

Right, before I start I'm supposed to write a little bit about myself – the writing guidelines state that you're all terribly interested so look sharp! I've been a key-timer at the Warhammer World store for over two years now, but have been into Games Workshop stuff since I was a kid (not that long ago, I'll have you know!) and I'm afraid I play all of them – it's as simple as that. The whole tactics and grand strategy thing involved in Warmaster is still a little over my head, but I'm working on it! Anyway, on with the article...

THE FAIR FOLK

It is probable that any Warmaster gamer reading this article is also a Warhammer player of some form, and so is likely to be aware of the existence of the reclusive race of Elves who inhabit the enchanted forest of Loren – the Wood Elves.

Elves first settled in the forest of Loren long before the civilised realms of man came into being in the Old World, during the great period of war between the Elves and the Dwarfs known as the War of the Beard. The first Elven settlers of Loren sought to protect this beautiful forest realm from the ravages of the Dwarfs, who would have felled the mighty trees to fuel their furnaces and provide timber to build their war machines. After many years of fighting, the War of the Beard finally ended with the Dwarfs retreating to their mountain halls and the Elven colonists abandoning the Old World to protect their homeland of Ulthuan.

However, not all of the Elves returned home with the armies and ships. Some could not bear to leave their newly founded homes, whilst others were unwilling to return to the decadence and intrigue of the noble courts of their homeland. Whatever their reasons, a small number of the Elven settlers remained in the Old World, and without the Phoenix King's armies to protect them, they soon took refuge with the guardians of Loren, and made the forest their new home. The descendants of these first colonists are the race of Wood Elves, and they continue to protect their forested home to this very day.



It is safe to say that the Wood Elves are not the most active campaigners in the Warhammer world; rather the vast majority of their battles are fought in the defence of Loren – a cause to which they are dedicated with single-minded determination. Due mainly to their small numbers, the Wood Elves prefer to deal with their enemies using deception and guile rather than attacking head-on. Death through traps, ambushes and the unseen arrow all await the unwary intruder into the enchanted forest kingdom of the Wood Elves. Indeed, a large Wood Elf host will only be assembled to fight an open, pitched battle under the direst of circumstances, most often to repel a determined invading army. In such times as these, the Wood Elf warriors will fall upon their opponents with all the savagery of the Wild Hunt, slaying all who would seek to despoil their beloved forest. Often all that remains of the invaders are several large cairns, beneath which lie the bodies of fallen enemies. These serve as a grim warning to all who trespass beyond the boundary stones marking the edge of the realm – you are not welcome here, death awaits.



WOOD ELVES FOR WARMASTER?

Why not? Wood Elves fight large battles too you know, just not as frequently as other races (in fact they go out of their way to avoid them), which is probably why they weren't chosen as one of the six armies to be described in the Warmaster rulebook. Ok then, I'll admit it – I did a Wood Elf army for the simple reason that I really really like Wood Elves! They are my Warhammer army of choice (not my only Warhammer army by any means, but my army of choice) and I saw no reason why I should be denied the opportunity to wield my favourite Warhammer fighting force on the fields of a Warmaster battle. I scoffed in the faces of those who told me that it was a crazy idea, citing the fact that there were no models for the Wood Elves in Warmaster and that I would have to convert all my own. Later, in the quiet of my own home, I realised that they may have a point...

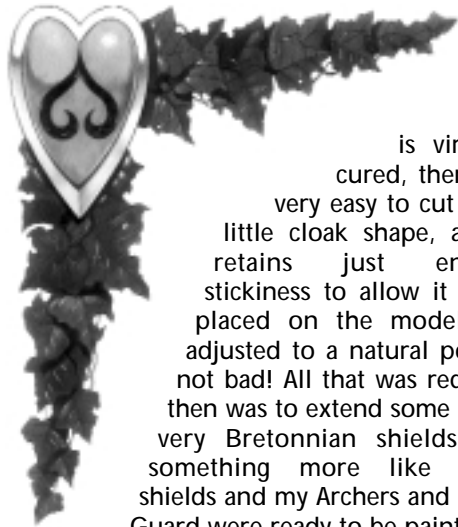
Tiny Wood Elves!

Right then, so how exactly did I go about modelling an entire army in Warmaster scale? Well, it wasn't the easiest modelling project I've ever undertaken, but it was made a whole lot easier by spending a lot of time searching for just the right miniatures to base the army on. The breakthrough came when I managed to blag a number of test pieces of Warmaster scale Bretonnians from Matt Fletcher, one of the guys in charge of Warhammer World. These made an ideal base to work from in the creation of my Archers and Glade Guard, though High Elf infantry would be just as suitable if you don't mind all your models wearing little skirts!



Both the Archers and the Glade Guard were made in much the same way. This involved removing anything blatantly Bretonnian in origin from the models (stuff like kettle helmets, excessive chainmail, that sort of thing) and then modelling on lots of little cloaks made out of Green Stuff. Now, when you are faced with sculpting forty-two individual, minute little cloaks just to create one unit of Glade Guard you are obviously keen to find a quick way of doing this! I discovered that if you stretch the Green Stuff out so that it is flat and then leave it until it

Wood Elves



is virtually cured, then it is very easy to cut out a little cloak shape, and it retains just enough stickiness to allow it to be placed on the model and adjusted to a natural poise – not bad! All that was required then was to extend some of the very Bretonnian shields into something more like Elven shields and my Archers and Glade Guard were ready to be painted.

At this point in time, prior to painting, I'm afraid to say that my creations didn't look very much like Wood Elves. In fact, they looked more like hacked-up Bretonnians, with little Green Stuff cloaks and shields, and I was told as much by many of my colleagues at Warhammer World. Luckily, as is often the case with miniatures this small, a great deal of the finished creation relied upon the painting. By using a carefully chosen selection of very natural and 'Wood Elfy' colours, mainly dark greens

and browns, (in fact, largely the same colour scheme as for my Warhammer army) I managed to create the illusion that these were indeed Wood Elf warriors, and not just a bunch of disfigured peasants from the fields of Bretonnia as previously supposed!



The Glade Riders were created in exactly the same way as the other units, except that they were based upon High Elf Reaver Knights. My first attempt at creating a Glade Rider involved cutting up a Bretonnian Knight, an Empire Archer and a Kislev Horse Archer (again, all test pieces), and then indulging in lots of sculpting! Thankfully for my sanity I decided to stop at one of these hellishly over-complicated creations, and painted it up as a mounted Wood Elf Hero instead. I decided quickly that it would be wise to seek other means of modelling Glade Riders!

Forest Dragon

Go on; admit it – the High Elf Dragonrider model is crying out to be converted into a Forest Dragon! It's so long and sinuous, with a perfect long, heavily beaked head and even the scales are roughly the same shape (ok ok, so all scales are 'roughly' the same shape when they're that size, but hey – any excuse!). This model was in fact the first thing to make me think of going for a Wood Elf army. It was a case of 'Hey, that dragon could be made into a Forest Dragon... yeah, I could make a whole army of Wood Elves... yeah...' Unfortunately by then it was already too late to turn back and I was soon adding extra large hands (from a Warhammer Harpy), more horns and a whole host of other minor little conversions (including extensive re-modelling of the rider into a Wood Elf Lord). The model was painted as close to the Studio Warhammer Forest Dragon as I could get it, as I don't have one in my own Warhammer army (I find dragons a little too unwieldy for most games of Warhammer) but I wanted something visual to confirm that this was a Forest





Dragon you were looking at, not just some converted High Elf Dragon!

Treeman

My Treeman was probably the model I spent most time on in the production of my army. It was created by singing a tiny Bonsai tree into shape over a period of several weeks using my mastery of the ancient Wood Elf art of tree singing. Back in the real world, I think it's pretty obvious that the Treeman is based largely on Warhammer Dryads. In fact, mainly just one Dryad, with its legs

shortened and its arms lengthened (using the bits taken out of the legs) and a certain amount of repositioning and sculpting. The large areas of pale bark for which Trish Morrison's Treemen are so famous were replicated in Warmaster scale using Green Stuff, in the same way as the Wood Elf cloaks described earlier.

What follows is Rob's Wood Elf army list and whilst this is unofficial do feel free to playtest it and tell us of your findings, which we might feature in future issues of WarMag – Ed.

Wood Elves

WOOD ELF ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
<i>Glade Guard</i>	Infantry	3	3	6+	-	3	55	2/-	*1
<i>Archers</i>	Infantry	3/1	3	0	-	3	75	2/-	*1*2
<i>Glade Riders</i>	Cavalry	3/1	3	6+	-	3	110	-/3	*2
<i>Chariots</i>	Chariot	3	3	5+	-	3	95	-/3	-
<i>Giant Eagles</i>	Monster	2	3	6+	-	3	70	-/1	*4
<i>Treeman</i>	Monster	4	6	4+	-	3	125	-/1	*5
<i>General</i>	General	+2	-	-	10	1	150	1/1	-
<i>Heroes</i>	Hero	+1	-	-	8	1	80	-/1	-
<i>Mage</i>	Wizard	+0	-	-	8	1	80	-/1	*6
<i>Giant Eagle</i>	Monstrous Mount	+2	-	-	-	-	+20	-/1	*7
<i>Forest Dragon</i>	Monstrous Mount	+3	-	-	-	-	+100	-/1	*8
<i>Chariot</i>	Chariot Mount	+1	-	-	-	-	+10	-/1	*9

Special Rules

1. Woodland Folk. Due to living amongst the forests of Loren their entire lives, all Wood Elves can move through woodland with exceptional skill and swiftness. Therefore Archers and Glade Guard do not suffer the usual -1 Command penalty when within woodland. When fighting within the forests Wood Elves are near impossible to see and count as Fortified rather than Defended.

2. Archers and Glade Riders. Wood Elves are just as famed for their bow skills as their High Elf cousins, and as such these Elven units add +1 to their dice roll when making Shooting attacks. Therefore these units score a hit against targets in the open on a 3+, against defended targets on a 4+, and against fortified targets on a 5+.

3. Glade Riders. Glade Riders are accomplished light horsemen, who can move freely through wooded terrain features. Therefore they may enter wooded terrain and do not suffer the -1 Command penalty when within woods. Note that all other terrain features normally impassable

to Cavalry units remain impassable to Glade Riders.

4. Giant Eagles. These live in the peaks of the Grey Mountains surrounding Loren. They are intelligent creatures that exist in peace and harmony with the Wood Elves and are ready and willing to aid them in battle. Giant Eagles can fly.

