

Issue 15

WARMMASTER

MAGAZINE

Battles of Legend

The Battle of Finuval Plain

The Night Before the Battle

Chelmsford Bunker Campaign

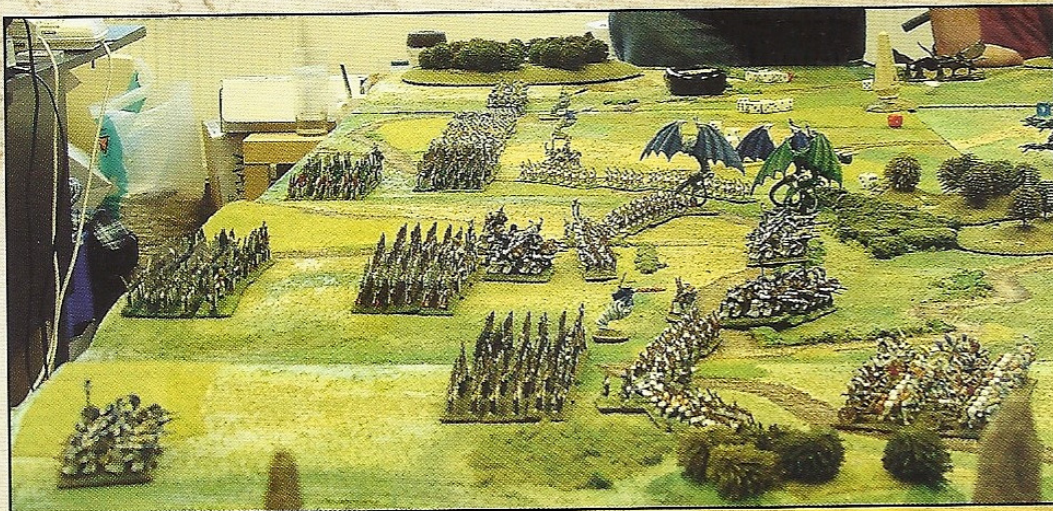
GAMES
WORKSHOP

Battles of Legend

Read all about this massive battle report on pages 4-19.



The combined Dark Elf and Chaos armies bear down upon the beleaguered High Elf host.



The host of Ulthuan march to war (above).

The Witch King and Prince Tyrion clash in combat amidst the maelstrom of battle (right).



INTRODUCTION

Welcome once again to WarMag and as you will deduce from our cover, the High Elves feature heavily in this issue. Not only do the fey ones get a marvellous new unit in the Dragon Princes but you can read about them defending their homeland against the joint might of the Dark Elves and Chaos in our battle report for Battles of Legend. We've been playing a fair bit of Warmaster lately in the bunker (which isn't a bad thing!), with myself and my regular opponent Andy Hall playtesting Nigel Stillman's Warhammer campaign, The Grudge of Drong, that has been adapted for Warmaster. Rumour has it that fellow Fanatic and Warmaster general Tom Merrigan is adapting the Warhammer campaign, Circle of Blood, too.

So, that's enough about us, what's in store for WarMag? Well, Lex and Tristan, who are currently working on the siege campaign system, are taking a break this issue to work on their third part for 'The Art of Siege', and Stephan Hess is having a temporary breather from 'Modelling Masterclass' but both these articles will continue in a future issue. This issue though, we have a battle report from Warmaster favourite Wayne Rozier, a report from Lex and an intriguing article on character abilities from Tristan Hoag.

Read on and enjoy!

Steve

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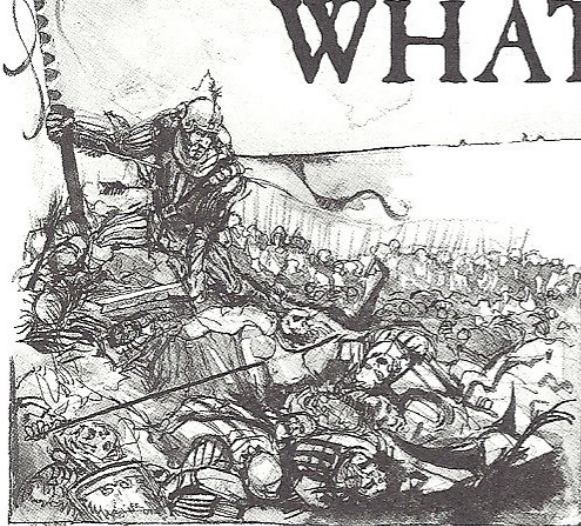
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WHAT'S NEW?



This issue we have reinforcements exclusive to the Elves. It's been a while since the High Elves had anything new and so what better than the noble Dragon Princes of Caledor! As for their Dark kin, we bring you the long awaited Hero on Manticore and a regiment of Corsairs.

First up we have the Dragon Princes of Caledor. These models make the perfect centrepiece for any High Elf army, being the true flower of Elven chivalry. They can be used as an alternate unit for Silver Helms. Players may decide to equip these haughty warriors with a magic banner to distinguish them from their other units. These models were designed by Fanatic figure designer Mark Bedford and come as two different strips and one command strip.



Dragon Princes

Next, we have the bitter foes of the High Elves – Dark Elf Corsairs, the original pirate raiders and vanguard of any Dark Elf army. These guys are decked out in their trademark Sea-Dragon cloaks and are armed with an array of hand weapons. As with the aforementioned Dragon Princes, the Corsairs are an alternate unit for Dark Elf Spearmen. Again, players can distinguish these models by equipping the unit with either a magic banner or other suitable

magic item. These models were designed by freelance sculptor Steve Buddle (back when he designed the original Dark Elf army but we surreptitiously held them back from you!) and come as two different strips and one command strip.



Corsairs

And finally, the model that has had all the Dark Elf players rabidly frothing! Yes, the mighty Manticore is here. No longer do nefarious Dark Elf Heroes have to slum it riding to battle on the back of lowly chariots – now they can challenge the Elf Dragon and the Empire Griffon with their very own monstrous beast. Mounted upon its own

scenic base, this model strikes a dynamic pose, rearing up, claws outstretched and roaring. This model was designed by Freelance sculptor Bob Naismith and comes as a complete kit.

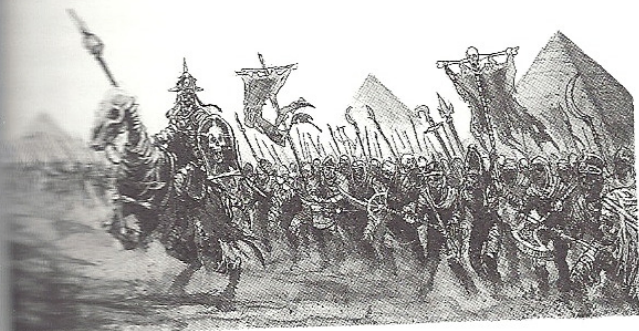


Dark Elf Hero mounted on Manticore

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

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BATTLES OF LEGEND

THE BATTLE OF FINUVAL PLAIN

A historical scenario and battle report
by Andy Hall, Keith Krelle & Steve Hambrook.

Welcome once again to the second instalment in our ongoing series of recreating famous Warhammer world battles into playable Warmaster scenarios. With the release of the Dark Elves it is now possible to recreate what is probably one of the finest battles described in any of the Warhammer Army books – the Battle of Finuval Plain. Once more I'll remind you that the rules for the special characters published are for use with this scenario but can be used in other games if you wish. Bear in mind that they are in no way official, so don't turn up to any tournaments with them!

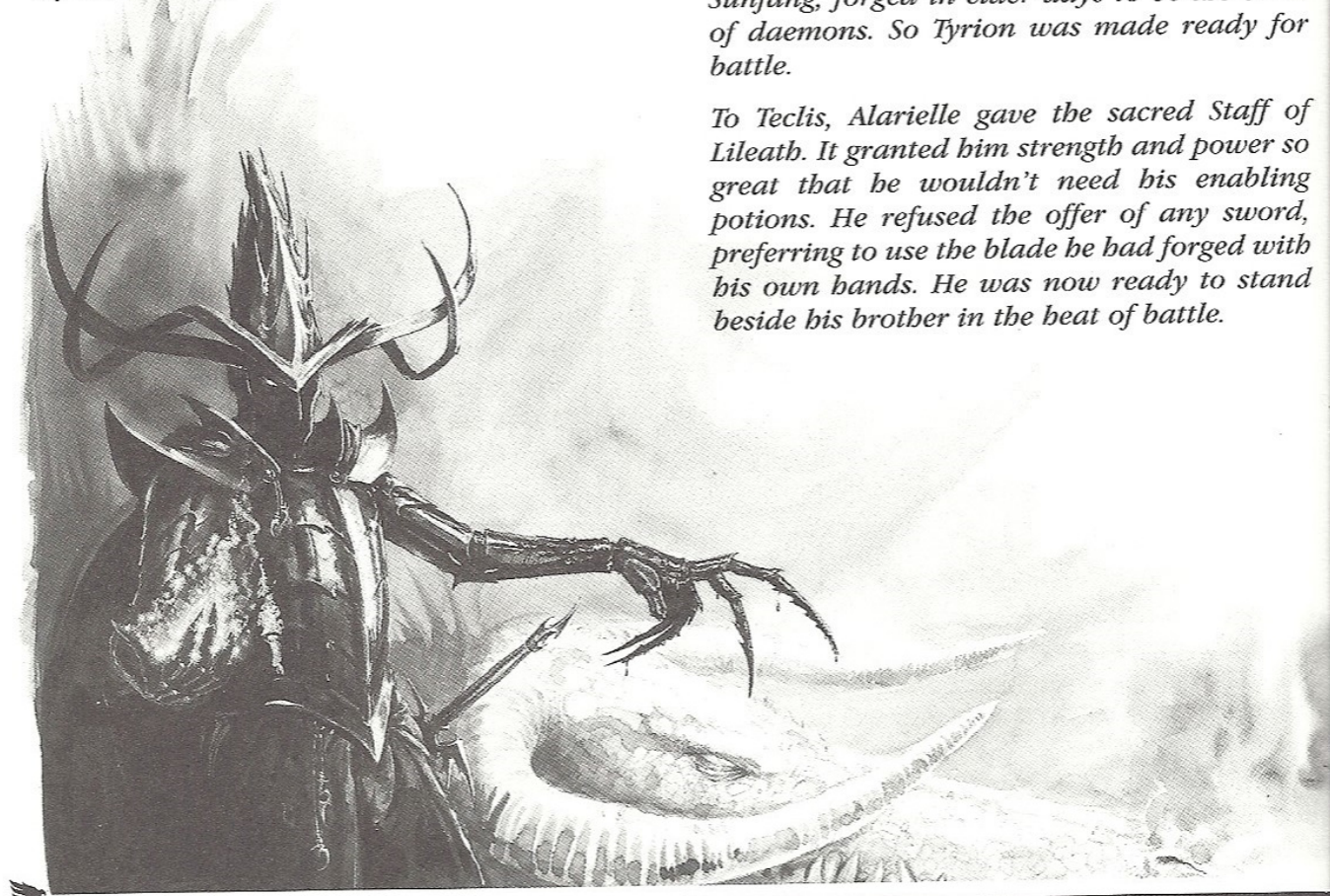
This clash happened a year before last issue's Battle at the Gates of Kislev. The Dark Elves had invaded the High Elf homeland of Ulthuan. For months the High Elves had to resort to guerrilla warfare in their own land and even the Everqueen was rumoured to have been killed. Teclis had left the White Tower in search of the lost Everqueen and her guardian, Teclis's brother, Tyrion. The High Mage found his brother and the Everqueen just in time as they were about to be destroyed by a foul Keeper of Secrets.

Teclis banished the Daemon and rescued the Queen and his brother, taking them to Finuval Plain where the remnants of the High Elf army prepared for the last battle to decide the fate of their homeland.

THE BATTLE OF FINUVAL PLAIN - 2301

That night, the two armies camped almost within bowshot of each other. The watchfires of one force could be seen by the pickets of the other. In the Elf camp, Tyrion and Teclis were greeted by their father Arathion. The old Elf lord gifted Tyrion with the Dragon Armour of Aenarion. This armour had been worn by the first Phoenix King during the ancient wars with Chaos. It had been forged in Vaul's Anvil and could resist the fiery breath of dragons. Out of gratitude for his rescue of the Everqueen, the Elves of Ellyrion presented him with their finest steed, Malhandir, last of the bloodline of Korbandir, father of horses. The Everqueen herself gifted him with a heart-shaped brooch, which she had woven with enchantments for his safe return. In his mighty fist Tyrion grasped the runesword Sunfang, forged in elder days to be the bane of daemons. So Tyrion was made ready for battle.

To Teclis, Alarielle gave the sacred Staff of Lileath. It granted him strength and power so great that he wouldn't need his enabling potions. He refused the offer of any sword, preferring to use the blade he had forged with his own hands. He was now ready to stand beside his brother in the heat of battle.





The coming of day revealed the full extent of the Chaos forces. Endless ranks of Dark Elf crossbowmen chanted the praises of Slaanesh. A horde of Cold Ones croaked and hellowed in the chill morning light. Mail-armoured warriors brandished their spears. Witch Elves cackled and gibbered maniacally. Beast masters herded monsters into position. One entire flank of the Witch King's army was held by Chaos Knights and their bestial retinues. The Elves were greatly outnumbered and the situation looked desperate. From a blasted hill in the centre of that evil army, the gigantic black-armoured figure of the Witch King surveyed the battlefield, confident that victory was within his iron-clawed grasp.

Urian Poisonblade, the Witch King's personal champion, called out a challenge to single combat. Was there anyone in the Elf army brave enough to face him? Urian's reputation preceded him. He had been bred for battle by the Witch King himself. He was the greatest of assassins, the most relentless of slayers. On his brow was the mark of Khaine. He was Death incarnate.

Arbalien of Yvresse was the first to respond. He was a mighty soldier, a veteran of countless battles. Urian cut him down as if he were a child. The Elf army moaned in despair and dismay. Next was Korbrian Ironglave, captain of the White Lions, the most renowned warrior of Chrace. Blows were exchanged faster than the eye could follow but to no avail – within minutes the proud High Elf lay headless on the plain. Then Tyrion strode forth.

It was a battle the like of which those present had never before witnessed. It was as if gods themselves made war. Sparks flew as blade clashed on blade. Both warriors fought in deadly silence. Again and again Urian's glowing black blade was turned by Tyrion's armour. Again and again the master assassin ducked the sweep of Sunfang. They fought for an hour and it seemed that neither would have the mastery. Spells blistered the air round them as the Witch King sought to aid his champion. Sweat glistening on his brow, Teclis dispelled them.

It seemed impossible that anyone could survive in the middle of that storm of blades. Then Tyrion slipped and Urian loomed over him blade held high. It was the opening that the High Elf had waited for. A quick thrust of his weapon found the assassin's heart. The host of darkness let out a howl of anguish and charged forward to overwhelm the lone Elf warrior and the Elf army raced to meet them.

Malbandir reached his master first and Tyrion vaulted into the saddle then turned to face his foes.

The two forces clashed at the heart of Finuval Plain. The Dark Elves had the greater number and their allies were fell. The High Elves were fighting for their homeland and the Everqueen. They had the desperate courage that flowed from knowing that this might be their last chance to turn the tide. All that long day the armies fought with savage fury. Both sides were driven by the consuming hatred that their ancient civil war had bred. Flights of crossbow bolts, so numerous they darkened the sky, were met by clouds of white fletched arrows. Great lumbering Cold Ones were hamstrung by nimble Elf warriors. The horsemen of Ellyrion were pulled down by the foul beasts of Chaos. Spells crackled back and forth through the air. Blood mingled with the dust thrown up by the battle. Thousands died but neither side gave any ground. So great was the carnage that warriors fought over bodies of the dead and ravens feasted on the wounded trapped inside the mounds of corpses.



Right at the centre, Tyrion fought with the fury of an enraged beast. His great burning blade cut down foes with every stroke, and his shining mail turned the swords of his desperate foes. By himself he was worth an army. Where he rode the Elves took heart. Malhandir trampled Dark Elves beneath his silver-shod hooves. But Tyrion could not be everywhere at once and slowly the weight of numbers turned the battle against the High Elves.

At the heart of the battle, Teclis wrestled with the dark sorcery of the Witch King. Naggaroth's dark master had perfected his evil arts over long millennia and for the first time Teclis met a foe that was his match. Awesome magical energies were focussed and brought to bear. Lightning streaked the darkening sky. Terrible clouds, capable of stripping men to the bone, were turned aside by magical winds. Daemons howled and gibbered as they surged through the carnage. Teclis strode into the sky to better observe the battle. From the blasted hilltop the Witch King matched him spell for spell.

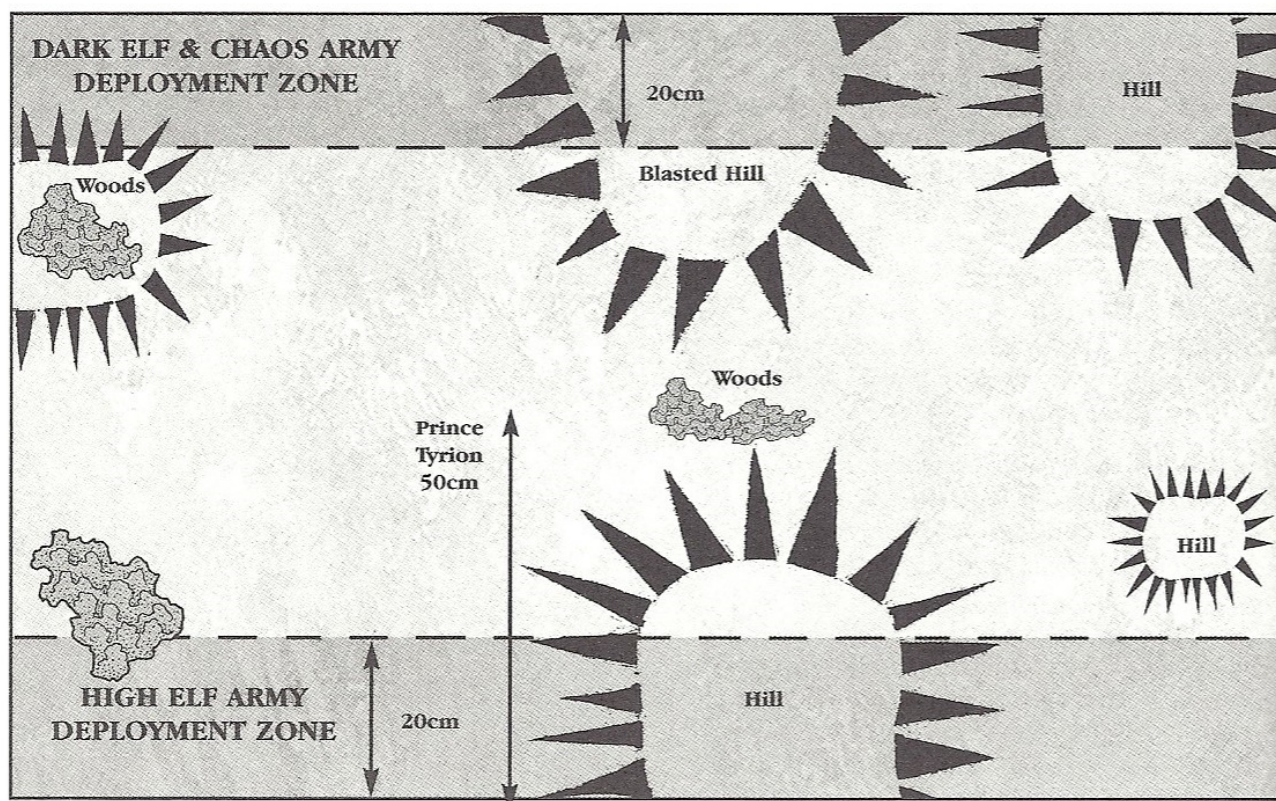
Teclis saw that the battle had turned. The size of the Dark Elf warhost was too great. It looked as if the Elves would be slain to a man. Now there was nothing else for it. It was time for a last desperate gamble. He invoked the power of Lileath. His staff glowed and pulsed as the goddess fed him energy. Teclis sculpted the power into one bolt of titanic power and unleashed it upon the Witch King.

Frantically, the evil one tried to turn it aside but could not. The blast descended on him, burning into his very soul. At the final moment he was forced to cast himself into the Realm of Chaos to avoid final and utter death. Freed now from the burden of dealing with the Witch King, Teclis turned his energies on the horde of evil. Spell after spell crashed down on the Dark Elves.

Malhandir brought Tyrion face to face with the Witch King's standard bearer. The High Elf cut down his foe with ease. Malhandir trampled the Witch King's banner into the mud. Seeing their Lord defeated and their standard smashed, the Dark Elves fell into despair. Overhead a seemingly unstoppable magician rained magical doom down on them, before them an unstoppable warrior clove through their ranks like a ship through the waves. Almost to a man that vast army turned and fled. Almost to a man they were cut down. The High Elves had won their first major victory. The tide had turned.

FORCES

The Dark Elf/Chaos alliance consists of 4,000 points chosen from the Dark Elf army selector (published in WarMag 11) and 3,000 points from the Chaos army selector. For all intents and purposes (withdrawal, death of the General, etc) these are two separate armies that are allied and move in the same turn. Chaos characters may not command Dark Elf units and vice versa. Magic items may not be duplicated between the armies. The Witch





King is the Dark Elf General and is free with this scenario.

The High Elf army consists of 5,000 points chosen from the High Elf selector. The characters Teclis and Tyrion come free with this scenario. Tyrion is the High Elf army General.

SET UP

Both sides set up lengthways across the battlefield, up to a depth of 20cm from the edge. Tyrion must be deployed 50cm into the centre of the battlefield (as he has just killed Urian Poisonblade). Finuval Plain is hilly grassland with clumps of evergreen shrubs and trees. A larger forest starts towards the west.

SPECIAL VICTORY CONDITIONS

The High Elves are fighting for their homeland. If they should fail here then all of

Ulthuan is doomed. Because of this the army will withdraw when the High Elf army has lost 75% of the total number of units instead of the normal 50%. The Dark Elf/Chaos armies will withdraw as normal and count as two separate armies for this purpose.

PROCLAMATION OF THE WITCH KING

Here we are with the third and, for me, possibly most significant Battle of Legend. In this battle I will be leading the army of my own design, the Dark Elves, either to glorious victory or ignominious defeat. I had won the earlier battles (by the narrowest of margins!) but were I to lose here with the army that I know best it would prove most embarrassing! Right, so the Battle of Finuval Plain, that cataclysmic clash between the two kindreds of the Elves to decide the fate of Ulthuan at the time of the last Chaos Incursion. I would take upon the mantle of the dark and brooding Witch King and lead my Dark Elf legions

SPECIAL CHARACTERS

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points	Min/Max	Special
Witch King	General	+5	-	-	10	1	-	1	*1
Prince Tyrion	General	+3	-	-	10	1	-	1	*2
Teclis	Wizard	+0	-	-	8	1	-	1	*3

Special Rules

1. Son of Darkness. The Witch King is a powerful sorcerer and may use the Dark Elf spells as if he were a Wizard and may add +1 to his attempts to cast spells. In addition, the Witch King is mounted on a mighty black dragon that has +3 attacks (included in his profile) and a breath weapon of 3 shooting attacks.

