



# SLAVES TO DARKNESS

House rules for Daemon units by Tom Merrigan

*"The sorcerers did not cease their chanting. The haze surrounding the army seemed to clot and congeal, drawing itself together into massive blocks of reddish light. Then these seemed to shrink and dwindle and at the same time concentrate. As they did so the outlines of humanoid figures began to appear. At first they were only vague, monstrous shapes, but as the long minutes went on, and the chanting of the wizards continued, they became solid, featureless figures of light, then took on shape and definition until thousands of obscenely-shaped figures were present."*

*– Excerpt from 'Beastslayer' by William King*



## INTRODUCTION

Daemons inhabit the shadowy Realm of Chaos where they draw succour from its endless sea of life – giving magical energy. They can only exist in the real world if magically sustained, and even then their existence is vulnerable. Close to the Chaos Gate in the far north the power of Chaos is at its strongest, and Daemons are able to take on material form and walk the earth. Only when Chaos is at its most potent are Daemons able to accompany Chaos armies as they march southwards to war.

There are many types of Daemons, from lesser and greater Daemons through to mighty Daemonic Beasts and Daemon Princes. They are a blasphemous offense to the order of the world, consisting of pure psychic energy drawn from lies, fear, desperation and rage. They are the only true

creatures of Chaos, born from its raw power and shaped by the whims of mad sorcerers who know not truly what they do. They are not physical mortal creatures in any sense: they are formed of psychic energy with such a ferocious will that they can sustain a physical form moulded of the raw stuff of Chaos. Capable of withstanding all kinds of damage and shrugging off the most horrifying wounds. They are truly monstrous to behold and only the bravest of warriors can stand before them with a steady blade and courage enough to use it.

I originally envisaged Daemons for my work in progress Daemon army list (don't worry you'll see it soon enough!) but for now here are some rules I knocked up so you can use these beautiful models with your Chaos armies (with your opponent's consent, of course!).

## COMMON DAEMON RULES

The following rules apply to units of Daemons. Daemons may be included as part of a Chaos army using the following rules:

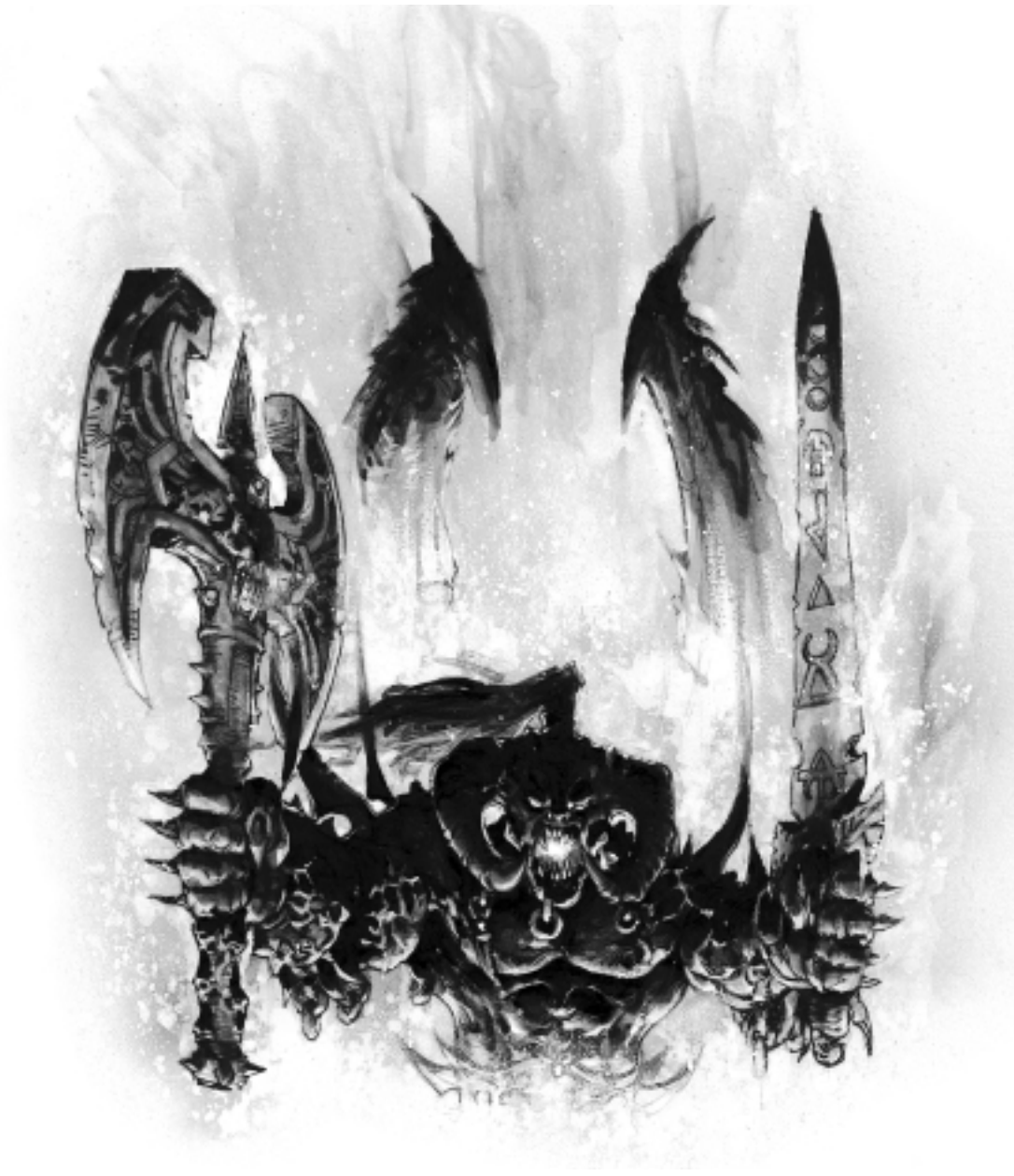
- A maximum of two Daemon units may be included per 1,000 pts.
- Daemon Princes may only be included in armies of 2,000 pts or more and there is a maximum of one allowed for every two Daemon units in the army.
- Daemon units do not count towards the Break value of the army but Victory points will be awarded if they are destroyed as normal.
- Daemonic units are unaffected by the -1 Combat penalty for fighting terrifying troops. You can't frighten them at all!



## Slaves to Darkness

Any Daemonic unit purchased must be summoned onto the battlefield. A unit can only be summoned if there is a combat within 30cm of a Sorcerer (the death and destruction helping to draw the Daemons to the battlefield). There is no need for the Sorcerer to be able to see the combat to summon the unit. Daemons are summoned during the Shooting phase. To summon a unit of Daemonic creatures, choose a Sorcerer and roll a D6 for one Daemonic unit of your choice. Only one attempt to summon is allowed per Sorcerer each turn and this negates their ability to cast a spell that turn. On a roll of a 4+ the unit is summoned and must be placed within 30cm

of the Sorcerer and into an existing combat engagement. The unit can be placed to the enemy's front, side or rear, or lapped around. If there is insufficient room, the unit must be placed so that it touches at least one of the friendly fighting units and can be placed so that it is supporting where opportunity permits. Daemonic units do not count as charging in the turn that they are summoned. The use of a *Dispel Magic* scroll will stop a unit of Daemonic creatures being summoned. The scroll may be played after the Chaos player has made a successful roll. Note: A *Dispel Scroll* used in this manner does not destroy the daemonic unit. It just stops them from being summoned that turn.



*Slaves to Darkness*

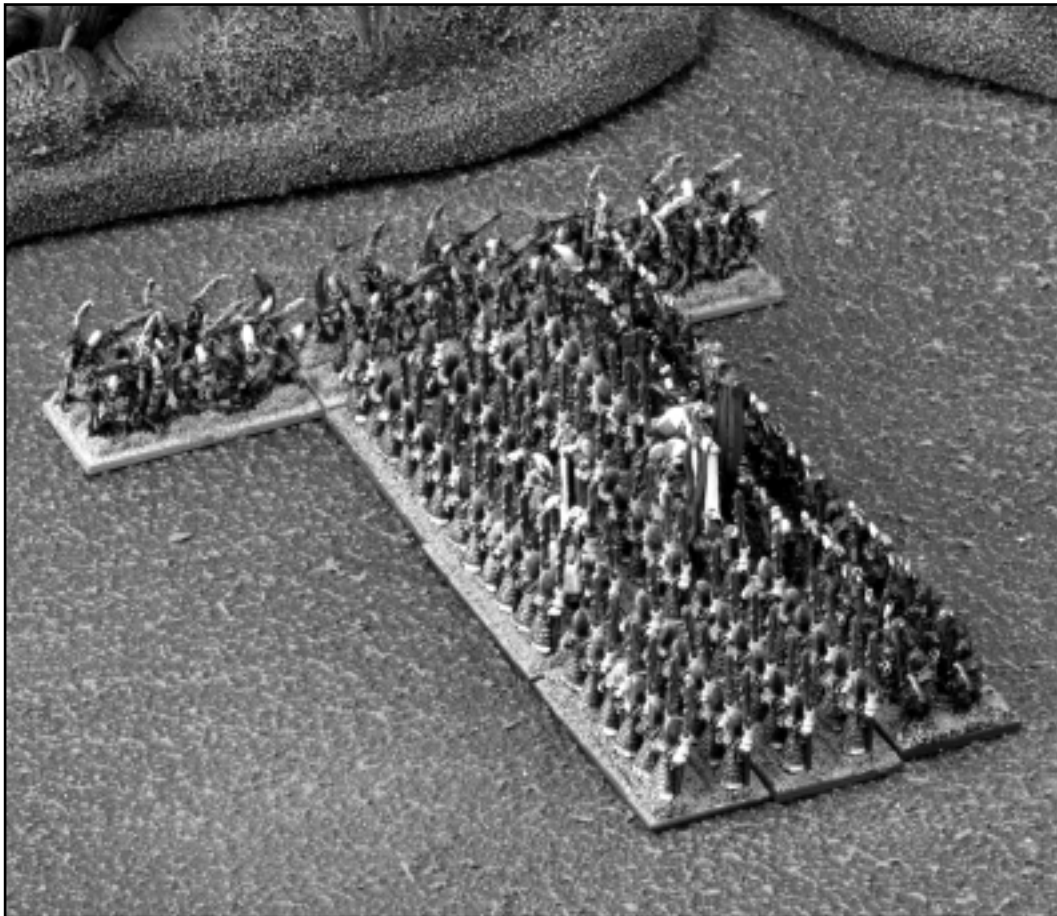
## DAEMON ARMY SELECTOR

<i>Troops</i>	<i>Type</i>	<i>Attack</i>	<i>Hits</i>	<i>Armour</i>	<i>Command</i>	<i>Unit Size</i>	<i>Points</i>	<i>Min/Max</i>	<i>Special</i>
<i>Lesser Daemons</i>	Infantry	4	3	5+	-	3	75	-/2	-
<i>Daemon Prince</i>	Monster	8	6	4+	-	3	300	-/1	*1

## Special Rules

1. Daemon Princes can *Fly*, following the standard flying rules. Some Daemon Princes have huge wings, whilst others can teleport or move themselves over great distances through sheer force of will. Daemon Princes are terrible creatures to behold, and all but the bravest warrior would be paralysed to the spot if ever they

saw one. A Daemon Prince causes *Terror* in its enemies, as described in the Warmaster rulebook. If the Daemon Prince receives between 3 and 5 hits in any one turn it is considered to be badly hurt and is reduced to 4 attacks and 3 hits respectively for the remainder of the game.



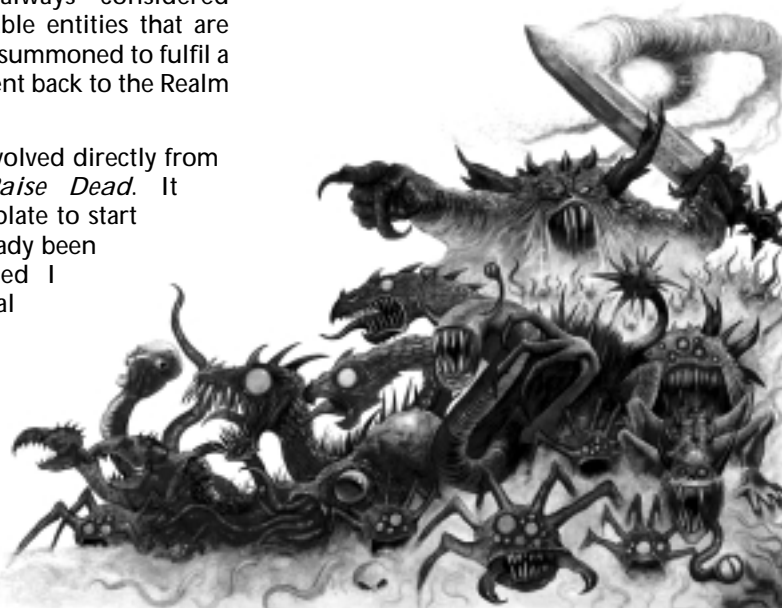
*A unit of Daemons summoned amidst the carnage of battle.*

**DESIGNER'S NOTES**

Daemons for Warmaster, and not in the format that most of you would be expecting! No complete Daemon list, and no unique units of Bloodletters, Pink Horrors and the like. What has happened to my diverse and highly specialised fighting force I hear many of you ask. Well, I've decided to take a different approach and try something a bit radical. Warmaster is a game that lends itself rather nicely to simple and non-complex rules and mechanics, and to this end I have tried to make these rules as straight forward, easy to use and uncomplicated as possible. I have lumped that diverse array of Daemon units which is so commonplace in Warhammer and 40K under the heading of 'Lesser Daemons' because, at the end of the day, in Warmaster we are not truly concerned with the unique abilities of each type of Daemon, but rather their overall effectiveness on the battlefield. So how did the list develop? Well, I had been thinking about Daemon units for quite a while, most notably since I had read the Gotrex and Felix novel *Beastlayer* – when Rick Priestley mentioned that there were Daemon models already in production I felt I just had to put my ideas onto paper and start play testing. Drawing on background text from *Beastlayer* and the rules used in 40K, I took the idea of units of Daemons being summoned into battle and began to think of how I could make that format work in Warmaster. Summoning Daemons appealed to me for two reasons. Firstly, the Chaos army is already balanced enough as it is without adding anything new directly to the list. Secondly, I've always considered Daemon units as unstable entities that are almost expendable and summoned to fulfil a purpose before being sent back to the Realm of Chaos.

The rules themselves evolved directly from the Undead spell *Raise Dead*. It provided a perfect template to start from, and as it had already been exhaustively play tested I knew the general mechanics would work. Since Daemons are made of raw magical energy, summoning them at the same time as magic is cast also made pretty good sense.

Summoning them directly into combat would also balance out the possibility of not being able to summon them at all, should you be unfortunate enough to suffer from bad dice rolls and well timed *Dispel Scrolls*. In regards to the individual units, I have tried to make the Lesser Daemons tough but not too powerful, steering clear of the giant monsters that have become second nature in Warhammer, and instead opting for a 'Daemonic horde' approach where there are thousands of less powerful creatures. I'll save the bigger monstrosities of Greater Daemons and Demonic beasts for a possible future article. The Daemon Prince has been treated in the same light as the High Elf Dragon Riders and Lizardman Stegadon. I think players will agree that whilst the Daemon Prince is doubly hard, he is still vulnerable, which will encourage players to think carefully how they use him once he is in play. I would recommend to players not to send him charging into the enemy unsupported. In one particular game the Daemon Prince literally bounced off a unit of Goblin Wolf Riders, and was only saved from being totally destroyed by the fact that he can fly and the Goblin Wolf Riders could not pursue! And that, as they say is it. I've run out of space to waffle on any more, so let me conclude by saying this. These rules are experimental, and highly radical at that. So please send your thoughts, comments, criticism and any other feedback to the Fanatic Team. It all goes into the big 'melting pot of stuff' that sits in the Fanatic office and that Steve stirs with a big stick each day. Happy gaming!



