

Issue 4

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WARMMASTER

MAGAZINE

Join the Crusade

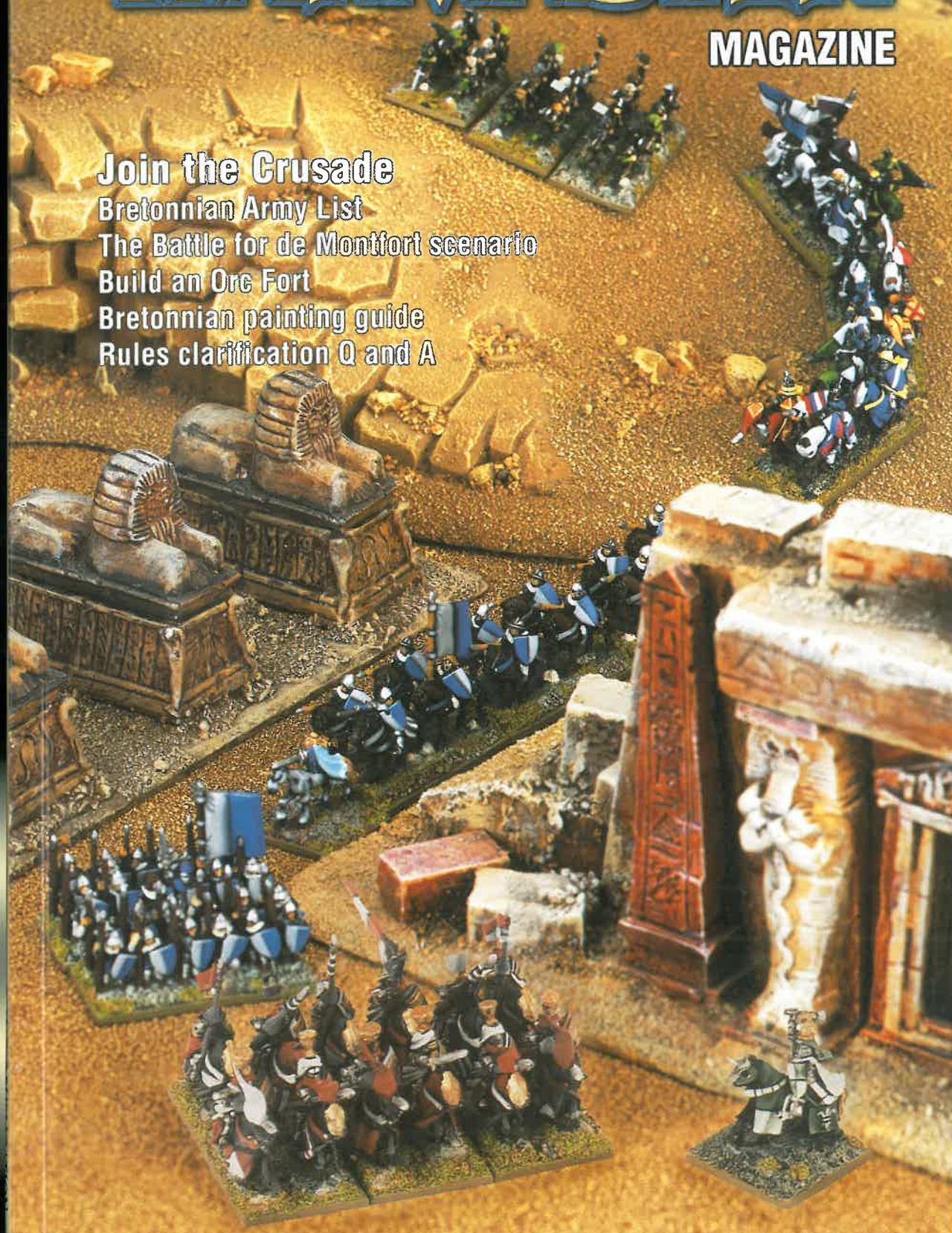
Bretonnian Army List

The Battle for de Montfort scenario

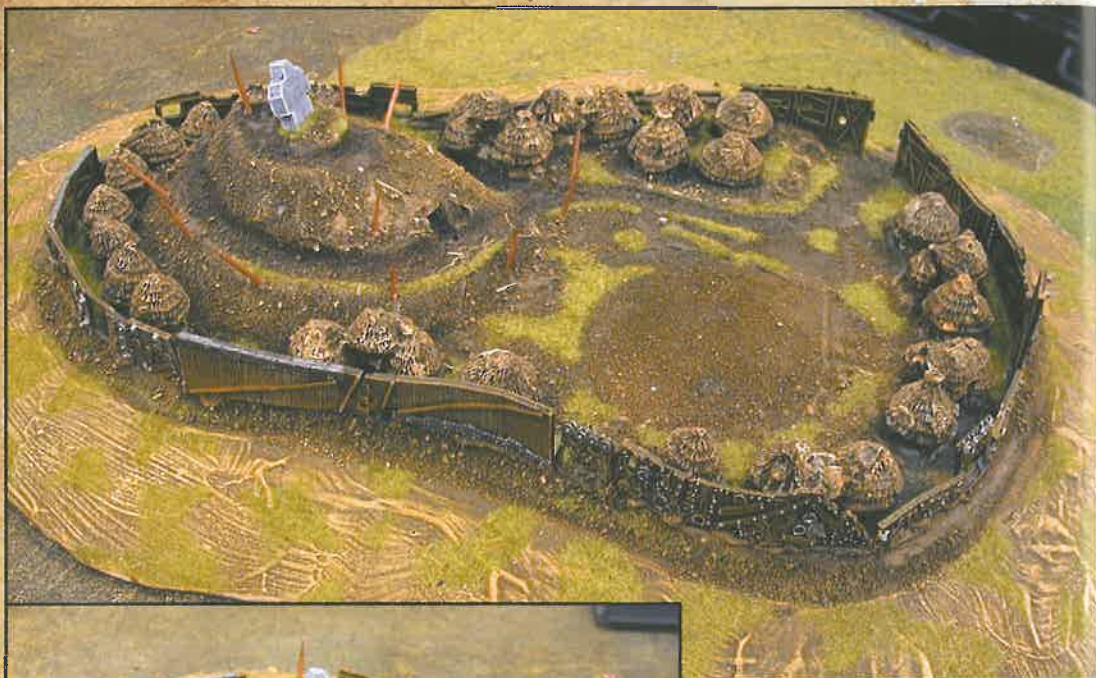
Build an Orc Fort

Bretonnian painting guide

Rules clarification Q and A



Scratchbuilt Orc Fort



Fort modelled and painted
by Nick Murray.

Find out how he made this
splendid model and how to
include it in your games on
pages 23-27 of this Wargamag.



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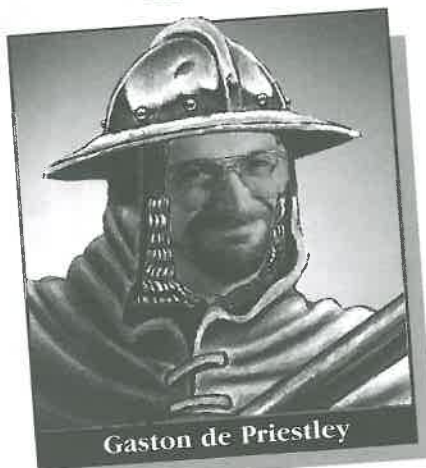
COVER DESIGN

Warwick Kinrade

I painted
tray.

made this
how to
games on
Warmag.

INTRODUCTION



It's always a pleasure to leaf through the pre-production work for a new WarMag and doubly so when there is a whole new army to grace our pages. When Steve and his team were putting this issue together we were faced with an altogether new problem – deciding what to leave out! For the first time there were enough articles for at least two issues – and I have to say that the overall quality of submissions has been very good indeed.

Take a look at Nick Murray's excellent Orc fort project and I think you'll agree this is an inspiring piece of work. Nick has managed to pull off that ideal of producing something that is great to look at but also a practical design for gaming. Good choice of subject too – nice and Orcy – not that I'm in any way biased of course.

This issue we've managed to obtain the expert services of Agis Neugebauer to paint our new Bretonnians sculpted by Dave Andrews – and don't they look great! Agis pulled out all the stops to get the models painted and photographed in time to include them in WarMag4 – I know he was painting all through the night to finish the last set before our deadline. Not that you'd guess it to look at the result – so thank you both to Dave and Agis.

We have also to thank the prolific Dave Simpson for the third part of his epic article on campaigning – a series which seems to have inspired quite a few players to take the plunge and start their own campaigns. Dave is currently having 'a good think' about an expanded set of siege rules for Warmaster – which sounds like a winner to me.

Anything else... oh yes there's that new Bretonnian army list that Stephan Hess and myself have been working at these last few months. Being a human army it was quite a challenge to make the Bretonnians significantly different from the Empire, but I think we've managed to give them a unique feel without compromising the core ideas behind the Warmaster rules.

To continue our theme Chris Bobridge has written another new scenario for us. This time the game features the very same Bretonnian army in a battle against those pesky greenskins. Looks like a tough one for the Orcs – but we greenies don't know the meaning of the word defeat (or lots of other words for that matter).

In the meantime the Bulkington Wargamers team present a tale of daring do – namely how the brave lads created and exhibited their wonderful Warmaster display at Games Day 2000. It just shows you how a club effort can really succeed at an event like this – and a really friendly bunch they are too.

Plus the usual news, views and gnus (though without the gnus) and all thanks to those hard working chaps in the dark, dank, depths of the Fanatic office who have put together yet another issue despite the cruel and unnatural handicap of having to work with yours truly.

Rick P

WHAT'S NEW?



The principle units in the Bretonnian army are of course the knights. These miniatures have been lovingly crafted by Dave Andrews who has an unnatural affection of all things medieval. The details on these fine sons of Bretonnia is so mind-boggling that they could easily be confused with figures from the Warhammer range if shown at the wrong scale... er, which I think they these models below are!

Sacre Blue! Do we have a mighty quota of releases fit for the Lady of the Lake for ye noble knights this issue? Here's the full range for the Bretonnian army crafted with loving care by the chivalrous Dave Andrews. Not only that but we've even managed to squeeze a few extras for your Chaos and Kislev armies too...

If the knights of Bretonnia are the princes of the battlefield then surely the Grail Knights are the kings. These miniatures are bedecked in surcoats with flowing banners and tiny little grails upon their helms. It would be bad sport, old boy, to turn up for war poorly dressed.

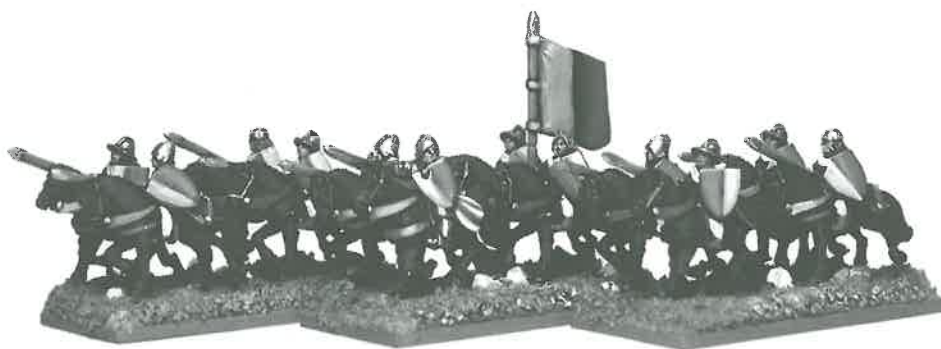


Bretonnian Knights



Grail Knights

Rick P



Squires

Serving their feudal lords are the Squires, excellent light cavalry armed with spears and bows. These troops can be painted in the livery of their lord to maintain a sense of uniformity throughout the army.

No Bretonnian army would be complete, though, without the support of its loyal commoners. These chaps may not turn the ladies' heads in quite the same manner as the graceful knights but they fulfil their role. These men-at-arms look fine when painted in the livery of their lord and wield their spears and banner with pride.

Those Bretonnians with more sense will equip themselves with longbows, the principle, if cowardly, weapon of the commoners allowing them to fight their enemies from a safe distance (see below).

A brave and indomitable Bretonnian Hero can take to the sky on his magnificent Pegasus as you can see with this dramatic miniature.



Men-at-Arms



Hero on Pegasus



Bowmen

*Hero*

Here's a mighty Bretonnian Hero wielding a mace on his warhorse ready to despatch the foes of his realm.

*Enchantress*

How demure and noble of this fine lady of Bretonnia to ride side-saddle upon her majestic Unicorn. This Enchantress even has a chalice in one hand and will provide the much needed magic support for the army in the unique form of prayers.

Now these are some of the coolest miniatures we've seen, peasants in all their feudal glory. These guys look splendid with their ramshackle mix of farming weapons and ragged peasant attire.

*General with pavilion*

Finally we have the General and in true Bretonnian style this is a very lavish affair. The General is in a very gallant pose, ready to rouse his army and lead it to victory. He is accompanied by his helm bearer and trumpeter and has his personal pavilion at hand should he fancy a bit of a lie down!

*Peasants*

Now we're taking a departure from things of silk and finery and have some amazing Chaos Chariots for players to mow down those Bretonnian fops with. Two massive armoured steeds pull a spiky 'death-mobile' crammed with two iron-clad nasties – the essential addition to your Chaos hordes.