2. Line of Aenarion. Tyrion is the mightiest High Elf Hero of the age, some say he is the reincarnation of the mighty Aenarion. He has many powerful magic items at his disposal such as the heart of Avelorn, which will bring him back from any fatal wound. If Tyrion is killed (ie, wiped out with a unit he is with) then he may be placed with any friendly unit within 30cm (just as if he had been driven back). This will only work once. If he is killed the second time he stays dead and the Dark Elves win. Such is his reputation amongst his kin that they fight with tremendous ferocity whenever he leads them in battle. If Tyrion joins a unit in combat, each stand gains +1 attack for the duration of their first close combat including all pursuits and advances.

3. Archmage. Teclis is a High Elf Mage who may add +1 to all his attempts to cast spells in addition to re-rolling failed spells. Teclis may also dispel hostile magic on a roll of 4+. For this battle Teclis may invoke the power of Lileath as the Elven homeland is in danger. The power of Lileath is 6+ to cast (he may not add +1 when attempting to cast this spell) and it may only be attempted from turn 2 onwards. The spell may target any brigade or unit on the battlefield. Each unit in the brigade must take six shooting hits with no armour save. Once the spell has been successfully cast it cannot be used again.



Dark Elf Host of Naggaroth

Left Flank

• <i>Rakaris</i> – Hero, on Manticore with <i>Sword of Might</i>	170 pts
• 8 units of Cold One Knights (one with <i>Banner of Fortitude</i>)	930 pts
• 4 units of Dark Riders	400 pts
• 2 units of Harpies	130 pts

Centre

• <i>Witch King of Naggaroth</i> – General, on Black Dragon	Free
• <i>Tullar</i> – Hero, on Chariot with <i>Sword of Destruction</i>	100 pts
• <i>Morathi</i> – Sorceress, with <i>Wand of Power</i>	90 pts
• <i>Helgrist</i> – Sorceress, with <i>Staff of Spellbinding</i>	110 pts
• 8 units of Spearmen	480 pts
• 6 units of Witch Elves	420 pts
• 5 units of Crossbowmen	375 pts
• 4 Batteries of Bolt Throwers	240 pts
• 4 Hydras	540 pts

Total: 3,985 pts

Chaos Allies

Right Flank

• <i>Warlord Krelle</i> – General with <i>Crown of Command</i>	225 pts
• <i>Kastragar</i> – Hero, on Dragon with <i>Sword of Cleaving</i>	190 pts
• <i>Gathor</i> – Hero, on Dragon	180 pts
• <i>Chakai</i> – Sorcerer with <i>Scroll of Dispelling</i>	110 pts
• 3 units of Chaos Knights (one with <i>Banner of Shielding</i>)	650 pts
• 5 units of Chaos Warriors (one with <i>Battle Banner</i>)	800 pts
• 2 units of Dragon Ogres	500 pts
• 3 units of Marauders	180 pts
• 2 units of Chaos Hounds	60 pts
• 1 unit of Harpies	70 pts

Total: 2,965 pts

against my renowned nemesis Andy Hall who was to play the High Elves. In this task I would be aided by fellow Fanatic, Keith Krelle, with his mighty Chaos Horde.

In a 4,000 points Dark Elf army, my compulsores are eight units of Spearmen and four units of Crossbowmen. To this I only added a single unit of Crossbowmen, bringing them to five units. I had in mind a fast, powerful force that would need to get to grips with the foe quickly and in overwhelming strength. To this end I maxed out on some of my restricted units – eight units of Cold One Knights and four units of Dark Riders would be an immense cavalry arm. For the first time ever I had the opportunity to field four War Hydras together in one scary, irascible brigade

– these alone would break most armies thought. My cavalry/monster force would play the part of my shock troops and hopefully quickly bring death to the enemy.

I knew that I would need to bring up my infantry in support of my massive cavalry wing and with haste too. I decided on six units of Witch Elves that would front my brigades of Spearmen. These should prove indispensable because they are not driven back by shooting which is one of the High Elves' greatest assets. More than once the legendary shooting of the High Elves has been instrumental in halting an enemy's attack through drive back and confusion and leaving them open to a devastating counter-attack. I also needed to match at least the barrage of firepower that

The Elven Host of Ulthuan

Left Flank

• <i>Teclis</i> – Wizard	free
• <i>Belannaer</i> – Wizard with <i>Scroll of Dispelling</i>	115 pts
• <i>Malendis</i> – Hero mounted on Giant Eagle with <i>Sword of Might</i>	110 pts
• 4 units of Archers	300 pts
• 2 Batteries of Bolt Throwers	130 pts
• 3 units of Reavers	300 pts
• 2 units of Eagles	140 pts

Centre

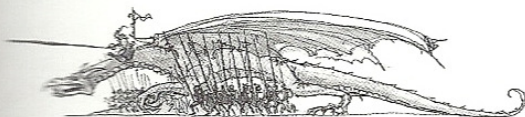
• <i>Prince Tyrion</i> – General	free
• <i>Finreir</i> – Wizard	85 pts
• <i>Prince Imrik</i> – Hero mounted on Dragon	180 pts
• <i>Korbadris</i> – Hero mounted on Chariot	90 pts
• 2 units of Dragon Riders	700 pts
• 16 units of Spearmen (one with <i>Battle Banner</i>)	960 pts
• 4 units of Archers	300 pts
• 1 Battery of Bolt Throwers	65 pts

Right Flank

• <i>Unthwe</i> – Hero	80 pts
• <i>Yrtle</i> – Wizard	85 pts
• 4 units of Spearmen	240 pts
• 2 units of Archers	150 pts
• 1 Battery of Bolt Throwers	65 pts
• 5 units of Silverhelms (one with <i>Banner of Shielding</i>)	550 pts
• 4 units of Chariots	380 pts

Total – 5,025 pts

would be laid down against me. I invested in the maximum of four Bolt Throwers which when supported by my Crossbowmen, should give the High Elves a little of their own medicine! Finally, a couple of units of Harpies would give me some of the much needed air power which I would hope to bring to bear against the enemy's flanks and rear.



And now for the characters. The Witch King is not only a formidable General and Wizard to boot but he is also free with this scenario – marvellous! I decided to include two Heroes, one mounted on the fantastic new Manticore model and the other in a chariot. To the Hero on the Manticore I also gave a *Sword of Might* (yes, I know everybody does this but it makes sense!). Add two Sorceresses to bolster the Witch King's magic, one equipped with a

Wand of Power and the other with the *Staff of Spellbinding* and the army was complete and itching to get into battle. Still, looking at four thousand points of Elves I couldn't help thinking that you don't get much for your money! (Unfortunately, as you can see from the photos, I had to improvise loads of units by using the Vampire Counts models!).

So, the plan? There were no special rules this time around for the arrival of reinforcements but the High Elves won't withdraw until they lose 75% of their force – literally a fight to the death. Both Keith and I knew that we had to put Andy's Elves under the maximum amount of pressure at the right time. It would make no sense to attack piecemeal and not let our superior numbers have their greatest effect. Therefore we would have to properly support each other's attacks and concentrate our forces. If possible, we would try to draw the Elves to us as nobody likes to advance through a hail of fire just to have to dislodge infantry from a defended hill! – Steve

THE CALL OF WARLORD KRELLE

When Steve invited me to take part in this battle report the first question I asked was what army would I be commanding? When he told me it would be Chaos how could I refuse? The last time I took part in a battle that was featured in WarMag I used Chaos against Steve and won (remember the 30 dice fiasco!). This time however, I would be playing against Andy with his High Elves and I would be allied with Steve and his Dark Elves. I know that Steve is an expert at Warmaster and that he could make good tactical decisions that would lead to victory (*Steady on Keith – I'm hardly Napoleon! – Steve*). So, all I would have to do is grab the hardest troops and march forward to slaughter the lanky pointy-eared gits!

When writing my army I always start with my characters. To the General I gave the Crown of Command, which I find most useful when issuing commands when up close and personal with the enemy (first orders of each turn issued with unmodifiable Leadership 10). Next up, I chose two Heroes each mounted on a Dragon (which meant I could use the great Daemon Prince models to represent them which no Chaos army should go to war without!). I figured I'd need some magic too so I included a Sorcerer with a Scroll of Dispelling.



Next, I had to decide my rank and file units. I started with my compulsory units which meant a minimum of three Chaos Marauders. These I would use to soak up any bow fire while my Chaos Warriors advanced. Of these, I took five units (my minimum requirements were three) and these would simply march forward and kill anything stupid enough to get in their way! I decided to take two units of Chaos Hounds to guard the rear just in case Andy tried to outflank me with either Silver Helms or Reavers. I chose a unit of Harpies with which I would harass his Bolt Throwers which I was sure he would be taking.

Finally, I decided on my favourite units. Three units of Chaos Knights proved such a winner last time I played and who can resist taking Dragon Ogres? These powerhouse units would do most of the killing for me and hopefully get to kill the Archmage Teclis or as Andy calls him 'Teeclis'! – Keith

PRINCE TYRION SPEAKS...

When I originally wrote the scenario I knew the High Elves would have a very difficult task of fighting off the combined might of a superior Dark Elf and Chaos force. Steve and Keith won't have it all their own way though, as there are a few little tweaks in the scenario to balance it out slightly, like the 75% army break and the powerful special characters of Tyrion and Teclis.

Luckily, we have quite a big High Elf army in the Fanatic Bunker so I wasn't as restricted on choice as Steve's Dark Elf army was. Knowing I was going to have to stick it out for eight turns I took twenty units of Spearmen, ten units of Archers and four batteries of Bolt Throwers. This would not only give me a solid backbone to the army, fitting of such an historical scenario but it also brought my Break point up, giving me much better staying power. The majority of the remaining points was spent on attacking units like Silver Helms and Chariots – the highlight being two Dragon Riders accompanied by a Hero mounted on a Dragon – the Princes of Caledor had been roused for the defence of Ulthuan!

As it turned out the Chaos army only had a measly Break point of 8, so my main priority would be to break the Chaos army as soon as I could and then turn on the Dark Elves. I knew to tackle the Chaos army in close combat would be suicide so I decided to refuse the flank they would be trundling down but leave plenty of firepower to sully their ranks. My heavy hitting flying units would try to pick off the easier to tackle Chaos units such as Chaos Hounds and Harpies to break him quickly. Chaos Knights absolutely terrify me and this game was no different especially as I knew Keith would take as many as possible. Teclis was set the task of casting his Power of Lileath spell at this brigade and together with constant shooting, I was hoping it would be enough to destroy just one unit. Hopefully, I would cause enough casualties and he would have to withdraw.

Meanwhile, on the other side of the battlefield I still had the small matter of 4,000 points of Dark Elves plus the Witch King to deal with. I deployed most of the Spearmen on the hill in my deployment zone – he was going to have to come to me! My Silver Helms and Chariots would strike out as hard-hitting fast attack units to any Dark Elf units that threatened my lines. These units would be accompanied by Prince Tyrion, as I could afford to lose him once! So it was not really a coherent plan, more a bunch of objectives and stratagems, which, if they didn't all work or if the timing was off I would be carved apart! – Andy.



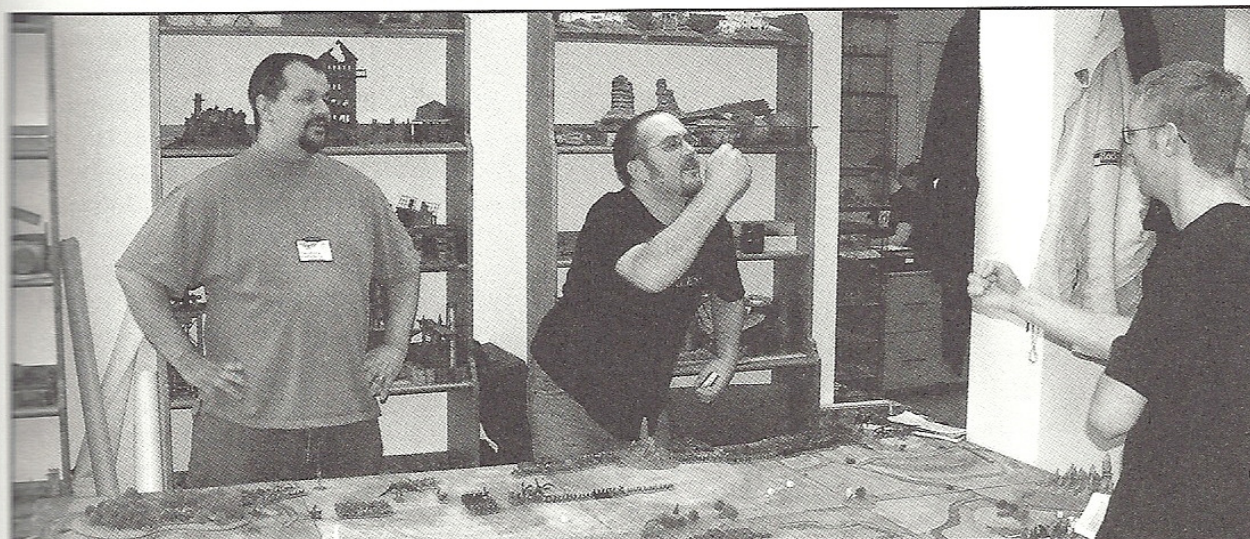
DEPLOYMENT

In battles like this we have always deployed simultaneously by brigade simply because time is a factor. The High Elf army deployed with a refused left flank that consisted of only two units of Giant Eagles, a brigade of three units of Reavers and two brigades of one battery of Bolt Throwers supported by two units of Archers. This flank was commanded by the Archmage Teclis who was accompanied by the Mage Belannaer and the Hero Melendus mounted on his Eagle. The bulk of the High Elf army was deployed on the large hill central to their position. This also accounted for most of their infantry. Here was deployed a brigade of a Bolt Thrower battery supported by two units of Archers, four brigades of Spearmen and the two units of Dragon Riders which also brigaded. The army General, Prince Tyrion, personally commanded the army centre (despite being some way away on the plain, having just killed Urian Poisonblade!). Tyrion was supported in his task of command by the Mage Finreir, the Hero Korhadris in his war chariot and the Caledonian Prince Imrik, upon his great Dragon. On the High Elf right flank was deployed the army's main strength in cavalry. This comprised five units of Silver Helms, four units of Chariots with a brigade of Spearmen and a brigade consisting of a battery of Bolt Throwers and two units of Archers in support. The right flank was commanded by the Hero Unthwe, Herald to the Phoenix King, and the Mage Yrtle.

The dark host deployed opposite the High Elf deployment zone with the Dark Elf army deploying on the left flank and the centre, and the smaller Chaos horde deploying on the right flank. Of the Chaos army, a brigade of two units of Marauders and two units of Chaos Warriors was deployed on the extreme right of their flank. Next to them was a brigade of two

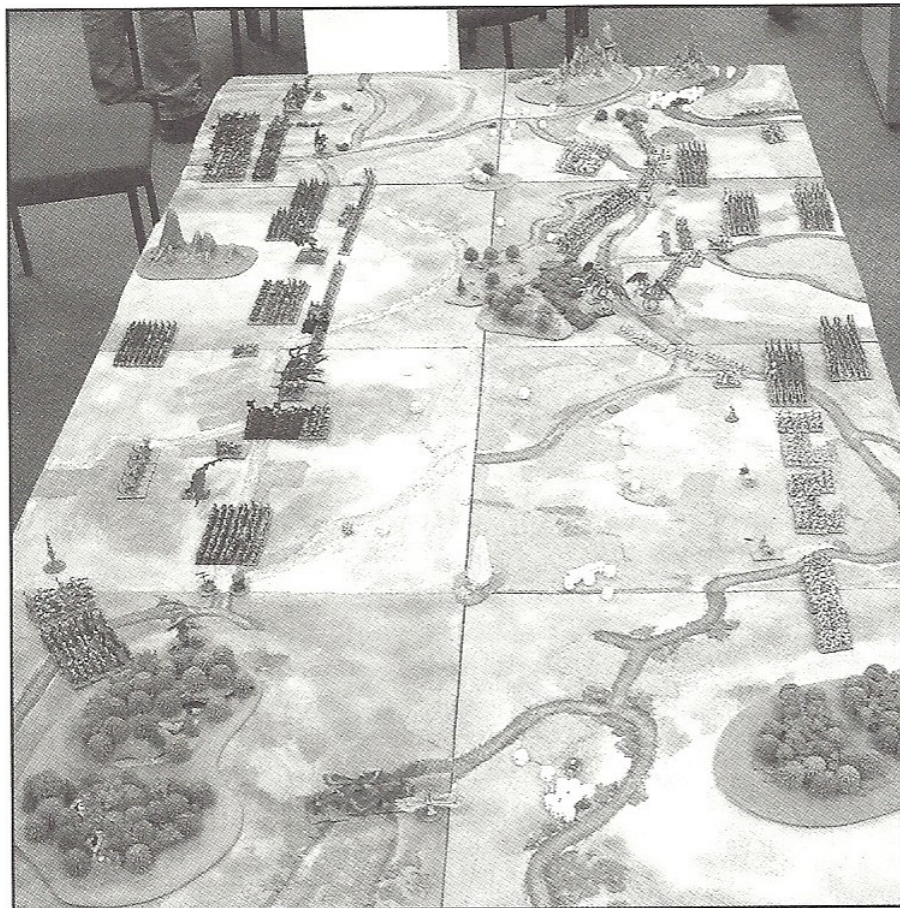
units of Chaos Hounds and a unit of Harpies. These regiments were commanded by the Hero Gathor, on his Dragon, and the Sorcerer Chakai. In the centre of the Chaos army, a brigade consisting of a unit of Marauders and three units of Chaos Warriors was deployed. To this brigade's immediate left was the formidable Chaos cavalry – a brigade of two units of Dragon Ogres and a brigade of three units of Chaos Knights. This mighty force was commanded by the Chaos General, Warlord Krelle, and his subordinate the Hero Kastragar mounted on his Dragon.

Drawn up alongside their Chaos allies, like a vast field of black wheat, were the legions of the Witch King. Deployed in the battlefield centre next to the Chaos Knights was a fearsome brigade of four War Hydras. Next to these was a brigade of Dark Elf infantry consisting of a unit of Witch Elves and three units of Spearmen. Upon the blasted hill in the centre of the dark host's battleline were deployed the bulk of the Witch King's forces. Here, the front line was made up of two brigades of two batteries of Bolt Throwers and two units of Crossbowmen. Immediately behind these missile troops were deployed two brigades of a unit of Witch Elves and three units of Spearmen and one brigade of two units of Spearmen and a unit of Crossbowmen. The blasted hill was the position the Witch King took as his command post. He was supported here by the two Sorceresses and the Hero Tallar mounted on his Chariot. On the left flank the Dark Elf cavalry was deployed – two brigades of Cold One Knights and two brigades of Dark Riders immediately in front of them. On the Dark Elf extreme left were deployed the two units of Harpies. This flank was entrusted to the command of the Hero Rakaris, mounted on his voracious Manticore.



Keith Krelle, Steve 'gorilla' Hambrook and Andy Hall – nice, clean-cut lads!





The battlefield after turn 1

Dark Alliance Turn 1

With the valiant Prince Tyrion exposed in the heart of the battlefield the dark host surged forward. The bulk of the Dark Elf infantry marched forward, eager to get to grips with their hated High Elven kin. In this they were supported by the War Hydras as the lashes of the Beastmasters drove on the titanic beasts. Only the brigades of Cold One Knights and Dark Riders refused to budge on the left flank despite alternate pleading and threats from the Hero Rakaris. The Witch King was most displeased. Only half of the unruly Chaos horde managed to get moving, with the brigade of Chaos Knights enthusiastically obeying the order to advance and leading the way. They were joined in this by a brigade of Marauders and Chaos Warriors and the Harpies that swooped onto the extreme right flank, just before the forest. The rest of the Chaos horde lulled about, jeering, still praying to their dark gods or fighting amongst themselves. The Witch King was most displeased!

High Elf Turn 1

The High Elves stared across the open plain at the massed host that intended to bring about their final doom. They would meet them with grim determination for they knew that if they were to flee in terror that Ulthuan would be doomed. The brigades on the left flank were obviously still setting up their Bolt Throwers

for none of them moved. To stall the advance of the Chaos horde, the Hero Malendus ordered his Giant Eagles to charge the Harpies. Whilst the legions of Spearmen resolutely stood their ground upon the central hill, the Archers and Bolt Throwers of the High Elf centre moved forward to better firing positions. The Silver Helms and Chariots advanced across the open plain awaiting the expected charge of the Dark cavalry, which didn't appear to be materialising. Prince Tyrion sensibly spurred his steed Malhandir and cantered back to his lines readying himself to direct the battle from his command position on the hill.

With a flap of huge wings and a deafening screech, the Giant Eagles descended upon the Harpies near the woods. With razor sharp beaks and talons

like spears the Eagles pushed the Harpies back into the forest and scattered them. The Eagles only lost a single stand in the conflict. First blood to the High Elves...

Dark Alliance Turn 2

Booming at his unruly troops Chaos Warlord Krelle managed to straighten out his battle lines. He brought his two infantry brigades level and advanced the Dragon Ogres in support of the impetuous Chaos Knights in the vanguard. Only the Chaos Hounds remained lagging in the rear, seemingly impervious to the lashes of their masters. The Dark Elf legions continued their unrelenting advance with the missile troops taking up positions on the crest of the blasted hill, giving them a perfect view of the battlefield. The Dark Elf infantry brigades drew up behind the missile troops in support. On the Dark Elf right, parallel to the Chaos Knights, the War Hydras surged forward eager to rend the High Elves with tooth and claw. Only on the left did the advance stall, for the stubborn Cold Ones just wouldn't heed the commands of their masters and just milled about stupidly. The Dark Riders too, obstinately refused to move without the Cold One Knights in support. The Hero Rakaris screamed at his troops to move wary of his lord's displeasure but to no avail. Enraged at his lieutenant's inability to command his troops, the Witch King flew over to the left flank to personally take charge.



The Bolt Throwers on the distant hill sent a volley against the reckless Silver Helms that had strayed too close and drove them back, destroying a stand. The Sorceresses attempted to stem the High Elf advance and give their own cavalry more time to move up by casting *Dominion* against the High Elf cavalry but failed.