# ALANDIR THE GREAT

An alternative style of army for Warmaster High Elves,  
by Mike Headen

The conventional view of High Elves in Warmaster seems to be that their 'secret weapon' is their archery skill. That 3+ to hit certainly means that lots of High Elf arrows are going to find their mark. Even when enemy troops are *Defended* they are just the same to hit for High Elves as troops in the open are for other armies.



However, I've never been one for conventional armies and my High Elves are no exception. Whilst their red armour, white robes and black & gold weaponry has led to comments about 'Santa's little helpers' from some quarters their high profile colour scheme is not the only departure from what I've seen as the norm for Warmaster High Elf armies.

As an aside, the red armoured samurai of the Li clan of 16th/17th century Japan inspired my High Elf colour scheme. If you are looking for inspiration for alternative colour schemes for your figures a look at illustrated books about historical armies can be a real eye-opener. Check your local library or bookshop.

My armies have the minimum number of Archers, no Reaver Knights and, usually, no Bolt Throwers. On the other hand my armies max out on Silver Helms, always include at least one Hero with a Dragon mount and usually the maximum amount of Mages. Eagles are wonderful for taking out unsupported artillery and striking the flanks of units that thought they were so far from your troops they were safe.

The concept behind this army is again derived from a historical army – this time Alexander the Great's Macedonians. Like Alexander's phalanx, the Archers and Spearmen are there essentially to fix the enemy in place and, if necessary, to protect the Silver Helm's flanks or to mop up after the cavalry. Like Alexander's light cavalry the Eagles are used to harass and distract the enemy in an effort to shift their attention from the main strike. Meanwhile, the Silver Helms use their manoeuvrability to shift

position, taking the enemy in the flank where possible but always applying pressure at a point of my choosing, not theirs.

The combination of a Command 10 General with the toughness and speed of the Silver Helms allows you to re-deploy your strike force to catch the enemy army off balance and to concentrate your forces at a decisive point. The Dragon mount for a Hero or Mage is also used to provide, hopefully, decisive force at the most essential moment. Usually I'll give the mount to a Hero with the Sword of Might which gives you five extra attacks to allocate where they will do most good. The ability to instill *Terror* in many troops and to negate its effects when fighting terror-causing troops is a useful extra. Even against Undead, who are immune to *Terror*, I still think the Dragon mount is worthwhile.

While on the subject of Dragon mounts let me sound a note of caution. When you are new to Warmaster there is a tendency to put your General on a Dragon mount, if you take one. Don't do this for the following reasons. Firstly, the tendency is to throw the Dragon mounted character into the thick of the action where it will do most good – after all it's a waste of points if it doesn't get into combat. Secondly, the loss of the General is instantly fatal to your army and that's quite likely to happen if he's in the thick of the fighting. So my advice is put a Hero or Mage on your Dragon(s) and keep the General out of the fighting unless things are really desperate.

Dragon Riders, on the other hand, seem to me to be far too expensive to risk, especially in small games.

While it is true that they can tip the battle for you, occasionally they are far too vulnerable to counter-attack for my liking. I'd far rather have a Dragon mount, a couple more units of Silver Helms and some magic items for 350 points.

The Light of Battle spell is also a good way of adding to the decisive blow. Successfully casting that in the middle of a combat can make the difference between a draw and a win, or between a 20cm advance and a 10cm one.

When ordering the army I rely almost entirely on my General. In my opinion it is the General's command rating of 10 which is the High Elf 'secret weapon' and not their 3+ shooting. In a recent 3,000 point game only one command wasn't given by the General – and it failed! Three units did get left behind but, because I was able to maintain the momentum of the cavalry attack, they weren't needed anyway.

A common tactic in Warmaster is to form a screen of cheap, fragile troops backed by a strong force, which will charge any enemy that crushes the screening troops. Their high Command value means that High Elves can sometimes move to crush the support line, leaving the feeble screen as the only troops close enough to mount a counter attack – even then they probably have to turn round first. If you can pull this off it is a battle winner – of course, if you don't, you wind up between the hammer and the anvil.



## Alandir

Since decisive strikes are rarely possible unless your army is concentrated, most of my force is usually within 20cms of the General. If the army gets scattered in the course of fighting either move your General to the most important area of the battle and let heroes and mages deal with the 'stragglers' or even consider spending some Commands to concentrate the army again. Always be prepared to give ground if it will save troops in the long run but don't get so obsessed with maintaining tidy battle lines that you lose sight of the need to win the battle!

If faced with an enemy who sits in dense terrain and hides from the Silver Helms Mages provide a good way of inflicting damage. A powerful force of Silver Helms with Dragon-mounted characters can be used as a base of operations, giving the Mages somewhere to run to if walked over

by the enemy. The Mages can use *Storm of Stone* to inflict widespread damage and then *Hail of Destruction* to target weakened units – obviously you need at least two Mages (and a little luck) to pull this off. The enemy then has the option of 'death by a thousand cuts' or coming out into the open, where you want them, to take on your army. This army is not suitable for every occasion, it's an offensive not defensive army, but it has certainly proved effective in the course of the games I've played since Warmaster came out.

If you can use your high Command value to move troops so as to catch the enemy off-guard, concentrating for a decisive strike, this can be a devastating approach to fielding High Elves – of course if you don't manage that you may just die horribly – but that's Warmaster.

### SAMPLE 1,000 POINT ARMY

General  
Wizard on Dragon Mount  
with *Sword of Fate*  
1 unit of Archers  
3 units of Spearmen  
3 units of Silver Helms  
1 unit of Giant Eagles

### SAMPLE 2,000 POINT ARMY

General with *Orb of Majesty*  
Wizard on Dragon Mount  
with *Sword of Might*  
Wizard on Dragon Mount  
with *Scroll of Dispelling*  
2 units of Archers  
4 units of Spearmen  
8 units of Silver Helms  
(one with *Sword of Fate*)  
2 units of Giant Eagles



We played the final game in this year's club Warmaster campaign last Wednesday night. My final battle was with 2,270 points of High Elves against 2,070 points of Undead and 1,975 points of Chaos.

The armies were:

### HIGH ELVES

General <i>Orb of Majesty</i>	4 units of Spearmen
2 x Mages on Dragon Mounts (1 w. Scroll of Dispelling)	1 unit of Bolt Throwers
2 units of Archers	10 units of Silver Helms
	2 units of Giant Eagles

### UNDEAD

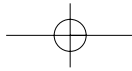
Tomb King	3 units of Skeleton Chariots
3 x Liche Priests (1 on Zombie Dragon)	1 unit of Bone Giant
6 units of Skeleton Bowmen	1 unit of Skull Chucker
16 units of Skeleton Warrior	1 unit of Carrion
2 units of Skeleton Cavalry	plus assorted magic items including <i>Orb of Majesty</i>

### CHAOS

General	2 units of Chaos Knights
Hero on Chaos Dragon	2 units of Marauder Cavalry
Chaos Wizard	2 units of Chaos Chariots
2 units of Chaos Warrior	1 unit of Dragon Ogres
2 units of Chaos Marauder	plus assorted magic items including <i>Orb of Majesty</i>







**Alandir**



**SET-UP**

The battlefield was 6' x 4' and fairly open. Looking from my side of the table there was a large (12" x 9") hill slightly left of centre in my deployment area and a small (6" x 6") wood on my right. There was a small ridge (3" x 9") on my left and on my side of the centre-line. In front of the hill, on the enemy side of the table was a small (4" x 4") wood, too dense for any troops to enter and a bigger wood (9" x 9") behind it which infantry could occupy. Slightly right of centre and just the other side of the centre-line was an area (8" x 8") of rough, rocky ground which only infantry could get into. Finally, on my right in my opponent's deployment area was an area of hedged fields (9" x 9"). All sizes are approximate.

I deployed my two Archer units in line on the hill with the Bolt Throwers between

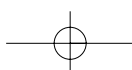
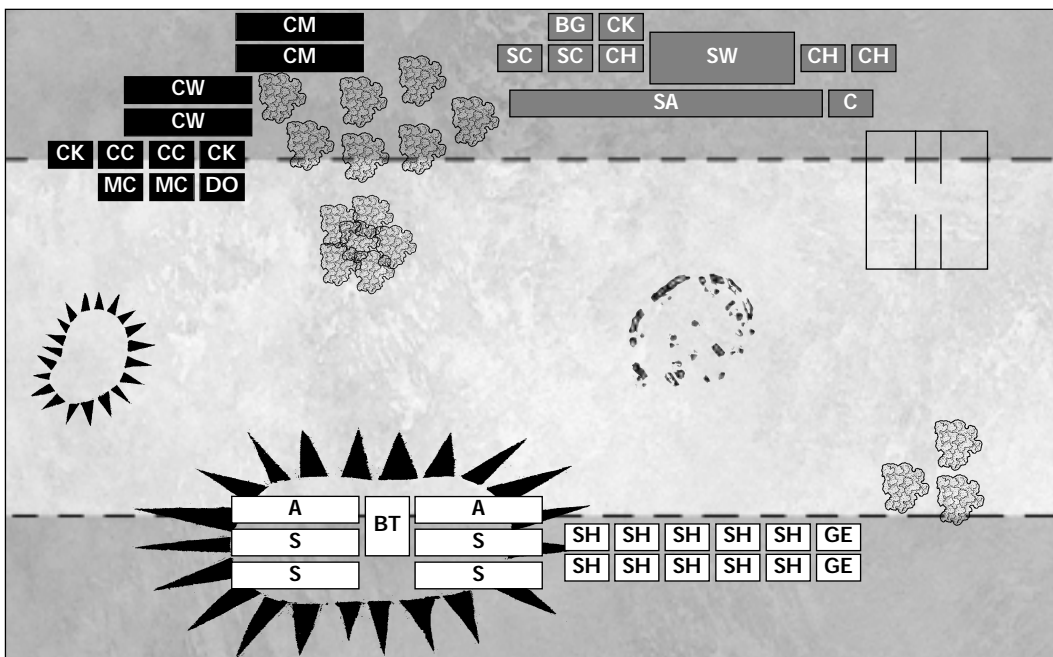
them and the Spearmen in two lines behind the Archers. The cavalry were in line, in two ranks of five units, to the right of the infantry with the Eagles in line, one behind the other, on the right flank of the cavalry

The Chaos army deployed in three lines, Cavalry and Dragon Ogres in front, Knights and Chariots behind and infantry bringing up the rear. They deployed to my front-left with the mounted units beside the big wood and the infantry behind it.

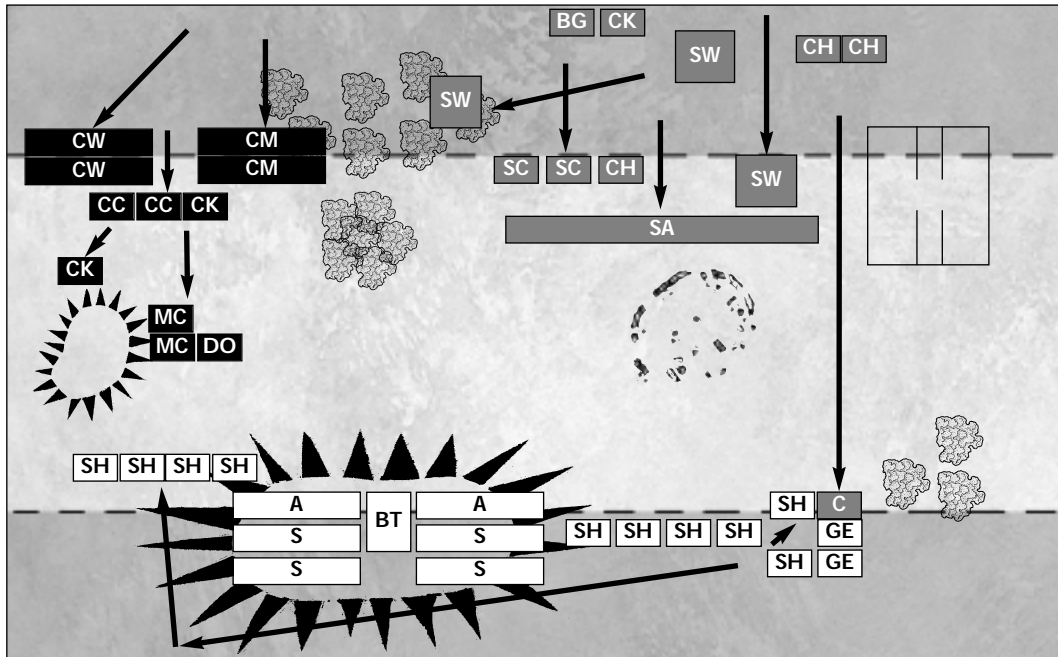
The Undead set up opposite me and had a front rank of Archers backed by a solid block of Warriors with cavalry and chariots at the left end and Chariots and Carrion on the right (as I looked at their army). The Bone Giant and Skull Chukka formed a reserve.

KEY		
<b>High Elves</b>	<b>Undead</b>	<b>Chaos</b>
<b>A</b> Archers	<b>SA</b> Skeleton Archers	<b>CW</b> Chaos Warriors
<b>S</b> Spearmen	<b>SW</b> Skeleton Warriors	<b>CK</b> Chaos Knights
<b>BT</b> Bolt Throwers	<b>C</b> Carrion	<b>CM</b> Chaos Marauders
<b>SH</b> Silver Helms	<b>SC</b> Skeleton Cavalry	<b>MC</b> Marauder Cavalry
<b>GE</b> Giant Eagles	<b>CH</b> Skeleton Chariots	<b>CC</b> Chaos Chariots
	<b>BG</b> Bone Giant	<b>DO</b> Dragon Ogres
	<b>CK</b> Skull Chukka	

**DEPLOYMENT**



TURN 1



1ST TURN

As attackers in the Campaign phase the Undead went first. The Chaos army manoeuvred for position trying to work round my left flank. The Undead moved their Skeleton Bowmen screen forward, moved a brigade of Skeleton infantry into the big wood and charged my front Eagle unit with the Carrion and the Liche Priest on the Zombie Dragon.

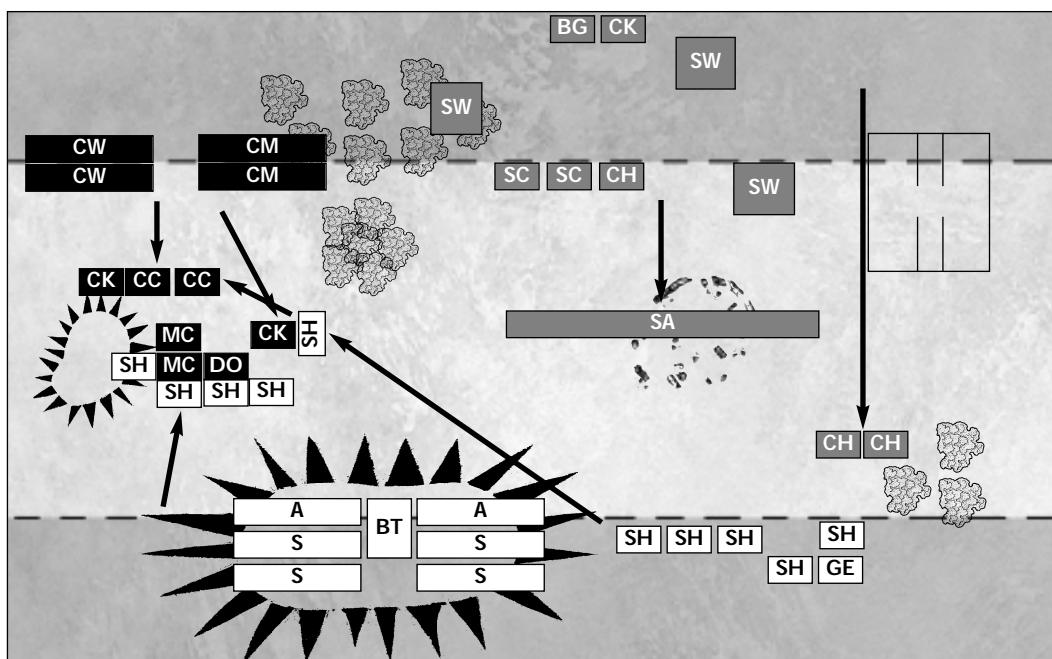
The Carrion wiped out the Eagles and took two stands off a unit of Silver Helms before the single remaining Carrion stand was 'bounced off' by a draw.

