

Issue 6

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WARMMASTER

MAGAZINE

Dwarfs March to War

Dwarf Reinforcements

Return of the Beard

Dark Shadows, Warmaster in Albion

Grunt Tzu Part 2 - The Art of Waagh!

The Battle of Bockenhof



Reinforcements

Painted by Agis Neugebauer



Dwarf King

With a model like the Dwarf King and his bodyguard they had to be painted so that they really stand out. I thought that a Royal blue as the primary colour would be most appropriate. So I painted the clothing and banner in *Regal Blue* and highlighted it with *Ultramarines Blue* and *Enchanted Blue*. All of the golden areas are painted with *Shining Gold* and a thinned down brown wash.



Dwarf Runesmith

For the Dwarf Runesmith on his impressive Anvil I decided to go for more earthy colours. Nothing to 'spangly' for honest, down to earth stunties. Lots of metal and some deep green seemed the logical choice. I drybrushed the whole miniature in *Chainmail* metal and gave it a thinned down black wash. All the green parts were painted in *Salamander* green and then highlighted up to *Scorpion* green. The big beards on the Dwarfs were drybrushed in the case of the grey beards. The Dwarf's blonde beard was painted in *Bleached bone* and given a wash of *Chestnut* brown.



High Elf

Swordmasters of Hoeth

The Swordmasters of Hoeth also started with some serious chainmail drybrushing. All the metal areas were then washed with blue ink to achieve a different metallic look. All of the white clothing was first painted *Space Wolf Grey* and then *Skull White*. The blue coats and the banner of the command group were painted *Regal Blue* and highlighted with *Ultramarines Blue* and *Enchanted Blue*. The plumes on the helmets were painted *Bleached Bone* and washed with thinned brown.

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by Brian Mattock

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HEAD FANATIC
Jervis Johnson

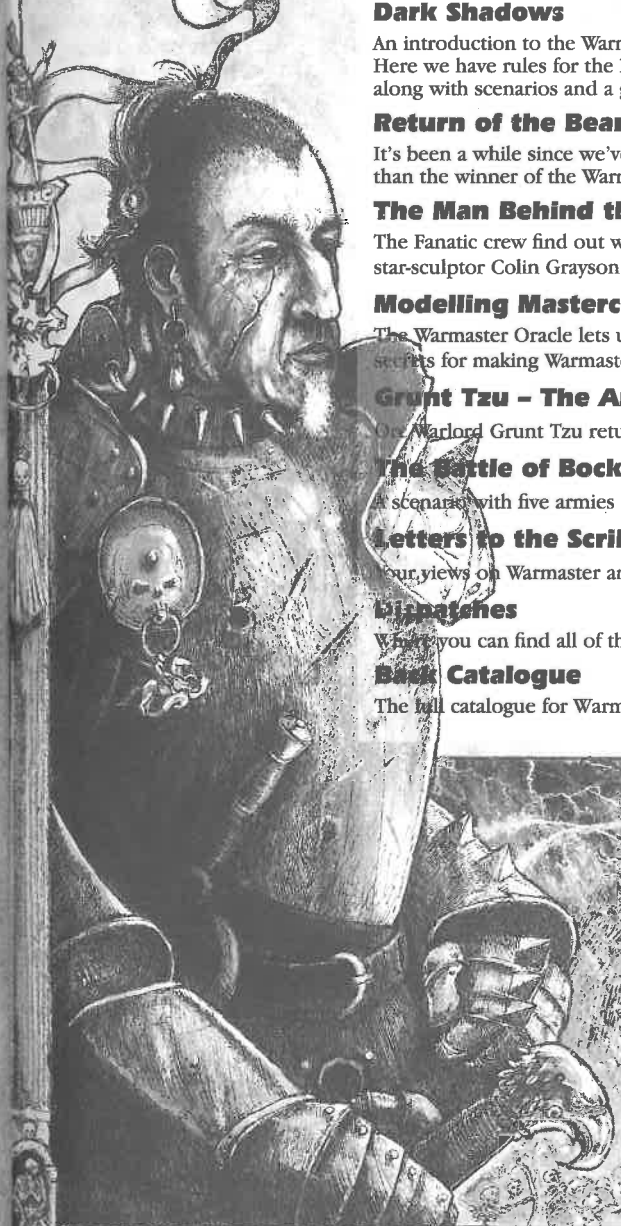
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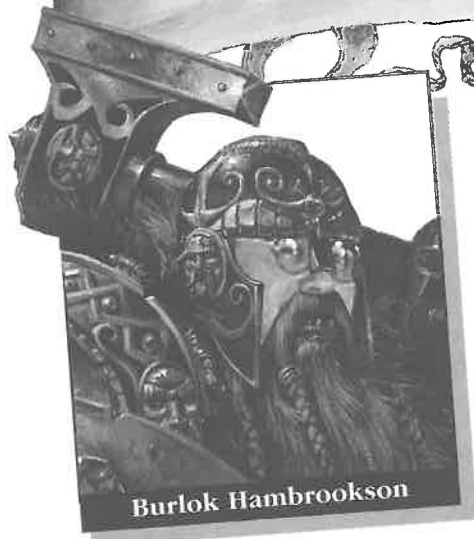


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INTRODUCTION



Who's this? That's not Rick Priestley I hear you cry.' No, indeed it is not. Hi, my name's Steve Hambrook your erstwhile editor of this fine publication – so send all letters of praise or dare I say it critique to my goodself. Rick has decided that it's about time that I stepped into the limelight and stopped hiding in his shadow. Take pride of place within these pages, as it were, and introduce you all to WarMag from now on (either that or Rick's just too lazy to write the editorial!).

So, where have we been with WarMag? We've covered quite a lot of ground, most of which I think very well, some of which maybe not quite so well. Perhaps the one thing, I for one, would certainly like to see more of in WarMag is battle reports. The most

important nature of the battle report is it being an intrinsic study of tactics. Anyone can sit down and write out a relatively fool-proof set of army tactics but only in a battle report can you see how or if these tactics work. Warmaster by its very nature is a very tactical game dominated by the reactions of the players. Even the most experienced of players can learn a lot from watching the games of others or reading battle reports. As many players are well aware, and in no small way myself included, there's nothing like learning from mistakes – be they your own or some other unfortunate fellow's.

So, expect to see more battle reports on these hallowed pages. Hopefully we should have at least one per issue but we want to hear about your glorious victories and crushing defeats too. And what better opportunity (fanfare!) than the Dark Shadows campaign? You'll find scenarios and special rules in this magazine to start off your own campaigns for Dark Shadows and be able to read how we got on at Rick's house trying them out (and also why I've assumed the new most derisive title of 'Thirty Dice' – see below).

I hope you enjoy this issue of WarMag and look forward to your feedback and submissions.

Steve



Steve's photo case-book – The thirty dice fiasco! (for the full explanation turn to pages 6-18).

WHAT'S NEW?



And finally for Dark Shadows, but by no means least, is the awesome, if a little slimy, Fen Beast (Rick has a penchant for calling him the 'Bog Beast', but that's Rick for you). This guy just oozes slime and with his wonderfully detailed base he looks most at home lurking in the bogs and fens of Albion looking for victims with which to wipe his nose.

This issue we introduce some new models for the forthcoming Dark Shadows campaign. We also have some hairy new Dwarf characters and more elite troops for the High Elves.

From the rain-drenched Isle of Albion comes the mystical Truthsayer and what a fine model this we're sure you'll agree. This little chap is just like a scaled-down version of the model from the Warhammer range, there's that much detail on him! He also comes with his very own runestone with which to decorate his base but how he manages to lug it around with him is beyond us.



Fen Beast



Truthsayer

Next up is the Truthsayer's evil adversary, the Dark Emissary. Another finely detailed miniature this is too. He has all of the necessary spiky bits and spires of rock and skulls to give his base that sinister look.



Dark Emissary





Dwarf King

Dwarfs we promised and Dwarfs there are. Here's the long awaited Dwarf King on throne with bodyguard and royal court. This little gaggle of bearded ones comes complete with a Dwarf jester and a rather sad-looking manacled bear. This model makes for a fine general in any Dwarf army.

Almost as impressive is the Dwarf Rune priest mounted on his anvil with attendant guards.



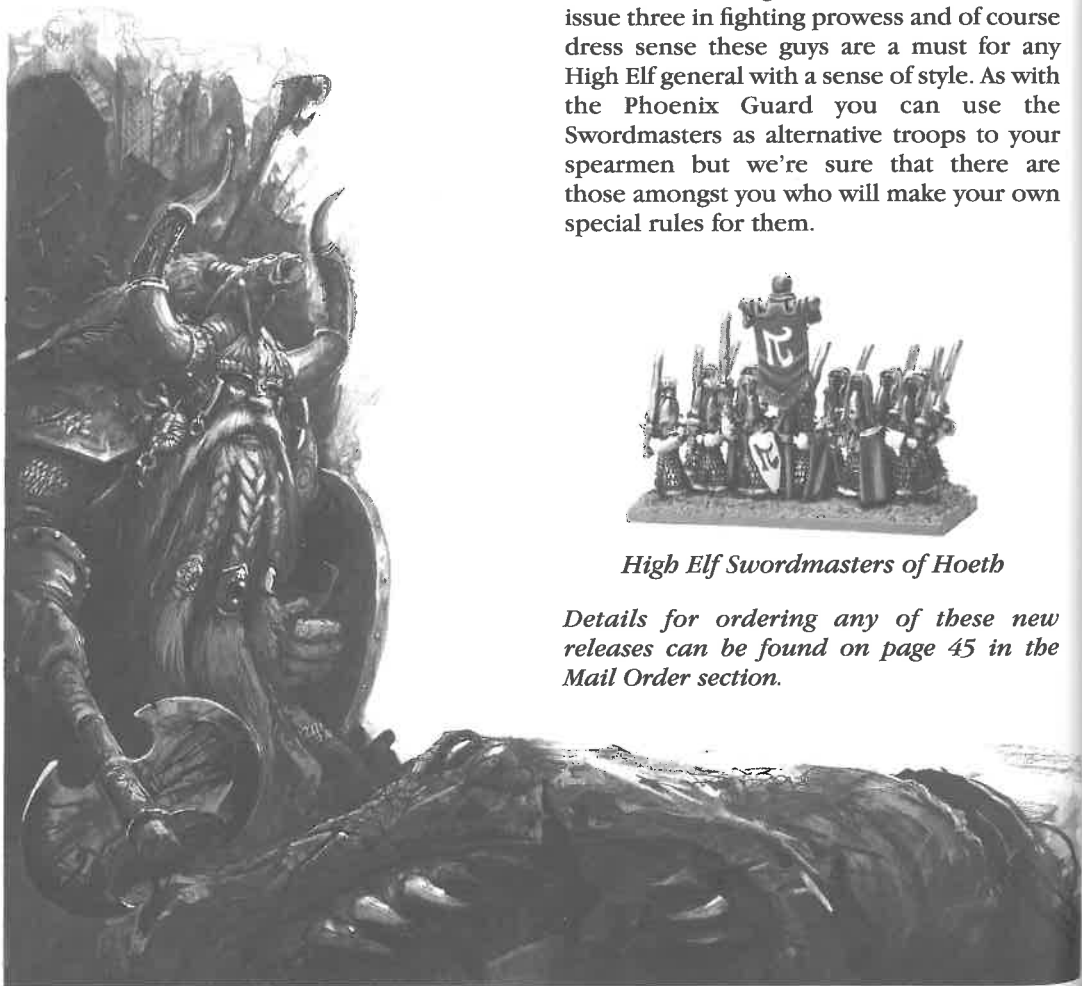
Dwarf Rune priest

And as if the High Elves would allow the beardslings all of the limelight here's the Swordmasters of Hoeth another elite regiment from the shores of glorious Ulthuan. Rivalling the Phoenix Guard of issue three in fighting prowess and of course dress sense these guys are a must for any High Elf general with a sense of style. As with the Phoenix Guard you can use the Swordmasters as alternative troops to your spearmen but we're sure that there are those amongst you who will make your own special rules for them.



High Elf Swordmasters of Hoeth

Details for ordering any of these new releases can be found on page 45 in the Mail Order section.





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

1. What do we need?

- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.

- We need your permission to use your article. All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article.

- If possible, supply articles on disc. We can read most formats, so just send in your article on disc as this will save a lot of time. Also, if you're on the Internet, why not e-mail your article to us.

- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

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

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

- Do send scenarios for one of our game systems.

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

3. Sending your work to us

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

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Willow Road,
Lenton,
Nottingham NG7 2WS.
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DARK SHADOWS

Scenarios, new rules and how the Fanatic crew got on playtesting around Rick's house...

Battle in the Isle of Albion

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

Of Albion

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

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

This catastrophe turned the isle of Albion into a warped land that was ever afterwards shrouded by chilling mists and

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

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

Albion

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

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

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

The Scenarios

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

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



Guardians

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

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

The Bog Beast

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

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

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



CREATURES OF ALBION

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

SPECIAL RULES

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

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

Note: we have slightly changed the Bog Beasts compared to the rules in the recent White Dwarf battle report. This is because we have since played a great deal more using the Bog Beasts and developed the rules slightly.



