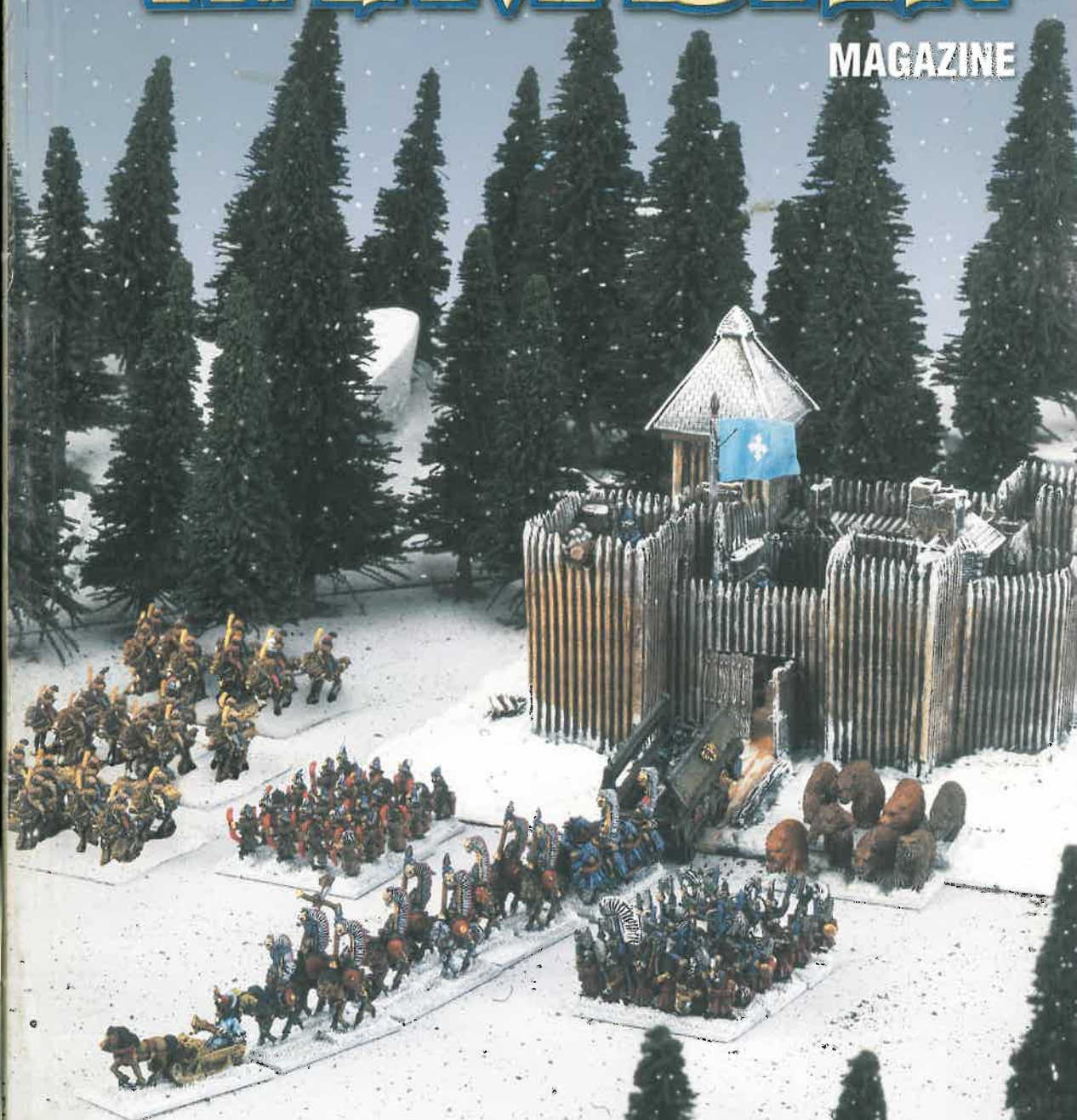


Issue 2

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WARMMASTER

MAGAZINE

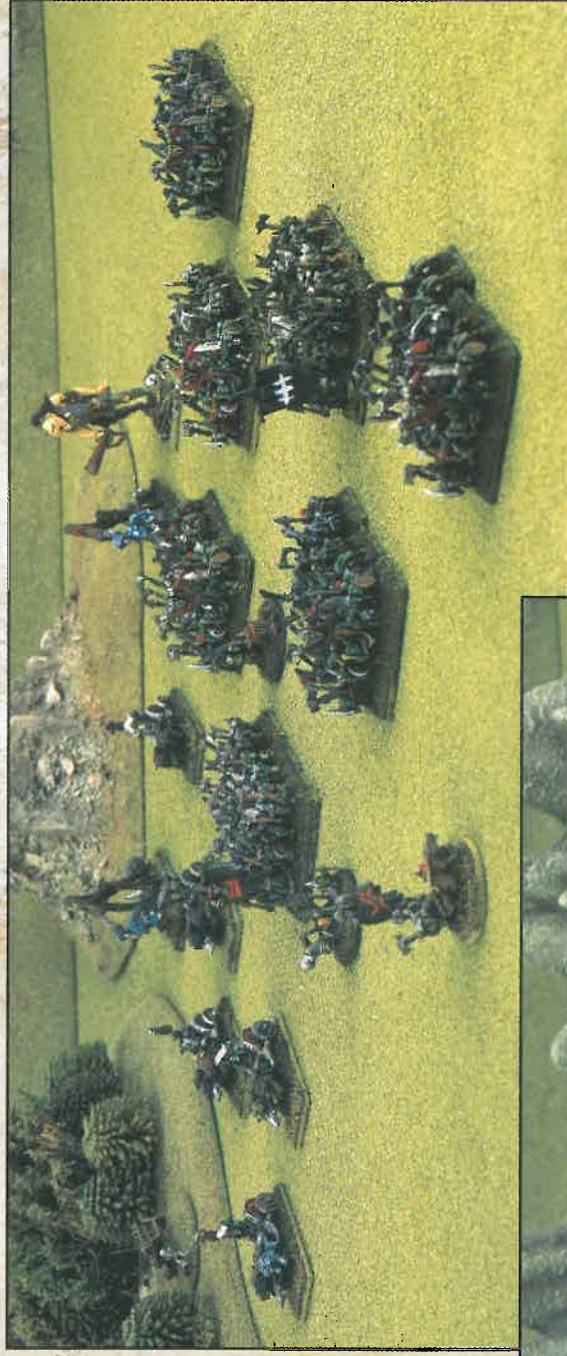


Kislev Army List
Warmaster campaign system
Build a Pontoon Bridge
Battle for the Lonely Cabin scenario

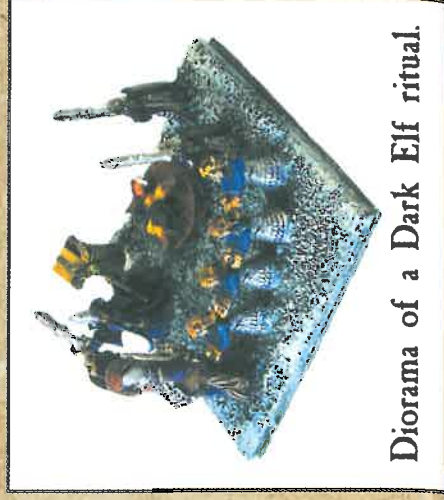
Some of the armies involved in Dave Simpson's Campaign



Will Crawford's Orcs (right)
and Shaman (above).



Dan Davies's Chaos army.



Diorama of a Dark Elf ritual.

CONTENTS

Editorial

Rick Priestley tells us what's in store in this issue of Warmag.

2

What's new for Warmaster

The Kislevites, that's what's new, and rather good they are too.

3

Pontoon Bridge

Imperial engineer, Nigel Stillman, just can't be stopped! Here's the latest of his architectural exploits.

6

Rules Clarification - Q & A

More of those pesky questions answered in this questions and answers section.

10

Trial Rules - Kislevite Army

To coincide with the release of the new Fanatic Warmaster models we have the full army list for including Kislevites in your battles.

14

The Battle for the Lonely Cabin

A new scenario by Christopher Bobridge and what better than one that includes the new Kislevite army?

21

Terrain

by Brian Thomas
Fast, cheap methods on how to make terrain for your games.

24

Warmaster Campaign

by David Simpson
A mighty campaign system for Warmaster.

28

Multi-player Games

by Andrew Meechan
Tips and tactics for playing enjoyable multi-player games.

41

Hot from the Smithy

More models for your armies.

46

WARMASTER GURU

Rick Priestley

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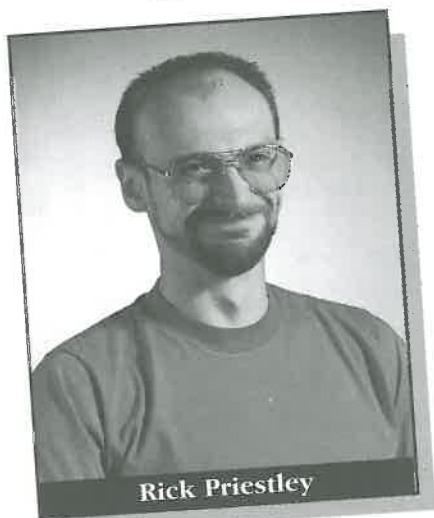
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Christian Dunn

COVER DESIGN

Warwick Kinrade

INTRODUCTION



Rick Priestley

Welcome to issue 2 of Warmag and the first of our entirely new armies for Warmaster – the mighty hordes of Kislev. You might think it slightly perverse of us to lavish our attentions upon such an obscure and downright chilly chunk of the Warhammer World. The bald fact is that our ace micro-designer Colin Greyson just happens to like Kislevites. He started designing them ages and ages ago and just refused to stop. We tried to entice him with Skaven and Lizardmen and even Dark Elves but he just wouldn't have any of it. So Kislevites it is – and if you want to know why you'll have to ask Colin. Still, he's made rather a good job of them and I have to say they make a worthy and unusual addition to the Warmaster range.