In my turn I moved the remaining Eagles and a unit of Silver Helms into the Carrion, killing the beasts and the Liche for the loss of another stand of Eagles. I pulled four Silver Helm units from my rear rank and moved them to the other flank to counter the Chaos flanking move. Not a good start.



## Alandir

### TURN 2



### 2ND TURN

The Undead managed to move some of their Bowmen forward before grinding to a halt.

The Chaos cavalry continued to work their way towards my left flank while the infantry refused to move.



My cavalry brigade, that had been changing flanks, now charged the Marauder cavalry and Dragon Ogres, hitting one cavalry unit in the flank, as well as contacting the whole frontage. Meanwhile, a unit of Silver Helms who had the *Bushwacker* Battle Honour (no Command modifier for distance from character) raced across the front of the High Elf battle line and crashed into the flank of a unit of Chaos Knights. The Wizards moved to join the fight against the Knights and Dragon Ogres. The Marauders and Dragon Ogres were wiped out but reduced one Silver Helm unit to a single stand and a second to two. The Bushwacker Silver Helms wiped out a unit of Chaos Knights, a unit of chariots and a stand from the second unit of Chaos Knights negating their Banner of Shielding before losing a round of combat

– despite rolling 11 dice to the enemy's 2! Finally, they were wiped out in the Chaos counter-attack and lost the Wizard on Dragon too.

### 3RD TURN

The surviving Chaos Knights and Chariots destroyed two units of Silver Helms before falling back and re-organising but the Chaos infantry remained in place leaving their mounted companions to their fate.

The Undead 'juggernaut' continued to grind forward and the two remaining Liche Priests sped forward and cast *Death Bolt* to pick off stands already weakened by bowfire. They succeeded in killing another stand of Giant Eagles and driving back a single stand unit of Silver Helms.

The High Elves managed to re-arrange their line a little but were unable to launch any charges. Massed fire from the Bolt Throwers on the hill scored eight hits on a unit of Skeleton Bowmen and drove them back 19cms... Oh, soooo close!

The Chaos cavalry now chose to stand still while the infantry moved forward, deploying from column into line. The Undead pushed a brigade of infantry forward to threaten the High Elf right flank and finally got a brigade of Chariots moving forward for a couple of turns. The Liches and Bowmen finally put paid to the last of the Eagles.

In response another unit of Silver Helms raced from right to left flank and charged the Chaos cavalry in the flank. Despite the presence of a Chaos Hero and his Dragon, the Silver Helms killed the sole surviving stand of Chaos Chariots and advanced into the two surviving stands of Chaos Knights, crushing them in turn for the loss of a single stand of Silver Helms. The Chaos army having reached its break point fled the battlefield.

Two more units of Silver Helms destroyed two units of Skeleton Warriors and a unit of Bowmen before being driven off by the survivors of the last Skeleton Warrior unit. For the third time in the battle I'd had twelve attacks and scored only TWO hits! The survivors of that attack were in turn destroyed by the two Skeleton Chariot units that had moved up last turn but most of the rest of the Undead army halted again.

Once again a unit of Silver Helms raced across the front of the High Elf battle line, this time from left to right, and crashed into the flank of a unit of Skeleton Chariots while the High Elf missile troops re-deployed to pour fire into the other. Another unit of Silver Helms charged on initiative into the flank of a unit of Skeleton Bowmen.

A combination of missile fire and a

swirling melee saw both Skeleton Chariot units and the surviving Skeleton Warriors cleared from the High Elf right flank beneath a hail of arrows and trampling hooves.

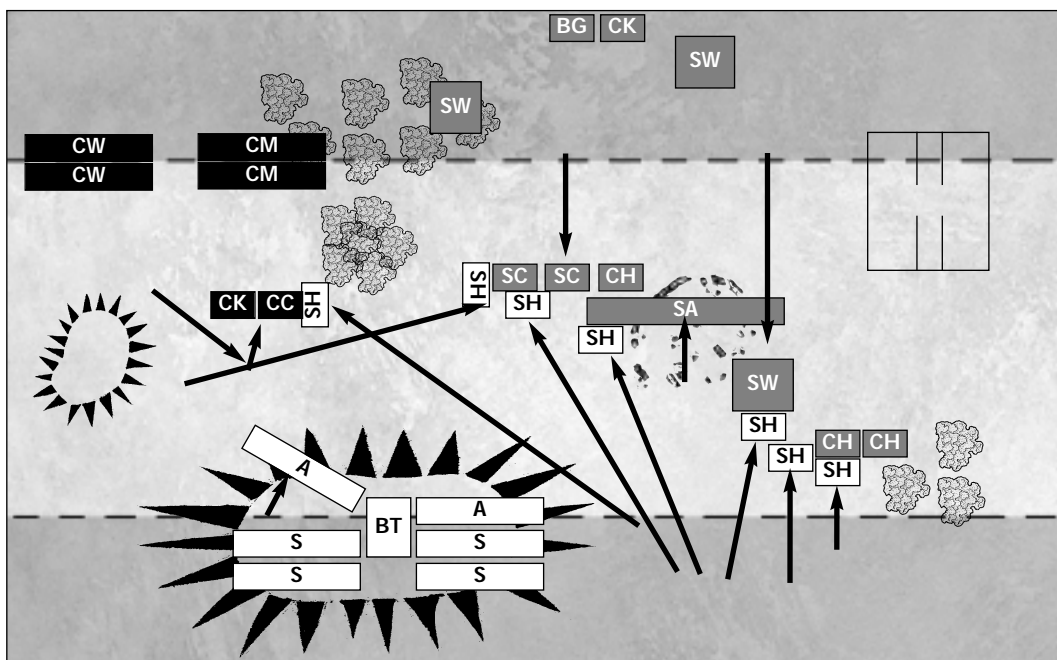
The Skeleton Bowmen on the other hill had beat the Silver Helms due to yet another 'twelve attacks, two hits' result - Doh!

Having got his second cavalry brigade moving briefly, at last, the Tomb King was unable to shift the rest of the army and so there was only some desultory shooting from the two surviving intact Skeleton Archer units in front of my line.

Re-organising the High Elf missile troops to face the Skeleton Bowmen I launched the cavalry whom had 'bounced' last time with orders to do better ... or else!

The High Elf missile troops destroyed one unit and the Silver Helms destroyed the other. Then I realised that the Tomb King was in range of my Fall Back move and more than 30cms from any friendly unit - Game Over!

So, despite having 2,270 points to 4,045, a combination of the speed and resistance of the Silver Helms and the difficulty of co-ordinating attacks within an army, let alone between armies, had allowed me to deal with each threat as it occurred and defeat the two armies.



TURN 3

# THE BATTLE OF SCHRON GRABBERN

Scenario by Mark Pemberton

*In the autumn of 2455 the Elector Count of Ostland, Gregori Von Raukov, received word from his Kislevite allies of a massive Chaos army that was marching upon him after destroying several Kislev towns. Almost immediately the Count assembled his forces and marched northwards towards the nearest Kislev town for provisions and to billet his troops in readiness for the Chaos invasion. As they marched across the near frozen ground, Kislevite refugees began to swell the already muddy roads causing them to be almost unusable. This had a negative effect on the morale of the Count's army as tales of the Chaos force were exaggerated by the terror of these dispossessed people.*

*Days later the Count's scouts reported that the town had fallen. As if things couldn't get worse in addition to the growing bad weather and poor supply situation the Chaos host was discovered to be of immense proportions dwarfing the Empire army of Ostland. The Ostlander's shivered in their tents with trepidation, as they knew that reinforcements from the other provinces of the Empire would be months away at best.*

*The Chaos horde had divided into three armies under separate warlords. The largest was pushing directly south for the Ostland town of Graftsberg. The second force was marching down the log road from the ravaged Kislev town heading straight for the encamped Ostland army. The third*

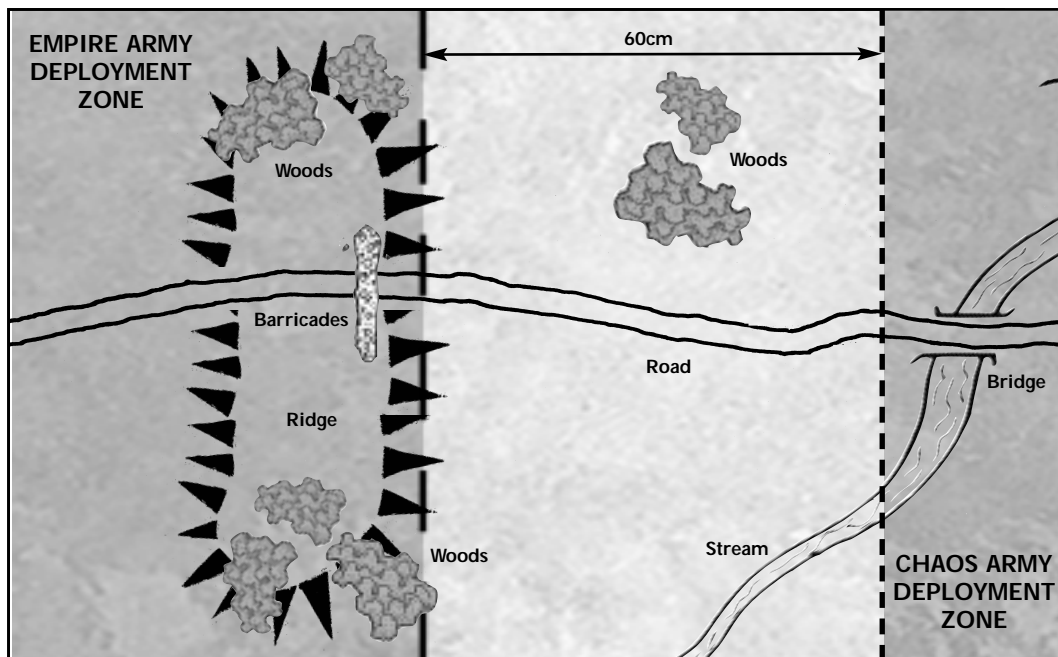
*force proved to be much less of a threat as it was pursuing a defeated Kislev army, which appeared to be leading it further to the east.*



*The Count was left with no option; he had to smash the enemy force fast approaching from the north and quickly. This would hopefully give the Kislevite forces both time and heart to rally to his banner, and further Empire troops to congregate so that their combined forces could then deal with the rest of the Chaos horde, if they were lucky.*

*To make matters worse Kislevite troops arrived in his camp during the night to warn him of a flanking Chaos force that*



*Battle of Schron Grabbern***BATTLEFIELD MAP**

had discovered a passage through the thick forests, that the Count originally hoped would protect his flanks. Even now they were closing upon his flank and rear and time was running out.

Prince Bagravic, of the royal house of Romanov, and commander of the Count's Kislevite allies had been given the unenviable task of halting the Chaos flanking force.

The Prince marched his force east along a narrow road until he arrived at the village of Schron Grabbern. This was a small farming community living in a fortified village nestling on the edge of a ridge. This would have been an ideal defensive position except that a steep sided hill lay just to the east of the village.

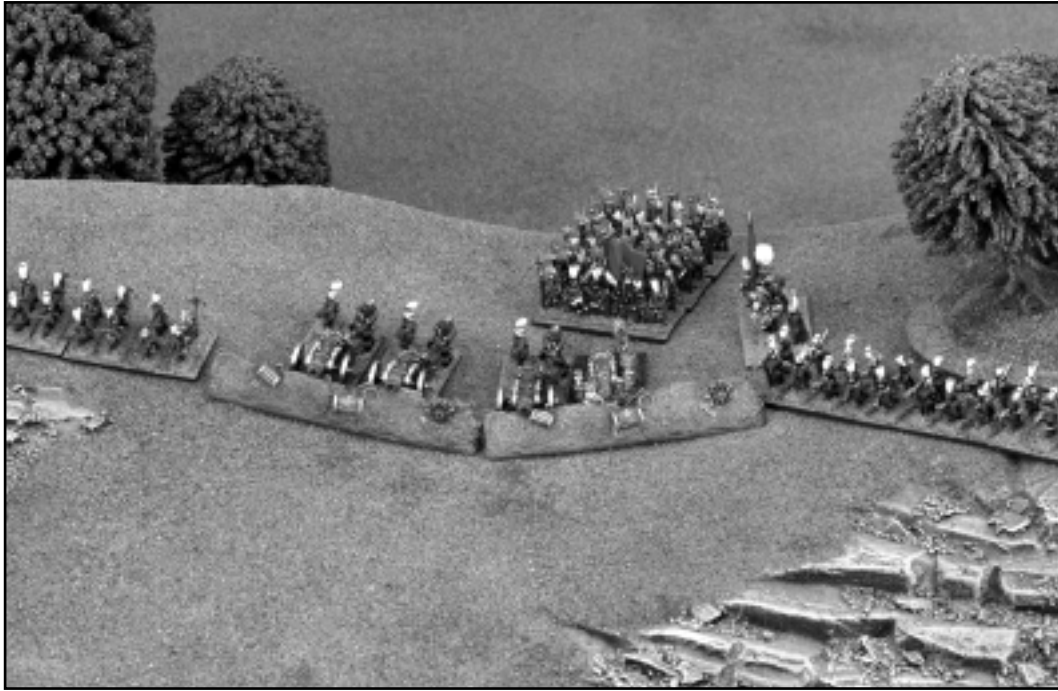
Further Kislevite stragglers rode through the village bringing news that the Chaos army was marching hard and would reach them by the next day. Prince Bagravic pushed his force towards the hill. At the point where the road crossed the summit, he dug in his artillery and deployed his infantry between the redoubt and the small clumps of trees that grew at each end of the hill.

**THE BATTLEFIELD**

The hill is relatively flat topped and a road runs across the middle at the narrowest point. All slopes are steep and either end of the hill, (north and south) are covered with thick woods. The slopes are so steep that in game terms all troops can only move at half pace when traversing them and troops positioned on the summit count as defended.



## *Battle of Schron Grabbern*



### *Empire artillery supported by Kislev infantry defend the ridge*

The road continues eastwards across a wide valley, crossing a shallow fordable stream by a bridge, due to the nature of the streams banks, all units crossing it and not using the bridge move at half pace. The stream should be laid out 50cm from the ridge, and about 100 cm from the ridge is the other side of the valley represented by a further shallow hill.



During the time that Prince Bagravic had available he commanded his men to build a redoubt at the forward edge of the ridge centred on the road. It is just large enough to hold the cannons that he had with him and these will count as fortified.