Drawings by Dave Gallagher

SCENARIO 1: THE BEAST IN THE BOG

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

Set-up

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

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

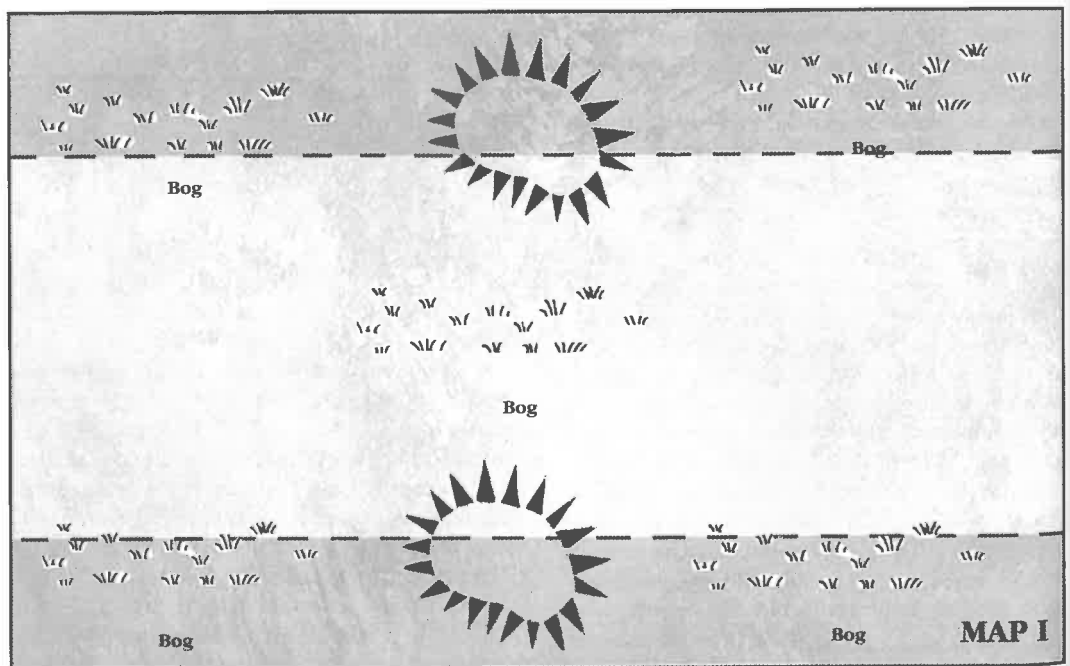
Moving Boggy

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

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

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

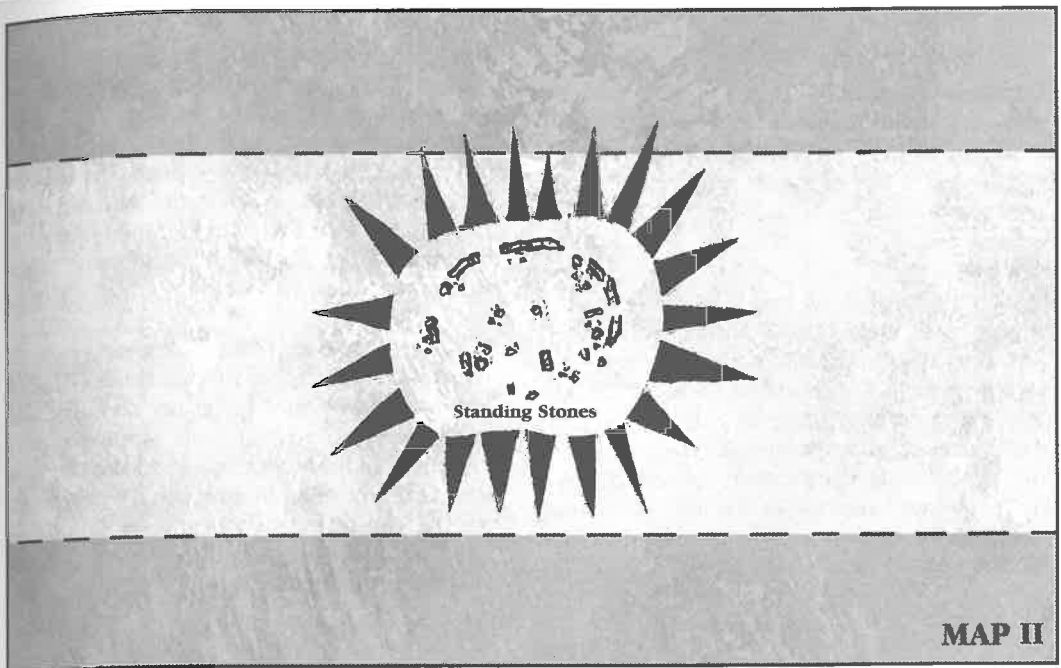
Because the Bog Beast always starts each turn in the centre of one of the bogs it is worth making sure that the centre of each bog is either very obvious or marked in some way to make sure there is no doubt. The Bog Beast can be placed facing any direction – but must be placed in the pre-determined spot.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



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MAP II

Playing Without Albion Characters

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

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

SCENARIO 2: THE STANDING STONES

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

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

Set-up

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

The Stone Circle

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



A Wizard who is within the stone circle can cast spells out of it. Note that targets have to lie at least partially outside the circle. When a Wizard casts a spell from within the circle the spell has double its normal range and if the first spell is cast successfully the Wizard can cast the same or a different spell again. Note that this is basically like the magical effect of the Rod of Repetition. To keep things sane the Rod of Repetition will not work within the Stone Circle – only one repetition is possible. Note that the first spell only has to be cast successfully – ie a successful casting roll needs to be made – a spell still counts as



MAP I

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

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

Boggy

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

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



VICTORY CONDITIONS

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

Playing Without Albion Characters

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

SCENARIO 3: FOG OF WAR

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

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

Terrain

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

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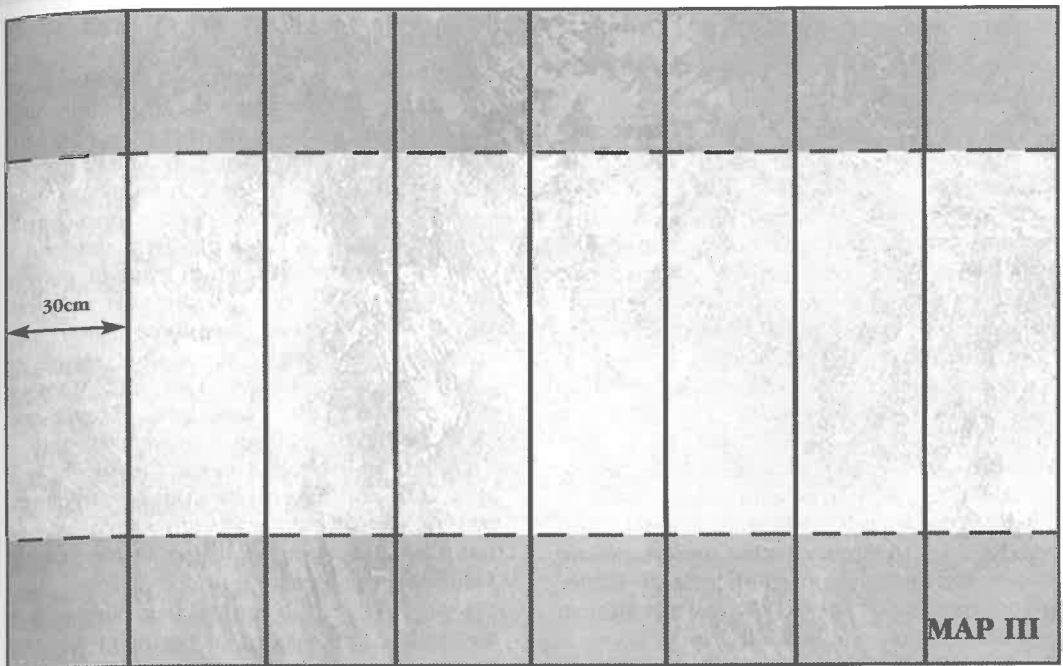
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Dice roll	Feature
1	Bog roughly 20cm in diameter.
2	Petrified Wood – wood of snaggy stumps and gnarled trees roughly 20cm diameter.
3	Nothing.
4	Hill between 20 and 30cm diameter.
5	Stone circle between 20 and 30cm diameter. One only – if repeated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

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

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

The stone circle has the same rules as scenario 2.

Boggy

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

Fog

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

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

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

Playing Without Albion Characters

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

Six go mad at Rick's House

Or how we got on playtesting these scenarios at Rick's.

Report By Steve Hambrook

The ultra-cool new campaign setting for Warhammer had just come out in White Dwarf bringing the endless wars for dominance of the Warhammer world to the rain-drenched and mysterious shores of distant Albion. This campaign was engineered in such a way that Warmaster players could join in the fun and contribute to the worldwide carnage – excellent, what more could you want? Well, maybe a few pages in WarMag covering the rules to use your new Truthsayer, Dark Emissary and fearsome Fen Beast perhaps? Add to that a few scenarios with special rules to include these wonderful new models and special rules to emphasise the unique climate and magical nature of Albion. And finally, where and when better to playtest this all than a gaming day around Rick's house?

So with Jervis Johnson at the helm the Fanatic crew: Warwick Kinrade, Andy Hall, Keith Krelle and myself Steve Hambrook, got our armies and terrain together and headed off to Rick's house for a day of nothing but gaming, hurrah! After getting over the shock that Rick's kitchen is bigger than my entire house, and that his not so humble abode is ably defended by a whole legion of cats (one of which appeared to be having a fine old time taking a shower in the kitchen sink ... no really!) we took stock of the situation over a cuppa. We needed to try out the new rules and work up some suitable scenarios that would reflect the nature of fighting in Albion.

Next, we were off upstairs to Rick's games room all gawking at the old rulebooks and supplements from a bygone era all still in mint condition, not to mention the tripod-mounted Vickers machine gun in the corner – perfect for home defence. Rather than play a lot of smaller games where each of the players got to fight each other one-on-one we decided on a couple of big bashes with three players a side and a thousand points each. Each team of players would essentially play as one side so there would be no need for complicated and confusing multi-player rules. Our armies of choice were as follows: Rick and Warwick fielded Orcs, Keith Chaos, Jervis Empire and Andy and myself High Elves, with only a thousand points each you can't really chose a great deal and have to be doubly wary about investing in troops that are very expensive – so out went the expensive luxury of the Dragon Riders.

The first scenario up was the Beast in the Bog. We agreed that instead of having a separate Bog Beast for each piece of bog terrain on the battlefield that we would use one model and then move it to a different bog at the start of each turn to represent the presence of many Bog Beasts which would only appear on the battlefield for short periods of time. The idea behind this thinking was that the Bog Beast should influence the game but not dominate it. Only a few turns into the game the Truthsayer had successfully commanded the Fen Beast and ordered it into the flanks of Rick's Boar Boyz and Warwick's Orcs, giving both armies a severe bashing. Mmm... maybe our old pal the Bog Beast was doing more than just influencing the game and needed toning down



Steve 'thirty-dice' Hambrook, Warwick 'catalogue pose' Kinrade, Jervis Johnson and Andy Hall – the Fanatic crew

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a little? Despite this heavy setback the Orcs and Chaos finally managed to triumph after my, er... little disaster on the right flank against Keith 'cheesy save roll' Krelle's invulnerable Chaos army. I mean, I ask you, thirty attack rolls from two units of Chariots against a unit of Chaos Knights who, I might add, were charged in the flank and they only took three hits! RUBBISH! After losing nearly half my army to an indestructible unit of Chaos Knights with apparently titanium armour (no, I'm not bitter...) Jervis and I launched a combined attack against the Chaos Warriors. If we could take out these two units we would break the enemy and win the game – we hit 'em with all we had to hand: two units of cavalry, two units of Elven spearmen and both our generals. Not only did we fail to destroy a single unit, but we were battered severely and pushed back – only to be charged by them and some of Rick's chariots in the next turn. That proved to be the last straw, and on the death of Jervis's general we lost the game. Curses, and there were more than a few that's for sure – the air did turn a little blue. There's nothing like a gracious loser I kept telling myself and there was definitely nothing like one of those on my side of the table!

Time for a breather, to discuss the game and the special rules that were used, and for me to stop moaning to all and sundry about my appalling luck... A pub lunch and much discussion later we'd addressed a few of the problems that would need tweaking. The Bog Beast was too powerful. It may



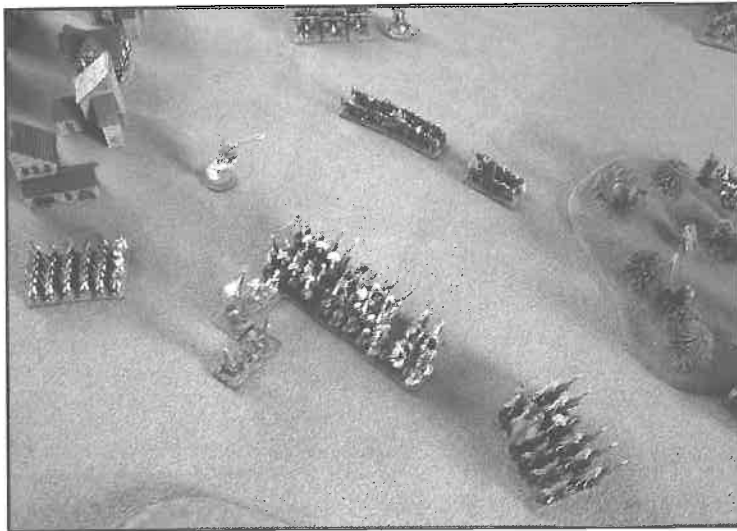
Whilst deploying for the first game Keith gets a Warmaster eye view!



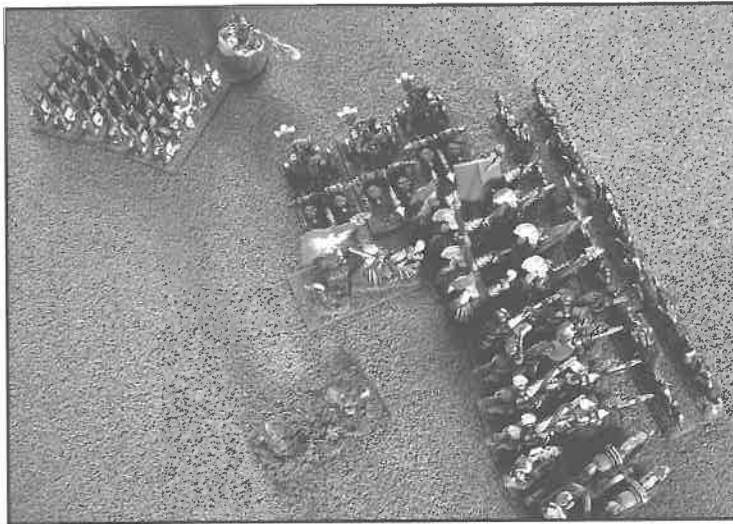
Rick, armed with tape measure and rulebook, ready to get it on



Rick looks on with concern as Warwick makes his advance



Beaten-up and pushed back by a few lousy Chaos warriors...



And so they pay the price as Jervis's general gets a good kicking!



Smug mode! (just what is Rick guarding in that cupboard anyway?)

have only been as powerful as an Undead Bone Giant but as it could be placed in a different bog each turn and had the opportunity to charge most units in the flank it was very devastating. So we reduced its statistics slightly to make it more of a hindrance than a game winner (well, nearly game winner!). After a rest and another cuppa we were set for the next scenario – The Mists. In this game we deployed in an 'L' shape and the armies were deployed and then the terrain to represent the rolling mists of Albion obscuring vision of the lay of the land.

I wanted revenge and allying myself with Jervis's Empire marched across the battlefield to bring the battle to Keith's Chaos army. Andy and Warwick were virtually sitting on top of each other and so on our left flank battle was quickly joined. Keith fell-back intending on linking up with Rick's Orcs from the centre of their battleline, quite sensibly, but not very much in character for a Chaos general – boo! There was inconclusive fighting on the right flank against the Chaos army (my troops failed their last command check of the game and failed to get involved in the scrap – how typical!); but the whole game was decided on our left flank. A 'seesaw' fight ensued with Andy gaining the advantage by killing off the Giant with a mixture of concentrated missile fire and then some very brave archers in combat. The game swung the other way when Warwick finally got his Orc Boar Boyz into the fray who swept aside nearly all of the opposition with relative ease. The game was in the balance, it really looked as though Warwick's onslaught was unstoppable and mine and Jervis's units were too far away to help

as powerful Bone Giant placed in a ch turn and opportunity to nits in the devastating. its statistics it more of a n a game early game a rest and we were set nario - The game we U shape and e deployed terrain to olling mists ing vision of d.

and allying is's Empire ross the ng the battle army. Andy are virtually f each other e left flank kly joined. tending on Rick's Orcs e of their sensibly, but in character eral - boo! nconclusive right flank s army (my their last of the game involved in ytical!); but was decided . A 'seesaw' with Andy vantage by hiant with a oncentrated then some rchers in ame swung en Warwick c Boar Boyz swept aside : opposition e. The game ice, it really h Warwick's unstoppable ervis's units way to help

plug the gap that had been torn through Andy's lines. Andy threw his last reserves into the fight, and with a thundering of hooves his Chariots and Silver Helms crashed into the Boar Boyz flank and slaughtered them. The victorious Elves then smashed through the ranks of Goblins into the Orcs and cut them down along with Warwick's general, destroying their right flank utterly and winning us the game - hurrah! Still, a bit of shame that neither Rick nor myself managed to actually get involved in any of the fighting. Another interesting game this and ironically the Bog Beast only showed its face in the battle a couple of times and then to no great affect.



All-in-all a great day of gaming and discussion. The forces of darkness had won a battle and so had the forces of light. The war for Albion is still raging and the future of all of the races of the world remains in the balance. We hope that this will encourage gamers to fight their own Dark Shadows campaign. You could expand your campaign into a narrative campaign or even use Dave Simpson's campaign system from WarMag II incorporating these rules and scenarios.