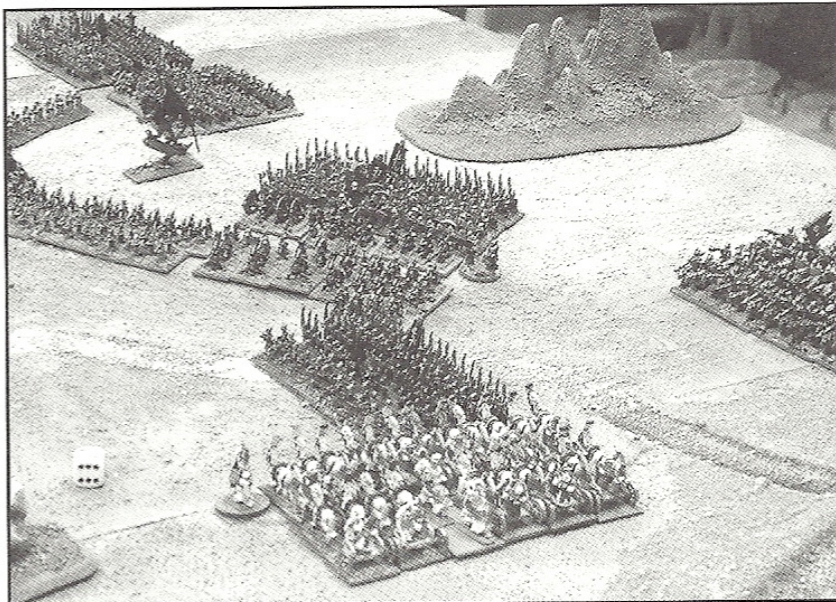
High Elf Turn 2

Prince Tyrion sensed that the Dark Elf host was in disarray, its cavalry being left behind by the advancing infantry. If he could strike early he would be able to split the Dark Elf force - divide and conquer. Leaving the Silver Helms as his mobile reserve, Tyrion ordered the Chariots to charge! Meanwhile, across the whole battlefield, the High Elf missile troops advanced into range of their respective enemies whilst the Spearmen resolutely stood their ground. On the High Elf left flank, the Eagles also stood their ground whilst the Reavers, possibly fearful of the inexorable Chaos advance, failed their command test and refused to advance.

The Bolt Throwers and Archers on the left flank poured fire into the closet enemy unit, which happened to be the War Hydras. The barrage was so heavy that it brought down one of the massive beasts. Led by the dashing Prince Tyrion, the High Elf Chariots thundered down the right flank straight into the flank of a brigade of Dark Elf infantry. In the ensuing combat, a unit of Crossbowmen and two units of Spearmen were destroyed for the loss of only two stands of Chariots. The victorious Chariots advanced into a unit of Dark Elf Crossbowmen destroying them utterly before falling back but were now left dangerously close to the massed ranks of Dark Elf cavalry.

Dark Alliance Turn 3

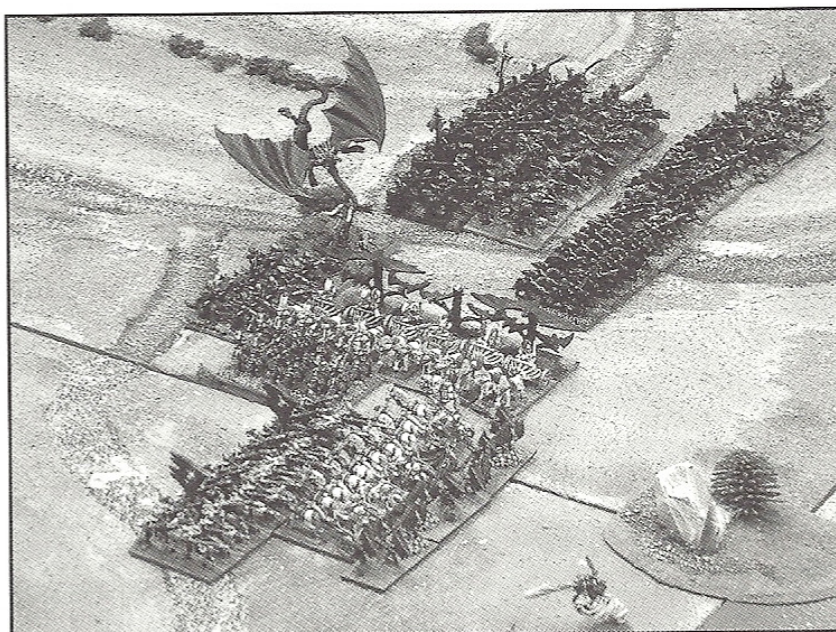
Using his Crown of Command, Warlord Krelle urged the Chaos Knights forward towards the High Elf left flank. The Knights advanced to well within charge range but failed their last Command test and were left staring at the ranks of Elf



Turn 2 - Prince Tyrion leads the Chariot charge

Archers and Bolt Throwers. The Chaos infantry brigades continued their advance but still the Chaos Hounds refused to budge. Warlord Krelle commented on having a feast of boiled dog for after the battle!

Meanwhile, the Hero Tallar ordered a brigade of Dark Elf infantry up in support of the war Hydras whilst on the Dark Elf left flank the Witch King ordered the Cold One Knights to charge. Fearful of their ruthless, spiteful leader, this time the Knights obeyed and spurred their mounts on. Two units of Cold One Knights charged the two depleted units of Chariots and two units of Cold One Knights charged the other two units of Chariots, this time in the flank. To secure his devilish plan, the Witch King ordered his Harpies to charge the Chariot units to the rear and cut off any escape route. Finally, the Witch King ordered



Turn 3 - The Dark Elves trap the Elven Chariots

he remaining Cold One Knights and Dark Riders to advance and protect his left flank which they did this time without question. To ensure the success of his troops, the Witch King himself joined battle and found himself facing Prince Tyrion, the High Elf General.

Combined fire from the Dark Riders and Bolt Throwers from the blasted hill again drove the exposed Silver Helms back towards the High Elf battleline upon the hill. In the bloody combat the Chariots were totally destroyed as the Cold One Knights pushed them back into the Harpies. The Cold One Knights and Harpies lost a few stands of troops but they could afford the attrition. Prince Tyrion, using the power of the Heart of Avelorn, managed to escape death and fled back to the waiting ranks of Spearmen held in reserve. Sneering in triumph, the Witch King ordered the Cold One Knights to fall back and redress the ranks – victory was his, he was sure!

High Elf Turn 3

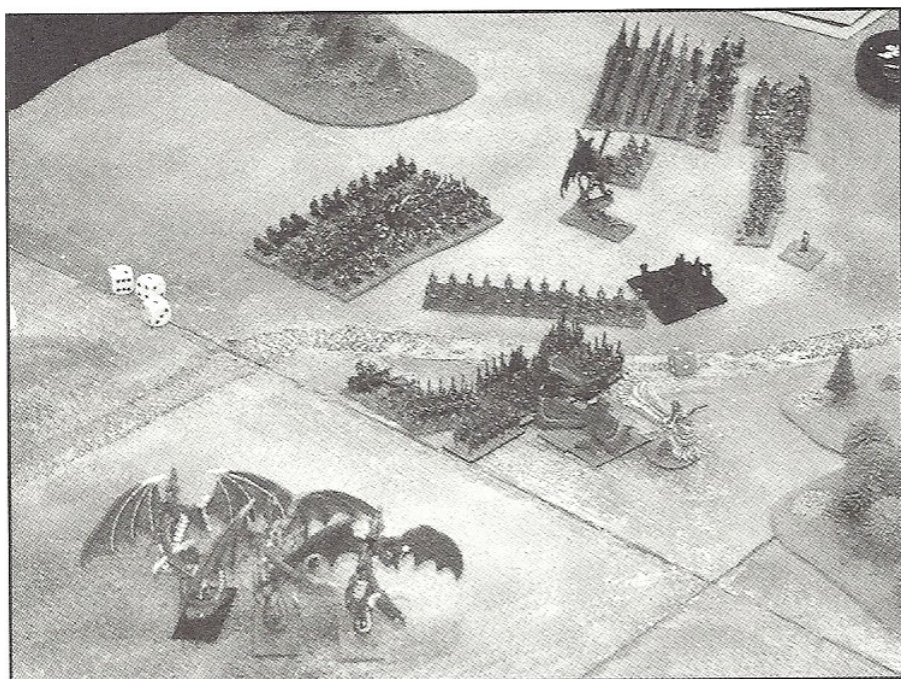
Prince Tyrion's gamble hadn't paid off – to exchange four units of Chariots for four units of infantry was not a good trade and he knew it. Still, he had forced the Witch King's hand and made him come out from behind his wall of troops. If he could only catch him with a successful counter charge and kill him, the



The battlefield after the Dark Alliance's turn 3

field would belong to the High Elves. Unfortunately, his reserves were too far away for a counter attack in sufficient force as the ranks of the Silver Helms had been disrupted by constant barrage from Dark Elf Bolt Throwers. Now that the Dark Elf cavalry was on the move things were starting to look grim, Tyrion needed time to assemble his counter attack and time was the one thing he didn't possess...

The brigades of Spearmen were ordered to form defensive positions on the central hill and this time the Reavers advanced to just outside of charge range of the Chaos infantry brigades, the destruction of the Chariots had outraged them. In Prince Imrik's eyes the advancing War Hydras were getting a little too close for comfort and so he ordered the Dragon Riders to charge. This was combined with the charge of the Giant Eagles, led by the Hero Malendus, and the giant reptiles were sandwiched inbetween. On the right flank a rash unit of Silver Helms that had become split from their brothers charged on Initiative into some Cold One Knights, as did a unit of Spearmen with another unit in support.



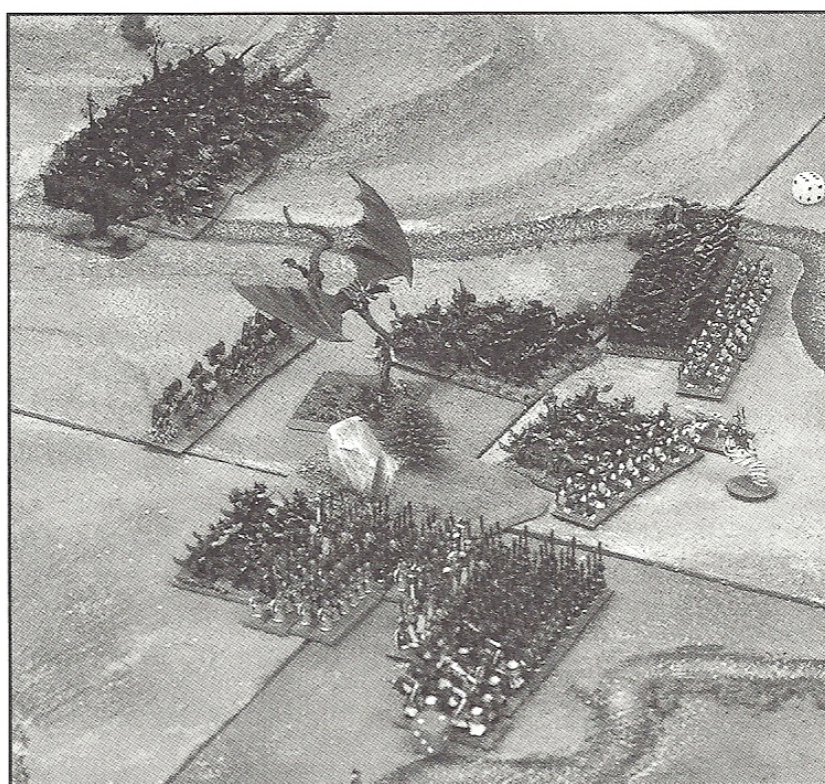
Turn 3 – The Dragons and Eagles destroy the Hydras

The High Elf firing line on the left flank launched a hail of



missiles at the Chaos Knights that were mere yards away. At the same time the Mages attempted to help with spells but were unsuccessful (Teclis failed to invoke the power of Lileath). Despite scoring a multitude of hits, the combination of the Chaos Knights' heavy armour and their *Banner of Shielding* saved them from total annihilation and they only lost a stand but were driven back through their supporting units far from their original position. Fortunately, for Warlord Krelle, none of his Chaos Knight units were *confused* by the barrage of fire and would be able to charge home next turn. The Elf Bolt Throwers on the central hill managed to target the Dark Elf Bolt Throwers on the blasted hill and shot a battery to pieces.

In a single turn of bloody combat, the Dragon Riders and Giant Eagles ripped the three War Hydras apart and suffered a badly wounded Dragon in the process. The High Elves continued their avalanche of destruction and while the Dragons fell back the Giant Eagles advanced into the flank of the Dark Elf infantry brigade that was supporting the War Hydras' advance. In the combat that ensued a unit of Witch Elves was wiped out for the loss of a stand of Eagles – not bad going! After the Eagles had also fallen back, the only problem that presented them was that they were now sitting in the centre of the battlefield in Initiative range of some very angry looking Dragon Ogres.



Turn 4 – Dark Elves continue their relentless assault

The combat on the Elves' right flank resulted in the loss of a unit of Cold One Knights for the loss of a stand of Silver Helms. The Silver Helms wisely fell back, allowing the Spearmen to cover their retreat. The combat had been very one sided in this turn but now the High Elves had seriously overstretched themselves.

Dark Alliance Turn 4

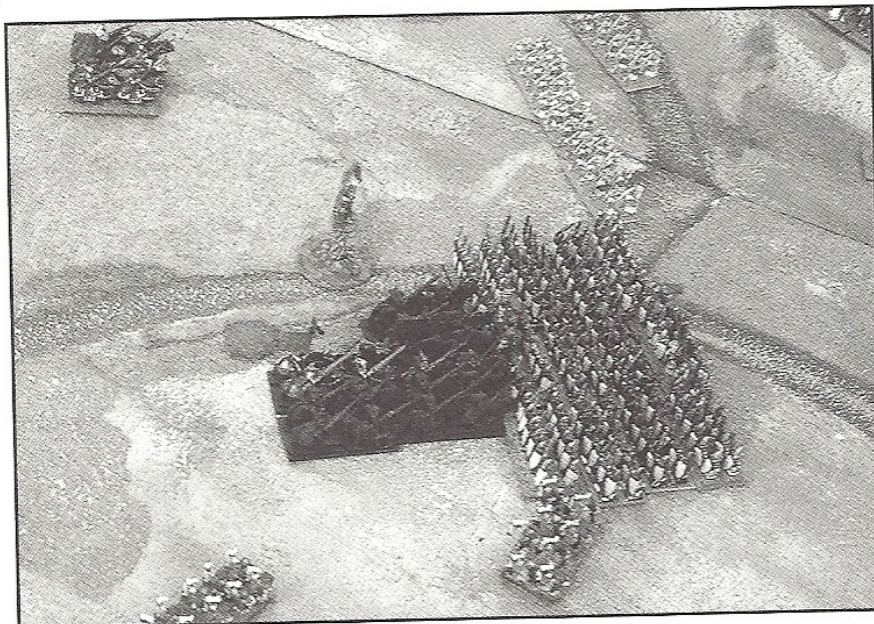
Upon seeing his beloved War Hydras crushed like insects, the Witch King flew into a towering rage, he screamed at his troops everywhere to attack lest they feel his wrath. Fearful of displeasing their wicked overlord two units of Dark Riders charged the line of High Elf Archers in front of them as did a unit of Cold One Knights. Determined to avenge the death of their comrades, another unit of

Cold One Knights charged the Spearmen ahead of them. Meanwhile on the right flank the Chaos horde was attacking everywhere. The Dragon Ogres charged into the Dragon Riders on Initiative whilst two units of Chaos Knights charged into a brigade of High Elf Bolt Throwers and Archers. The rest of the Chaos army surged forward eager to taste battle.

The Dark Riders were victorious and destroyed the Archers that opposed them for the loss of a single stand. The Cold One Knights were less successful and fought to a stalemate against the Spearmen. The horde of Chaos had much more success on the right flank of the battlefield. Shrugging off an ineffectual stand & shoot by the Elf Archers

and Bolt Throwers, the Chaos Knights utterly destroyed them for the loss of a single stand and had punched a hole right through the Elven line. The Dragon Ogres fell upon the High Elf Dragons with ferocity known only to Chaos. The destruction was complete and by the end of it Prince Imrik lay dead beside the corpses of his fellow Princes of Caledor and their Dragons. The surprise was so total that not even a single Dragon Ogre had fallen. Their blood lust up, the victorious Dragon Ogres advanced into the rear of the Giant Eagles and after the Dragon Riders these were easy pickings. The Dark Elf infantry breathed a sigh of relief for one minute it looked like they were the main course for some Dragons and Eagles and now they had been saved from the most unlikely quarter.





Turn 4 – The Chaos Knights charge

High Elf Turn 4

The situation had now gone from bad to worse – it wasn't time that Prince Tyrion was running out of now, it was troops! The High Elf army was far from withdrawing and their infantry still held a strong position on the hill but most of their cavalry and shock troops were destroyed or badly battered. Tyrion decided to concentrate his remaining army strength on trying to break the Dark Elves' Chaos allies whilst keeping the Dark Elves at bay. A brigade of Spearmen from the hill charged down into the Chaos Knights that had cut the army in two whilst a couple of units of Reavers outflanked the Chaos army and charged one of the Chaos infantry brigades in the flank. On their right flank, a brigade of two units of Spearmen charged some Harpies and the Cold One Knights that had spectacularly failed to hurt them in the previous turn and were backed up by a unit of Silver Helms.

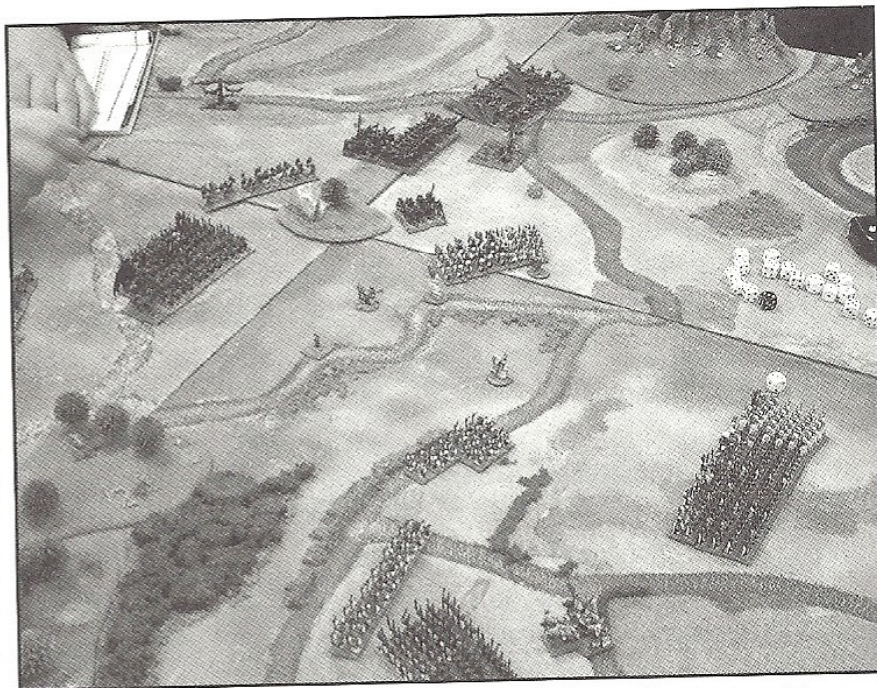
In a blizzard of arrows and bolts, the Archers and Bolt Throwers on the left flank failed to hit a thing! Teclis failed to invoke the Power of Lileath again and his compatriots got off a few spells that were ultimately ineffectual anyway. Amazingly, the High Elf Spearmen managed to cause a lot more hits upon the Chaos Knights (who scored an appalling one hit!) but failed to remove any stands and couldn't pursue them anyway. The Reavers had much more success as they managed to destroy two units of Marauders for the

loss of only a couple of stands and fell back into a position to threaten the Chaos army's rear. Unfortunately, this success was not aided by the conflict on the right flank which was supposed to have been just a holding action but had degenerated into protracted conflict. The Silver Helms managed to kill a couple of stands of Harpies and push back the enemy but were themselves pushed back later into impassable terrain and destroyed – such foolishness! The Spearmen that had initially joined the Silver Helms fell back as they couldn't pursue the Cold One Knights into a position to

threaten the Dark Elf centre – unfortunately they were hopelessly outnumbered there.

Dark Alliance Turn 5

The Witch King could feel victory in his iron grasp but despite their advantage the Chaos army was dangerously close to withdrawing and was now threatened to its rear. If his Chaos allies were to break and flee the field the Witch King knew that he would have an insurmountable task in trying to dislodge his hated High Elf kin from their defended position on their hill. The Witch King ordered an all out attack by his troops, as he knew that he had to crush the Elves before his right flank folded. Dark Riders charged the remaining Archers on the left flank while some Cold One Knights charged those Silver Helms that remained in range. A brigade of Dark Elf



Turn 5 – The High Elves consolidate their position

infantry consisting of three units of Spearmen and a unit of Witch Elves, that were being held in reserve on the blasted hill, charged down into the brigade of two units of High Elf Spearmen that had come close to threatening the army centre. In this they were aided by the remaining unit of Harpies (the other had been reduced to a single stand and was, by all accounts, useless as a fighting force) and Rakaris on his Manticore. On the right flank, two units of Chaos Warriors charged a unit of Reavers. The Chaos Knights charged a unit of High Elf Spearmen whilst the Dragon Ogres charged the last remaining brigade of Archers and Bolt Throwers.

Shooting was deadly and took out the last battery of Bolt Throwers defending the central hill. Magic, however, was most ineffectual because Teclis dispelled any spells that did manage to get through. On the Dark Elf left flank, all of the attacks were victorious, mainly because the High Elves were so badly outnumbered. The Archers were destroyed, as were the two units of Spearmen for the loss of only a few stands. The Chaos forces were similarly successful although the Dragon Ogres managed to lose a stand against some High Elf Archers before grinding them into the dust and then advancing into the Bolt Throwers and destroying them too! The combat between the Chaos Warriors and the Reavers resulted in the loss of a stand each whilst the combat between the Chaos Knights and the High Elf Spearmen left one more unit of Spearmen dead.