#### **ARMIES & DEPLOYMENT**

The Chaos player has an army total of 4,000 points divided into three separate forces. He will start with 500 points on the table – this represents the advance guard and cannot include the General. On the 3rd turn the main body of the Chaos army arrives and is made up of 2,500 points. The remaining 1,000 points arrive on turn 5.

The advance force deploys in any formation around the road at the eastern edge of the table. The other Chaos forces appear along the same table edge and are not restricted to just the road.

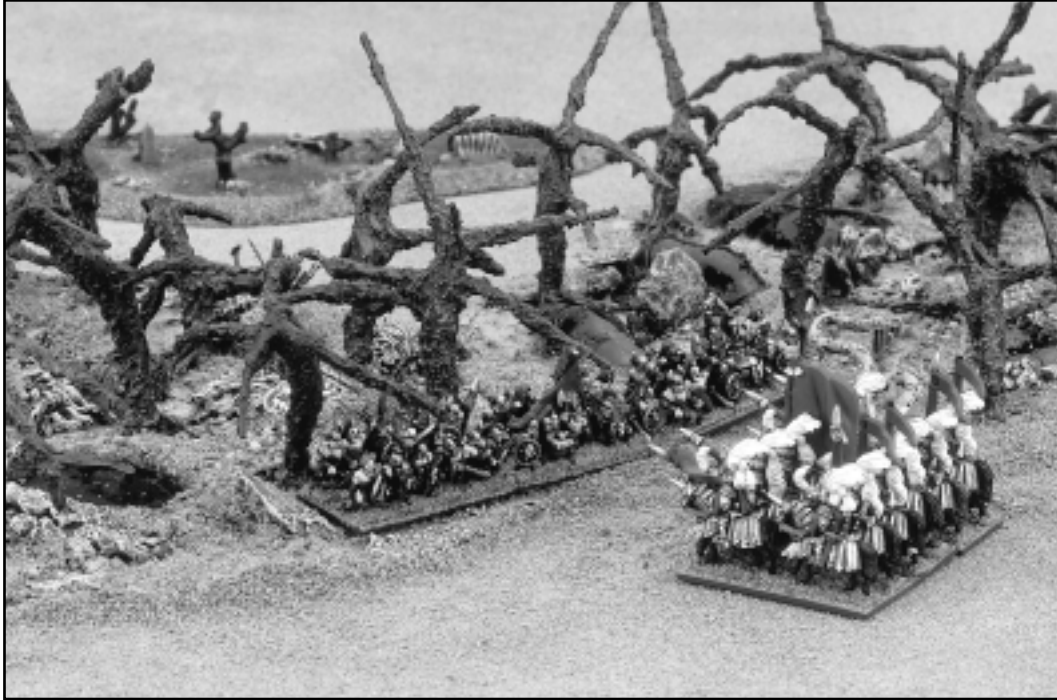
The allied Empire/Kislev army consists of 1,500 points of Empire troops and 1,500 points of Kislev troops chosen from the appropriate lists. Only the Kislev General can be chosen and he will command the two armies as one. The Empire force deploys upon the ridge in anyway that the player wishes as long as all the cannons are deployed in the redoubt.

The game length is 10 turns.



#### **VICTORY CONDITIONS**

If the Chaos player manages to march three units off of the battlefield by the road on the western edge (not flyers) he wins automatically. Otherwise the standard rules apply.

*Battle of Schron Grabbern*

*Chaos Marauders advance through the woods towards the enemy*

**NOTES & HINTS**

This scenario is based on a napoleonic battle of the same name, in which the Russian rearguard managed to hold up the advancing French army until nightfall. This allowed the main Russian force to link up with the Austrians on the field of Austerlitz. Naturally the Russians didn't have to contend with Harpies or Chaos Dragons, but

who knows you may be able to replicate their outstanding feat of arms.

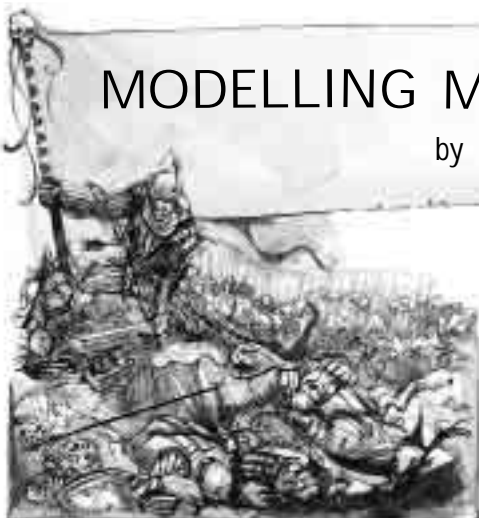
This scenario is not restricted to Empire/Kislev and Chaos, but it does work best when using an attacking army with little or no firepower, otherwise the attacker advances to within firing range and blows the defender off the ridge.





# MODELLING MASTERCLASS *part IV,*

by Stephan Hess



## GREEN, GREENER, GREENEST!

### TREES IN WARMASTER

In the last article we watched the grass grow and this month the excitement's reached new heights – tree height that is! This issue, we'll take a look at native (from our point of view) trees, jungle, hedges and fields of different kinds.

If you build some terrain entirely yourself it's not essential to know the exact scale because you can take a miniature as reference whenever the need arises. Of course, when you fall back on commercial products it is best to know what scale you are looking for.

A Warmaster miniature has a nominal height of 10 mm. If we agree on an average height of a man being 175 cm the scale would be 1:175. "Ah," you say "but Warmaster miniatures are based, so even if you have a house in the right scale, the poor guys will still bang their heads against window frames and have to stoop when entering through a door!". It just looks ridiculous, when you put your crossbow men behind some windows and all you can see are their bellies! For that reason I always take the base into account. This increases the height of a Warmaster miniature to 11 mm and the scale changes to 1:160. All Warmaster miniatures are rather broad shouldered so that the miniatures are not too slim for the scale. Luckily enough 1:160 is what model railway enthusiasts call 'N' scale. This allows us to choose from a wide range of buildings and accessories such as trees and hedges.

Remember that buildings produced for model railways are designed with humans in mind and therefore will not be appropriate for other races such as Dwarfs, Orcs, Lizardmen, etc.

### Native Trees

The following table shows heights of some trees. Sizes in m for the original and in cm for the scaled-down model tree.

<b>Orchard</b>	4-5m	2.5-3.5cm
<b>Old fruit tree</b>	8-10m	5 - 6cm
<b>Maple, Lime and plane tree</b>	20 -30 m	12 - 19 cm
<b>Oak or poplar</b>	25-35m	15-22cm
<b>Beech and elm tree</b>	30-40m	19-24cm
<b>Spruce and pine tree</b>	30-40m	19-24cm
<b>Douglas fir</b>	50-60m	30-40cm



Most of us live our lives without ever realising just how big trees are. Most people would assume a tree is about two to five times their own height (3.5m to 8.5m). I assume this has to do with perspective and the fact that you rarely have a direct tree/man size comparison. When you look at the range of commercially available trees you will see that these are too small, closer to that what we expect than what the reality is. Model railway accessory manufacturers specify a tree height of 3.5cm to 10cm as 'N' scale tree height. Basically they offer trees that are half their 'real scaled' size except for fruit trees which are scaled correctly. If you put a stand beside the trees you will see that the reduced size looks OK and your brain accepts them as being in the correct scale.

Now that we have decided to use the wrong size for our trees let's at least choose the right look. This, of course, is just as difficult. There is a certain type of model tree that I have always considered very unrealistic. One day, when looking out of the window of an aeroplane, I saw that trees in a forest look quite like these trees, sometimes you just

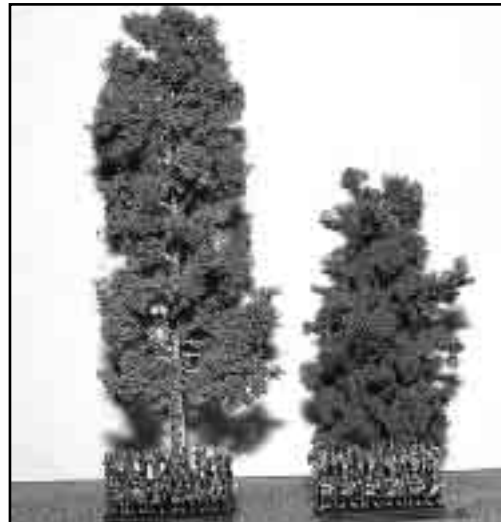
have to be far enough away I guess. Therefore, I'll leave the choice of what's realistic to you and give an overview of what trees are available and how to make them.

The oldest type of commercial tree is the bottle-cleaner tree. It is made like a wire-bottle-cleaner (pipe cleaner) and then cut to shape. Chemists and parents will know what they look like. Coniferous trees just need painting green and broad-leaved trees are flocked with foliage (coloured foam or sawdust as described in the last issue). The main advantage with this type of model tree is that it is cheap. The second advantage is that you can get some of them without roots or a base. This allows you to stick them into foam based terrain and to remove them when they get in the way.

The standard tree (as available in most model railway shops) has a plastic trunk with only the biggest boughs modelled onto it. These trees are flocked with different kinds of foliage. Some manufacturers don't use ordinary foam any more but 'open-celled' foam, which means you have more holes and less material. On model trees this resembles leaves and small branches. Some manufacturers use a rather coarse and flat material instead of foam that looks as false as foam but in a different way. Other manufacturers replace the standard foliage with a fabric/flock combination that gives a better impression of a thickly leafed tree. A radical new way is to use the ordinary plastic trunk/bough as a base, fill the gaps between the boughs with 'sea moss' a material with very thin branches to represent smaller boughs. This is covered with very fine foliage.

Some manufacturers offer trees made from sea moss and foliage only, but they look very fragile compared to other model trees. I prefer etched trees made from brass, readily painted and sometimes flocked. These are beautiful but expensive.

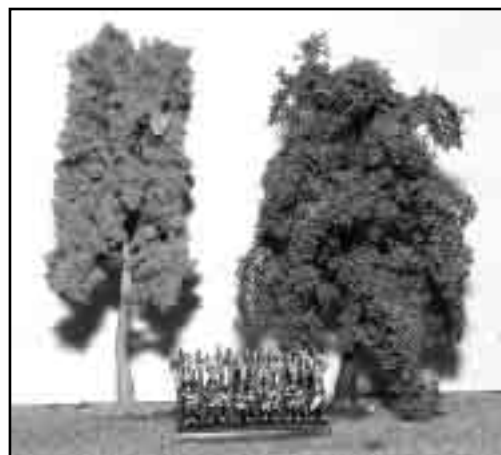
You can get materials for trees from some of the strangest places. Fellow modeller Lex Van der Roy has a special source for making palm trees, they are a bit small, but useable. Nobody would guess that these were originally cake decorations. These palms are made from soft plastic and the trunk requires a drybrush with a lighter brown or grey. This removes the plastic look and shine. Of course, if the leaves are made of a single coloured plastic they will need a touch of colour as well.



*'Real' scale and 'N' - scale*



*Some of the better bottle cleaner trees*



*Standard model railway trees*

## Modelling Masterclass



*Metal and 'sea moss' tree*



*Different stages of kit*



### DIY

I'm not really fond of making trees myself, as the relation between price and quality of ready made trees is quite good. Still, once in a while, I will do so, especially if I need a specific type of tree. You can model trees from the Chaos Wastes or a gallows tree for example, and if I can't convert an existing tree it will need to be made from scratch.

The simplest way is to buy a kit. They contain trunks and boughs usually made from plastic and foliage to flock them with. The trunk and boughs are usually flat and have to be bent into shape. The foliage can be applied with spray-on glue, or thinned down wood glue. The foliage itself comes as loose flock or as a very thin net covered with flock.

Filigreed trees can be made by cutting sea moss to shape and flocking it. Simple and they look the same as their ready-made cousins. This can be obtained at a garden centre or at a flower shop supplier (it's not that easy to get).



*Yarrow*



Another natural is yarrow as it looks a bit like an African tree. You will have to trim and colour it, but that's about all.

The first tree I made myself had a trunk made from a piece of plastic sprue and a 'ball' of island moss for treetop. Those were the days of innocence. This basic design is still useable. Get some twigs, attach island moss or open celled foam on top and, if you want, flock it as well. Simple but effective, especially in large numbers.

Thyme has very fine twigs and is well suited as a base to make small trees and bushes.

If you need a more complex shape or if you want to have some major boughs on your tree you will have to make a wire armature. Use three to five strands of wire and twist them together from the central trunk to form different boughs and roots,

The artists amongst you will probably want to use Green Stuff or modelling clay to model bark onto your armature and create the most refined texture. The easy approach is to use masking tape as used by painters. It has a rough surface that does look a bit like bark.

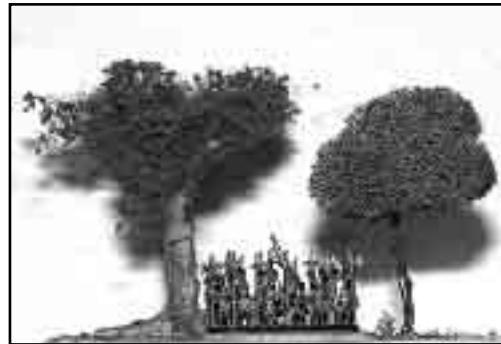
If you can lay your hands on some net foliage you can now paint and then flock your tree. If you can only get ordinary flock, you will need many branches. This is tedious to make, but you can cheat by gluing island moss or sea moss onto the boughs to stand in for the finer boughs and twigs. Again, paint your tree before you flock it.

You could use different coloured flock, but try to stick with one type of flock (ie, sponge like, open celled foam, etc).

For a leafless tree it looks best and more dramatic if you only make the major boughs and refrain from having finer ones. The leafless tree is, of course, made like all the other trees but... without leaves!

### Palms Up

There are many different types of palm trees, from as small as 5m to over 30m. Coconut palm trees will reach over 30m in height and have 20 to 30 feather-shaped leaves between 4.5m and 6m long and 30cm



*Armature with and without bark*



*Metal, GW and 'cookie' palm*



*Cheap palms on a desert module*

## Modelling Masterclass



*The principle of rings*

to 1m wide. Palm trees are rarely found in the range of model railway suppliers. As mentioned before cake decoration palm trees are very good and I have found some very nice metal ones too. The most accessible are the GW plastic jungle plants that make nice but short palms for Warmaster. You can also create palm trees yourself by making an armature for the trunk and then palm leaves from paper.

### Dig Them In

First, let's distinguish between single trees and forest trees.

A single tree can be glued straight onto your terrain base or module using wood glue or hot glue, and does not interfere with game play. Do this before you flock the terrain piece and cover any tree roots partially when flocking so that it looks as though the roots are growing out of the ground.

When constructing a forest, more things are much different. Miniatures often prove hard to place within or move through a forest with the exception of the very edge of it. To allow the placement of miniatures within the forest we will need a way to make part of it removable. Before we start planting trees there are some other things to be considered. It will look good if the trees near the centre of the wood are a bit larger than those on the edges, so select your trees accordingly. Instead of using large trees for the centre area you could put them on a bit of raised ground. It is also a nice idea to have the trees at the edge of the wood at least 4cm apart, so that you can put a stand between them. Some people like to add details like undergrowth, stone heaps or fallen logs to their woods. I do so only if they are out of harms way, which means they can neither be ripped off easily, nor will they influence the play ability.

Back to our problem: We use different planting techniques for modular and ordinary terrain.

### MT (Modular Terrain)

When you flock the area of the module that your forest will be, use a shade of flock darker than the flock used for ordinary terrain. This will define the area of the wood even if all trees are removed and will act as shadow when the trees are inserted.