Keith finds Steve's appalling luck quite amusing

Afterthoughts

I think overall we did pretty well to get two fair sized games in during the day. We managed to bash some of the scenario details into sbape, and Steve, Andy and I had the pleasure of introducing a couple of newbies to our finest game. With three players a side on an 8 foot table there wasn't much room for manoeuvre - but I was surprised how well it worked out in the end. Fortunately most of the Fanatic team, are thin and undernourished so we squeezed them into my wargames room without too much trouble.

Rick Priestley

Well what can I say about the day's gaming? With the name Krelle it was only fitting that I used the Chaos army. In the first game I was facing off against Steve and his legions of High Elves including an intimidating unit of chariots and a mass of archers on the opposing hills.

I did the only thing I could and that was to try to flank him. I moved my knights up supported by the Chaos Warriors. In response he charged my knights with his chariots (foolish mortal) although with that he had thirty attack dice but to my amazement only managed to score only three hits (how we all laughed and ridiculed him!). In the turn that followed I wiped out his entire right flank - blood for the blood god!

So with a bit of luck we won the first battle and what fun it was too.

Keith Krelle

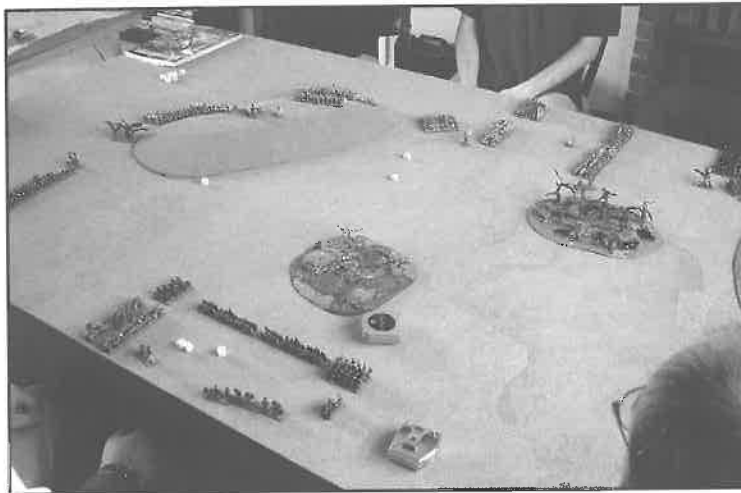
In the first game I found myself opposite the weasel-like form of Andy Hall, a veteran Warmaster player by the standards of our office, commanding a High Elf army. I was hoping that Rick might be able to offer sage advice to avoid me getting a good kicking, but after the Bog Beast ate all of Rick's Boarboyz, then proceeded to eat my Rocklobber and Goblins I knew it was not to be so.



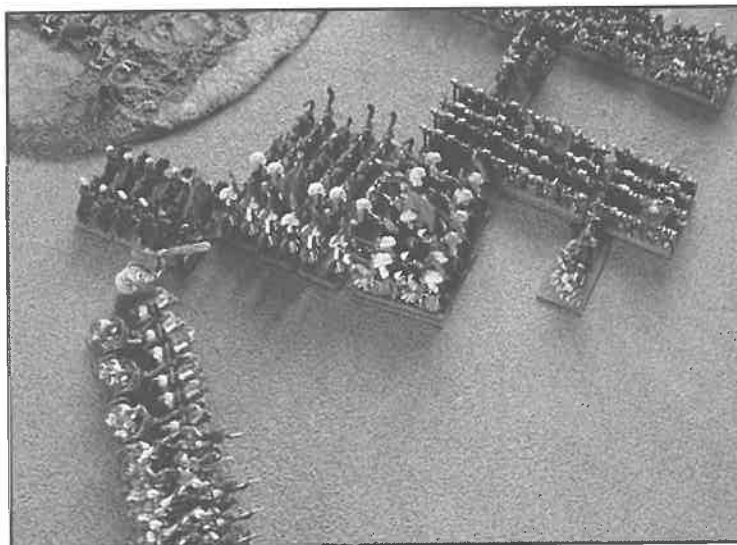
Andy's High Elves advanced with a surety of purpose and when our battle lines met it was short, messy and very one sided. My army was annihilated leaving Keith to save the day and win us the game on the left flank.

Game two was a similar result. After randomly determining set-up, the weasel-one was again my closest enemy. After the earlier disaster I determined to just charge everything I had. It's not clever or cunning, but I figured the straight forward approach was the best. It all went horribly wrong and my general was getting used to seeing his army annihilated by High Elves! Oh dear...

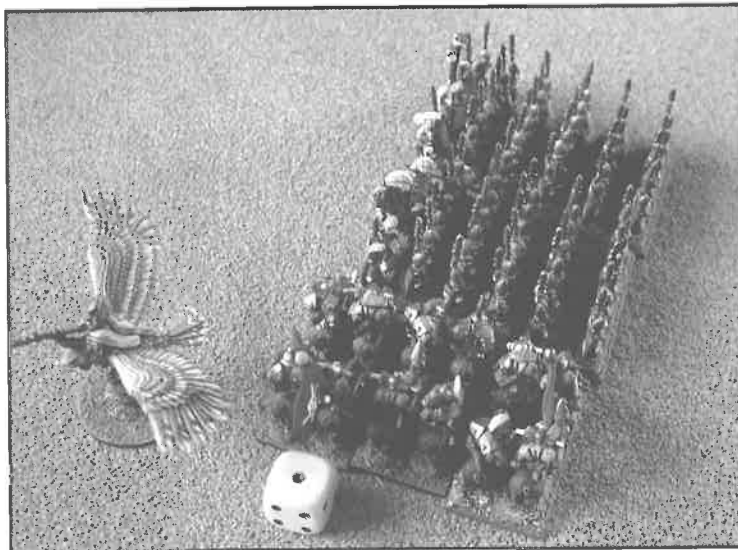
Warwick Kinrade



1st turn of the second game (Rick's troops obscured by his head!)



The Empire and Chaos forces get stuck in.



Orc Boarboyz in the flank - ouch!

Most Valuable Player

Spring always brings campaign fever to the Fanatic Bunker and I'm sure you'll agree going to Rick's house to play Warmaster is a great way to spend a day at work.

The first battle, a 3,000 point monster was a close run thing Rick led from the centre and advanced with his Boar Boyz who were promptly destroyed by the Bog Beast from a flank charge. My High Elves systematically destroyed Warwick's Orc horde partly because of his misbehaving Giant, a Bog Beast attacking his flank and my Chariots hitting home! It all started to go wrong on Steve's flank when his units of Chariots charged but bounced off Keith's unit of Chaos Knights. This caused Jervis to send in his reserves of Knights. It was then I discovered (to my horror) that Jervis and Steve had placed their Generals into the combat. My protests went unheard in the heat of battle as the Chaos Knights with the Chaos Warriors, and Rick's Chariots proceeded to win the combat and lose us the game! The Lesson learnt there - only commit your general if you're 99% percent sure of winning.

In the second game once more I was opposite Warwick. Starting in such close proximity coupled with the fact that the mists were a serious hamper to my shooting had me worried from the start. Warwick and I then proceeded to 'duke it out' over the next few turns. I finally managed to overcome him in the end and kill his general but there was not much left of my army. It was a close game but this time the armies of the Truthsayer came out on top. All in all a good day and a pub lunch to top it off as well!

Andy Hall

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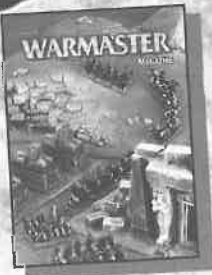
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Andy Hall



With the release of the stunning new Dwarf characters this issue we thought we'd get Brian, Warmaster Tournament Champion, to say a few words on the little fellas' behalf...

OF DWARFS...

So, an army that doesn't have any cavalry can't win battles? Wrong, the Dwarfs do just that. They may not have any cavalry, but they have some of the best infantry in the game, and trying to shift a Dwarf army once it is in a defended position, is like trying to mine for Gromril with a toothpick.

THE GENERAL AND HEROES

Having a general whose command value is 10 also makes up for the lack of units that may move 30cm. That high command value of 10 means that the more tricky manoeuvres within range of the enemy are easier to pull off, such as successfully completing a flank charge or moving a unit around the rear of a combat to block retreat.

Unlike all the other armies, the Dwarf general cannot be mounted on a monster or chariot, and although this might seem like a big disadvantage, it actually means that you are less likely to commit him to the fight and endanger him.

The second most important person in the Dwarf army would have to be the Runesmith, taking a Runesmith is a must. For 10 points more than a standard Hero, you get the ability to dispel all spells cast on a 4+ and if you're feeling terribly pessimistic you can even give him a dispel scroll as a one shot automatic dispel. Regardless of how many Runesmiths you take, you may only attempt a dispel once per spell, so one is all you'll need. Bear in mind that Runesmiths are Heroes, not mages, and therefore able to give orders upto 40cm away.

Dwarf Heroes are just the standard hero, statistics wise, that most armies get. In smaller games 1000 points you could probably do with only a general and Runesmith.



Dwarf Characters

THE TROOPS

Most of the basic units for a Dwarf army have 4 hits per stand, which makes them even more difficult to beat in combat and only co-ordinated missile fire from infantry will be able to remove a stand.

Dwarf Warriors are the compulsory unit for the army... and what a unit they are. These guys have 3 attacks, 4 hits and a 4+ armour save, making them

one of the toughest infantry units in the game. They are the backbone of the Dwarf army, tough as gromril nails and have a reasonable chance of standing up to most enemy charges. As with any Dwarf units, if you can get them in a defended position, on a hill, with support then they become almost impossible to beat in a frontal charge.

Dwarf Thunderers may be expensive for a missile unit, but they fire 30cm, have a 6+ armour save and give a -1 penalty to the armour saves of the unit being shot at. Against any heavily armoured units they rock (old Dwarf mining joke!), the armour save penalty making it more difficult to save against shots from them. Two units firing at the same target can be devastating. They are particularly useful against Chaos armies as a lot of their units have high saves. Disrupting a brigade of Chaos Knights or Chaos Warriors is exactly what they should be used for, and if a whole stand can be taken away from combined fire, then so much the better. They are not a combat designed unit and you should therefore try to avoid getting them into combat with anything more than light infantry or other missile units.



Dwarf Rangers

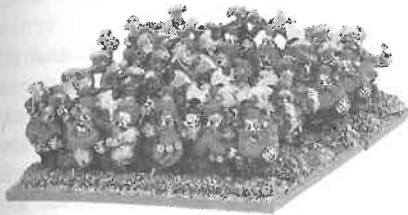
Probably the most versatile unit in the Dwarf army are the Rangers. Rangers are the only units in the Dwarf army which can pursue cavalry or flyers, due to the fact that they lay traps, and send harassers to slow down an enemy's retreat. You can only field two units of Rangers for every full thousand points in the army, but seeing as they are so useful I would always try and take the maximum amount allowed. Although they do not have the longevity of the warriors, due to their inferior armour save, they more than make up for it.

Against heavy cavalry, Rangers are not likely to win in a frontal assault especially if they have to leave supporting stands behind. When attacking heavy cavalry this should always be conducted against the flanks when you can expect 12 attacks to the enemy's 2 or 3 attacks back. Against flyers they can generally be attacked from the front or flank due to their inferior armour save and number of attacks (not counting High Elf Dragon Riders, of course!).

As mentioned earlier, let your general order the Rangers to make multiple moves to get to where they want to be.

Trollslayers... hmmm... these guys are both great and

horrible at the same time. In smaller battles they can be a liability, as you need to let them live out a glorious death in combat, so that they do not count as victory points for your opponent, but losing them takes you one unit closer to your precious break point, which in these smaller games is not that high for Dwarfs. Trollslayers having no armour save are fairly easy to kill, and a canny opponent can make them charge units of his choosing, due to the fact that they have to charge on Initiative.



Dwarf Trollslayers

One good strategy to adopt with Trollslayers if you are playing a fairly defensive army, is to get most of your army to a defensible position whilst sending the Trollslayers forward toward the enemy. Get them to charge the enemy's battleline, hopefully causing havoc and destroying a unit or two before dying and you will be ahead on victory points, making your opponent have to come after the rest of your now defended army and making him take you on on your terms.

Another use for Trollslayers is to use them as a missile screen since they aren't driven back by shooting, which could otherwise disrupt your battleline. They are particularly effective against Undead Skull Chuckas, as they cannot be driven back and therefore cannot be confused.

The best thing to say about slayers is that they are supposed to be used offensively. So use them offensively.

ARTILLERY AND WARMACHINES

Dwarfs are the only army whose artillery gets an armour save. Even though the save is only 6+, it can be a great benefit if you can get your artillery on a hilltop before the inevitable charge by your opponent's 'budgies of doom'. When they charge they will not get the charge bonus for being in the open or the monster charge bonus and will need 5+ to hit, your artillery gets to stand-and-shoot at the attackers, get their normal attacks back and get armour saves against any wounding attacks. Attacking Dwarf artillery is not always the forgone conclusion that it is in other armies and often the attackers will lose combat and then be shot to pieces in the next shooting phase.

Cannons are an absolute must with their 60cm range. They should be the first unit of artillery you pick for your army. Always try and take the maximum amount of cannons that you are allowed to take. What I said earlier about Thunderers goes double for



Artillery

cannons, they are excellent at taking out or disrupting units that have a high armour save. If you can hit the middle unit in a brigade, even if you don't take out a stand, you will probably drive it back out of contact with the rest of the brigade, forcing your opponent make more Command rolls in their next command phase. If at all possible try and combine your cannon fire with a unit or two of Thunderers or Rangers, which should increase the potential for routing units outright.

The Flame Cannon has a limited range compared to a cannon, but it can still be a devastating artillery piece and can get a massive 18 missile attacks from one stand for only 50 points. The Flame Cannon should really be brigaded with other artillery pieces, as it makes a wonderful deterrent to flyers, as who want to face loads of stand-and-shoot attacks, with the chance of being wiped out before even getting into combat with the artillery.

As with all artillery the rule is get them to a defended position and keep them protected and within range of the enemy. No-one likes the prospect of attacking defended artillery, facing lots of stand-and-shoot attacks, losing your charge bonuses for not attacking a unit in the open and then having to roll 5+ to hit the enemy.

The hardest unit in the Dwarf army to use has to be the Gyrocopter. They are incredible mobile artillery which can move upto 100cm, have 3 shots, 3 hits and an armour save of 5+. In smaller battles of 1000 points, I tend not to take them as they are not that effective on their own, however in larger



Gyrocopter

games where you can have more than one of them, they are excellent. Although you cannot brigade them with any units, if you can move two or more of them to a point where they can fire at the same target, you can bring 6 or more shots to bear on that unit. Seeing that most artillery units do not have an armour save, they make great artillery killers. Order them to fly over artillery protecting units and behind the artillery and blow the hell out of your opponent's artillery line. Anything attacking them in the next turn will have to kill them in one turn (unless they are also flyers), but by then you should have laid waste to a unit or two. Having made a sortie into enemy territory, you are likely to be making a unit or two of theirs suffer a -1 command modifier to move (due to 20cm approximately), but remember that you need to get back to within 20cm of a Hero to be ordered again in the following turn, a Gyrocopter stuck behind enemy lines due to a bad homeback roll is a sitting duck or should I say a mad Dwarf about to have his wings permanently clipped.

A second use for Gyrocopters is to sit them directly behind a combat to block the enemy's retreat. If you are going to do this, try and also place them where they can still fire at non engaged units. Using Gyrocopters like this is a great way of destroying cavalry units with Dwarf Warriors in a frontal assault.