High Elf Turn 5

The battle had taken a dire turn for the High Elves. Their left flank had been all but destroyed, apart from a couple of courageous units of Reavers that were fighting for their lives. Every counter attack that had been attempted against the Dark Elves on the right flank had been beaten back with heavy losses. This left the High Elves with only a few battered units of Silver Helms, their shock troops, left. Still, Prince Tyrion knew that the Elves had to make a stand here or Ulthuan would fall. The remaining Silver Helms charged the Dark Riders on the right flank in an attempt to halt the inexorable advance of their dreaded kin. The Reavers, battling for



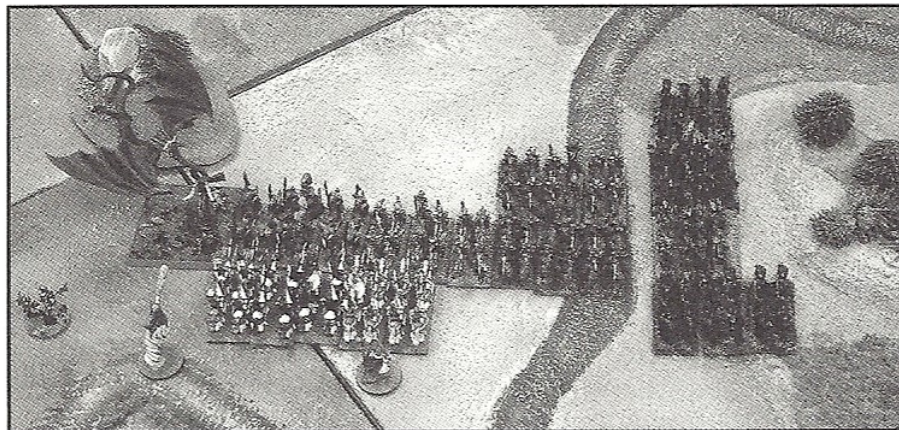
The Battlefield after turn 5

survival on the left flank, charged the flanks of the Chaos Hounds who had done nothing in the battle apart from annoy their General! Meanwhile, the rest of the High Elf infantry formed up defensive lines on the central hill for what they assumed was to be their final stand.

Shooting and magic was most ineffectual, this turn, mainly because most of the Elven missile troops had now been destroyed. Again Teclis failed to invoke the power of Lileath (Keith claimed that Teclis was just ignoring Andy because he kept pronouncing his name wrong!). In close combat, on the right flank, the Silver Helms managed to destroy another unit of Dark Riders but were themselves getting whittled away as more stands were lost. The Reavers on the left flank were more successful with their flank attack. In a flurry of blades and hooves the Chaos Hounds were slaughtered utterly for no loss to the Elves. The Chaos army was now just two units away from withdrawing – it was going to be close but the High Elf army was all but spent.

Dark Alliance Turn 6

The Witch King surveyed the battlefield; everywhere his troops were driving back his hated kin. His superior numbers were really starting to show and the dwindling High Elves were looking exhausted from constant fighting (not to mention the players – we were knackered!). The Witch King was amazed though, any other mortal army would have



Turn 6 – The Dark Elves crush the opposition

broken and fled the field by now. He couldn't help but admire his hated cousins a little. It seemed that they were prepared to fight to the last Elf if need be – if only his own wretched soldiers were that committed (the Dark Elf army was seven units from withdrawing whilst the High Elves were still some way off due to their special withdrawal rule). The battle seemed all but won but if the Chaos horde were to break now would the tables be irrevocably turned? The Witch King ordered his cavalry to crush what little remained of the High Elf cavalry, which would leave him to destroy the High Elf infantry upon the central hill with his superior firepower at his leisure. Two full strength units of Cold One Knights supported by two units of Dark Riders thundered into two weakened units of Silver Helms. To ensure the success of the attack, the Witch King himself charged into battle upon his mighty Dragon. Meanwhile the Chaos horde was mopping up what resistance was left on the right flank. Two units of Chaos Knights charged into two units of Archers that had become stranded from their comrades and were supported by the Dragon Ogres. Likewise, two units of Chaos Warriors charged on their Initiative into two units of Archers that had become isolated. In a feat of amazingly 'eagle-eyed' sight, the unit of Harpies on the left flank managed to spot the lone stand of Giant Eagles that remained on the right flank that was threatening the Chaos rear. The Witch King ordered his feathered minions to charge the troublesome flyers, which they did and were supported in this by Rakaris on his Manticore (the Eagle stand was 98cm away!). The Dark Elf missile troops consolidated into one big firing line on the blasted hill in preparation to pound the High Elf infantry into submission. In the meantime, all of the Dark Elf infantry brigades continued their slow advance.

The Dark Elf firing line peppered the High Elf Archers on the hill, driving them back. All of the combined Dark Elf and Chaos magic either failed or was dispelled by Teclis, yet again. In

close combat the Dark Elf and Chaos superiority in numbers was absolute as was the outcome – the High Elf Silver Helms and Archers were butchered for little loss. The Harpies were equally successful, mainly due to the intervention of Rakaris, his *Sword of Might* and his Manticore (an additional four Attacks is good in anyone's book!). The Harpies advanced into the brave but weary Reavers and dispatched them

also. It was just a matter of time now...

High Elf Turn 6

Prince Tyrion assessed the situation and concluded that it was only a matter of time before his army was caught between the two forces of his foes and crushed. It was a time for action and he ordered the Spearmen on the hill to charge into the Chaos Knights in a last ditch attempt to force the Chaos horde to withdraw. The Spearmen on the right flank retreated to defensive positions on the slopes of the hill to prepare for the inevitable assault of the Dark Elf cavalry. Prince Tyrion drew his sword Sunfang and led the Spearmen in their charge – they would need all the help they could get. Teclis and the other mages on the left flank tried to assist the attack as best they could by assailing the Chaos Knights with spells. These failed but Belannaer did, however, manage to cast *Light of Battle* on the Spearmen (they now had an outstanding five Attacks basic due to the spell and Tyrion's special ability!).

The combat was ferocious – the Elves were fighting for their very survival. The Spearmen managed to destroy the two remaining stands of one unit of Chaos Knights, bringing the Chaos army within a single unit of withdrawing. The bitter hand-to-hand fighting continued with the other unit of Chaos Knights and no quarter was given. Unfortunately, despite Tyrion's heroic leadership, the Spearmen were exhausted and outclassed by the ultimate mortal servants of Chaos and were destroyed. With the destruction of the Spearmen, Tyrion was slain fighting to the last and the High Elves withdrew from the field of battle. The Dark alliance was victorious and Ulthuan was doomed...

VICTORY POINTS

Dark Alliance – 3,705

High Elf Host of Ulthuan – 2,084

THERE'S A NEW KING IN TOWN...

Well, two-nil to me Andy – back of the net! No, seriously though, there were plenty of occasions throughout the battle where I was sure the High Elves were going to pull it back. My advance on the left flank got horribly bogged down – initially the Cold One Knights, my most powerful units, just wouldn't move. I had to bring the Witch King over to personally take charge of the left flank. With his Leadership of 10, the boys started to do as they were told (nobody refuses the Witch King!) and the advances and attacks were much more fluid (which all makes for interesting playtesting of the Dark Elf army).

Things got a bit rough when Andy concentrated his forces against Keith and brought him one unit away from withdrawing. Meanwhile I was content in fighting a war of attrition against his High Elves where my superior numbers prevailed despite some really crummy dice rolling on my part. I was sad to see my beautiful brigade of four War Hydras get so thoroughly kicked-in without doing anything.

It seemed a painstakingly long wait for Keith's Chaos legions to get into the game but boy when they did they just killed everything! That said, he still managed to get hit in the flank by those fast-moving Reavers and for a moment things got panicky.

All in all, the troops performed pretty well and we succeeded in drawing Andy out to get destroyed piecemeal (should've concentrated on those Chaos boys much earlier on Andy!). Although we couldn't break him and force him to withdraw, (with his special rule of 75% casualties for withdrawal he had a Break point of something like 38 units!) we whittled him down so much that he threw everything in with his final charge and we won the game.

So, Ulthuan has a new ruler now and the rightful Malekith, Lord of Naggaroth, wears the Phoenix crown (cue maniacal laughter!!!).

ULTHUAN IS DOOMED...

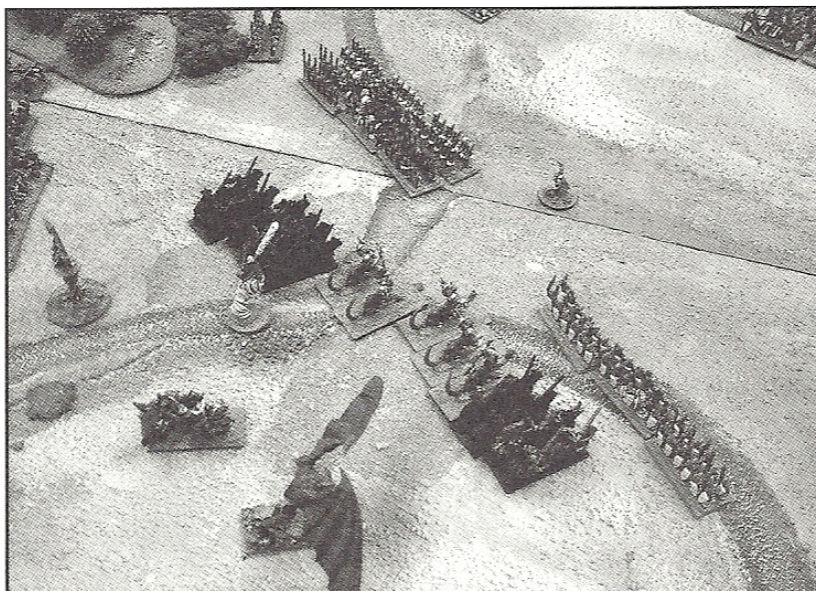
Oh dear, this is the second time I've lost to Steve in a row in print and history has once again been changed for the worst! So where did it go all go wrong? Well, let's start off with the most obvious: why did I impetuously charge down the hill and into the Chaos Knights? By this time

the Chaos army was just two units from withdrawing. My gamble was rather than waiting for two enemy armies to charge me in a well timed assault, I'd take the initiative and attempt to force the Chaos army to withdraw. I knew this was an all or nothing gamble and so threw in Tyrion as well – the guy's a hero so I just couldn't see him sitting safely on a hill!

Once again there were a few outstanding tactical blunders on my part; leaving the Dragons within Initiative range of Dragon Ogres was probably the most heinous, although I committed the Chariots and Silver Helms far too early to be able to return. Even though I butchered the Dark Elf front line they were then destroyed by Steve's counter-attack in a classic 'eye for an eye' scenario. Hindsight is a wonderful thing and after thinking about it, the cavalry would have been better placed on the other side of the hill to charge the Chaos Knights and so greatly increasing my chances of breaking them. Teclis was disappointing as he constantly failed to cast the *Power of Lileath* spell, which in effect tied him up for the most part of the game. Maybe he would have been better used attempting less powerful but easier to cast spells.

It didn't all go badly, and up to the last turn of the game it was all very close with the Chaos army only a single unit from withdrawing and the Dark Elves only seven units away. My tactics of concentrating on Keith's weaker units were sound and it was only Steve's advice to his ally that stopped him becoming overexerted and broken.

In the end though, I think it was my fear of Chaos Knights and my last impetuous charge down the hill that lost me the game and Ulthuan. I'll get you next time Hambrook!



Turn 6 – The Chaos Knights slay Prince Tyrion

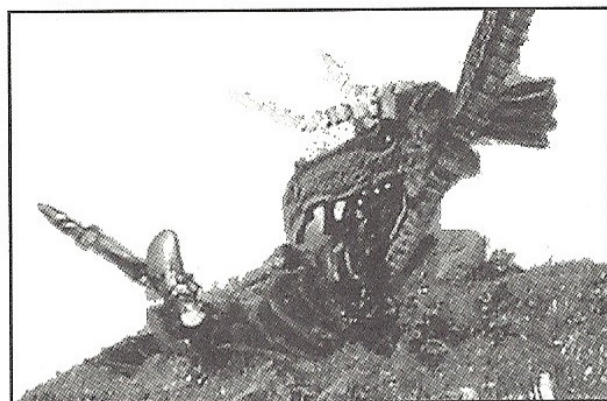
PRINCE OF DARKNESS

How to make a rather spiffing model conversion of the
Witch King of Naggaroth by Stuart Witter

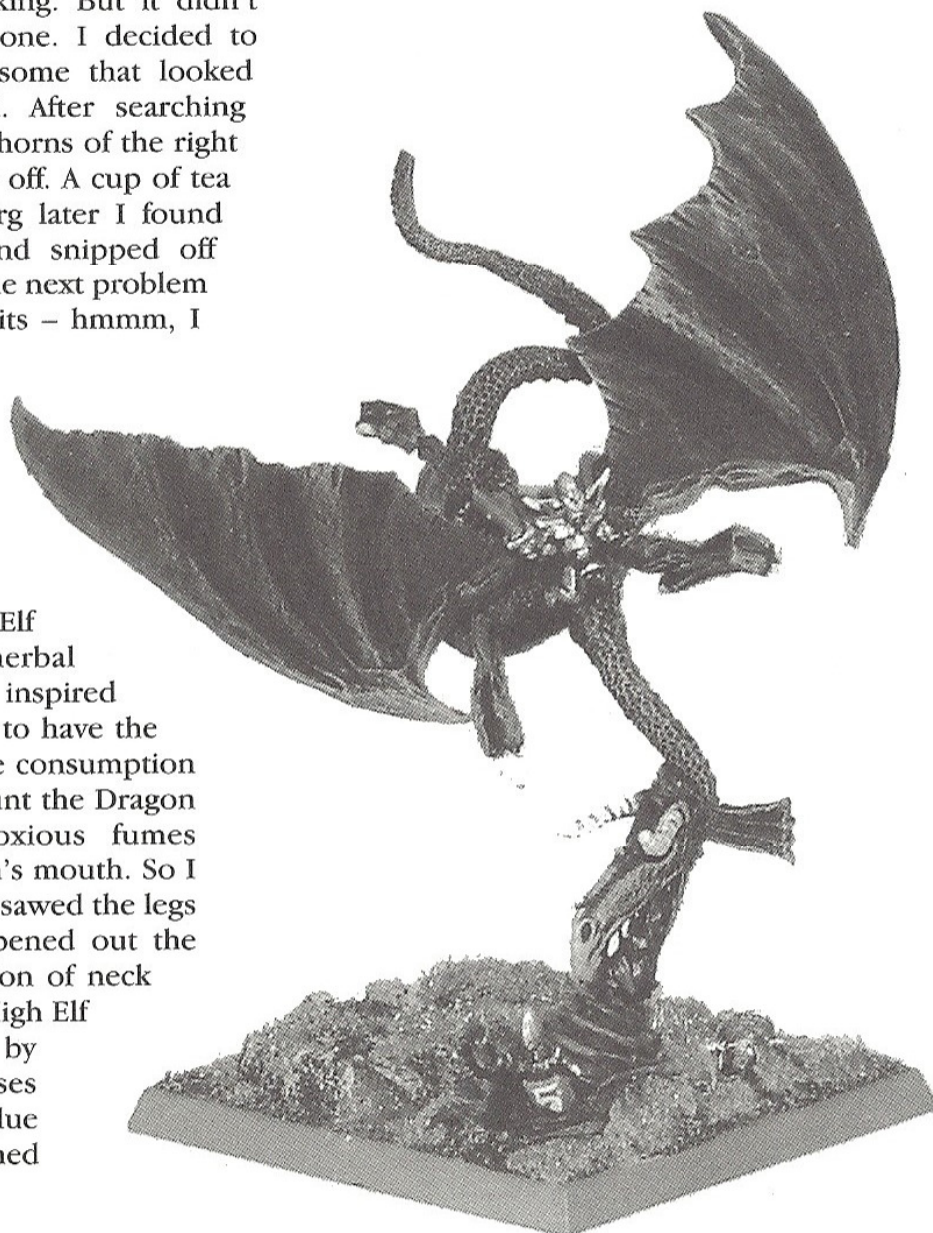
Hey look kids... It's Mr Witter with one of his neat conversions!

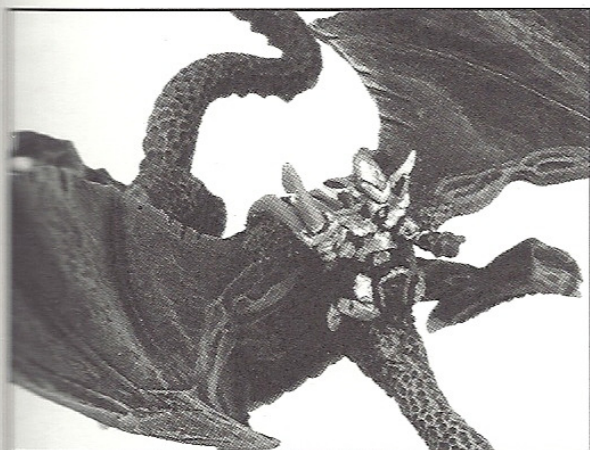
Well, to start this rather tricky job of creating the most recognisable Dark Elf characters using pieces so small they are invisible to the naked eye, I got the Dark Elf army book for Warhammer and had a good neb at the Warhammer miniature and the cover art. I then had a good look through the Dragons available to Warmaster players and the Elves that may be useful. The High Elf Dragon seemed an obvious choice – long whippy and rather civilised looking. But it didn't match the Warhammer one. I decided to replace its horns with some that looked more bony and ridged. After searching through my bits box for horns of the right size, I was still no better off. A cup of tea and a slice of Battenberg later I found some Undead steeds and snipped off their tails – great stuff. The next problem was the webbed head bits – hmmm, I thought – backs of Warhammer Salamanders. These were added easy enough.

At this stage I decided the Dragon still looked too much like the High Elf one. A number of herbal infusions and mondrian inspired sponges later, I decided to have the Dragon flying – yet more consumption gave me the idea to mount the Dragon using a plume of noxious fumes coming from the Dragon's mouth. So I clipped off the base bits, sawed the legs away from the body, opened out the toes and clipped a section of neck away – the bit with the High Elf on it. This accompanied by bendage, various curses and plenty of super glue gave me a long stretched out flying Dragon.



The Dragon's head and base detailing





Close-up of the Witch King

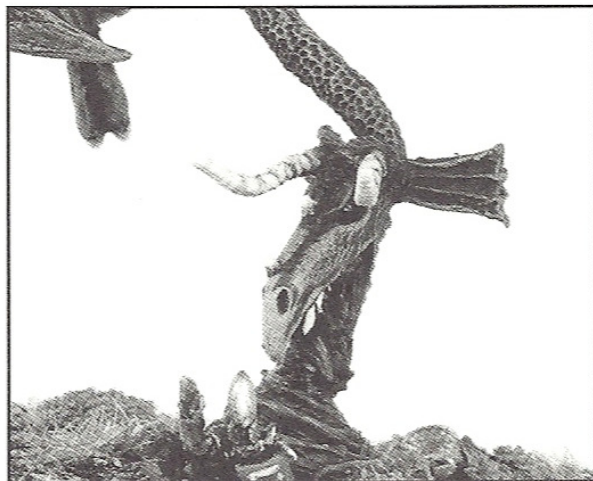
The mouth was sawn in half before being opened and drilled with a rather large drill bit; this was to accept the nail that would be the basis for the plume of smoke. The nail was glued through the base and into the Dragon's mouth. Using accelerator helps this kind of stuff. I stretched some Green Stuff about the nail in a spirally kind of thing and Bob's your Mother's Brother.

Ah Ha! The miniature is top heavy, causing an inordinate amount of falling over and chippage! I hear you shout. Well, my top tip for this situation is to find a very old lead figure and beat it with a hammer; the donor figure was an old Dwarf in this case. Flattened and glued on the base.

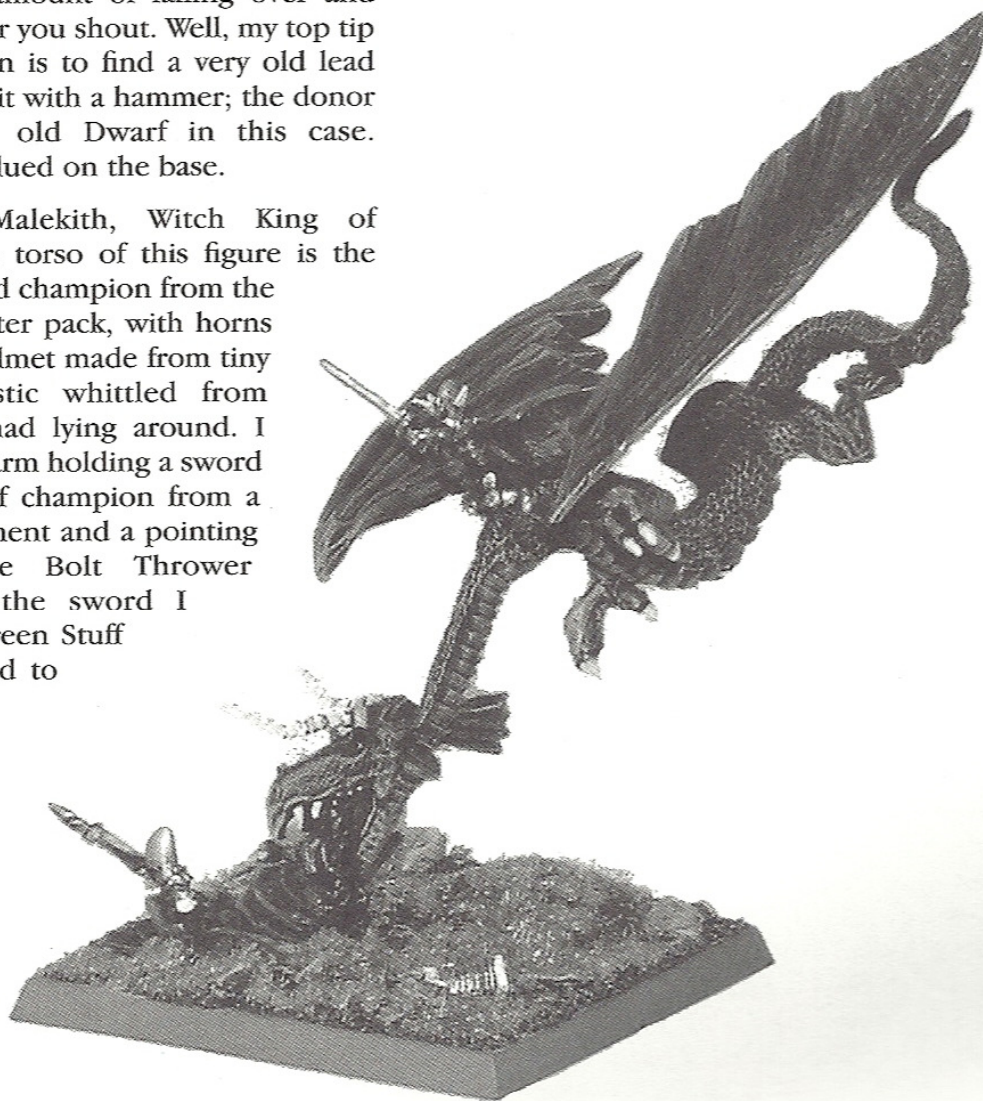
Then came Malekith, Witch King of Naggaroth. The torso of this figure is the chariot mounted champion from the Dark Elf character pack, with horns added to his helmet made from tiny slivers of plastic whittled from sprues that I had lying around. I then added an arm holding a sword from a Dark Elf champion from a Spearman regiment and a pointing arm from the Bolt Thrower crewman. To the sword I added some Green Stuff which I notched to resemble Malekith's blade more closely. The legs and cloak were all

manufactured from Green Stuff – using wire as a base for the legs.