Some commercially available trees have the roots as separate parts into which the trunks are inserted without the need of glue. This comes in quite handy as you glue the roots on to the module and stick in the trees later. Glue the roots on with the trees inserted so that you can judge how close the trees will stand to each other. When dry, remove the trees and flock the board. Then insert the trees afterwards.

The second method uses pins. If your modules have a foam core you will need to



*Different kinds of pins*

use very thin pins or needles. Use a good pair of pliers to remove the pinhead and then drill a very thin hole (less than 1mm) into the trunk from the underside. Glue the pin into the hole using a drop of super glue. You will be able to insert and remove trees easily and the hole made by the needle is too small to notice.

If you use DIY trees made with an armature you can bend one of the 'root wires' to act as pin.

If you do not have a foam core then you will have to use stronger pins, like nails. The tree is prepared in exactly the same way as for use with pins, but the drill naturally has to be larger. You then have to drill one hole for each tree into your module. Be sure that you do not set them too close together and that they are straight. You can drill the holes after flocking, but be sure the glue has dried firmly.

You do not have to make all of the trees removable but it will give you more flexibility if you do. Usually having the outer ring of trees fixed doesn't cause a problem and will define the 'area of forest' in addition to the darker flock.

#### OT (Ordinary Terrain)

You do not have to use a different shade of flock for your terrain as the base itself defines the outline of the forest.

If you want to make single trees removable and your base is thick enough, use the pin techniques described for MT.

Another way is to make rings. When you have cut out the base for the forest mount, the outer ring of trees, fastening them only temporarily using blue-tac or double-sided tape (or if you are a follower of Chaos grow some extra hands!). Trace the inner line of those and mark it on the base. It is important that the line does not overlap with the treetops or it will be difficult to remove the inner ring when playing.

Remove the trees. Drill a small hole anywhere on the line and use a fret saw or a scroll saw to cut along the line. You now have two separate pieces of terrain and you treat them as such. Glue on the trees and flock them one by one. It will be better if you do not flock the inner edge of the outer piece

and the outer edge of the inner piece. Otherwise, they may not fit together. You could overcome this by trimming the inner piece by 2mm to 3mm, but it is not worth it.

When you glue on the trees be careful that the inner piece can still be removed.

Of course you could simply make two pieces of forest terrain one with the outer ring of trees and a second piece to be put in the ring but on top of the outer terrain piece, however, this does not look professional.

#### Bushes

From the modeller's point of view, bushes are basically little trees without or with only a very short trunk. So all of the techniques mentioned earlier apply here as well, but usually finer materials give better results. Sea moss and Thyme are a good choice as a base. Probably the most widely used material is island moss, but it looks quite artificial if not trimmed to the right shape. Adding flock makes it more attractive. When you buy island moss make sure you buy some treated with glycerine or your bushes will dry out quickly and crumble when touched, like a vampire in the sun.

#### Jungle

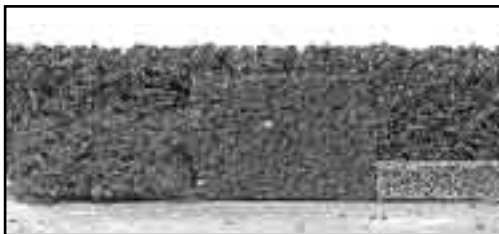
This is basically a forest variant. The vastness of green and the lush, damp atmosphere create some strong images, but it is really bad terrain for playing Warmaster in. Still, if you want to give it a go...

There are not many suitable ready-made trees, so you will have to use DIY and kits. The GW jungle plants come in handy again and can be put to good use. A rather good



*Jungle terrain*

## Modelling Masterclass



*A mix of hedges*

source of jungle trees are pet shops that offer a wide variety of plastic plants for fish tanks. Most of them are better suited for Warhammer because of their size, but there are still enough to be used in your Warmaster jungle.

You can also combine different types of plastic trees to create new and fearsome plants.

Dried fruits (read nuts and seeds not apples and pears!) come in useful shapes and sizes but will need heavy colouring to fit into their jungle surroundings. You can get them in flower or hobby shops that sell materials for dried flower arranging.

Of course, you can always make your own jungle trees with the same methods as described above. Have a look at a book about jungle flora for inspiration. Whilst real jungle has a lot of undergrowth it is a nuisance for game play. It is for you to decide where to set your priorities. Liana can be made from wire painted green or flocked fishing line. Other undergrowth can easily be represented with high grass or coarse turf. Marshy ground is made like ordinary ground but add a semi-gloss or gloss varnish.

Coffee grounds can be used for damp, humus-rich earth. You can apply it like ordinary flock, but be prepared for your players constantly asking for a cup of coffee. You can strengthen the effect by pouring transparent liquid resin over the coffee grounds, so that it is soaked but not flooded and if you make the terrain a bit uneven, you will get small puddles in the deeper areas.

For parasitic plants, fabric-mounted flock comes in handy, but you can glue ordinary flock to trunks or other structures as well. Flock also comes in bright colours, which can be used for flowers and fruits. Some manufacturers even offer special 'flower flock'.

Because of the different materials, your jungle might look odd – mainly because of the different colours and different grades of shine. So it is useful to give all plants a

colour treatment and also to use varnish on them to give them all a similar shine. The more glossy the varnish the more wet it will look. You can even go as far as using a more glossy varnish in the centre region of your jungle.

If you have a larger area of jungle it is advisable to extend the inner/outer ring technique and divide the inner ring in multiple sections, which can be used to fill the outer ring, but can also be used as separate jungle pieces if desired.

### Hedges

The best commercially available hedges I have found are GW's (*ah, cheers mate – cheque's in the post – Ed*). Unfortunately because they are made for 28mm miniatures and can't readily be trimmed, they can only be used to represent rather high and wide hedges like a 'Gebueck' (intertwined hedges and trees forming an impenetrable wall used successfully as provincial and country borders). The hedges of all other manufacturers are sponges cut in strips and dyed green and they really look like it too!

### DIY

You can use any of the commercially available hedges and flock them. This improves their look immensely. You can also buy some foam, cut it into shape and flock it which gives the same result.

Some nice effects can be gained with steel wool. Trim and bend it to the shape desired then spray it brown and flock it with very fine flock. Instead of spraying it brown you could drybrush it brown which gives a nice effect, but is very hard to the brush. If you shape the lower section a bit thinner and do not flock it, it will look like the roots of the hedge without additional effort.

You can further decorate your hedges by adding parts of a fence or a piece of stone wall. Remember though we are building a wargames terrain and not a display piece. Usually, I recommend detail only at places, where it can be securely fastened and can't be ripped off or knocked down easily and won't interfere with game play.

### High Grass, reeds and corn

For all of these you can get mats, just like ordinary grass mats, but with different kinds of vegetation represented. They are used just like any other grass mat, but make sure they blend in nicely.

Fences or stone walls can be used to divide up different fields and always look good. Do

keep in mind that whilst corn fields and high grass look nice, they do prove difficult to place miniatures on and a unit in the cornfield will in fact look like it is walking on top of it. Of course, you can apply the outer/inner ring method for fields as well as for forests.

Grass fibres are available which can be used like static grass. There is a variant that has the fibres mounted on a net or interwoven with each other. You tear bushels off and glue them on separately. This looks nice, but means some work. When you choose to do this make sure the grass is upright and not lying 'criss-cross' on the terrain piece.

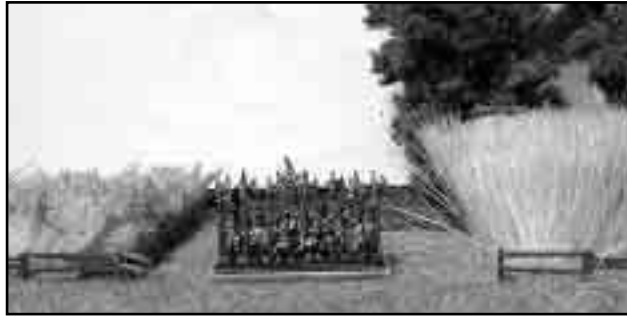
For reeds and corn there are many types of loose material you can use. The bristles from a brush or a broom (the variety with stiff bristles) are always good for this. First apply a thick bedding of glue and colour to be stuck in, take a 'bushel' (what you can hold comfortably between two fingers) and cut, so that the bristles are even on one side. Stick them into the bedding. 'Knock' them softly to press them further into the bedding while keeping them upright with your other hand. Take some small pieces of wood and form a fence around the bushel to keep it upright while the glue dries. Start with a small bushel and when the glue is dry add the next one. The bushels can get bigger and bigger, because they can lean on those you have already done. When the last one is dry, cut them to roughly the same height and remove any loose bristles. And yes, it is as time consuming as it sounds.

Sometimes you can find a piece of cloth or rug that after colouring makes a good field, as you can see in the pictures that follow.

### Vegetables

These are generally grown in plots. They are easily modelled by using corrugated cardboard with the top layer removed. Cut out a piece to the desired size and flock it. Instead of flock you can use thinned down filler or plaster watered down and applied like paint. When it is dry paint earth-brown and when drybrushed with a lighter tone it will look quite good.

Instead of using cardboard you can apply a layer of filler or plaster and use a sheet of corrugated cardboard or, even better, corrugated aluminium or corrugated brass as a stencil. The



*Fields*

metal is usually smooth enough so that it comes off easily, but if needs be, brush on a tiny bit of oil to prevent the plaster sticking to the stencil. You can use machine or vegetable oil, it doesn't really matter which. The furrows will be very precise so you will probably want to add the odd break to make it more realistic. Painting and dry brushing will finish the plot.

Of course, you can just scratch long lines into the filler, using a comb for the lines is the quickest way to do so, but using a stencil gives a better shape. Whenever you use filler or plaster, mix some colour into it before you apply it. You will only have to drybrush it later and if you spill something on already finished parts it will look more like the earth coming through than spilled plaster.

Small painted balls (1mm-2mm) made from wood or styrene can be used as vegetables. There is also coarse, coloured flock available that could be used and some small manufacturers even produce lettuce in 'N' scale!

You could also plant some peas or tomatoes. This will get fiddly and breaks easily in the heat of battle. So you will have to find a safe spot for that. Using brass rod instead of wooden rods increases the durability.

Until next time...



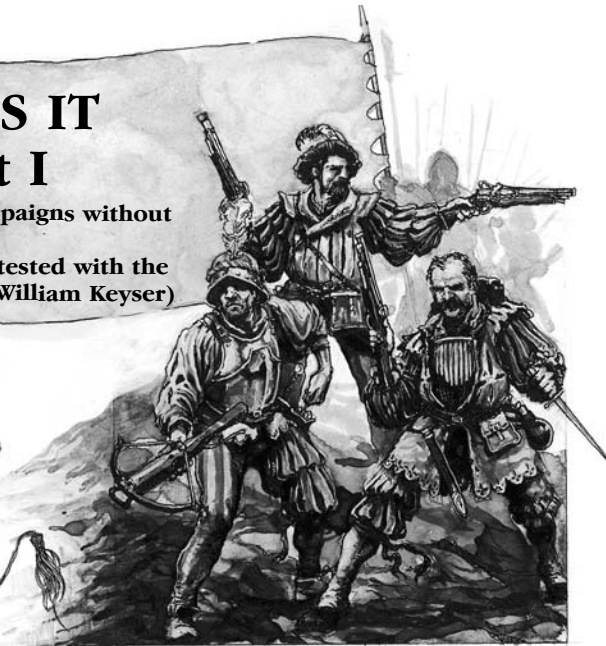
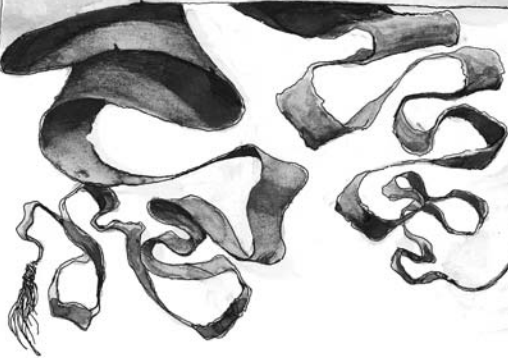
*Grass mat*



# WHOSE LAND IS IT ANYWAY? Part I

Rules for terrain determination and campaigns without maps,

by Wayne Rozier and Jon Baldwin (play tested with the assistance of Messrs. James Hughes and William Keyser)



## INTRODUCTION

When two players meet across an empty playing surface they have to decide how the terrain will be arrayed and which side each will deploy his troops on. Warmaster rules are a bit vague in this area. In reality when two opposing armies march toward an encounter they manoeuvre for advantage. This manoeuvre is a combination of scouting, stamina, leadership, and supply. We'll introduce here a series of rules that combine to make interesting individual encounters and can be used to structure a series of linked games or a mini-campaign. Moreover, we have included some subtle elements that help flavour the battlefield, the marching of armies and battlefield objectives. This system uses the minimum of record keeping (your order of battle or army list, and a count of the battles won or lost, etc), has no maps or pins but formalises certain aspects of a campaign. We'll also highlight the differing natures of fast mobile armies verses slow determined forces without tipping the balance in either favour.



In this system tough armies get to march to the battlefield whilst the lighter troops scout the enemy position and gain an understanding of the local conditions.

## Outline

All armies need supplies; they forage or use baggage trains. Where possible they scout ahead to determine enemy strength and the true lay of the land. The more determined armies often get to the field first. In these rules a determined general can arrive at a battlefield earlier, giving him a chance to influence the terrain layout. However, the wise general can use scouts to determine his opponent's dispositions and can re-arrange some of the battlefield features, before troop deployment, to simulate non-conformance to the enemy plans. The battle is fought, the winner is decided, the loser retreats, and then replacements are allocated. The campaign victory conditions are checked for at the end of each battle.

*'In war, the subjugation of the enemy is the end, the destruction of his army is the means' - Clausewitz*

## TWO PLAYER CAMPAIGN

This system is perhaps not really a campaign in the common sense, but more of a scenario generator for a series of linked games between two players or teams. The outcome of one game will have an impact on the next, and the between game decisions that each player makes will commonly be as important as those made at the tabletop. No campaign maps and only minimal bookkeeping are required. The objective of the campaign, as in many historical

## *Whose Land is it Anyway?*

campaigns, is the destruction of the opponent's army or, at least, to chase him from the theatre of war.

### **Army design**

The system is designed for an initial army size of 2,000 points but is suitable for armies of any size. It's only important that both players start the campaign with armies of equal point values. The composition of both armies remains constant throughout the entire campaign. Over the course of the campaign, the points value and number of units in each army will fluctuate, but the number of units of each troop type in the original army will serve as maximums for each type (eg, a High Elf army which begins the campaign with three Silver Helm units may never have more than three Silver Helms during the course of the campaign). Unit type min/max, as detailed in the Warmaster rulebook, still apply.

### **Break Point**

The Break Point (BP) for any individual game is calculated as normal, per the rules set. It is important, however, to record the original army Break Point at the outset of the campaign. This value will be used for determining the campaign victor.

### **LOGISTICS**

All armies must be fed and their equipment maintained and replenished in order to remain in the field for any extended period of time. Whilst it is possible to develop a complex set of rules to simulate army logistics this is not required for our purposes. All that need be decided at the outset of the campaign is whether your army will forage (ie, live off the land) or maintain a supply train and camp (the commissary). Both strategies have advantages and disadvantages.

### **Foraging Armies**

At any one time, approximately one fifth of a foraging army will be out scouring the countryside in search of food, supplies, recruits, billeting, etc. These troops will be recalled as soon as battle becomes imminent, or in some cases they may 'march to the sound of the guns', but they may not be readily available for battle. Conversely, foraging armies do not have a need to defend their food stores and camp. Undead armies, although they obviously have no need of food, will always be foraging armies as they are constantly sending out bands of

warriors in search of crypts, cemeteries and other sources of 'new recruits'.