In this issue you'll find the Kislevite army list, magic spells, and all the gubbins you need to play a Kislevite army in Warmaster. We've even managed to include a scenario from Chris Bobridge which features our new army in: The Battle for the Lonely Cabin.

This issue also features two articles about making scenery for Warmaster. Nigel Stillman introduces us to the arcane art of

making a pontoon bridge. This is not a curious hybrid card game apparently but a bridge built over a series of boats. In addition Brian Thomas reveals how he goes about making a whole variety of terrain pieces including do-it-yourself tree construction. Making scenery for Warmaster is curiously different from making scenery for Warhammer – and not just smaller either! The scale lends itself well to a much more dramatic and realistic approach as Brian's stirring pictures show.

David Simpson introduces us to his campaign system with the first of a short series of articles based on the Warmaster campaign he's been running at the Games Workshop Brent Cross store. As you will discover this is an extensive, well developed and detailed campaign system – so much so that we couldn't fit it between the covers of a single issue. More next time we promise.

Finally – Andy Meecham provides this month's dessert course by exploring the potential of multi-player games – highly recommended for anyone yet to try out a team game.

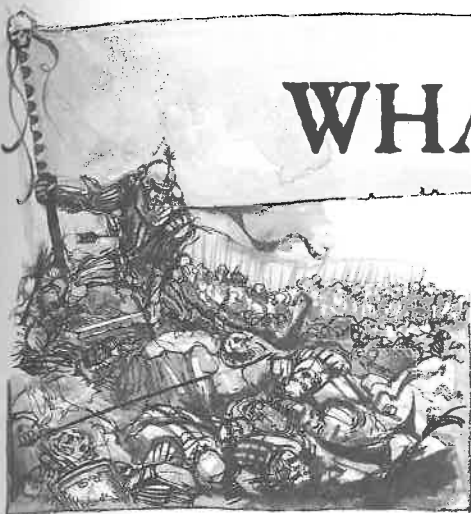
Oh... I nearly forgot, turn to page five and take a look at Gary Morley's exquisite trophy for the Warmaster tournament you will, I'm sure, be most impressed.

Rick Priestley

Editor's Note:

The observant among you may have noticed that the Horse Archers on the cover are not the ones available to buy for the Kislev army. Ah well, the Fanatic boys wanted to use these earlier test pieces from Rick's own personal collection which are sadly not on release. However, we're sure that if you bombard Jervis Johnson with sufficient letters that he may consider releasing them anyway.

WHAT'S NEW?



This issue's Fanatic releases are enough to stop a Troll from eating! The Kislev army is here, so now you can field a cool new army and try out the army list in those pesky Trial Rules from pages 14-20.

The mainstay of the army of Kislev is its cavalry, starting with the Horse Archers. These fine models are armed with bows (obviously!) and look resplendent in their furry hats and with their huge bushy beards.



Horse Archers



Knights

Next are the fine Kislev nobility, the Knights. Just like miniature versions of Kislev Winged Lancers from Warhammer, these chaps are bedecked with spiked helmets and huge feathered 'wings' sprouting from their saddles.

No army would be the same without its core units of infantry and the Kislev Axemen have a wonderful fierce look about them. Huge axes, long fur-trimmed coats and the mandatory beard that you could lose a badger in (it's cold in Kislev, you know) make these fellows a rough lot indeed.



Axemen

Much needed missile support is provided by the Bowmen. This infantry regiment resembles their mounted counterparts, the Horse Archers, minus horse, of course.



Archers

They're big, they're scary, they've got huge claws and they're something that no other Warmaster army has – Bears. Yes, great big hulking bears, enough to put the wind up any opponents. They are in a variety of poses and even come with a few mounted beastmasters, just so they know who to maul in the heat of the battle!



Bears

The Empire has its Steam Tank, the High Elves and Orcs have their Chariots so the Kislevites get their War Wagon. More than just a Chariot, this mobile fortress is just brimming with guns and axes and things, and boy, can it take a bit of punishment.

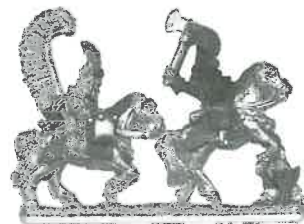


War Wagon

There's a lovely selection of characters: from officers for the foot regiments with standard bearers and drummers to heroic heroes on horseback. Enough to add some 'Cossack' flavour to your army.

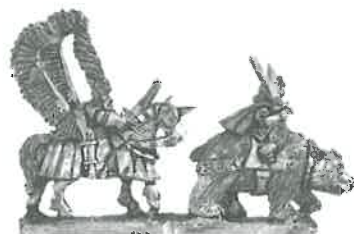


Characters



Characters

A character mounted on a Bear, who looks the spitting image of the legendary Boris Ursa would make a fine General or Hero figure. Or maybe a pistol armed 'winged' Knight could lead your army to war.



Generals

The noble women of Kislev are invariably Shamans. These young ladies will provide that necessary magic support for your army.



Shaman

Finally, here is perhaps the most novel piece of the entire army: the Ice Queen of Kislev. Pulled into battle mounted upon her war-sled (no Steve, it isn't a dodgem car!) the cold and ruthless Queen of the many tribes of Kislev is a mighty sorceress and demands respect from all who serve her.

As you can see unfortunately we didn't get time to paint all of our models in time for this mag's release but you can check out how to get hold of these cool models on pages 44-45 of this mag.



The Ice Queen

WARMASTER TROPHY

By Rick Priestley

Revealed for the first time – our new Warmaster trophy designed by Gary Morley and cast in solid gold. Yup – that's right – you're looking at the world's first solid gold Citadel Miniature. Nope – not gold plated – absolutely the real thing with a hallmark and everything to prove it, so there.

This prestigious and, so far at least, unique, trophy will have been awarded at UK Games Day to the overall winner of the Warhammer championship currently being run by Games Workshop UK. As well as this rather nice accolade the winner will have received a pewter casting of the same model to paint up and put in his army (*unfortunately, this mag having gone to the printers before Games Day and subsequently on release afterwards means that we haven't got the foggiest idea who actually won – ab... the vagaries of publishing – Ed*).

I'd like to say what a generous gesture it is of our UK business to come up with such a handsome and costly trophy. I'd like to say that... but obviously Gary and I had it designed secretly behind their back so the first the UK team knew about it was when they got the bill. Still – we now have a top-notch trophy and can make more if the Warmaster championship is to become a regular event.

The model itself represents an Empire general and is a splendid piece of work. When I first mooted the idea of making a trophy to Gary he bravely volunteered his services fully aware that this would have to be something really special. The actual work took several weeks of evenings and weekends – but the result has to be worth every single hour expended. The detail, pose, and standard of finish are breathtaking on a model in Warmaster scale.



Gary Morley

Luckily one of Gary's friends happens to work for a jewellers so he was able to work out exactly how the model needed to be made so that it could be cast in gold. Although the process is comparable to our normal casting in pewter we don't really have the

ability to cast into precious metal at our factory. Once again Gary's contacts supplied the means to produce the gold version, so the finished piece was sent away leaving us eagerly anticipating the results.



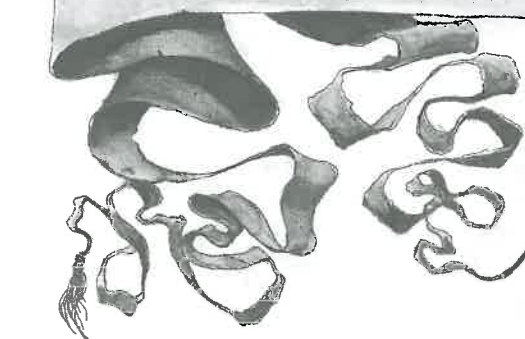
That Trophy by Gary Morley

Meanwhile we figured that the trophy needed a classy base to set the whole thing off. Gary started looking around for something appropriate. Something fairly tall was required to lift the figure and make an identifiable trophy, and preferably something quite weighty too. Attempts to source a stone plinth of suitable style proved fruitless and a wooden base just didn't seem unique enough. An attempt at sculpting a base didn't quite work out and in the end Gary came up with a design based on one of the old Citadel display bases. Scroll detailing and the Warmaster logo were added and the whole piece cast in resin and painted. The result works very well and really sets off the model itself.

When our tiny golden general finally arrived back from the jewellers it was an exciting moment – would it work out? We opened the little box anticipating seeing a brightly gleaming object within. Imagine our surprise to discover a rather dull casting that looked as unlike gold as it's possible to look! Fortunately Trish Morrison knows a thing or two about jewellery making (she used to do it for a living before joining the Citadel team) and she pointed out that the casting just needed a good polishing. Somewhat nervously a polishing bit was attached to a drill – wow what a difference. At first it didn't seem right attacking this piece of precious gold with an abrasive polish and drill bit but Trish was merciless, 'it's a lot tougher than you are boys!' she said. Can't imagine what she meant.

PONTOON BRIDGE

By Nigel Stillman



WARMASTER SCENARIO TERRAIN

This piece of scenery for Warmaster represents a pontoon bridge, thrown across a wide river by the army of the Empire (or some other army) on its relentless advance. A pontoon bridge is a bridge resting on floating pontoons moored in the river. Another name for it is a 'bridge of boats'. These pontoons are usually flat barges or boats, anchored in position in a row across the river from one side to the other. The pontoons are connected by long, flat, timber sections of bridge, resting on the pontoons and lashed down. This creates a temporary bridge across the river, strong enough to support an army on the march.



The advantage of a pontoon bridge is that it can be constructed rapidly and easily from materials near at hand by the troops in the army. Instead of boats, they can use rafts. A further advantage is that it can float on the water, saving the time and trouble needed to sink timber piles into the river bed to support a conventional bridge. When the army is across the river, the pontoon bridge can be dismantled and loaded onto carts and moved up to the next river, or floated along the river to another crossing point. If the army is retreating, then a pontoon bridge can be dismantled after the army is safely across, to prevent the enemy from following after them.

Making the Pontoon Bridge

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

- Planning and gathering materials.
- Making the pontoons.
- Making the bridge sections.
- Details
- Painting the model.