You are Dwarfs you give no ground...

You can find all the ordering details for the Dwarf army models on pages 45-48.

THE MAN BEHIND THE MODELS

The Colin Grayson Interview By Steve Hambrook

SH. *So tell me a little about yourself?*

CG. Well, I'm 41 and I'm from Yorkshire but now I live in Nottingham and I've been working for GW since 1989. I started working for GW as a mould maker back when GW was at Eastwood. I've always dreamt of either being a sculptor or an artist. My other hobbies include mountain biking and photography, oh and working up graphics and animation on my Amiga computer – it's my friend!

SH. *What about your professional background? Do you have any formal training either from within Workshop or are you self-taught?*

CG. I went to art college in Portsmouth for 3 years and studied audio-visual exhibition design...

SH. *Whoa! What's that?*

CG. Well it revolves around designing exhibitions for companies involving 2D artwork, tapes and slide shows with drawings, photography and film making. So that was all very artistic but didn't really have anything to do with sculpting toy soldiers, so I suppose the answer to the question is I'm self-taught. I've always loved everything to do with the military and I've served in the

RAF for 2 years, so because of this and the fact that when I was younger you just couldn't get the variety of minis that you can these days I had to make my own. Using silicon rubber moulds I would cast up my own mini conversions and accessories as a hobby. I would make anything from pouches and weapons to entire figures sculpted out of milliput in my own style (and no, you cannot see any of my earliest attempts!) and then cast them up. I also studied two years sculpting training at Games Workshop.

SH. *What was it that inspired you to become a miniature sculptor?*

CG. I think I was inspired through necessity. As I mentioned earlier when I was collecting minis back in the 70's there weren't that many companies as there are today and certainly not that many different varieties of minis. I really wanted some Renaissance figures but couldn't find a company that would produce any in the scale I desired. So, I had a go with milliput sculpting putty. At the time I was making a few models for film animation classes at college so it all tied in together really. I suppose I just wanted to fill in those gaps that were left by figure companies at the time and make the stuff in my own style and kind of create a whole little world in miniature.

SH. *Have you been big into toy soldiers since you were a kid?*

CG. Yep, I do love all things to do with the military. I first started collecting Airfix models and then it was into Minifigs, Napoleonics especially.

SH. *I remember that my favourite toy soldiers from as early as I can remember was the Airfix Battle of Waterloo set. Do you remember what your's was?*

CG. Oh God, that's a



Colin – working feverishly away...

difficult one! Er... Aeroplanes, I think – I love em. When I was about seven I had a Phantom and a really good little Russian fighter. I think Airfix US Marines were the first soldiers I bought.

SH. *Who have been your biggest influences?*

CG. Now this will sound cliched what with us supporting the films that are coming out but it was Tolkien and Lord of the Rings. Of course I did read this first in 1974 though. I think that about at least 80% of my artwork for school was inspired by LOR. I also collect a lot of books for reference and reading. All sorts of books but mainly military history. Films are also a great source for inspiration and imagery.

SH. *What was it first like working with the likes of Jes Goodwin, Dave Andrews, Gary Moreley and the other big names at Games Workshop?*

CG. Brill! I admire Jes, Gary, the Perrys and respect their work but it's all about working together and you can learn loads from them.

SH. *You've designed the Warmaster Kislev army and the Albion miniatures that are featured in this issue of WarMag, among other things. What is it about sculpting miniatures in the Warmaster scale that appeals to you?*

CG. The scope for creativity with the Warmaster range is just great. When you're designing Warhammer miniatures you need to make your standard rank and file, heroes, champions and musicians, but with Warmaster you can make the heroes as characterful as possible – have blokes sitting at tables, tents, barrels on huge thrones stuff you could never do with Warhammer. You can also interpret certain models from Warhammer into Warmaster in a different way as with models like the Empire War Altar. The freedom to make little vignettes and personalities is very refreshing. It's a



The new Warmaster tournament award

whole world apart from the Necrons that I'm working on now which work to a very tight brief and are very specific.

SH. *The Gobbo Fanatic Cannon, now that's a bit mad don't you think? How did you come up with a concept like that?*

CG. Actually I originally made this model as a confused counter! If you take a look at the Gobbos they're scratching their heads, holding the firearms the wrong way around, climbing into the cannon etc. They don't look very competent at all. This was supposed to be placed next to a unit when it becomes confused in the same way that the casualty counters are to be used for when a unit takes hits.

SH. *I'm a bit ignorant when it comes to actually designing miniatures could you briefly explain to the layperson how you would go about designing a figure?*

CG. Making a Warmaster strip isn't all that different to making a standard 28mm (warhammer) miniature. You start with an armature (a wire frame) in a vaguely



Just a few of the Warmaster miniatures on Colin's shelf



A new Skaven warrior (in 28mm)

humanoid shape and then build up over it with green stuff. You work up the body, legs and head and then make about three more. Then you get these cast up as templates to work on and start adding arms and weapons in different positions to add character. Often you can make up a lot of different heads and weapons and chop and change with each stand. The characters obviously need a little more attention. You need to get some cast up and arrange them so that they will fit nicely onto the bases and rank up in units although some arms are meant to be bent to allow them to fit.



Skink shaman and lackeys

SH. So, do you actually play Warmaster then or do you just stick to the aesthetic side of the hobby – figure designing, modelling and painting?

CG. I do play but I'm more of an occasional gamer, designing, modelling and collecting is my main interest. I have just recently partaken in a massive game of 16,000 pts a side, which was played on a Saturday for about eight hours. We never got the game finished but it was tremendous fun anyway. I have personally about 6000 pts of Empire and about thirty units of Kislevites and have built a large Orc army of 5000 pts.

SH. Miniature and games designers alike often find books and films a good source of inspiration. Is there anything that you've read or seen lately that has got you just itching to attack the green stuff?

CG. I saw that dinosaur program on the telly and the animation of the dinosaurs was ace. I can't say that it inspired me as such but certainly gave me a few ideas when I was already sculpting the Lizardmen. I think these sort of things categorise you into action rather than just copy what you saw.

SH. Do you ever get to design what you really want or is it always stuff that has been dictated to you?

CG. It's a bit of both really. At the moment I'm working quite closely with Jes on the Necron project which is to a very rigid brief. I have to follow Jes's concepts and he knows exactly how he wants them to look. Obviously though, if problems arise and maybe minis cannot be cast for various reasons then it need to be adjusted. As I mentioned before Warmaster is pretty good because it allows you a lot of freedom and allows you to be as creative as you like.

SH. So what is there that you really want to get into the Warmaster range?



Saurus heroes on Cold Ones



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Saurus heroes

CG. Skaven, I want to see some Skaven they're my favourite fantasy race. Arabians would be cool too, I've even done some concept sketches of war elephants and magic carpets and stuff. Scenery is another cool thing that is lacking or at least scenery that is properly to scale. Mountains should be huge and impassable with maybe a few passes and forests should be vast and force players to manoeuvre around them. Warmaster offers a far more interesting scenario set-up and I for one want to see bigger, better battles with bigger, better scenery.



Skink heroes – trumpeter on Kroxigor

SH. And what can the readers expect in the pipeline for Warmaster? What secret grand plans does Rick have up his sleeve?

CG. Well it's not so much a secret now but I'm working on the Lizardman army and I believe that Dark Elves may be next. I'm working on the Lizardman Stegadon at home and he's simply enormous, he stands to about 20mm at the shoulder and takes up three Warmaster bases. I'm also working on a T-Rex for the hero and he's about as bulky as a Dragon. The army in general is very much adorned with plumes and feathers and I imagine it will paint up a treat being

quite brightly coloured and exotic.

SH. What would you see yourself doing if you weren't a figure designer?

CG. Probably working as a model maker for film animation.

SH. In the good old days when I was growing-up you didn't have this playstation and computer domination of the games market. What, with the onset of technology, do think is the reason that tabletop gaming is still just as popular as ever?

CG. I definitely believe in change and progress but I think that computers and playstation are still worlds apart from tabletop gaming. They both have their little niche. I can spend hours on my computer at home and then wind down with some hours painting. Miniature gaming will always remain more tangible and collectible.

SH. One for Rick – coffee or tea?

CG. I'm with Rick on this one, I do like my tea, in fact the coffee I'm drinking now is the first I've had in ages.

SH. And finally, one for me – who's your favourite Muppet? Animal or Beaker?

CG. Actually neither – I think Fozzy Bear because he's always the victim and that makes you feel sorry for him.



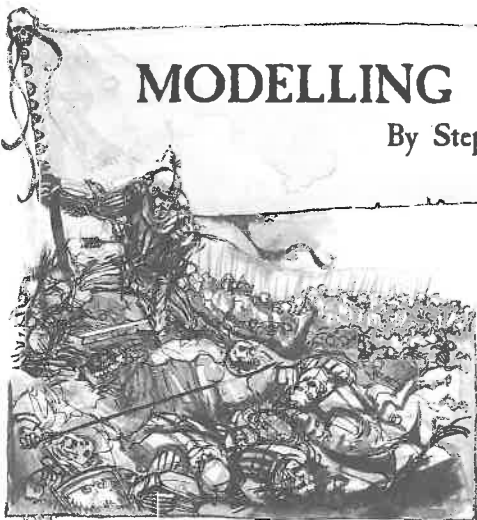
Slamm general (or band conductor!) – work in progress

SH. Thanks Colin for taking the time to talk to us and I'm sure I speak for all of us when I say that we can't wait to see the Lizardman army when its finished.

CG. Cheers

MODELLING MASTERCLASS

By Stephan Hess



Part One. The Wargames Table

Just as a home-cooked meal tastes better than a microwave dinner, a game with painted miniatures fought over well-made terrain is much more enjoyable than a battle between empty bases over a bare kitchen table.

It is my intention to explain in some detail, over a series of articles, some of the many and varied methods used to create terrain for Warmaster. This first article is mostly concerned with materials and making a table. These are matters that may be understood by old hands but which it seemed necessary to deal with first for the sake of completeness.

To keep things consistent all dimensions have been described in cms throughout. As this is the standard system for Warmaster this shouldn't present any difficulty.

TABLE SIZE & LOCATION

The first and most important step in making a games table is to determine the table size. For the sake of clarity, the short distance between opposing players is referred to as the table depth and the long direction is the table width.

The size of your army dictates the minimum dimensions required for the table. For a small Warmaster battle 120x120cm is enough, but a depth of 150cm is more desirable as it allows players to deploy in battle lines, something that is rewarded in Warmaster. It also gives you more room for sieges and scenarios that do not use the 'opposite side deployment'. The table width should be at least 120 cm, better 150cm which is just enough for two-three thousand points. A width of 240cm should cover all Warmaster needs.

When deciding on the depth and width of your table you also need to consider how much room it will take up in your gaming room and where you will set it up. For example, assume you have a total gaming area of 260x300cm available. We have already decided that the table should be at least 150cm deep, but if we place the table, so that the depth is aligned

with the smaller side of the available space, players would only have 55cm to move back and forth. As real WM fanatics we plan to play as often and as comfortably as possible, so we will have to place the table depth along the wider side of the room. This will give 75cm for players to move which is much better. The table can be placed flush to the wall on one side and this allows a 210cm table width and 50cm of room to move around the side of the table and get out of the room. 210cm will easily allow battles of four thousand points. So, for this example, we might decide on a table size of 150x210cm.

Reaching the centre of the table will only be a problem for those thinking in bigger dimensions. Usually you would want to be able to reach units placed in the middle of the table, so the depth should not be more than 180cm, give or take a bit depending on the length of your arms. This doesn't affect our 'example' design as our table has a depth of only 150cm.

You also need to consider storage and transport of the table at this stage. If you can leave the table permanently set up there will be no problem. If the table needs to be set up for each game you will have to consider how the table is to be moved and stored when not in use. In addition the weight of the table itself might be a restriction, especially if you want to be able to set up the table on your own without help. Instead of making the table smaller you can divide it in sub-tables that are easier to handle and store than a single big table. Just as a reminder you will be able to transport a board of 80cmx120cm in most cars, but you would be advised to check first.

If you elect to use prefabricated tables or boards this will also influence table size. I.e. you buy three ready made folding tables each 120x60cm. This will give a total area of 180x120cm. As this is an inflexible option it is best to measure out the room and satisfy yourself the tables will fit before buying.

GAMING TERRAIN

For the purposes of this and the following articles I've split terrain into two broad types: 'ordinary terrain' and 'modular terrain'.

Ordinary terrain is the most common type of terrain. An ordinary terrain (OT) set-up uses a usually flat table surface covered with some basic texture, like grass, sand, earth or snow. On top separate terrain pieces will be placed



Ordinary Terrain

depicting all other kinds of terrain. The number of pieces, their position and rotation can be varied to give an endless number of different battlefields. The other big advantage of OT is that you can start playing as soon as the table is finished and add terrain pieces one by one.

Modular terrain (MT) set-ups consists of modules arranged like the squares of a chessboard. Each module is a complete albeit very small wargames table with fixed terrain. Varying the position of the modules and their rotation can change the battlefield. Because the playing surface is made from modules you will have to build a minimum number of them, before you can start to use your new table. The main advantage of MT is the more professional look and the sturdier construction.

It is important that you decide what kind of terrain you want to use; the OT which is faster to make and more flexible, or MT with its more professional look and greater durability. Whichever you choose will have implications for the size of the table. For example, many players place OT on top of a suitably coloured cloth, and the size of the cloth will effect the size of the table. For MT the module size has an impact on the table size. I.e. if you already have decided the module size (you may already have some modules from an earlier project) make sure an integer number of modules fit on the table. If you haven't decided the module size yet, just make a short calculation to see if a sensible module size will fit onto your table. In practice a square grid size between 25cm and 40cm is preferable – I will discuss the why in the next article. If your modules are to have individual frames don't forget to take the frame width into account, usually 1 to 5cm per side depending on the kind of frame chosen.

TO DIVIDE OR NOT TO DIVIDE?

In course of the above you might have already decided whether you will use one big table or multiple smaller sub-tables. If you haven't now is the time. Good reasons for using sub-tables are: restricted storage room, restricted access between storage and gaming area, and available materials. If you decide to divide the



Modular Terrain

table into sub-tables it is usually a good idea to make all sub-tables the same size and if possible you should make the length of the wider side an integer multiple of the length of the smaller side. All considerations that apply to making a big table apply to making sub-tables as well, so the following pages cover both. For the sake of simplicity the word table is used for table and sub-table alike.

Returning to our example table, we will make two sub-tables 150x100cm each, because it is easier to transport and set-up than one big 150x200 table.



COME ON, MAKE MY TABLE

There are three main ways to make the tabletop. The first is to use a thick solid sheet of some material. The second way is to make a frame and mount thin sheets on top and bottom. The third way is to buy a ready made table or tabletop – a kitchen or dining table for example.

This last option has some virtue to it. It doesn't amount a lot of work and can be reasonably priced (a table of 80x120cm can be as cheap as £20). However you will be stuck with a limited choice of sizes – often rather narrow for our purposes. Usually edges are chamfered and the corners are rounded off. A table with heavily chamfered edges and/or round corners is unsuitable for an OT sub-table.

WOOD IT?

If you can't use or find a suitable ready made table the next simplest method is to use a solid sheet of some material – generally wood. Your local DIY shop will have different kinds of wood for you to choose from and will offer to cut it neatly to any size you want.