The paint job was nice and easy; a nice grey drybrush over black, on the Dragon, and a selection of metallic paints, following the warhammer miniature so that people would instantly recognise him. A few High Elves fleeing for their lives finished it off nicely.

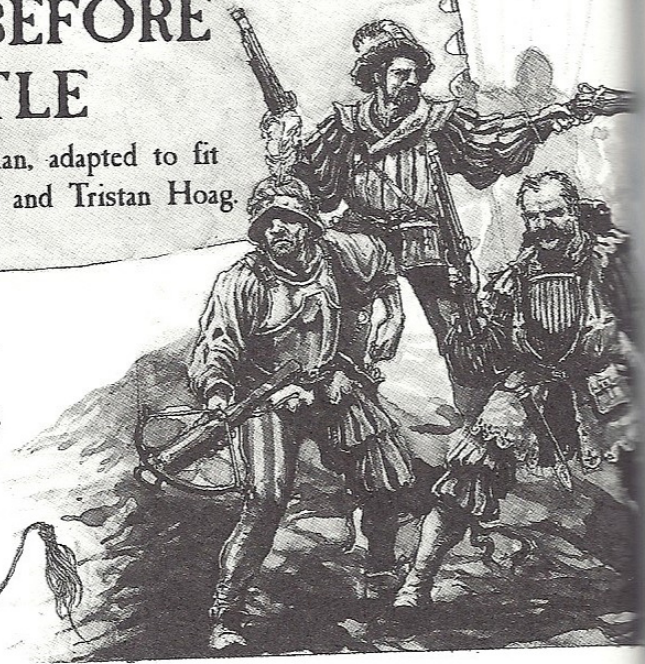
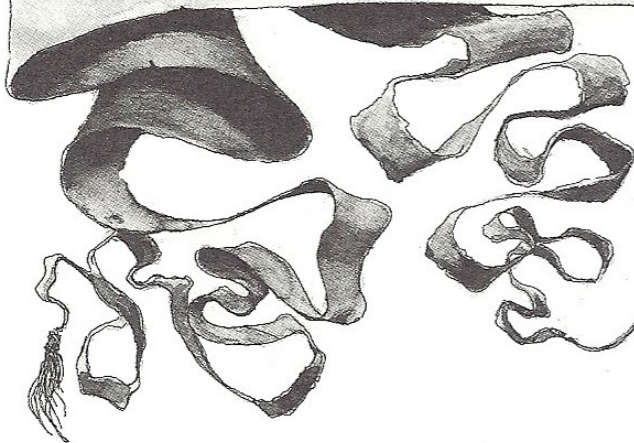


Front view of the Dragon's head



THE NIGHT BEFORE THE BATTLE

Originally written by Nigel Stillman, adapted to fit
the Warmaster rules by Kevin Kent and Tristan Hoag.



General Gregor von Krauss leaned back in his camp chair, stretching his stiff back while his mind pondered the morrow's battle. Maps, supply lists and weather divinations were scattered across the table before him, the detritus of a week of careful planning. He was satisfied with the results – with a little of Sigmar's favour, victory would be theirs in the battle to come. Only one small matter remained to be decided...

With an internal grimace, Von Krauss rifled through the piles on his desk, finally pulling out the parchment he was looking for. It was the list of his senior officers, each of them needing a task for the battle ahead. Dipping his quill in the nearby inkpot, the general started to read through the list, assessing the merits and flaws of each. Colonel Mueller was a solid, dependable soldier. Not terribly imaginative, but he knew how to get the job done. He'd be best put to use commanding the ranks of halberdiers that formed the core of Von Krauss' army. Young Baron Von Slyke, third son of the eminent Duke Von Slyke, was a handsome and courageous warrior, beloved by the troops and deadly in battle. Unfortunately, he was also desperate to prove himself, and tended to be far too reckless in battle. He'd be best suited to commanding the flanking cavalry – he'll find his way into combat anyway, and at least his fellow knights would provide some measure of protection. Trandal the Wizard was a fop and a fool, and had no business on the field of battle. He'd managed to pull

some strings at court to get him a position here, hoping eventually to return to Marienburg and woo the ladies with tales of his daring deeds. Whatever his character flaws, however, he could wield many potent magicks, and just might prove useful if properly directed. Best assign him to accompany Sergeant Schmidt on the right flank. Schmidt would know enough to pay lip service to Trandal while giving the real orders himself. Last and most especially least, was Gustav Wilhelm. Wilhelm was a mediocre commander, but felt that it was a grave injustice that he had been passed over for the position of general. Ever since Von Krauss had been sent north to take command of this army, Wilhelm had done nothing but impede his efforts to make the army an effective fighting force. Now that battle was about to be joined, Von Krauss had serious doubts about Wilhelm's loyalties and commitment to the battle plan. Perhaps it would be best if he were assigned to the reserve, close to the general himself. After all, you keep your friends close... and your enemies closer!

General Von Krauss signed his name on the bottom of the assignment form, and handed it to a page waiting quietly nearby. Standing, he made his way wearily to his cot, pausing only to snuff the candle before lying down and attempting to sleep. Combat was only a few hours away, and he would have to be as rested possible in order to meet its challenges.

In White Dwarf 243 Nigel Stillman wrote the article 'The Night Before the Battle'. This article provided Warhammer players with the ability to simulate the effects that the personalities of different unit leaders would have on a general's battle plans, and also to explore how the activities of the general immediately preceding the battle impact the performance of his forces. In essence, the goal of the article was to introduce a feeling of generalship to the Warhammer game.

Warmaster is a game of generalship. As a Warmaster General, your responsibility is to pull several different sections of your force together and make them function in accordance with your master plan. To do this, you are required to depend upon other characters to control distant sections of the army. How they react in certain situations, and how well you have prepared your forces for battle, can have a dramatic impact on the outcome. It seems only natural to have a way to represent this, and the rules for 'The Night Before the Battle' are an excellent way to do this.

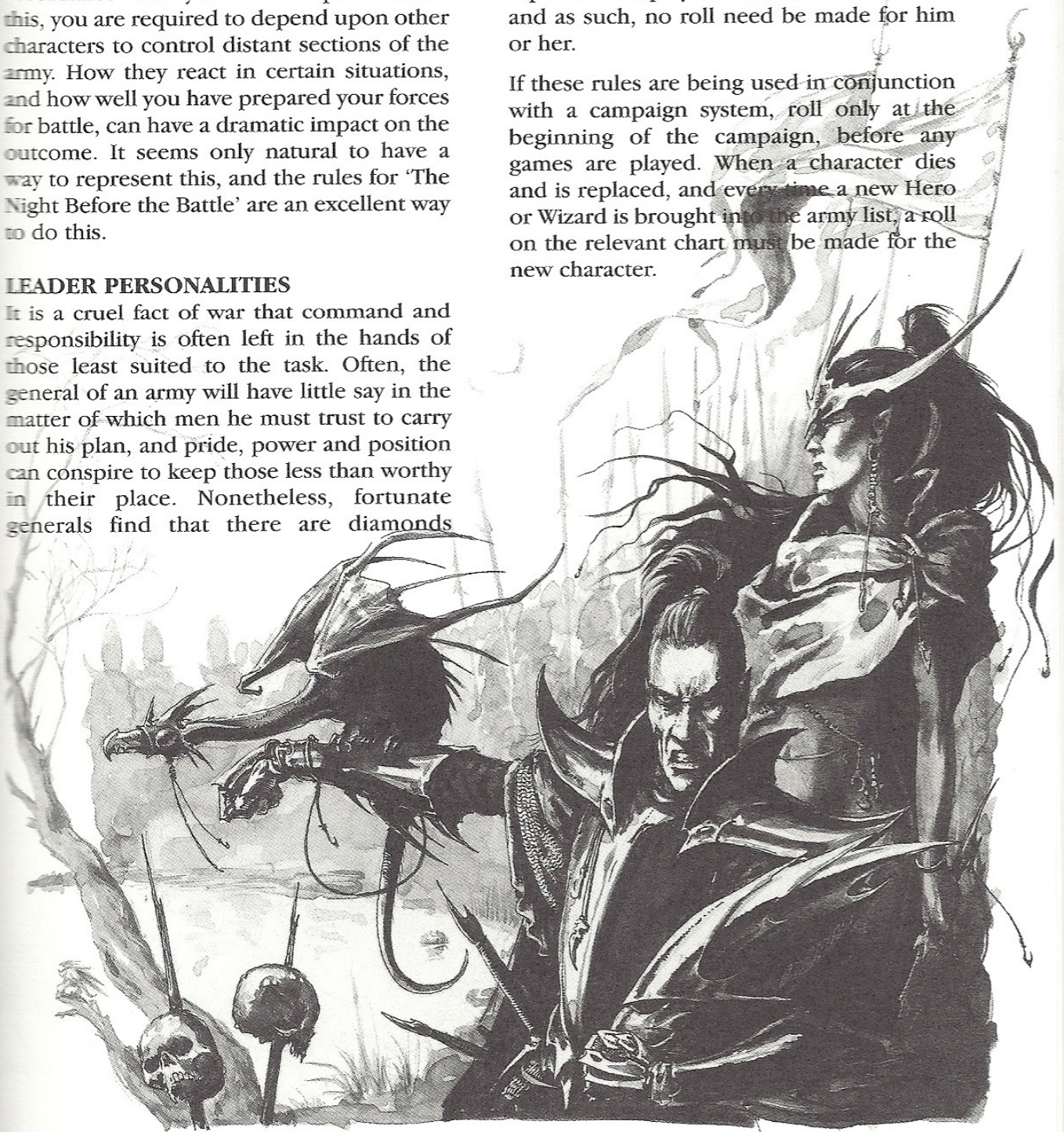
LEADER PERSONALITIES

It is a cruel fact of war that command and responsibility is often left in the hands of those least suited to the task. Often, the general of an army will have little say in the matter of which men he must trust to carry out his plan, and pride, power and position can conspire to keep those less than worthy in their place. Nonetheless, fortunate generals find that there are diamonds

among the rough. Learning to judge the dependability of those in your chain of command and to place as much (or little) trust in them as they can handle is an important skill in leading an army.

Before the game, each player must roll 2D6 for each Hero or Wizard in his force, consulting the appropriate army table on the next page to determine the characters' personality. Make a note of each character's trait. Once you have determined the personalities for each of your characters, consult the descriptions on the following pages to see how they will react during play. The General of an army is meant to represent the player's will on the battlefield, and as such, no roll need be made for him or her.

If these rules are being used in conjunction with a campaign system, roll only at the beginning of the campaign, before any games are played. When a character dies and is replaced, and every time a new Hero or Wizard is brought into the army list, a roll on the relevant chart must be made for the new character.



LEADER PERSONALITIES

Brettonnians

2D6	Result
2	Incompetent
3	Incompetent
4	Rash and Impetuous
5	Rash and Impetuous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Valiant Nobleman
10	Expert Veteran
11	Cautious
12	Cautious

Dark Elves

2D6	Result
2	Incompetent
3	Incompetent
4	Treacherous
5	Treacherous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Beastmaster
10	Expert Veteran
11	Rash and Impetuous
12	Rash and Impetuous

Chaos

2D6	Result
2	Incompetent
3	Incompetent
4	Rash and Impetuous
5	Rash and Impetuous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Marked by the gods
10	Rash and Impetuous
11	Treacherous
12	Treacherous

Dwarfs

2D6	Result
2	Treacherous
3	Incompetent
4	Cautious
5	Stubborn Leader
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Rash and Impetuous
10	Expert Veteran
11	Expert Veteran
12	Treacherous



Empire

2D6	Result
2	Treacherous
3	Treacherous
4	Incompetent
5	Cautious
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Academy Graduate
10	Expert Veteran
11	Rash and Impetuous
12	Rash and Impetuous

High Elves

2D6	Result
2	Incompetent
3	Incompetent
4	Cautious
5	Legendary Leader
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Expert Veteran
10	Cautious
11	Rash and Impetuous
12	Rash and Impetuous

Kislev

2D6	Result
2	Treacherous
3	Treacherous
4	Incompetent
5	Rash and Impetuous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Fearless Leader
10	Expert Veteran
11	Cautious
12	Cautious

Lizardmen

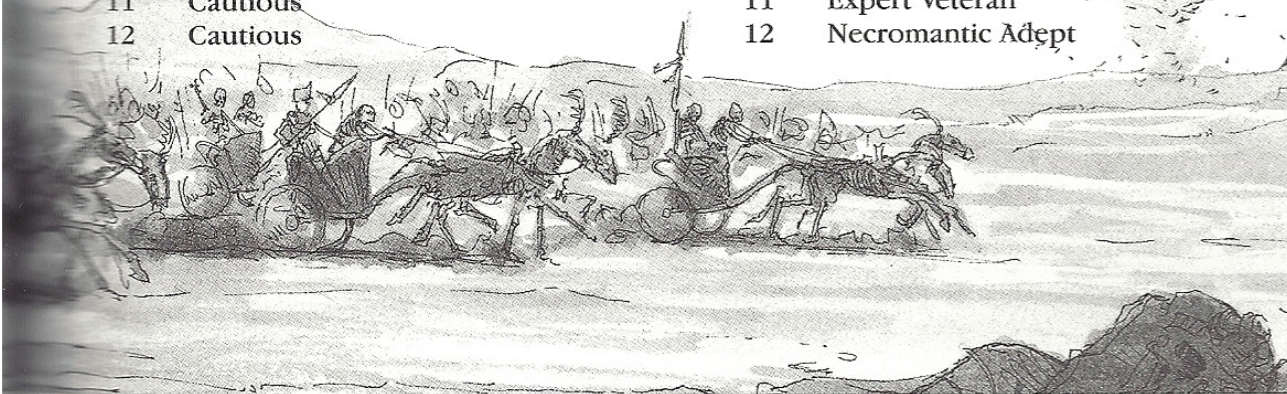
2D6	Result
2	Incompetent
3	Incompetent
4	Cautious
5	Mark of Sotek
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Expert Veteran
10	Cautious
11	Rash and Impetuous
12	Rash and Impetuous

Orcs and Goblins

2D6	Result
2	Incompetent
3	Incompetent
4	Rash and Impetuous
5	Rash and Impetuous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	One uv Da Boyz
10	Expert Veteran
11	Treacherous
12	Treacherous

Undead

2D6	Result
2	Incompetent
3	Incompetent
4	Treacherous
5	Treacherous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Necromantic Adept
10	Expert Veteran
11	Expert Veteran
12	Necromantic Adept



Academy Graduate: The character has received training in the High Military Academy of Nuln. As a result, he will know what to do on the battlefield every once in a while!

The character may add +1 to his Leadership for one order per game. This must be declared before rolling.

Beastmaster: This character is an expert at dealing with the vile and dangerous beasts that the Dark Elves employ in battle. He is able to establish a rapport with the creatures, and can get them to perform on the battlefield like nobody else. The rest of the army, however, finds the character to be a 'little odd'.

This character may issue one command per turn to a monster unit, or a brigade consisting of monster units, with +1 to his Leadership. This must be declared before the roll is made. When issuing commands to non-monster units or brigades including non-monster units, the character suffers a -1 Leadership penalty.

Cautious: This character is overly careful with troops under his command. He always expects to be outnumbered, outgunned or outflanked at any moment.

Any command this character gives will suffer a -1 penalty for any enemy unit within 40cm as opposed to the normal penalty for an enemy unit within 20cm. If the command will move the unit or brigade directly away from the nearest enemy unit, though, it



suffers no penalties for enemy units, regardless of their range.

Decisive, Intelligent and uses Initiative: The character is a reasonably competent leader. The character acts as normal.

Expert Veteran: This character has fought alongside you before, and has proven to be very effective. He knows and understands your tactics and his part in them, and will perform that role flawlessly.

This character may re-roll one failed Command test each game.

Fearless Leader: Living in the harsh Northern Wastes, this character has seen it all, fought it, killed it, and come back to tell the tale. Nothing can strike fear into his heart, and his courage emboldens those he leads.

Any unit the character is joined with ignores the attack penalty caused by *terror*.

Incompetent: This character is grossly incompetent. He may have no skill for command, or may have been trained in tactics that are now obsolete. The character will far too often order troops into the absolute worst position, or completely misinterpret the tactical situation.

The character will count any Command roll of 11 or 12 as a Blunder.

Legendary Leader: This character has been leading Elves to success in battle for hundreds of years, and has gained a reputation for being unbeatable. In any situation, the character is calm and collected, and knows what needs to be done; after all, he has been doing this sort of thing longer than many of these other upstart generals have existed!

This character may add a +1 bonus to his Leadership for one order in each game. This must be declared before the dice are rolled.

Marked by the Gods: This character has been rewarded for his devotion to his Chaos god. He is an unbelievably inspiring leader, and is able to spur the hordes to amazing feats of slaughter. Rather than the normal one attack, roll D3 at the beginning of any Combat phase where this character is attached to a unit that is in combat, or as soon as such a unit is engaged in a pursuit or advance. The result is the number of attacks the character will have for the rest of that turn.



Mark of Sotek: This character has been chosen by the gods for success.

Once per game, the character may add +1 to his command for one order, or, if the character is a shaman, +1 to a spell attempt. This must be declared before the roll is made.

Necromantic Adept: This character has spent long ages studying magic and its uses.

Once per game, he may add +1 to a spell attempt. This must be declared before the dice is rolled.

One uv Da Boyz!: This character has an impressive rapport with other Orcs. An Orc will be better at smashing and beating, while a Goblin knows how to snivel and grovel to the best effect. While these techniques are very effective with the common Orcs, other warriors are not as impressed with the character's carrying on, and take him less than seriously.

This character may issue one command per turn to an Orc Warrior unit, or a brigade consisting of Orc Warrior units, with a +1 bonus to Command. This must be declared before the roll is made. When issuing commands to other types of units or brigades, including other types of units, the character suffers a -1 Command penalty.

Rash and Impetuous: The character is flashy and hotheaded, eager to prove himself on the battlefield. This type of behaviour encourages and inspires the men.

The character will add +1 Attack to any unit

he joins (in addition to the normal number of attacks he would add by his profile.). The character is also a risk taker; if there is a combat occurring within 30cm, the character MUST join one of the units involved (chosen by the player). If there are multiple combats, the player may decide which combat the character will join.

Stubborn Leader: This character is of truly noble stock, and as such prides himself in the fact that he will give no ground to any foe. Heedless of the odds, the grimness of the situation, or the ferocity of the foe, the character will stalwartly hold the line, and others, inspired by him, will do the same!

Any unit that this character joins will always subtract 1cm from any retreat distance. This will not affect combat resolution, but may affect the bonus attacks an enemy unit gains for pursuit.

Treacherous: The character is secretly (or perhaps not so secretly!) opposed to your leadership. He will be hesitant and subversive while giving commands, and as such counts as having a -1 to his Leadership. In addition, the character will never join a unit except to avoid the enemy.

Valiant Nobleman: This character is a born and bred nobleman, and has spent most of his life hunting, feasting, jousting and fighting with other nobles. The other knights look up to him, as he embodies their sense of feudal superiority. The common folk, however, view him as just another loud, boisterous mouth to feed. This character

may issue one command per turn to a cavalry unit, or a brigade consisting of cavalry units, with a +1 bonus to his Leadership. This must be declared before the roll is made. When issuing commands to non-cavalry units or brigades including non-cavalry units, the character suffers a -1 Command penalty.

GENERAL'S ACTIVITIES

Once the actual battle is engaged, the focus of the General is upon strategy and altering his battle plan to counter the enemy's activities. He must leave the battlefield performance of his army in the hands of others, and trust in the training, ability and morale of his men to carry them through in the roles he has planned for them. Nonetheless, the General's activities immediately prior to the battle can have a dramatic impact upon the army, and can sometimes alter the course of the battle.

To represent this, choose one of the following activities to represent what your general is doing to prepare his army for battle. If you are playing a campaign system, you may choose a different activity before each individual game. The description following each option details how your choice will affect your army's performance during the game.

Call a Council of War: You call together all leaders in your army to discuss the battle plan for the next day. This will give you a chance to judge the character of your subordinates and to deal with those that will become or have been a problem.

You may re-roll (fire and replace) one of the character personalities in your army. This is the only way for you to alter the personalities in your forces.

Equipment Inspection: You spend your time checking the equipment, focusing on war machines and artillery and such. If there is a problem, you make sure it is put right.

One unit, chosen before the battle begins, gains +1 to all dice rolled for shooting for one turn. You must decide to use the +1 before you roll.

Consult the Omens: You summon the priests to attempt to divine the will of the Gods. Whether or not you believe what the outcome predicts, your soldiers are likely to react very strongly to whatever the priests foretell.

D6 Result

1-2 The priests declare that tomorrow will bring you defeat. As a result, your forces will be more likely to break and run when things get tough. Count your force as having a Break point one lower than the number of units would provide.

3-6 The omens are favourable, and the priests declare that the gods are behind you in your cause! Your army has a strengthened resolve and will be more likely to stay to the bitter end. Count your force as having a Break point one greater than the number of units would indicate.

Sacrifice to the Gods: You go about making a ritual sacrifice to the Gods to try to ensure their support in the battle to come, but how do you know what to give to the God who has everything?

D6 Result

1-2 The gods are disappointed with your sacrifice "You killed a GOBLIN for me!" This insult will be avenged! During the course of the game, every time your General is forced to move by an enemy unit, roll a D6. On a roll of 1, the General has been killed.

3-6 The gods are impressed with your sacrifice. They will support you in the coming battle. During the game, you may re-roll one Command failed by your General.

Study the Maps: You spend the night gathering as much information about the local topography as you can. Your studies yield results, and you find a way to sneak some of your forces into a more advantageous position.

Advantage: At the of any one of your turns, you may have a brigade of two units and a character arrive from any board edge that is not in your opponent's deployment zone. These units cannot be placed with your army on initial set-up (obviously!).

Disadvantage: The information may not be completely accurate; your forces may not be able to arrive exactly as planned. On the turn you wish to place them, roll a D6. On a 1 or 2, they don't arrive this turn. You may try again at the beginning of each of your turns.

The Last Supper: You decide to cheer up the men by issuing double rations for a feast, figuring that tomorrow, you will have your opponent's supplies to draw upon, or many fewer mouths to feed... In any event, your soldiers celebrate this night, and go into battle well fed and with high spirits!