Planning the Model and gathering the materials

A wide river in Warmaster scale would be at least 2 or 3 inches across, maybe as much as 4 or 6 inches wide. Such a river would need between two and four pontoons to make a pontoon bridge. Assuming three pontoons, these would require four bridge sections to span them. Two of these would rest on the river banks at either side. Therefore the entire bridge can be made up of seven separate elements. If these are not glued together, but assembled from separate pieces, then the bridge can be shortened or lengthened according to the river width. Also extra elements can be made and added if required.

As to the width of the bridge, I shall resist the temptation to make it 40mm wide, or in other words, the width of a Warmaster base. Even though this may seem sensible, it is not realistic. A bridge would probably not be made that wide on campaign and nor could it be done easily or quickly. The bridge should really be about 20mm wide or 30mm

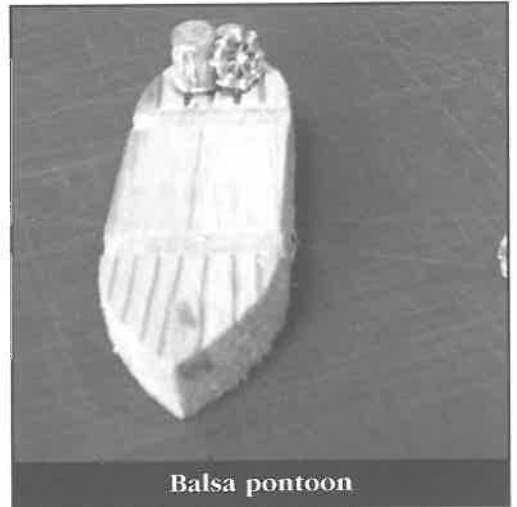
at the most. This is wide enough for Warmaster cavalry to cross in a long column. Infantry would also have to form a column to cross the bridge, represented by turning the bases sideways. This realistically represents the movement limitations and delays imposed by a pontoon bridge constructed under campaign conditions.

Plan to make the pontoon bridge wide enough to cross your own river sections. By making the bridge in sections, or by making one or two spare pontoons and sections of bridge that can be added to lengthen the span, the bridge can be extended to cross river sections of varying width.

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

- Balsa wood strips and batons. Various small lengths about 1cm thick or less.
- Some strips of thin wood, card or plastic card.
- Cocktail sticks and/or matchsticks.
- Glue (PVA glue and another glue for more precise work).
- Modelling knife (safe, retractable type) and modelling saw.
- Paint (Browns, Greys, Yellows, Black & White).
- Bits from the bits box; including bits cut from Warmaster strips and plastic warmaster bases.

Note that this model does not need a base and is placed directly on the river section where needed.

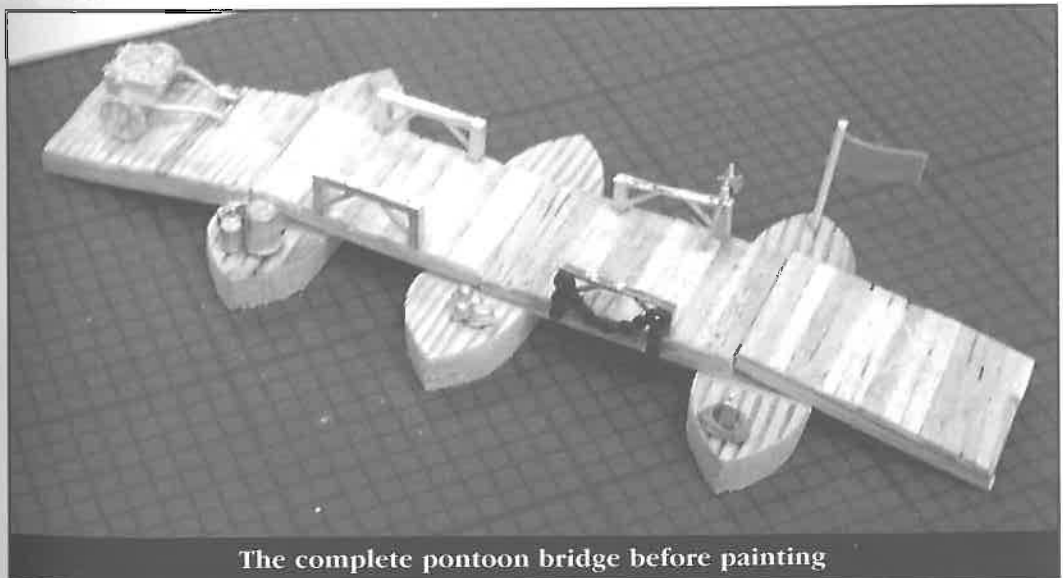


Balsa pontoon

Making the pontoons

The pontoons are basically flat bottomed boats. More than likely they would be requisitioned river barges. These would be stubby vessels, more or less flat and lying low in the water. The bow and stern would be the same or they might have a flat stern. The bow would be rather blunt. This is a fairly simple shape to carve out of a baton of balsa wood. It would be a good idea to draw the shape onto card and then cut it out as a template. If the bridge is 20-30mm wide, then the length of the pontoons should be about 40-60mm and their width should be about 20mm. They should be about 10mm in depth.

Draw round the template onto a block or sheet of balsa wood of the right depth for the pontoons. Then cut them out using a modelling saw. Smooth down the pontoons



The complete pontoon bridge before painting

with files and sand-paper until the shape and finish is correct. At this point you could attempt to detail timber planking on the pontoons by scoring the balsa with a modelling knife or saw if you wish.

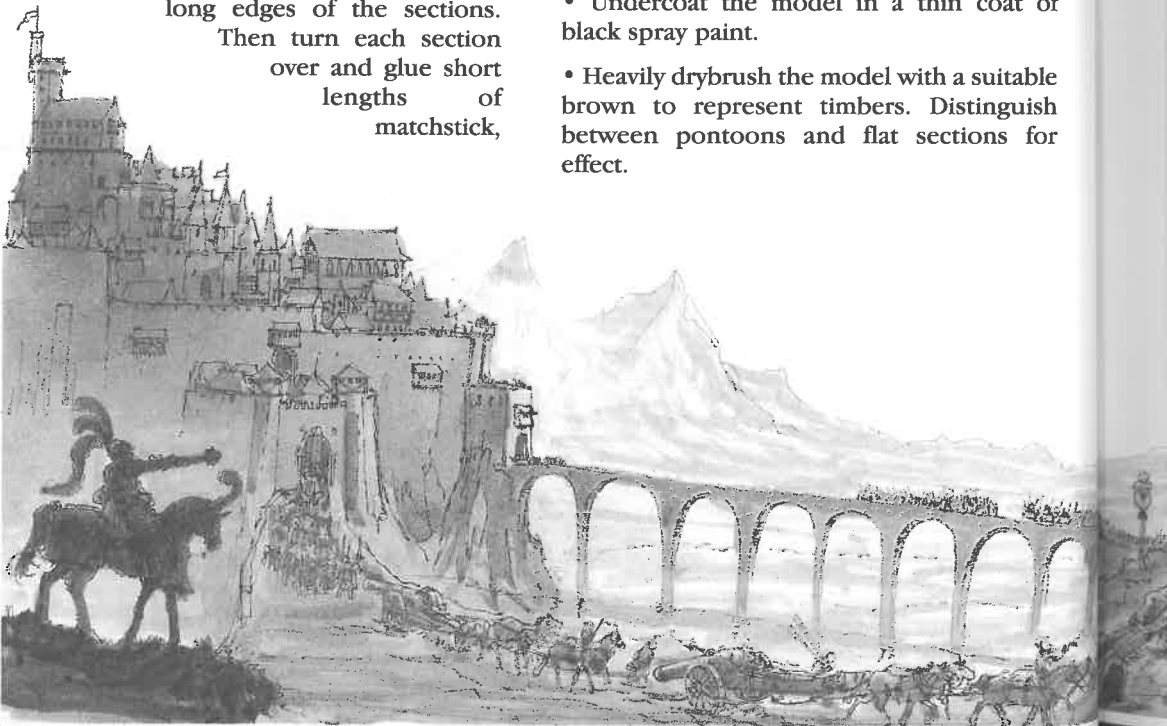


Balsa bridge section

Making the bridge sections

Each bridge section needs to rest on a pontoon and cover half of the top of the pontoon. This is where it butts up to the next section. Assuming the pontoons to be spaced roughly 30mm apart, the connecting bridge sections will therefore need to be 50mm long and 20-30mm wide. Cut out a rectangle of these dimensions from card and use it as a template for the others. When all the sections have been cut out of card, they can be converted into bridge sections by gluing two matchsticks or cocktail sticks, or strips of balsa lengthways on the long edges of the sections.

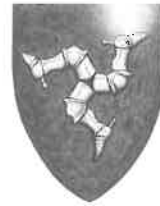
Then turn each section over and glue short lengths of matchstick, or cocktail sticks, or strips of balsa lengthways on the long edges of the sections.



cocktail stick or balsa strip across the breadth of the sections. This will look like a lot of short timbers resting on long timbers.

Details

Details are useful to indicate the scale of a piece of Warmaster scenery. However, unlike a hill, or wood or river section, the pontoon bridge should look right for the scale without much extra detail, providing that the timbers do not appear to be too large. Further details that could be added include very thin thread to represent ropes tying the sections together, thin timberwork parapets on the flat sections, made from plastic strips, and a wagon or cart actually crossing the bridge. A suitable wagon can be scratch built using plastic card and artillery wheels from the Warmaster range.



Painting the Model

At this stage I handed over the model to the experts.

My suggested painting scheme for the model is as follows:

- Undercoat the model in a thin coat of black spray paint.
- Heavily drybrush the model with a suitable brown to represent timbers. Distinguish between pontoons and flat sections for effect.



A pontoon bridge spanning a fast flowing river

- Paint or drybrush the bridge in suitable colours (use several light shades of brown).

- Dry-brush the bridge with lighter shades of brown, light greyish-brown, brownish-yellow, or whitish-brown.

- Paint any extra details which have been added.

And there you have it, a groovy bridge to add as interesting scenery or even to base a scenario around...



Tune in next issue and check out Nigel's truly mammoth Orc idols modelling article – sneaky peek above!