5. Treemen are incredibly ancient creatures that have dwelled in the Forests of Loren since long before the arrival of the Elves. Over time, the Treemen came to trust the Wood Elves and will now aid them in the defence of their mutual forest home. Treemen are large creatures, often several times the height of an Elf, with huge, trunk-like limbs, gnarled bark-like skin and deep cracks in place of their eyes and mouth. When they remain stationary (the majority of the time!) they can easily be mistaken for a tree. A Treeman may not be Brigaded with any troops other than Treemen. Being the gigantic and imposing creatures that they are, Treemen cause *Terror* in their enemies. In addition, as the flesh of a Treeman is dry

and woody, they are especially susceptible to fire-based attacks, and as such any attack of this kind (such as Dragonfire or the Ball of Flame spell) that wounds the Treeman will inflict double damage – i.e, 2 wounds instead of 1 for each wound caused.

6. Mages. I would suggest using the High Elf spell selection for Wood Elf Mages (you could go to the lengths of re-naming them to add character – Awakening of the Woods, Call of the Wild Hunt etc.). Note that Wood Elf Mages do not get to use the High Elf Mage ability of re-rolling a failed attempt to cast a spell. This represents the fact that Wood Elf magic and learning is of a far more informal and intuitive structure than that of their High Elf cousins.

7. Giant Eagle. Generals, Mages and Heroes may ride a Giant Eagle. These creatures can be found in the Grey Mountains overlooking Loren and are an intelligent species, living in peace and harmony with the Wood Elves. An Eagle can *fly*, increasing its rider's Move from 60cm to 100cm, and it adds +2 Attacks to those of its rider.

8. Forest Dragons have lived in the remote and inaccessible Chasm Glades within the forest of Loren for centuries and have

evolved into a separate sub-species of Dragon. Unlike other Dragons, they are vegetarian, using their rows of saw-like teeth to rip up branches, logs and any other vegetation they feel like eating. However, they are similar to other Dragons in that they are intelligent and also immensely powerful creatures, capable of uprooting trees and tossing them about in a scarily casual manner when enraged. An exceptional Wood Elf Lord or Mage may succeed in winning the trust of one of these immense creatures, and in doing so will have secured himself a fearsome mount to ride into battle!

Generals, Mages and Heroes may ride Forest Dragons. A Forest Dragon can *fly*, increasing its rider's Move to 100cm, and adds +3 Attacks to those of its rider. Any unit joined by a character riding a Forest Dragon cause *Terror* in their enemies and so long as the Dragon is attached to a unit, it can use its Corrosive Breath attack. This is a shooting attack with a range of 20cm, which can be directed against one target as normal. The breath has 3 Attacks, which are worked out in the usual way.

9. Chariot. A General, Mage or Hero may ride a chariot. The character riding the chariot adds +1 to his Attacks.

CONCLUSIONS...

The more astute amongst you will have noticed that I have not yet produced models for all of the troop types I have included in the army list. However, this is not through choice and is more to do with being a very busy man (honest!). Mainly Chariots and other characters. For the Chariots, I intended to re-model High Elf Chariots, possibly using some spare Bretonnian foot troops as crew, and replacing a lot of the High Elf imagery on the chariots themselves.

It may also not have escaped you that I have limited the choices in the army lists to reflect mainly 'core' troops from the Warhammer lists, and have missed out a lot of the more 'interesting' troop types. The specialist troop types that add spice to the way an army fights in Warhammer would realistically only come in very small numbers and probably not have any great effect on a big battle.

The other reason I have neglected to include rules/models for such troop types as

Wardancers and Dryads is that, at the time of writing at least, I have yet to think of an effective way to model any of them (ideas on a postcard please!).

Finally, I would like to say that this article has been left deliberately open-ended in places, as an encouragement for players to experiment with and tweak the rules I have provided. I myself have ideas for Wood Elf-specific magic, and ways of representing the fact that Wood Elves always endeavour to be close to woodland of some sort when they fight their battles, but without further playtesting they shall remain in idea form for now. I have no delusions of being a master games writer of Rick's standing and experience (after all, the first edition of Warhammer, co-written by the fellow, was released when I was but two years old!) and as such, please take these scribblings for what they are – merely my own thoughts on the matter...



THE BATTLE OF HELL PASS

A Battle Report By Andy Meechan

Having recently swapped to a Chaos army I had scored only defeats and a couple of near misses. After discussion with my gaming group and a foray onto the Internet (gw-warmaster@yahoo.com) I had formulated a new plan. With this knowledge I would pursue the opponent who had meted out my most recent kicking – the stoic men of the Empire.

The fledgling army was now under scrutiny from its patrons, who were less than pleased by its performance so far; they were likely warming up the mutation vats for a weekend of fun and ganglions. The mortals of the Empire had inflicted their most recent defeats, but word had come of complacency in their guard.

Gathering together the warhost once more, the Chaos band made their move upon the town of Middleton, however they ran into Empire troops in the mountain pass overlooking the town.

Here then is a tale of revenge.

CHAOS vs. EMPIRE (2,000 points per side).



FORCES OF CHAOS

I started by grabbing all the heroes that I could as my plans usually involve sprawling battle lines – not always recommended for a Chaos army, but it's my style of play (I'm eagerly awaiting the Dark Elves you see!). For my command I chose a General, Hero on Dragon with the *Sword of Destruction*, a second Hero, and two Sorcerers with the *Rod of Repetition* and *Wand of Power* respectively. Two Sorcerers suit the

Tzeentchian colour scheme of my troops and the Dragon choice was due to my recently painting up a Greater Daemon of Tzeentch from the Epic range (still an impressive size in 10mm). You'll notice that I didn't take the *Orb of Majesty*. That'll be due to me having terrible Command rolls whenever I do include it – must be superstitious!

The core to my army would be formed from the stoic Marauders and Chaos Warriors: two units of Warriors and four of Marauders to be exact. I like using Marauders to bulk out my army as the second layer to my theme is more akin to a barbarian horde (I'm currently building a Marauder stockade fortress as opposed to the traditional Chaos citadel). I shouldn't forget to mention the Dragon Ogres as they might get miffed. They may be lots of points to buy, but when they hit they leave only bloodstained grass in their wake!

Finally, the mobile element: two units of Marauder cavalry, a unit of Chaos Knights with a *Standard of Shielding*, a unit of Chariots, a unit of Chaos Hounds, and a unit of Harpies. The Chariots tend to draw more fire than the Marauders, but that's fine by me as long as the Knights get to charge! Harpies are a must-have in the army, harassing rear ranks and terrorising artillery. The Hounds are great for two reasons: cheap ablative protection for the rest of the cavalry and an extra +1 on the breakpoint for only 30 points!

DEFENDERS OF THE EMPIRE

The Command consisted of the General, a Hero on Griffin, a second Hero, and two Wizards. The army core ranked up as follows: four units of Crossbowmen, four units of Halberdiers, two units of Flagellants, four units of Knights, and a unit of Knights Panther (no House Rules, just nice models!). Ubiquitous artillery support

The Battle of Hell Pass

was provided by two Cannon batteries, and two Steam Tanks (our next game saw Theo taking Pistoliers and Handgunners instead of the Steam Tanks. A much scarier prospect to play against!). Oh, and and some magic items.

FIELD OF BATTLE

As we were playing in a mountain pass, terrain was going to be sparse and space constricted. We toyed with playing along the board, but found two 4' long hills and decided a 5x4' board was going to be a challenge. Here's the scenery and deployment from the Chaos point of view then (from left to right):

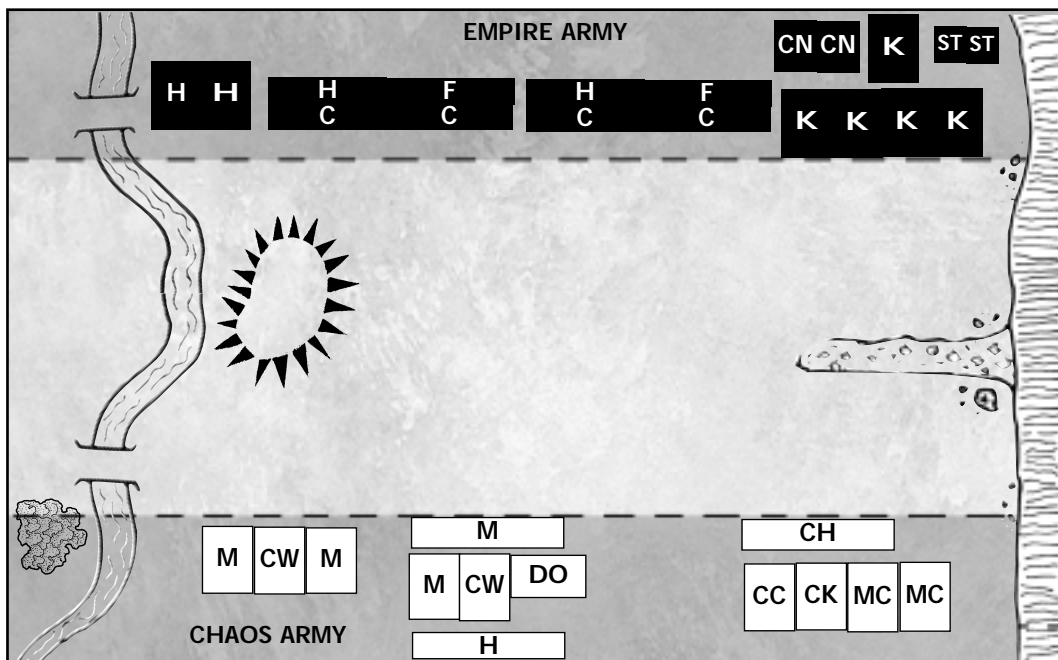
Impassable mountains running along the edge, river also running along the edge, but with a meander just past the halfway (and a couple of rock-bridges for a bit of tactical option). A hill next to the meander, lots of open ground and then a rockslide from the right flank mountains providing a bit of rough going.

DEPLOYMENT & CUNNING PLAN!

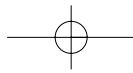
Two units of Marauders and a unit of Chaos Warriors would move to take the hill (their left anchored by the river), the Harpies deployed to their rear would occupy the meander to threaten the flanks (and spy out those Cannon). In the centre Marauders, Chaos Warriors and Dragon Ogres were to defend the flank of those on the hill, with a Marauder unit in front to run as ablative armour for, hopefully, both brigades. On the right flank were the Chariots, Knights, and two units of Marauder Cavalry, with Chaos Hounds in front as ablat... aw, you guessed.

The Empire reacted to this deployment by placing two units of Halberdiers on one flank, two units of Crossbowmen, a unit of Halberdiers and Flagellants on the other. On the flank facing-off against my Cavalry were two units of Cannon, the Knights, and four units of Knights with the Steam Tanks to the rear.