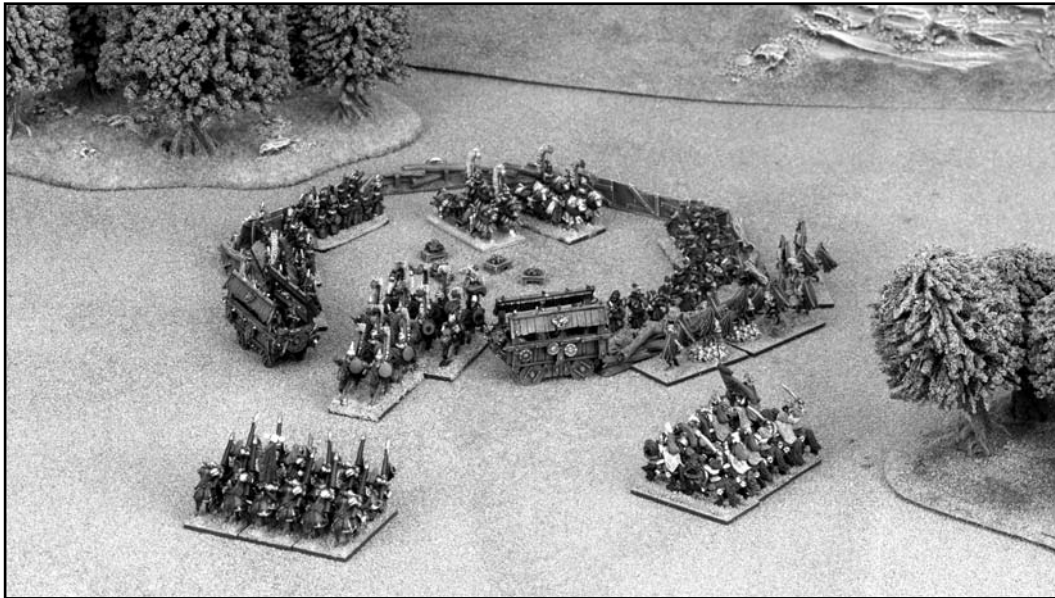
Before each battle of the campaign the player commanding a foraging army must designate which of his units are out foraging. For every five units that are currently in the army, one must be a forager. Thus, if you have nineteen units remaining in your force, three will be foraging. If you have twenty units, you'll need to designate four foragers. If there are at least five cavalry or chariot units in an army, one must be designated as a forager. Otherwise, players may select any unit as a forager, with the following restrictions:

*Artillery, Machines, Monsters and characters may not forage.*



Once foragers have been assigned the players next determine which foraging units can be recalled in time to join the main battle force. Test for each unit individually, by rolling 2D6 and comparing the result to the unmodified Command value (CV) of the army's General. If the dice roll is equal to or less than the General's CV then the unit rejoins the army and may be deployed normally. If the General's CV is exceeded, the unit does not return prior to the start of the battle. In this case there is a chance that the unit may still arrive on the battlefield. At the beginning of the owning player's turn, beginning with Turn 1, test for each unit against the General's CV minus the turn number currently being played (Example: an Empire General testing for the return of an errant unit on Turn 2 would check at a 7;  $CV - Turn\# = 9 - 2 = 7$ ). Thus, as the game proceeds, the chance that a wandering forager will return decreases with each passing turn. A forage unit which returns during the game may enter anywhere along the owning player's baseline. Foraging units that do not return before the end of the battle are not considered to be casualties and do not count towards the army's Break Point – they eventually find their way back and rejoin the army, in victory or defeat.

## Whose Land is it Anyway?



### *A Kislev encampment comes under attack from Chaos forces*

#### **Commissary Armies**

As they carry their own supplies along in supply trains, commissary armies have no need to forage so the entire army will always be available for battle. However, these supplies must be closely guarded lest they be lost to the enemy. Commissary armies will always have a camp, which must be represented on the battle board.

**Camps:** Once the terrain is decided, a commissary army must place a camp somewhere along its baseline (board edge) before any other troops of either side are deployed. Players may design their camps in any way they like, but the camp should be at least 6cm x 12cm in size and the boundaries must be clearly delineated – and no bigger than 12cm x 20cm. The Warmaster wagon models are ideal for this purpose. Troops may be placed within, or moved into, a camp and infantry within a camp are considered defended. Camps have no flanks – any stand which becomes contacted while within a camp counts as being contacted from the front, regardless of facing. Capturing an enemy's camp (ie, if you have any troops anywhere within your enemy's camp) counts as TWO units towards the enemy's Break Point (the camp does not count as a unit for calculating the break point) and will earn you VPs equal to 1/4 of the value of the army (e.g. 500 points in a 2,000 point game). If capturing troops are forced out of a camp, the camp is no longer considered captured (so, you CAN retrieve

your BP and VPs). Flyers may not capture a camp. A camp cannot be damaged by artillery and the camp itself cannot be attacked – an unoccupied camp may simply be captured unopposed. Once a camp has been captured it is considered breached and will no longer confer defended status to any occupying troops for that game.

**Exception:** Commissary Kislevite armies which include one or more War Wagons do not need to have a camp. If the War Wagon is lost and not replaced then the army must provide a standard camp for the next battle.

A commissary army always suffers a -2 modifier to its *March* score (see below) and an army that loses its camp (and does not recapture it before the end of the game) will suffer an additional -1 modifier to its Marching roll prior to the next battle and is forced to forage for that march. However, by the beginning of the next battle a new camp will be established. This effect is not cumulative. No matter how many times the army loses its camp, this modifier is only -1.

A foraging army that captured an enemy camp and won the battle need not forage for the next march. This only applies to the march following the looting of a camp, the looters do not gain a baggage train they simply fill their packs with provisions and booty.

Undead never have a baggage train or camp – they always forage.

**SCOUTING**

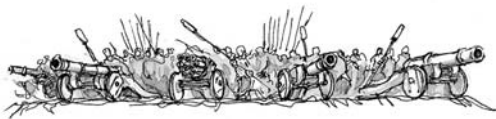
Prior to each battle both army commanders may allocate units to a scouting force. Each Commander secretly puts to one side his scouting force, which must be no more than 50% of the units in his army. But, the only units that may scout are light troops – as listed:

- Bow, Crossbow or Handgunner units.
- Any other Infantry unit with '0' save, except Empire Flagellants.
- Any Cavalry or Chariot unit with a save of +5 or worse.
- Any mounted or humanoid Flyer unit.

Generals are not allowed to go off scouting but a Hero or Mage who is riding a mount may be used as a scouting element. Other characters may be included in a scouting force but are not, by themselves, counted as scouting elements. Adding a character to a scouting force is not mandatory.

When scouting, each element (or stand) in the unit has an inherent scouting value:

- Infantry element = 1 point
- Cavalry element = 2 points
- Chariot element, including Hero on a Chariot mount or non flying mount = 1 point
- Flyer Element, including characters on flying mounts = 3 points
- +1 if a Wizard is in the scouting force – to represent scrying.



Note that scouting points are per element, not per unit, and that under-strength units (which players may have as the campaign progresses) may be used as scouts so long as they are of an allowed scouting unit type.

Once scouts have been allocated, each side calculates the total value of all the scouting elements and adds the result of a dice roll (even an army which assigns no scouts gets the D6 roll to represent 'to the horizon' vision). This total is then compared to that of the opponent's. The side with the highest total is considered to have out-scouted its opponent. The effects of out-scouting are as follows:

1. For each whole 4 points by which a commander out-scouts his opponent, he may, after terrain set-up is complete, move one terrain piece up to 20cm in any direction – but it must stay on the battlefield.

2. For each whole 10 points he may remove a terrain piece that is within 20cm of a board edge.

3. For each 12 points he may remove a terrain piece that is within 40cm of a board edge.

4. The out-scouting commander sets up after the out-scouted.

A terrain piece cannot be moved more than once, neither can it be moved and then removed – mandatory terrain cannot be removed but it can be relocated.

Now the down side – scouts have a bad habit of loitering, looting and dispersing. Before deployment each unit sent off to scout must roll a dice to return in time for deployment on the battlefield. Test against the scouting leader's (a Hero or Mage, not a 'Scout-leader') Leadership on 2D6, one unit at a time. If the dice roll result is equal to or less than the leader's CV, the unit can be deployed with the army as normal. If no character was assigned to lead the scouting detachment, then each unit rolls against a base Command value of 6. If the Scout force leader's CV (or the base CV of 6 if there is no leader) is exceeded, the scout unit does not return to the army prior to the start of the battle. There is still a chance that the unit will return later in the day. At the beginning of the owning player's turn, beginning with Turn 1, test for each unit against the force leader's CV or base 6 – no modifiers apply.

For each scouting unit that returns during the battle, the owning player must roll a D6 to determine the arrival location of the returning unit.

D6	Result
1	Centre of own board edge
2	Centre of left half of own board edge
3	Centre of the right side of own board edge
4	Middle of left side edge
5	Middle of right side edge
6	Opponent chooses (oops!)

### *Whose Land is it Anyway?*

A returning scout unit cannot be placed in impassable terrain. If required place the unit beside any impassable terrain in a location as close as possible to the designated appearance spot. If the dice roll result for the unit's return was exactly equal to the required value, the unit is placed at the board edge at the end of the Movement phase and may move no further that turn. If the roll is less than the CV then the unit is placed at the start of the Command phase and may be given orders.

The Scouting force leader may return to the main army for normal deployment, or may return with any scouting unit that returns during the battle. Once the force leader returns no further rolls may be made for scouting units which are still off-board – These units will not take part in the battle.

Scouting units that do not return before the end of the battle are not considered to be casualties and do not count towards the army's Break Point – they eventually find their way back and rejoin the army, in victory or defeat

#### **MARCHING INITIATIVE**

Marching represents an army's ability to march and counter-march, forcing the enemy to fight in terrain where he will be disadvantaged. During the marching phase, both sides roll 1d6 and add modifiers. The side with the highest total wins the march. This army gets to determine the outcome of:

- The Terrain Set-up roll and
- Places the first and last terrain piece and
- Determines which side each player deploys on.

#### **March Modifiers**

- 1D6 Plus the General's Leadership rating (it is he who organises the march).
- +1 for each unit in the main force (not scouting or foraging) that has an independent movement of 20cm or greater (spawn and artillery don't count) and has either:
  1. 4 or more close combat attacks per stand (can take the favourable terrain) or
  2. 4 or more hits per stand (can get to it better) or
  3. +5 armour save or better (can hold it).

Units only get a single +1 march score no matter how times they qualify (Chaos Knights for instance only get a +1 march as would a Giant). Magic standards and battle-honours may be used to raise a unit's stats so that it qualifies for a March rating.

+1 for each Wizard in the main force (not scouting) – this gives balance to Undead armies. How mages help other armies on the march is unclear, but they do so nonetheless.

#### **TERRAIN**

The player who won the march rolls 3D6 and from the three dice selects any two. The total of the two selected dice indicates the number of terrain pieces that will be placed – if this is less than the mandatory terrain needed then only place the mandatory. Players now alternate in setting out terrain pieces, with the player who won the March phase getting to place the first and last piece (Example: If eight pieces are to be placed, the out-marching player will place pieces 1, 3, 5, 7 and 8). It is the out-Marching player's



## *Whose Land is it Anyway?*

responsibility to make sure that all mandatory terrain pieces get placed.

Once all terrain pieces have been placed, the out-marching player determines which of the board edges will be his baseline – his opponent will set up opposite. The player who won the Scouting phase may now (depending upon how much he won by) be allowed to move or remove one or more terrain pieces, even ones he placed himself. Note that this is done after it is determined which side of the board each army will set up on. Mandatory terrain pieces may not be removed from the battlefield.

Terrain has to make sense – a player may have a wood or a village on a hill – but may not have a wood on a village or a river that flows up and over a hill. If a hill is placed on a road, the road goes over the hill not under it, etc. It is up to the players to make the topology work, we cannot provide exhaustive rules on the physical world.

“Wow! That’s a lot of terrain rules”, you say. Well yeah, it is! But you will only be using a small subset in each game that you play, most likely only one or two new kinds of terrain will feature in each of your games so the won’t slow up with lots of rules referring.

“I don’t have all that kinda terrain.” Well you can make ’em... Cut out and spray-coloured rubber-backed carpet tiles are ideal for terrain start-ups. They delineate the borders of the feature and tend not to slip on the playing surface – brown base for woods/forest, green for orchard, layered green for hills or the base of scrub with lichen, grey for stones and boulders with a couple of stones from the garden yellow for sand



dunes and soft sand. Cut up and paint some polystyrene bits for megaliths, stone circles, shaped hills, rocky outcrops and mountain faces. The trees, lichen and houses you’ll need to have anyway.

### **Generic Terrain – Optional Rule**

Most players will not have a collection of terrain pieces sufficient to represent all the various terrain types described above, and some will not be satisfied just using felt or cardboard cutouts. In this case players may elect to fight the entire campaign within one geographic province, probably Cultivated.



## Whose Land is it Anyway?



*A High Elf army marching across coastal terrain*

### GEOGRAPHY

Battlefield terrain and logistical capabilities depend, in large part, upon the geographic province in which the armies are manoeuvring. There are eight basic geographic types but we have banded some together:

*Marshland or Coastal*

*Forest/ Jungle*

*Cultivated*

*Hilly*

*Arid or Steppe (it's bleak and either hot or cold)*

*Mountainous*

*(Urban is not included but players may add walled cities to any of the basic geographies if a siege is required). The geographic province in which a battle is to be fought is normally determined during the Retreat Determination phase following the previous battle (see below). The army that wins the initial March phase determines the geographic province in which the first battle of the campaign is fought.*

### Deployment

Camps must be placed before any troops are set up, and each side should be aware of the location of his enemy's camp. Both sides

should know which units have returned from scouting and foraging and are available to be deployed. The player who was out-scouted deploys all of his force first. The player who won the Scouting phase then deploys his army.

### Battlefield Terrain

Each geographic type has certain mandatory and optional terrain pieces that should be represented on the battlefield. The number in parentheses shows the number of mandatory terrain pieces of each type that must be placed and the maximum number of optional pieces that may be placed.

#### 1. Marshland or Coastal

**Mandatory:** Marsh (1), River or Coast (2), Soft Sand (1)

**Optional:** River (+1), Marsh (+1), Small hill (2), Jungle/Swamp (1), Wood (2), Coast (2), 60cm of Road (3), Wall or hedge (36cm) (2), Village, Town or Ruin (1), Bog (1), Tidal Flat (2), Open (3), Extra River crossings (fords) (2).

If Coastal, the two Coastal sections become mandatory and the two mandatory River sections become optional.

## 2. Forest

**Mandatory:** Forest (2), Wood (2)  
Small Hill (1)

**Optional:** Forest (+1), Wood (+1),  
Stream or Gully (3), High Hill (1),  
Small hill (2), Low wooded Hill (1),  
Forested Low Hill (1), Road (60cm) (3),  
Hedges (36cm) (4), Village or Ruin (1),  
Scrub (1), Stone Circle or Megalith or  
Wizard's Tower (1), Open (1)

## 3. Cultivated

**Mandatory:** Two Farm Houses (1),  
Walls and/or Hedges (48cm) (1),  
Road (60cm), Wood (1).

**Optional:** Walls/Hedges (48cm) (4),  
Road +100cm (3), River (2),  
Gully or Stream (3), Wood or Orchard (2),  
Rough Ground (1), Low Hill (2),  
Low Wooded Hill (1), Town or Village (1),  
Open (2),  
Two Additional Farm Houses (1),  
Extra River Crossings (bridge or ford) (2)

A Town counts as three terrain features when rolling to determine the number of features to be placed (see below). The two mandatory Farm Houses need not be placed together but will still count as only a single terrain feature when rolling to determine the number of features to be placed (see below).

