five or above. This will include all Level five territories as well as each player's Level ten capital. A Level five fortification has a capacity of 1,500 points, whilst a level ten territory has a capacity of 3,000 points. That equates to 300 points per territory level (for if you have a Level 6 or 7 territory for some reason). The way that the fortification capacity works is that this figure is the number of troops that can be set up inside the fortification at the beginning of a siege battle, any excess defenders must be set up outside the walls of the fortifications.

For instance, say you had a Level five territory with a 1,500 point army in it that is attacked by enemy forces. This gives you a total of 2,000 points of defending troops including the garrison forces. 1,500 points of those troops may be set up within the fortress wall whilst 500 points must be set up outside the walls. Of course there is nothing stopping you from deploying some of your forces outside the walls anyway, even if you can deploy them all inside.

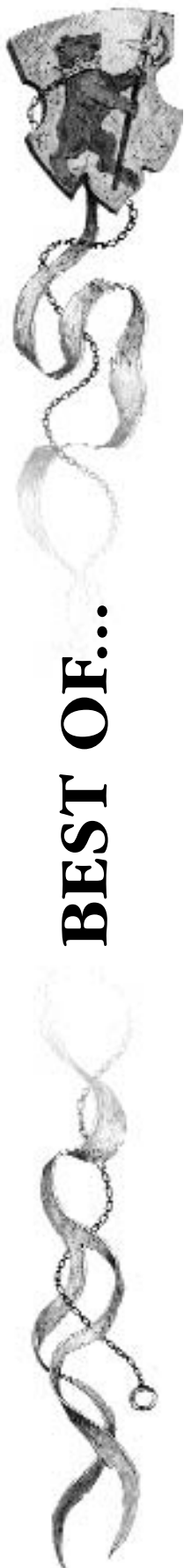


As a side points an enemy army that enters a fortified territory must fight a battle, there is no option to try to claim or pillage a siege battle must be fought. This makes Level 5 territories quite important to an empire's defence as they can be guaranteed to halt an enemy's advance, for how long is an entirely different matter.

Scouting Armies and Garrison Forces: There are two types of army that will most likely fight battles at some point in a campaign that are below 1,000 points in size. These two types of army are scouting armies and garrison forces. Because these two types fall below the 1,000 point level the normal army lists don't really work for them since the army list



BEST OF...



restrictions are for every full 1,000 points. Since there are no full 1,000 points in a 500 or 200 point army then some special considerations must be made.

The simplest would be to just take the restrictions for a 1000 point army, however this won't work for most races for smaller garrison sizes (200 and 300 points) as the minimum requirements usually exceed these points.

I will hopefully be producing a set of specific army lists for garrison forces and scouting armies, but until then use the following restrictions when fighting armies with these forces.

For scouting armies use the restrictions for a 1,000 points army with these alterations. You may only have one character in addition to the general (Orc armies may have two), you are restricted to a maximum of 20 points of magic items (can be more than one item adding up to 20 points). Minimum troops are halved rounding down. Empire, for instance, must take one Halberdier and one Crossbow regiment, whilst High Elves must take one Spearmen. However, Chaos has a minimum of one Marauder unit (rather than nothing). In addition you must also take at least one unit of light cavalry. This is Reavers for High Elves, Pistoliers for Empire, Skeleton Cavalry for Undead, Wolf Riders for Orcs, Marauder Horsemen for Chaos (not Hounds, these are also restricted to one unit) and Rangers for Dwarfs (I know it's not cavalry, but it seems appropriate). In addition to this no war machines, chariots, heavy cavalry or monsters may be taken, this includes Ogres and Trolls even though they are classed as infantry. This also applies to character mounts. Also Orcs may not take Black Orcs, Empire may not take Flagellants or Handgunners and Dwarfs may not take Slayers.

Garrison armies are tricky. If it's a 1,000 point garrison (your capital territory) then use the standard army lists. In addition if it is a garrison combined with any army use the normal army lists (if it's below 1,000 points just use the 1,000 points restrictions). However it's when you get garrisons fighting on their own that it gets tricky.

Basically follow the standard army lists as closely as possible. If there is insufficient points to purchase a General then a Hero may be used instead (although he still has the relevant Command rating and Command radius of 60cm), in the case of Undead then obviously a Liche Priest may be used. The only real restrictions are basically exactly the same as scouting armies in what you cannot take (no heavy cavalry, monsters, Slayers and so on).

However artillery may be taken as normal and only one unit of light cavalry may be taken (this includes Chaos Hounds). The basic thing is that garrison armies are usually made up of militia forces or whatever happens to be there at the time. I think this covers most things, however, as I stated earlier I am hoping to write some specific lists for scouting armies and garrison forces.

EPILOGUE

Since my campaign rules have been published here's some of my experiences regarding setting up and running a campaign using this system. I suppose the first stage of setting up any campaign is to try to recruit potential campaigners. The most obvious source is the group that you usually game with, although putting a poster up in the local store or club might not be too bad an idea. To start with you really need around four players, three being the absolute minimum. If you are doing an invasion scenario with a small map you can of course just have two players.

Once you have your players, the next thing to do is establish what sort of campaign they would like. This can range from a simple slogging match (no objectives or pre-arranged alliances) to something resembling a Chaos incursion or a crusade. This might include important objectives in certain territories such as cities, Chaos altars, necropolii and so on. The side that holds either a pre-set number of objectives or the most at a pre-determined time wins. I'd recommend something similar to the latter, certainly including objectives as they help to determine when the campaign actually ends.

Once you have decided what type of campaign you want, you need to start thinking about the map. The map is the central and most important part to any map based campaign, apart from the battles themselves of course. So using the right map is essential.

There are two basic forms of map, land based and island based. The first type of map places most of the players (possibly all) on the same piece of land or continent, whilst the second is island based with players fighting over lots of small islands, possibly with one main island that's the focus of the campaign. The latter is the type of map that was used in the Brent Cross campaign.

Land or continent based maps give nice clean and possibly faster campaigns as the element of water movement is more or less sidelined. However with these maps it's much more difficult to introduce new players once the campaign has already started without major alterations to the map.

Island based campaigns are basically the complete opposite compared to land based campaigns. They are ideal if you know that the campaign group is likely to change over time with people joining and leaving at various times as all you have to do is just stick extra islands in the sea. However the extra element of sea movement can make the campaign slightly less predictable, especially with regards to defending borders, when reinforcements will arrive and so on.

So, once you have decided what map you want the next stage is to actually make it. You have three basic choices when producing a map for your campaign. You can produce a relief map like we used at Brent Cross; you can draw a map using pen, paper or computer; or you can use an existing map that someone else has produced. There are quite a few examples already available through several sources, including on my web-site (www.stomm.com) and the old Mighty Empires hex tiles.

However, assuming that you'll be making your own map bear two things in mind: coastlines have to be continuous – they must connect on a side of the hex so that ships can trace a direct path from one coastal tile to the next; and features such as rivers should ideally be placed in hexes rather than on the borders.

A little tip (which I've actually put in the rules) when making maps, especially island based ones, is to get the players to make their starting islands (or something else in a land based campaign). This means that they have contributed something concrete towards the campaign and will be less likely to drop out or lose interest, at least that's the idea anyway.