Chaos Chariot

Stop the press, who's this? Yes, the ne'er before seen original test-piece Kislev Horse Archers (well except for the cover of Warmag 2, that is!). This is some of Colin Grayson's early work and although they are slightly small compared to the rest of the range they are not inappropriate to use and have their own charm so we've called them 'Steppe' Horse Archers.



Kislevite Steppe Horse Archers

Check out how to paint your Warmaster miniatures in Agis Neugebauer's painting guide (pages 46-48) and for details of ordering them see pages 42-45 of this mag.



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TRIAL RULES

Bretonnian army

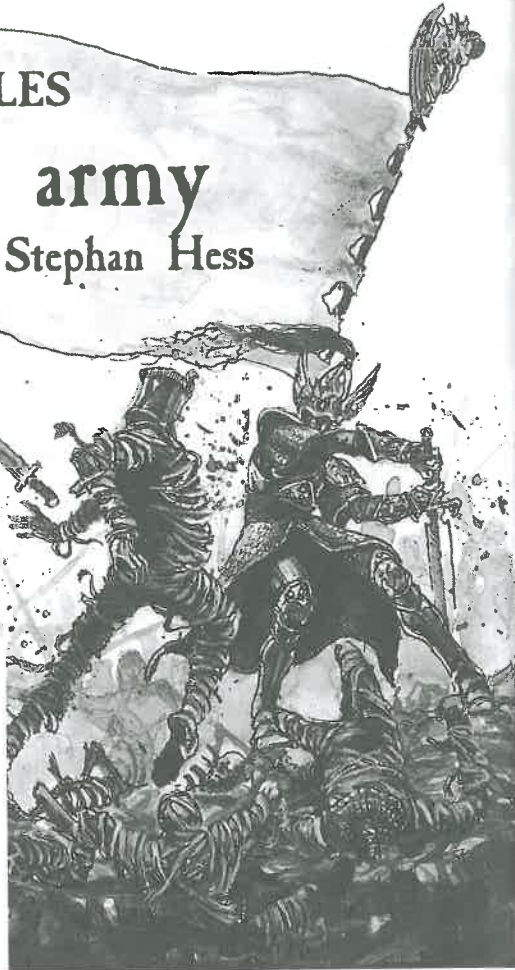
By Rick Priestley and Stephan Hess

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



THE BRETONNIAN ARMY

Bretonnia has grown into a powerful nation under the leadership of its proud King Leoncoeur, the most chivalrous knight of the age. At the capital Couronne, the greatest knights in the land gather to attend their king and to accept from him such heroic



quests as he chooses to set them. To the knights of Bretonnia honour is everything and it is an undoubted fact that a knight would sooner die than do some dishonourable deed.

Bretonnians regard knighthood as the most worthy role for any warrior. Even the most base born aspire to earn their spurs. In Bretonnia this is quite possible for, although birthright can qualify a man for knighthood, so can heroic or noble deeds. The Bretonnians greatly respect bravery. They believe it is the sacred duty of the strong to protect the weak and for a great man to live a virtuous and courageous life as an example to others. These ideas are embodied in the knight's code of chivalry and the countless prescribed virtues to which they aspire.

The Bretonnians are also a very religious people and it is hardly surprising that their piety is closely linked to the ideals of knighthood. The object of their veneration is a powerful and wondrously beautiful spirit whom they call the Lady of the Lake. According to tradition the Lady of the Lake appeared to the first King of Bretonnia on the eve of battle as he prayed beside the woodland pool where she dwelt. Entranced



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by the young King's nobility she appeared before him, promising success in battle in return for his devotion. It is said that the bargain was sealed as the Lady of the Lake bade him drink from a golden grail, since then the sign of the grail has been revered in the land of Bretonnia.

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

The Bretonnian army is based upon its knights. They are supported in battle by groups of loyal retainers in the service of their lords. Foot troops are mostly armed with spears, glaives, or other pole-arms, or with longbows. In addition the knights' own squires fight from horseback, performing many of the arduous duties for which heavily armoured knights are unsuited: such as foraging, scouting, and harassing the enemy from a distance. Squires ride smaller horses of poorer quality and carry an assortment of arms including bows as well as spears,



swords, axes and the like. Once battle has joined they frequently fight close to their masters, protecting the flanks of the knights from envelopment or clearing a path to enable the knights to deliver their devastating charge.

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



SPECIAL BRETONNIAN ARMY RULE

Knightly Arrogance

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

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

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

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

BRETONNIAN ARMY SELECTOR

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

Special Rules

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

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

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

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

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

THE QUESTING KNIGHT'S TALE

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

"None shall pass," he seemed to be saying. Galerón rode on into the water. "None shall pass!" The knight repeated his challenge and lowered his lance. Galerón raised his visor. "I defy you!"

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

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

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

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

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

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

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

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

as stealthily as they could, rode along the forest track, relying on the horses to find their own way. The sound of drumming and chanting grew louder. Foul though the noise was, the clanking of armour and harness would not be heard above it. The knights approached a glade lit by flaming torches and paused between the great oaks, concealed by the shadows. They saw the very scene revealed to them in the dream. The sacred grail about to be defiled by the drooling mouths of capering Beastmen!

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

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

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

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

Both knights knelt as the Lady drifted towards them.

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

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MAGIC

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

AERIAL SHIELD

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

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

An Enchantress can cast this spell upon herself during the Bretonnian shooting phase. Once cast the spell lasts until the shooting phase of the following Bretonnian turn.

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

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

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

SHIELD OF COMBAT

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

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

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

Whilst the spell lasts the Bretonnian unit the Enchantress has joined may re-roll any failed Armour roll for hits suffered in combat

during the Combat phase. Note that this does not includes hits caused by enemy shooting at chargers as these are deemed to be shooting hits even though they count towards combat.

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

EERIE MIST

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

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

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

The spell lasts until the end of the opposing player's next turn. Only one Eerie Mist can be successfully cast on a unit at a time.



LADY'S FAVOUR

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

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

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

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

ARMY OVERVIEW

By Stephan Hess

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

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

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

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

You will by now have noticed that it is not possible to have a Knights only army. The main reason is game balance and of course history. Knights are so expensive to train, equip and maintain and have such a high need of retainers and support that it is impossible for them to operate on their own (and of course some underlings are needed to do the bleeding).

Squires are a good choice for supporting troops as they are very well suited to skirmish (in tactical terms, not game terms) for the knights and protect them from unwanted charges. Bowmen and Men-at-arms are ordinary infantry useful for whatever infantry is useful for like manning ramparts, holding strategically important points, defending defended positions, giving missile support and dying instead of the knights.

Last and certainly least the most expendable unit ever are the Peasants. Again the rules reflect nicely the character of peasant units. They are not too enthusiastic about fighting, will not charge if they can prevent it and even when they do, they are not terribly good at it. Most importantly when attacked they will fight as well as anybody else without affecting the breakpoint and at 30 points a stand they are cost effective and expendable.

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

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

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

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

THE BATTLE OF MONTFORT

A Battle Scenario By Christopher Bobridge

The Grey Mountains that divide the Empire from Bretonnia form an almost impassible barrier between the two greatest human realms. As in many areas of the Old World, the Grey Mountains are inhabited by a large population of Orcs. The Orcs live in small tribes fighting with each other as much as troubling the boundries of Man. However there are occasions when the Orcs of the Grey Mountains band together in a Waaagh, it is then they become a serious threat to the lands of men.



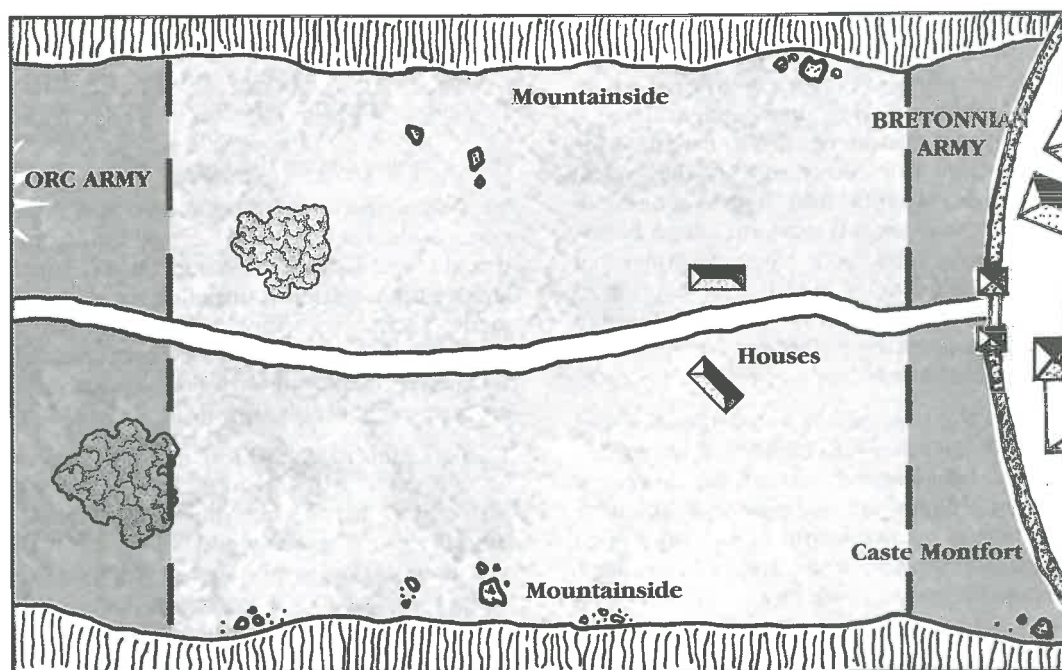
The stalwart Bretonnian fortress, the Castle de Montfort, is under attack from a massive Orc Waaagh. Although its sturdy walls have never fallen to the enemy over the centuries,

the Bretonnians are well aware that there is a first time for everything. The Orc raids on Axebite Pass have secured them some magical relics, and it is rumoured that the Orcs now control a potent new artefact that is soaked with the dark powers of the Chaos Gods themselves!!

SCENARIO OUTLINE

'Not once have these walls fallen, despite the efforts of evil. We shall succeed today, or forever be shamed by the deeds of our ancestors. For the Lady and Bretonnia!' - Jules Gryffonbart, Bretonnian Knight.

This battle involves a raiding party of Orcs and the noble Knights of Bretonnia, but could easily be played between any two armies. The most important features of this scenario are the two entrenched houses and the artefact that is carried by the leader of the Orc army.



The game is played along the length of the table. The defenders - the Bretonnians, deploy first within 20 cm of the walls of de Montfort, but may deploy up to two units of missile troops in the houses (one in each house). They count as being fortified while in this position and may leave the houses freely in any direction. The attackers - the Orcs, deploy within 20 cm of the path from Axe Bite Pass. The attackers take the first turn.



SPECIAL RULES

'Da gobbos are running, and da wolfs are falling back. Situashun exshulent. Me am going for food!' - Hagrauk the Hungry, Orc Warrior.

Fortified Houses

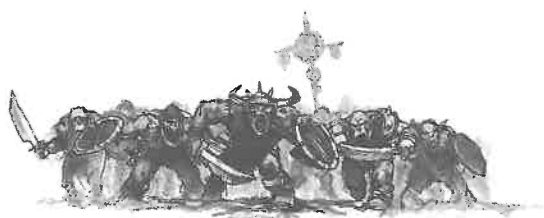
The two houses in front of the Bretonnian position are easily defensible, and can provide 'fortified' status to any Bretonnian units situated within the walls. From the Orc army only Gobbos may enter these buildings and become *Fortified* (cos they're short, sneaky and cowardly little wimps!) and because Orcs can't be bothered with all that hiding nonsense!



Chaos Artefact - The Sickle of Manx

The Sickle of Manx the Marauder is one of the Chaos artefacts that have found their way into Orcish hands. Like the forces of Chaos themselves, it rewards victorious followers, but can leave them rolling in the dust if they even dare fail.

The Orcs are in possession of a Chaos artefact of great power - The Sickle of Manx, which has lead, the Waaagh to de Montfort. To represent this, any unit or character, to a maximum of four within 20cm of the Orc General may choose to use the power of the artefact during the command phase. Choose a result from the table below and apply it to the unit.



1. Each stand in the unit gains +1 attack.
2. You may re-roll one failed order on that unit, for the rest of the phase.
3. Any combats that the unit is involved in have an extra +2 support bonus applied to the winning side.
4. A wizard may add +1 to the roll of the dice when he casts a spell. A roll of one is still a failure.
5. No command penalty for the unit being within 20cm of enemy units.
6. The unit may not pursue or be pursued.

Each time the Orc Player uses the artefact, roll a dice. Subtract one for each time that you used the artefact, and for each enemy wizard/runesmith within range. If you roll a one or less, you can't use the artefact for the rest of the battle.

The map is bordered by mountains on both the long edges, and the walls of Castle de Montfort on one of the short edges. Two 'houses' are placed about a third of the way along the table, away from the walls of Montfort. The rest of the table is scattered with scrub, ruins and rocks.

VICTORY CONDITIONS

'We're the boyz from the Waaagh! And we're back in town!' - Bugbok, Black Orc

The game ends after a random number of turns. Victory points are determined as normal, while the number of turns are decided by the rules on page 79 of the Warmaster rulebook. However, if your table is longer than 6 ft, add one turn to the dice roll for each extra foot.

DESIGNERS NOTES

'The trials of battle forges the steel in our hearts.' - Lyson Desailly, Bretonnian Squire.