Rules Clarifications

Q & A

This is the second part of our section of official rules clarification Q&A – You can find the full list of official clarifications at Rick's site: www.warmaster.co.uk or via the Warmaster e-group site (www.e-groups.com/group/gw-warmaster).



Q. The rulebook says the Helblaster can make up to 6 attacks, but the battle report in White Dwarf 246 implies otherwise. Can you clarify?

A. *The rulebook is correct – the Helblaster gets 6 attacks up to 10cm, 3 attacks up to 20 cm and 1 attack up to 30cm (p68).*

Q. If I have two or more missile armed units shooting at the same target from different directions, for example one from the front and another from the back, how are drive backs worked out?

A. *Total the casualties and dice for distance, then work out the drive back from the closest enemy stand that shot. See p27 'Driving Back Enemies'. Where two or more stands are equally close the player whose unit is being driven back can choose which to take as the 'closest'.*

Q. Given that during shooting and combat individual stands in the same unit can be both 'in the open' and 'defended' (and in some cases 'fortified') how is a unit's status determined for drive backs from shooting. Do all of a unit's stands have to be 'defended' for the unit to count as 'defended' or merely some of them?

A. *This can't be answered directly from the rulebook so we will have to make a provisional answer in lieu of a proper*

amendment. This replaces the two relevant paragraphs on p27.

Units with one or more stands in defended positions roll one less dice when working out drive backs. One hit therefore cannot cause a drive back, two hits roll 1 dice, three roll 2, and so on.

Units with one or more stands in fortified positions roll two less dice when working out drive backs. One or two hits therefore cannot cause a drive back, three hits roll 1 dice, four roll 2, and so on.

Q. When a unit is pushed into an enemy, either by being driven back by shooting or forced to retreat in combat, how close must the unit get to the enemy before it is confused (if driven back into enemy) or destroyed (if retreating into enemy). The question arises because units that are driven back into enemies halt 1cm distant (p49 case 4) – so how about units that approach to within less than 1cm but don't touch?

A. *In both cases units/stands are penalised if they are obliged to move in such a way that they would otherwise contact enemy stands – that is to say if they either touch or move through enemy stands. The same applies to stands that move into enemies as they fall back after combat, although in reality this is extremely rare because fall backs are not made in a fixed direction. The reason for applying the '1cm' rule when*

units are driven back is to establish a formal position for units which would otherwise be moving on top of other units or touching them. If a unit moves back towards an enemy without touching it doesn't matter how close it gets so long as it doesn't actually touch.

Q. Flyers can only be given an order if there is a character within 20cm. Does this have to be the character giving the order, or is it sufficient merely to have a character within 20cm of the flyers regardless of who is giving the order?

A. A flying unit can only be given orders by a character within 20cm. As with all units a flying unit can only receive orders from a single character during the command phase. So, yes, the character giving the order has to be within 20cm.

Q. When two opposing units face each other on a hill with no advantage of height then does either unit count as 'defended'?

A. Defended status applies to individual stands rather than whole units. A stand counts as 'defended' if it is positioned on the crest or upper slope of a hill or rise so that it occupies higher ground than the enemy. See p45 of the rulebook. In the case of a stand on a hill, that simply means it counts as defended if it is higher than the enemy it touches. If neither side is higher none counts as defended. It's hard to rigidly define what 'higher' means unless you also

rigidly define the design of scenery to be used. Which is why the main rulebook doesn't attempt a definition. However, there are notes on how to interpret this rule with different designs of scenery in Appendix 2 on p147 of the rulebook.



Q. Assuming that flyers would descend from a significant height when engaging enemy units, do units on upper slopes of hills/crests of hills count as 'defended' when attacked by flyers? Under the Flyers section it specifically states that units in fortified positions still gain protection against flying units, due to defensive works, but there is no mention of defended positions.

A. The rule specifying that flyers can attack fortified troops is there to remind us that flyers are an exception to the normal combat rules for castle walls, towers and such like (page 60). Only infantry, flyers (and in a limited way Giants) can attack enemy protected by these kinds of fortifications and infantry are assumed to carry ladders or come with siege towers (see page 45). Flyers, of course, have no such problems reaching their foes, but fortified enemy still count as fortified, and defended troops still count as defended.



Q. Would you allow the Bone Giant the same liberties as the O&G Giant when fighting a siege?

A. *I hadn't intended to – no. The reason being that it is a significantly smaller model (about half as big).*



Q. If the High Elf spell Heaven's Fire is cast on a unit which has had a hero on a dragon mount join it, can the hero on the dragon mount fire again along with the rest of the unit?

A. *The straightforward answer is no – the spell applies specifically to the infantry or cavalry unit and not to accompanying characters. The question is slightly complicated because we have already introduced a 'trial rule' which defines the way character's add their shooting bonus to units – so we may need to make sure this situation is clearly explained in the wording of the final version of the trial rule.*

Q. Shooters are allowed to pivot 180 degrees to shoot – does this apply to the shooter's own Shooting Phase, to shots at chargers in the enemy's Command Phase, or whenever the unit shoots for whatever reason?

A. *A unit can turn about to face so that it can shoot during its own Shooting phase (p26). The reason we allow this is that a unit might be facing the wrong way at the start of the Command phase, be unable to use initiative (for whatever reasons... range/undead/confused), and have enemy positioned to their rear.*

In fact this is one of the few core game rules that we feel doesn't quite work – partly

because it seems equally reasonable that a unit which has enemy to its rear 'shouldn't' be able to redeploy to meet the threat in this automatic fashion. This is something that we're giving some thought to at the moment.

Q. Can monsters (move 20cm) pursue cavalry (30cm move)?

A. *Yes – pursuit moves are not based on the tactical move distances.*

Q. When an army withdraws do you finish the turn, like it says in the summary of End of the Battle chapter (p62), or do you end the game immediately once an army withdraws as it says in the text (p63)?

A. *Ouch – you got me there! The trouble with providing summaries and cross-reference is it's very hard not to make mistakes. The game ends immediately when one side withdraws. You don't play until the end of the turn. The game is over, the players shake hands, the loser congratulating the victor who then generously offers to buy the next round of drinks. I'm sure that's a rule...well it is now (joke!).*



You can find out more rules clarifications from the aforementioned website (see introduction to this article). We couldn't quite fit all of the latest questions into this issue of WarMag (some of the answers were very 'diagramtastic and we unfortunately ran out of room) but we will endeavour to include them in WarMag III.

The Q&A team is Rick Priestley, Alessio Cavatore and Stefan Hess



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

1. What do we need?

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

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

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

- Do send scenarios for one of our game systems.

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

3. Sending your work to us

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

Fanatic Games,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS.
U.K

4. Get rich and famous!

OK, that's a lie, but we will send you a \$5.00 gift voucher for each published page if we use an unsolicited article or other material that you have sent in. More importantly we may consider commissioning you to write a 'briefed' article on a specific subject, enabling you to become one of our select band of regular out-of-house writers and contributors. So what are you waiting for? Get writing!

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TRIAL RULES

THE KISLEVITE ARMY

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

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 World 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 and 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

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.

KISLEV ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
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	1/1	-
Hero	Hero	+1	-	-	8	1	80	/2	-
Shaman	Wizard	+0	-	-	7	1	45	-/1	-
Bear Mount	Monstrous	+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 1 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 either forming a single line or curving 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

Special Rules (cont)

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 either to the front or rear of 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.



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

This spell can only be cast on an enemy unit that is engaged in combat. 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 within 30cm and engaged in combat. The unit suffers a -1 Attack modifier on each stand for the duration of the Combat Phase including any rounds of pursuit combat or new combats resulting from an advance. Only one Chill can be successfully cast upon a unit 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.

This spell can be cast on any unit within range.

The wizard does not need to be able to see the target. If successfully cast the spell affects one troop stand. Roll a D6. If the score is equal to or exceeds the number of hits that that troop type has then it 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.



DESIGNERS 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 10 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

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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 lassooing 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 scarred 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 unit, two infantry units, two 'interesting' units, the characters and the Tzarina – 8 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 4 units per 1000 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 -1/4 min/max.

The Horse archers really define the character of the army so we opted for 2 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 1st 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.

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 point cost is something of a compromise. With an allowance of only 1 per 1000 the War Wagon won't come into its own except in large games – but at 130 points its still usable in a 1000 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 1000 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 its 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.

The Kislevite infantry are comparable to the 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.

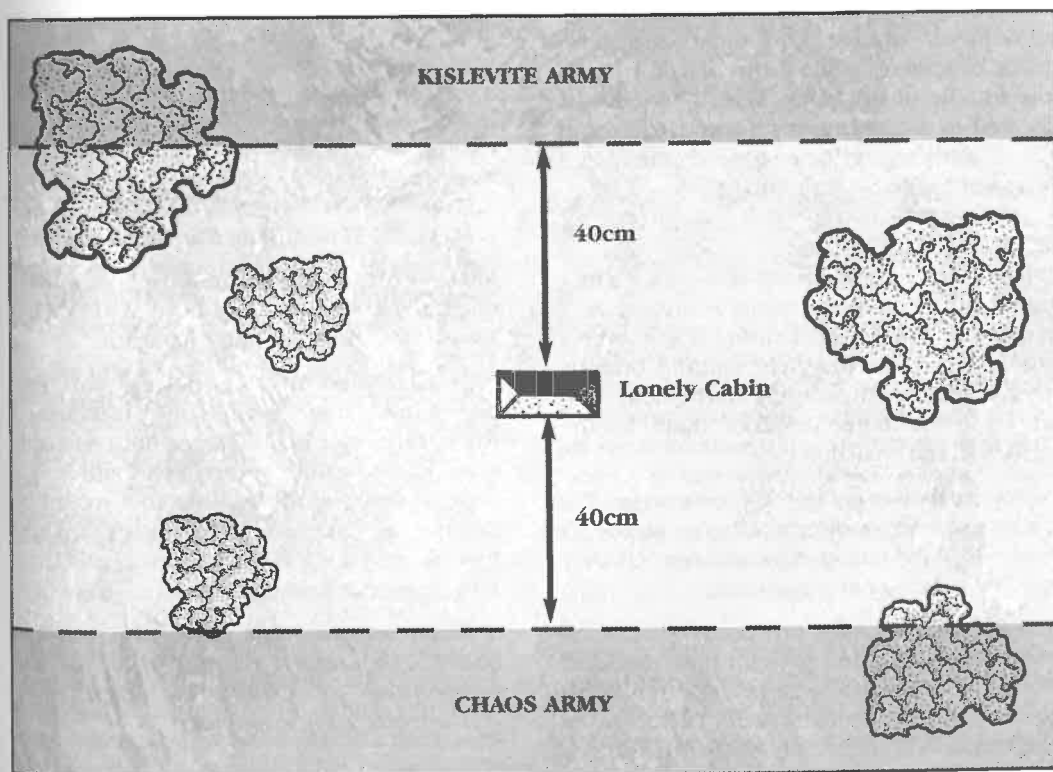
BATTLE FOR THE LONELY CABIN

A Battle Scenario By Christopher Bobridge

This battle was fought between Chaos and Kislevite troops, but may be fought between any two armies. The important features of this scenario are the blizzard rules and the cabin in the middle of the table.