Next, the counters. Ideally it should be up to each individual player to come up with their own counters for their empire, making them as

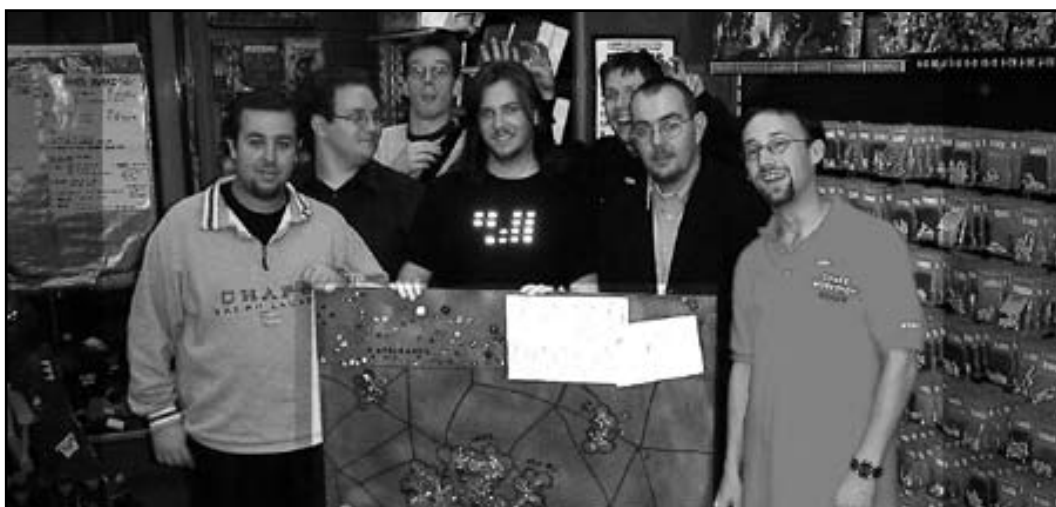
individual as they like. Good things to make counters from are the small round shields from the Undead and Night Goblin Warhammer regiments. They make great territory markers with a flat area of colour with a number painted in a contrasting colour.

For army counters, left over Warmaster figures mounted on the old square Epic bases or something else of a similar size (2x2cm) with one model representing 500 points, two 1,000 points and so on (artillery or chariot crew are ideal). You can use cavalry to represent 1,000s as well if you like. There is no hard and fast rule, just so long as it's easily recognisable to everyone.

So that's about it with regards to setting up a campaign, at least the map and counters anyway. Obviously you'll need to organise a campaign day or evening when everyone in the campaign can make it in to do their turns and possibly fight their battles if time permits. The best way to organise this is to have a campaign night once a week (or at whatever interval your gaming group can get together), then all the battles resulting from the campaign turns need to be resolved before the next campaign night.

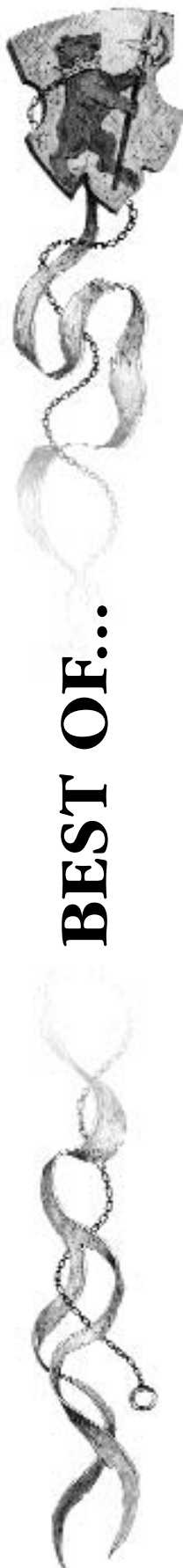
One of the great things about this system is that the players don't have to hang around waiting for the previous player before them to resolve all their battles before taking their turn. What battles need to be fought is established at the end of everyone's turn.

Well that's it from me for now, happy campaigning and may the dice gods favour your rolls. If you have any questions regarding my campaign system or Warmaster in general then please feel free to either email me at: stommstommson@redhotant.com. You can also send a letter to Fanatic; they have assured me that they will pass these onto me.



The Warmaster campaign group – what a picture!





THE EVOLUTION OF A DWARF COMMANDO

By Mike Bolton

It was not difficult to decide that Dwarfs were the Warmaster army for me. As soon as the game was launched my friends immediately purchased Undead, High Elves and Empire armies. Dwarfs were the next army released so I went to Birmingham Games Workshop and spent £100 there and then! The other reason I picked Dwarfs was that as Dwarf units are expensive I would have fewer units to paint. I was wrong but I could not have known that at the time!

I had not thought about the army selection. I had simply bought some of everything. I had to have the cannons and the Flame cannons. Crikey! The Gyrocopters are great, I'll have two of them! Troll Slayers, Rangers, Handgunners and Warriors adorned my shelves in blister packs for weeks until I was motivated to get painting. This happened when my friends all announced that their armies were complete.

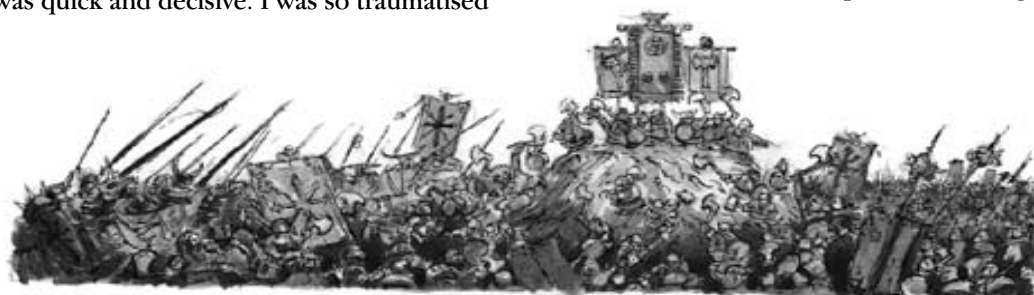
Two weeks later I was ready to take to the field of battle with about 1,200 points. I had noticed that there was to be a Warmaster campaign day at GW head office in a few weeks so I had to get ready for that. I had my first game as an allied contingent with an Empire army versus a High Elf. Turn 2 saw the High Elf Silver Helms charge en masse into the Empire infantry and vapourise them instantly. I held my flank until the Empire was forced to withdraw and waited for the fury of the Elves. I soon learned that cavalry is king in Warmaster! Terrain can help an infantry army but even in deep formations on a hill you are in deep trouble. Lesson one was quick and decisive. I was so traumatised

that I can't bring myself to write about it even now!

A few more 'practice' games reinforced my view that although the Dwarfs preferred a defensive stance, to do so would hand the initiative to the enemy who would attack where they wanted to and the end would be bad! I had to find a way of making the Dwarfs more 'punchy'.

More cannons! That was the answer. I arrived at the Campaign day with more cannons than you could shake a stick at. Flame cannons in support to deter a cavalry charge and a grand battery of huge bronze cannon. The start of the games went well. I was able to shoot at the enemy from a distance and do some serious damage. No saves meant Chaos Knights and High Elf Silver Helms were hiding from the roar of my guns. It was not long however until players started throwing out skirmish screens of cheaper troops as cannon fodder until their shock troops were in charge range. Then it was the same old problem, but worse. Cannons were so easily ridden down that they became a cavalry magnet, points on the hoof! Back to the drawing board.

The next time I would be fighting outside of my normal group was at the WPS Club Challenge. I had six months to prepare. More figures appeared on my shelves. More Warriors, more Rangers, more Slayers, more Handgunners. Before I knew it I had acquired 3,000 points already painted and another 500 points of castings.



I had to stop – it was an addiction. I tried one army combination, failed. I tried another, crushed. I tried all Warriors, destroyed. Was it me? I didn't think so. My regular opponents were Undead and High Elf, two armies that are arguably the best in the game. I simply couldn't beat them. Then two weeks before the Club Challenge I had an epiphany! Why not forget the Dwarf attributes of stalwart sturdiness. Forget the ability to use cannon, forget the Flame cannons (even though for 50 points it is the best value hit generator in the game). I had to take the fight to the enemy. Cavalry charging was dangerous but I hadn't thought about how scary a Dwarf infantry charge was. This was new! This was radical, and it might just work!

My 'New Model' army was based on speed. I aimed to 'mix it' with the opposition on Turn 2 wherever they were. I needed the Orb of Majesty, as it was imperative to keep moving forward. I had no need for cannon; they would slow me down to 10cms per turn. I needed Rangers to pursue enemy cavalry and I needed mobile firepower.