## 4. Hilly

**Mandatory:** High Hill (1), Low Hill (2)  
Small Hill (1)

**Optional:** High Hill (1), Low Hill (2),  
Steep Hill, (1), Wood (2),  
Low Wooded Hill (1), Rough Ground (2),  
Road 60cm (3), Gully or Stream (2),  
Village or Ruin (1), Rocky Outcrop (1),  
Stone Circle or Megalith (1), Open (1)

## 5. Arid or Steppe

**Mandatory:** None

**Optional:** Scrub (3),  
Rough Ground or Rocks (2), Gully (2),  
Low Hill (1), Soft Sand (2),  
Sand Dunes (3), Megalith or Oasis (1).  
Open (4), Way-station or Hut (1)

If Steppe, do not include Soft Sand, Sand Dunes, but double the availability of Scrub, Rough Ground and Low Hill. Players should decide which type will be used at the outset of the campaign.

## 6. Mountainous

**Mandatory:** Steep Hill (1), High Hill (2),  
Rough Ground or Rocks (1),  
Rocky Outcrop (1)

**Optional:** Steep Hill (+1), High Hill (+1),  
Rocky Outcrop (+3), Gully (3), Forest (1),  
Wood (2), Scrub (2), Rough Ground (+3),  
Road/Track (60cm)(2), Mountain Face (2),  
Stone Circle or Megalith or Wizard's Tower  
or Monsters Lair (1).

On the Warmaster scale, farms, small villages and isolated towers are insignificant features which could only be occupied by a small portion of one unit. They are therefore represented on the battlefield as solitary buildings that can block LOS and can protect a flank but do not afford defended status. Towns, villages or ruins are larger features, and count as a difficult terrain as per WM rules – however if a designated road runs through the feature, then cavalry and chariots can use the road. An Oasis also counts as a defended position. Village, ruins and Oasis should be 8-12cm per side, towns can be 20-40cm but must be placed on a board edge. For terrain that causes disorder or half movement we suggest using terrain adornments that can't be repositioned, so the troops may be forced to take on an irregular formation.

### Terrain Descriptions

A Bog is impassable to all troop types except Lizardman Skinks and non-corporeal troops. Bogs should be irregularly shaped and 8-12cm in diameter.

**Fords & Bridges:** See Rivers and Streams.

**Forests:** These are considered dense woods with abundant underbrush. Only Infantry may enter a forest, and their movement rate is reduced to half pace. Visibility in a forest is limited to 1cm (units within 1cm of the edge of a forest may shoot and/or be shot at) and Infantry in a forest counts as *Defended*. An Infantry unit which is driven back into or through a forest becomes *Confused* on a Drive-back dice roll of 4+. Forests should be 20-40cm in dimension and must be placed adjacent to a board edge as they represent a small portion of a much larger forest (for forest – fix the trees – make the troops go round them – thus they become disordered and move at half pace – whereas allow trees to be repositioned in woods and aligned in orchards).



### Whose Land is it Anyway?

**A gully or dry river-bed:** linear obstacles that are impassable to machines, artillery and chariots. Infantry and cavalry cross at half pace. Monsters may cross at full pace. Units that are within a gully or dry river-bed may travel along it at full pace but must spend half a turn if they wish to exit the feature. Units defending the bank of a gully or dry riverbed count as being uphill if attacked by a unit within the feature.

**Hills:** These are as described in the rulebook. A small hill should be no bigger than 6x12cm. Larger hills can be between 12 and 36cm across, while a high (two or three level) hill can be up to 50cm across.

**Jungles and swamps:** These are impassable to cavalry, chariots, monsters, artillery and machines. Infantry move at half pace, suffering a -1 Command penalty when within either of these features. Lizardman Skinks may move unimpeded. Swamps should be irregularly shaped and 8-12cm in diameter. Jungles may be larger but should be placed adjacent to a board edge, representing a small portion of jungle.

**Marshes:** These are passable, but treacherous to some troop types. Infantry and monsters may move normally. Cavalry, chariots, artillery and machines move at half pace. Additionally, machines, artillery and chariots run the risk of becoming stuck if moving in a marsh. If even partially in a marsh, these unit types suffer a -1 Command penalty, and any unit which fails its Command check immediately suffers D6 hits

with no saves. Marshes should be irregularly shaped and 12-20cm in diameter.

**Monsters Lair:** A Cave or equivalent on a rocky outcrop, but in this case the outcrop should be 8-20cm per side. When the first unit gets within 20cm of the lair a Monster may awaken – roll a D6 to determine what the monster is:

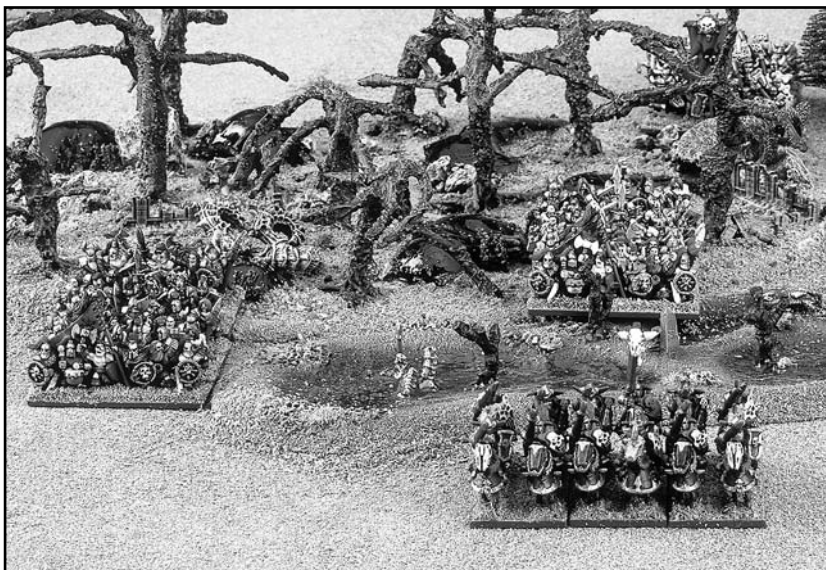
D6	Result
1	The lair is empty
2	Giant
3	Unit of Trolls
4	Wyvern/Griffon (4-5-5+ <i>Terror</i> )
5	Unit of Goblin Wolf Riders (or Chaos Hounds)
6	Dragon (use High Elf Dragon Rider)

Place the monster(s) on the board at the cave opening. The monsters move only on Initiative, dice randomly to see which player controls them when the monster(s) first appear AND at the start of every player's turn.

**Mountain Face:** this terrain feature is impassable to all troop types except flyers. A mountain face should be no larger than 20x40cm in size and must be located adjacent to a board edge.

**Orchard:** This is considered open wood and is impassable to chariots, artillery and machines. Cavalry may move though an orchard, but they will be disordered and so movement is reduced to half pace. Infantry and monsters may move unimpeded.

Visibility within (or into or out of) an orchard is restricted to 10cm, troops within 10cm of an edge can see out of the orchard and be seen. Infantry in an orchard counts as *Defended* only against cavalry and shooting attacks. An orchard should be square or rectangular in shape, 12-20cm per side and the trees aligned to allow columns to pass unimpeded.



*Chaos Woods*

*Whose Land is it Anyway?**Empire Knights fording a river*

**Open:** Terrain is a 20cm square tile that can be placed to prevent any further terrain being position on top – it has no effect on the game play – it is open terrain. Open areas remain fixed in place during the terrain rearrangement phase and are removed before the game begins.

**Rocky outcrops:** These are impassable obstructions. They should be 4-8cm in size. The player who places this feature must state whether or not it blocks line of sight. Flyers can land on them!

**Rough or boulders:** These are impassable features to all troop types except infantry and monsters, both of which are unimpeded. Infantry in rough or boulder-strewn ground count as *Defended*. Rough or Boulder features should be irregularly shaped and 8-20cm in diameter.

**Rivers:** These are impassable to all troop types except at fords and bridges. If a player places a road so that it crosses the path of a river (or vice versa) do not immediately place a bridge or ford. After all terrain has been placed, roll a D6 for each crossing. If a town is located within 20cm of the crossing, add +1 to this dice roll. On a result of 4 or more, the river is bridged. On a 3 or less, the river is fordable. Units that cross a river at a ford must end their movement in column or disordered formation. Units in the ford have a -1 Command modifier and are disordered. Infantry units adjacent to a bridge or ford that are attacked across it count as defended. Rivers should be between 4 and 12cm wide. Start off the board or from a large hill or mountain and end in a coastal section, off the board or by joining another river. Fords are 40cm wide.

**Roads:** these negate the negative effect of any terrain they cross. *Optional rule* (must be agreed upon by players prior to start of campaign): +1 to Leadership value of any commander on a road when sending an order to a unit on the same road. Roads should be 2-4cms wide. Troops on roads are not disordered when following the road curvature.

**Streams:** these are linear obstacles and may not be crossed (except at a ford or bridge) by chariots, machines or artillery – other troops types may cross freely. Fords or bridges are placed in the same manner as described for rivers above, but there are no command or movement penalties for crossing – stream fords are simply too small to cause such havoc. Infantry that are adjacent to a stream and are attacked across it counts as *Defended* (even if at a ford or bridge). Streams should be 1-2cm wide. Fordable sections are 4-12cms of the stream.

**Stone Circle or Megalith:** represents a man-made focus point for magical energies. These are optional features whose inclusion must be agreed upon by both players before beginning the campaign. Any wizard within 15cm of a megalith or within the bounds of a Stone Circle gains +1 on spell casting, similar in effect to the Rod of Power magic item except that the megalith or circle may be used every turn. A stone circle should be 5-10 cm in diameter. After placing all terrain roll a D6 – on a 3 or less any stone circles or megaliths have no power for the duration of the game.

Scrub consists of dense, low vegetation that is impassable to machines, artillery and chariots. Cavalry may move through scrub, but may only move at half pace. Flyers may

### Whose Land is it Anyway?

land in scrub terrain. Scrub does not block line of sight and confers no defensive benefits. Scrub should be irregularly shaped and 15-20cm in diameter

**Steep hills:** These should follow the guidelines described above except that at least one side (1/4 or more of the hill) is considered impassable to cavalry, chariots, artillery and machines.

**Sand dunes:** These are considered low level hills that slow infantry, monsters and cavalry to half pace moves. Dunes are impassable to machines, artillery and chariots. Dunes should be crescent shaped and occupy an area no larger than 15x20cm.

**Soft sand:** Slows all troop types to half pace. Machines, artillery and chariots additionally run the risk of becoming stuck when moving in soft sand. If even partially in a soft sand feature, these unit types suffer a -1 Command penalty, and any unit that fails its Command check immediately suffers D6 wounds with no saves.

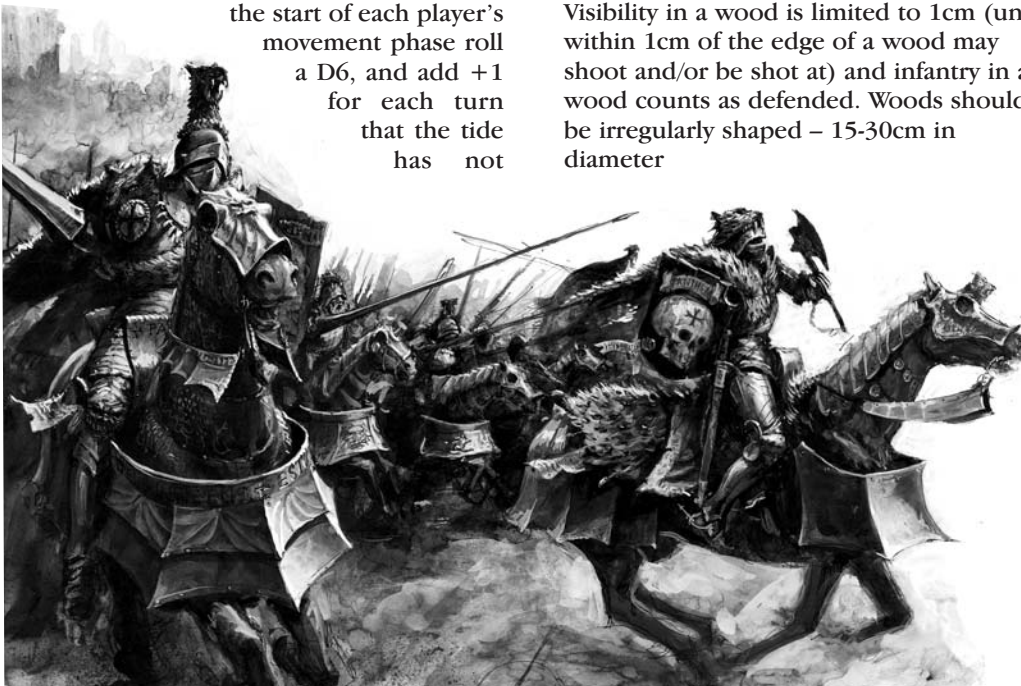
**Tidal flats:** These are passable and impose no movement or command penalties when the tide is out. When the tide is in, the tidal flat is under water and becomes impassable. But here's the rub – the tide may come in, or go out, at any time during the course of the game (ie. the tide will turn, literally!). At start of game (at the end of the 'Set-up Terrain' phase) roll a D6; on a result of 4 or more the tide is out for all tidal flats. Any other result means the tide is in. At

the start of each player's movement phase roll a D6, and add +1 for each turn that the tide has not

turned. On a result of 8 or more the tide has begun to turn (obviously the tide can't begin to turn until Player One's second move at the earliest). At the beginning of that player's NEXT Movement phase the tide will have finished turning. If the tide is coming in, any troops which are still in the tidal flat at that point are destroyed. On the game turn following that in which the tide turns, begin the process of dice rolling again – thus a tidal flat can never be considered truly safe. Any boats in a tidal flat when the tide goes out are beached but will be re-floated when the tide returns. Tidal flats should be irregularly shaped or linear, 12-20cm in diameter and must be adjacent to a coastal zone, river or board edge.

**Walls and hedges:** These are shown as a length rather than a specific number of features. Wall and hedge sections need not enclose a specified area and can be placed in any reasonable pattern the placing player chooses, including within other features such as hills or woods. Wall/hedge sections need not all be touching, but the total length cannot exceed the allowed amount. Walls and hedges may not be crossed (except at gates) by chariots, machines or artillery – other troops types may cross freely. Infantry that is adjacent to a wall or hedge and is attacked across same counts as *Defended*.

**Woods:** These are less dense than forests and standard Warmaster rules. Infantry may move through woods at full pace. Woods are impassable to all other troop types. Visibility in a wood is limited to 1cm (units within 1cm of the edge of a wood may shoot and/or be shot at) and infantry in a wood counts as defended. Woods should be irregularly shaped – 15-30cm in diameter



*Whose Land is it Anyway?**An Example of Hilly Terrain*

**Wizard's Towers:** These are enchanted edifices which also focus magical powers, but the power is retained within the tower itself. All spells that are cast within 20cm of the tower, either into or out of said area, suffer a -1 dice roll modifier to cast. Dispel and all magic items are unaffected by the power of the tower.

**THE BATTLE**

Battles are fought using standard rules. The break point for each army will be half the total number of units currently in the army, including all forager scouting units which may not be present on the board. Dice to see who moves first – marching and scouting have no effect on this.