Empire		KEY				Chaos	
H Halberdiers	ST Steam Tank	DO Dragon Ogres	CK Chaos Knights	CH Chaos Hounds	H Harpies	M Marauders	CW Chaos Warriors
C Crossbowmen	CN Cannons	CC Chaos Chariots	MC Marauder Cavalry				
F Flagellants	K Knights						

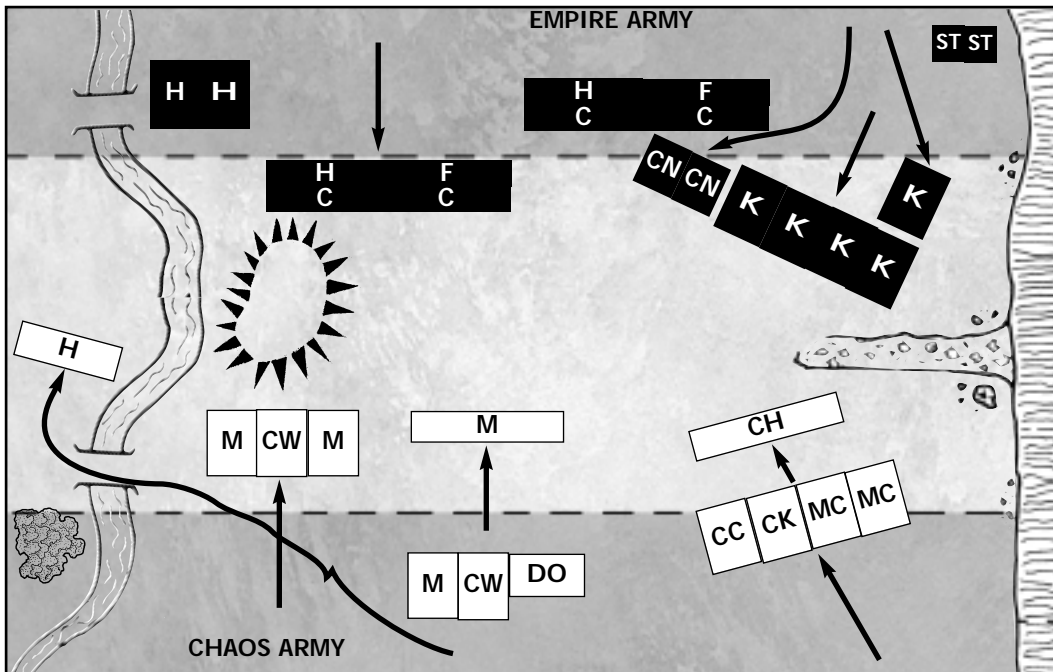


DEPLOYMENT



The Battle of Hell Pass

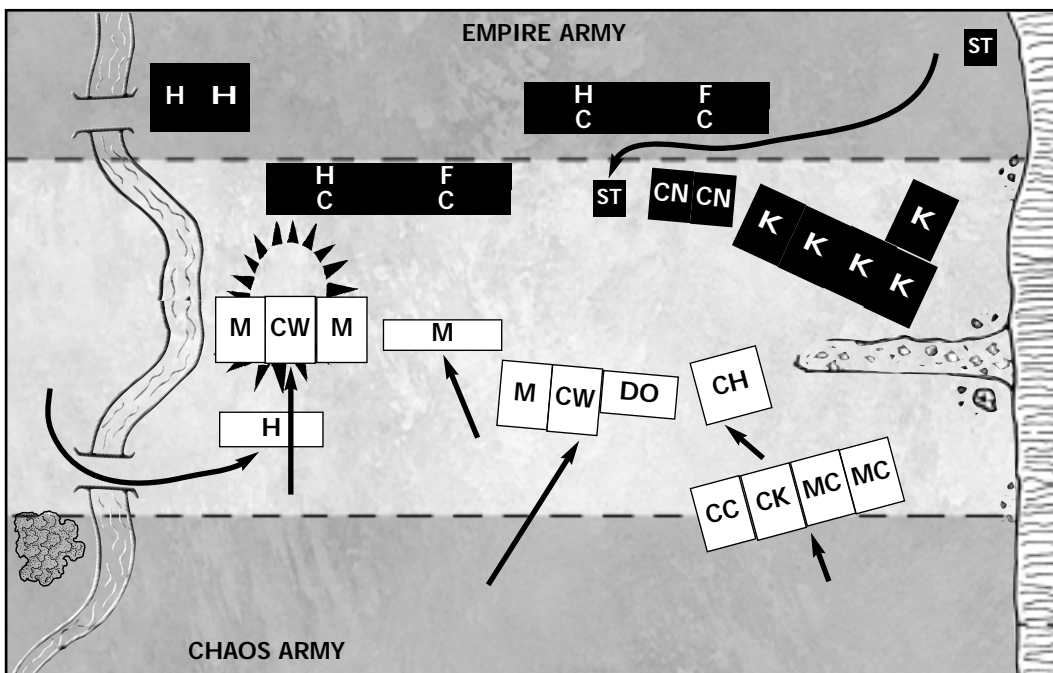
TURN 1



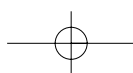
Turns 1 & 2

The Chaos infantry advanced and took the hill and the centre, the ablative units of Marauders weathering minor blustering provided by the Cannons. The Empire cavalry moved forward, as did the Cannon, with Crossbowmen-aided infantry brigades moving into range and disrupting one unit

of Marauders on the hill. The Harpies fled behind the hill (I rolled a Blunder! on the Command roll – pick the one whose ‘full pace move’ is the largest and ask them to get out of line of sight of the enemy...). The forces of Chaos were waiting for the Empire army to give them that opening.

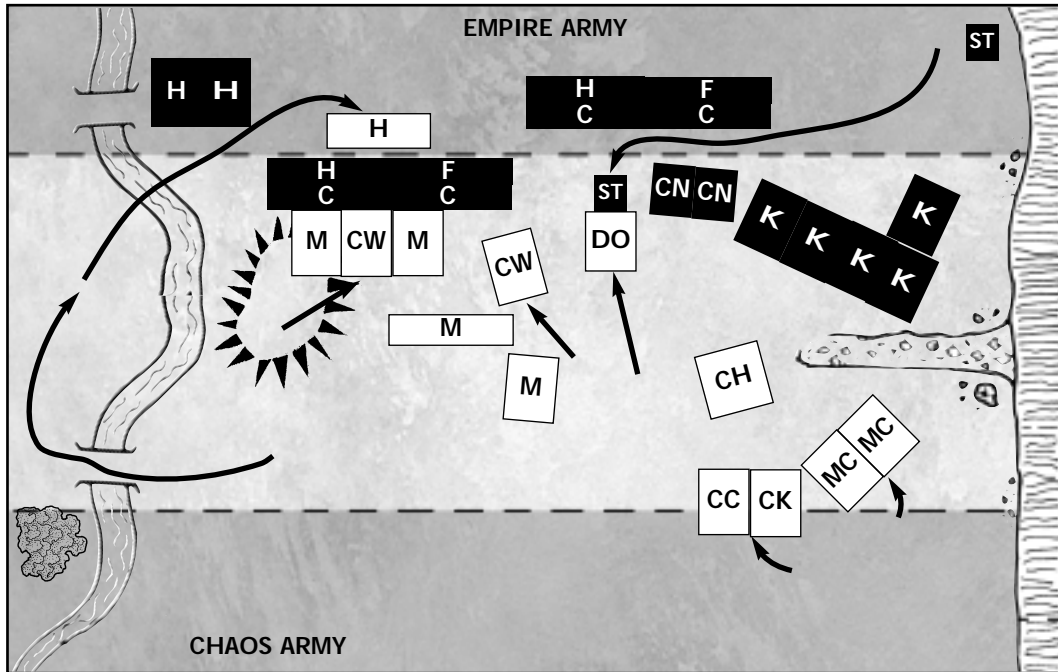


TURN 2



The Battle of Hell Pass

CHAOS TURN 3



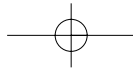
Chaos Turn 3

The expected attack didn't come, so my Chaos army had to force the Empire player's hand a little! The Dragon Ogres charged a Steam Tank that had pattered into the centre, the Chaos Warriors attached breaking left to support the attack on the Empire infantry (they didn't make it to combat, but their presence on the field provided good fodder for emergency planning). The left flank attack hit home and, backed by the Harpies to the enemy's rear, destroyed a brigade. However, the

fickle Chaos gods had seen to punish the dark horde for previous transgressions – saving throws were thrown away and a single stand from each attacking unit fell back to the hill.

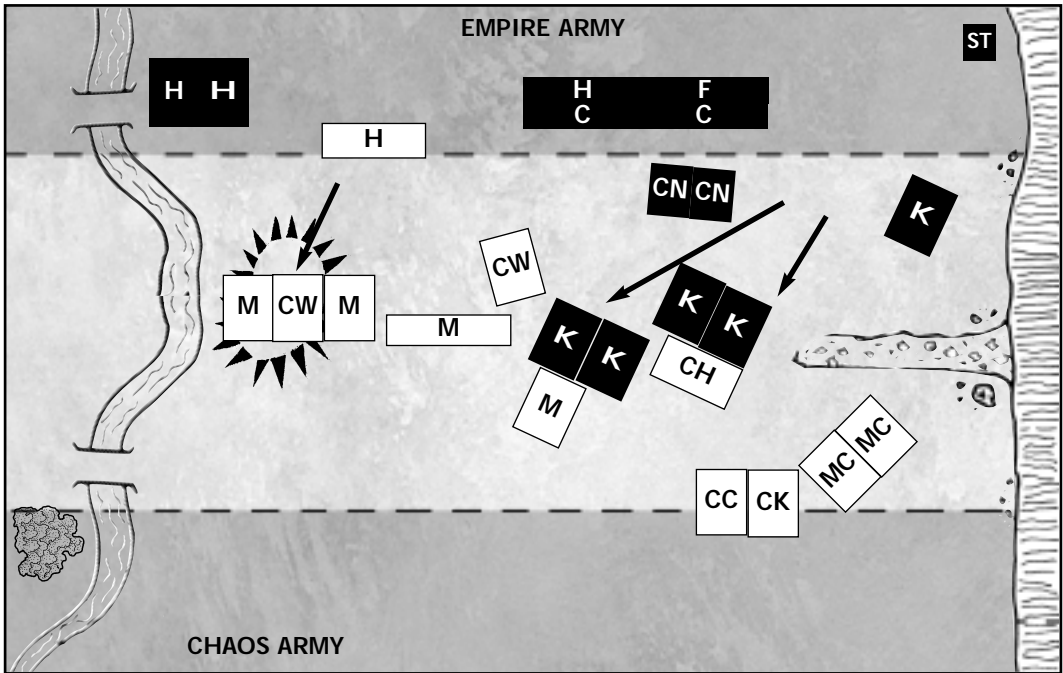
The Dragon Ogres made short work of one of the Empire's 'big tin cans' and flanked the Knights. Unfortunately their own flank clipped the Empire cannons and the combat was lost on a pile of bad luck with the Dragon Ogres dying later, stranded in front of Cannons and Crossbows. Ouch!