The requirement for mobile firepower came not from the desire to destroy enemy units. It was vital that I prevented the enemy from charging me. I therefore needed Gyrocopters and Thunderers to shoot at every thing that I wasn't engaging, in the hope of confusing them and leaving them ready for annihilation on my next turn. (The 'unconfusable' Undead was going to prove a problem on this count). Finally, I had discovered that mobile armies tended to

sweep to the flanks and 'stretch' my smaller infantry army into a very thin line before attacking it. I had to keep my army together, fight on my terms and deliver a single devastating hammer blow in one place. I therefore decided to use just two commanders, the General himself and a Runesmith. The Runesmith was there to dispel incoming magic. The General with his Leadership of 10 would move anything and everything would stay as close to him as possible. I hoped this would remove any temptation to split my forces. The army looked like this:

General with *Orb of Majesty*

Runesmith with *Dispel scroll*

Warriors – six units

Rangers – three units (One with *Banner of Shielding*, one with *Sword of Fate*)

Handgunners – four units

Troll slayers – two units

Gyrocopters – two craft

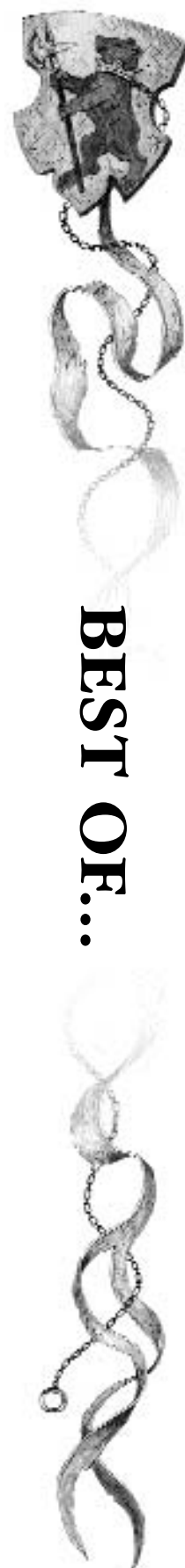
This gave me a nice odd 17 units so I would have to lose nine units before withdrawing. I anticipated losing the Gyrocopters and the Trollslayers anyway so that only gave me five units before everything went pear shaped!

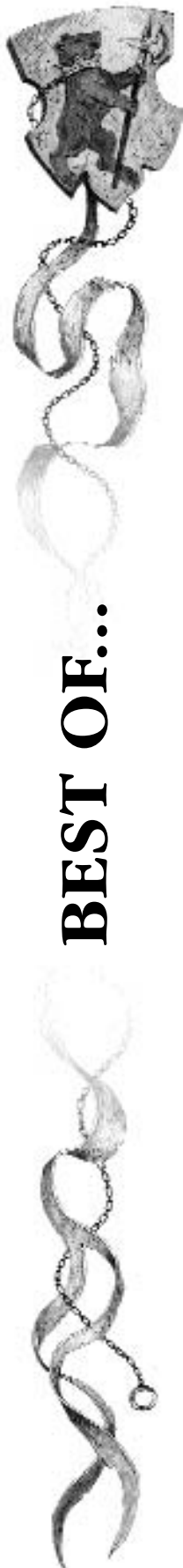
Tactics

The plan was amazingly simple. I had to assume that terrain would be non-existent at the Club Challenge (I was right). I therefore decided that I would use my Troll Slayers as a screen for two units of Warriors forming a



Mike's Dwarf army arrayed in a 'Castle' formation.





forlorn hope at the front of the army. Behind them were two more brigades consisting of four units of Handgunners supported by four units of Warriors. The three units of Rangers lurked behind these massed ranks or on the flanks. Their role was pivotal. They had to engage the flanks of enemy cavalry that were foolish enough to charge my front line and survive.

My vision went something like this. The forlorn hope moves once or twice on turn one but remains 60cms from enemy cavalry. Brigades two and three move behind it either in line or in two lines but about 15cms back. The Rangers stay on the flanks and Gyrocopters hide behind a hill or wood or anywhere that enemy flyers cannot charge them!

Turn two. If the enemy has charged me he has probably destroyed the forlorn hope BUT is now not only within charge distance for brigades two and three and the Rangers, but is also under the sights of the Thunderers. In addition after homing back the Gyrocopters add their not inconsiderable firepower to the fusillade and can land directly behind engaged enemy units so that they will be destroyed if pushed back. The enemy will also have taken some casualties from the 'Troll Slayers' 5 attacks

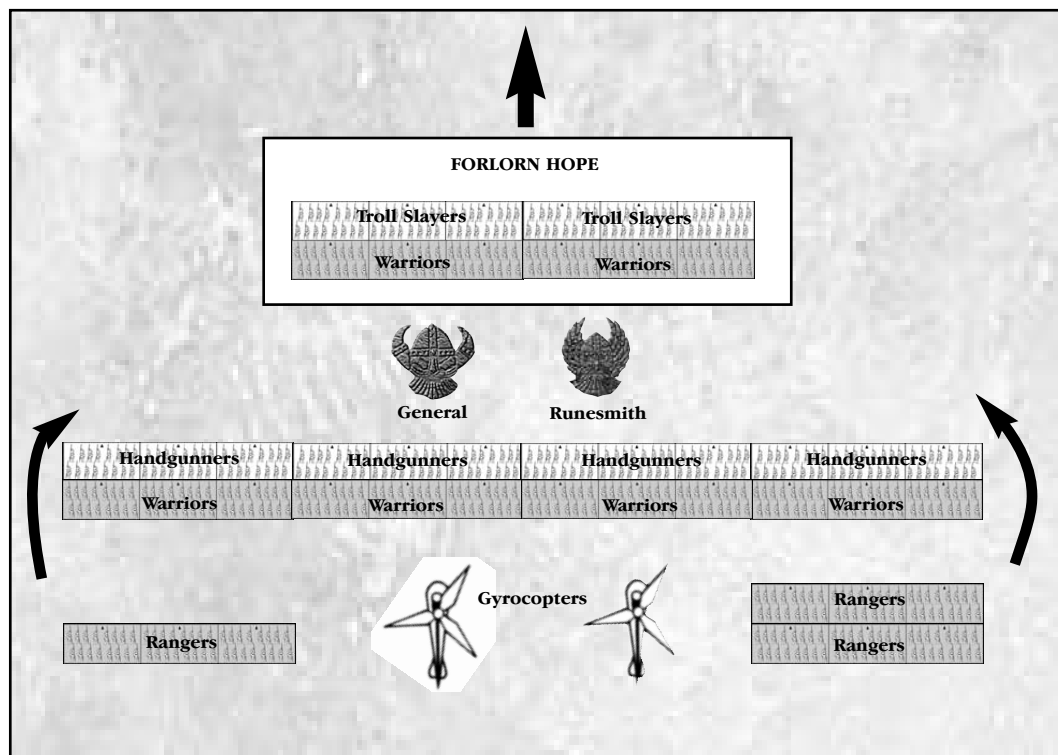
and could easily have been bounced because of the Warriors supporting. Turn two is fun. Everything that can charge does so. Rangers against the flanks of cavalry if possible. Any Thunderer unit not engaged would shoot at enemy supporting stands or at enemy reserves that could threaten next turn.

Now I must say that with the possible exception of Chaos Warriors there is no better infantry in the game than Dwarfs Warriors. Fighting enemy infantry brigades, where pursuit is possible, the Dwarf's 4 hits will allow them to 'meat grind' the enemy out of existence. Cavalry, especially armoured cavalry, is tougher but contacted in the flank by Rangers with 12 attacks against their own two they also return to their gods in short order.

This was the plan and as I left for Nottingham I was confident that I could hold my own. Oh dear!

TO ARMS!

The first game was against an Undead army. All went according to plan when my Troll Slayers tore into his infantry and one of his Sphinx on Turn two. Those Sphinx are really tough! Meanwhile the rest of the army was hurrying to catch up. As planned the



Mike's army deployment.

Anti-Dwarf Tactics

As I have faced every army with my Dwarfs, except Kislev, and Bretonnian I can tell you how to beat a Dwarf. It's easy.

Dwarfs have no punch. They can soak it up but they have nothing with more than three attacks. As combat depends on the difference in combat results then even if you cannot score many hits, if you can reduce the number of hits the Dwarfs can make you will probably win. Therefore always charge the Dwarfs! Cavalry are better but deep infantry formations will do because even if you lose, you will have hurt expensive units for the loss of your much cheaper units (exceptionally pathetic units like Goblins and Skeletons may be an exception but if you are using an Undead or O&G army you will have lots of cheap cavalry or chariots to use anyway). What ever you are facing simply 'suck it in' and charge! Even if they are on a hill and three deep – you must charge! The key is to add something that terrifies the Dwarfs. The Dwarfs will be down to 2 attacks per stand. You will be on more and with cavalry, possible much more, as the stand frontages are half as much. Once the Dwarfs are pushed back, they are done for!