**Optional Rule:** We recommend that a maximum turn count of  $3+2D3$  (5-9 turns) is used to represent the time left before sunset. The game automatically ends at this point and the loser in points retreats. If it's a draw then a second battle is fought in the same geographical area the next campaign day – determine marching, scouting, foraging and terrain setup as normal but omit the replacement phase.

**Voluntary Withdrawal**

At the beginning of his/her turn a player may announce that the General is ordering a tactical withdrawal (ie, he's going to cut and run!), even if it is turn One. All units must immediately withdraw and the game is over, with the withdrawing player taking the loss.

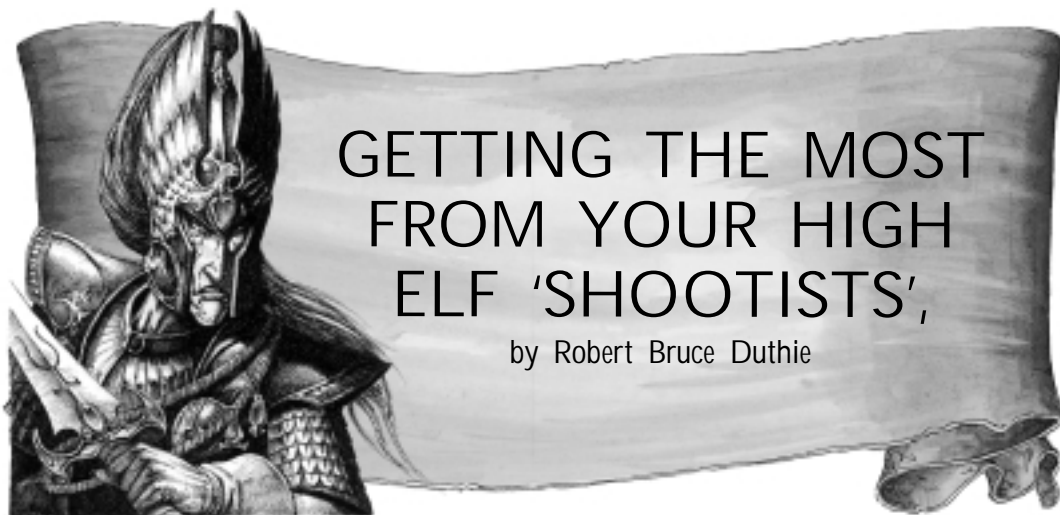
Any unit that is more than 30cm from the nearest enemy unit may withdraw freely. Each unit that is within 20-30cm of any enemy unit must test against the unmodified CV of the army's General, and units within 20cm of any enemy unit must test against the General's Command value at -1. A unit which passes the test (ie, rolls less than or equal to the required value) withdraws safely. A unit which fails the test suffers D6 hits, with no saves, and then withdraws.

If you know you are going to refuse a battle and withdraw on Turn one then say so as soon as you know. It saves a lot of time and frustration – you throw the game and move on to the replacements phase. Of course that puts you one game closer to defeat in the campaign. This is an easy rule to forget in the heat of a battle but it may well prevent you from losing too many troops and not being able to replace enough to carry on the campaign.

**Battle Honours**

The victorious army will receive one Battle Honour, as described on page 114 of the rulebook.

Next issue we deal with the post combat effects and the campaign victory conditions. After all, you do want to know how to win the campaign and how you replace your casualties. All will be explained. But you may like to try out the scout and march rules without campaigning.



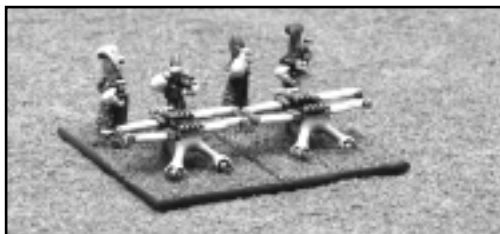
## GETTING THE MOST FROM YOUR HIGH ELF 'SHOOTISTS',

by Robert Bruce Duthie

In Warmaster the High Elves have the best shooting army. They hit on a 3+ and have a very efficient bolt thrower. To get the most out of your High Elf shootists, use these three basic principles:

1. Shoot first.
2. Concentrate your fire.
3. Protect your shootists.

This article will show you how to even the odds even against Chaos and Dwarfs by employing your shootists effectively.



*The feared and deadly 'Reaper'*

The common denominator of winning or losing the tank battles between Israel and the Arab States was who got off the first shot. When you shoot first, assuming your firepower is massed, you disable many of the enemies that are in range to shoot back at you, or attack you. To do this in Warmaster try to stay more than 30cm from the opponent's units, then in your Movement phase move just into range before firing. This will force your opponent to use two Command tests to attack you, either one of which could fail. If at all possible, don't get closer than 20cm because your shootists will be in Initiative charge range. The Initiative Evade option can be used to your advantage. If you are within 20cm of your opponent, use your Initiative move to get out of 20cm range before you shoot.

Of the three principals mentioned, concentration of firepower is the most important. To do this a core brigade of two units of Bolt Throwers and two units of three Archers are needed. Before going further, let's look at the advantages and disadvantages of the bolt thrower. The main disadvantages are a short range and miserable penetration. A bolt thrower sitting on a hill shooting at an opponent at long range is a waste of a very effective unit. A bolt thrower is not effective at siege because it cannot knock down walls, although it can be used in sieges as effective battlement clearer. What the bolt thrower is very effective at is concentrating firepower. Concentration of firepower can be conceived of in Warmaster as the relationship between the number of frontal centimetres that a unit takes up compared to the amount of firepower the unit has. In terms of a stand of bolt throwers this is 20cm and three shots. In other words the bolt thrower takes up only 20cm frontal area in the brigade but gives three shots. Multiply this out by four stands, the number of stands allowed in a 2,000 point army, and we have twelve shots crammed into 80cm. And remember these shots hit on 3+ not the usual 4+. This means that on average bolt throwers hit two thirds of the time rather than half. This is an incredible nine hits before armour saves are rolled, for a mere 80cm taken up in your front line. As the astute among you have probably figured out I use bolt throwers very aggressively.

Going back to the core brigade. Two other shooting units are placed one on each side of the bolt throwers. For maximum concentration of fire use two Reaper units, they take up less frontal area than Archers, but are expensive in terms of points. This core unit is capable of producing eighteen

*Getting the most out of your High Elf Shootists*

shots, of which an average of twelve will hit. Now let's look at what our goals are for shooting. Shooting at units can cause them to move back, sometimes become *Confused*, eliminate stands, or become totally destroyed if they have to move back further than their movement allowance – which is 20cm for infantry and 30cm for cavalry. Let's examine in detail the mechanism by which units can be eliminated. The units roll one dice for every hit taken. If the average dice roll is 3 1/2, it takes on average six dice to eliminate a stand of infantry and nine dice to eliminate a stand of cavalry. This can be particularly effective against expensive, powerful units with four hits per stand. Regardless of the points value of the unit, it takes an average of six to nine dice rolls to eliminate them. This is a great way to take out that tow hundred point Chaos Knight unit, or those Troll Slayers coming at you. Up to this point we have assumed no armour save, now let's examine how armour save factors in. An armour save of 4+ means that half of the hits will be saved. It will be near impossible to get eighteen hits on a cavalry unit. This will not be necessary because you will likely eliminate at least one stand, and drive the unit back. You will have broken the brigade the unit was in and caused a -1 Command penalty when the unit tries to move again. The bottom line is to inflict enough damage to take out two stands in the unit. You will cripple the brigade, make the unit all but useless because of the -2 Command penalty, and have at least a 50% chance of eliminating the unit if it is infantry because it will have to roll six dice for drive back. It is important to shoot your units one at a time; you don't want to overkill a unit. Shoot until you have eliminated the unit and go on to the next one in range. This will give you maximum efficiency with your core brigade. Employing this method, and having lucky

dice rolls, I have eliminated two units in one Shooting phase.

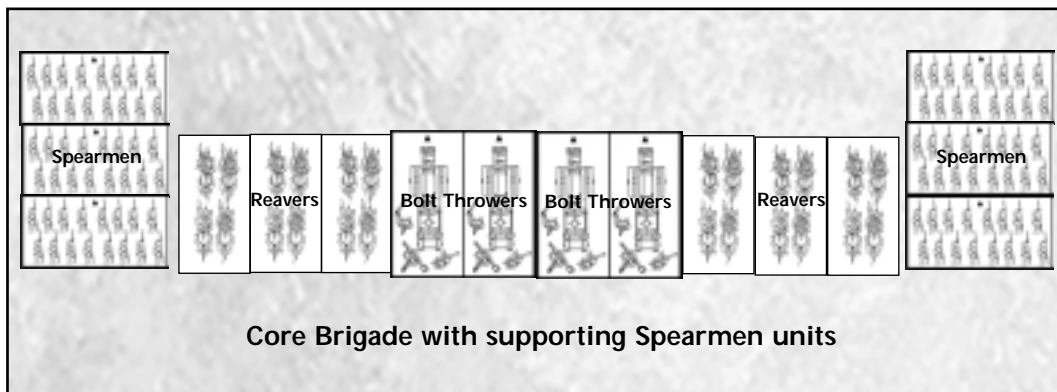
For really incredible concentration or firepower, I team up my core brigade with my two Wizards with them casting *Hail of Destruction*. This spell counts as three shooting attacks, and ignores armour saves. As the Wizards get to re-roll this 5+ spell there is a high probability each Wizard will be successful casting the spell. With a hit on a 4+ this means an average of three more hits that ignore armour save that is added to any odd unit that needs extra hits. I place the wizards about 10cm in front of my most advanced unit where they have line of sight to anything I think I will be shooting at. That unit of Chaos Knights will not survive the core attack followed up by the 'Coup de Grace' wizard attack.



*Reaver Knights*

Protecting your core brigade is very important. Placing a unit or two of Spearmen on the flanks of the core brigade will protect it from being out flanked and allows a flanking counter-attack if your opponent tries to break your centre. Cavalry on one or both flanks allows you to clean up the units disrupted by the shooting. Finally, I keep two units of Giant Eagles close at hand to knock out cannons that can out-range the bolt throwers.

Happy hunting and shoot some Chaos booty!



# HIDE & SEEK

House rules for concealed set-up  
By Andy Hillier

## THEY SEEK THEM HERE...

So Games Day has been and gone, and what a great time we all had. Whilst discussing the finer points of our most favourite of games with some of the lads in the Fanatic cave they persuaded me to put pen to paper to air my views. So here we go – see what you think...

For some time I have been really 'obsessed' with wargaming and the mechanism to produce the final result. At the advent of Warmaster my heart quickened as it is what it says – the ability to play much larger games and take a general view. I have played Warmaster since its inception against numerous players with different armies and varying abilities.

In wargames, players benefit from having the 'Eye of God'. In other words, we can see the whole of the battlefield, behind all of the terrain and all of the enemy's troop positions. We accept this because it makes gameplay a lot easier. But, for the obsessive like myself I want a little more realism to my games. I want to create that 'Fog of War' element that is lacking from the game. I want to make provisions for hidden troops deployment, possible ambushes and create an atmosphere of uncertainty.

The most exciting games are those played with quite a lot of scenery: villages, castles, woods, etc. These all offer in real terms the opportunity for an advancing army to be ambushed or for a defending army to conceal troops.

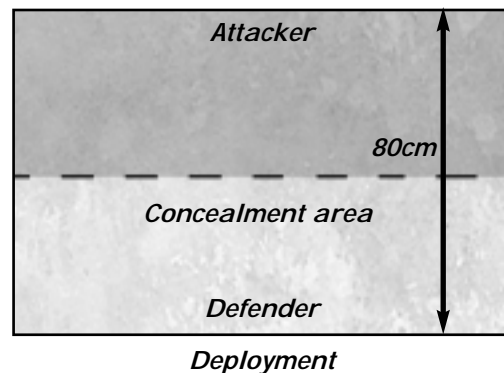


Try, to begin with, laying out terrain as you would perhaps with Warhammer, consecutively placing pieces or using the simple terrain generator. This will, within a few turns, produce a number of items on the

table. Agree beforehand the size of the terrain item as the edge to edge dimension of the piece on the table.

Don't roll for who goes first but for who defends and who attacks. Whoever wins the roll may choose to either be the defender or attacker.

**Defender:** Can place their units initially 80cm apart. May use any piece of terrain and can conceal up to 30% of the army within the initial half of the table. Therefore, as most of us play on the standard 6' x 4' table, visible deployment would be within approximately 1' of the table edge. However, concealed deployment has an area of 6' x 2' (see deployment map below). The defender must deploy first.



**Attacker:** May choose which side to deploy from and has the first turn. This will give a balanced view with regard to placing terrain and teach the Generals to be aware of the lie of the land. The attacker will have to be careful in his deployment for fear of the defender's troops suddenly appearing from dense terrain close to his battlelines. The attacker may conceal troops within terrain in his own deployment area.

The defender is assumed to have the greater knowledge of the land – after all he is defending it! It is for the attacker to determine that the troops he is facing consist of the total enemy force or just part of it. He must consider which parts of the battlefield could conceal enemy troops and

which parts are strategically important to them. This will hopefully produce a more reserved and calculated game, relying upon tentative probing rather than rash charges across open plains.

### CONCEALMENT

The mechanism I have developed to achieve this is as follows – the defender, after surveying the battlefield, determines where to deploy his army. If he decides to conceal a unit within a terrain piece (whole units must be hidden, not individual stands) then the whole of the unit must be able to fit onto the base of the terrain piece. The size of the terrain piece (wood, village, castle, etc) will determine the displacement of the troops. The defender must make a note as to the formation and direction the unit is facing (see map below).



*Unit concealed within woods*

The defender must be allowed private access to the battlefield (get the attacker to stand outside or go into the kitchen and make tea!) so that he can measure terrain pieces, see how many units will fit, etc. He must then mark down all of his concealed units onto an accurate map of the battlefield so that he is aware of their positions and can show this to the attacker later.

As hills and large woods have always had strategic value in important battles, by offering generals the opportunity of hiding their troops behind them, I thought that this element should be considered here. Therefore, Cavalry and Chariot units (cannot enter such terrain) are able to conceal themselves behind terrain such as this but only if the enemy does not have a line of sight to them. If at any point enemy troops get into a position where they would realistically be able to see troops concealed behind terrain then the concealed troops must be deployed (c'mon defenders let's be honest here!).

So when does the fun start? This usually is entirely down to the defender. His troops lose their concealed status as soon as they move (usually by charging enemy that have lumbered too close to their position), shoot with missile weapons or enemy stands occupy the terrain piece that they are occupying. If any of the aforementioned situations arise the previously concealed troops must be deployed on the battlefield.

As you can see this really makes for a very tense and exciting game of Warmaster and forces the Generals to think a lot more about their actions.

### OVERVIEW

- Dice for Attacker/Defender. Attacker – goes first and determines which edge to play from. Defender – Has the ability to place units into concealed areas up to 50% of the battlefield.

- Start Game – Units that are concealed are left off the table and a note of their position is made on the defender's map.

- These units are brought onto the table if,
  1. They move
  2. They fire
  3. The enemy moves onto the terrain piece they occupy.

Ensure that concealed units may be deployed in or behind said terrain.

- Foot units can be concealed in any terrain
- Cavalry/Chariots can only be concealed behind hills, large woods and buildings according to the line of sight rule.

- Artillery can be placed into any terrain. It is assumed that the general has placed his field artillery in strategic areas. However if placed hiding they cannot be moved. We again assume they have dug in and are not easily moved.

- Flyers do not go into hiding, as there is no benefit for them.

- Roll Dem Bonez!