In this scenario I wished to introduce a bit of a random Chaos type element to the game. The forces of Chaos and the Chaos Wastes are great to use in games as they can be so

cool and yet so darned unpredictable. I decided that the Chaos influence in this scenario should be due to an artefact, so that I could have two other armies battling it out instead of using an army of Chaos.

The chaotic effects of the artefact means that each and every single of use of it must be done correctly. Management of the artefact will be critical in the Orc strategy.

The 'houses' provided by the Bretonnian army are to give some advance missile fire and some support for the force. The two units placed forward in this way have the advantage of heavy cover but lack the support of their comrades-in-arms.

The chance that each army has to win the battle depends on how well they can take advantage of their special properties while neutralising that which their opponent has. The Bretonnian player can accomplish this by giving the Orc player few opportunities to use the artefact and keep wizards up close, while a quick cavalry charge should be able to destroy the advantage that the Bretonnians gain from their troops in cover.

Wun, Too, Free, Four
We the Orks marching to war!
Five, Six, Seven, Eight
Ain't on time so must be late
Nine... umm... nine... umm... buggrit...

- Orc Marching Chant

This scenario was intended to be a follow-up to the 'Wagon Train Over Axe Bite Pass' scenario provided in the Warmaster rulebook. After smashing the convoy into the ground and collecting up all the pretty



shiny gold stuff the Orcs decide to capitalise on their good fortune and put one of the artefacts they uncovered to good use.

It has come to my notice that the 'Battle at the Oracle' scenario included in WarMag #1 was missing what the length of the table should be. As this obviously affects the chances of victory, the table length should be 6ft. Also, use of the Orb of Majesty can result in a unit of Undead cavalry leaving the table quite early. Please avoid this magic item at all costs.

As always, I welcome your comments and feedback. My email address is stryker@tpgi.com.au so please don't hesitate to contact me.



The Bretonnian Play-test

By Andy Hall & Tom Webster-Deakin

Welcome to our second play-test report in WarMag. This issue we will be fielding the new army on the block – the chivalrous Bretonnians against the ferocious Orcs in Chris Bobridge's 'Battle of Montfort' Scenario. Yet again Tom would be taking the new army and I would be taking on the persona of a smelly dim-witted Orc (*no change there – Steve*).



THE BRETONNIAN STRATEGY

Another day, another Warmag Battle Report! Actually I was really pleased to get the chance to try out the new Bretonnian army, and hopefully gain some measure of revenge against Andy (he beat me in Warmag 2 when I was trying out the Kislevites). It's been a while since I last played Warmaster, so I was really looking forward to getting back into the swing of 'really small soldiers!' Looking over the army list I soon realised that the Bretonnians are very different to my usual Empire army. No war machines or cannons I expected, but on the plus side, look at all the lovely knights you can have. So I was off to assemble my army.

I had a pretty clear idea of what I wanted, a couple of small brigades of infantry, two units of archers to hold the fortified houses and some Knights. Lots of Knights. My choices were a bit limited as there were no painted peasants available (grape harvest time so they were all needed in the fields and not even a Bretonnian Knight comes between a peasant and his vin de table!) and no Mounted Squires either, which would have been useful for harrying the inevitable Boar and Wolf Riders. So in the end I had to

settle for all the Grail Knights I could muster (5 attacks when charging, 4+ save, I'll take two please) 6 units of Men-At-Arms and 7 more units of Knights. That gave me a break point of 5 (only Knights count), so I knew I was going to have to be careful with my Knights. Tactics? Sacre bleu, there is only one real tactic with Bretonnians, CHAAARGE!

DA ORC PLAN

So how do you defeat an army that contains two-thirds heavy cavalry, some of which are possibly the hardest units in the game? Well, the Knights can be a double-edged sword for although they are without doubt the most powerful units in the Bretonnian army they are also the only units counted for the elusive army break point. Commoners don't count because of the Bretonnian's special *Knightly Arrogance* rule. This means I had fewer units to destroy than Tom had to kill in my army.

Using a sacrificial unit of Orcs as bait to lure out the Knights without the support of the commoners I could create a trap. When the Knights charged the Orcs the trap would close as my harder units closed in on the enemy's flanks. The only problem is that this would require a lot of manoeuvring to put in place – something the Orcs are not well known for.



My force was mainly restricted to what models were available, after taking my minimum units I concentrated on hard and fast units like Boar Riders and wolf chariots because they would pack the punch needed when they charged. My reserve brigade, controlled by the Warlord, contained a unit of Black Orcs, Boar Riders, Ogres and the Giant. This would remain to the rear of my line and then smash any remaining Bretonnian Knights after the 'trap' had closed.

DEPLOYMENT

Tom deployed his Knights in three main Brigades one on each of his flanks the other in the centre. A large contingent of men-at-arms were also deployed in the centre just to the right of his Knights. His remaining commoners closed the gaps between his centre and the flanks.

I started my deployment from the centre outwards. The Warlord's brigade was placed first, in the centre nearest my table edge. The 'bait', a brigade of three Orc units, was placed next, a good 12cm forward and slightly off centre to the Warlord's retinue. Units of Boar riders were placed about 5cm back and either side of the 'bait'. My remaining units – the Goblin Wolf Boys, Chariots and Rock Lobber – were placed on the flanks. Their job was to hold and hopefully funnel Tom's flanking units into the centre of the table.

TURN 1

The Orcs had the first turn and I watched in horror as my Orc Heroes and Warlord failed to order any of my units to move, except a bunch of Goblins that moved closer to the fortified house on my right flank. Tom fared only slightly better by moving his left flanking force forward before his General blundered!



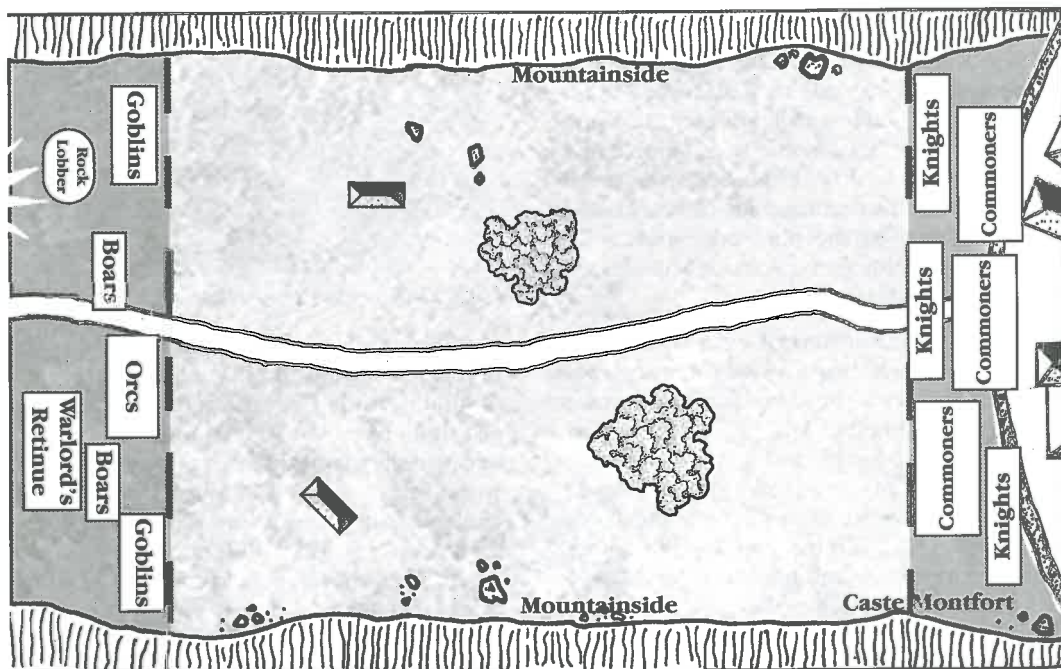
Turn 2 - The right flank advances.

TURN 2

Fortunately, this turn my boys started to move! The Goblins and the Wolf Boys on my right flank proceeded towards the fortified Bretonnian Bowmen in the house, the left flank also advanced rapidly. My centre units marched forward, the brigade of Orcs making good ground towards the middle of the table. The Boar Boys and Warlord's battalion advanced at more conservative rate.

Tom's General fared much better this time around too and managed to order his whole army to advance towards the on coming greenskins. The Knights on my left flank made especially good progress.

DEPLOYMENT



The Bowmen in the house on my right fired at the Goblin force bearing down on them. This confused a unit of Goblins and Wolf Boys, which were forced to withdraw under the weight of fire.

TURN 3

The Goblins and Wolf Boys that were not confused on the right flank charged the fortified Bowmen whilst my Orc brigade in the centre moved up, the 'bait' was now in place. The Boar Riders moved forward but kept well behind the Orcs. My Warlord's retinue failed to move. The Rock Lobber finally managed to come within range and promptly fired at the Knights on my left flank to no effect. Unsurprisingly the Goblin force fared no better against the archers who proved to well defended.

Tom's Knights on the left rapidly moved up the field as he passed two command checks. The action moved to the centre of the field, the Men-at-Arms proved to be in range and promptly charged my Orcs. My main concern was his Knights as he first successfully moved them into position, I held my breath as he rolled his second command check to charge my Orcs, he rolled... double 6... a blunder! We quickly scabbled for the book and looked up the blunder table - Tom rolled a 6 again and they charged anyway!

The brigade, lead by Grail Knights, crashed into the Orcs and Tom picked up a large scoopful of dice with adamant glee! My plan would backfire if the Orcs could not hold the Bretonnians for a turn. Tom's luck was in



While Andy's not looking Tom changes the dice around.

and he rolled more hits than I cared to count. The Orcs did their best taking out two of the nine Knight stands but the Flower of Bretonnian chivalry shined as they took out two whole units of Orcs. I cringed as I realised the Orcs would not hold this turn. The Knights followed up and massacred the remaining Orcs and then advanced into the Boar Riders.

The Boar Riders fought admirably, attrition starting to show as the Knight's numbers started to dwindle. Still the Knights carried on fighting until my centre-left units had been wiped out!

TURN 4

The Ogres and Giant used from the Warlord's brigade used their initiative and charged the now depleted Knights. The Boar Riders on the centre right also charged in. Yet again the Warlord's retinue failed to move - there was obviously some major animosity going on in their ranks. On the left flank my Wolf Boys and Chariots charged into his flanking Knights and casualties were caused on both sides resulting in a draw. On the right flank the Goblins charged the fortified house again but to no avail.

In Tom's turn he wasted no time by charging his Knights on the left flank into the chariots and Wolf Boys. Once more the centre was held in the balance as he rolled to bring his remaining Knight brigade from the right into the middle of the table where the main combat was taking place. Once again I held my breath as he rolled for the charge which he failed. Amusingly enough (for me) Tom once more failed to bring his remaining Knights into play!



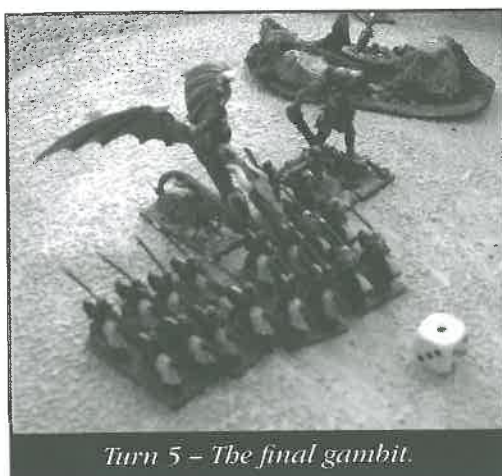
Turn 4 - The Giant and Ogres attack.

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Turn 5 - The final gambit.

The combat with the Ogres and Giant was most bloody with its mighty eight attacks (Gork bless'im) and I managed to regain control of the centre thanks to the remaining Knights refusal to charge. Things were not looking so good on the flank as Tom finished off the Wolf Boys and Chariots. As we moved into turn 5 things were in the balance, I was just one unit away from breaking but because of *Knightly Arrogance* so was Tom!

TURN 5

Once again I used the Giant and Ogre's initiative and charged the remaining Knightly retinue. I rolled to see if my Warlord's brigade would charge which would surely win me the game, but once again they failed. I then remembered the magic item the Orcs had in the scenario looking down its abilities I noticed I could re-roll one unit's command test. Which I tried on the Boar Riders sat in the Warlord's brigade and promptly failed the test again!

So, I only had the Giant, two stands of Ogres and the Warlord on Wyvern, who flew over to give a much-needed extra 4 attacks, to take on the Knights. The combat involved lots of dice but at the end of it I had successfully wiped out his entire retinue but my casualties were equally damaging because my Ogres had been wiped out and my Giant had been badly hurt. Both armies had been taken below break point. It was a draw!

THE BRETONNIAN LAMENT

Well it was pretty close fought and if I'm disappointed not to get the win, I realise I was also very lucky

not to get beaten. I did what I almost always do with Knights in Warmaster; I got carried away and charged off unsupported. With my Empire army this usually results in the ignominious death of my Knights at the end of turn two. With the Bretonnians, the sheer number of Knights means that this tactic can usually work a while longer. However after my initial success against Andy's centre I soon found my Knights stranded and easy prey to marauding Giants and Ogres. I was able to get the crucial charge on my right flank that meant I pushed Andy past his break point at the same time I reached my own. The special break rules for the Bretonnians forces you to be more careful with your main combat troops, and faces you with a bit of a dilemma; you have to commit your Knights as your foot troops are never going to win you a battle, but you have to know when to withdraw or you'll soon find yourself losing one stand too many! I really enjoyed this battle and look forward to leading the flower of Bretonnian manhood in the future, 'allez mes braves!'