Second. A good Dwarf player like me will keep a brigade 15cms back from the first. This will counter charge. You might not be able to stop him but you will be able to keep a unit of cavalry or chariots back to counter charge his counter charge. Do it!

Third. If he has Cannons, charge them. If he has gyrocopters and you can charge them with flyers, charge them! All these small units contribute towards the withdrawal point of his army. If you see a unit that is begging to be crushed, do it! Dwarfs cannot afford to lose units.

Finally, if you have a big army, especially a big cavalry army, you can tempt the Dwarf force to stretch itself too thin. Move units to the flanks. Stay back with the centre and draw him in. If he falls for it he WILL leave flanks exposed and units on their own. Your more mobile troops should be able to get into him with tremendous advantages and punish him for his recklessness.

Undead spent the next two turns mopping up my advance units whilst I moved everything else into range. I was braced to charge but... on the crucial move the General failed his command. The Orb had already been used and I was left standing in the open waiting to be charged down by Undead chariots on the following turn. Ouch!

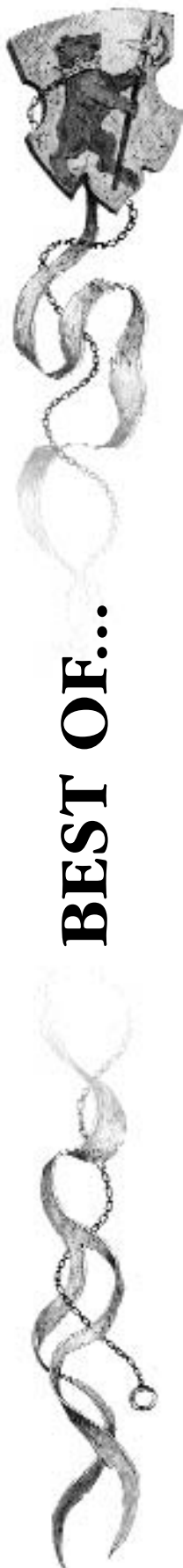
The second game was against a beautifully painted Orc & Goblin army. He moved first and on Turn one I managed to throw my Troll Slayers at his centre where I vapourised two units of Wolf chariots and got seriously stuck into some infantry. He charged my rear units with Boar chariots and the game was in the balance. I was confident that the longer it went on the more chance I stood as I had better infantry and he was losing the ability

to issue commands as his units suffered casualties. It was then that his Giant failed a Command test. It was at nearly 40cms away from any of my units. It rolled a 6 on the Giant Goes Mad table and was able to move twice its normal distance straight into a unit of Handgunners. It also doubled its attacks to 16 plus monster charging and in the open, totalling 18 dice! My Handgunners were so amazed that they didn't get a shot off before being crushed in one round of combat. The Giant continued into some warriors and the tide of the game had turned. Damn Giant!

Game three went according to plan. The Undead player was astonished at the speed of the Dwarfs and I had managed to destroy both his Skull Chuckers and several units of infantry at the end of turn two. He was so

BEST OF...

Dwarfs



BEST OF...

stunned he went on the defensive and the Dwarfs were able to continue into his second line. At the end of turn three I was one unit away from breaking his army BUT that would mean it would be a draw as his units cost little and the casualties I had taken cost a lot. I also had my Slayers still alive so I had to get them killed. I threw them frontally against the Sphinx, lost and he refused to follow up knowing that he would get more points if they stayed alive. Clever eh!

I had to score some big points so I concentrated everything on destroying a unit of Chariots accompanied by a Liche Priest on a Zombie Dragon. I killed it, scored a lot of points! Game over.



Games four and five were classic. They went according to plan with the Slayers rampaging across the field and attacking whatever was in their way. Rangers accompanied them and whilst the Slayers hit the fronts of units, the Rangers crashed into the flanks. The Runesmith was able to dispel almost everything that was cast and if nothing else this aspect causes so much frustration for opposing players that it is well worth employing it just to see the expressions on their faces. Scratch one Empire and one High Elf army.



It is always close and never easy with a Dwarf force. In very dense terrain they are almost unbeatable but it makes for a dull game. Tournament games will have little terrain so if you own a Dwarf army be prepared to learn how to fight in the open.

The result of all this is that I own about 3,000 points of Dwarfs and I see myself only using about 2,000 points. The Cannons and Flame cannon are great for scenarios and sieges but for winning battles when you are not sure what you are fighting and when the terrain is sparse I like my 'cannonless commando'.

It had taken a year and I had gone from not winning against my friends for 19 consecutive games to getting third place at the WPS Club Challenge. This was reward enough for me and redemption for the Grimsmites Foot Cavalry.

PAINTING MY ARMY

I had already decided to paint my army as a gaming army and not as a prize-winning work of art. I therefore decided to cut as many corners as I could. The good news was that as the Dwarfs are so small I would probably get away with a lot of, err, artistic license.

My procedure for all the units was as follows:

1. Trim the flash from the castings and prepare to glue to the bases. I thought long and hard about the basing and I decided that Dwarfs lived in the mountains and they would therefore be based on a rocky terrain. No grass, nothing complicated. I purchased

some fine gravel from Games Workshop and used PVA glue to attach the castings to the base and then sprinkled the gravel over the base as well. When dry I ensured there was no gravel sticking to the sides of the base and simply sprayed the entire lot white.

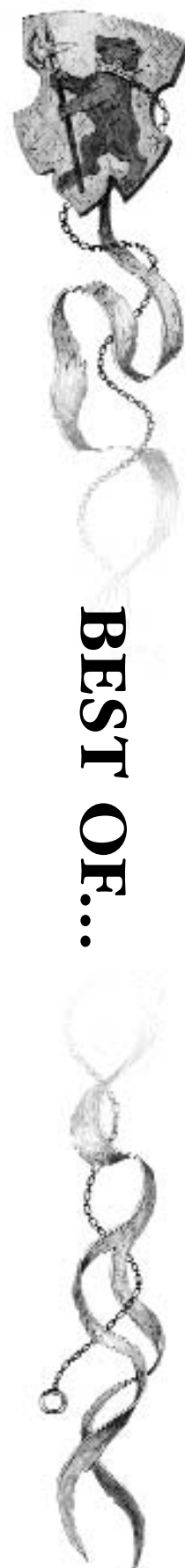
2. The clever bit comes next. I then undercoated everything (except the machines and cannons) with Flesh Wash straight out of the bottle. This was great. It meant that all the creases and crannies filled with a nice dark brown colour, but the more accessible and flatter surfaces remained light enough to take bright colours without a coat of white. Oh joy! I found I did not have to paint leather, wooden weapon handles, hands or faces. I left them as they were or simply highlighted them a little with Skull White, or Bleached Bone.

3. With everything washed with Flesh Wash I painted the block colours, but not too exactly. At this scale a dab here and there gives the impression of a tunic. Don't be too exact. I painted hats and shields with a dab of a darker colour before highlighting with a smaller dab of a lighter shade. Easy!

4. Finally, I painted the weapons (crossbows were fine in Flesh Wash)! With Chainmail and highlighted sparingly with Mithril Silver. The bases were washed with Brown Ink and left to dry before being dry brushed with Bleached Bone. Job done!



Remember that at 10mm scale unless you hold the stands up to the eye they are usually viewed from three feet away. If they look right like this then an army on the march looks fantastic, and you get to play with it quicker! The last thing to remind you about is that at the beginning of this ramble I suggested you glue the castings on their bases. This is intentional, as I tend to paint the parts you can see and not every cranny of clothing. My rule of thumb is that if you can get a brush to it you should paint it. If there is too small a gap for a brush, then leave it in the dark undercoat colour. No one will ever see it! That is why, in most cases, you need not spend much time at all painting the backs of the front ranks and the fronts of the back rank. A dab of colour here and there will trick the eye quite nicely as long as the eye is drawn to the better-painted fronts and rears of the stands.



BEST OF...



BUILDING AN ORC FORT

By Nick Murray, Mike Sharp,
Geoff Gibbs & Jason Smith



Nick & co from 'A player's proposal for organising a tournament' fame have constructed a mighty fine Orc fort for his Warmaster games. Here he tells us how he made it...