The Battle of Hell Pass

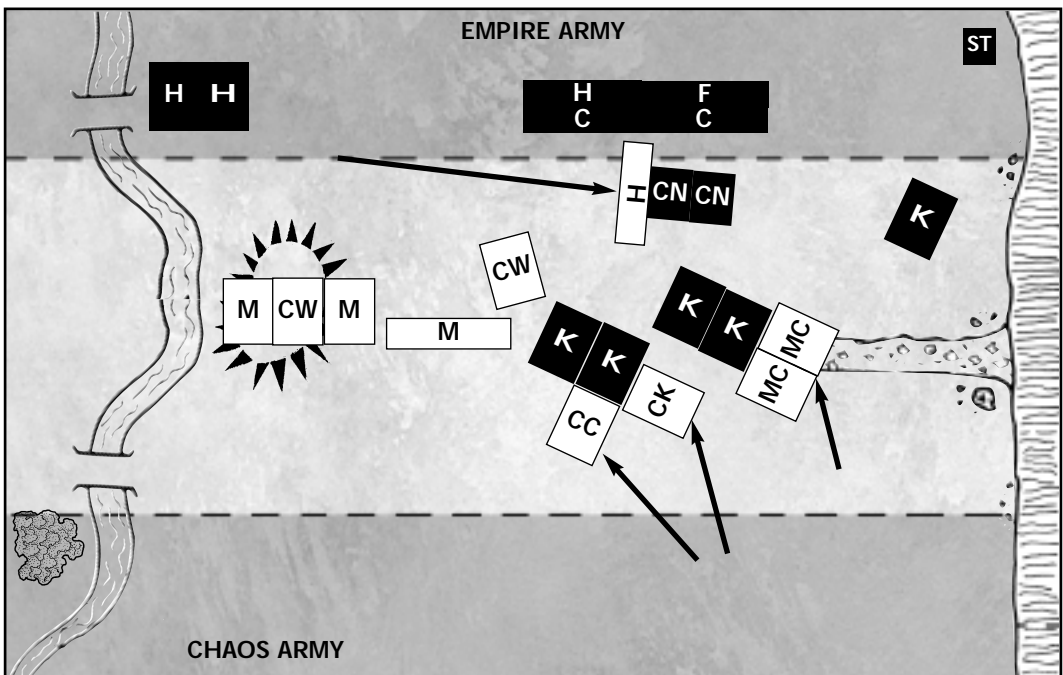
EMPIRE TURN 3



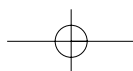
Empire Turn 3

With the lure of stranded units of Marauders and Chaos Hounds in the centre (well, not exactly stranded as I had placed them there deliberately – for once!), the Empire Knights

broke their line and inflicted the expected casualties. The Empire breakpoint sat at 5/10 and Chaos 3/7, but with Chaos having three units with one stand each, victory wasn't assured.



CHAOS TURN 4



The Battle of Hell Pass

Chaos Turn 4 & Victory

Then the Chaos Knights hit home. With some cunning (okay, and fortunate) manoeuvring (I had been watching distances carefully all game – a new one for me) the Chaos Chariots and Marauder cavalry hit one unit of the Empire's finest, the Chaos Knights and second Marauder cavalry hit another (yes I was getting flank hits). A Chaos sorcerer joined the Knights to cast (I later realised that I only had to be within 30cm to cast *Boon of Chaos* giving +6 attacks! and not actually attached to the unit. Still, Chaos lives with its choices and if the Wizard had failed he must be punished, so he'll likely get attached from now on!).



The Harpies, meantime, had taken a stand casualty to a brawl and then charged the Empire cannon in the flank. Fortunately they had taken the casualty as stand placement meant the cannon couldn't fire! Two units of 'Big annoying shooty things' went under the hammer...

The Chaos Knights did their job and advanced into another unit of Empire Knights, finishing them off quick smart too (thanks to *Boon of Chaos*) and taking only one stand as casualty (thanks to the *Standard of Shielding*). In the meantime the Marauder cavalry advanced into the same combat as the Chaos Chariots – that didn't last long (a new personal best: 36D6 in one round of combat! The Group record is currently 45 held by the High Elves). Before I could rampage elsewhere the game closed down as the Empire army withdrew.

Counting the Cost

The Chaos army got off lightly in terms of our

campaign with only three units fully destroyed to the Empire's ten. Unfortunately the Dragon Ogres were one of those felled, but I've now learned not to push an advantage too hard!

As the Harpies picked at the remnants of the Empire army, the Chaos Warmaster gazed past the edge of the mountain pass, a surge of pleasure coursing through him as he spied the now defenceless town lying in the path of his warhost. His gods would favour him tonight...

CONCLUSIONS

Well that was certainly one of 'those games' that brought tension, despair and pleasure in odd amounts. The Chaos army is limited in its tactics and so your opponent holds the cards as they can spot your weaknesses a mile off. Aside from the usual advice of picking an army whose units compliment each other I would suggest that timing seems to be the key to fielding a competitive force. Knowing not only where, but also when to strike is of utmost importance as this allows you to strike as hard as possible. Not many armies can come back from a sneaky Chaos kidney punch – and they have to live in the knowledge that it was a wrong move, or pair of failed Command rolls that did for them! (A low blow indeed).

CREDITS

Thanks to my opponent, Theo, for making me think all the way through this slugfest. Thanks also to Chuck & Lothaire (from the gw-warmaster Yahoo! group) for some grand advice prior to this game.





The sons of the Empire's nobility often choose to join one of the select brotherhoods of Knightly orders. There are many such brotherhoods throughout the Empire. Some of the smaller Orders recruit from the local nobility, such as the Knights of the Blazing Sun, the Knights of the Black Rose, the Knights of the Broken Sword, etc. Some restrict their membership to worshippers of a particular god and are referred to as Templars, such as the Black Guard of Morr or the Knights of the Everlasting Light. A Knight displays the emblems of his order on his armour and shield, and the style of his armour and dress follows a traditional design. Knights owe their allegiance directly to their lord: the Grand Master of their order. Each Order has a very complex hierarchic structure, but almost all of them are governed by an Inner Circle of Knights. These heroic warriors have accomplished a mighty feat of arms, distinguishing themselves and earning the right to ascend to this important position. The Knights of the Inner Circle are the elite of the Elite, certainly the best fighting men of all the Empire.



Elector Counts often call upon the Knights of an Order to come to arms and fight as part of their army. To add this crack heavy cavalry to their own army is vital for the Counts. This makes the Grand Masters very powerful individuals, because theirs is the final decision whether the Order will join the Count's army or not. Often the conditions for this help is that the Grand Master himself assumes command of the army. Many Elector Counts are only too happy to accept

this condition, since it is well known that Grand Masters make formidable leaders.

REIKSGUARD KNIGHTS

The Reiksguard Knights form the bodyguard of the Emperor. The Order was founded during the reign of Wilhelm, the first Emperor of the lineage of the Princes of Altdorf. Devout Templars of Sigmar, Reiksguard Knights swear to give their lives to protect the Emperor, who is the living incarnation of Sigmar. Their Grand Master is the Reiksmarshal of the Empire, commander of all the Empire's forces, second only to the Emperor himself.



Reiksguard Knights

KNIGHTS OF THE WHITE WOLF

The Knights of the White Wolf are based in the city of Middenheim, where they were founded following a great victory against Chaos outside the city walls. The Knights are all followers of the God Ulric who is worshipped throughout the Empire, but most notably in the northern provinces, especially Middenland. The Knights wear mantles of wolf skins over their armour, carry neither shield nor helm and ride to battle bare-headed to show off their long hair and beards. Their weapon is a mighty



Knightly Orders of the Empire

warhammer which they swing round their heads, knocking enemy horsemen from their saddles and pounding the skulls of foes on foot.

KNIGHTS PANTHER

The Knights Panther trace their origins to the wars against Araby, when returning crusaders brought back outlandish animals from the east. Some of these Knights adopted the panther as their emblem, creating the Order of the Knights Panther.



Knights of the White Wolf

KNIGHTS OF THE BLAZING SUN

The Knights of this order are located deep in the South of Middenland. They are a small but much respected order with a distinguished history. They were the first of the Knightly Orders from the west to travel to Nuln and join with Magnus the Pious. The Knights take great pride in their weapons and abilities. They can often be seen charging on the battlefield in their highly polished and resplendent armour of black and gold.

The Order has developed a technique using their polished mirrored shields to focus sunlight onto the enemy's face as they charge. This disorients and dazzles the poor fools just before they are charged down.

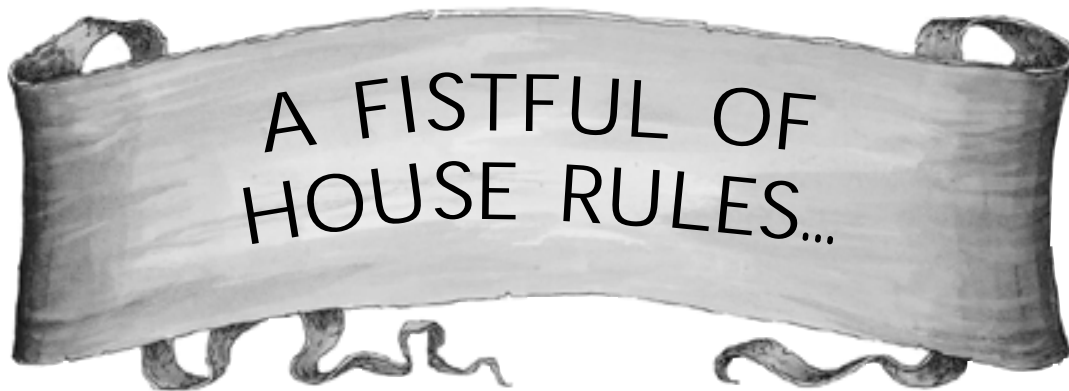


Knights Panther



Knights of the Blazing Sun





We've received quite a few submissions for WarMag since its inception, most of which have been a very high standard a few, well... they're preventing my desk from wobbling! Some good submissions, whilst being interesting and innovative, have been very difficult to put into any kind of context within the magazine. Are they purely fun throw-away house rules? Are they strictly Trial Rules that must be playtested thoroughly with an eye to changing the whole game? Well, not really. These rules ideas that follow are not just throw-away because they bring an interesting aspect to the game but at the same time they don't so much change the game but sort of add to it in an unconventional manner. So, although we've titled this section 'house rules', do give 'em a whirl – they're rules you can use between tournaments without ruining your appetite!