WE WOZ ROBBED...

Well that was my best game of Warmaster I've had and it was all hinged literally on the last dice rolls of the game. In retrospect I can't believe how naive I was in thinking that three units of Orcs could hold a brigade of Knights for a turn. On a brighter note I did manage to turn it around mainly thanks to a well-behaved Giant. Still it could of all been very different if only I could have moved my most powerful units that sat quite happily watching the battle in the Warlord's brigade I could of turned a draw into a victory. But that's Warmaster!



With smiles like those who needs to win?

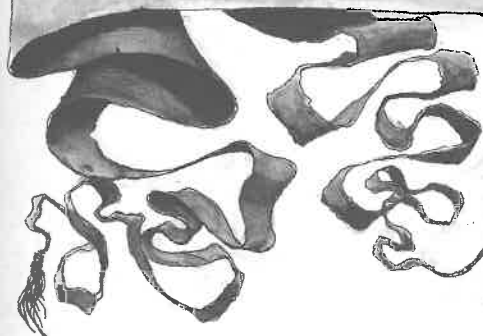
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BUILDING AN ORC FORT

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



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

To build an Orc fort you require the following:

MATERIALS

- Lots of Fanatic Orc Siege Towers
- Lots of Fanatic Earthworks
- 2x Forge World Orc Village
- A Forge World Orc Bosses House
- A Large 4ft by 4ft Dense Blue Polystyrene Tile – We used the Blue Dense Polystyrene since the white roofing material tends to just turn into small white balls when you try to sand it.

- Plaster
- Flock/Static Grass/Small Stones
- Cocktail Sticks
- A Tombstone (Warhammer scale)
- Black Spray undercoat
- PVA Glue
- Play Sand

TOOLS

- Electric Sander
- Paintbrushes
- Spatula
- Old Combs
- Craft Knives

- Fine Toothed Saw
- Hot Glue Gun

STAGE ONE

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

STAGE TWO

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

STAGE THREE

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



The complete Orc Fort

This will allow you to work out how many pieces you need to build the wall. At this time you can also mark out where you would like features such as gates etc. in the wall to appear. Now is also a good time to mark out where within the wall, you would like the small Orc huts to appear. In our Orc fort we put the huts around the edges of the wall, with a large mound at one end of the fort. To make the large mound we used off-cut shapes of dense blue polystyrene, which we then shaped using the sander, but other

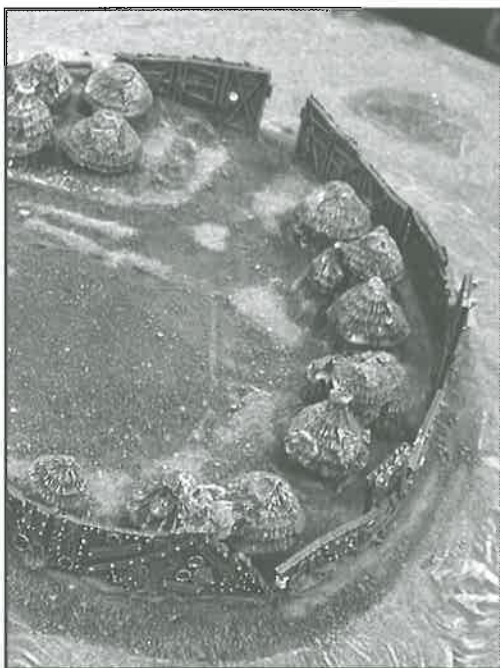
ways of constructing these shapes, could be to use a plastic bowl covered with plaster, or to mould a plaster shape yourself. The only limit here your imagination. You could use jelly moulds, small bottles, toilet rolls anything you think that looks Orcy. See the article in Warmaster Magazine No.3 for ideas on how to build an Orc idol, and then think how to apply that information to a building.

STAGE FOUR

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

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

At this point it is best to leave the whole fort section to dry overnight to ensure that the



View of the palisades



Textured terrain effect

plaster is 100% dry before continuing on to the next stages. This can be a good time to paint the small Orc huts, which will be put inside the village, whilst waiting.

STAGE FIVE

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



The 'holy' mound!

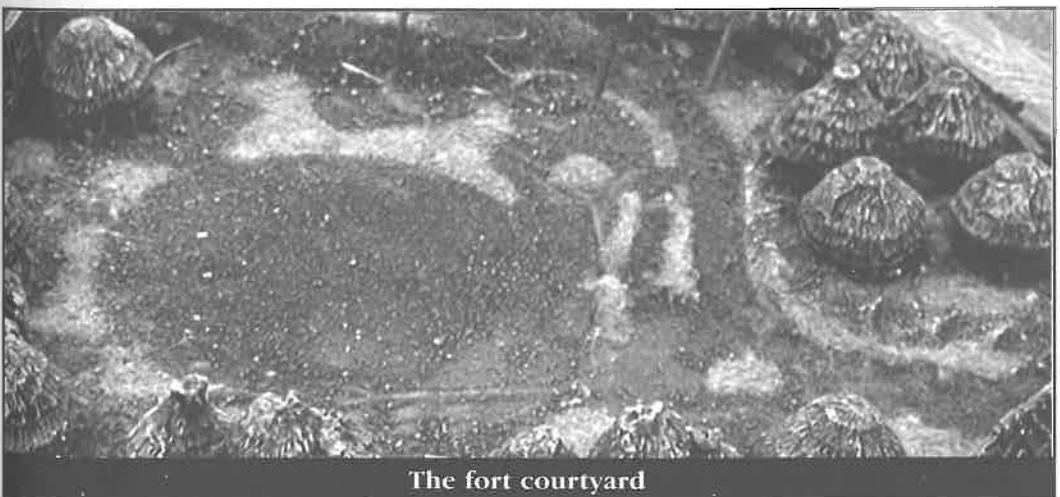
been laid down. Leave this again to dry overnight and return to work on it later. This is a good time to paint the last of the Orc huts that will go inside the fort.

STAGE SIX

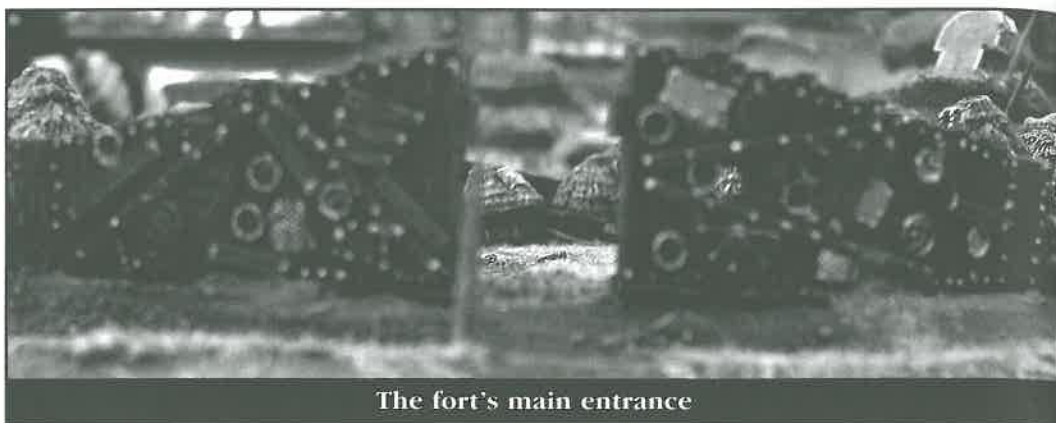
Spray the entire model with black undercoat. This will take some time and a fair amount of black spray paint. Remember that it is best to apply the spray paint in several thin coats rather than one heavy coat. The sand has a tendency to soak up black spray paint, and thus might take a while to coat.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

STAGE SEVEN

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



The fort courtyard



The fort's main entrance

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

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

FINISHED

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

decided to add the final details to the model.

The Tombstone which can be found via Mail Order was painted black then dry-brushed up to a Stone Colour, before being mounted in the top of the Mound. Painting Cocktail Sticks, then pushing them into the Polystyrene mound, created the spikes. This gives the impression of spiked poles where the Orcs can do horrible and disgusting things to prisoners etc.

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

CONCLUSIONS

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

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

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

Well, that's it from Nick but he will return next issue with details of how he included this great models in his games and a scenario to boot.

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BULKINGTON WARGAMING CLUB AT GAMES DAY 2000

By Peter Houston and Paul Shipman

This year the Gaming Club network (run by Che Webster at GW headquarters) allowed wargaming clubs to put on demonstration games at Games Day. Being one of the clubs selected to participate, we, the Bulkington Wargaming Club (BWC), decided to put on a large Warmaster game.

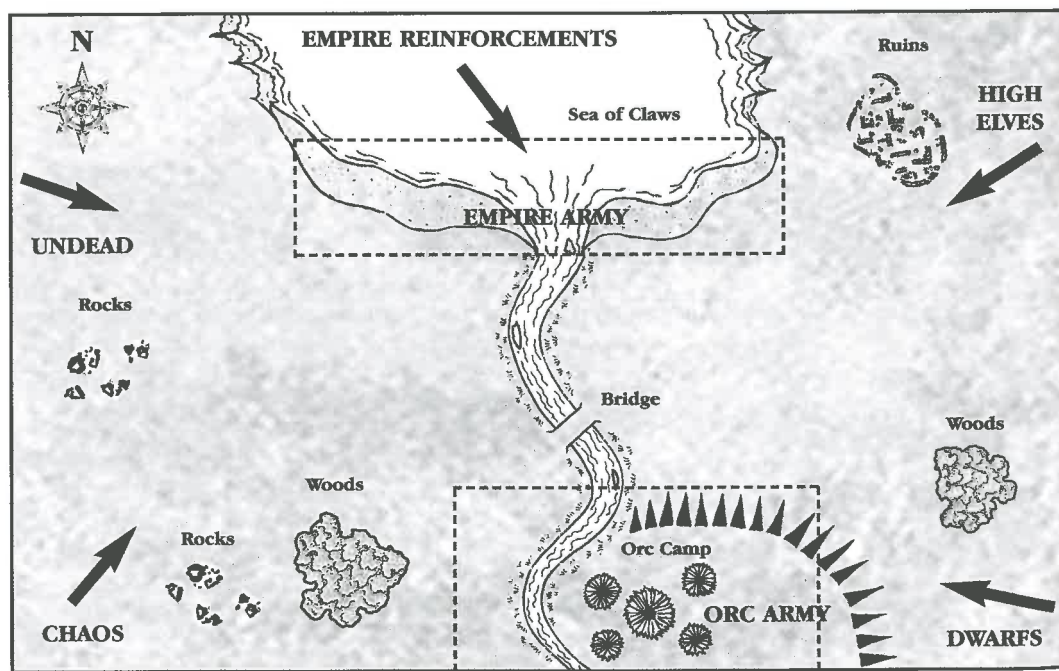
We wanted to show all six armies that appear in the Warmaster rules, so we needed a scenario to justify why all these armies would be in battle together.

THE BATTLE OF THE NORDLAND COAST

The Waagh of the Orc Warlord Ogmud 'The Hungry' had already united all of the Greenskins in the Middle Mountains in the far north of the Empire and cut a bloody swathe to the coast of the Sea of Claws. There they stopped and set up camp a mere twenty miles from the town of Salzenmund in the County of Nordland, seemingly content to wait for the armies of the Empire

to march against them. Slowly the apparently haphazard plans of the Orcs started to make sense as reports from Empire scouts stated that a large Chaos warhost had made its way down from the Troll Country and was marching to link up with its Orcish allies. The situation seemed that it couldn't get worse until reports came of a landing made by vast Undead forces on the coast to the west that seemed intent on meeting up with the two other forces.

The forces of the Empire were marshalled and it was decided to travel by sea and make a landing on the coast a mile to the north of the Orc encampment to take them unawares before the foul greenskin's allies could reach them. Allied forces of Dwarfs and High Elves would then march upon the Orcs from the east in an attempt to cut them off and destroy them whilst creating a buffer zone against their evil allies. A bold plan indeed, but would take precision timing to work.



THE ARMIES AND PLAYERS

In total we had seven complete armies each at 2000 points, making 14,000 points on the table! Here's the breakdown:

- Ryan Blinco – Chaos
- Kenneth Burwood – Orcs & Goblins
- Peter Houston – Undead
- Stephen Houston – High Elves
- John Perkins – Dwarfs
- Paul Shipman – Empire

THE SETUP

The Table was 9' x 4'6" (just short of the 10' x 5' allowable). We used a modular terrain system by Purbeck Terrain Systems. This incorporated a coastal section with beach and cliff edge; a river at the bottom of a crevasse which cut the table in half with the only way across being a land bridge; a river outflow to the sea and lots of hills, trees and rocky outcrops. The Orc camp was sited centrally on the southern edge of the table opposite the beach to the north and next to the land bridge.



MOVEMENT AND TURNS

The armies were allied into 'Good' and 'Evil' and would take their turns together with their allies. The Orcs were setup first in a defensive position around the village. Next the first wave of Empire troops were setup on the beach to the North.

It was then randomly determined which end of the table the good and evil armies would approach. It turned out that the good aligned armies would approach from the east and the evil armies from the west. Then each end was randomised to decide which corner each army would approach from, and in what order.

Turn 1 – (Evil) Orcs.

Turn 2 – (Good) High Elves deploy to the south-east, 2nd Empire army arrives by ship from the north (see later).