To build an Orc fort you require the following:

MATERIALS

- Lots of Fanatic Orc Siege Towers
- Lots of Fanatic Earthworks
- 2x Forge World Orc Village
- A Forge World Orc Bosses House
- A Large 4ft by 4ft Dense Blue Polystyrene Tile – We used the Blue Dense Polystyrene since the white roofing material tends to just turn into small white balls when you try to sand it.
- Plaster
- Flock/Static Grass/Small Stones
- Cocktail Sticks
- A Tombstone (Warhammer scale)
- Black Spray undercoat
- PVA Glue
- Play Sand

TOOLS

- Electric Sander
- Paintbrushes
- Spatula
- Old Combs
- Craft Knives
- Fine Toothed Saw
- Hot Glue Gun

STAGE ONE

Find a large open space where no-one will disturb you, and start looking at all the nice new Fanatic and Forge World scenery that you have. Then grab your small saw and cut the Orc villages apart to form a collection of separate huts. Be sure to wear a dust mask as you cut resin models. Once you have cut them apart put them aside to paint later whilst you wait for later stages of the Orc fort to dry/set, etc.

STAGE TWO

Take the 4ft by 4ft dense blue polystyrene tile and mark out the rough shape of the area that you wish the Orc fort to encompass. We used a 'kidney' shape with about 4-5 inches of space between it and the edge of the tile. Having marked this out, use the electric sander to sand down the tile between the marked line and the edges of the tile. By doing this you create a smooth surface sloping up towards where the wall of the fort will be. This creates quite a bit of polystyrene dust and is best done outside. Once done, quickly give the whole tile a brush down, just to make sure that the whole surface is nice and clean. This will improve the adhesion of the glue.

STAGE THREE

Take the Siege tower wall pieces and lay them out round the edges of the marked area.

This will allow you to work out how many pieces you need to build the wall. At this time you can also mark out where you would like features such as gates, etc. in the wall to appear. Now is also a good time to mark out where within the wall you would like the small Orc huts to appear. In our Orc



The complete Orc Fort

fort we put the huts around the edges of the wall, with a large mound at one end of the fort. To make the large mound we used off-cut shapes of dense blue polystyrene, which we then shaped using the sander, but other ways of constructing these shapes, could be to use a plastic bowl covered with plaster, or to mould a plaster shape yourself. The only limit here your imagination. You could use



View of the palisades

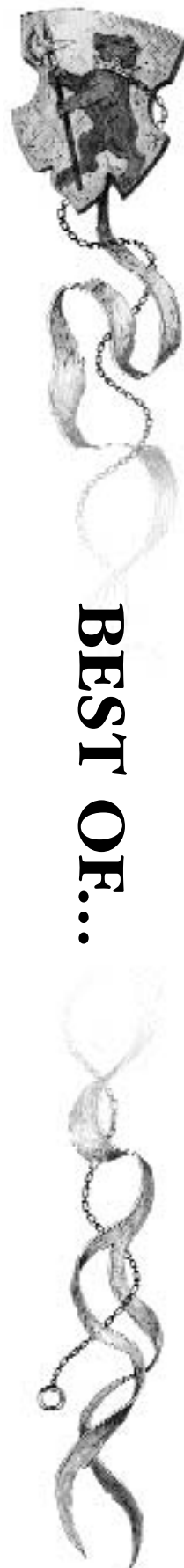
jelly moulds, small bottles, toilet rolls anything you think that looks Orcy. See the article in Warmaster Magazine No.3 for ideas on how to build an Orc idol, and then think how to apply that method to a building.

STAGE FOUR

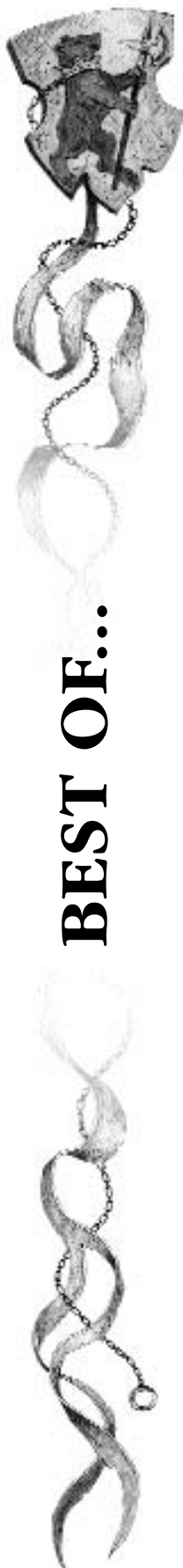
Using the hot glue gun we glued the wall pieces into the board to form the encircling palisade of the fort. Once the glue had dried we mixed up a rather thick 'gloopy' plaster mix, and spread this all over the tile, making sure that we took it right up to the edges of the walls. The layer of plaster was not too thick, but covered all of the polystyrene so that none of it showed. At this point we let the plaster set for around five minutes, before we used the old combs to texture it outside the walls of the fort.

This technique allows you to create a strong textured effect on the outside area of the village. The reasoning behind this is that in order to texture the area with a sand/PVA glue mix, it would require a great deal of sand/PVA glue and would take a great deal of time. This way an effective textured effect is created, and the minimum amount of additional materials/expenditure of cash/time is required.

At this point it is best to leave the whole fort section to dry overnight to ensure that the plaster is 100% dry before continuing on to the next stages. This can be a good time to



BEST OF...

*Textured terrain effect*

paint the small Orc huts, which will be put inside the village, whilst waiting.

STAGE FIVE

Mix PVA glue and water in a 50/50 ratio to make a fairly liquid glue, and pour the mixture into a humidifier spray gun (the kind of thing you get in a DIY store for watering house plants). Spray the inside of the fort with this and then add a layer of sand over it. Leave this to dry and then shake off any excess sand. Spray again with PVA glue/water mixture and add another coat of sand. Leave it again to dry, and shake off any excess. Then for the final time, spray all over with PVA glue/water mixture and leave to dry. Do not add sand on the final spray as you are using the glue/water mixture to seal the sand that has already been laid down. Leave this again to dry overnight and return

*The 'holy' mound!*

to work on it later. This is a good time to paint the last of the Orc huts that will go inside the fort.

STAGE SIX

Spray the entire model with black undercoat. This will take some time and a fair amount of black spray paint. Remember that it is best to apply the spray paint in several thin coats rather than one heavy coat. The sand has a tendency to soak up black spray paint, and thus might take a while to coat. The model was left overnight to thoroughly dry out, but it can be worked on earlier if you choose.

STAGE SEVEN

Dry brush the walls in an appropriate colour. We used *Bestial Brown*, then *Bubonic Brown*, with a final highlight of *Bestial Brown* with a bit of *Bleached Bone*. Metal details were then picked out in *Chain Mail* with a light wash of *Black Ink*. Don't worry if you get the paint on the ground area, as it will be painted over in a second.

*The fort courtyard*



The fort's main entrance

For the surrounding plaster outside the walls of the fort, we again dry-brushed. We started with *Bubonic Brown*, and then worked our way up in stages by adding *Bleached Bone*, and yellow. We tried to achieve a very light ground effect, in an attempt to suggest packed dirt and dried-out ground around the fort. Inside the fort we used a dark earth colour by going from *Bestial Brown*, up to a *Bestial/Bubonic Brown* mix. We tried here to suggest a more muddy trodden environment. However, given that more detailing was going to be added to this area, only two stages of drybrushing were used. Once all the paint had dried, it was time to add the final detailing to the model. At this point we glued the painted Orc huts into place, although if you prefer you could just place them, so that you can add/remove Orc huts from the fort as required. However since our fort needs to be a sturdy piece of terrain we chose to glue them into place. Once the huts were in place, we were ready to add the static grass and flock to the model.



Using a slightly watered down PVA glue, we laid the static grass/flock mix inside the village to create paths, which it looked like the Orcs had followed. Outside the fort we added patches of the static grass/flock mix to the textured plaster to create a mottled effect. This disguised the textured plaster to some degree and reinforced the kind of scorched earth appearance that we were trying to create outside the fort.