WARMASTER PRE-GAME STRATEGY

By Jerry McVicker & Joe Noll

This article was taken with the kind permission of the guys on the Maximum Warmaster website now sadly defunct!

Battlefield Zones

The battlefield should be set up between two players, sides selected and deployment zones marked. Each deployment zone is marked into three distinct zones. Left flank, centre and right flank. The centre zone should include half the total area of the deployment zone. The right and left flanks should include half of the remaining half of the total area of the deployment zone each (a quarter!).

Example: If your deployment area starts at 120cm wide, your centre zone is 60cm wide and each flank zone is 30cm wide (See picture below.)

During deployment any troop type can deploy in the Centre zone. Within the flank zones, you may only deploy cavalry, monsters, flyers and up to one third of your total number of infantry units (total the number of infantry units and divide by three and round up to the nearest whole number. This is the total number of infantry units you can deploy into your flank zones).

Strategy Points

After selecting and writing up an army each player then calculates the number of 'Strategy points' available to his army. Strategy points are earned from the following sources:

- General's Command rating: 1 point of Command translates as 1 Strategy point.
- +1 Strategy point for each Hero or Wizard in the army
- +1 Strategy point per 1,000 points of troops. Armies of less than 1,000 points do not get any bonus Strategy points.

Example: The Empire General has a Command of 9 which gives it 9 SP. Two Heroes and a Wizard, for 3 additional points and 1500 points of troops for an additional 1 point. This gives a total of 13 SP to be spent in the pre-game strategic phase.

Once the Strategy point totals are calculated the player, can then buy any of the following strategic effects. All effects must be purchased and written down (in secret) before any are executed. Each player writes a list of the options he purchases and marks them off as used. When ready, before the start of the game, both players roll 1D6 and the highest scoring player announces one of his purchases – this is called the Strategy

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phase. Each player reveals each of his strategy options one at a time, taking turns until all have been announced. All *Pick Ground* options must be announced before any other option. Once all *Pick Ground* options have been announced, the players can continue, in order, using their other choices.

Strategy Options

Some of the points for the options listed here may seem too small for the effect they produce, but players should keep in mind that this system is also used for the selection of terrain. If a player selects too many special effects, he may find himself fighting in open ground or assaulting his enemy on hills or worse in fortified positions.

Alter Fate..... 1 Strategy Point

Each point spent allows a re-roll for any single throw of the dice during the course of the game. This can be used for casting magic, shooting, combat or command. The new roll must be accepted and can not be re-rolled a second time. Any army can have one of these per 1,000 points of troops.

Ambush..... 3 Strategy Points

Within your deployment zone you can conceal one unit in any terrain that blocks line of sight. These terrain types include woods, towns, rough, rocky or any other terrain designated so at the start of the game. The division or unit must be able to physically fit in the terrain feature. Record the position of the unit on a piece of paper and reveal when the unit is moved or an enemy unit comes within 10cm of it. This of course, cannot be used until some terrain is placed on the board.

Deploy..... 1 Strategy Point

This effect allows for the stretching of your deployment zone. For each Strategy point you may increase any of your individual deployment areas (Right flank, Centre or Left flank) either 10cm in depth or 10 cm in width. (the centre zone must be expanded in equal amount to both sides – 5cm per

side). You may not increase your deployment zone closer than 20cm to your opponent's deployment zone.

Fortify..... 2 Strategy Points

Allows the placement of linear fortified positions. Linear sections are 20cm long. Linear fortified positions are trenches or walls. Units in or behind these will count as fortified if attacked across the front of the linear position.

March or Die..... 1 Strategy Point

Allows the commander one automatic command success to a single unit once during the game. This simulates predetermined orders given to a unit. No single unit may have more than one *March or Die* order. Any army can have one of these per 1,000 pts.

Outflank..... 2 Strategy Points

The player places one unit off board. On any turn after the first the player may choose to call in these troops on the predetermined flanking board edge (must be written down in secret before the start of the game). After announcing he is doing this, he rolls on the following chart:

D6	Effect
1	Flanking unit is two turns late.
2-4	Flanking unit is one turn late.
5-6	Flanking unit is on time. Up to four units may be used as a brigade to flank left or right. Each flanking unit costs 1 SP. The purchasing player only has to announce that he has purchased a flank manoeuvre and not which flank they will enter on or which troops are to be used. This information can be revealed by the use of a scout.

Reserve..... 1 Strategy Point

This is the same as Out Flank but the division is always on time, and is deployed on the player's own board edge.

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Scout..... 1 Strategy Point

Scouts are used in the Strategy phase in order to discover the enemy's plans. The use of a Scout reveals the location and strength of any one of the following: *Ambushes, Out Flank, and Reserve*. The player having a Scout played against him may also play his own Scout to cancel these effects, but only once for each protected manoeuvre.

Example: The Empire player has purchased an Out Flank for four units (4 SP) and two Scouts (2 SP). The Elven player has purchased two Scouts (2 SP). During his Strategy phase, the Empire player announces he has purchased an Out Flank manoeuvre. The Elven player goes next and announces the use of a Scout to explore this manoeuvre. The Empire player could either reveal the flanking side and the troops, or he could use a Scout to cancel the Elven Scout. The Empire player decides to use a Scout to cancel the Elven Scout. The Elven player then uses a second Scout on the same manoeuvre. The Empire player MUST reveal the flank manoeuvre because he cannot cancel two Scouts on the same manoeuvre. Unfortunately for the Elves, they have no more Scouts and the Empire could have another trick up their sleeve.

Place of Power..... 1 Strategy Point

Player nominates one terrain feature to be a *Place of Power*. This terrain feature is now

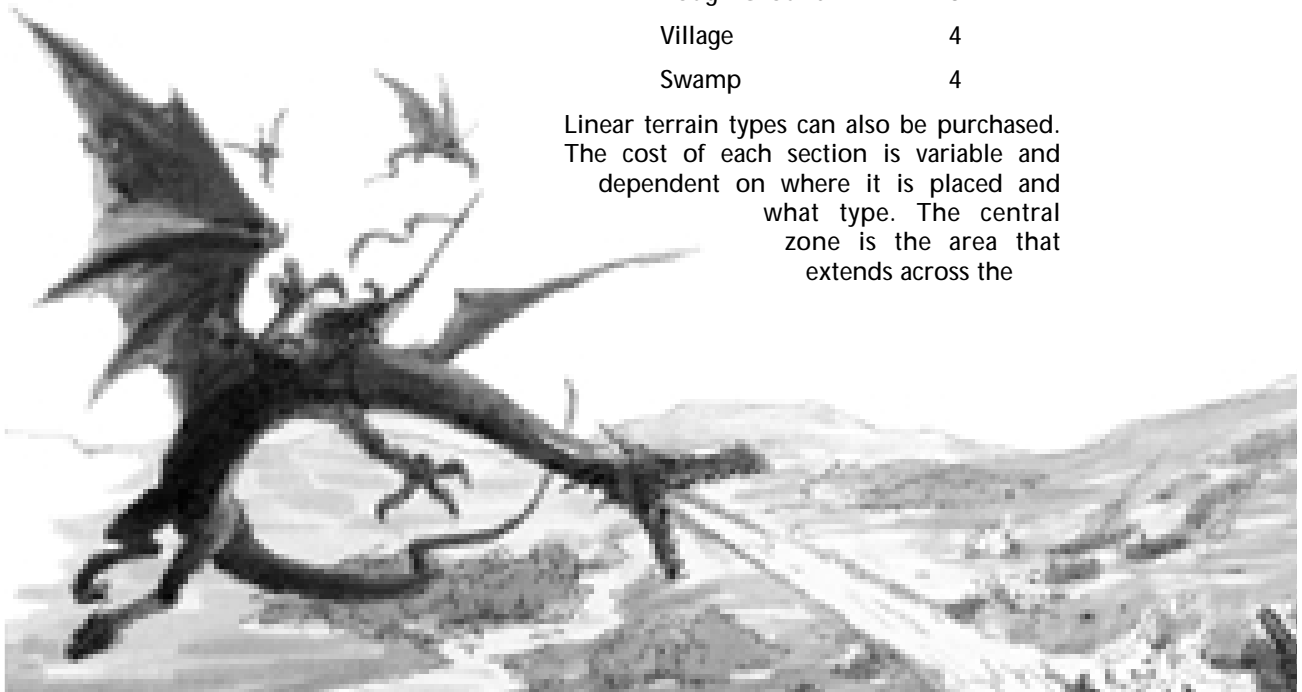
endowed with magical energy that can be tapped into by any spell caster. To utilise the power the spell caster has to occupy the terrain feature while casting. A caster can add +1 to any attempt to cast a spell from this point once per game. Multiple casters can utilise this power on either side, but a single caster may not use it more than once.

Pick Ground.....1 Strategy Points

Players buy terrain features and place them on the table. Below is a chart of terrain features and their costs. Some terrain features may be superimposed on others. Terrain features are bought with Terrain points (TP). For each SP a player can put down 6 TP of features, remove 3 TP of features or reduce the opponent's next *Pick Ground* by 3 TP. Players alternate playing *Pick Ground* until there is no *Pick Ground* options left to either player. Each area purchased can cover approximately a 20cm square area (i.e. the bigger the hill the more TP it costs and maybe more SP). Unused TP from one option may be used in the next *Pick Ground* option. Unused removal points are not carried over. Terrain may not be placed in the opponent's deployment zone.

Terrain Features	Terrain Points
Hill	3
Woods	3
Lake	4
Rough Ground	3
Village	4
Swamp	4

Linear terrain types can also be purchased. The cost of each section is variable and dependent on where it is placed and what type. The central zone is the area that extends across the



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table no greater than the width of both sides' original deployment zones. These features may be placed through other terrain features.

Linear Feature	Zone Cost		Max Width
	Central	Flank	
Road	3 TP	2 TP	40 mm
River	6 TP	4 TP	80 mm

Set-up

Once completed, each side may deploy troops on the table in any predetermined way. The only restrictions being types of units and zones of deployment mentioned above. The game then proceeds as normal.

TERRAIN RULES IDEAS

By Karl Hiesterman
(KHiesterman@ftrenergy.com)

The rules for terrain in Warmaster are simple and effective, but lumping all terrain types into one category is highly unrealistic. Different landscape has different qualities, advantages and disadvantages, and these rules set out to give you a more varied set of terrain. Feel free to pick and choose the terrain rules you would like to use, but be sure to be in agreement with your opponent as to which rules you are using! Players are also encouraged to combine these terrain types, or create their own as they see fit.