Turn 3 – (Evil) Chaos forces deploy to the south-west.

Count Albrecht stood on the ship's prow, looking out towards the rapidly approaching coast and thinking of what was about to happen. The Orc horde had to be eliminated. He had before him the scrolls promising support from the Elf Prince, Jurinar, and the Dwarf Lord Kargar Ironfist. This was good news; their support was desperately needed. The bad news was that they would not arrive until the attack was well underway. Even worse his scouts had reported that the notorious Chaos warband of Omadon the Red and a large Undead horde was heading towards the landing beach.

His thoughts returned to the task in hand, he would be in the first wave, his allies' troops would arrive soon after once the beach was secure. 'A lot of good men will die today,' he thought out loud, addressing no one except ghosts from his past. 'Brave men, courageous men, men with wives and children. Sigmar forgive me for my actions.'

With that he took a last look at the horizon and walked to his cabin to prepare for the ordeal to come.

Turn 4 – (Good) Dwarfs deploy to the north-east, 2nd Empire force continues disembarking on the beach.

Turn 5 – (Evil) Undead forces deploy to the north west.

SPECIAL RULES

Towing Artillery: Due to the sheer size of the tabletop it seemed likely that artillery would never get a look in, so we devised the following special rules:

Any cavalry unit (or infantry in the case of Dwarfs) that is brigaded with an artillery unit, can be given an order to *Hitch* the artillery (this must be the last order given to the brigade). The artillery unit is then placed directly behind the unit but facing backwards to show that it is being towed. The hitched pair can then move, next turn, at 20cm. The artillery cannot shoot whilst hitched and if the towing unit is pushed back in combat (not by missile fire) then the artillery is destroyed.

An artillery unit can be unhitched by again issuing an order after which it can be pointed in any direction and can fire as normal. Only one artillery unit per cavalry

HIGH
ELVES

WOODS

DWARFS

unit (infantry if Dwarfs), and no more than two hitched pairs can be brigaded (as they are each two units). War Machines cannot be towed.

Deploying from Ships: We felt that the Ship Rules in Warmaster were unsuitable for this scenario, so we came up with these alternative rules:

- The Empire forces had three ships at its disposal.
- Each ship could carry a maximum of 700 points of units.
- Each ship had to have a Character on board to command it.
- Each ship had four rowing boats to land the units on the beach.
- A ship cannot move once it has been deployed – it is already as close to the beach as it can be.
- Each rowing boat could hold one of the following combinations:

2 Infantry units
2 Cavalry units
1 Infantry+1 Cavalry unit
1 Chariot Unit
1 War Machine Unit
1 Artillery Unit
1 Monster Unit

Characters and Character mounts are free.

- A rowing boat can stop within 10cm of the beach allowing the troops carried to disembark into the sea, they will then be at half pace until they reach the beach.
- All other units have to disembark onto the beach or else they are destroyed.

• A boat can move up to 20cm per order. Once an order fails, that character (as normal) may make no more orders.

• Once units have disembarked their movement phase is over.

• Unloaded boats have a 20cm move back towards the ship, at the beginning of its movement phase (this doesn't require orders).

• Only one ship can be present at a time (we only had one!).

• The rowing boats have 6 Hits with a 5+ save, and are counted as defended. Hits are not removed at the end of shooting, so once the boat has amassed 6 hits it sinks and all aboard are destroyed.

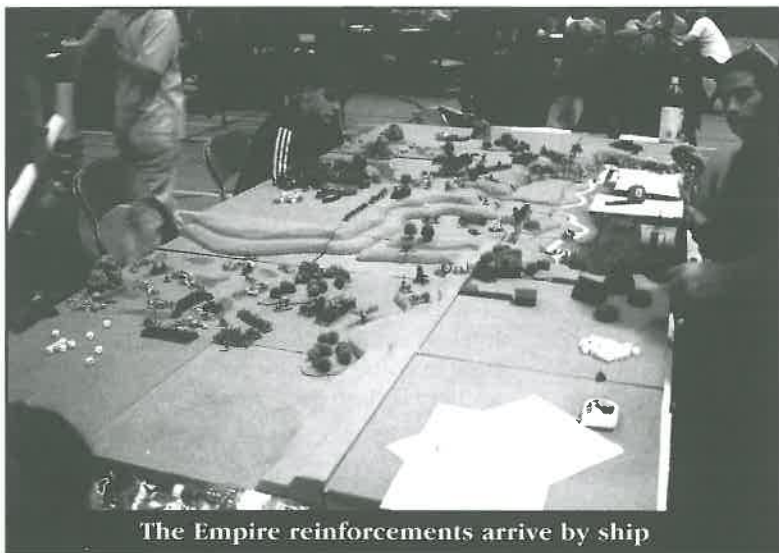
The Sea: We counted the sea as impassable terrain past 10cm from the beach, however Artillery, War Machines and Chariots count the sea edge as impassable.

THE BATTLE

As the sunlight slowly warmed the land the Empire army formed up on the beach. The weeks of drilling had paid off, allowing the soldiers to deploy on the shore without any Orc resistance. On the hill above them they could barely see their objective, the massive Orc encampment through the morning mist. As their eyes adjusted to the light they could make out masses of shapes behind rough barricades and for a moment there was complete silence, except for a whistling sound that seemed to be getting closer. With an earth-shaking boom a huge rock the size of a house landed on the leading regiment of crossbowmen, the rest of their

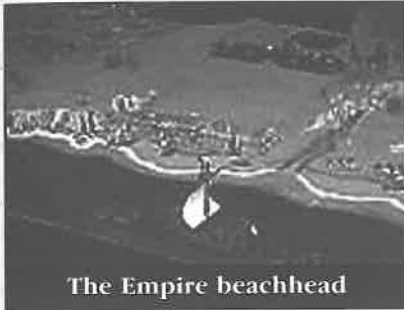
detachment froze in shock confused by the sudden attack. Then the Orc horde seemed to rouse with the chanting of shamans and the pounding of drums booming in the near distance. The chanting and drumming grew in intensity and suddenly unseen hands pushed the second Empire detachment back towards the beach.

With a blare of trumpets the High Elven host of Prince



The Empire reinforcements arrive by ship

Jurinir arrived, however their orders were lost in the clash of battle and their progress was hampered. Meanwhile, on the beach, the Empire troops roused themselves and advanced towards the Orc mass. The mechanical division, made up entirely of steam tanks and cannons, bombarded the Orc positions killing many and raising a cheer from the beleaguered troops.



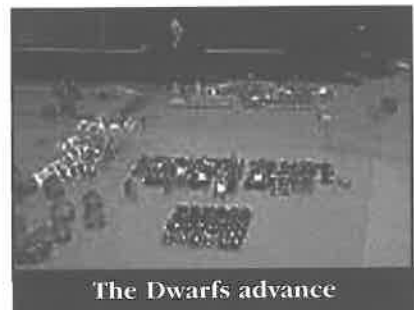
The Orcs responded quickly, sending a mass of greenskins mounted on snarling wolves and grunting boars accompanied by two lumbering giants towards the imminent Elf threat. The rock lobbers continued their bombardment of main Empire attack wiping out most of the crossbowmen in the process. Further reinforcements arrived in the form of Omadon the Red's Chaos horde coming in from the North west, advancing in a menacing fashion towards the beach. The lead unit of Chaos Knights, hungry for blood, advanced all the way to the beach and charged an isolated cannon battery. The crewmen were so shocked by the sudden attack they didn't have time to fire grapeshot at their attackers before they were cut down. Evil Harpies descended on the other cannon battery, ripping the crew to shreds with their sharp talons. They continued their vicious attack into a nearby unit of Pistoliers, but were beaten back by the fighting skill of the young noblemen.

A loud drumbeat echoed across the battlefield, signalling the advance of the Empire's Dwarf allies, Ironfist's Dwarfs had finally arrived from the North-east. The Dwarf's arrival was punctuated by the mad gibbering of orange-haired slayers leading the Dwarf advance. The High Elves managed to muster their forces and rose to face the charge of the Orc mounted troops. The Empire force continued their reluctant advance towards the barricades of the Orc encampment, the steam tanks leading the way pounding the Orcs, alongside them were insane Flagellants. The Pistoliers charged the Harpies but were forced back by

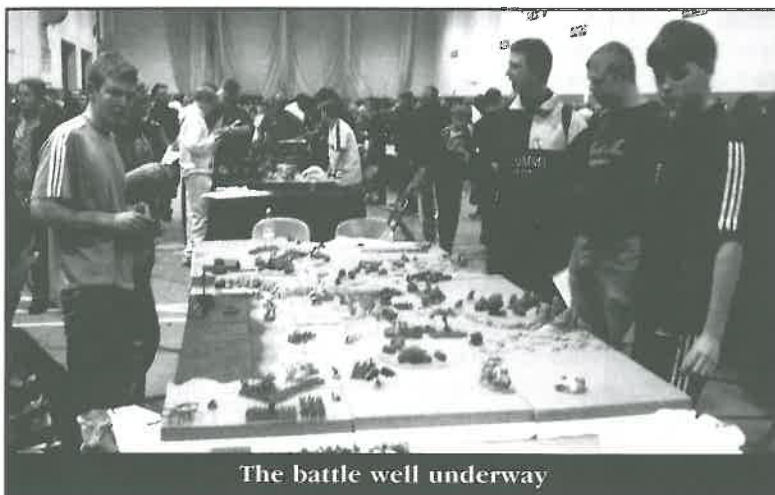
the sharp claws and evil temperament of the demon beasts.

With deathly quiet and an atmosphere of dread the Undead hordes of Tomb King Ramtutt III slowly shuffled onto the battlefield, causing many to stare in wonderment. The Orcs exploited this momentary lull in the fighting and from the greenskin horde arose a deafening howl. The Orcs tumbled forward en-masse, crashing into the determined Empire infantry like an avalanche. The Chaos Knights, who smashed into the second detachment of Empire crossbowmen and Halberdiers, matched this devastating attack. The Harpies also attacked the Pistoliers once more, summoning more of their kind to attack their foe. The core fight turned into a battle of attrition, with numerous units charging into the fray. When the dust settled, the bodies were piled high on both sides and in the centre a single small group of Empire crossbowmen were shouting their defiance to the skies. The other detachment was not so lucky; the combined strength of the Chaos Knights pushed them back over the cliff and to their deaths.

There was a rousing cheer as another steam tank, bedecked in red and yellow, clanked off of the small transport boat, signalling the arrival of the Empire reinforcements. It was supported by a massive regiment of halberdiers, determined to hold the beach at all costs. The remaining Empire knights, resplendent in their silver armour charged squarely at their decadent rivals. The High Elves and Dwarfs marched towards the enemy horde, trying to help the Empire maintain their beachhead.



The Undead masses shuffled forward, a giant Sphinx looked menacing as it towered above the skeletal masses. The Chaos army executed a pincer movement, charging across the bridge as well as sweeping along the beach to the vulnerable Empire rear. This offensive caught the remaining Empire



The battle well underway

knights unawares, and they were destroyed in a hail of blows from their black-armoured attackers. The Orc Giants pulled the mighty Elven Dragon apart; its wings flapping uselessly under the rain of blows from its opponents tree-sized clubs. The Orc bombardment continued and, along with the incessant greenskin bowfire, managed to destroy the two Empire steam tanks. It soon became apparent that the Empire vanguard force had been virtually destroyed as a fighting force under this sustained attack.

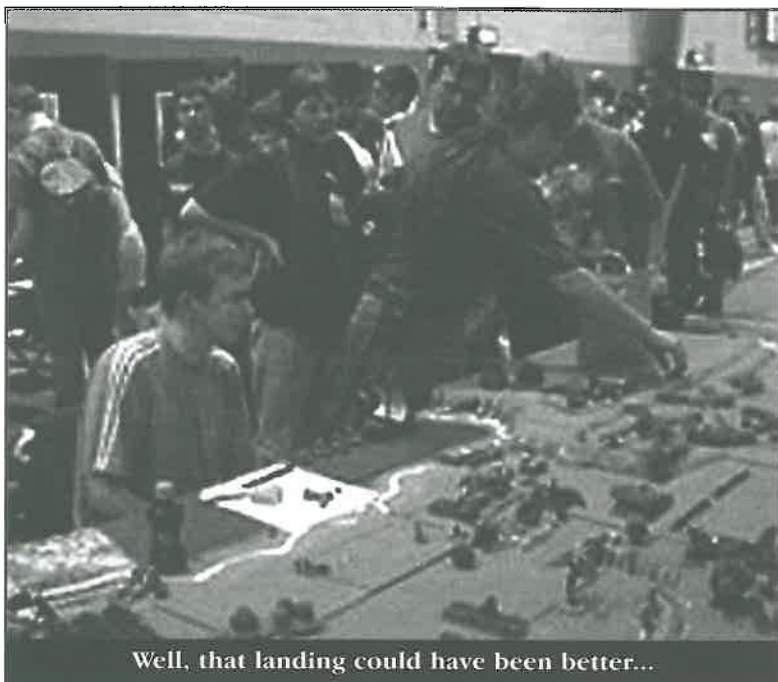
The battle cry 'Sigmar!' could be heard above the fighting as the remaining Empire forces arrived and set about making themselves known, charging into any Orc or Chaos forces within range. The High Elves

concentrated their attacks on the deadly Giants in their midst, finally cutting them down with a hail of bowfire and magic. The Dwarfs continued their slow advance towards the village, their movement painfully slowed by the unfamiliar terrain. The fighting in the centre became a bloodbath but was at last a success for the Empire forces, who managed to reclaim

their beachhead, but with heavy losses. It was only a matter of time before the Orcs would counter attack.