FINISHED

When all the static grass had dried we looked at the model from all angles. Any missing patches of paint were applied, and any tiny blemishes were covered with the addition of static grass/flock. We then decided to add the final details to the model.

The tombstone, which can be found via Mail Order, was painted black then dry-brushed up to a stone colour, before being mounted in the top of the mound. Painting cocktail sticks, then pushing them into the polystyrene mound, created the spikes. This gives the impression of spiked poles where the Orcs can do horrible and disgusting things to prisoners, etc.

We then applied a heavy coat of Matt Varnish spray all over the model, and left it to dry for about a day. Once all of the varnish had dried, it was a simple matter of taking the model to the club and watching all hell break loose when it was used in a game!

CONCLUSIONS

Building scenery for Warmaster is not all that complicated. All it requires is some thought in advance as well as patience. Many people try to rush through as many stages of the building process as possible in a day, and end up ruining the whole model because they are in such a rush. Therefore we would advise people to slow down and take time, then you can produce the kind of results in scenery that you want. Good luck in your building projects.

This model can be seen on display at Games Workshop Oxford.

Questions on modelling can be directed to: Nick@Empire-Interactive.com



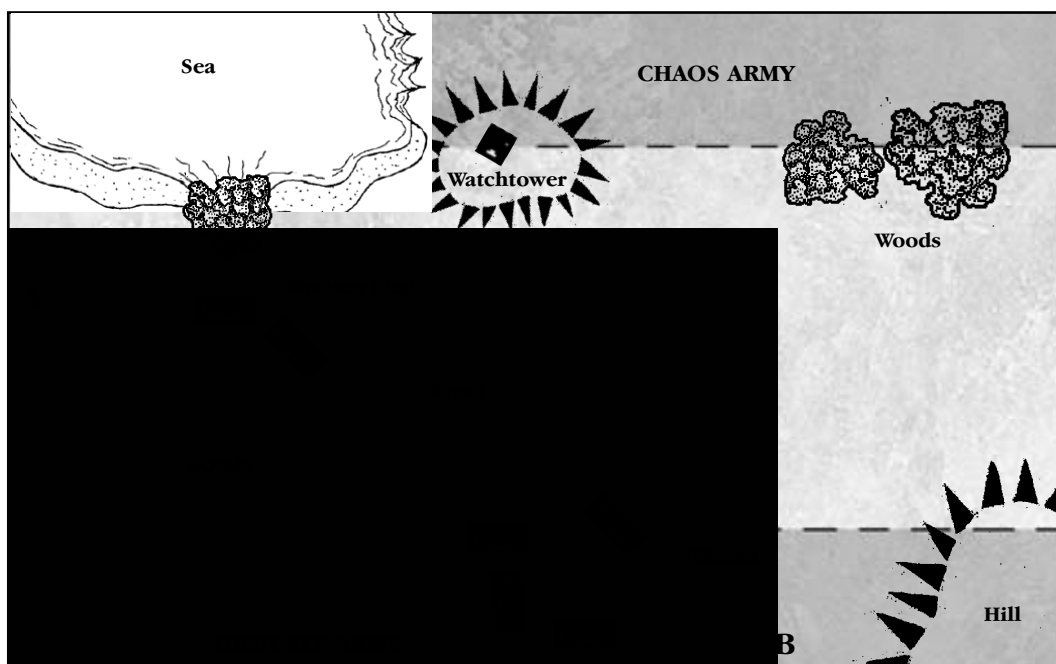
THE RELIEF OF NIENNA

A Battle Scenario By John Martin & Dan Wideman

A lone figure walked up the grass-covered hill toward the crumbling stone tower, which stood as a sentinel against the raging sea and the horrors of the outside world. As the tall, cloaked individual began the long ascent up the winding staircase, the cry of gulls and thunder of waves against the rocks below occasionally drowned out the echoing clack of boots on stone. The great balls once had held mighty garrisons ready to repel any invaders that might land on Ulthuan's sacred shores; now they were empty, cold, and lonely. Crellion and his brother Thanniel had been the only watchers for the last three decades and Crellion had come to relieve his brother at the end of his half-day watch. The two mages, with their farsight, were the only warning the coastal communities they protected would have of an invasion.

The two shared a cold lunch together and Thanniel prepared to depart as his brother took up the watch. Crellion began his

search by linking his mind with the fish and gulls that he could reach. In his trance, he imagined himself flying over Modnar Ekal, a fishing village to the west, and back towards Nienna, the town he and Thanniel called home. He turned once again to the north and flew over the watchtower, which now looked like a child's toy. He continued over the rocky cliff below and out across the sea. He sensed a troubling presence in the ocean and brought his powers to focus on it. At the heart of a cold mist he found a sight that froze his blood.



Map of the Battlefield

A multitude of ships sailed resolutely toward the shores of Ulthuan. They were a horror to behold, with cruel, bloody trophies of conquest hanging from the rigging. Some had figureheads formed in the shape of giant brass sharks. Others moved silently without even touching the surface of the water; their bright blue, yellow and red decorations were painful to the eyes. Chaos! The bane of the Elven people was coming to Ulthuan.

Crellion returned from his mental travels into the present. He and Thanniel quickly set the warning beacon alight and sounded the great horn before bounding down the stairs as fast as they could. The two ran down the hill toward Nienna and they could see many people from the fishing village doing the same. The two brothers knew that riders would be dispatched up and down the coast to summon help. As they made haste to the town the citizen levy would be forming up in order to hold off the Chaos horde until reinforcements arrived. Based on the number of ships Crellion saw, however, this would prove to be no easy task.

RECOMMENDED FORCES

This scenario was designed for a High Elf defensive force to fight against Chaos attackers. While you can adapt the scenario to work with other armies, the following work best:

Attackers: Chaos, Orc & Goblin, Dwarf

Defenders: High Elf, Empire, Undead, Kislev

HIGH ELF OVERVIEW

Chaos raiders are attacking your homeland. You must use all your tactical skills to hold off the raiders until reinforcements arrive. The best chance of success is to maximise your defence using the dense terrain of the town and woods. If the reinforcements are slow to arrive, do not be afraid to exchange ground for time. Above all, regardless of how desperate things seem, never give up, Ulthuan needs you!

High Elf Army Restrictions

You should select an army of 2,000 points from the High Elf army list. However, some additional restrictions apply:

1. You must split your army into three groups: a main force, and two relief forces
2. Each relief force must be at least 500 points (25%) and contain at least one character.
3. The main force may not have more than one of each of the following: Silver Helms, Chariots, Giant Eagles or Dragon Rider.

CHAOS OVERVIEW

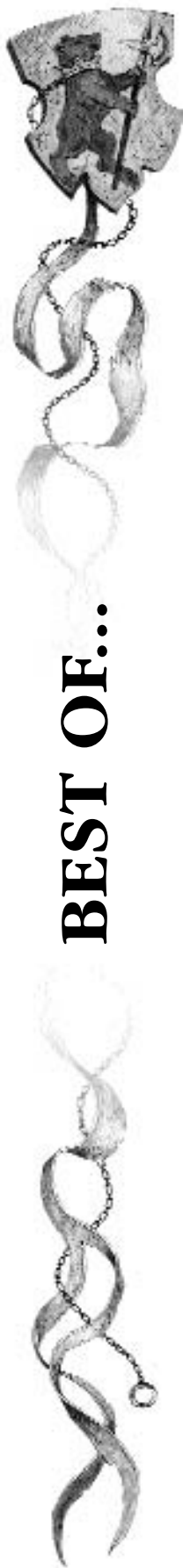
After many weeks at sea, the fickle Chaos gods have brought you to the Elven home. You must quickly attack and plunder as many coastal settlements as possible, before all of Ulthuan is mobilised and your fate is sealed. Your best chance of success is to clear the trees by the beach, move inland, and attack the smaller Elven forces



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The Relief of Nienna

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individually. If you wait too long, the Elves will be able to organise a proper defence and throw you back into the sea.

Chaos Army Restrictions

You should select an army of 2,000 points from the Chaos army list. However, one additional restriction applies:

1. You may not choose chariots as you have just landed and these are still in the hold of the Deathgalleys.

SET-UP

Use the map shown on the previous page to set-up the battlefield onto a 4' x 6' table. Important features are the town Nienna, the fishing village Modnar Ekal and the two wooded areas. The sea intrudes onto the table up to 30cm on the east end.