The Tzarina Katerina bears a special loathing towards those who have served the Lord of Change. She must be included as the General in the Kislevite army. The fierce winds mean that Chaos Harpies are of limited efficiency, as it plays havoc with their wings. Harpies may not be included in the Chaos army.

Each player rolls a D6, with the winner of the dice roll choosing whether they want to choose their deployment zone or take the first turn.



While the armies are battling, a fierce blizzard begins. To represent this, when firing with missile troops, a target in the open counts as defended, while a defended target counts as fortified.

Each army is intent on getting to the cabin first and capturing the wizard inside. The winner of the battle is the army with the closest unit to the cabin at the end of the battle. This is measured from the closest point on the units base to the closest point on the cabin's base.

I sit here, parchment visible under the light of a single candle, and write. The forces of Chaos are soon upon my cabin, and not long after the Kislevites will arrive. Maelroth never forgave my desertion, and the Tzarina takes an immense disliking to the former minions of Tzcentch.

I write this for the Hidden, that he may find this message. He is the hope of this world...

Our only hope

SCENERY

The battlefield is covered with snow, with a few dead trees scattered here and there. The trees cover about 25% of the battlefield, distributed evenly. The most important piece of scenery is the cabin placed right in the middle of the battle field. This cabin is located in a clearing. It's a standard sort of cabin, with log walls, a stone chimney and wooden roof (check the map).

DESIGNER'S NOTES

When I was designing this scenario, I had a particular image that I wanted to recreate. I could see two armies battling it out over a snowy waste, with a light shining brightly from a cabin in the middle of the field. And thus, the Warmaster scenario, 'Battle for the Lonely Cabin' was born.

As the battle was set in the snowy waste, the Kislevites were a natural choice, as this is basically their native environment. All they needed now was an opponent.

The forces of Chaos are cool, with many varied mutations and such for their minions. With that, the sides were set, and it was on to designing the scenario itself. The object of the scenario is very straightforward, and not

too complicated. It is the special rules that add the flavour to the scenario, and I included three of these.

First up was a special rule to represent the effect of the blizzard. It's no fun fighting across different terrain with no way of representing it, and to represent the effect of this we have units counting as better defended then they usually would be.

Tying in with the story, we have two more special rules. These affect the army selection rather than the actual games, and are basically 'use and forget'.

The forces of Chaos are unable to use harpies, as it is nigh on impossible flying in a blizzard. Note that Chaos dragons can still be included in the army, as their great size means that the wind is merely a hindrance.

To represent the Tzarina's grudge against Chaos, she must always be included in the Kislevite army. This may seem a minor army restriction, and it is, but it produces a force that represents the story much more accurately.

I would like to hear your impressions, so please, feel free to email me at

stryker@tpgi.com.au

Enjoy this scenario and have fun!



SCENARIO PLAYTEST

By Andy Hall & Tom Webster-Deakin

After my crushing defeat against Tom in BFG magazine 1 (still available from Mail Order!) I was wary about playing him again.

'But this time it's Warmaster, you like Warmaster.' Steve assured me. It is true I think Warmaster is a top game but I had only played a few games and so I was still only a novice. Never-mind this time Tom would be fielding the unknown force of Kislevites and I would be taking my freshly painted Chaos army onto the field of Battle.

'I shall mutilate his flesh and eat his heart. The wizard cannot hide, for the vengeance of Chaos is upon him'
- Maelroth, Chaos warlord

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The purpose of these articles is not play a straight forward Battle Report (that's White Dwarf's job) but to give you a feel of how the new rules play with views and honest opinions from those other than the designer.



We played this scenario using a small force of a 1000pts a side due to the fact that was all Tom could muster at the time and we did not want to complicate things.

From reading the Kislevite list my main concern was the Knights (the marvellous Winged Lancers) and bear regiments. My plan was to hold a steady line with large amounts of infantry supported by bowmen. Larger creatures like the Chaos Spawn would be placed at points in the line where I thought Tom would attack with his Bears or Knight. I would have a flanking force consisting of a Chaos Sorcerer to command it with Mounted Marauders and Chariots as the hard hitting punch. Hopefully these would speed around his flank then hit his battle-line in the side, just before my main force charged.

'May the Ice Queen shatter your bones and chill your heart.' - Ancient Kislevite curse

We both set up in our nominated deployment zones, I had my flanking force in a small village on my right. Tom set up very sporadically, the majority of his archers and the War Wagon to his right, the bears and Knight units around the centre of the table, ready to pounce on the Lonely Cabin no doubt. A flanking force to counter my own was placed on Tom's left opposite mine and it consisted of Horse Archers.

For the first couple of turns my advance was hampered by failed command checks, Tom did not seem to be fairing any better although he had managed to move his archers and the War Wagon to a commanding view of the battlefield covering my advance upon the Lonely Cabin.

I did have better luck with my flanking force which, mainly due to the Carrion's speed, managed to intercept Tom's Horse Archers. After a protracted fight with my chariots I managed to destroy them. Which freed up what was left (1 chariot and 2 carrion) to

continue down the far right of the Battlefield.

On my left the Kislevites were out-shooting me at every opportunity, despite the blizzard, with the combined fire of the War Wagon and the archers. Things were going smoother in the centre of the field, although my line was advancing rather slowly I had managed to keep it in a line, unlike Tom's centre which seemed to be all over the place.

It was then that Tom charged me with his Bears. I cringed as they hit a large battalion of Marauders. I outnumbered him but I had no idea how hard in close combat the bears were. It seems my fears were unjustified as the Bears only managed to score a few hits. Which was soaked up by my superior numbers. To add insult to injury I successfully *Boon of Chaos* which gave my Marauders so many attacks that the Bears were wiped out in the next phase.

Tom kept shooting at me from his War Wagon and accompanying units which was beginning to weaken my left flank but he then charged my centre once more this time with the Knights. Again, the Kislevites as fanatical as they were, only managed a few hits this time I turned my whole line on this battalion because his general was but centimetres away the fighting was vicious and quick as I sent the remains of the Kislev elite scampering away I charged with my remaining units catching his General and abruptly ending the game.

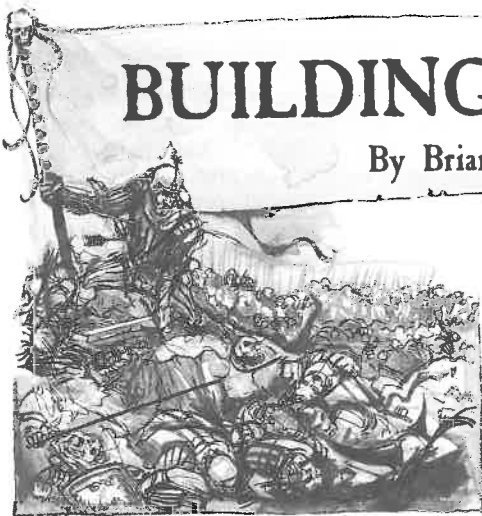


Conclusion and Rules Comments

I think this goes to show you just how important it is to have a steady battle line in Warmaster. Tom didn't and although each of his spear-heading units were more powerful than mine individually he failed to give each the support it needs and so they were destroyed by greater numbers. This is where the War Wagons will be useful, as anchor points in an advancing line. Tom used his as a supporting device at the back of the field where it did a fair job. If he had taken two and placed them in the line then they would have strengthened it and been able to give effective support to his more mobile units.

BUILDING TERRAIN

By Brian Thomas



CANT SEE THE WOOD FOR THE TREES?

So you flew out and bought the new Warmaster figures, rushed home and painted frantically for a week, and on the seventh day it was done and it was good. You hot foot it down to your friends house to start a campaign of blood and carnage only to realise once you get there that the new figures you have painstakingly transformed require a slightly different set of terrain than you usually employ.

After you fight your first battle you both decide that new scenery needs to be produced. Don't worry because if you've played Warhammer before then you've already got a head start.

You must have a gaming board, be it a green cloth or even a custom made games table. A medium tree in 30mm is a large tree in 10mm, a small tree is a good sized small tree, a hill will always be a hill and so on. But what about all the other stuff such as buildings, roads, fields, walls, castles, defensive earthworks and other such paraphernalia?

I've been gaming 15mm World War Two for the last few years so my terrain making skills at this scale are fairly well developed. I have recently turned to the dark side of Chaos in Warmaster. I've been told that my terrain skills are quite good, so I thought I might be able to help with some inexpensive, effective stuff to fill out your games table.

Just in case you haven't already got a gaming surface to start with I'll begin there. All you need is 1" thick polystyrene sheet which is readily available from most wood yards, builders yards and the occasional DIY store. It comes in 8'x 4' sheets and costs around £8.00. You also need a 8'x 4'



The author – silly-billy!

piece of MDF to act as your base board. As an optional extra I would advise a trim of 1" and 1/2" to go round the edge of your base board to help keep the polystyrene sections (described later) in place.