One thing worth bearing in mind is that wood is hygroscopic and this makes it warp. In fact

wood will warp with every change of humidity and moisture. The stability of wood and its tendency to warp are different along or across the grain. It warps up to 10% along the radius of the annual rings (i.e. the width of the tree) but only 0.2% in the direction across (i.e. the height of the tree). A large single board will therefore tend to warp significantly in one direction. This and the fact that good solid wood is relatively rare and expensive make it a bad choice for a tabletop.

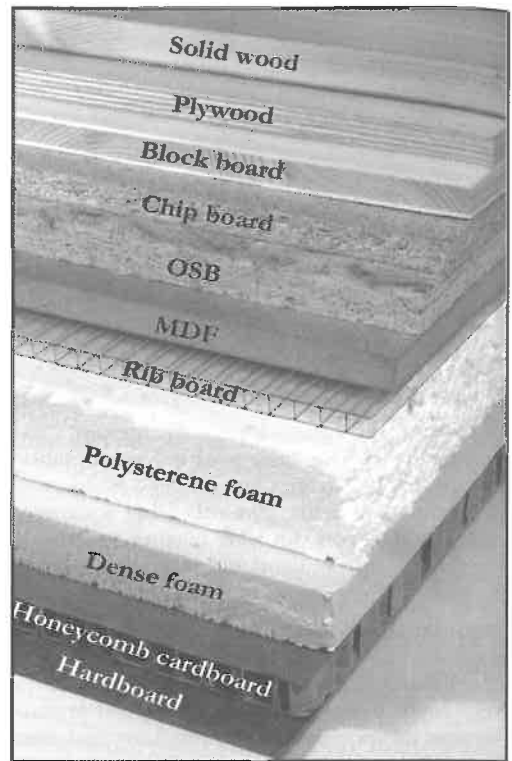
To overcome this problem 'composite' boards were invented. The following list is not all-inclusive, but will give you a good idea what kinds of suitable composite wood you will find at your local DIY. All weights given are for boards of 150x150cm and the minimum thickness specified. The thickness given is the minimum thickness to get a useful, flat tabletop. If you want to be on the safe side take a thicker sheet.

- Plywood (weight 38-44 kg, 18 mm but there is always the risk of warping). The most common kind of composite wood is plywood. Gluing thin sheets of veneer together under high pressure makes plywood. The run of the grain of each subsequent layer is always rotated by 90 degrees, which gives good stability in all directions and reduces the amount of warping. The number of layers is always odd because the grain has to run into the same direction on the top and bottom layer. Multiplex boards are like plywood, but use thicker sheets. While plywood/multiplex is more stable and has less warp than wood, you will never really get rid of the tendency to warp. Plywood takes glue well and nails and screws will find hold easily, nails do so even on the sides.



- Block board/CLV (weight 22-26 kg, 13mm). Block board is made by gluing individual lengths of wood side by side, and then mounting veneer sheets on the top and bottom. Block board comes in a thickness of 13mm and above. 13mm is usually enough for our needs, except if you want to have a single large table of over 150cm width. When getting the block board cut to size have it cut so that the wood runs along the wider side. Block board takes glue well and nails and screws will find hold easily, even on the sides.

- Chipboard (weight 40-45 kg, (if veneered), 19mm). The chips (made of wood not of potatoes) are glued under pressure and heat to form boards. Usually the boards have three layers the two outer layers being denser. The



material is cheap and looks it. Even the more expensive veneered chipboard does so because of the raw edges. If you decide to go for chipboard, I recommend you take the raw board without veneering. It will take glue better and the surface will always be covered with terrain or modules, so you will not see the veneer anyway. In contrast to laminated chipboard, raw chipboard takes glue well. Nails and screws will find hold easily, but when inserted in the sides the wood may crack. To get rid of the ugly looking sides you can use a suitable edging material. These come in the form of veneer strips that are glued, nailed or (wonder!) ironed on.

- OSB (weight 31-35 kg, 15mm). Oriented strand board is a variant of Chipboard with long chips of defined length and thickness. All chips are generally oriented in the same direction, which makes the board more elastic than ordinary chipboard. Method of manufacture aside, for all intents and purposes chipboard and OSB can be considered the same.

- MDF (weight 39-42 kg, 15mm). Medium density fibreboard is very smooth and has good stability. The idea behind the fibreboard is just the same as with the chipboard, but fine fibres are used instead of chips. The fibres are not necessarily from wood but can also include tough plant materials like rape or flax. MDF takes glue well and screws and nails find hold well. Boards of 15 mm or thicker will hold fixings well even in the sides.

- Rib boards (weight 4-5 kg, 10mm). Made

from Polypropylene or Polycarbon, these are transparent or translucent. There appears to be a bottom and top layer resting on internal ribs 10mm apart, but a sheet is cast or extruded as one piece. The ribbing give high stability along its length, but the board bends rather easily in the other direction. So the use of supporting stands is recommended instead the use of screwed on legs. Rib board will not take nails or screws and it does not really like PVA glue. An MT table made from rib board will look cool. For an OT table it makes only sense if you use gaming cloths on top, but you will not see the surface anyway, so I recommend using a material that is easier to work with.

- Honeycomb cardboard (weight 3-4 kg, 20mm). This is a kind of composite cardboard. It is not really one card but a honeycomb like mesh with a top and bottom layer of paper or cardboard. It is very stable for it's weight and the version with cardboard top and bottom can be used as tabletop when the thickness is at least 20mm. The edges should be protected with plastic 'U' profiles. It can be cut and glued like any other cardboard.

To make a long story short, composite wood of one form or another is the material best suited for a solid tabletop. It is easily available, it is reasonable priced, it is easy to work with, it's sturdy and very importantly for an OT table it takes glue very well. Foam and Honeycomb cardboard might be an interesting alternative for special situations like tournaments..

GET FRAMED

Instead of a solid tabletop you can use a frame with thin layers of lighter material mounted on top and bottom. The bottom layer can be omitted if you desire, but the board will not be as stable.

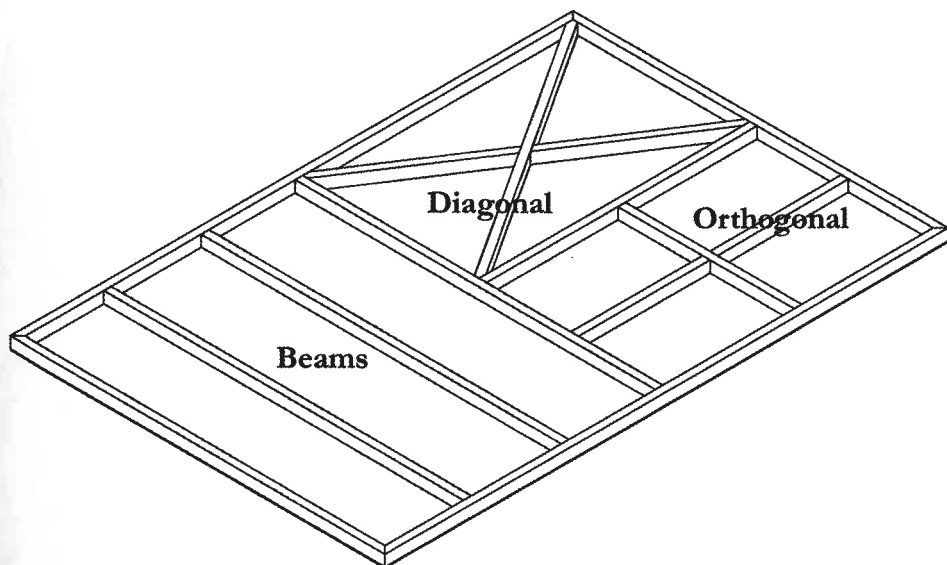
For the top and bottom layer you can use any kind of wood. It should be at least 3 mm thick, but there is no reason why it should be thicker. Plywood, MDF and hardboard are available in the required thickness, chipboard is usually not available in sheets so thin, and would be very brittle.

The frame itself will be made from lengths of timber. Timber of 2 cm (width) x 3cm (height) are quite ideal, but 2 x 2cm will do for smaller tables. You will need 6 to 10 pieces depending on size and design.



The outer frame consists of 4 pieces. Your DIY shop will cut them to the size you specify; some shops will even mitre the joints for you if you wish. However, the simplest way to make the frame is by using blunt or butt joints. The long pieces need to be the full length of the table and the shorter pieces need to be cut to the table width minus the width of the timber. When doing mitre joints each piece has the same length as the edge it will be mounted on and the edges are mitred at 45 degrees.

Within the frame you need to position internal lengths of wood in such a way that there is no unsupported area larger than 30x30cm. This can be done with a diagonal or orthogonal cross arrangement inside the frame. You can also run parallel lengths of wood along the full width of the long side spaced about 30cm from each other. If you want to screw legs on, it is recommended to insert additional supports, so that the screws will always be set in a support rather than the table itself.



Lay out the lengths of wood on a flat surface and glue them together. There are numerous kinds of glue suitable but we shall concentrate on two types. The ordinary white wood glue and so called contact glue. Wood glue is available as water soluble or insoluble. Both sorts are useable but the water-soluble is usually cheaper and easier to work with. We will use wood glue later on as well, so you can go out and buy a bucket now. It is easy to work with and will dry transparent.

Apply wood glue on one or both of the surfaces using a brush or a toothed putty knife. Join the pieces while the glue is wet and clamp them together until the glue has dried. This makes alignment easy and excess glue can be wiped off with a cloth while still wet. On the other hand you will have to clamp the parts together for quite a while depending on material, kind and amount of glue between twenty minutes and four hours.

Contact glue works differently. Apply it to both surfaces using a toothed putty knife. When it feels dry (after 7 to 15 minutes) the objects are pressed together. Only the amount of pressure is essential for the bond not the length of time it is applied. This gives us the opportunity to get a strong bond quickly, but adjustment of the objects is only possible with small objects. This does make it quite difficult to align the top and bottom boards onto a completed frame. The best approach is to glue the frame in place piece by piece onto the board surface, in which case you only have to place the bottom board on as a single piece.

Depending on the size of the pieces you are gluing, clamps, duct tape or rubber bands come in handy. For making the table you will need a band clamp to hold the frame together until the glue has dried. Then join frame and top layer. To make sure the top surface stays

put either use clamps or nail the top onto the supports. I usually use a staple gun because it is easy and fast. With staples or the nails you will see the nail heads. Using clamps will avoid this; you will need about four per metre. Alternatively, you can glue the frame pieces directly to the underside of the table surface piece by piece. This is slower but works as well, when done with care and does away with the need for so many clamps.

The bottom layer can only be fixed once all support is in place and everything is reasonably dry. You now can use a hammer and nails or staple gun as nobody will see the table bottom (unless hiding in shame after a humiliating defeat). Alternatively, find a suitable flat surface where you can place the bottom sheet, glue the frame/top layer assembly on and put weights on to ensure the frame makes contact as cleanly as possible.

For comparison purposes a 150x150cm table using 2x3cm timber and 3.2 mm hardboard for top and bottom layer would weigh 14-16 kg.

ON THESE LEGS RESTS THE WORLD

The simplest and quickest way to set up the table is to use trestles or stands. There are different kinds, usually made of wood or metal, prices ranging from £3 to £30 apiece. They all have a width from 70 to 80cm. Do not be too sparing, it's better to use one too many than one too few. As a rule of thumb place one trestle every meter of table (but a distance of 120cm will not be an undue strain) and the overhang should not be more than 15cm.

The advantage of trestles is that they can be folded and so are easy to store. They offer support not only at points but over their entire width. This makes them suitable not only for wooden table tops, but also for tables made from rib board, foam or honeycomb



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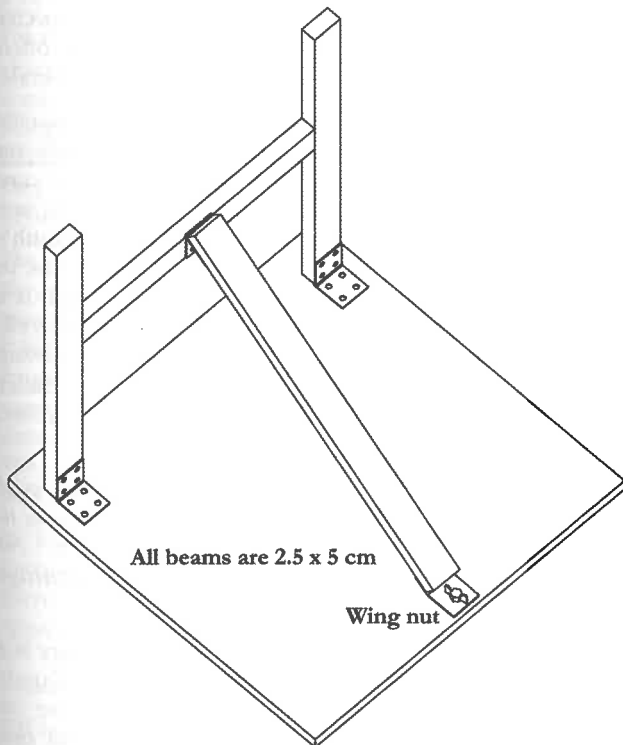
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cardboard. Sometimes the tabletop does not rest secure on its stands because the top of the stand and the bottom of the table are both very smooth. A small strip of rubber between both works wonders. If you set up the table and stands in a specific arrangement you can glue small timbers on the table bottom to act as a guide for the stands. You could also use Velcro or a slave to hold them in place.

The second method (nearly as simple as the first) is to buy ready-made legs from you local DIY shop. The legs come in different materials, forms and colours, and prices start at £2.50 apiece. Depending on the material and thickness of the table there should be a leg every 70 to 120cm and the overhang should not exceed 15 cm. The bad news is they need something firm to be screwed to. This reduces their use mainly to wooden tabletops. And if you use a framed table top it is recommended to mount them at a place where all screws can be fastened on to a wooden support, adding supports where necessary. Storage and transport are difficult if the legs are permanent features. If not, screwing on the legs before every game is a nuisance. Some legs have a useful mounting plate as separate piece. You fasten the mounting plate to the tabletop and than screw the leg on the plate without the need of additional screws. This is quite fast, but a single leg with mounting plate costs about £8.

An alternative is to make a folding leg mechanism, as shown in the diagram below. If



you use a framed tabletop the hinges should be mounted on supports.

The complete height of the table should be between 75 and 80cm and you have to choose the length of the legs accordingly. The width should be chosen so that there is no overhang of more than 15cm. If the table is wider than 150 cm, you should plan for additional legs in the centre sections.

Of course you can also use another table as pedestal, especially if the table is in the gaming area and you can't move it out of the way, but make sure that you add support where needed so that the overhang doesn't exceed 15cm.

If your table is stationary you could use racks like the famous IVAR from IKEA as a pedestal for the gaming table. This gives you a handy place to store modules and miniatures.

ANOTHER FRAME

If you use MT you might want to consider ways to prevent the modules from being shoved off the table. There are many different and ingenious ways to achieve this, like using centre pins, guiding rods, Velcro tape or interlocking modules, but most need precision work to function satisfactorily. The best and simplest solution is a frame that runs round the outer edge of the table.

This frame can be made from wood glued in place as already described. Remember that the overall space for playing will be reduced slightly by the frame, so take this into account when deciding on the size of table required.

If you are using sub-tables it is better to drill holes along the table edge and insert wooden dowels to create a barrier that will stop the lemming like behaviour of the terrain modules. The dowels can be removed where required. Space the dowels at intervals equivalent to half the width of a module placing first dowel is placed about a quarter way into the edge. I.e. with a 30 cm sub-table the dowels would be 15 cm apart and the first would be 7.5 cm from the edge.

CONCLUSION

So much for the first article and I hope it answered many a question. Hopefully in a future issue I will discuss the construction of all terrain types.