The High Elf player deploys the main force anywhere on the South side of the coast road A-B. This should not be more than 30cm onto the table.

The Chaos player then deploys along the north edge of the table up to 20cm onto the table. Due to the sea, this will be limited to the eastern half of the table edge.

High Elf Reserves

When the alarm was sounded, riders were sent up and down the coast road to gather reinforcements. The reinforcements are marching as fast as possible but will they arrive in time?



At the beginning of the High Elf second turn, roll a D6 for each relief force. On a roll of 5+, the force arrives on the battlefield. If the force does not arrive on turn 2, add +1 to the dice roll for each turn thereafter. So a force arrives on a 4+ in turn 3, 3+ in turn 4, and so on.

When the first force arrives, roll another D6. On a roll of 1-3, the force arrives on road A as shown on the map. On a roll of 4-6, the force arrives on road B. When the second force arrives, it will be on the road opposite the one the earlier force used.

Units in the relief force must be placed at the edge of the table, within 20cm of the road, and not within 30cm of the enemy. If the player is prevented from placing troops in this way, then the entire southern edge of the table can be used to deploy the army. This is to stop the Chaos player from intentionally denying the reinforcements a place to deploy.

The Chaos player takes the first turn.

GAME LENGTH

The game lasts for eight turns.

BONUS VICTORY POINTS

Victory points are based on armies of 2,000 points. Players should adjust the victory point bonuses for smaller or larger armies proportionately.

Attackers

+500 points Nienna contains at least one unit of Chaos infantry and no High Elf infantry units. Units of one stand do not count.

+500 points Modnar Ekal contains at least one unit of Chaos infantry and no High Elf infantry units. Units of one stand do not count.

Defenders

+500 points Nienna contains at least one unit of High Elf infantry or is completely unoccupied. Units of one stand do not count.

+500 points Modnar Ekal contains at least one unit of High Elf infantry or is completely unoccupied. Units of one stand do not count.

Battle Report

If there were one word that describes this scenario, it would be choice. There are so many possibilities within the scenario that, after having played it, both of us want to try again. Next time we might try a different army, or a slightly modified defence or attack, and so on. This was the fourth refight we had of the scenario and also the most one sided. We were certain it was the 'battle report curse' in that we set about documenting the battle and taking pictures only to have it be, possibly, the least exciting. John was cursing his bad luck until he realised where he made a huge mistake that may have cost him the battle. More on that later, for now, let's take a look at how the game played.



John – The Chaos Warlord

Chaos Army Selection

One thing that the Chaos player should remember is that they need to take and hold the towns. Only infantry can move into towns so Chaos players need to take enough infantry or they will find themselves unable to attack! On the other hand, the High Elf player is likely to have Silver Helm and Chariot units that will make short work of even the hardest infantry in the open. Your army selection will be a delicate balance between the infantry you need and the harder units able to meet and beat the Elven cavalry.

My army consisted of two solid infantry brigades each with two Chaos Warrior units and two Marauder units. One brigade is the first wave of attackers while the other forms a reserve. To protect the infantry I added two units of Chaos Knights and a unit of Dragon Ogres. These units, while expensive,

are more than a match for any cavalry.

The High Elves will inevitably have Bolt Throwers, which can put murderous amounts of firepower into the Chaos Knights and Dragon Ogres. Because of this, I took three units of Chaos Hounds to protect these expensive units. I also chose one unit of Harpies that I planned on using to eliminate the Bolt Throwers as quickly as possible.

In addition to the General with *Orb of Majesty* I took two Chaos Sorcerers, one with a *Dispel Scroll*. Chaos Sorcerers, have the same Leadership as Heroes and with so few brigades I could assign a Sorcerer to



Dan – The High Elf General

each one and their restricted command distance would not be a factor.

High Elf Army Selection

In selecting my High Elf war host I kept a couple things in mind. Firstly, I needed to hold at least one of the two towns against the oncoming Chaos horde. This meant I needed infantry since all those pretty Silver Helms are useless for the task. With this in mind I chose a lot of infantry, having six units of Spearmen and five units of Archers. My next selection was as many Bolt Throwers as I could get – meaning two units. This offered me the strategy of trying to whittle down the Chaos forces as they advanced across the board since I knew my chances of beating them in close combat were slim.

Though lots of infantry was integral to this battle plan, the large open field allowed me to take some cavalry for support. With any

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luck my cavalry would show up at road A so they could use their speed to get into the battle quickly as opposed to the infantry having to slog it all the way across the table. With this in mind I set out to keep my cavalry in one brigade and around 500 points to be one of the reinforcing groups. To this end I chose two units of Silver Helms and two units of Chariots.

This left me to pick my Heroes. I needed a General and for added security gave him the *Orb of Majesty* (I have a knack for failing Command tests even with a leadership of 10). Next came two Wizards, as they were integral to the story line. I gave one a *Scroll of Dispelling* to ensure John didn't get the better of me through the use of foul Chaos magic. Lastly, to command my brigades I chose two Heroes. For mobility's sake I mounted one on a Giant Eagle and the other on a Dragon. I've come to prefer the Hero on a Dragon to the Dragon Rider since he's cheaper and usually survives longer.

This left me with a few points left over so I took a single unit of Giant Eagles for a little long-range support. I've found that my Elves rarely beat Chaos in close combat, so I decided to make the best use of any promising situations.



Chaos Turn 1

I deployed the two infantry brigades in the woods in columns of four units. The Chaos Warriors were on the outside to protect the flanks. The Chaos Knights and Dragon Ogres were brigaded in the clear area to the west of the woods with the Chaos Hounds brigaded in front of them. The Chaos player is cramped for space and this is intentional; if the Chaos infantry is deploying in clear, open ground then modify your terrain. This should not be.

The Hound brigade moved out on a path between the two towns. This would allow me to cover the flanks of the army against reinforcements from road A. Unfortunately, the Chaos Knights decided to stay put. The



High Elf deployment within the town of Nienna

remaining Sorcerer attempted to move an infantry brigade out of the woods and failed, as did my General. Things were not looking good already! There is a good degree of urgency on the part of the Chaos player to get to the towns as quickly as possible. The 2:1 superiority in points does not last long at all.

High Elf Turn 1

I chose to concentrate my deployable forces at the bend in the road and in Nienna. One brigade of two Spearmen and two Archers were brigaded in the woods to the west of the town. One unit of each type was placed in the town. The Bolt Throwers, unable to deploy in cover, set up just to the north of Nienna. I chose a central position for my General and the Wizards to Command from. I had watched with mounting enthusiasm as John failed a succession of command rolls and most of his army stayed put. My own Command phase was short by choice as I was happy with the positioning. I moved only the Bolt Throwers out to take shots at the screening Chaos Hounds and sent both Wizards out to support them. The combined firepower of the Wizards and Bolt Throwers (18 shots) killed four stands of Chaos Hounds and thoroughly confused the rest, leaving them stuck in front of the Chaos Knights. It was a good start.

Chaos Turn 2

Those darn Bolt Throwers! My 'screen' of Chaos Hounds did not last long enough and with two units *confused*, they ceased to be an effective fighting force. My plan was now to keep them back and not let the units be destroyed. The Sorcerer ordered the Harpies up to the hill positioned ready to plunge down into the Bolt Throwers. It would have been a perfect flank charge but the Command roll failed! To add insult to injury, the other Sorcerer and my general failed their orders again. It was going to be a long day...

High Elf Turn 2

Amazing! I had never seen such a total inability to make Command rolls. To further irritate John I proceeded in my turn to have the rest of my army show up. My cavalry brigade came on the road by Nienna led by the Hero on a Dragon. Three Spearmen units, two Archer units and the Giant Eagles came on at the other end of the table and began the long march up the road headed by the second Hero on his Eagle. In the Shooting phase I managed to finish off two of the units of Chaos Hounds to bring the Chaos forces a quarter of the way to their break point.