Roads

Roads are seen throughout the civilised lands of the Warhammer world, linking together key population centres. These centres often become focal points of Warmaster battles, and thus should appear on most battlefields. Roads are 20-40mm wide and allow all units to traverse terrain they could not normally enter.

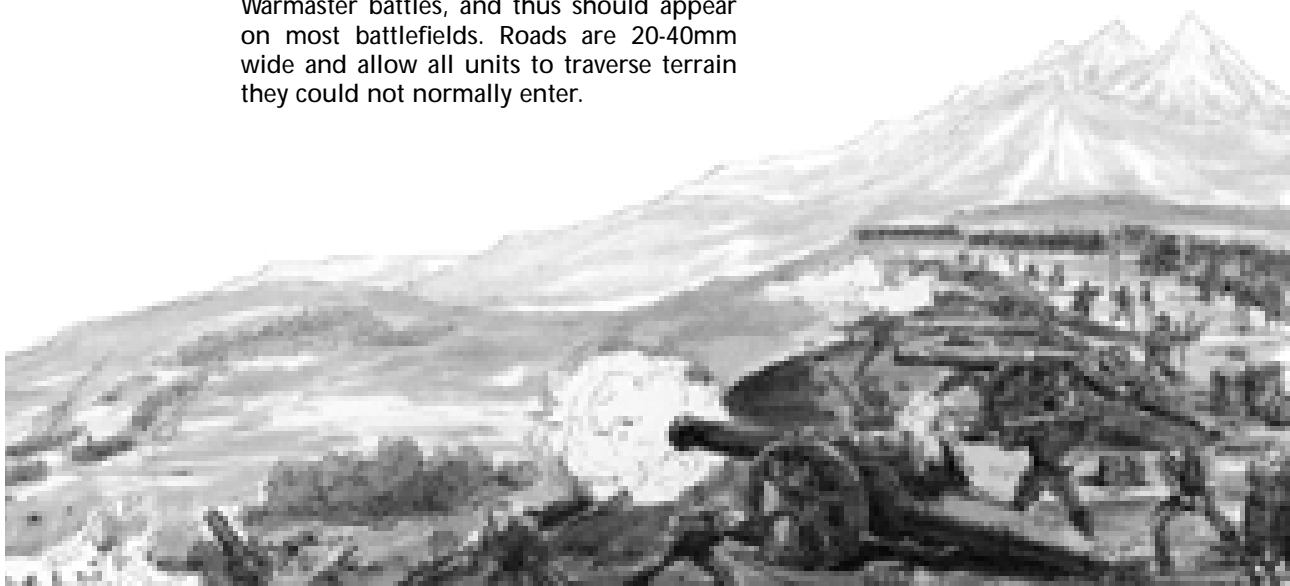
Roads also aid in commanding troops, both by helping messengers move quickly to units and by making those units easier to find. When measuring the distance for command you may trace a path down a road and then halve the distance when imposing modifiers to command. The command path may not be traced through enemy units on the road. Roads create a clear line of sight through terrain that normally blocks line of sight, but only along the defined route.



Forests

Forests are a common terrain feature, particularly in the Empire, and often are seen on the field of combat. Forests should be clearly delineated in some way, commonly as a created piece of terrain or by placing a piece of felt in the shape of the forest, then decorating with trees, etc.

Forests are the same as in the Warmaster rules. Defenders are hit on a 5+ by missile fire and count as *Defended*. All units can see and shoot into woods by up to 1cm. Thus, infantry may charge enemy infantry that is 1cm from the edge of the woods. Only infantry may enter a Forest.



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Towns

These are terrain pieces that predominately consists of buildings and other urban features. Small hamlets and villages to mighty cities are referred to as Towns. These also need to be delineated in some way, often as a terrain piece or by placing a piece of felt and then decorating it with buildings.

Towns normally contain roads running through them. This needs to be indicated in some way so units that cannot normally enter Towns may move through the Town. Towns give the Defender the usual benefits of the Warmaster rules. Unlike a Forest, units may not see into or shoot into Towns but may see/shoot units on the edge of Towns. Only infantry may enter Towns

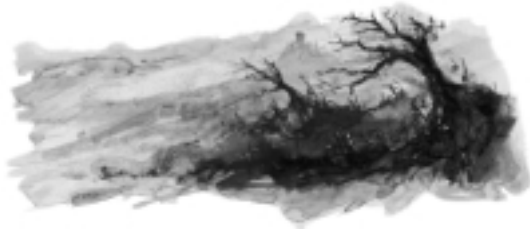


Individual Buildings

Some buildings are not part of a Town, but are just obstacles; farmhouses, tombs, temples, etc. These cannot be entered by units other than infantry and block line of sight.

Swamps

Swamps are vast, sticky, wet expanses of worthless ground, and are impassable terrain that do not block line of sight. It is impassable to all units. Like Forests, Flyers may move over them but treat them as impassable terrain for all other movement.



Hills

Hilly terrain normally refers to gently sloping hills that can be traversed by all units (Note that hills may contain other terrain that does restrict movement. Hills can have wooded slopes, or impassable cliffs, etc). It

is important that the terrain piece used to represent a hill has an obvious method of determining which stand is higher than the other. Attacking up a hillside is very difficult and tiring, whereas attacking down a hill can give the attacker powerful impetus. Stands that are below their opponent's stands in combat are at -1 Attack per stand.

Stakes & Obstacles

These are often stakes driven into the ground or other small obstacles. These act just like hedges and walls, and offer infantry behind them *Defended* status. However, they must be placed during deployment, and are removed if the unit they are protecting moves in any way. It costs 5 pts to equip a unit with them.

Rivers

The world is crossed by many mighty rivers, and these waterways are the backbone of many an economy. As such, they are often the focal point of a campaign and fighting over them and along their banks is commonplace.

For all intents and purposes Rivers are the same as Swamps except that crossing points may be made on them.

Fords

Fords are shallow places in a river, where the lower water allows easier crossings. Infantry, cavalry, and monsters may cross the river at this point.

Bridges

All units may cross a River at a Bridge. Any units on a Bridge may count as being *Defended*.

ARCANE ARMOURY

New Magic Items for Warmaster By Mike Headden

Magic Items can be useful in Warmaster, they are rarely battle-winners but they can give a skillful general an edge when it is most needed.

Given the number of times after a battle that I've gone 'Oh no, I've forgotten to use the Sword of Fate, Battle Banner, etc.' my opponents may feel that new Magic Items are the last thing I need to be introducing to the game! Despite that, I'm an inveterate tinkerer so listed opposite you will find suggestions for a few more items to hearten your troops and confound your enemies.

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HEALING POTION

Infantry, Cavalry, Chariots..... 5pts
A stock in trade of many alchemists, Healing potions are comparatively common in the Warhammer world. This magic item represents a supply large enough to heal a significant number of warriors.

Cancels one hit. Hits from shooting, melee or magic can be cancelled by this item. The hit is counted as never having happened and so doesn't count for drive-backs or deciding who wins combat. Use after any armour saves have been taken and failed. Use once per battle.

POWER BOW OF RIATSALA

All but Artillery and Monsters.....15pts
The Kislevite shaman, Riatsala, made several of these bows. Most of those still in use are copies. Lesser known wizards often tried to boost the value of their work by using the great mage's name. Even the copies can be potent weapons though.

If given to a unit, one stand gains +1 shooting attack, range 30cm. If given to a character, character gains +1 shooting attack, range 30cm. Characters may only shoot if they join a unit. Normal armour saves apply even if the unit concerned would normally reduce or negate the target's armour.



THE BELTS OF SIWEL

Infantry..... 50pts
Siwel was a Priest of Sigmar who used his power to enchant several sets of belts. Each set contained enough belts to equip a single unit. The belts channel the blessings of Sigmar to the wearer making them steadfast and brave. Since the belts do not affect horses, cavalry and chariots may not use them. Though once available only to the Empire, several sets have been lost since their making and they may now be found in the armies of any race.

A unit equipped with the Belts of Siwel are driven back or pushed back 1cm less than

normal, except that they will always be pushed back at least 1cm. If a unit equipped with this item pushes back an opponent the opponent is pushed back an additional 1cm, drive-backs due to shooting by the unit equipped with the item are not affected. This may affect routs and also pursuer's combat bonuses due to the increase or reduction in the total distance moved.

A unit equipped with this item may elect to stand their ground rather than fall back if they draw a combat.



DOOM SHOT

Infantry, Cavalry, Chariots.....10pts
This enchanted ammunition creates additional wounds by causing the missiles to multiply, explode, or by similar means. It may be used to inflict additional damage on an important target or it may be used as a last line of defence against charging opponents.

Only troops with a missile attack can use this item. Only troops armed with bows, crossbows and other weapons which do not modify a target's armour save can be equipped with this item. This item can only be used once per battle. The unit makes D3 attacks in place of one single attack. For example, a unit of Skeleton Archers would make 2 + D3 attacks if it were at full strength.

SHADOW WEAVER'S CLOAK

Generals only.....75pts
These cloaks are rare indeed and so fabulously expensive that most beings can only dream of owning one. Woven of smoke, dreams and shadows these cloaks provide perfect concealment for a limited time.

Only Generals are important enough to be equipped with this item. Once per battle a General who is with a unit which is destroyed may avoid destruction and join another unit, providing there is one within 30cm. Any mount is lost and the figure must be replaced by a figure on foot or horseback. If the player does not have a suitable figure then the General is lost.

A Fistful of House Rules

ELITE UNITS

Customising your units

(Unfortunately we lost the name and address of the author- DOH!

whoever you are please get in touch!

Every lazy gamer's favourite words must be 'this counts as...' fantastic! My army can be unique with a distinct flavour and history within the Warhammer world.

Most Warmaster players are old Warhammer players who thought a bit bigger (or smaller as it were!). So who could field a Dwarf army without inviting Josef Bugman and friends? No problem they 'count as' Rangers. An Empire army without Outriders? No worries they 'count as' Pistoliers. Unfortunately this approach will only get you so far, how about the High Elf Phoenix Guard or Dwarf Iron Breakers? These reasons are exactly why I developed these following house rules for recreating these Famous Elite Units.

- An Elite unit may only be Infantry, Cavalry or Chariots.
- You may only have one Elite unit in your army.
- The unit must be known in the Warhammer world.
- The unit must be represented on the table by distinctive models.
- The unit may have no more than three upgrades and never more than one of the same type (see below).