GRUNT TZU

THE ART OF WAAAGH!

Warmaster tactics by Wayne Rozier



This being the second part of the great work known as the Art of Waaagh! by the renowned greenskin Warlord Grunt Tzu.

Mako Minto

V. Energy

Grunt Tzu said: Management of many is the same as management of the few. It is a matter of organisation.

Spifgit: Well, derr.

Mako Minto: Not derr. It is a matter of making the correct brigades, not just brigading. Moreover, it is a matter of building a cohesive army of collaborating units.

To control many is the same as to control a few.

Ull Git Yer: Make sure that you have enough commanders to co-ordinate your host – do not skimp on this. With enough commanders you should be able to give more orders, therefore you can have smaller more adaptable brigades rather than massive ones. If you find you have many uncommanded units at the end of a turn then either your brigades are too small or you do not have enough commanders or

The learned oracle Wayne Rozier returns with his profound knowledge and sound tactical sense inspired by the ancient works of Sun Tzu – The Art of War (the first part of this article appeared in last issue). We hope you'll find the wise words contained within these pages both helpful and amusing.

you are trying to move units too many times in one turn. If however you find you have too many brigades with failed commands and officers who have not issued any commands then your brigades are too big.

Mako Minto: Far too many generals prefer troops over heroes. Moreover, they often forget that mages make fair reserve generals.

Black Gut: I rejoice that the Dwarf usually brings only one Runesmith to a battle no matter how big the army. These are formidable commanders as good as any hero. The extra cost for the Runesmith's dispel ability causes many a bearded one to think that having more than one smith is a waste after all you only get one dispel (*well, that is what Brian said in the Dwarf review on page 20 – Ed*). So, that's one less leader to command the stinkin' bearded rabble, good!

The force, which confronts the enemy and holds him is the normal; that which goes to his flanks is the extraordinary. No commander can wrest the advantage without an extraordinary force.

Ull Git Yer: ordinary and extraordinary is a matter of perception. Two commanded units of wolf riders on a flank can be as extraordinary as two Boar Riders and two

Chariots with magic devices. It is a matter of deployment.

Black Gut: The normal is whatever the enemy pauses on before advancing. The extraordinary is vulnerable until it is delivered. Should you lose your flanking force then you are at the mercy of the enemy.

Mako Minto: Guns and Machines! These cannot outflank an enemy. Therefore, they are the normal or holding force, they will not win you the battle!



Generally in battle use the ordinary to engage and the extraordinary to win.

Mako Minto: Novice generals charge in and engage the enemy with extraordinary troops leaving the rank and file behind. Look at which forces the enemy engages you with, by Grunt Tzu's definition it should be ordinary, most likely it is in fact an extraordinary one. This is wasting energy and it demonstrates poor thinking and a lack of depth in the enemy's plans. Defeat this force and he has lost the ability to determine a victory.

Ull Git Yer: Just because a unit of flyers can charge 100cm into enemy artillery it is not always a good use of such extraordinary troops. The artillery may well be destroyed but the potential of the flyers could be lost if they are surrounded and killed by the rank 'n file guarding the artillery.

The resources of those skilled in the use of the extraordinary are as infinite as the energies of Mork and Gork. The token of extraordinary passes from unit to unit. The combination of troops determines the extraordinary. The combinations of ordinary and extraordinary are limitless.

In battle, tumult, uproar and formations appear chaotic, but there should be no disorder. Apparent confusion is a product of good order, apparent weakness of strength.

Ull Git Yer: One thing Orcs and

Goblins are not good at is keeping tidy lines. Many formations refuse commands and the army looks untidy. This is good! Failure to keep the army in a single line results in strength. Attempting to keep order both slows the army down and presents an easy target.

Order or disorder depends on organisation; courage or cowardice on circumstance; strength or weakness on disposition.

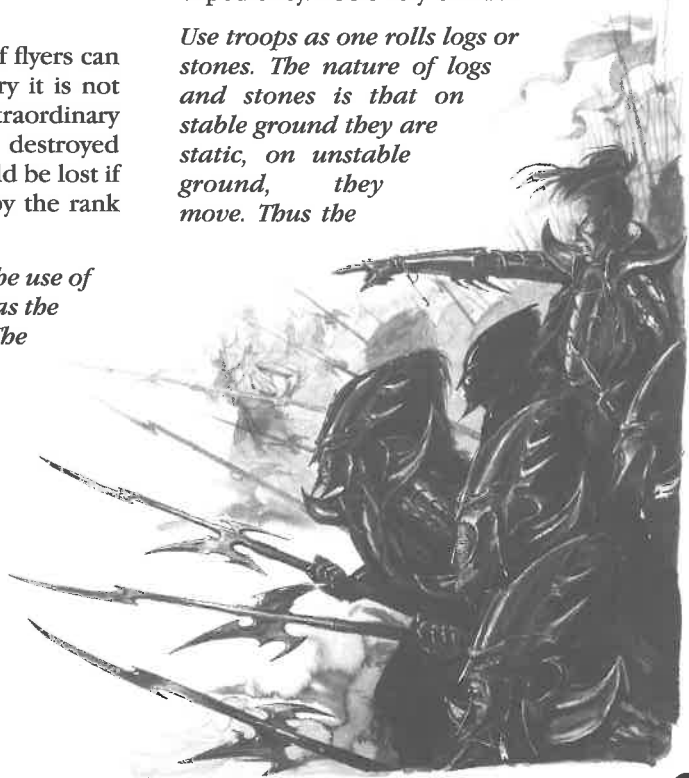
Black Gut: This refers to management and control; the moral strength of the general and troop positions; and back to understanding strength and concentration.

Thus those skilled in Waaagh make the enemy move by creating a situation to which he must conform; they entice him with lures and await him in strength. Therefore, a skilled boss seeks victory from the situation and not from his troops.

Ull Git Yer: This is the nub of it all. Once control of the situation is wrested from the opponent he is reacting to your positions and baits. Moreover, it is you the boss who positions and utilises the troops abilities. But it is about creating a position and that means reading ahead turn by turn. Seeing the long-term effect of a combat before the troops charge in not as it unfolds.

Spifgit: Experts depend on opportunity and expediency. Fools rely on luck.

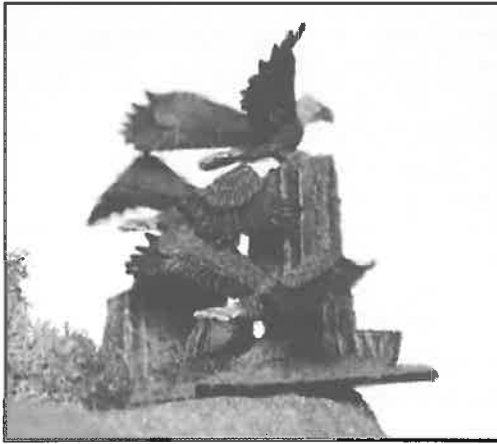
Use troops as one rolls logs or stones. The nature of logs and stones is that on stable ground they are static, on unstable ground, they move. Thus the



potential of commanded troops may be compared to round boulders which roll down from mountain heights. Once rolled the boulder is used.

Ull Git Yer: Deploy your troops to maximise their potential and use wisely according to the position.

Mako Minto: A single unit of flyers on high ground can threaten many flanks and reserve formations but it can only attack one of them, once it has attacked it has both given up the potential threats and is now exposed to counter attacks. One boulder can stop a whole army from entering a pass but it can only roll once and hit one unit. All units have potential and that can be converted to action but it is hard to restore potential.



VI. Weaknesses and Strengths

Grunt Tzu said: Generally, he who occupies the field of battle first and awaits his enemy is at ease; he who comes later to the scene and rushes into the fight is weary.

Ull Git Yer: Applied to a game it means get there nice an' early – check out da battlefield (work out what you'd do and what others might do, whichever side of da board you are), find the loos, have a cuppa tea. And get yer men out da box all ready. Den watch and larff at da late comers, all hot an boverd.

Spifgit: Don't play a game wiv yer legs crossed.

Mako Minto: Er, yes gents but it's supposed to be about troops not just commanders. This aspect can be realised by using scouting and marching rules. The faster mobile force being allowed to determine the terrain – but with the consequence that some of his troops may arrive late for the battle.

Those skilled in Waaagh bring the enemy to the field of battle and are not brought there by him. One able to make the enemy come of his own accord does so by offering him some advantage.

Spifgit: coffee, food, good table, terrain, etc.

Black Gut: Expect the enemy to take key terrain features, communicating terrain and terrain of other value. So await him at places where he can take this terrain – and then move to block it before he gets there.

Go into emptiness, strike voids, bypass his defences, hit him where he does not expect you.

Mako Minto: Ivanofar the Elven Lord once fooled Ull Git Yer – he deployed a strong but exposed cavalry arm on his right wing enticing UGY to place his elite Boar Riders, General and Hero to face them. Ivanofar then swiftly withdrew from this exposed position, relocating his entire cavalry arm to the left side of the field. Ull Git Yer's Boar boyz are in no way as deft as the Elven cavalry. The village in the centre of the field now proved to be a trap for the Greenskin infantry and an obstruction to the Orc cavalry who now had to wheel around the village and ride down a valley covered by Elven bow and artillery. This one battle gave Ull Git Yer a new found respect for Elvish elusiveness and obedience.

To be certain of taking what you attack is to attack what he does not hold. To be certain of holding what you take is to defend a place he does not attack.

Spifgit: ooor, it's all a bit Zeny.

He whose advance is irresistible plunges into his enemy's weak positions; he who in withdrawal cannot be pursued moves so swiftly that he cannot be overtaken.

Spifgit: This is getting a little bit like 'Mystery Men' – 'Do not run fast! Be a Fast Runner!'



Ull Git Yer: Not so my little one. I withdrew in front of Undead and was swift because they could not catch me. Then I turned and smashed irresistibly into the weak position of the enemy – made so because:

1. The charge began after the *Doom and Despair* Undead spell had lifted from that flank – the enemy thought they were no threat and so cast his poison elsewhere.
2. The chargers would not stall in range of bow and Skull chukkas as the General led them with the *Orb of Majesty*. As it was the Orb was not needed but it's possession was as a major contribution to my confidence.

Know your cave. Know your enemy. Do not fight yourself, fight your enemy's weaknesses not your own.

Black Gut: If you have a strong but slow army of Undead then do not try to out manoeuvre an Elvish Lord. If you have weak missile troops and your enemy does not then do not sit back and try to win an artillery and missile duel. If you have few units and your enemy many do not try to defend or attack along the whole line, attack one point at a time.

Spifgit: Now this I see, often. Orc generals thinking they should be Chaos, Empire players thinking they got tuff Dwarves wiv added Cavalry, Undead wishing for more monsters. Elves smashing in with all the subtlety of Chaos. Be yourself! If you really wants da 'eavy brigade then put a Chaos horde on to the table, not Elves.

Mako Minto: If the army ain't you, change it, buy another one – I got plenty to sell!

Of the many tribes, none is eternally predominant; of the four seasons, none lasts forever; of the days, some are long and some are short, and the moon waxes and wanes.

Spifgit: pah!

Ull Git Yer: No scoffing needed. This is deep stuff Spif and relates to a commander changing his tactics between battles because there is no such thing as a 'sure thing' or 'Silver Bullet'. Things change.

Spifgit: You are so full of it!

Mako Minto: Guys, keep the commentary to Grunt Tzu, not a commentary of the commentators – it confuses the reader.

Spifgit: Shuv it, Greasefeatures!

Mako Minto: Just keep in mind who's publishing this if you can Midget Memory!

Spifgit: You are so dea... Oi! Who keeps ~~crossing me out? That so does it, I'll be back next week wiv me mates. You will be sorted, Mork style!~~

VII. Manoeuvre

Grunt Tzu said: Manoeuvre is difficult. You really has to kick dem Gobbos to get em moving.

Wiv so many failed commands a boss must be ready to make misfortune an advantage.

Take indirect routes and leave bait.

Black Gut: Low leadership leads to untidy lines. Untidy lines can look like disorder to the untrained eye. Goblins exposed on a flank or in the van are bait. If the bait is taken you can spring your trap. If not, then the bait becomes a useful screen or expedition force.

Da Boss who sets his army in motion to chase an advantage is lost.

Da Boss who abandons the defence of his camp to pursue an enemy will lose his camp.

Without attention to the principal of combined arms a marching army will become scattered. Fast moving troops will become separated from foot troops who will in turn become separated from lazy Trolls and slow moving artillery and machines. Then all will be lost.

Know the direct and indirect paths. Indirection is the more certain path to victory. He who storms the walls will suffer great casualties. He who avoids the siege will capture the city after he has



destroyed the enemy in the open field.

Ull Git Yer: It's weird but I often win from my weak 'refused' flank. The enemy thinks he can take it so I pull back and stretch him out. Once his van has lost the support of the main force I turn both my refused flank and centre reserve on his forced marched van. From this point on I begin to destroy his army piecemeal. Moreover once the first wave starts to break he can't stop himself from hurrying in more troops in a vain effort to stem the slaughter.

Do not confront an enemy resting on hills to his back.

Spifgit: Don't attack and don't even get close enuf to attack.

Don't chase after troops pretending to flee.

Don't gobble proffered bait.

Spifgit: That's wot snap's for. (Snap – food).



VIII. Variables

Mako Minto: Much of this chapter appears to have been lost and many entries are faded or written in an unknown dialect. My apologies to the reader.

Grunt Tzu said: *You should not camp in low-lying ground. Raid it, then get back to da hills.*

Make sure your allies and other armies can get to you. Do not let the enemy control roads and bridges that link your forces.

Do not linger where there is no foraging.

Mako Minto: Another campaign idiom but this is also covered by the march and scout trial rules. If you do hang about in desolate land then you will be forced to use up valuable stores.

In enclosed ground you will need resourceful troops.

Ull Git Yer: Tough troops to hold terrain and swift troops to take it.

In death ground, fight.

IX. Marches

Mako Minto: This chapter covers both on table marches and campaign marches.

Grunt Tzu said: *Attack downhill – not up.*

Spifgit: Wow that's deep. Dis Guy iz so great! We are not worthy!

Mako Minto: Now what's that got to do with marches – I fail to see the green mind!

Set up camps on hills

Black Gut: Ain't dis da opposite of 'You should not camp in low lying ground' as covered in da 'Variables' chapter.

Spifgit: I reckon some snotling dropped the lot and mixed it all up.

After crossing bad terrain get away from it.

Black Gut: The great Elven Dragon riders moved around the brown wood, swooped in an' slaughtered many wolf riders. They then withdrew – but in trying to hide from the Boar Boyz they strayed too close to the wood! The boars manoeuvred and into the flank of the Dragons they charged. Recoiling back to the woods the sound of beating wings and trees crashed and smashed across the battlefield. The dragons were destroyed. The boars were then free to advance into the rear of the spearmen unit that the Dragon riders had attempted to hide behind.

Spifgit: Difficult terrain is bad. Always get at least one march away from it.

Never deny the enemy a crossing, let half his army cross a river before attacking. Do not take positions up too close to water and always camp upstream ov Trolls.

In battle move out of dense terrain.

Spifgit: Difficult terrain is bad. Yer can't get orders in, and troops can't see each other for initiative moves, and if it's really uneven then formations will become disordered and so everything moves at half pace if at all.

Ull Git Yer: Terrain can be a trap.

Mako Minto: Which is why it's powerful as fire bases for artillery.

On open terrain, set up with hills to your rear and flank.

Black Gut: Expect drivebacks, so set up in front of something that you want to be driven back to NOT driven off! Rest your flank and rear against defensible terrain.