Chaos Turn 3

Two units destroyed and the entire High Elf army already on the table. It was going to be a very, very long day... Undeterred, I ordered the Harpies down into the flanks of the Bolt Throwers losing a stand to Stand & Shoot in the process. I then tried to order the Chaos Knights and Dragon Ogres forward but the Command roll failed yet again. The other Sorcerer was more successful getting his infantry brigade to the edge of the hill in the south-west corner of the table. I generally like to attack Nienna from west to east using the crest of the hill as protection against reinforcements that might suddenly appear at road B.

The General ordered the other infantry brigade straight toward the Elven cavalry. After three orders the infantry was within 20cm of the

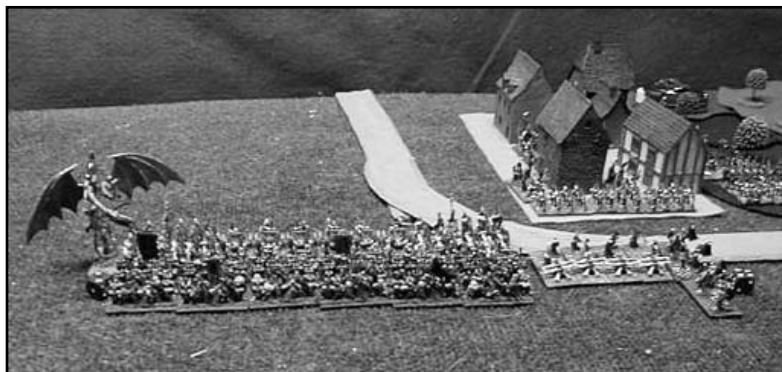
cavalry and needed a 4+ to pass their command roll. They failed but I felt it was better to charge than be charged the General used the *Orb of Majesty* and the infantry charged. The Chaos Warriors fanned out into line with the Chaos Marauders supporting.

With the benefit of hindsight, this turn cost me the game. I became so fixated on using the Harpies to destroy the Bolt Throwers that I missed the chance to use them to cut off the retreat of the High Elf cavalry. The Chaos Warriors charged easily, beating the Silver Helms and Chariots but they were left unable to pursue. The Harpies could have been placed in such a way to guarantee the destruction of three of the four cavalry units, including the Hero on Dragon!

As it was, the Harpies destroyed the first Bolt Thrower battery but were then shot dead pursuing into the second one. It seemed like a worthwhile exchange at the time!

High Elf Turn 3

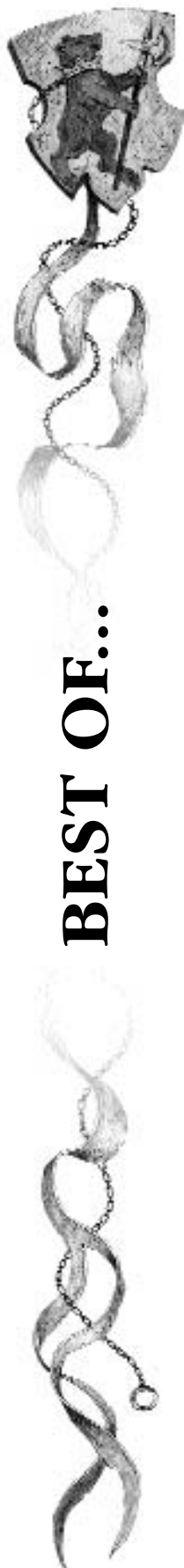
Well, the Bolt Throwers did their job before suffering 50% casualties but now things looked grave indeed. I was still in shock over John's rapid advance, and the Chaos Warriors had certainly given my cavalry something to worry about. The only way out was straight ahead though, so the remaining Chariots and both Silver Helm units charged on Initiative with the Hero on his Dragon joining them. I had initially planned to charge the Giant Eagles into the Harpies, but their death to the stand & shoot from the Bolt Throwers left me guessing what to do



Chaos turn 3

BEST OF...

The Relief of Nienna



BEST OF...

with them. I decided to see how far 100cm was and managed to get the Giant Eagles in behind the Chaos infantry brigade being attacked by my cavalry. With the cavalry as the hammer and the Giant Eagles as the anvil, the brigade was wiped out by the end of the turn.

Chaos Turn 4

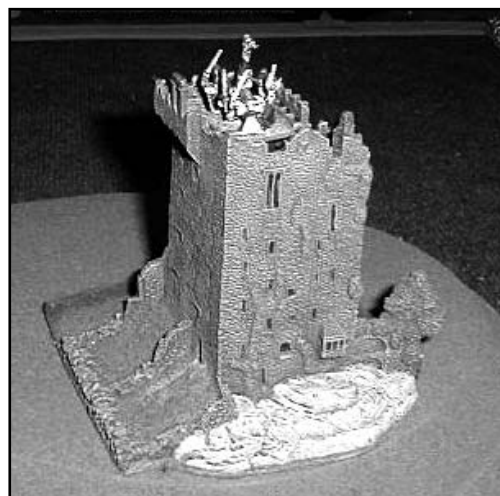
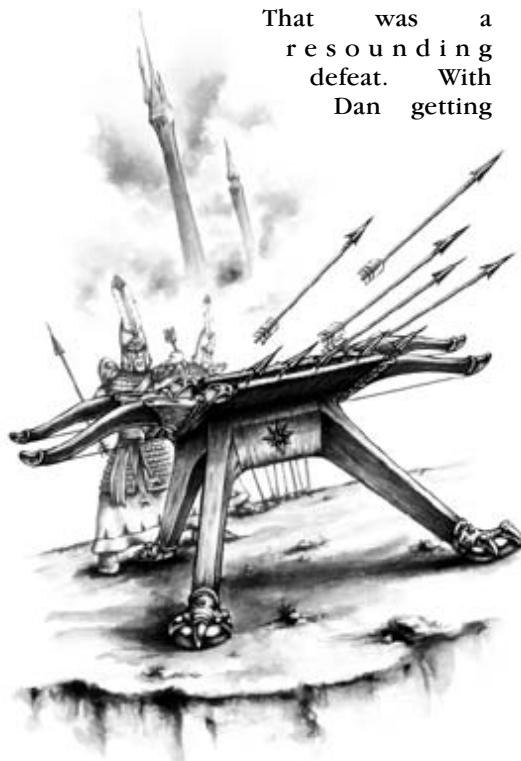
Seven units destroyed. The loss of one more unit would force me to withdraw. Hope of winning had faded but I was still playing for a draw. I moved my remaining infantry fully onto the south-east hill to get maximum benefit if the Elves charged. My remaining Sorcerer and the General attempted to order the Chaos Knights and Dragon Ogres into the High Elf Cavalry. Their brigade formation was lost due to drive backs and only one unit of Chaos Knights managed to receive a successful order. Needless to say, the Chaos Knights lost and Dan, being a skilled player, elected not to pursue.

High Elf turn 4

There was only one thing to do – my Silver Helms along with their loyal friends, the Giant Eagles, charged the defeated Chaos Knights and in a flurry of dice brought the curtain down on a tragic day for the Chaos forces.

Chaos Conclusions

That was a resounding defeat. With Dan getting



All along the watchtower...

all of the bonus Victory points, there was little doubt it was a Total Victory for the High Elves. Right after the game, neither Dan nor I could find anything wrong with my tactics. It wasn't until two days later I started to second-guess the usage of the Harpies. Because our previous games were closely run affairs, each ending in a draw, I think that the scenario is balanced. In fact, during the design process, we felt that if any army had the advantage it was Chaos. But believe me, when things go wrong, they can go completely and utterly wrong!

High Elf Conclusions

Victory! I have to admit I felt a little soiled due to John's incredible bad luck, but with hindsight there were a few things he could have done better. Just because a unit can charge doesn't always mean it should. I was also quite lucky to have had all my reinforcements turn up as soon as possible. In previous play tests the Elves had never won. At first glance it may seem they can't because they are outnumbered 2:1. If in playing the scenario you find a disparity in outcomes or you have different skill levels of player there are a few things you might do to change the scenario balance. To tip it more to favour Chaos simply remove the woods from the Chaos deployment zone so they can move more easily. You can also change the reinforcement arrival roll for the High Elves. Make it a 6+ if it's too easy for them or a 4+ if it's too hard. In the end do what you want with the scenario to customise it to suit your own needs. I plan on convincing John to play it again with him as the Elves once I finish my Orc army and Grom the Paunch rides again!