STORAGE

You might find that an 8'x 4' gaming surface is a bit too large to store when you're not playing, if so get the wood yard to cut it for you into 4' square sections as it's much easier and neater than doing it yourself. If you go with this idea you will have to fit at least three strong hinges or even better, a piano hinge along the joint to give it strength when you open it up for a game.

POLYSTYRENE

There are a few different trains of thought when it comes to what size of polystyrene squares to use when making your gaming surface or whether to use squares at all and opt for hexagonal sections. You have to weigh up the pros and cons and decide for yourself. Hexes give you more flexibility as you can turn your terrain features through six different angles to give different variations where as you will only get up to four variations with square sections. But (and it's a big but, sorry no digs at Fat Bloke) squares are much easier to cut than hexes as the hexes have to be cut perfectly to work properly as in smaller scales the edges look like crevasses and they try to engulf all who dare to cross them.

The best way to cut polystyrene is with a hot wire, failing that try using a warmed bread knife. (Young or old get permission first.) I have opted for 2' squares myself and have also created some 1' and 6"x1' rectangles to give a little extra flexibility. The 6" I use for pre-formed rivers which cross the table completely. The 1' sections are great for making individual landmarks such as woods, single large buildings and mines, etc.

PUTTING IT ALL TOGETHER

So these are the bits you should have laid out in front of you.

1. One 8'x4' sheet of or two pieces of 4' square MDF (Medium density fibre board).
2. Twenty four feet of one and a half inch trim wood.
3. Eight 2' square sections of polystyrene.
4. Around 12 small screws for fixing on a trim.
5. Some form of hinging if you went for the two piece board.

Take a look at the diagram opposite to see how to put them all together. Easy!

TO FLOCK OR NOT TO FLOCK?

If you didn't already know, flock is what turns white polystyrene into a what looks like a grassy surface. It can be used to good effect to simulate fallen leaves in a wood or in the scale we're working in as wild heath

land or even corn fields. Model railway enthusiasts have been using it since the dawn of time and a quick trip down to the library will show you what can be achieved with very little effort.

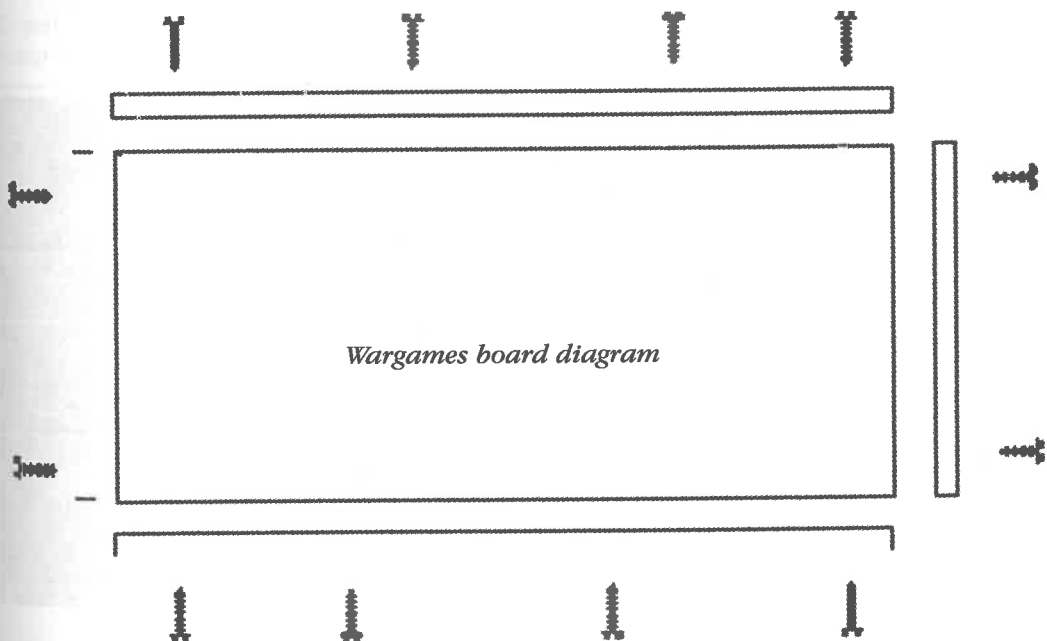
Many people use watered PVA glue as an adhesive, but after years of dabbling I have discovered that a sprayable hair styling gel gives a much more satisfactory finish and a cheap hair spray sprayed over the top will make sure it doesn't come detached for years.

The other method is to use ready flocked paper (also easy to find in most model shops) this has to be glued with thinned PVA onto the polystyrene surface and then a heavy weight has to be placed on top to stop everything from buckling as the glue dries out.

I've found it best if I cover the 2' square panels with the paper flock and any landmarks with scatter flocking to represent different types of vegetation.

SAND

Any time you dig a hole in your games board, or if your trying to represent an eroded strip of land (say at the edge of a river, the side of a mountain, etc.) you can't beat sand! PVA it on, paint it a dark earth colour then dry brush a light sandy colour over it for best effect. If you use Chinchilla sand it will look more natural than coarse sand.



A final note about flocking. Always do it at least twice otherwise it will look bald, and always paint your surface an earthy, green colour first just to be on the safe side.

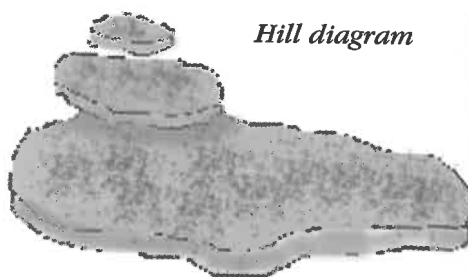
HILLS

You now have a flat surface for your miniatures to battle across which will do fine for the first couple of games, but soon after (once you realise that only the front rank of your archers can fire. We've stuck to that rule in our house.) you (like some ancient god) will want to build some relief for the landscape (they are also good for hiding your rear movements). Get your sand and flock out, here we go again.

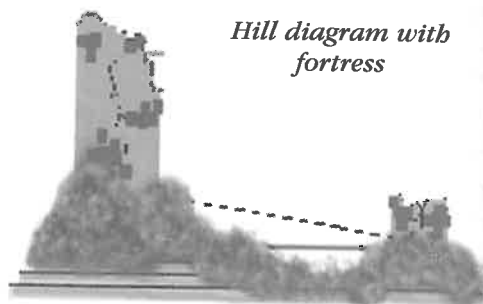
In this small scale I prefer to use polystyrene ceiling tiles, they are quite thin and by using a few stepped layers, one on top of another, work very convincingly once flocked. I have also added a rule which deducts a small percentage of the movement phase from any unit climbing each layer of the hill which feels quite realistic especially when attacking enemy units stationed on the top.

Hills made this way look 'cool' with a few trees dotted around them or maybe a ruined watch tower? Hills made by placing layers one on top of the other look pretty realistic, unless you need a rolling terrain. They also make it easy to see who is on what level during the shooting phase if you are on one hill firing at an enemy unit on another.

It's a great way to depict hill fortifications and you always have a flat surface to create your buildings on.



Hill diagram



Hill diagram with fortress

If you want your hills to look less angular try cutting the edges on a slope to create a gentle gradient, or if you wish to suggest a sheer cliff, just slice off the sections you want once the layering has been done and the glue has set. For a really amazing cliff face try gluing on a piece of tree bark, then dry brush it to bring out the detail, stick a bit of flock on any sticky out ledges and maybe the odd skeleton to make it look as if some one has plummeted from the ruined tower during a siege. Roads can be produced by cutting a gentle sloped section through your hill once the glue has set.



Hill with fortress – the finished piece...

TREES

On the subject of trees it depends how much time and money you have on your hands. Games Workshop carry some useful sizes instore, but you can make them yourself quite easily from garden wire and an old brush head (not the nylon type) and of cause the ubiquitous flock.

1. Take a length of garden wire that's twice the length of the height of the tree you want to produce plus half an inch.

2. Cut some bristle from the brush head and lay it along half the length of the garden wire. Leave 1/2" free. You might find this bit easier if you first apply some neat PVA along the wire (fig 1).

3. Take hold of the middle of the wire with a pair of pliers and fold it back on itself (fig 2).

4. With another pair of pliers, get hold of the bottom of the two ends of the wire and start to twist. The longer you twist the tighter the 'trunk' becomes and the better your tree looks when it's finished (fig 3).

5. Trim the bristles to your desired tree shape (fig 4).

6. Flock it with thinned PVA at least twice.

The beauty of making your own trees is that no two come out quite the same just as in real nature (do I sound like a hippy?) And you can make around fifty medium trees from one brush head! Total cost is about £4.00.

It still doesn't look much like a tree yet, but keep going !

At last, something the National Trust would be proud of. They take a long time to make to begin with but the more you do, the quicker you become and the better they turn out.

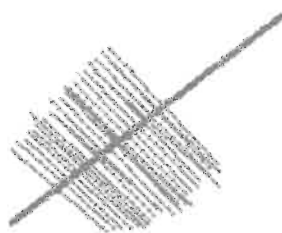


Fig 1

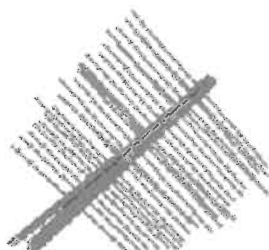


Fig 2

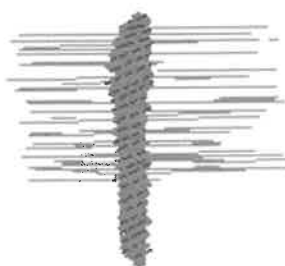
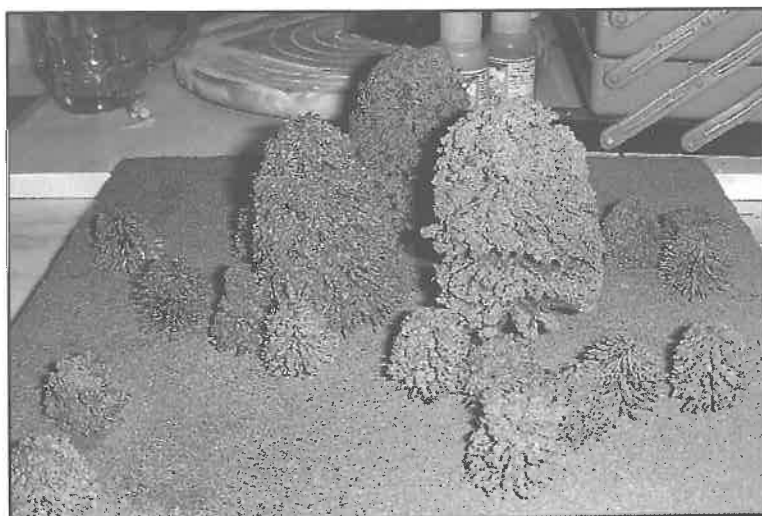


Fig 3



Fig 4



A mix of trees for Warmaster

WARMASTER CAMPAIGN

By David Simpson

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 has been running at the Brent Cross GW store since, ooh, about a month or two after Warmaster itself was released (don't ask me to remember specifics).