Keep distance from cover that you do not

control. Ambushes will happen.

Ull Git Yer: Even if no enemy currently occupies it, if you don't intend to hold it or can't hold it then stay away from it. The enemy can swiftly take the terrain and even move through it to attack you. Do not anchor a flank on passable terrain.

When trees move the enemy is advancing

Spifgit: I think you'll find that when swirly things happen it's time to lie down for a bit.

High columns of dust mean chariots approach, wide and low dust clouds mean foot, which means Dwarfs!

When chariots and cavalry move up he is deploying.

When he marches about a lot he is uncertain and trying to delay you.

When half his men retire and half move up he is decoying you.

If his troops are tarnished the general has no respect.

Mako Minto: I hate bad paint jobs, worse still are the 'ashphaltoi'. Black spray undercoated units, bereft of any further brushwork.

If he is short-tempered then he will not see opportunities.

Ull Git Yer: I too have hurled dice around, blamed the gods and cursed my luck. Then proceeded to compound the ill luck with bad judgement. Temper leads to myopia. Rage blinds.

Spifgit: Jus' cause there was no sugar in yer coffee. How wuz I ta know you wuz gonna mistake salt fer sugar? Hahahaha.

In Waaagh numbers alone confer no advantage.

Ull Git Yer: Not so my ancient one many goblins make easy work. The hoard is a powerful thing.

Spifgit: Yeah but too many boyz an' not enuff leaders or bosses makes for slow disorganised mess. Easy pickins fer da enemy.

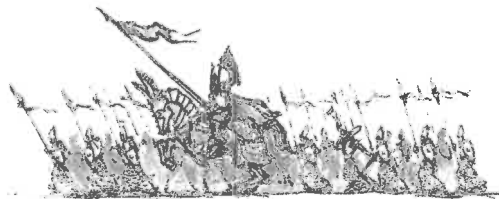
Mako Minto: Chaos does win, from time to time.

In Waaagh reliance on da troops will lead to disaster.

Ull Git Yer: Ah ha! This is so true. If you think that expensive elite troops will look

after themselves then you will be defeated. At the battle of 'Da Little Big Seepage' Da Big boss Must'Ed sat wiv all his Ogres an Black Orcs on Slag Hill. Da upstart Spitting Rot kept moving around an' shootin until a couple of drivebacks occurred. These units then failed to move back into line thus bringing Musteds' hoard into disarray and putting some ov da tuff boyz on da wrong side of SlagHill. Spitting Rot saw his opportunity and swept in wiv masses of wolves. Not only that putting some wolves behind the Ogres so they had no fallback room meant a slight pushback would destroy them. To top it all the uncommitted wolves shot mercilessly at the exposed enemy. The shooting drivebacks push them into the ongoing melees thus causing more confusion. The whole hoard of tuff guys were eliminated with one decisive blow.

Spifgit: Wish I'd seen that.



Mako Minto: This commentary by Ull Git Yer could also be applied to the Grunt Tzu idiom of attacking the enemy where he concentrates not where he is strong.

Too many orders cause disarray.

Ull Git Yer: Once an important command fails. A commander is tempted to plug the gap with a tricky bit of manoeuvring. When that stalls he tries to tidy up this mess with an even more desperate set of orders and so on until the lowliest Goblin Shaman is called upon to 'pull a Snotling out ov a boot'. Of course this all fails and Da Boss is left with an army that looks like a Trolls supper (second time around).

Black Gut: Have a plan. Stick to it. Deviate with care.

Estimate the situation of the enemy, understand his plans and capabilities and then move to capture him. That is the essence of Waaagh!

Ull Git Yer: Hey, 50% is all it takes or one dead General. Therefore do not charge in on a Wyvern. Sit back behind many lines of Goblins. Then surround his forces and capture him – whole or piece meal.

THE BATTLE OF BOCKENHOF

A multi-player Warmaster scenario by Dave Batten and the Nottingham games club

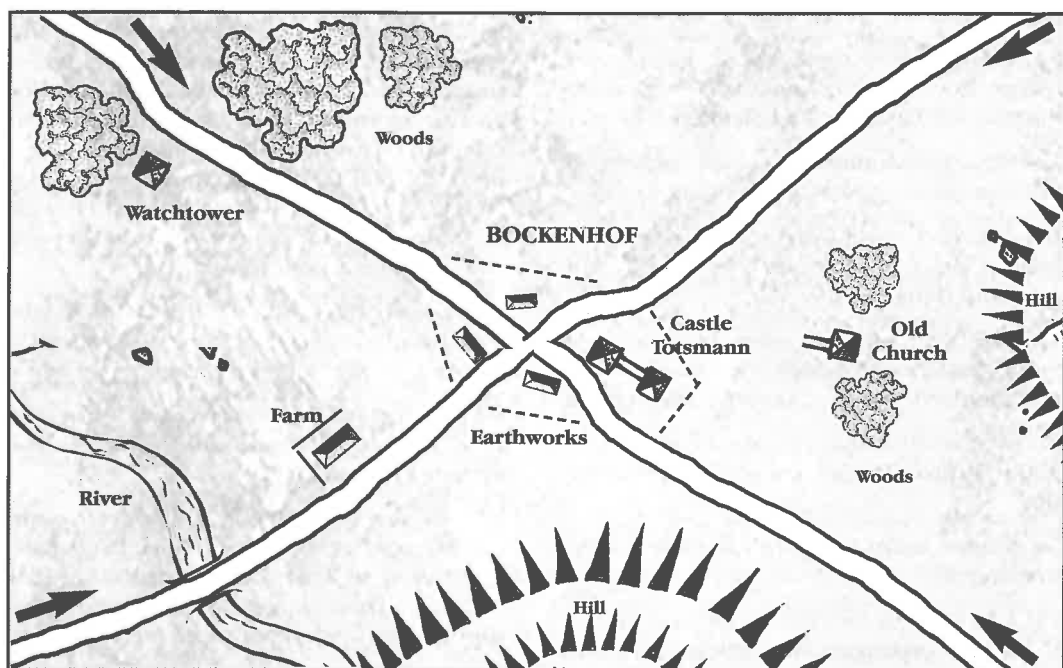
In the years following the Wars of the Vampire Counts the curse of the Undead was never entirely eradicated in the eastern half of the Empire. In the Imperial Year 2203 strange tales abounded from the small village of Bockenhof in Averland near the Old Dwarf Road. Travellers passing through the area never arrived at their destinations, others arrived but appeared to have gone mad on the journey, unable to talk, limbs shaking, hair gone inexplicably white. Eventually, due to the pious investigations of Witchfinder Captain Karl Von Helmsdorf, it became apparent that a powerful, evil Necromancer had made his lair in the ruins of the old castle Totsmann just outside the village. This foul and cadaverous servant of Undeath was busy raiding the local graveyards to create troops and slaves to defend the castle he was rebuilding. It also became apparent from the witchfinder's report that there was a source of enormous magical power at work in the area.

A punitive expedition was immediately dispatched to put an end to the depredations of the evil Necromancer and also to recover the mystical artefact. As the force was marching with all haste towards Bockenhof their scouts began bringing in reports of other military activity in the area. It appeared that the magical resonance of this magical artefact had not gone unnoticed and that other armies were closing in on the village...

The battle was fought between a defending force of Undead and attacking Chaos, Empire, High Elf and Undead armies.

The defending army deploys first in and around the village of Bockenhof. One unit and the Army General must be set up within the walls of the wizard's tower although they do not have to remain there, the remainder of the army must be set up within 20cm of the tower.

The Attacking armies must set up their characters on a board edge adjacent to one



of the roads, the remainder of the army moves on at the start of the movement phase. In the first turn orders are given in the Command phase as normal except that all units will automatically obey the first order they are given – no test is required for this. If a unit wishes to make a second or subsequent move they must be ordered, a test is made as normal and the standard -1 Command penalty applies for the second move, -2 for the third, and so on. If the Command phase comes to an end before a unit has moved then it may not do so – the General has spent his efforts directing other units instead.

The attacking players each roll a D6 with the highest score going first, all ties being rerolled. Play then passes clockwise round the board apart from the defender who goes last.



ARMY LIMITATIONS

All armies are limited to 1000 points.

As the Undead forces in this battle represent Vampire Count/Necromancer armies they are not allowed to select Bone Giants or Sphinxes. Tomb King and Liche Priest are replaced by Necromancer and Acolyte, stat lines remain the same. No army is allowed to pick flying units although characters on monster mounts are permitted. Only the defending army is allowed to have artillery – all the other armies are moving too quickly, their lumbering war machines left far behind in the rush for power (*as this battle was played before the Vampire Counts army list of last issue was published Dave and the gang could not use it in their game but anyone replaying this epic struggle really should give it a whirl – Ed*).

SPECIAL RULES

Staff of Dominion – The bearer of this staff may add +1 to the combat resolution of any unit he joins.

This magical artefact begins the game in the possession of the Necromancer commanding the Undead defending force. If he loses a round of combat to a unit containing a character, then that character

will take control of the staff and gain the benefit of it. If the unit defeating him has no character attached to it, place a marker at the point where the combat occurred, the first character to reach that spot gains control of the staff

The staff can change hands any number of times in the course of the game.

VICTORY POINTS BONUS

The game will last for 8 turns or until one army manages to leave the battlefield with the staff by exiting any table edge with their character. If no army has managed this then victory points will be used to determine the victor with the following bonuses applying:

Attackers

Win! Any army that can gain possession of the *Staff of Dominion* and leave the battlefield with it will win automatically. A character may not leave the table with the staff until all of his troops have departed.

+500pts In control of the *Staff of Dominion* at the end of the game but not having left the table.

Defender (Necromancer)

Win! In possession of the *Staff of Dominion* and the Wizard's Tower when all attacking armies are fleeing or the game ends.

+500pts In possession of one of the above at game end.



DESIGNERS' NOTES

The idea for this game came from a conversation I had while playing Warmaster at the Warhammer Open Day (see Warmaster Magazine 1 for details). That particular game involved two main armies but it was the inclusion of a small independent force that really got me thinking. This small army, despite being massively outnumbered by the other forces managed to cause a delightful amount of havoc simply by repeatedly changing sides.

So, if one army using the diplomacy of the sword could add such an element of uncertainty to a game, just think what five armies could do!

The scenario was designed to fit around the armies we had available at the club (note 1), although any armies can actually be used. The number and size of the armies is fairly flexible although the more attacking forces the more chaotic (and therefore fun) the game becomes. My main aim was to introduce an element of diplomacy into the scenario, allowing players to form alliances, non-aggression pacts and then to tear them up as soon as the other person's back is turned. Any alliance is bound to be shaky as only one army can gain the victory point

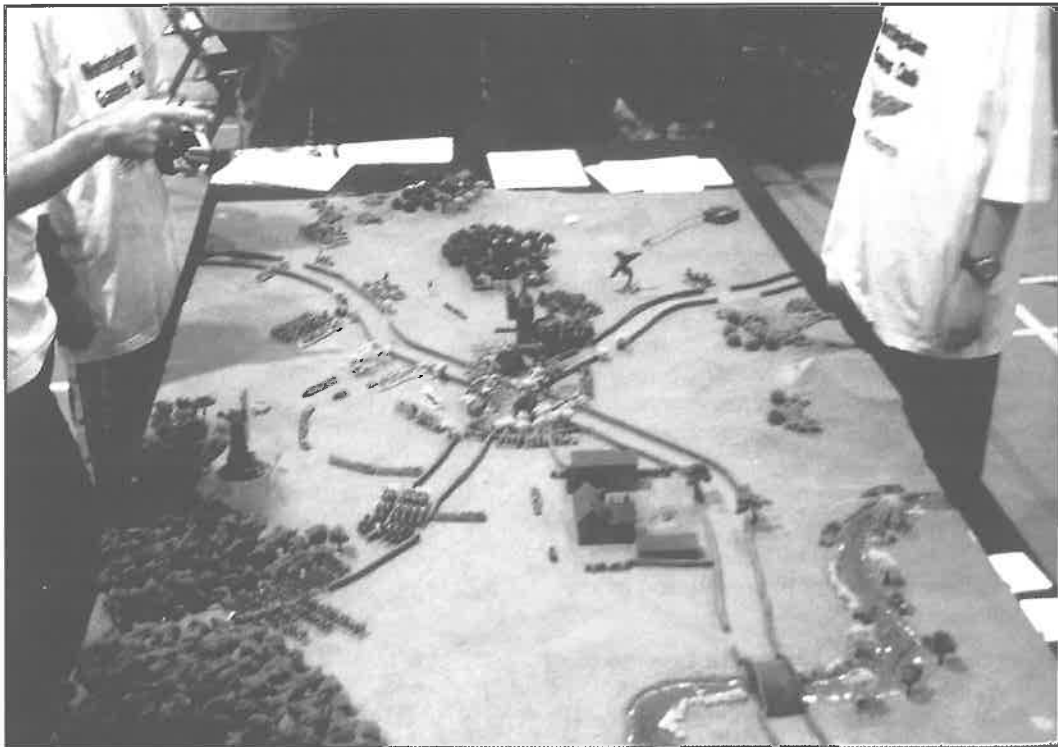
bonus for holding the *Staff of Dominion* at the end of the game, although a degree of co-operation is required to get the defenders out from behind their earthworks. If the attacking armies sort out their personal squabbles first, there are probably not going to be enough troops left to advance in the face of artillery fire and overcome defended obstacles.



The problem I hope to have presented is one of when to be a good, helpful team player (when the defenders have the staff) and when to be selfish and grasping (when no one is looking!).

Playing the Game

When we played this scenario at Games Day 2000 the High Elves were the eventual winners, mainly due to them hanging back at the start (girlie wimps couldn't pass a command check for anything!). Having said that, all five armies had possession of the staff at some stage.



The wonderful battlefield terrain, courtesy of Wayne Oldfield

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sented is offul team the staff) ng (when

ames Day eventual ging back t pass a wing said on of the



Dave (third from left) oversees the carnage...

Being the defending general is a thankless (and short-lived) task as your 1000 point army is the focus of attention for 4000 points of attacking troops. To give them a chance of overall victory, they would probably need to have about 2000-2500 points with as much artillery as possible. However, if you can find a player willing to make the sacrifice (an urgent appointment at the bar, perhaps?) it does make for a fun game, as it increases the unpredictability. So, get some friends together and have a go, you might just like it!

About the Author

I fell into gaming almost by chance. While on holiday in Devon in August 1997 I was persuaded by my nephew to take him to the Exeter GW store. Although I had seen such places I had never darkened their doorstep

before and nearly didn't enter after seeing the mayhem that was going on inside (It was a Saturday in August after all!). About an hour later I duly departed clutching a copy of Warhammer, sundry blister packs, paints, brushes, glue and a feeling that someone had seen me coming!

Now, some three years later, I am Club Secretary at the Games Club held in the games hall at GW HQ, I have High Elf and Bretonnian armies for Warhammer and am working on Dark Elf and Chaos Dwarf (well, someone has to!) armies. I have Space Marine, Eldar, Sisters of Battle and Ork forces for 40K and am just starting a Steel Legion army. I also possess Warmaster Empire, Dark Elf Blood Bowl and Empire Mordheim forces/teams/gangs and an urgent need to move to a bigger house!