The chanting of the Orc Shamans once again boomed above the din of war. The last brave unit of Pistoliers were pushed off of the high cliffs by the Waagh magic of the Orcs into deep water, and drowned under the weight of their armour. The remaining Halberdiers we caught by some grotesque Trolls and torn asunder. The remaining Empire knights were more fortunate, pushing back their foe and buying some time for a possible counter attack. By now the Chaos horde had almost completely surrounded the Empire beachhead. As the Orcs and Chaos troops closed in the beleaguered High Elves and Dwarfs begin to withdraw now being hard pressed by the dark forces of Undeath. The remaining Empire troops fell one by one, until a single figure guarding a blue and white banner was all that remained.

Count Albrecht stood on the stern of the departing ship carrying away those few of his soldiers that remained. He thought about the days events, he had lost many men, many friends and his pride was in tatters. 'I'll be back, you evil



Well, that landing could have been better...

scum,' he shouted enraged shaking his fist at the tiny figure gathered on the beach, 'and next time the outcome will be very different mark my words!'



The good guys retreat

IN CONCLUSION

Overall the game went well, however in hindsight we should have changed a few things. Firstly all of the armies should have started at the same time. The Undead player had to come on last and that meant he did not get to engage in combat for the entire game, and only just managed to get his Chariots to the Orc camp before we had to pack up the game and go home.

The beach landing caused a major problem for the Empire, and the second army should have been deployed onto the beach in

entirety on the 2nd or 3rd turn, rather than by rowing boats.

Even with these problems, everyone enjoyed the game. One thing that has come from the experience is that the mentality of our club members has changed, having been set a goal, they have put a lot of effort into painting and basing their miniatures, and a few have surprised themselves by managing to do it in time. One has even said that in future he will not play any game until he has painted his army.

We hope that we can put on another display at Games Day 2001, we will have to wait and see.

Stephan paused to evaluate the situation. It was hopeless, his forces were virtually eliminated and there was no way out. He galloped over to the remaining knights and rousing his remaining strength he spoke:

'Today we face the last battle against the dark, for ourselves, for our families and for Sigmar. Charge!' And with that he dug his spurs into the flanks of his steed and charged at the black armoured Chaos Knights.

THE BULKINGTON WARGAMES CLUB

The Bulkington Wargaming Club was established in 1998, following the closure of the Bedworth Wargaming Club. At the present time we have approximately 21 regular members, who play a variety of games, but primarily those produced by Games Workshop. We have a growing selection of terrain, mostly built by club members, but we do own a selection of modular terrain by Purbeck Terrain Systems. We intend to get more commercial terrain when the funds allow.

We have recently set up a bring 'n buy that is open to all. If you have any old games, miniatures or anything related to wargaming that you want to sell, bring it along... somebody may be interested. (10% charge made to non BWC Members on sale of items.)

We do not charge a membership fee, the club is open to all who are interested, however we do charge an attendance fee of £1.50 (free for your first visit), with membership being achieved by regular attendance (see the Club Rules for more information).

Membership gains certain privileges at the club the most regular of these is the Members Raffle. On the first meeting of every month every member is entered into a free draw, the winner receives a Games Workshop Gift Certificate, but if they are not there to collect the prize another name is drawn out. As you can imagine attendance gets a boost at the beginning of every month.

The Bulkington Wargaming Club meets at the Bulkington village centre in the Beaumont Room, which is accessible from the car park at the rear of the building.

Bulkington Village Centre,
School Road,
Bulkington,
Warwickshire.

Meetings are held every Wednesday from 6:00 pm to 10:00 pm excluding Christmas and New Year.

WARMASTER CAMPAIGN

Part III (conclusion)

Here Dave Simpson concludes his 'monster' campaign from issues 2 & 3 with tips and advice for players who like their games of 'little men' on a grand scale!



Since my campaign rules have now been published and you've been able to see a little bit of the campaign that we run at Brent Cross GW store (it finished just before Christmas '00) in the last two issues I thought that it might be a good idea to pass on some of my experiences regarding setting up and running a campaign using my system. The advice should hold true for almost any campaign to an extent, regardless of the rules being used to run the it or the game system used in the campaign (for instance Warhammer or 40K instead of Warmaster).

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

Once you have your players the next thing to

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

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

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

The relative advantages of the two types of map in my view are as follows. Land or continent based maps give nice clean and possibly faster campaigns as the element of water movement is more or less sidelined. However with these maps its much more difficult to introduce new players once the campaign has already started without major alterations to the map.

Island based campaigns are basically the complete opposite compared to land based campaigns. They are ideal if you know that

the campaign group is likely to change over time with people joining and leaving at various times as all you have to do is just stick extra islands in the sea. However the extra element of sea movement can make the campaign slightly less predictable, especially with regards to defending borders, when reinforcements will arrive and so on.



So, once you have decided what map you want the next stage is to actually make it. At some point in the future I'm hoping to be able to put together an article which will detail the techniques that I used to make the map for the Brent Cross campaign. But until then you'll have to suffice with this little bit of advice.

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

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

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

So you've got a map, what next? The counters of course! Ideally it should be up to each individual player to come up with their own counters for their empire, making them as individual as they like. Good things to make counters from are the small round

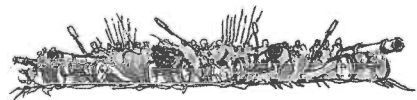
shields from the Undead and Night Goblin Warhammer regiments. They make great territory markers with a flat area of colour with a number painted in a contrasting colour.

For army counters left over Warmaster figures mounted on the old square Epic bases or something else of a similar size (2x2cm) with one model representing 500 points, two 1000 and so on (artillery or chariot crew are ideal). You can use cavalry to represent 1000's as well if you like. There is no hard and fast rule, just so long as its easily recognisable to everyone.

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

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

Other than this the one thing to remember is that if you are the campaign umpire you should always try to be as impartial as possible, no comets falling on other peoples capitals for instance.



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

WHOOPS!!!!

We stated last issue that it was Will who was away with the fairies when in fact it was Tony Rooney - Soz...

Rules Clarifications

Q & A

This is the fourth part of our section of official rules clarification Q&A. Just one question this time but boy the answer's long!

You can find the full list of official clarifications at Rick's site: www.warmaster.co.uk or via the Warmaster e-group site (www.e-groups.com/group/gw-warmaster).



Q. Could you please go over the rules for determining charges against the front and flanks of units – see the accompanying diagram (diagram 1). How are charges resolved and stands positioned in these circumstances?

A. *This is one of those questions that demands detailed explanation so I've prepared a series of diagrams which takes you through the whole thing.*

Diagram 1

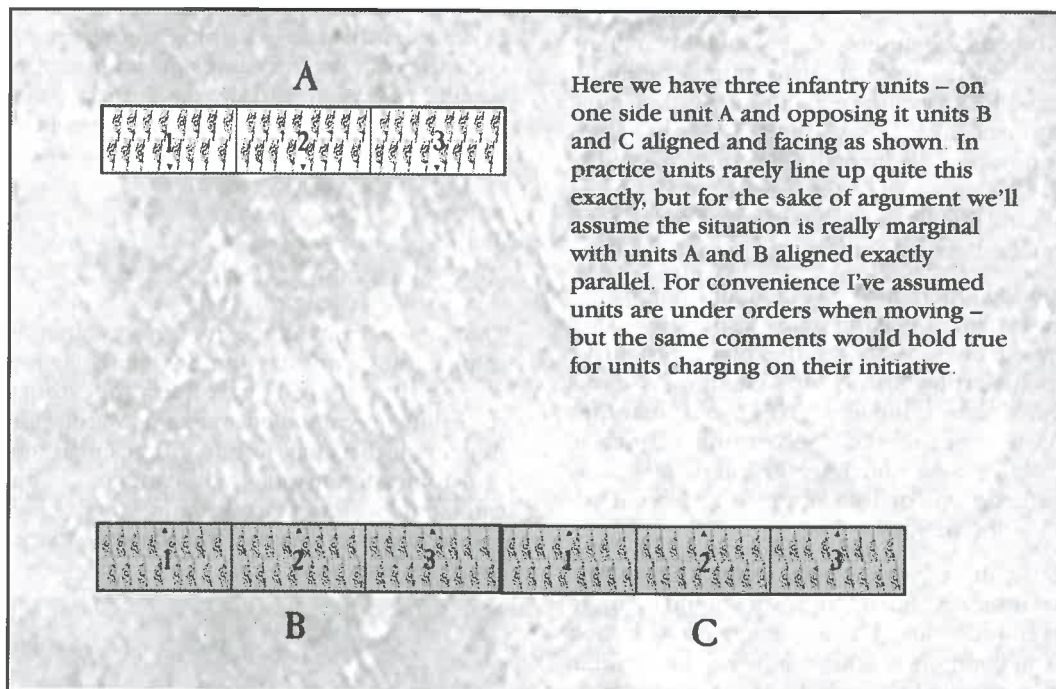


Diagram 2

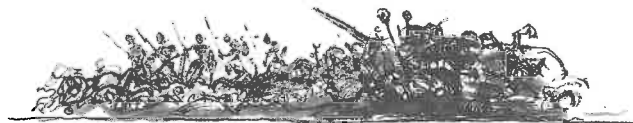
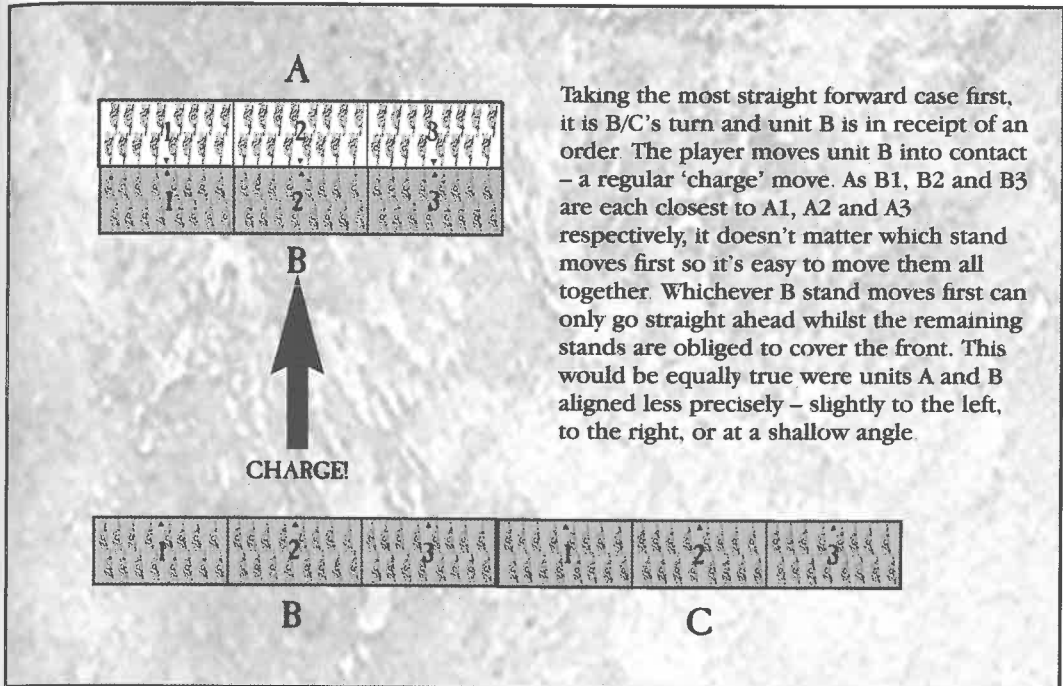