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.



The author caught in action at the Brent Cross store

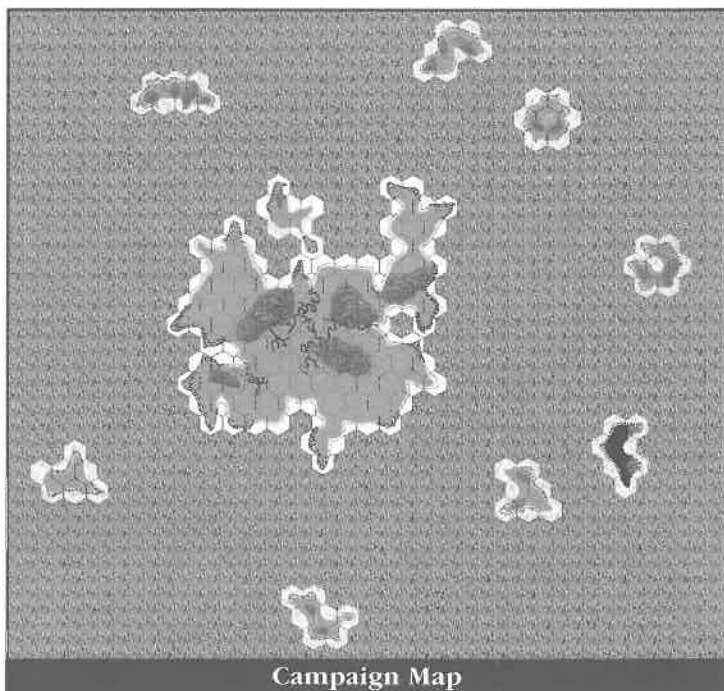
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Campaign Map

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.

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 and 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 islands, 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@redhotant.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 standard 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 effect 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 players 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.

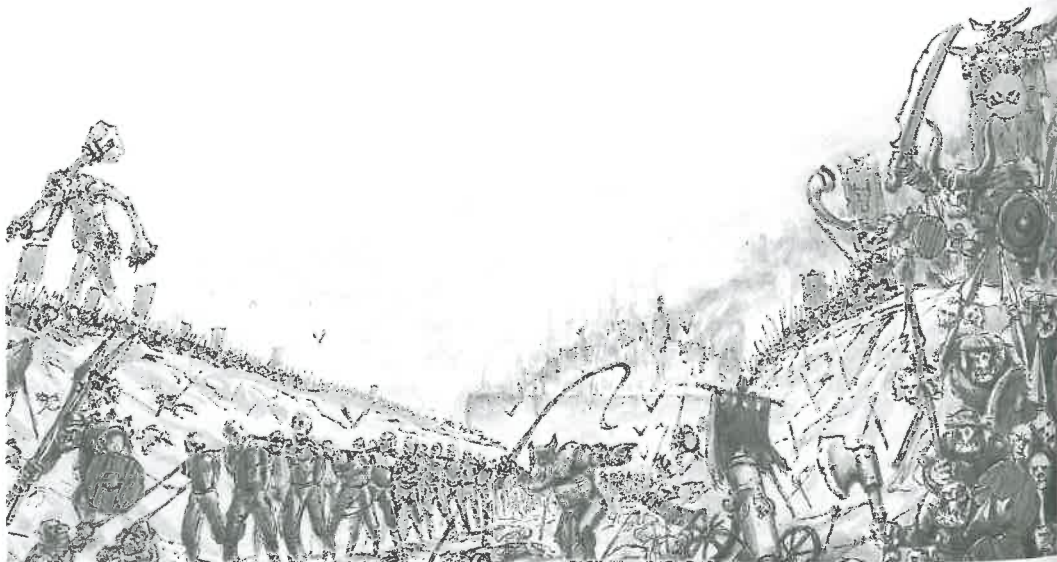
Exploration Table

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

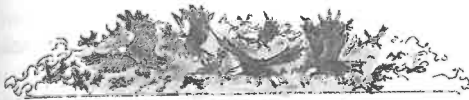
Each campaign is divided into years, seasons and then campaign turns. There can obviously be pretty much any number of years in a single campaign, indeed the passing of a set number of years may mark when a campaign ends. Apart from that, what year the campaign is in does not really matter that much.

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



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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 in. 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, i.e. 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.

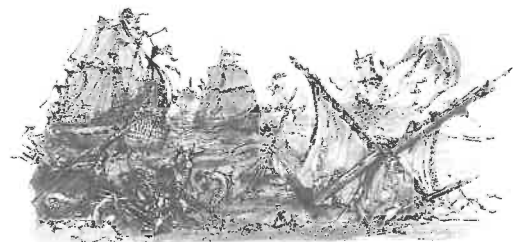
3. Armies and Fleets

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 2500 points, this is calculated in blocks of 500 points. This allows you to have armies of 500, 1000, 1500, 2000 and 2500 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 for 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 1000 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 five, 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 point 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 1500 point army into two 1000 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 2500 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 point 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 are 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 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.

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

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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, desserts, 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.

Before you can move your armies by sea you must first of all get them onto ships. Fleets only

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

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 enemies' 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 three 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 one 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

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 point

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.

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 below, 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 1000 point 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 zero or level one territory unless there is also an enemy army present as well.

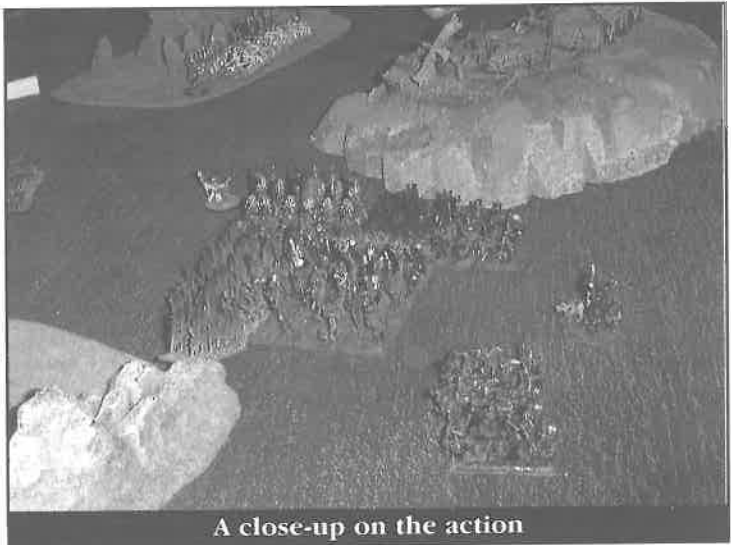
As you may have figured out, strictly speaking, a level zero territory does not have a garrison whilst a level one territory's garrison only ever comes into play if there is an army from the same empire in that territory. This is not because there are no troops there, just that at such a small size they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

Thus whenever in these campaign rules talks about a territory capable of sustaining a garrison, it refers to level two 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.



A close-up on the action

When two or more attacking armies enter a 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 1000 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 point 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 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, otherwise it would be a straight roll. whilst if the same two armies attacked and one had to move once to get 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 1000 point 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 attackers 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 one.

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 it 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 point reserve to negate 100 points of a 300 point 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, attacker 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 1500 points, whilst a level ten territory has a capacity of 3000 points. That equates to 300 points per territory level (for if you have a level six or seven 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 1500 point army in it that is attacked by enemy forces. This gives you a total of 2000 points of defending troops including the garrison forces. 1500 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 point 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 enemies 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 1000 points in size. These two types of army are scouting armies and garrison forces. Because these two types of army fall below the 1000 point level the normal army lists don't really work for them since the army list restrictions are for every full 1000 points. Since there are no full 1000 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 1000 point 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 its 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 its a 1000 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 1000 points just use the 1000 point 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

Well, that's about all I can squeeze into this issue but never fear for I shall return in the next issue and outline further our campaign that has been running in the Brent Cross store. I shall introduce each of the players, their empires and their armies, cover some of the more important battles and wax lyrical about making terrain and other stuff for your campaign. Til then, cheerio...



The Warmaster campaign group – what a picture!

MULTI-PLAYER GAMES

By Andy Meechan



Rick's right you know, multi-player games are a great way to play Warmaster. In fact it's dangerously close to being the best way to play Warmaster (which would be a multi-player game on a large table with great terrain and loads of well-painted armies). Furthermore, I am so enamoured by the idea that I've started thinking up various ways to execute multi-player games. So if you're at a loss some weekend and have a few mates round, or if your Club is looking for a reason to stick a couple of 6x4's together, then read on.

There are certain factors that remain unchanged throughout multi-player games (having more than two players for a start!). Employing an umpire is recommended as they can keep the action flowing by resolving disputes and round up any wandering players when it's their turn. Other factors are less stable, such as how Command of each side is resolved, the arrival of reserves in particularly large games, and who is charged with supplying the biscuits (usually me, but I try to encourage the others to stock my cupboards).



COMMAND

Although some Races in the Warhammer universe lend themselves to infighting and general insubordination in the lower ranks, you'll find that there is usually a strong leader at the top of the pile (he's the one wielding the biggest stick). In some cases the leader is not always best respected by his

sub-commanders, be this through inter-tribal disagreements, personal ambition, or incompetence (perceived or proven) of either party. These factors can be toyed with to add a bit of spin to any game.