Advantage: Your army is feeling vigorous today! Any time one of your units charges, they will receive an extra attack! (note: this is one attack for the unit, not one attack for each stand in the unit).

Disadvantage: The troops are slow to get out of bed after a night of feasting and drinking. Your opponent may choose to go first in this game, or may deploy in half again the normal deployment area. (ie, if they may normally deploy up to 20cm from the table edge, they may now deploy 30cm).

Inspired Oration: You spend the night re-writing Henry V, St. Crispin's day speech to fit your current situation! In the morning, you deliver it to your eager army, with glowing success!

Advantage: The General suffers no Leadership penalty for ranges up to 40cm, though he will suffer the normal penalty for any longer ranges.

Disadvantage: The General is also very tired from a long night spent trying to create his speech. As a result, the General may only move 40cm in a turn, and may only flee 20cm, instead of the usual 30cm.

Survey the Battlefield: You spend the early hours studying the lay of the battlefield. It reveals some particularly strategically useful terrain, which you have the opportunity to exploit.

Advantage: Before the armies set up (but after you have chosen deployment zones), you may move one terrain piece to anywhere on the table you want it.

Disadvantage: Your opponent can wait for you to set up your forces before deploying his own army.

Fraternise with the Troops: You once again copy Henry V and wander around amongst your troops in disguise, dicing, drinking, and giving out words of encouragement.

Advantage: Your troops know you care about them and will fight harder for you in the upcoming battle. All units gain a +1 bonus to any Combat Resolution.

Disadvantage: You are not as good with dice as you are with commanding an army, and your troops make quite a profit playing with you. Your General may not carry a magic item in this game.

These rules were designed to add a bit of variety to one-off games, and to add a new degree of detail to a campaign system. They provide the sense of working with a group of individuals to achieve a common goal, and add personality to your army. Over the course of a campaign, they encourage you to work at assembling the best commanders for each job, and to make the best decisions to prepare your army for what is required of them. Essentially, they allow you to incorporate the aspect of army maintenance into a campaign system.



THE CHELMSFORD BUNKER WARMASTER CAMPAIGN

Report By Gareth Williams,
Campaign rules by Paul Winter

We have been meeting for just over a year at the Bunker. We use a converted garage, which has enough space for three games on 4' x 4' tables. We frequently play a variety of Games Workshop games, concentrating on 40K and Warmaster, plus Formula Waaagh (Gorkamorka buggy racing).

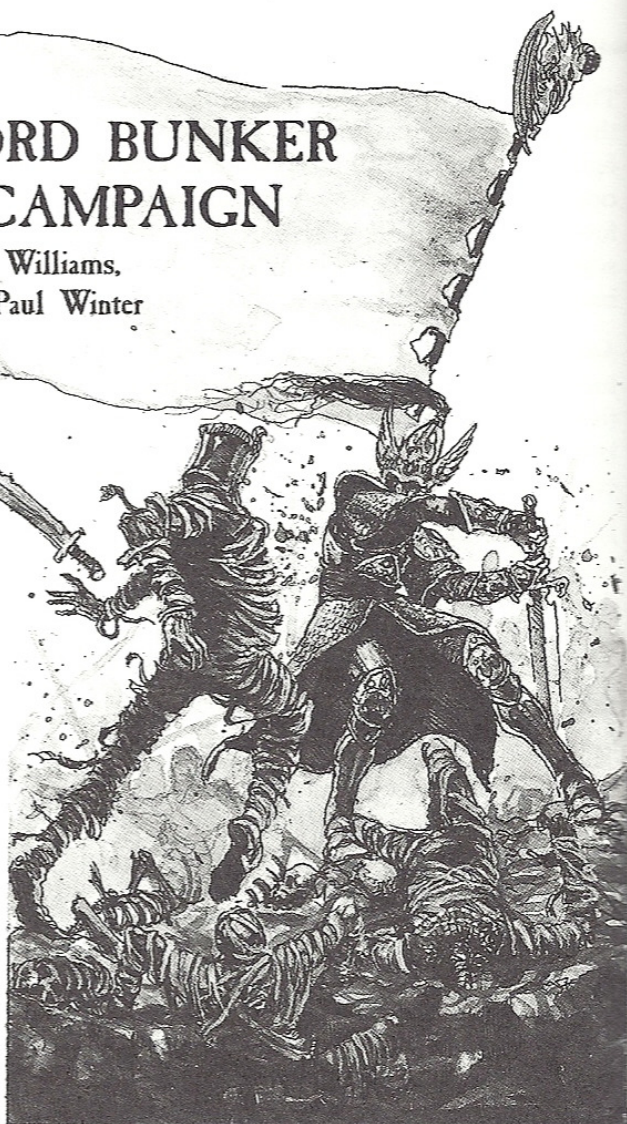
The club meets on Monday nights and has fourteen members, no more than nine at a time attending on any one night, so the garage will do for the time being. We have looked at hiring a hall but the costs are too prohibitive, and noone has any storage space.

Last summer we ran a Warmaster Island of Albion campaign, which has been altered and worked over for nine months or so, until one of our number Paul Winter came along with the current campaign rules. We started at the beginning of June and have to date played some 28 games.

We have three Chaos players, one High Elf, one Dwarf, one Orc & Goblin, one Empire, and one Lizardmen player.

Attached are two summaries of reports back home from two generals, on their progress so far – the wins, losses, and changes to their armies. Also there are a few pictures of our games in progress and the scenery we use.

We have played these games many times, and have tried to cover all eventualities, however there is always something which crops up, if so drop us a line and tell us about it.



My thanks go to all at the Chelmsford Bunker crew who have helped, playtested the rules, adjusting them as required and made a good campaign so far.

Pete Hillman, Dave Chilvers, Paul Workman, Ian Sinclair and Paul Winter

I have been playing Games Workshop games for ten years. I have converted my garage to house the Chelmsford Bunker, where we meet. I have accumulated most of the GW games and own large armies for most systems which enables members to attend and play games without having to transport their own models if they wish. Most of us, of course, love nothing better than showing off our latest paintings and conversions.

I am working on a Dwarf Warmaster army at this moment in time, hopefully, for Games Day where the club will be playing a huge demonstration battle.

Gareth Williams
cdgareth@fsmail.net

THE RULES

This is a campaign system that resembles a football league. No map is used, but the beauty of the system is that anyone can join in at any time, and the more each player competes, the more points they will get. The system allows for a minimum of two players, and no maximum. If one night, nine people want to battle, they can, players can play against the same army many times.

Players are restricted to the army they start the campaign with, at the end of each battle, generals may replace lost units with another choice as long as the 2,000 points, are not exceeded. Any unit lost can be bought again, but is classed as a 'green unit'. Once a green unit has survived a battle it becomes a 'regular' unit.

If the unit survives two battles it becomes a 'red' or 'experienced' unit.

Generals are permitted ONLY one magic item. Points to be taken from 2,000 point allowance.

Green troops

A unit becomes green if they lose all stands in battle. They are marked on the army roster as green and suffer the -1 Command penalty before any other penalties are added.

This modifier can be negated if the unit is in a brigade that has more normal units than green units.

All green units that survive a battle lose the green status and are regular troops.

Note: Players must field green troops when replacing lost units, this represents the time it takes to raise and train troops to fight.

Red/Experienced troops

Units that survive two battles become experienced, they are marked on the army roster as red troops, and gain a +1 Command, the plus can never exceed the General's Leadership value.

Once again, if the unit is placed in a brigade the bonus may be lost.

As a general rule, the whole of a brigade receives the bonus or penalty from the majority of the units it comprises of (ie, two red units, one regular unit and one green the command will be +1). In the event a brigade is comprised of an exactly equal number of unit types (two red and two green or two regular and two of any other) then there is no bonus or penalty.

Exceptions

Only cavalry, chariots and infantry can be red or green.

Monsters, Flyers, Flagellants, Trolls, Slayers, Machines, Artillery and Skirmishers, Salamanders are exempt, and do not gain modifiers to their Command values.



The author enjoying a game

The majority of games are played with forces of 2,000 points a side. Players score points accordingly.

Win = 5 points

Draw = 3 points

Loss = 2 points

Most games end after one side has withdrawn from the battlefield and Victory points are calculated, if the results are within 100 points, the result is a draw.

Before any game is played, both generals roll a D6. The result is added together and the battle generator is referred to.

BATTLE GENERATOR

2D6 Result

- 2 **Siege.** A small hamlet/village is defended. 2,000 points both sides. The lowest league player chooses to attack or defend.
- 3 **Pitched Battle.** The lowest league player sets up second.
- 4 **Siege.** Play a standard siege game using the rules from the rulebook and Warmag 9. The lowest league player chooses to attack or defend. The Attacking player may field 2,000 pts and the Defending player 1,000 pts. Victory goes to the player with the most units at the end of the game in the castle courtyard. Flyers are permitted.

Turn limit is decided by mutual agreement.
- 5 **Take and Hold.** There is a hill terrain feature positioned in the middle of the battlefield that must be held uncontested for one of the opposing player's turns. If this is successful, the game ends immediately and the player has won. Lowest league player chooses deployment zones.
- 6 **Assassinate.** A neutral player chooses one unit from the Defender's army (write it down on a scrap of paper) and stops the game (literally sudden death!) if/when that unit is destroyed in battle. The lowest league player chooses to attack or defend.
- 7 **Pitched Battle.** (As per pages 78-9 of the rulebook)

- 8 **Breakthrough.** (Scenario 4 in the rulebook) One side has to move a unit from off of his opponent's side of the battlefield. Flyers are not permitted. The lowest in the league chooses sides. The Attacker may only use 1,500 points. The Defender may field 2,000 points.
- 9 **An alliance.** Both players choose an ally from one of the other players, and play a Pitched Battle. Both the winning generals receive 5 points; both losers receive 2 points. If there are not enough players present, then roll again.
- 10 **Pitched Battle.** (As per pages 78-9 of the rulebook) with the lowest league player setting up second.
- 11 **Ambush.** (Scenario 6 in the rulebook) Using the wagon train that the club owns. The player lowest in the league chooses to attack or defend. This game can be played with no rules for withdrawal (army killer as it has come to be known, as each time we play this the attacker loses most or all of his army!).
- 12 The lower general in the league of the two players chooses which battle to play.

Victory

The army that wins rolls for battle honours, and these may be given to any surviving unit on the army roster, if the unit is later destroyed, the battle honour is lost with it.

Elite units

Warmag 8 can be used to generate an elite unit; they are not affected by the red and green command bonus/penalties. They are purchased as elite units and will get no better or worse (they cost more so this evens out).

DESIGNER'S NOTES

It is nice to see painted armies, I am slack on this count but I know others really prefer playing against painted armies. While these rules cover most things I could think of they are by no means faultless and any comments are most welcome. The rules allowing all players to score points, allows for players who are slow off the mark to catch up, or even win the league by virtue of playing more games. They should keep all players interested.

My restriction on magic items is due to the fact that everyone seems to take the same magic items. I know I do too. I also like to see a theme to an army, with that in mind my army is named 'The 1st Talabheim army' and is led by Reikmarshal Von Winters.

Rules for future inclusion

Any magic item used by an army is lost to them if the wielder is killed and it may never be purchased again. If an enemy unit passes over the area in which it was lost they may take it and use it at no points cost. They cannot, however, use a magic item if they hold it already. There are not two *Crowns of Command*!

Winning the campaign

The league may be decided by each general choosing his best 10 victories, competing in a general knowledge quiz, and by judging his painted army.

LORD AAAAAAARRRG'S REPORT

From the beginning, having landed my army on this island I was up against the odds. The Chaos gods did not smile favourably on my endeavours, the army I had assembled had its faults, I would soon find out how many.

We moved to seize an abandoned and ruined fort in the middle of a large plain. We were spotted going in and a large Empire force met us, we were successful for the only time thus far. We got into the fort with lightning speed and achieved a great victory. What favours would the gods bestow upon me I wondered. Ha! None it turned out.

A short while later my horde moved onwards and into the Empire force arrayed before me. My fine Chaos Knights charged across the plain and into a couple of units of Crossbowmen, supported by some Halberdiers. The fight was short as the Knights cut them to pieces, moving to position themselves behind some cannons. On the other side of the plain the Chaos Warriors and Marauders marched into battle too. They massacred three more

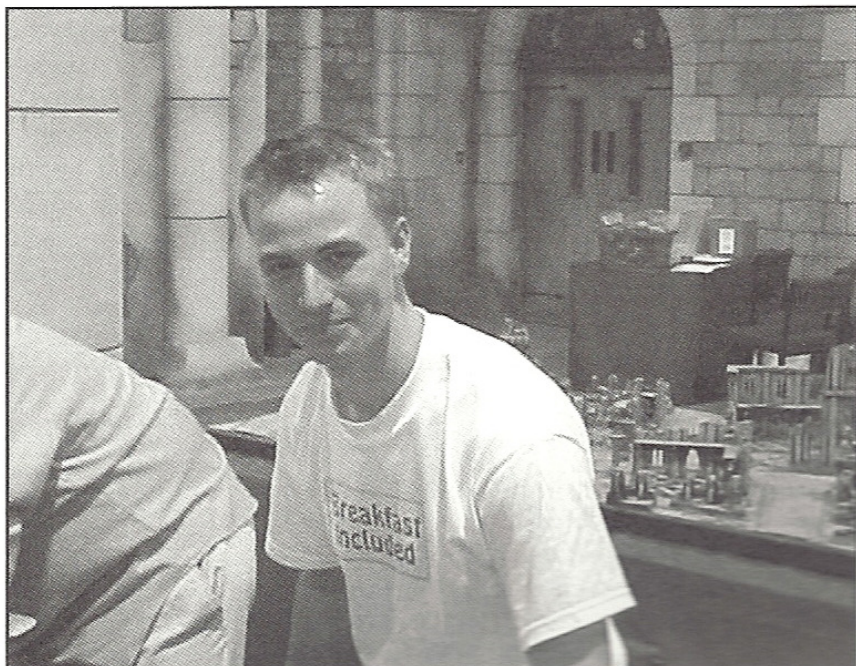
units of Empire troops, however things soon went against us, as these were then charged by Empire cavalry and were wiped out. I could have salvaged things if the Harpies I had deployed to protect my flank intervened. Curse their bones, for they refused to leave the safety of their hill! The Knights that had moved behind the cannons were shot to bits when the cannons turned. The army was in tatters, so we withdrew and left the Empire General the fort as his prize.

A while later news of a Dwarf settlement reached me. I know those Dwarfs would have gold and if I took it I could hire more men and weapons, and kill, maim, and destroy the underlings! Power to the gods of Chaos!

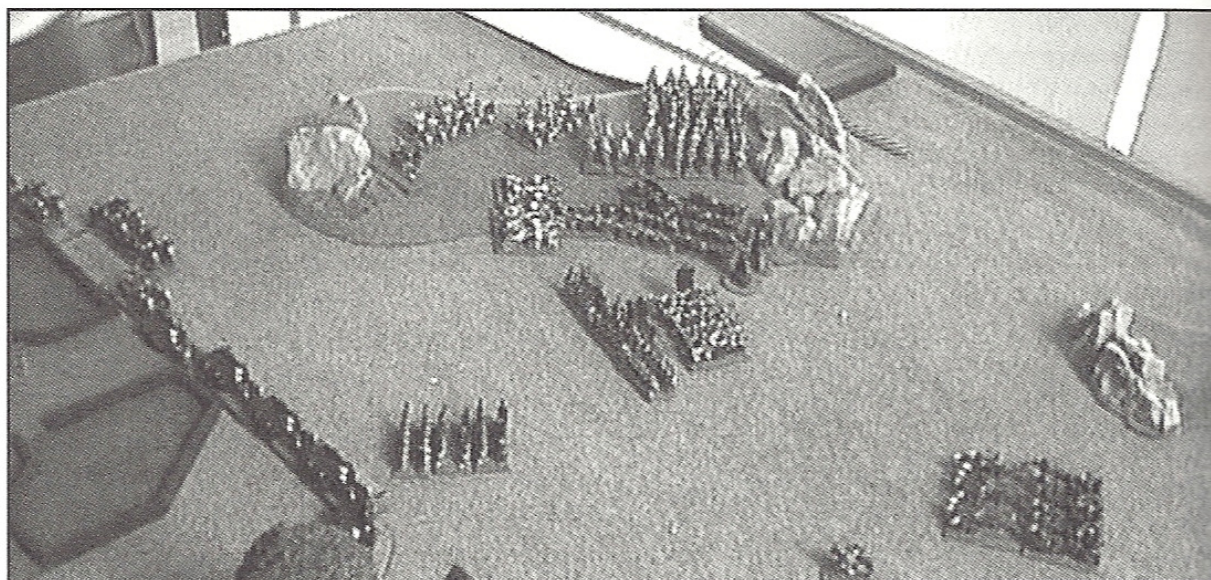
As I spied the Dwarf army arrayed and the settlement it protected, I knew that with my army of green, untried troops I would not taste victory this day. In order not to displease my gods I left without joining battle with the Dwarfs, curse them!

I am shamed, I ran away from battle, but my troops have at least gained a sight of the enemy and are eager to join battle with them now.

Was good fortune and the Gods smiling on me at least? A few days later my spies informed me of a Dwarf column leaving the settlement by a back road, and it had a huge number of wagons. I took stock, my army would no longer shame itself or me. Death or glory!



Paul Winter - the paragon of joy!



The Wagon Train scenario in full swing

I deployed my Marauder infantry behind some hills a way off on one flank of the advancing column, along with my Marauder Horse. These would occupy a large number of Dwarf units as the column advanced. On the other flank, shielded by woods and more hills, I would lead my Chaos Warriors and Knights to victory myself. As soon as I had deployed, my Harpies let me down again, taking fire from Dwarf Handgunners and either fled or died. My Marauder Horse got shot and ran off, and my Chaos Warriors decided not to budge. I prayed to the Chaos gods, "why have you deserted me?" But there was no divine intervention.

The Dwarf column moved rapidly, surely too fast for their kind. The signs were there to see but I pressed on and my Marauder Horse reappeared and moved to hide behind a hill, the Marauders with them hid. A unit of Harpies managed to get into the rear of the Wagon train but could not cause any damage. The Chaos Warriors and Knights finally moved along the wooded area and towards the Dwarf lines. The Dwarfs must have a truly powerful god because they moved once more with unnatural speed and closed on my forces blowing some away with cannons, others with shot, and still I had not attacked a wagon with any success.

I ordered the Knights to get stuck in and as they charged, a Sorcerer cast a mighty spell, only for the cursed Runesmith to dispel it. The Knights were well met and cut to bits. Only the Harpies could save me, they attacked and again but failed to win. The nearby Chaos Warriors charged headlong

into the Dwarfs which had massacred my Knights. It was an even battle which I lost and my remaining Marauders charged the Dwarf cannons, destroying them but were then beaten off and destroyed by Handgunners. My army now consisted of a few Chaos Spawn which had got left behind and a unit of Harpies which finally attacked and seized a wagon. That just left 15 more to take. The Dwarfs once more moved at speed and charged my remaining units that had been left dotted around the battlefield. The Harpies homed back to me and were at last ordered to attack the middle of the column, they managed to take three wagons. Could I win the battle now? NO!

Round after round of shooting from the Dwarf guns, Gyrocopters and Rangers and left me with the Harpies, who again attacked and seized more wagons. Inside one was a magic banner but the Harpies were wiped out before they could bring it to me. I left the field by the quickest means and alone. My army gone, my gods having abandoned me, I must again raise a horde, this time, my choices must be better!

Army

General, with *Orb of Majesty*.

2 Chaos Sorcerers

2 Heroes

2 units of Chaos Knights

3 units of Chaos Warriors

2 units of Marauders

2 units of Harpies

2 units of Marauder Horsemen

2 Chaos Spawn

REIKMARSHAL VON WINTER'S BATTLE REPORT

Long have I studied the books of my mentor, I have learned those examples and strategies long put forward against the enemies of the Empire.

Not knowing which races I would encounter in noble battle, and with changes to my troops being hard to put in place, I am determined to choose a good selection for the Talabheim 1st army of the Empire.

My selections made, my first battle was against a Chaos horde, of frighteningly strong units, but in my humble opinion too few. My army greatly outnumbered the Chaos scum, still it will be seen whether my numbers can win the day!

Setting up second I saw my opponent's initial moves; his cavalry would try and sweep around my right flank, and then into my centre, whilst his infantry and Harpies would try to take the ruined fort (the objective) and then on to tackle my left flank. My main target was the infantry, break them and the whole Chaos army would fall.

Advancing first, the Chaos horde moved confidently, their infantry led by Chaos Warriors from the wastes who took the fort and set up strong defensive positions. His cavalry came straight for my left flank, then turned to shelter behind a wood. In return for his well-disciplined advance, mine was a shambles. My cavalry, which I had deployed up front, ready to go for the far left and catch his troops in the side, refused to move. They were screening my cannons: it left my flank in total disarray there was no clear line of sight for the cannons behind them.

Thankfully, my infantry were more reliable, moving to receive the Chaos attacks. I wanted to at least try to contest the fort but with my opponent's quick advances I knew that my conscripted troops would not be able to win an assault on the Chaos Warriors in a defended position.

I had to leave the fort to the enemy, Cannons might have achieved something, but they were arguing with the cavalry commander in front who would not budge. Sometimes even Sigmar shows his light in strange ways...

Obviously, not affected by my army's lack of discipline, the Chaos horde advanced, with its cavalry going straight at my left flank but vitally not making contact. Meanwhile the enemy infantry on my right flank only took a

few hits. However, my infantry that blocked them made a noble sacrifice to the Empire. In my turn I countered with everything I had, cannons, mortars, magic, crossbows added together to kill a unit of cavalry, confused another, and enchanted a third. But would this be enough?

On the left flank great success followed when my second line of infantry engaged the front of the Chaos troops, whilst my cavalry came around the side and hit them in the flank. Even the quality troops like the Chaos Warriors were beaten by such a formation, and the casualties I received were more than paid back by the mounds of Chaos corpses.

What was left of his cavalry went through my left flank as if it was not there, I dread to think what would have happened if I had not reduced their numbers earlier. In my next turn I took off the few single stands I needed to break his army, the fire from my cannons saw off the cavalry. Victory was mine. Praise be to Sigmar!

The Chaos forces retreated, the survivors went back to the ruined fort, and the Harpies flew off having never moved from their position on the hill. My elation was short lived as I surveyed my troops. My cavalry had survived but their numbers were depleted. I ordered my troops to clear out the fort – a terrible sight! Chaos forces had left numerous sacrifices and obscenities on the walls and the grounds around the fort, there is never a true winner against the forces of evil.

Army

General with *Orb Majesty*.