All Elite units have the base statistics of the appropriate troop type from the army list. Players may then customise this unit with the following upgrades

Upgrade Points Cost (Inf/Cav & Char)

+1 Attack +15/+25

+1 Missile Attack +10/+20

If Missile attack has -1 save or for High Elves +5/+10

+1 Armour +15/+25

+1 Hit +20/+30

Fearless* +15/+30

(Immune to *Terror* & Drive-Backs.)

Disciplined* +15/+25

(Automatically obeys the first order each turn.)

*Undead may not take the *Fearless* or *Disciplined* options.

EXAMPLES OF ELITE UNITS

Phoenix Guard..... 90 pts
As High Elf Spearmen with +1 Attack and *Disciplined*.

Swordmasters..... 90 pts
As High Elf Spearmen with +1 Attack and *Fearless*.

Iron Breakers..... 140 pts
As Dwarf Warriors with +1 Armour and *Disciplined*.

Long Beards..... 140 pts
As Dwarf Warriors with +1 Attack and *Fearless*.

Knights of the White Wolf..... 165 pts
As Empire Knights with +1 Attack and *Fearless*.

Knights Panther..... 160 pts
As Empire Knights with +1 Attack and *Disciplined*.

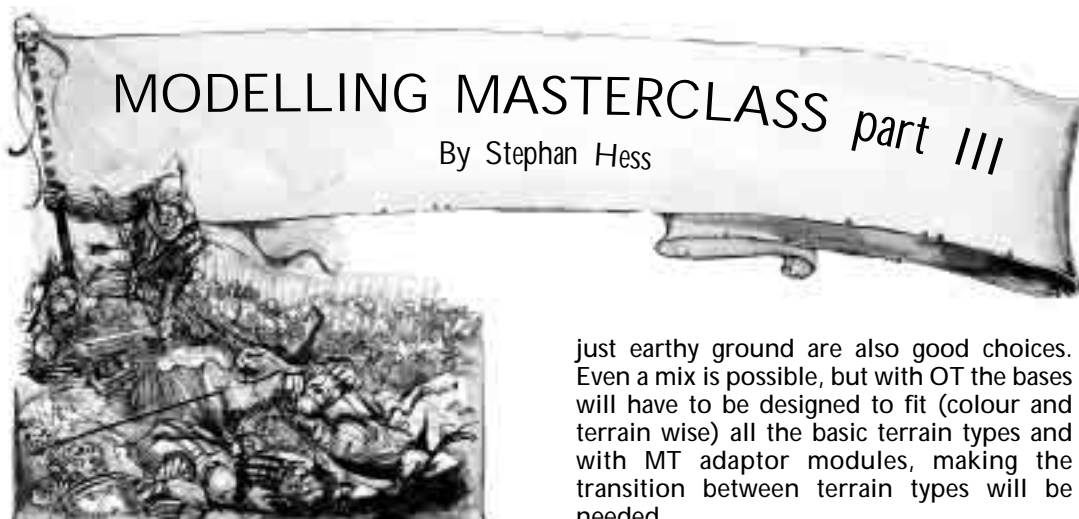
The Cursed Company..... 45 pts
As Undead Skeletons with +1 Attack.

Golgfag's Mercenary Ogres..... 155 pts
As Ogres with +1 Attack, +1 Hit and *Fearless*.

These rules are not meant for power gamers to abuse, but for gamers who miss key units and want to introduce them on a new scale.

I would suggest maximums of 5 Attacks, 4 Hits and 3+ Save should be observed and preferably not combined, unless that unit could be shown to exist in the Warhammer world, ie featured in an army list or in some fiction. I for one don't wish to face an Attack 5, Hits 4, 3+ save Dwarf Charioteer Handgunners! (Nearly 400 pts of fun in one little packet).





You've decided between ordinary terrain (OT) and modular terrain (MT), built your gaming table and made yourself comfortable with the principles of modules and/or bases. So let's decorate them.

PLAIN & PLANE (P&P) TERRAIN

Plain stands for plain simple to build and for plain texture and colour. Plane stands for er... plane or flat.

P&p is used as the kind of terrain OT wargames tables are covered with. This kind of terrain has to be on a vertical plane (flat), because you must be able to place bases of terrain features flush with your games boards and enable efficient and safe storage of the table. It has to be plain to be easily made and to allow for simple matching when making bases for terrain features.

P&p is used on each featureless terrain edge to allow the seamless (as far as it goes) arrangement of modules. It has to be plane because the featureless module edges are plane and it has to be plain to allow simple reproduction and matching.

P&p is also used for what wargamers call open ground. This gives troops space to manoeuvre in and is in general the place where big formations will move and fight. Open ground must be plain and plane to be able to position models on the terrain as freely as possible and with the least risk of them falling over.

Because of its use for the gaming table/module edges and its use as open ground, the p&p will decide the overall appearance and theme of your wargames table.

The typical choice for p&p terrain is grassland, but desert dunes, snow plains or

just earthy ground are also good choices. Even a mix is possible, but with OT the bases will have to be designed to fit (colour and terrain wise) all the basic terrain types and with MT adaptor modules, making the transition between terrain types will be needed.

THE GREEN GREEN GRASS OF HOME

Grass mats are a quick way to create large areas of grassland. The mat is a sheet of paper flocked with static grass. Grass mats which end directly at the table edges may get rolled upwards and ripped eventually though. To prevent this use mats larger than the surface to be covered and fold them around the edges. Alternatively, you could use a frame that will cover the edges of the grass mats. Neither frames nor folding can be used with modules, as both will disturb the module arrangement. The only way to go for MT is to be extra careful when fixing the mat onto the module edges.

When choosing a grass mat, do not go for an overly gaudy or bright colour, be sure that the mat is available in a suitable size (ie, large enough to cover a module or part of the table) and be sure that the manufacturers offer static grass in the same colour and make. You will need the matching static grass for irregular shaped or elevated areas and to cover seams between mats.

Always cut a grass mat larger than the area you need to cover and trim the mat when it is fixed and the glue is dry.

Many manufacturers recommend wood glue for fixing the mats onto a surface. The theory is that you put wood glue on the surface to be covered and then put the mat on top and weigh it down to keep it flat. Any folds will be removed, because as the glue dries the mat will contract. However, this method has never worked for me, I can't explain why, it's just one of those things. Recently manufacturers started to recommend spray glue, which in my experience works much better than wood glue. Personally, I get much better results using contact glue. Cover (the paper side of) the mat and the table/module surface with contact glue

using a serrated putty knife, wait until the glue feels tacky and nearly dry and then press the mat onto the surface. You do this beginning on one edge and rolling out the mat using a rubber roller or smoothing it with your hands – it is very much like laminating a picture. This needs some practice, but gives good results.

Using wallpaper paste also works, but it is a bit messy. The procedure is just the same as for decorating a wall.

A simpler approach is to use double-sided tape. Place the tape along the edges of the table/module and place some additional strips running parallel to an edge throughout the depth of the module. Starting at an edge you draw/roll the mats onto the module. Practice will allow you to get good results.

Using double-sided tape

When in a hurry (ie, you have to prepare ten tables for tomorrow's tournament) you can use the parcel wrapping method. This is only recommended for OT and is only possible if the mat is large enough to be folded around the edges. Put the grass mat onto a table (grass side down), put the base on top, fold the mat around the edges and fix it, just like packing a parcel or wrapping a book in a jacket. The results aren't great compared with the above methods but it lets you get things done extremely fast. Scientific research has shown that the parcel packing gene runs stronger in the female of the



Double-sided



Grass mat

species, so ask, your girlfriend, mother, sister or wife for help! Always use tape or glue (a hot glue gun is handy in this case) to fix the mat. When you use nails or staples the mat tends to rip easily when you pull it flat.

Wrinkles are a trademark of wrapping

These mats are not too flexible, so when you use them for bases or bumpy terrain you might have to cut slits to allow for simpler arrangement, or use a number of small pieces. Cover any resulting gaps with static grass of the same make.

If you can't get mats that are large enough to cover the entire surface of your table you will have to use two mats side-by-side. The large seams are less obtrusive when cut into an irregular shape and where necessary you can cover the seams with static grass.

Using static grass effectively

Static grass comes in many colours and now also in different lengths. It is made from short plastic fibres and because it is static the grass will align along an electrical field. This feature ensures that the grass will stand upright when making a grass mat.

There are different ways to proceed, but with all you have to prepare a bedding. The bedding will take the grass and bond it to the surface. The bedding I use is made from wood glue and acrylic wall colour in the same measure, and a shot of washing up detergent. Depending on the consistency you might want to add some water, but the mixture should not be free flowing. The wood glue's purpose is evident; the colour keeps the glue for a bit longer and prevents the surface colour from shining through. Choose any hue you

Modelling Masterclass

like, but usually greens give the best result. The hue used will influence the appearance of your grassland and you can use different hues to good effect to break up an otherwise boring stretch of grassland. It can also be used to mark boggy areas or to make a darker grass for wooded areas. The washing up detergent will break the surface tension of the glue/colour mix. When a surface is smooth (especially with foams) and you apply colour or glue you will realise that the glue tries to form drops, so that some spots do not stay covered with colour or glue. The detergent prevents this.

When you have brushed the bedding on, you will need to apply the grass with one of the methods that follow. The mixture will dry quickly, so it is best to do a few smaller areas than one big area. You can add some wallpaper glue to the colour/glue/detergent mix to keep the mixture workable for a longer time. When dry shake off the excess grass onto a newspaper to be used again or even better use a vacuum cleaner to remove any excess grass. If you use a wide nozzle and cover it with nylon stocking the grass will be caught in the mesh and can be used again (a device like this can be seen on the tools and materials photo below).

The next step is to seal the grass to prevent it getting rubbed off easily. You could use spray glue or even varnish, but I personally prefer thinned down wood glue (consistency of milk) with a shot of washing up detergent – no colour this time. If you use a brush to soak the grass, the grass might start to swim away and/or fall flat, so fill the glue/water/detergent into a spray bottle designed for spraying water on flowers and spray it over the grass. If you do not clean the nozzle immediately after use it will glue

itself shut. I found some cheap spray bottles for less than a pound each, so it is not too big a loss if this happens.

Tools and materials

If you feel that the grass is too sparse you can add another layer of grass while the seal is still wet. When dry you will have to seal the new layer as well.

The simplest, but least satisfying way to apply static grass, is to pour the grass from the bag onto the bedding and press the grass in carefully. Not very surprisingly it will just look like static grass poured onto a table.

A better way is to use a plastic bottle with a removable cap. The cap should have a number of holes of about 8mm diameter. It is important that the bottle is soft enough so that you can squeeze it. Fill the bottle three quarters full with static grass and shake it. Hold it about 10 to 15cm above the bedding, opening downwards, and squeeze the bottle. The grass gets hurled out, hopefully aligning itself because of the electrical charge created by shaking the bottle. The force should be strong enough to set the grass firmly into the bedding, but if you are not satisfied you can press the grass carefully in (avoid flattening the grass).