Diagram 3

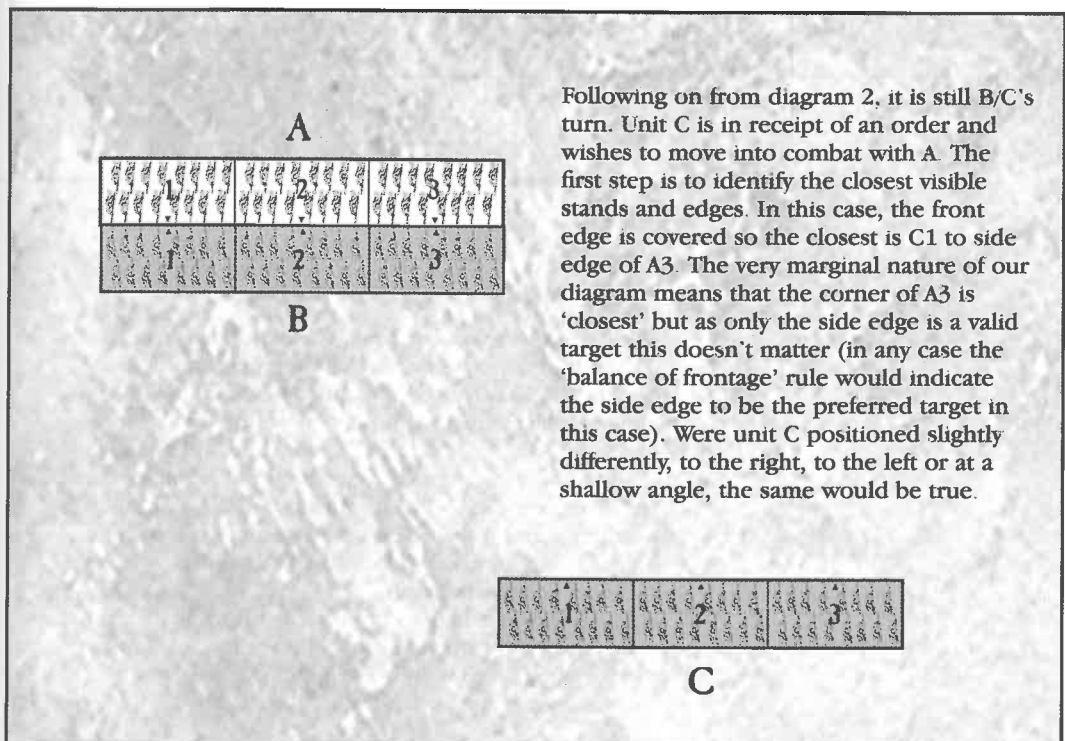


Diagram 4

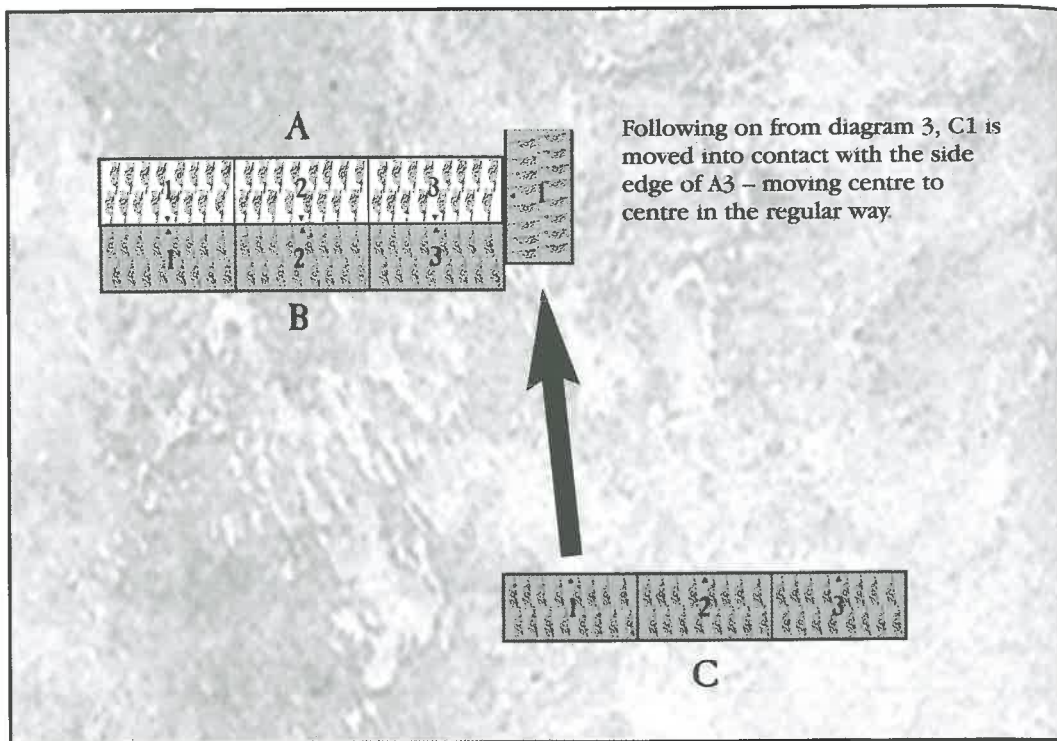


Diagram 5

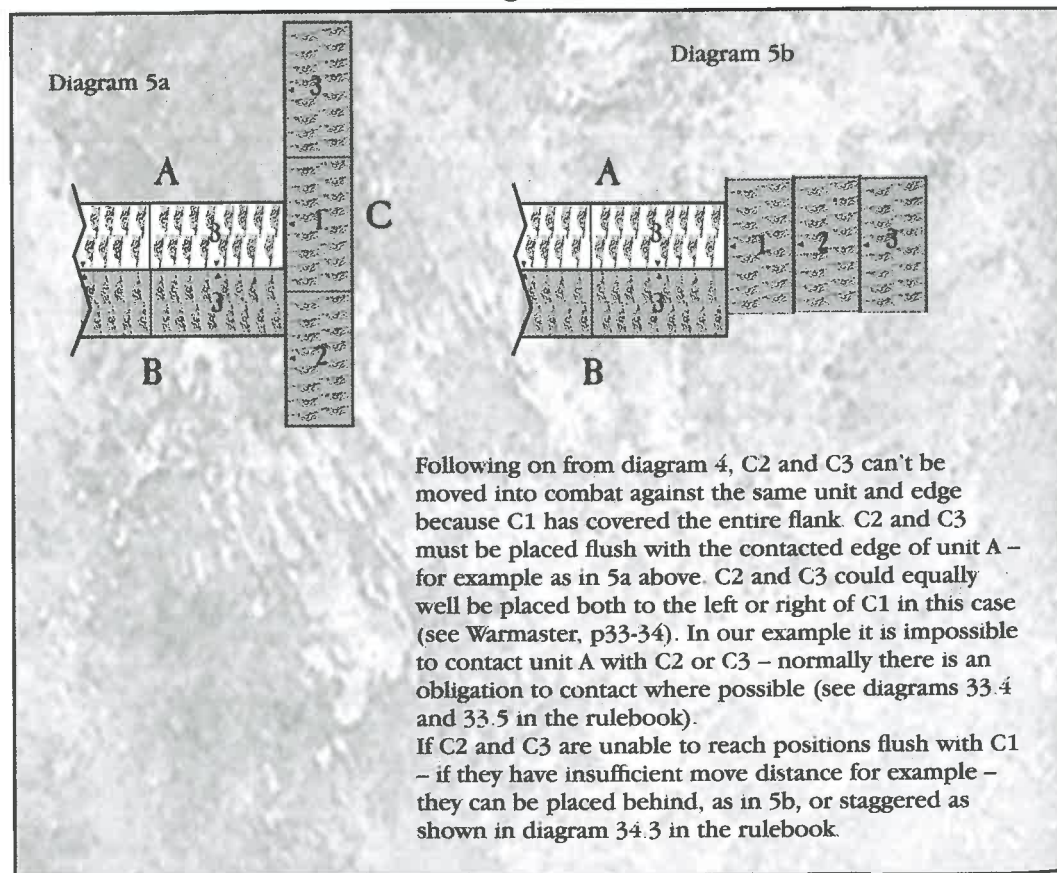


Diagram 6

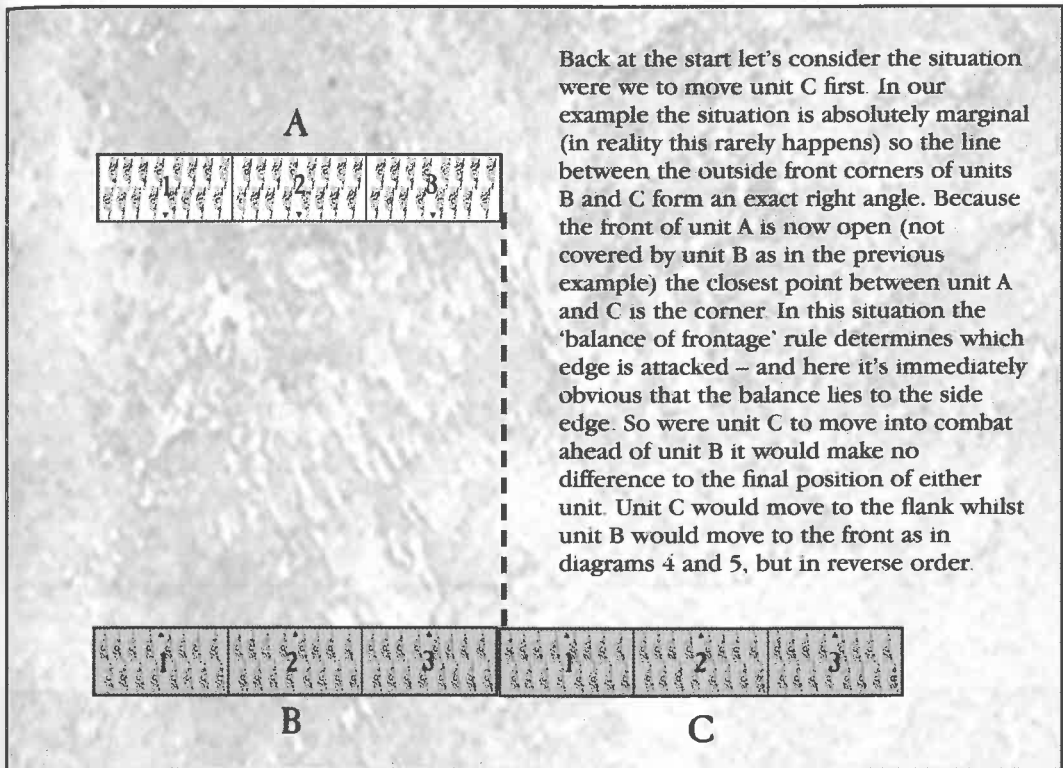


Diagram 7

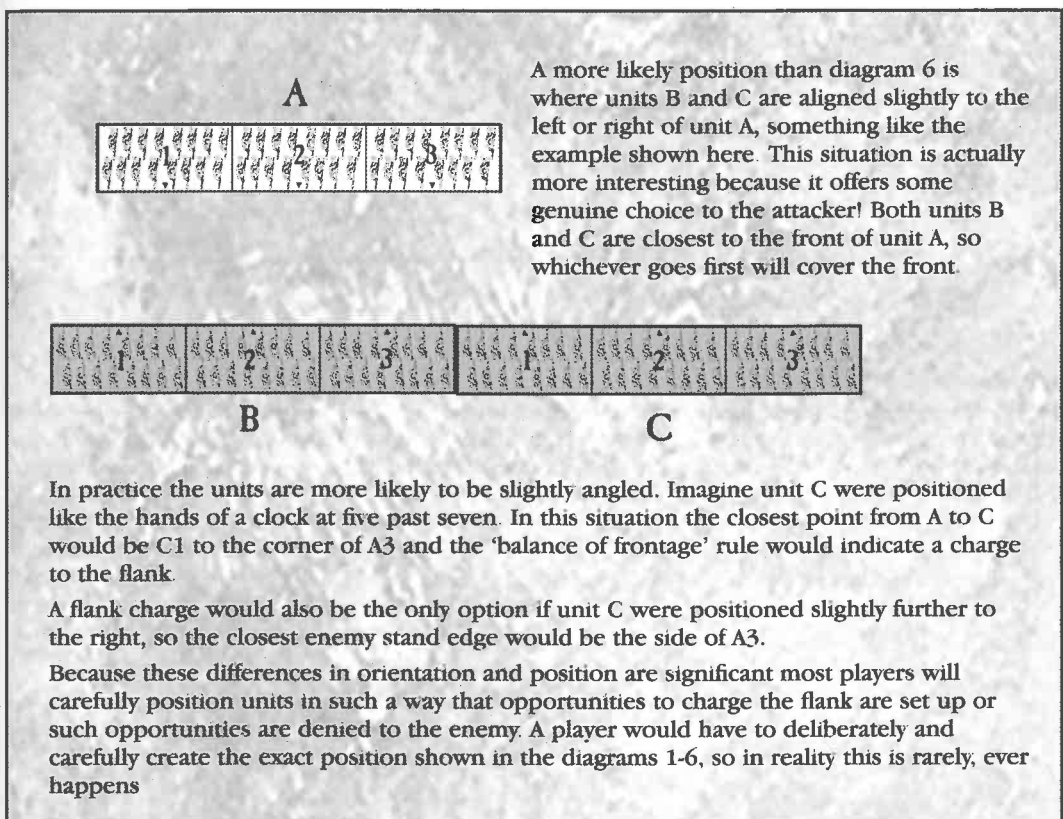


Diagram 8

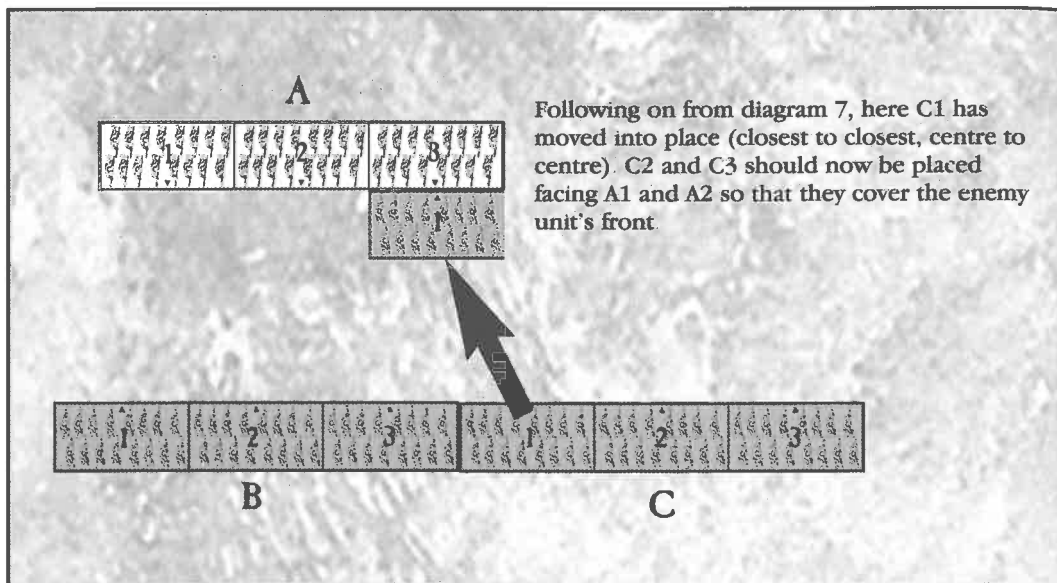
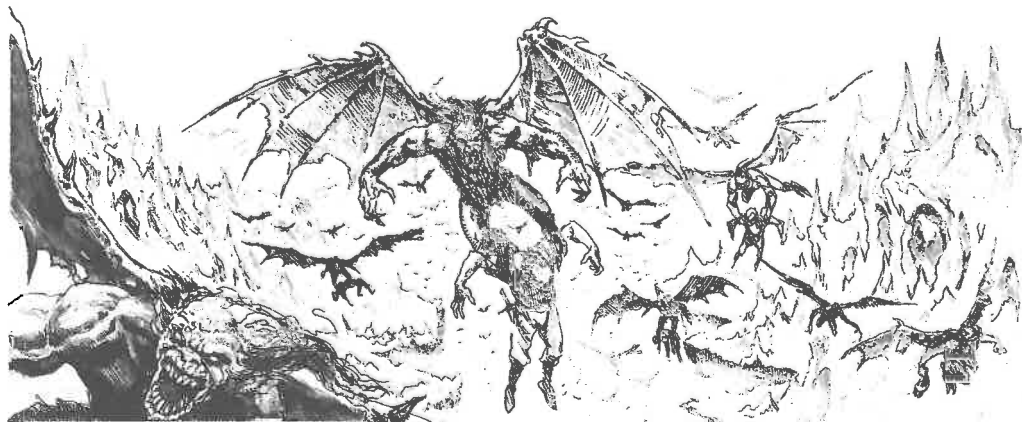
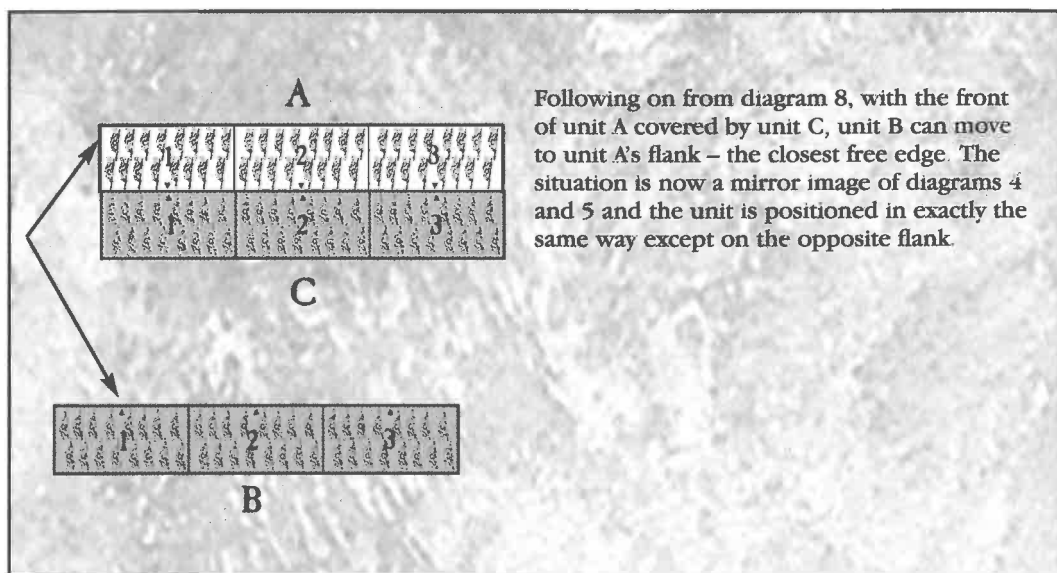


Diagram 9





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

1. What do we need?

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

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

- Do send scenarios for one of our game systems.

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- Don't send new rules & army lists. While we will be publishing rules and army lists, these will always be commissioned works. By all means send in such material as an example of what you can do, but bear in mind that we will not publish it.

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WARMASTER

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A unit of Knights consists of 1 Command strip and 5 random Knight strips



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A unit of bowmen consists of 6 random Bowmen strips



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A unit of Peasants consists of 6 random Peasant strips



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A unit of Men-at-Arms consists of 1 command strip and 5 random Men-at-Arms strips



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PAINT YOUR BRETONNIANS

By Agis Neugebauer

MMM, NEW MINIATURES...

Shortly after painting the splendid new Empire Knights Panther and Blazing Sun Knights I was asked to paint the new Bretonnian army for those nice guys of the Fanatic Team (basically they shipped them to me and asked: when will these miniatures be ready?).

Honestly, after seeing this new Warmaster army I immediately fell in love with this new range of miniatures. Dave Andrews has certainly excelled in sculpting them. I bow deeply before his skills. To get an overall feel for the Bretonnians I picked up my old Warhammer army book and started reading about Bretonnia. After getting in the right mood I started thinking about a colour scheme for the army.

PAINTING COMMONERS

The Warmaster Bretonnian range can be roughly divided into two parts: Knights (Characters, Grail Knights and Knights) and Commoners (Men-at-Arms, Bowmen, Peasants and Mounted Squires). In my opinion the commoners have to be painted in rather unspectacular colours. I cannot imagine any self-respecting Bretonnian Knight whose Squire is more flamboyantly dressed than the noble himself.

This was the reasoning behind painting the Commoners in the same colours (or livery if you want to really get into character!). Since I decided that the army General was going to be painted in Blue and White I also used the same colours on the commoners. I used fairly simple patterns on the miniatures for the above mentioned reasons – after all this is Warmaster as well not Warhammer!

Whilst painting the Bretonnians I used the same techniques I described in Warmaster

Magazine 3. If you haven't read it? If not, that's one more reason to get a copy of this fine publication. All of the areas on the miniatures designated to be painted blue were painted first *Regal Blue* and then highlighted in *Ultramarine Blue* and *Enchanted Blue*. I decided to paint using the *Impaling Field* (see later on for fields which we've taken straight from the Warhammer army book). The White areas were started in *Bleached Bone* with a *Skull White* highlight.

The Squires' horses were painted deliberately in a dull brown (*Bestial Brown* and a black wash with a *Bestial Brown* highlight) so as to make them quite plain when compared to the Knights. For the Peasants I choose different colours entirely, these guys wouldn't be uniform like the regular troops. So brown and greens were appropriate. I got the green tone by starting with *Salamander Green* and highlighting to *Scorpion Green*. The brown is *Bestial Brown* mixed with *Bleached Bone*.



PAINTING KNIGHTS

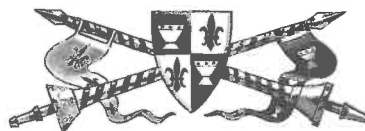
After finishing off the commoners my first real test of skill was, of course, the Knights. In 28mm scale Knights are difficult enough what with their heraldic designs. To try and paint a 10mm scale model in the same way as a 28mm model would clearly be insane! I therefore chose heraldry of a more simple design.

With the Knights you can really go to town. You can certainly get a good idea of what designs are possible when looking at the

28mm Bretonnian models. I tried to use different colours and patterns on nearly every model. Whilst painting I realised that because of this mix of colours and patterns that you don't have to do so much highlighting as you are dividing up these already tiny models so that only one or two highlights are enough. On the Knight's Banner from the command strip I used one of the transfers from a spare Sister of Battle transfer sheet I had lying around. These have some Fleur de Lys which are just the right size – what luck!