There can be only one

Given enough players, each side can choose a player to act as Overall Commander, who spends the game issuing orders from his camp and expecting them to be interpreted as closely as possible. The other players aren't allowed to talk to each other unless their respective Generals are within 30cm of each other on the battlefield. The Overall Commander should also be represented by a (suitably impressive) token on the tabletop, allowing direct exchange with individual Generals within range. At all other times, orders are given in written note form only and should be kept simple.

The Overall Commander issues all of his orders before his sub-commanders. The Umpire should collate all of the notes to be passed around the field of battle and assess them for brevity. Edits should be made where necessary and a Command roll for each note made in private to see if it is delivered whole, in part, or not at all. Use the highest Command value for the race nominated as Overall Commander on the allied side. (The Overall Commander should be of a Race represented by at least one of the allied armies.)

A variation would be verbal commands issued to sub-commanders; again via the Umpire. In this case, the Army Commander issues the order to the Umpire, who carries it to the intended player, or not as the case may be. Use of command rolls can again be applied to misplace or even misdirect orders! (My favourite blunder is giving one

General another's orders as well as their own!) If a Command roll is unsuccessful then refer to the Overall Commander Blunder table for the effect:

OVERALL COMMANDER BLUNDER TABLE:

Roll Where are they going?

- 1-2** The sub-commander receives no direct orders from the Overall Commander this turn and may ad-lib as they wish, or continue to execute their orders from a previous turn.
- 3-4** The orders are delayed and will arrive next turn. Just inform the player that no orders were received as with the result above. If the sub-commander is issued more next turn, they may receive both sets!
- 5-6** The orders are misdirected to another of the allied players (who hopefully receive their own set of orders at the same time!).

Once all orders have been issued, the individual players may begin their own orders phase. As usual, a General failing a command roll will prevent him from issuing more orders but will not affect an allied army.

You don't want to do it that way

Another method of antagonising an allied force is to pitch together sides with differing views on life. High Elves and Dwarfs make for a great spectacle, as neither side would defer to a commander from the other, would treat any third party Commander (say an Empire Commander) with disdain and would ultimately do their own thing. (Competing Orc Warbosses, or Necromancers tussling to show off also make great playmates.)

This twist is advised for use in simple scenarios, as the Umpire is going to have to do a lot of work mixing up and misinterpreting messages. After all, if the Dwarfs start writing to the Elves in their own, heavy rune-script, the Elven commanders either try to translate, or go all out to provide a more elegant (i.e. Elven) solution (it doesn't matter what the solution is, it's bound to be more elegant than the Dwarfs idea anyway!).

Death by Committee

If you want to achieve nothing, but spend an awful lot of time achieving it, form a committee! This option for command is particularly suited for Empire armies composed from different areas of the Empire, or Chaos Warbands representing different powers.

In this command, there is no overall commander and players are free to decide what the forces should do... together. This should end in tears as the inevitable 'suits all' solution is usually the least imaginative (and safest) bet! The Umpire is best used here to keep discussion times suitably hectic, so that only quick thinking will save the day.

RESERVES

Normal battles take place on a 6'x4', or 8'x4' table which can comfortably pack in 3,000-4,000 points of allied armies. Throw in another ally to either side and you could be looking at 6,000 points per side; this means your dining room table is getting too cramped to swing a Goblin Fanatic (but it won't stop him from trying!). At 4' across, the average gaming table is going to allow only 20cm to deploy in. To avoid an unrealistic and unpleasant lining-up of the army, reserves should be used to form waves of attack, each bolstering the one in front (or preventing your opponent from routing it!).



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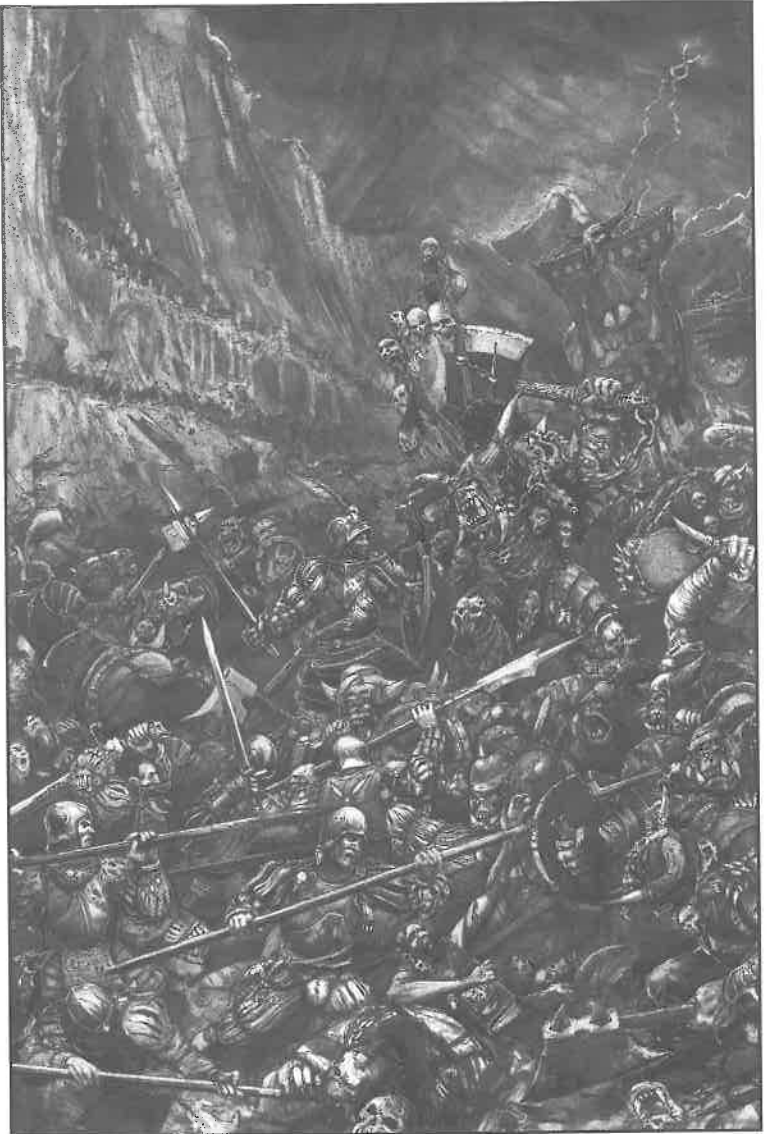


Unless the scenario specifies otherwise, it is usual that the opposing forces will deploy on one edge of the table. When deploying, a minimum of 25% of the army should be placed onto the table, with the remainder arriving from reserve on future turns. Each turn has up to 25% of the army allocated to arrive as reserve. Units are allocated in advance to a specific reserve pool and are placed into battalions of 2-4 units.

Example: a 5,000 point Empire army elects to deploy 3,000 points, with 7 battalions totalling 1,120 points arriving on turn 2 and a further 3 battalions totalling 440 points on each of turns 3 and 4.

As it is easier to judge where and when forces should enter the tabletop at the planning stage, reserves allocated to earlier turns are more likely to turn up in the right place at the right time. When reserves are due to arrive, roll a D6 and deduct the score from the current turn number; the result gives you the number of battalions that have gone astray. Roll a D6 for each battalion affected, on a 1-4 the battalion arrives at a random point along the deployment edge, on a 5+ the battalion is placed into the reserve pool for the following turn. Note that a minimum of one battalion from the reserve pool must appear on-table on the turn allocated (be it randomly placed or not). If all battalions have gone astray, then the overall commander may choose one battalion that will appear from the allocated reserve pool; this appears at a random point on the side's deployment edge.

Example: given the Empire army above, during turn three there are 3 battalions totalling 440 points scheduled to arrive. Rolling a D6, the player is unfortunate and



gets a 1, which means that two of their battalions have gone astray ([Turn] 3 - 1 = 2). Rolling a further D6 for each battalion, the player gets a 2 and a 6: one of the battalions appears at a random spot along their board edge and the other is placed with the reserves earmarked for arrival on Turn 4. The third battalion is placed anywhere on the player's edge.

As you may have guessed, reserve battalions allocated to turns 4 or above will almost always arrive in the wrong place or at the wrong time – such is the hazard of co-ordinating a battle!

So, there you are, get out there make some alliances (the shakier the better!) and go to war with your neighbours (well, not literally!)

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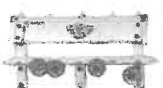


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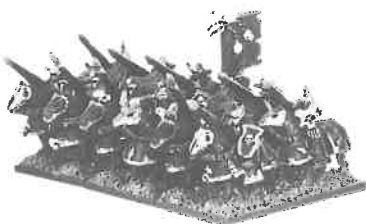
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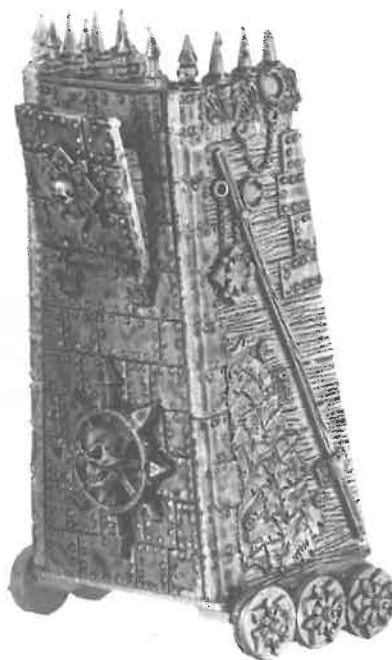


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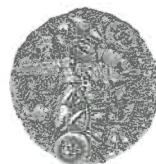
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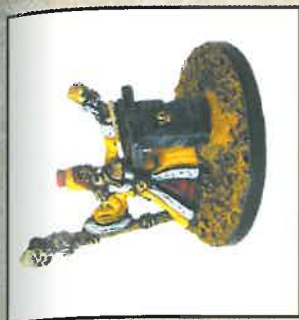
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on infantry



Wizard by Dave
Simpson



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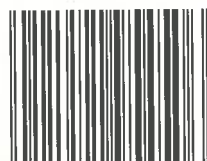
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