2 Heroes (1 mounted on a Griffin)

2 Wizards

6 units of Halberdiers

1 unit of Handgunners

4 units of Crossbowmen

2 units of Flagellants

2 batteries of Cannon

2 Mortars

2 Helblasters

2 units of Pistoliers

1 unit of Knights Panther

1 unit of Knights



THE BATTLE OF ORKES RIFT

A battle report using the Battlefield Terrain Set-up rules from issues 12 & 14, by Wayne Rozier & James Hughes.

James Hughes and Wayne Rozier ran a couple of games using the latest version of the campaign and battlefield set-up rules Wayne and Jon Baldwin have been working on for the last eight months and which featured in Warmags 12 and 14. Regardless of the playtest overhead, the battles were great fun in their own right. As they were woven into the campaign the enjoyment of each game was greatly enhanced by knowing that you needed to keep the army strong and fit for the next encounter.

THE ARMIES

High Elf Army

James Hughes aka Ivan

General with <i>Orb of Majesty</i>	185
Wizard with <i>Ring of Magic</i>	115
Wizard with <i>Scroll of Dispelling</i>	105
3 units of Archers	225
5 units of Spearmen	300
2 units of Reavers	200
2 units of Silver Helms	220
4 units of Chariots	380
2 units of Giant Eagles	140
2 units of Bolt Throwers	130
TOTAL	2,000

Twenty units! Oh I see no Heroes. Wow! James is going to try and lead his entire force with one General and two Wizards.



Orcs & Goblin Army

Wayne Rozier – aka Ugy.

General with <i>Orb of Majesty</i>	125
4 Orc Heroes	410
One mounted on a Wyvern with the <i>Sword of Cleaving</i>	
2 Orc Shaman:	120
one with the <i>Staff of Spellbinding</i>	
2 Goblin Shaman:	90
one with the <i>Ring of Magic</i>	
4 units of Goblins	120
4 units of Orcs	240
1 unit of Black Orcs	110
1 unit of Ogres	105
2 units of BoarBoyz	220
3 units of Chariots	180
5 units of Wolf Riders	300
TOTAL	2,020

Nineteen units and a lot of magic – but no artillery! In an effort to win the march, the Orcs & Goblins may lose the battle. In fact with that many Heroes I predict that the Orcs will have too many Heroes by the end of the campaign.

1ST BATTLE

THE INITIAL ENCOUNTER

In the first battle things went against the High Elves after much tactical use of magic by the Orcs and a few well-timed charges. Things were looking bad for the Elf high command as they were down seven units. So James elected to exercise the voluntary withdrawal rule so the High Elves escaped to fight another day.

In rolling for post combat effects and the terrain, the Elves retreated so we discovered a need to modify the tables a little bit which we did.

The Elves retired to hilly terrain and got 2D6 replacements, the Orcs managed a massive 6D6. The replacements would take the Orcs up to near full strength – minus a unit of Boarboyz, the Ogres and the Wyvern. Also, a unit of Chariots would be at 2/3rd strength. The Elves managed to replace all their Infantry, Artillery and Flyers but they would be down an entire cavalry brigade. The Orcs were looking forward to the next encounter – but by the look of that face those Elves were still contemptuous of all things green.

James vowed that things would be different next time. And it was...

2ND BATTLE

THE BATTLE OF ORCS RIFT

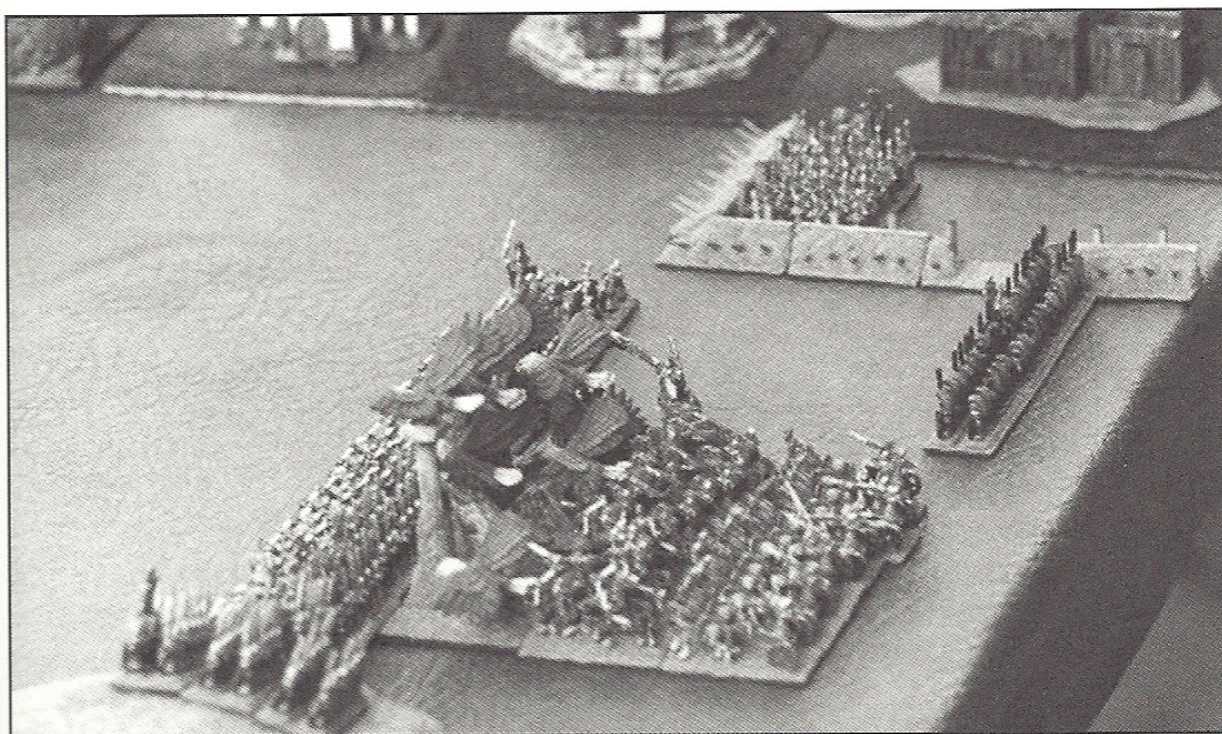
Continuing with our campaign playtest, Wayne and I fortified ourselves with beer

and proceeded with a second battle. Once again, my Elves managed to out-march the ill-disciplined greenskins, but lost the scout roll by a small margin. This meant that I got to pretty much determine the layout of the battlefield again, but I had to set up first. Hmmm... I'll have to have some stern words later with my Reaver cavalry about not letting appreciation of the countryside interfere with scouting operations.

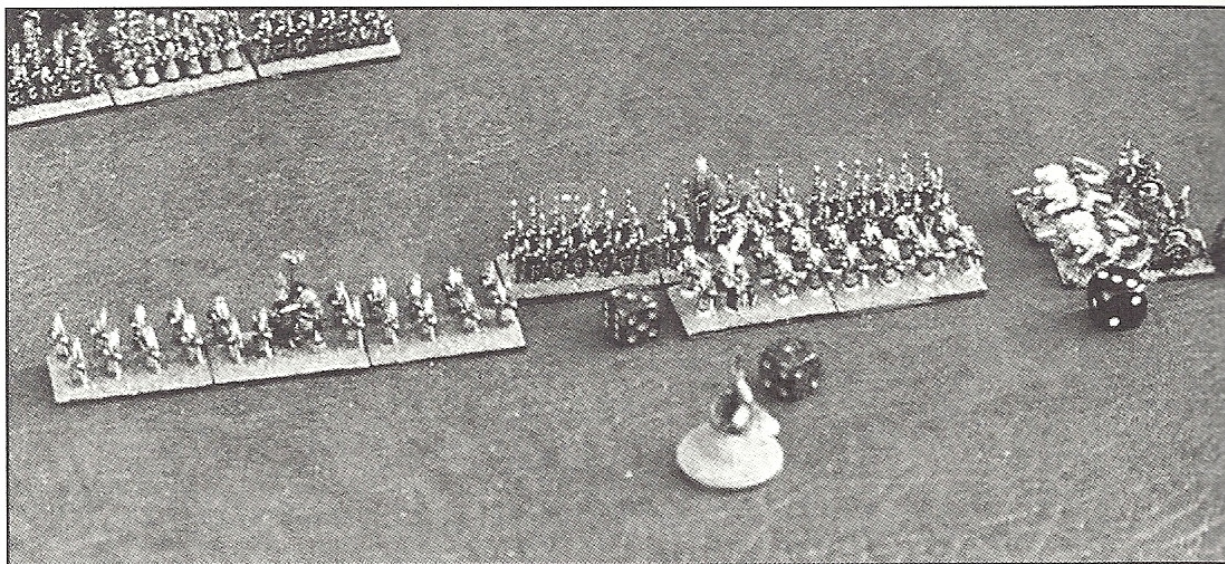
I figured it would be logical for my Elves to have regrouped around a friendly town, so I picked that as one of my optional terrain pieces. Being a proud Elf who doesn't like to lose, I then set up the town so that it projected straight out into the centre of the battlefield. This, combined with a rocky outcrop at the end of town, neatly divided the battlefield in half. I hoped that by restricting the space available I would negate Wayne's advantage in numbers. I then set up my camp abutting the town, garrisoned it with a unit of foot, and deployed all the rest of my army in a big clump to the left of the town, so that my right flank would be shielded by the terrain.

Turn 1

The greenskin horde advanced (well, some of it anyway) in typical unruly manner. The four Orc and Goblin Shamans were out in front as usual, making the one remaining Elf Mage look pretty pitiful! At the extreme rear of the scattered Orc & Goblin army were a



High Elf deployment



Wolf Chariots charge home

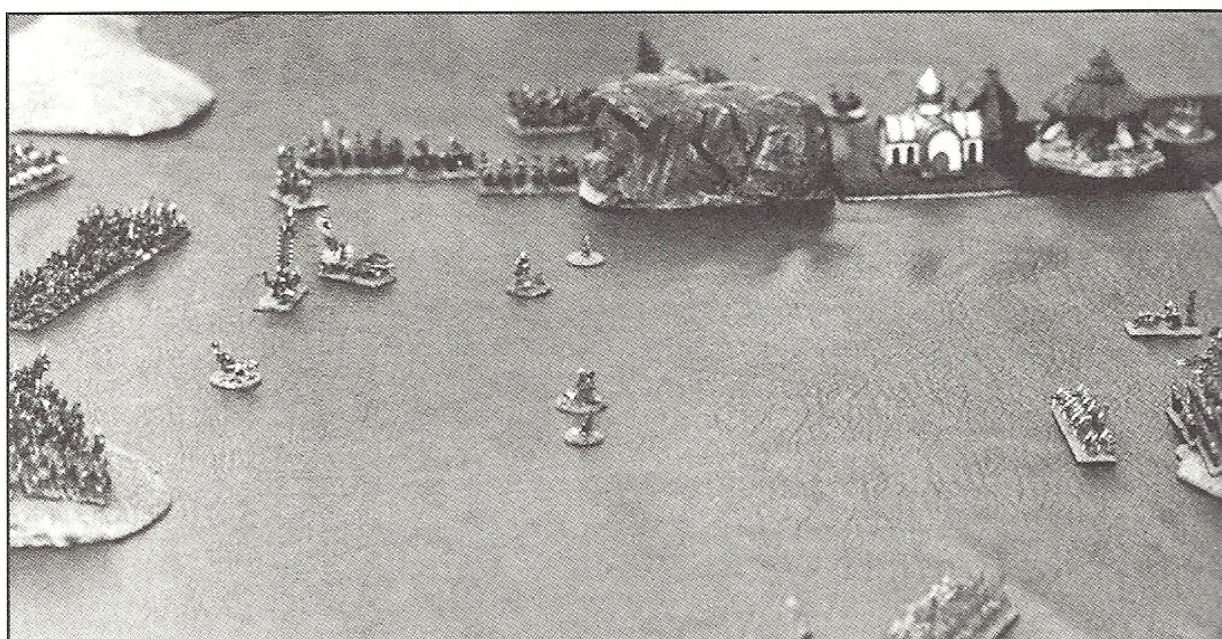
couple of units of Wolf Riders which heroically defended their battlefield edge for the whole battle. I reassured my Elves not to worry, there would still be plenty of greenskins to go around.

During the Elves' first turn, a reasonably successful series of orders moved most of the Elves on a wide swing to the left, leaving the camp wide open other than the one unit of Spearmen inside it. The Eagles moved the furthest, setting up to conduct flank attacks when the opportunity arrived. The Orc second turn saw an attempt to disrupt and pin down the Elf flanking movement by throwing a Goblin Wolf Rider and Wolf Chariot unit into the works. The Wolf Riders fired ineffectually at the Eagles, whilst the Wolf Chariots bounced off of the flank of an Elven infantry brigade that had been

partially disrupted by a *Gerroff!!!* The Elves lost a stand of Archers for one Wolf Chariot and that was only because of the *Gotcha!* spell. Those Goblin chariot drivers really need some practice – they simply can't drive and spit at the same time.

The Goblin Shamans were responsible for confusing a unit of spearmen. Curse the *Gerroff!!!* spell – it's just not sporting! The other two Shamen were driving one of my units of Bolt Throwers back to the battlefield edge near my camp at this time.

Elves can see the advantage in any situation, and the unit of Spearmen and the bloodied Archers who had driven off the Wolf Chariots used their fallback moves to set up for some nasty Initiative charges against those same chariots.



The Orc & Goblin Shamen dominate the centre of the battlefield...

Got 'em! No, wait only five hits! One of the Chariots lived to fight another day. The Elves suffered only an ineffectual two hits in reply. While this bit of bumbling was going on, the Eagles charged the Wolf Riders that had had the temerity to shoot at them, and wiped the unit out for the loss of one Eagle stand. The rest of the Elf force reformed its brigades and recovered from the confusion caused by all those *Gerroff!!*'s. Round one to the Elves!

Mind you, the Goblins were giggling and gloating at the effective use of the *Staff of Spellbinding*. The only High Elf mage was now reduced to half-mumbled chants and 'Swan Vesta' strength fireballs. The greenskins remained confident of victory – more units, more points on the table (+400), more magic and a surfeit of Heroes.

Turn 2

The Elf infantry and Bolt Throwers in the centre were bombarded very effectively by Wayne's Shamen, much to the frustration of the mounted troops who were in support behind them. One stand of Archers was actually destroyed by all the fireworks, and the full strength unit of Bolt Throwers found itself pinned in the rear by repeated *Gerroff!!!*s and so found themselves unable to get into range of the approaching Orcs.

What a mess! Luckily my General was on hand to sort things out.

By fits and starts UGY's horde ground forwards, sending one small contingent to the left of the rocky outcrop in hopes of eventually working a way through the town

to attack the Elf camp in the flank. As soon as those greenskins enter the village they'll be on a 7 to command – 6 if they get within 20cm of my camp – that'll slow down the sneak attack.

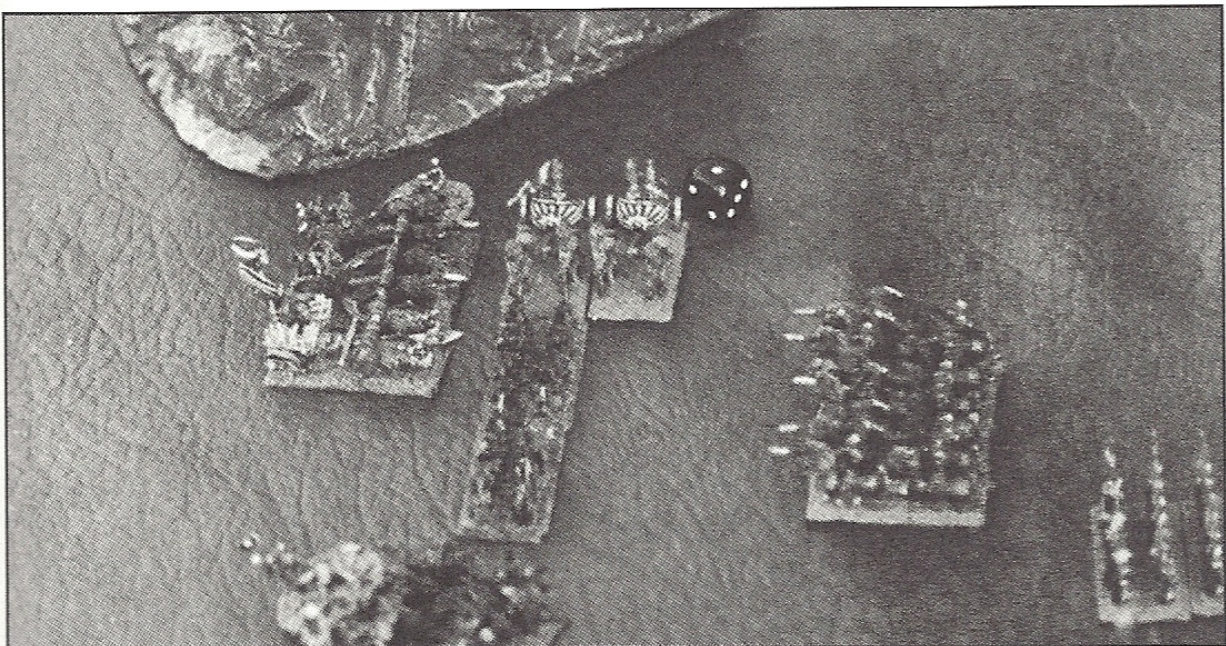
The Elves completed their interrupted move to the left, consolidating the two damaged units of Archers along with three units of Spearmen into a single massive formation. The mounted brigade dressed its ranks in support, and the Eagles still lurked on the far wing. In the centre, only the two units of Bolt Throwers and a single unit of Spearsmen remained, and these were still in no particular formation thanks to those meddling Shamans!

(The way you go on, folk might conclude you dislike Green magic! – Wayne)

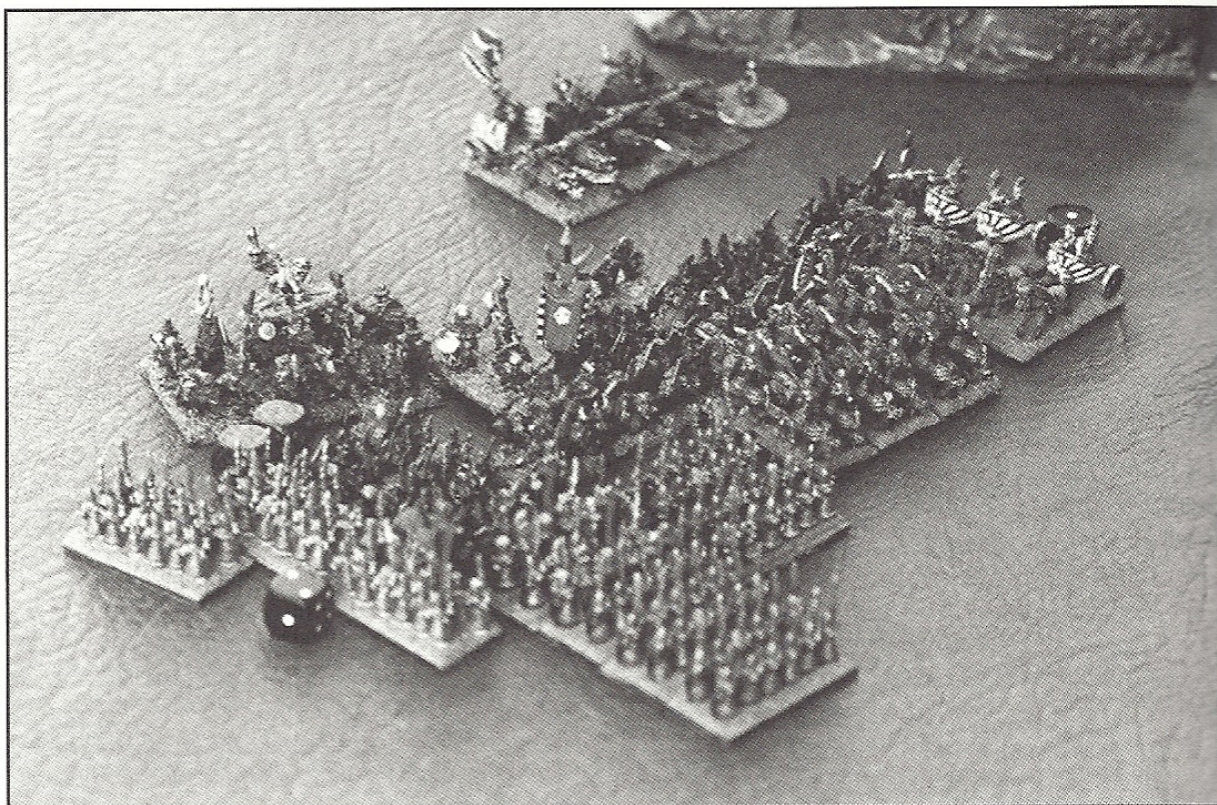
Eager for loot, the Orcs & Goblins pressed on towards the lightly guarded camp. The Elves left to guard the camp began to murmur and wonder if their survival was included in General Ivan's 'Master Plan'! With mad daring, a unit of Boarboyz came out of nowhere to attack the single unit of Spearmen guarding the Elven centre, while some Wolf Riders overran a completely isolated Bolt Thrower. Ouch!

The Boarboyz and Wolf Riders bore down on the weak Elven centre. After making short work of the Spearmen, they trashed the second unit of Bolt Throwers as well.

Round two to the Orcs! The camp looks doomed!



The sole High Elf mage gets spellbound!