The hand is quicker than the eye

I know of two devices that are designed to ease the process. The first one is from a company called Noch and costs about fifty pounds. It looks like a hair dryer with a defective heating coil, that runs on 12 volts and has a container for static grass on top. It works reasonably well, and whilst it is more fancy than 'squeezing a bottle' the results are neither considerably better, nor considerably faster. The other device is from

Tools used throughout this article



Heki and costs about £500. It is a stick with a grass container on one end and two cables on the other. You will have to mount a metallic piece into the bedding (a nail) connect one of the cables to the piece and the other cable to the power supply and switch on the device. The stick has a high voltage generator built in which creates an electrical field between the grass container and the bedding via the nail. This draws the grass into the bedding, aligning it on the way down. The results are picture perfect, but the price tag is too steep for the casual user.



Flocking

Grassmats and static grass are both kinds of flock. There are also other materials that fall into this category and that can be applied to bedding and sealed as described above, but in contrast to static grass you just pour them on or shake them through a sieve.

Flock used to represent earthy ground or grass is often called turf. Flock to be used for leaves is called foliage and coarse flock for undergrowth or small plants is called clump foliage. Older hands will be familiar with coloured sawdust. For modern eyes it looks a bit crude and has been widely replaced by static grass or foam flock.

Foam flock (like the one from GW or Woodland) is made from sponge-like foam and comes in an endless number of colours and sizes. For Warmaster basic terrain a fine graded foam flock is recommended, leaving the coarser grades for representing undergrowth.

Of course you could use sand. Prepare a bedding as before, pour on the sand and seal it. Then use a spray paint to colour the sand and when dry drybrush it in the colour of your choice. The main advantage is that it is cheap and you can have any colour you like and using the same flock for different kinds of terrain because you set the colour by painting. For Warmaster use a fine sand, like the sand you get in petshops for use in birdcages. If you can get finer sand, then great. There are two drawbacks: for one painting the sand takes practice so that it does not look like painted sand, and second

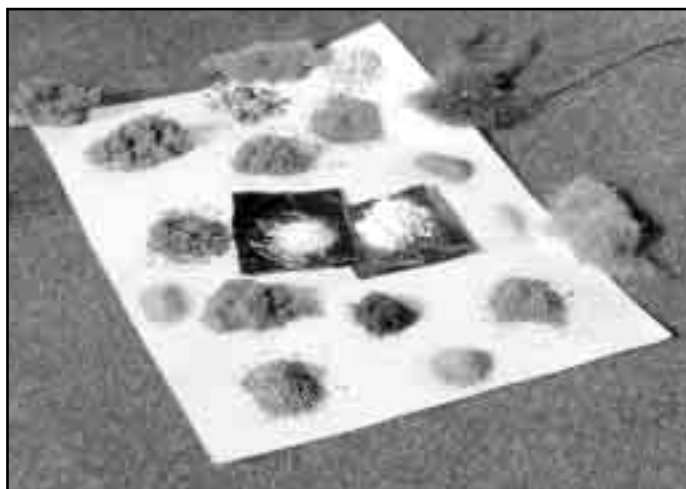
The hippy hippy shake!

it's hard on gaming materials as well as your hands. I remember a tournament where all players had red and sore fingers at the end just from taking the dice off the table. Before you call me a 'Sissy!' remember that you do pick up the dice several hundred times in the course of a tournament.

Some people swear by textured wall paint, but I find it too coarse to represent any kind of Warmaster terrain.

I'VE GOT SAND IN MY SHOES

Desert sand is also quite popular as p&p terrain. The obvious choice to make sandy terrain is to use sand! Use a sand as fine as you can get, some railroad accessory manufacturers offer sand finer than is available in pet shops. Apply the sand using a wood glue/detergent/water mix (no colour). After the first layer of sand, the terrain will look rather disappointing, like a table with sand glued on. A second layer will



Types of flock

Modelling Masterclass



Sand

improve the look and if you use three layers the result is quite good.

You can get even better results by using a paste. Mix sand, glue, water and detergent in a bowl until it has a creamy consistency. Then pour it on the surface, distributing it evenly. You will have to attach some frame to your table to prevent the mixture flowing off the edges. With gaming tables, you could build the frame as part of the table, but with modules, you will have to attach the frame only until the mixture is dry. You will need to coat the frame with partition fluid. To make sure that the frame can still be removed afterwards.

Fine scale modellers will recognise that whatever sand you use it will be out of scale, because you will need sand 175 (nominal) times finer than the smallest sand. Some manufacturers offer powders to be used like flock. These might be in scale but just like using paint the results seem less realistic to the eye. It's probably more the existence of the texture than its grade that creates the impression of sand. Still you should use a sand that is as fine as possible.

SNOW WHITE

In the last few years the interest in winter-based tables has increased. A very quick and dusty way is to put flour through a sieve over your terrain. Add some diamantin (this is a very fine glitter) and you get some convincing snow.

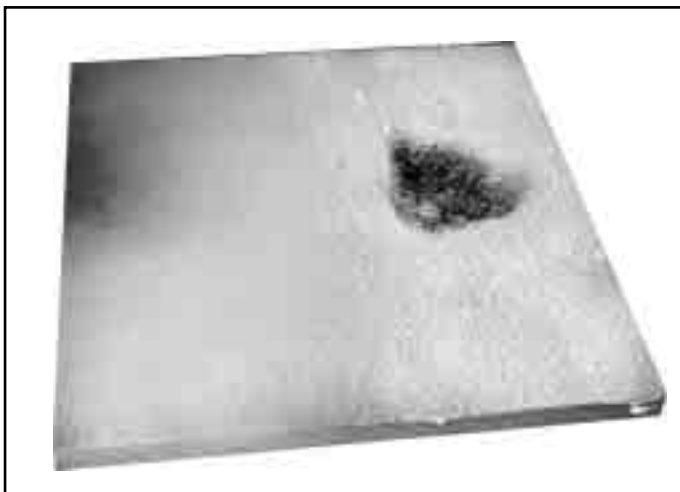
The major drawback is that flour is food and I'm not enough of a chemist to anticipate what it will look like after a year or so. Also, it does not take contact with water very well and is very difficult to fix. However, if you want to change the theme of your table for a battle or a short period, flour is fine and when the battle is over, just use a vacuum cleaner to bring the summer back.

For longer lasting winters using semi-gloss white spray paint works much better. Before spraying on the colour you really should apply a filler or the grain will shine through as you can see on the picture below. Using a brown or green priming coat first and adding the white in a way that the undercoat shines through on parts is a nice variant. To increase the appearance even more you can

sprinkle diamantin into the still wet colour. While colour works better at representing snow than representing grass the result is still not that great.

The best method yet is a special flock distributed by Noch and Woodland. It has a very fine texture and is bright white. It is used like any other flock but should be applied through a sieve. This flock gives good results which can again be improved with diamantin.

Spray to the left and flock to the right
You can mix diamantin with your snow or apply it later on top. It gives a nice frozen snow glitter effect. Diamantin is offered by Faller, but similar products are available from other manufacturers. Faller also offers a winter set with diamantin, a special snow



Snow

plaster, special snow colour, some leafless trees and some icicles made from translucent plastic. There's not enough colour for a wargames table, but the diamantin, trees and icicles are quite useful.

A note of warning: Because of the bright white colour, a snowy wargames table will show traces of use and dust much quicker than any other kind of terrain.

BACK TO EARTH

You might want to use plain old earthy ground, not only for the Chaos Wastes, but also for open ground. You can take the real thing remove the stones and bits using a very fine sieve and apply it like you would apply sand. The results vary depending on the earth. Use only dry ordinary earth, not special compositions for gardens or potted flowers.

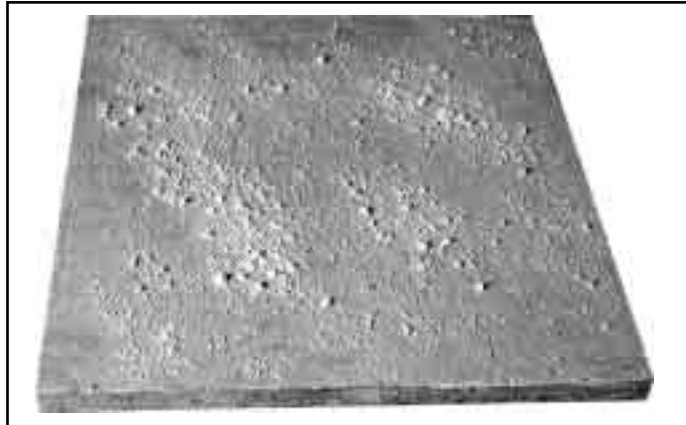
Woodland offers some flock in different grades and colours, which give a good representation of earth. It is just flock like any other flock and the same rules apply.

A further method which gives a nice effect is to cover the surface with a coat of thinned plaster. Just before the plaster dries, sprinkle some plaster (as it comes out of the bag) on top. Then put some acrylic earth colour on a palette and water it down a lot. Use a large brush and apply the watery colour. If you just hold the brush to the plaster the colour will soak in. Do not dab firmly or brush, just let the colour flow into the plaster. Water the colour down with different amounts of water to create different shades. When dry fix it with spray varnish or spray watered down glue/detergent onto it.

FIGHT BOREDOM

Large areas of p&p terrain might look very boring, the green grass mats often look like endless parks. A very simple solution is to use a grass mat that is not only green, but has some flowers or stones mixed in.

You can also add some coarser flock to represent undergrowth or mix in spots with a different shade of static grass. Recently, meshes with flock or long fibre static grass were introduced. They can be glued on top or can



Coarse Sand texture

be massaged into static grass, whether fixed in bedding or as part of a grass mat. Of course you can also add stones or gravel of any variety. Outdoors, model railway shops and pet shops are good sources for stones and gravel. Be prepared to paint the gravel before use because the natural look of the stones will often look artificial and mismatched on a gaming table. Irregular shaped stones should be glued on using a hot glue gun as the area they touch the surface is very small. When you add gravel/undergrowth it will look better and will be easier to make if you glue on it first and then apply the flock or static grass.

You can also use colour to increase the variety. Just drybrush on some lighter colour or change the colour used in the bedding for flock. Using stones or other protruding features to break up the plain surfaces has to be well considered, because they may easily be ripped off and can hinder the positioning of bases and models. This is mainly a problem for the p&p covering the wargames table of OT.

This concludes this article, which covered more terrain than ground!



Earthy plain