THE WARHAMMERWORLD WARGAMES CLUB

LOCATION:	Games Workshop, Willow Road, Lenton Nottingham, NG7 2WS.
TIMES:	6.00 til 10.00 pm, Wednesdays.
AGE LIMITS:	None.
FEES:	First session free. £2.00 thereafter.
GAMES PLAYED:	All Games Workshop games past and present
FACILITIES:	<ul style="list-style-type: none"> • Up to sixty gaming tables with most terrain available. • There's access to Bugman's bar, darts board and pool table.
CONTACT:	Prince/Mark - 0115 916 8410/8399

DISPATCHES

Welcome to Dispatches, a new semi-regular article that gives you the chance to report and feedback on the games you have been playing. We want you to write in with your battle reports these should be around 800-900 words. This issue we asked a couple of the guys off the Warmaster Yahooogroups list about their recent games. Send us your Dispatches to; WarMag, Games Workshop, Willow Rd, Lenton, Nottingham, NG7 2WS. Or email: Fanatic@games-workshop.co.uk

Bretonnians go to war...

Here's what happen the first time I played with the Bretonnians: this was a battle against the High Elves. The Elves set up on a hill, usual setup for people who know what they are doing, Archers backed up by Spearmen, Bolt Throwers in the middle, all on a hill so no charge bonus plus you hit on a 5 ... not good news. Then there were Reavers and Knights set up on the flanks with just a glimmer of the main blocks flank to tempt the unwary into a disaster. Chariots and Knights brigade set up as a mobile fast reserve. Eagles off at the side on a hill so a home back can get them positioned ... sounds familiar I suspect to anyone who has faced Elves.

So I 'crabbed' around to the side (we were playing on a big 7 foot table which had preformed terrain plus the odd wood etc) towards the left flank (we had originally set up on my right flank). I had a break point of three (five units of knights) his was seven. I had a heavily defended position, two Bowmen then Men at Arms and then three Knights with the bowmen spread around the front and curving around the sides to alleviate aerial or long range cavalry attacks on the Knights. The other units of two Knights and three Squires were off to the left slightly... I had decided that these were to be my strike force but how to use them?

The first lesson appeared really quickly bloody pesky magic user casting the magic shooty spell at my Grail Knights, three hits, no armour save, one stand gone, worse command roll for the brigade and got rid of my *Banner of Shielding* I thought it was going to be one of those nights. So make sure that you have cannon fodder at the flanks and front. So I quickly readjusted the Grails to the protected area and normal knights took their place.

The next couple of moves were then almost a chess match, I wasn't prepared to charge the hill, he wasn't going to leave so we manoeuvred around each other. Then I sent a Squire unit forward to try and tempt some cavalry out. He manoeuvred to be able to do a long range hit on them. Then he sent his eagles to the other side of the table (my left flank) onto the top of a hill. Obviously setting up a flank attack on the Squires or strike force brigade. They were 94 cm away from my strike force and deemed safe. I had decided I would have to try and take off a unit at a time so I went for it. Glorious dice rolling meant I made all my command rolls (didn't even need the *Orb of Majesty*) bang went a unit of eagles without loss and I advanced onto a unit of Reavers left on the flank to trap any flank attack on the main Elf force.

I destroyed the Reavers with no loss, but my brigade was split as I used Squires to go around the back to stop any retreat. Then my luck ran out, crappy fall back rolls, and I was left a bit isolated. I was now a big threat to his flank and he came out with the mobile Knight and Chariot brigade. But he only made it to the screening squires ... point number two... although they have a crappy armour roll the Squires are as good at fighting as Knights and it doesn't matter if they are decimated so long as they do their job. They were brilliant rolls and the Squires held out for two moves, the brigade although only taking a few losses were now stranded, my Knights were 12cm away. In went the Knights into the flank, one move to manoeuvre, one to strike. The Chariots and Knights were no more, I only lost one stand. Another thing take a Hero on a Pegasus with a *Sword of Might* (+3 to a units attacks, and these were invaluable a couple of times).

He was then forced to turn his main unit towards me in the hope of killing them all. My Hero, King and Enchantress were all there as well. He failed the first roll on the way to attack me, used his Orb and then failed again, about 4cms short, it was then that the firing failed (see above).

My reserve force was three moves away with only a Hero to command, plus the shielding units had to move out the way first. Time to pray to the Lady and go for it. AND I did it, three units of Knights into the flank and rear of the Elf line which was now off the hill, needed three units to fall and they did first move! Made it into a combined combat with the use of *Lady's Favour* to get a unit of Squires in. Thus we rolled them instead of having to use up advances.

All over... glory to the Bretonnians.

The Bretonnians are kind of weird to play with, heavy units but you feel scared to put them on the line. I can't wait until next outing though and I am going to order some more Squires as they were brilliant, expendable good troops!

by Richard Jones of the Warmaster Yahooogroups list.

Of Chaos and Undead

I finally got a chance to face off against the Undead a couple weeks ago with my Chaos army. We played at 1500 points. I had 13 units (Warriors, 3 x Marauders, Knights, 2 x Mounted Marauders, 2 x Hounds, Ogres, Trolls, a unit of Chariots and Harpies) and a break point of seven.

The field of battle had woods/dense terrain on both sides, although less on my right flank. The almost exact middle of the playing area had a lake/pond with woods to its left. There were two hills on my side of the board and one close to the middle near the lake/woods, and a smattering of fences. This left a relatively open area to the right centre and a more wooded, constricted area to the left.

Looking things over, I decided to go strong on the left centre with both infantry brigades (Warrior/Marauder/Marauder/Ogre and Marauder/Troll), and a small light cavalry brigade (Hound/Mounted Marauders); the General and Sorcerer would command here. The open right flank saw a large cavalry brigade (Knights/Chariots/Hounds/Mounted Marauders) and the Harpies commanded by the Hero.

The Undead started with two small brigades (Skeletons/Archer/Sphinx and Skeletons/Archer), with one cavalry support on his right (my left), while Chariot and Cavalry brigades (each three regiments strong) started in the centre. His left had a large infantry brigade (Skeleton/Skeleton/Archer/Archer) and the Skull Chukka. The Carrion started in reserve in the centre. Tomb King in the centre and Priests on the flanks. The first turn saw both battle lines moving forward, including a remarkable three orders given to the Troll/Marauder brigade (personal record for number of consecutive successful orders to trolls). Undead shooting by the Skull Chukka broke up my large cavalry brigade.

The second turn saw the regiment of Hounds on my left move forward to get into position to charge the Skull Chukka. Unfortunately, the second order to send home the charge failed. Sure enough, the Undead sent a regiment of cavalry and one regiment of chariots out to squash my Hounds, and raised a unit of Skeletons to block their retreat. At least the dogs chewed through a stand of the cavalry before being slaughtered.

On turn three, the Harpies had a clear line of sight to the Skull Chukka and flew off to destroy it without a loss. They then advanced into the flank of the infantry brigade, but lost the combat and retreated behind Undead lines. Also on the right flank, the Chariots and Knights charged the recently raised Skeletons with the goal of wiping them out and advancing into combat with the nearby Chariot and Cavalry units. That mission was accomplished, but not without some losses and leaving both Chaos units a tad exposed to a counter-charge by the Undead Chariots. The other side of the battlefield saw the Trolls and Marauders charge the Sphinx/Infantry brigade, while the mounted Marauders charged the Undead Cavalry under orders from the Sorcerer. This battle saw the Undead Infantry wiped out, but at the cost of both infantry and Mounted Marauders, as well as one more stand of Trolls (who had advanced into the archers on the hill and wiped them out as well before retreating back to the woods). In the Undead part of the turn, the remaining Chariots counter-charged my Chariots, wiping them out without loss. Fortunately, only one Chariot unit was able to advance against my Knight unit as the Knights' flank was covered by an impassable (to Chariots!) wall. The Knights beat off the charge, pursued, then drew the combat, leaving both sides licking their wounds as both the advancing Chariots as well as the Knights were down to one stand after all the dice rolling. Elsewhere on the right, two regiments of cavalry charged my Harpies, wiping out two stands before the Harpies could fly away. On the left, the Undead failed to make any command rolls, so they stood in place.

As turn four started, both sides were close to breaking. My right flank was down to but four measly stands: two of Mounted Marauders, one of Knights and one of Harpies. My centre still had its large infantry brigade, but the Trolls were down to one stand and only the Hounds were left from the cavalry brigade. I had lost four full units and had three more units with only one stand left! On the right flank, I flank charged the single stand of Chariots with my single stand of Chaos Knights. I was also able to charge the other undamaged unit of Chariots in the flank with my Marauder horsemen. On the left, the unit of Ogres was able to Initiative charge the flank of the Sphinx, while one unit of Marauders provided support. The warriors and second unit of Marauders marched through the woods, and up onto the hill to charge the last Undead Infantry unit on that flank, albeit with the help of the Orb of Majesty. The Knights did their job and then advanced to join the Marauders against the last Undead Chariot unit. Meanwhile, my Sorcerer had joined the Marauders and cast Boon of Chaos to give them two extra attacks. However, as the Undead Chariots fought off the Chaos cavalry, due primarily to Stand and Shoot wounds suffered by the Knights as they advanced into battle. The Warriors and Marauders easily wiped out the Skeletons, enabling them to advance into the Carrion, still lurking on the far side of the hill. Despite having nearly 20 attacks, the Chaos Infantry failed to kill more than one stand of the carrion before they flew off to safety. That meant it was up to the Ogres against the Sphinx. It took a few rounds of combat to accomplish, but the Ogres finally wore down the Sphinx and beat it into broken shards, thereby ending the battle.

Observations: The Undead's ability to ignore the penalty for the presence of enemy units within 20 cm was disconcerting, especially for my Harpies who are used to sowing some confusion in enemy ranks when they customarily retreat behind enemy lines after a hit and run attack on vulnerable artillery. On the other hand, lack of Initiative meant one Undead flank could not attack during a turn when the commanding Liche Priest failed his first command roll. Of the Harpies, I continue to have success with them and will continue to field them. I think that the Bone Thrower would have been effective against my Chaos and was glad my opponent didn't take one. The Sphinx is dead hard and very frustrating to fight, but if you have support you will have some guaranteed quasi "hits" to help you win the combat.

by Chuck Gotez of the Warmaster Yahooogroups list.

The purpose of this part of *Dispatches* is to give those people who haven't been with us from the start (shame on you!) and who maybe interested to find out what else has been written about Warmaster. Below is a short list with the title of the article, which issue of *White Dwarf/WarMag* it appeared in and a brief description of what it's all about. Each entry is followed by these guides NR - New Rules, TR - Trial Rules, SC - Scenarios, MISC - Miscellaneous and * means there is a free downloadable PDF of the article at the Fanatic/Warmaster website (www.fanatic-games.com).

White Dwarf 243

Something Completely Different: Introduction to Warmaster, includes modelling and tactics for the Undead and High Elf armies. *MISC*

Ancient Glory: The first Warmaster Battle Report, Rick's High Elves take on Alessio's Undead. *MISC*

White Dwarf 244

Men of the Empire: Introduction to the Empire army. *MISC*

Making a Scene: Nigel Stillman shares his experience of table top modelling for Warmaster. *MISC*

Painting Warmaster: A short article on painting by the 'Eavy Metal team. *MISC*

White Dwarf 245

Grudge Bearers: The Dwarfs enter the fray. *MISC*

Battle of Deaths Gate: New Warmaster scenario by Rick. *SC*

Building Death's Gate: Modelling supremo Nick Davis shows how to make terrain for the above scenario. *MISC*

White Dwarf 246

Army of Darkness: Not the Bruce Campbell film but Chaos in Warmaster. *MISC*

The Battle of Gaping Moor: Scenario Undead vs Chaos. *SC*

Woods of Gaping Moor: Once more Nick shows us how to model the terrain in this Scenario. *MISC*

The Lost Battle of Three Lords: Another Battle Report and scenario. This time Rich Baker's Chaos horde takes on Jim Butler's Dwarfs and Alessio's Empire forces. *SC*

White Dwarf 247

The Green Horde: Waaah! Here come the Orcs. *MISC*

Painting Warmaster: Rick advises us on painting Warmaster figures. *MISC*

Future of Warmaster: Rick tells of his plans for the future including news of this very publication you hold in your hands now! *MISC*

WarMag 1

Raid at the Oracle: Empire face the Undead. *SC*

Empire Redoubt: Modelling a gun emplacement. *MISC*

Open Day Report: A monstrous game of Warmaster. *MISC*

Bombard and Mangonel: Rules for the new siege weapons. *TR **

Q & A: The first official Q&A. *MISC*

Studio Raid: A sneak peak of things to come. *MISC*

WarMag 2

Pontoon Bridge: More modelling from Nigel Stillman. *MISC*

Q & A: The second official Q&A. *MISC*

Kislevite Army: The Empire's northern allies get their own army. *TR **

The Battle for the lonely Cabin: Chaos go against the new Kislev army. *SC*

Terrain: As the title suggests, making terrain! *MISC*

Warmaster Campaign: An extremely detailed campaign system. *TR*

Multiplayer Games: Rules for Multiplayer games (doh!). *TR **

WarMag 3

Christmas Army: A festive one-off. *MISC*

How to paint: Agis Neugebauer shows how to paint in 10mm scale. *MISC*

Retreat from the River Mekan: Dwarfs take on the Orcs this time. *SC*

Q & A: More official Q&A. *MISC*

Warmaster Campaign part 2: More on the campaign system. *TR*

Orc Idols: More Stillmania. *MISC*

Organising a Tournament: Nick Murray lets us in on a few of his secrets. *MISC*

WarMag 4

Bretonnian Army: A new nation and a new army list for Warmaster. *TR*

The battle of De Montfort: The Bretonnians battle the Orcs. *SC*

Building an Orc Fort: Nick Murray shows how to build an Orc Fort. *MISC*

Warmaster Campaign part 3: The final part of the campaign system. *TR*

Q & A: More official Q&A. *MISC*

WarMag 5

Vampire Counts: Tom Merrigan brings us the dreaded Undead of Sylvania. *TR*

Using your Orc Fort: A scenario for using the Orc Fort featured in WarMag 4. *SC*

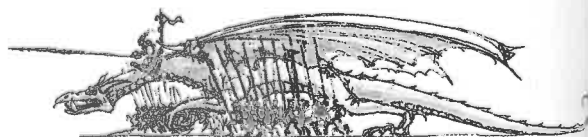
Brawl at Da Bunker: Tourney report from the USA. *MISC*

Reiksmarsball Rotbmeyers Imperial Army: An Empire Army showcase. *MISC*

Trebuchet: Rules for this giant war machine. *TR*

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Q & A: More official Q&A. *MISC*



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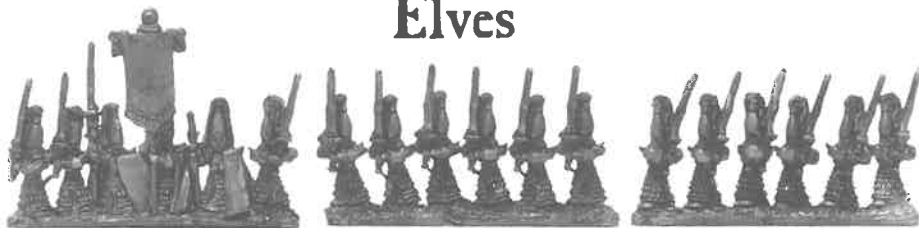
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Dark Shadows

Read all about the Dark Shadows campaign in Warmaster on pages 6-18



A Dark Emissary supports the Chaos Warriors against their combined foes of High Elves and Empire (top).

The Orc Boar Boyz feel the full force of a rampaging Bog Beast under the control of a Truthsayer (middle).

Nothing to do with Dark Shadows really we just thought that you'd like to see Rick's painted Chaos Chariots! (left).

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Dark Shadows Warmaster miniatures – Dark Emmissaries (top), Truthsayer (middle) and Fen Beast (bottom).



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