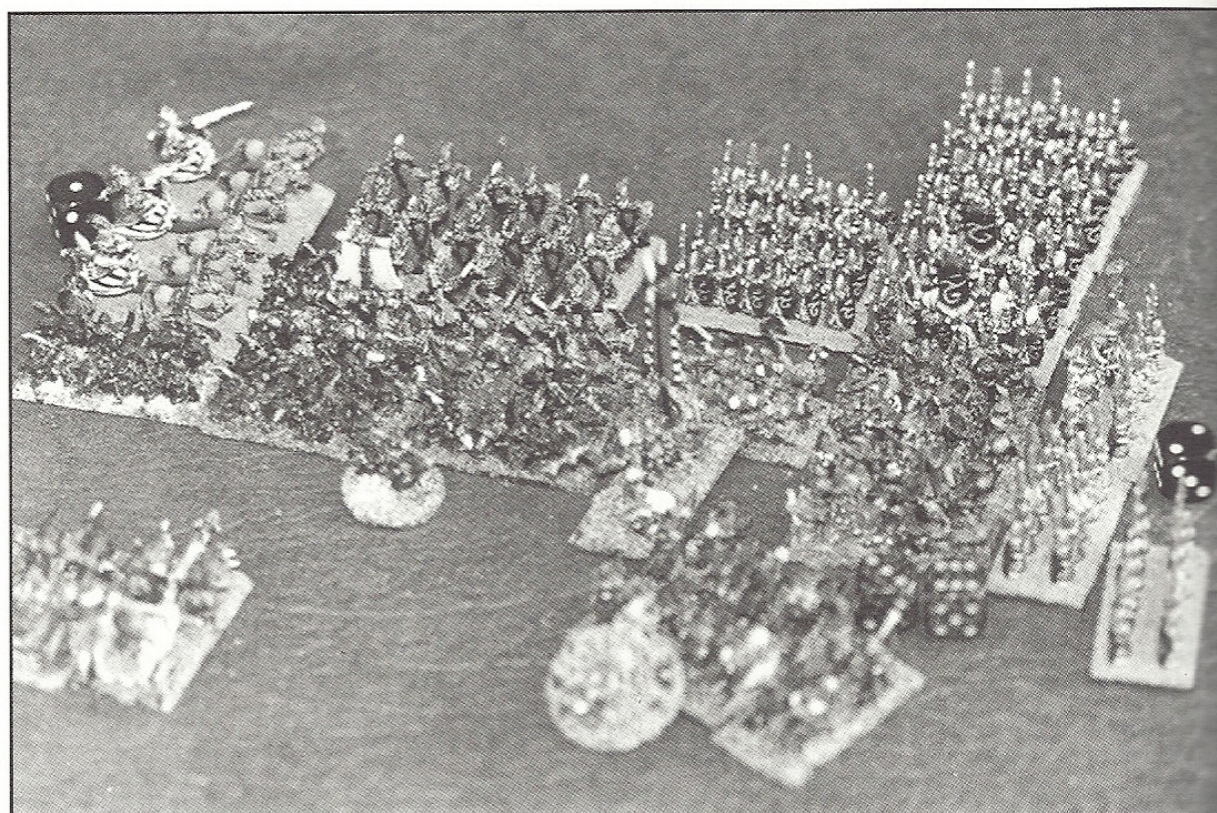
The High Elves counter attack

Turn 3

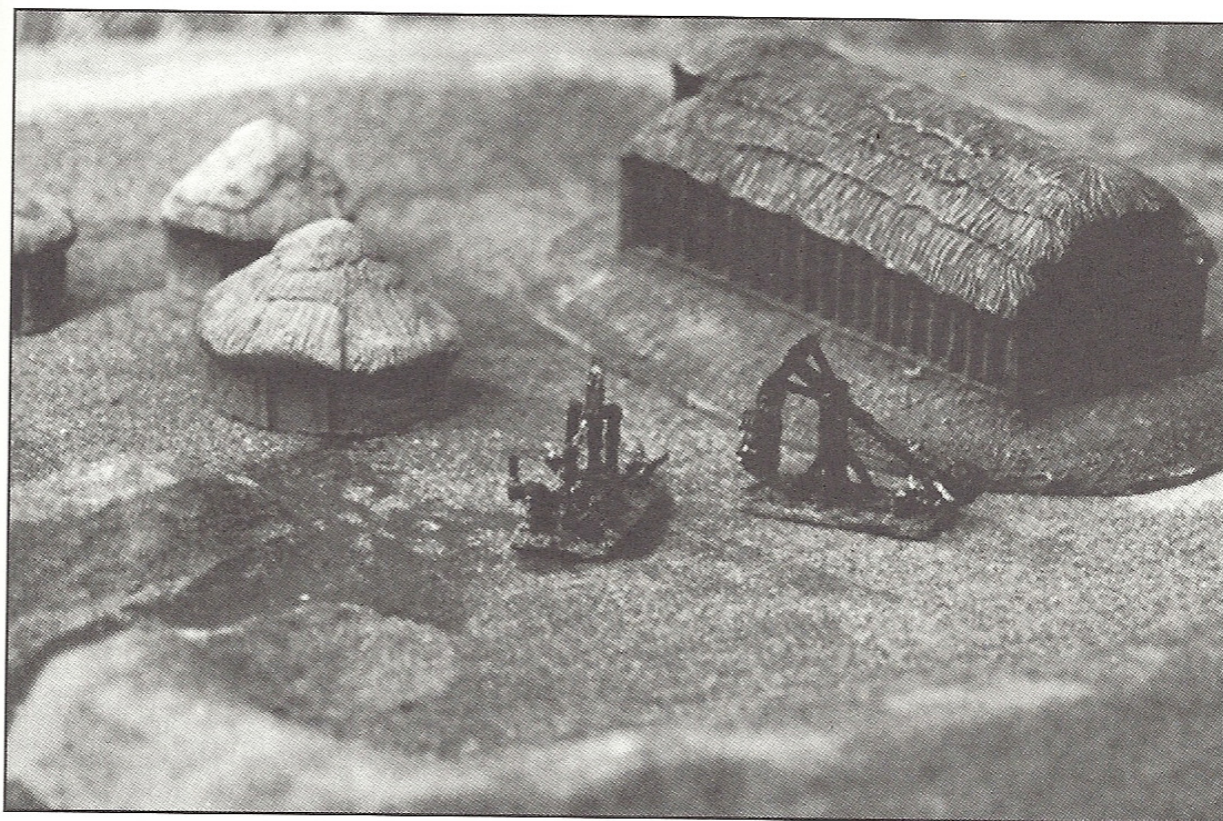
As I prepared for another turn, things looked grim. Wayne had just killed three stands of Spearmen and three Bolt Throwers, and it had only cost him a single stand of Boarboyz and one of his Wolf Riders. The marauding mounted troops had

regrouped behind the low hill in the middle of my board edge, meaning they would be difficult to charge.

Turn 3 for the Elves proved to be a great illustration of just how effective a Leadership of 10 can be. Issuing three orders in succession, I moved the three



Ker-runch!! The Elf charge hits home, as seen from the Orcs' perspective



Da Rok Lobbas – Dat's were they woz!

units of Spearmen out of their support positions behind and between the Archers. They formed up into attack columns, and were then hurled into a unit of Goblins in the van of Wayne's army. The cavalry brigade advanced next. I peeled off the Reavers and one unit of Chariots to attack the Wolf Riders and Boarboyz that had savaged the Elf centre last turn.

The remaining Chariots and Silver Helms managed a third order (with a little help from the *Orb of Majesty*!) and crashed into a unit of Orcs and a second unit of Goblins. Several Orc characters were swept up by all these charges, including the Orc Warboss, who joined the imperilled unit of Orcs. That spellbound Elven mage used the *Ring of Magic* to cast *Light of Battle* on every Elf unit in combat by the way! It really doesn't get any better than this!

The Goblins on the right were wiped out instantly, for only two hits on one of the Spearmen units. The Spearmen then advanced into the Orcs who were shielding Wayne's Warboss.

There was a lot of horrible hacking and stabbing, plenty of heads rolled (well, dice anyway!) and the Orc unit disappeared under the tide of gleefully vengeful Elves. They and their Goblin supporters did take out a Chariot and a stand of Spearmen, but

that hardly mattered. The Warboss was dead, and so the second battle ended with an unexpectedly sudden Elven victory! (And a good thing too, as there were still a lot of Orcs out there!) Round three and the K.O. to the Elves!

I was really, REALLY glad UllGitYer and his Boyz left home without the Rock Lobbers (nice Orc hill fort! see above).

(I hoped to march and scout better and so I did without them but I must admit I missed having them on the battlefield – Wayne)

After the battle what was left of UGY's horde ran for the hills – literally. Wayne chose to retire to the mountains. The post combat effects and replacement rolls resulted in the Elves getting their strength back up to nearly that of the start of the battle (less one stand of Chariots). On the other hand, the Orcs replaced a great part of their losses. However, the Ogres, Wyvern and now two units of Boarboyz were out for the next round. Points-wise things were getting back into balance and the campaign now stands at one win each.

To be continued...

EUROGT

EUROPEAN GET TOGETHER

A report on Warmaster gaming throughout Europe.

By Lex Van Rooy

HISTORY

Late last century, well actually in the second half of 1999, there was an animated discussion on the Direwolf group at Yahoo! on the feasibility of getting some of the list members from various locations together for one weekend a year to actually meet face to face for some games. These talks led to first Direwolf – GT in the States in late Fall of 1999. GT, in this case stands for Get-Together, the meeting of kindred souls for a weekend of meeting friends and gaming mayhem.

Obviously, the Old World could not stay behind in this, and a group of Dutch gamers decided to organise a European version of the GT. With most of us involved in both Warhammer and Mordheim at that time we decided to extend the borders of the GT to incorporate both systems.

To fit this together, I was looking at the possibilities of using a previously White Dwarf published J-file on Empire games. Getting the rules used for a similar GW-event from Jervis proved easy and all of a sudden we had a very different event on our hands. Ever since the EuroGT has been set up along these lines.

The one other thing that sets the EuroGT apart is the varied nationalities that have shown up over the years. So far we have had: Dutch, Belgian, German, Austrian, Greek, British, Welsh, Scottish, Danish, Swedish, Polish, Canadian, American and Australian players at the event.

SETUP

Over the last six events (the first one was so much fun that a bunch of Austrian gamers decided to host an October version) we have been playing around with the rules both for the individual systems and the overall game (we call this Evolution 8). I will give some examples – the first EuroGT was map driven, with all the tables representing specific areas and the routes to and from tables indicated on them. With a less than perfect timing of game-rounds this made for a fun and very chaotic first event. Still, we established that we could get between five and ten games in over a GT weekend, which is not half bad!

The current system does incorporate a map, but mostly as a visual reference and is basically resource driven. Warhammer and Mordheim/skirmish games are decided by comparing orders and matching players for their games. Game length is half an hour for skirmish style games and two and a half-hours for major battles. Very important as a tie-in between Mordheim and the other systems is the INTEL system. Instead of Wyrdstone the Mordheim battles yield INTEL, the all important information units that allow the other players on the team to do things like use Raiding orders, set up flank marches and reinforcements, etc.



The 'battle room' in full swing...

WARMASTER AT THE EUROGT

From the very first moment I laid eyes on Warmaster I knew I wanted to incorporate the system in the overall Get Together structure. Not having the slightest idea if anybody would be interested in playing Warmaster in event format, we nevertheless opened registration for:

III, MARCH 2001, NETHERLANDS

And to my surprise I got this nice bunch of guys sitting in the hotel lounge on Friday evening, patiently hearing my apologies for the lack of players (with some VERY late cancellations). Well, with the likes of Christian Burnett, Stephan Hess, David Simpson and Gerald Denk, I need not have worried. These guys took up the challenge and made their own event. The highlight being a web cast game with Gert Hansen, who did not manage to make it to Bergen op Zoom, on the other end of Internet. So, although Warmaster did not integrate in the overall structure, I knew we did not want to lose it from our roster.

IV, October 2001, Austria

This was going to be a final testing ground. If Warmaster players could be coaxed to play in events then this one should prove the viability of it. And it did! With some internationals dropping in at the very nice Kranichberg location, and a fistful of locals to flesh out the numbers, we played more games. Some



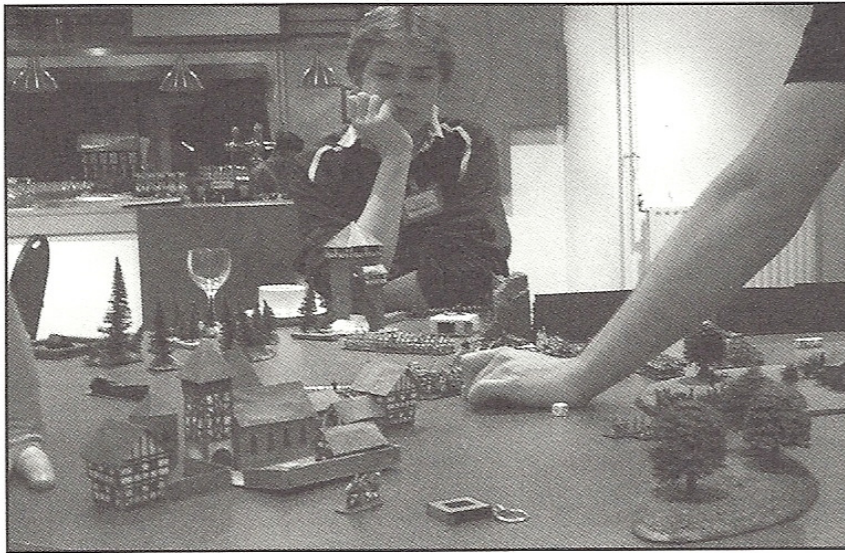
Another view of the 'battle room'



Dwarfs in action



'Thore' enjoying a game...



The city fight battlefield

players got in more games over that weekend than they did in the entire year. Now you may wonder why there is no winner mentioned for this event or the others, but with Chris B around it is easier to just mention when he does not win!

V, March 2002, Netherlands

This is the year of RAG and the Knights of the Round Table (see insert). Having now established the creditability of Warmaster, we started looking into integration options, and no less importantly in finding the 'twist' we always like to put in the EuroGT format. With a list full of Warmaster maniacs at hand (the gw-warmaster community @ Yahoo) it was not hard to make contact with Wayne (Ulgityer) Rozier and nip his Random Army

Generator format. This even caused Wayne to join us for the fun, and fun it was! The combination of the RAGged lists, playing on the round tables and the prepared scenarios for interacting with the overall EuroGT worked smoothly. A late cancellation forced me to play some games on Saturday, but mercenary support came in on Sunday and allowed me to step back into OPS to guarantee a smooth final to the event.

VI, October 2002, Austria

Austria saw us again with eight players ready to rumble. With my hands pretty much tied in running overall OPS, I was fortunate to have Chris B around to handle the Warmaster part, although that did cost him some playing time! With five empires, we had to divide the players and ended up with some empires having two players. To offset this 'advantage' we scheduled three single battles and a two-on-two battle on Saturday with two singles and a two-on-two battle on Sunday. That last battle had a nice twist, as we pitted the players fighting on the same side against each other and everybody got a random army list off of one of the other players!



Sorting the campaign map

Although we had decided not to RAG this event, we had a small twist to add. On the GW-warmaster group Tristan and Lothaire had been working together to convert an earlier Warhammer article (The Night Before the Battle – see page 22) and I got permission to use their material to surprise my players with some nice character traits to aid (or obstruct) their games.

The connection between Warmaster games and other empire activities was made by tallying the Warhammer orders to establish the overall battle stance of an empire.

Comparing these against the pre-established scenarios made for some solid games, with a good connection to the overall event. Apart from one defunct scenario, the only other problem we encountered was the slightly longer than expected playing time per game. EuroGT schedule has a major loop of 2.5 hours, and we had games that went past this.

Although the individual results do not count as such during the event, OPS does try to keep track of them for Warmaster and Mordheim. For this event Michael Müllner, Austrian Lizardmen player came in best overall.

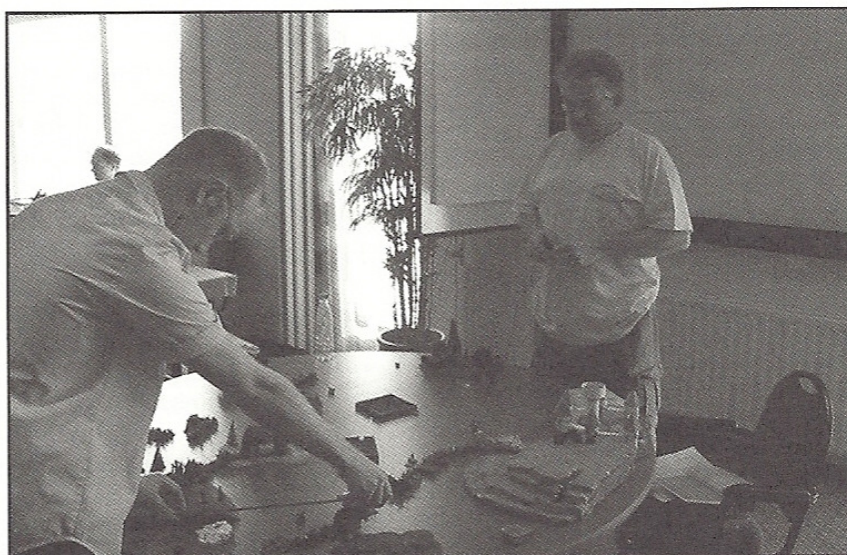
VII, March 2003, Netherlands

What will EuroGT VII bring? Well, first of all, we will go back to using the round tables like last March, these proved to be a success (and are at hand at the event location anyway). Depending on the number of players registering we will use RAG or the Night Before the Battle character traits, maybe even combine both. The one thing I would like to do most is to be able to use the order system that we also use for Warhammer. This will need at least twelve players to function, so you lot that can make the weekend of 7-9 March 2003 in the south-west of the Netherlands better get in line to register.

For more info on the EuroGT, (Microsoft Word) and photos from previous ones can be found at <http://www.eurogt.org> or the eurogt group @ Yahoo.



Wayne Rozier and Chris Burnett enjoy a game



Thore and Lex battle it out



Hurrah for the winners!

The Warmaster Range

These pages have a complete listing of all the models and printed material available for Warmaster. Get in touch with your local GW Mail Order department or visit the GW website to find out prices and how to order.

Rules and Supplements

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

Brettonnia

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

Chaos

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



Chaos Warriors

Dark Elves

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

Dwarfs

Dwarf Warriors (1 Command & 5 random strips)
Dwarf Rangers (6 random strips)
Dwarf Troll Slayers (6 random strips)
Dwarf Cannons (2 complete models)

Dwarf Flame Cannon (2 complete models)
Dwarf Character set
Dwarf Gyrocopter (1 complete model)
Dwarf Thunderers (6 random strips)
Dwarf King on Throne (1 complete model)
Dwarf Anvil of Doom (1 complete model)



Dwarf Trollslayers

Empire

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

High Elves

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

Kislev

Axemen (1 Command & 5 random strips)
Archers (6 random strips)
Steppe Horse Archers (6 random strips)
Horse Archers (1 Command & 5 random strips)
Winged Lancers (1 Command & 5 random strips)

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

Lizardmen

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

Miscellaneous

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

Orcs

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



Orc Boss on
Wyvern

Siege

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

Undead

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



Ghouls

Vampire Counts

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

ForgeWorld

Forge World produces resin models for use with Warmaster. The models are only available directly from Forge World, you can't order them through GW Mail Order.

To order call 0044 (0) 115 916 8177

Or Visit www.forgeworld.co.uk

FWM900	Blarney Castle	£12/\$20.00
FWM902	Bunratty Castle	£25/\$42.00
FWM904	Stone Tower	£12/\$20.00
FWH901	Black Rock Castle	£25/\$42.00
FWM903	Ashford Castle	£14/\$23.00
FWM005	Wizard's Castle	£18/\$30.00
FWM006	Wizard's Tower	£10/\$17.00
FWM010	Windmill	£15/\$25.00
FWM001	Small House	£6/\$10.00
FWM013	Cargo	£2.50/\$4.50
FWM002	Outhouses	£8/\$14.00
FWM016	Small Bridge	£4.50/\$7.50
FWM015	Boat	£6.50/\$11.00
FWM014	Cannons	£2.50/\$4.50
FWM008	Castle Gateway	£15/\$25.00
FWM009	Castle Walls	£17.50/\$29.00
FWM007	Castle Tower	£10/\$17.00
FWM012	Empire Ship	£25/\$42.00
FWM004	Orc Boss House	£14/\$23.00
FWM003	Orc Village	£20/\$34.00

Starter Armies

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

Brettonnia

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

KISLEV

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

UNDEAD

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

CHAOS

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

LIZARDMEN

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

ORCS & GOBLINS

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

DWARFS

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

HIGH ELVES

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

The Empire

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

DARK ELVES

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

VAMPIRE COUNTS STARTER ARMY

A Vampire Counts Character set, three units of Skeletons, three units of Zombies, one unit of Ethereal Host, two units of Grave Guard, one unit of Fell Bats and two units of Grave Knights.

High Elf Dragon Princes

Miniatures designed by Mark Bedford and painted by Graham Bailey.



Dragon Princes of Caledor

Graham has painted these Dragon Princes in typical High Elven colours. Using a mix of Enchanted Blue and Mithril Silver, he has really brought out the metallic sheen of the armour and using ink washes over the scale mail help to distinguish these noble knights from the Silver Helms.

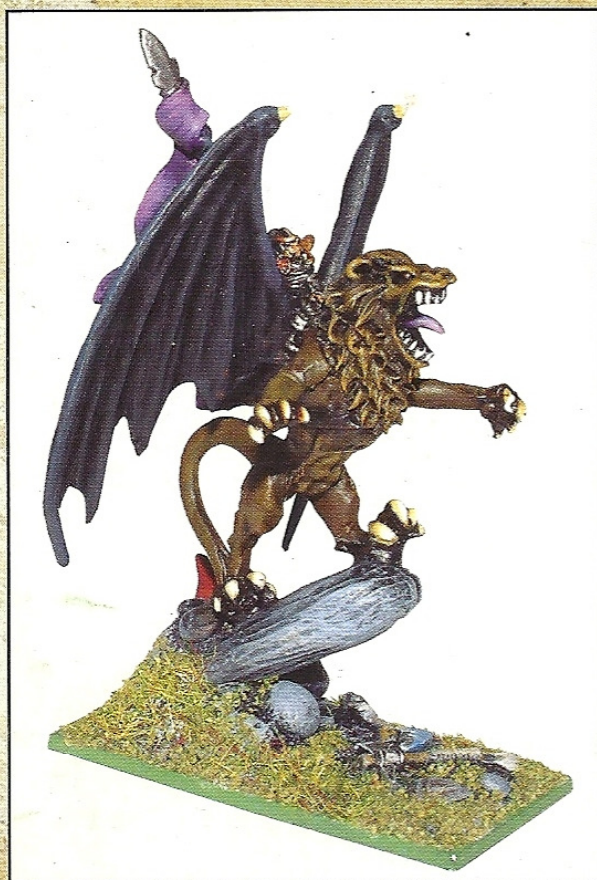


Dragon Princes of Caledor

Graham has gone for a dark green theme for these Dragon Princes so that they contrast vividly against the unit above. The use of red for penants and reins further distinguishes these knights from any other in the High Elf army.

WARMAG

THE ESSENTIAL WARMASTER SUPPLEMENT...



- *Battles of Legend – The Battle of Finuval Plain*
- *The Night Before the Battle – special character abilities.*
- *The Chelmsford Bunker campaign.*
- *Warmaster Hordes – the full range of Warmaster miniatures.*

Dark Elves

(Top) Manticore designed by Bob Naismith and painted by Stuart Witter.

(Bottom) Corsairs designed by Steve Buddle and painted by Agis Neugebauer.



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