With the Knights done the next on my list were the Grail Knights. I put a lot of thought into the colour scheme for these as I didn't just want to repeat what I had done for the Knights. In Warhammer Grail Knights are the centre point of the army and are really colourfully painted. There are many spectacular patterns, heraldic symbols and different colours on each model. I didn't

think, though, that this approach would work for Warmaster. I did think it necessary to increase the complexity of the patterns but to use different colour schemes on every Knight was not what I wanted.



All of them had successfully accomplished the quest for the Grail. Why not have them all painted in the same colours to reflect their elite status? As a unit they would stand out enough on the table. My mind was set: I would paint a more complex pattern on each model but limit myself to basically three colours – Black, Red and White.

The Black started as a mixture of *Chaos Black* and *Codex Grey* and was then highlighted to a dull *Codex Grey*. For White

BLAZONS

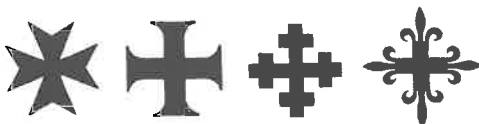
Blazons are any designs laid on top of the field of a shield and are also known as devices or emblems. The blazons you incorporate into your heraldic designs are often applied all over the Knight. Think of the Knight's shield as being his heraldry and incorporate that basic design onto the rest of the Knight. For

example, if your shield design is red with a white dragon, the Knight's surcoat and horse's caparison should also be red. Repeating the dragon design on the horse's barding enhances the effect to produce a fabulous model.

There are many ways to create heraldic designs for the Knights of the Realm. We've

tried to show as many as we can but research of real designs in heraldry books are not only informative but also very inspiring.

FOUGHT UNDEAD



FLEUR DE LYS AND GRAIL BLAZONS



Pledged to the grail quest

Achieved the grail quest

MONSTER AND BEAST BLAZONS

A Knight's heraldry will often display images of beasts or monsters they have slain



Wyvern

Dragon

Hippogriff

Griffon

Manticore

Bear

Chimera

Minotaur

I painted first a *Fortress Grey/Skull White* mixture and then highlighted to *Skull White*. All of the red areas were done using *Scab Red*, then *Red Gore* and finally *Blood Red*. For the Grail Knights' Banner I again turned to a transfer from my Sisters of Battle sheet – finished.

PAINTING CHARACTERS

For the Bretonnian characters you get a General plus some Squires and Tent, a Enchantress on a Unicorn (my favourite), a Hero on a Warhorse and a Hero on a Pegasus. For the General and the Enchantress I chose the same colour mix I had used for the commoners, to make the visual link between them stronger. I still wanted the whole range to look uniform as one army. The Enchantress' hair was done by putting some thinned down *Flesh Wash* over *Bleached Bone*. It was that simple!

The Hero on the Warhorse was inspired by the superb Green Knight paint job of Mike McVey. On a layer of Salamander Green I

mixed more and more *Bleached Bone* in for highlights. I painted as many patterns and swirls as possible on the small model to make him really stand out.

Since the Pegasus model is already very unique within the army I deliberately chose a more simpler heraldic scheme. Painting Bretonnians can take quite a bit longer when compared to the other Warmaster armies so I was amazed at how well they came all-in-all. And if you are really in a hurry why not paint all of your commoners in only one colour? It saves you some time for your Knights.

I certainly enjoyed myself painting this army as the use of colour really lets the Bretonnian army stand out. So what are you waiting for get yourself some Bretonnians!

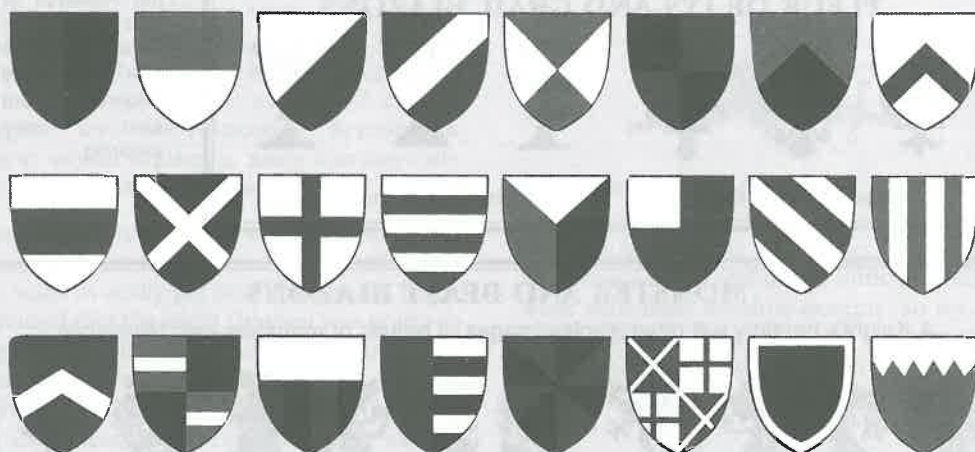
We've shown some of the symbols from the Bretonnia Warhammer army book, below and opposite, to give you more ideas for designs when painting your Knights.

FIELDS

The background of a shield is known as its **field**. The field can be plain, or a pattern consisting of one or more colours or metals. The range of patterns that can be used for fields is huge and we've illustrated some coloured examples here. Even more complex heraldries can be created by combining different designs together by impaling and quartering. **Impaling** is simply displaying two different heraldries on either half of a divided shield. **Quartering** is literally that, displaying two or more different heraldries on each quarter division.

For the Games Workshop Bretonnian army we decided to use the most complex heraldries for the Questing and Grail Knight models to reflect their elite status.

Use these coloured examples of fields as reference to create your own Knight's heraldry.



Bretonnian Army

Painted by Agis Neugebauer

Check out how best to paint these wonderful miniatures on pages 46-48.



Grail Knights



Enchantress



Men-at-Arms



Bowmen



Mounted Squires



Peasants

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New Bretonnian miniatures – General (top), Knights (middle) and Hero and Hero on Pegasus (bottom) – by Agis Neugebauer



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