

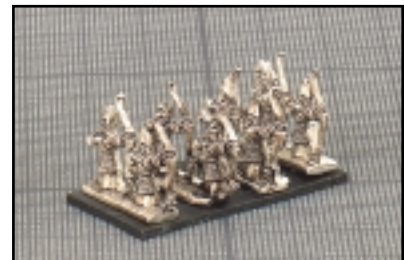
# REACHING FIRST BASE

With your first Warmaster models lovingly clutched in your sweaty palms, you're ready to base them up and get painting – but wait! Due to their size and the way they'll eventually sit on a base we recommend painting each strip before attaching them to their base (although in these examples we've used unpainted models because we are, at heart, lazy gits!). Sit back as we run through the fundamentals of basing up your Warmaster army...

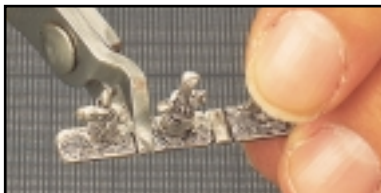
*Most infantry and cavalry stands comprise of two strips glued side by side. Infantry are placed facing the long edge of the base (put any strips with standards at the front) and cavalry face the short edge, as shown here. Make sure both strips are facing the same direction, of course!*



*Infantry archers are assembled slightly differently. Archer units follow a similar formation to other infantry, so you must carefully clip the strips in half and place the archer models facing the base's long edge.*



*Artillery pieces are mounted lengthways on a base, like cavalry. The crew must be clipped from their strip but can be arranged on the base in any way you want. Here is an example of how a High Elf bolt thrower can be based.*



*placed on a separate base (it doesn't matter which base edge they face as this doesn't affect game play). The other pieces can be stuck on the base representing the character's messengers, personal standard bearers, bodyguards or lackeys. You can have great fun designing your own individual character stands to suit the style of your army.*

## CHARACTERS

*Character models come in blister packs containing an assortment of strips, each with a number of individual models. These must be separated with clippers.*

*A single blister pack will provide enough models to make a variety of character stands to represent your General, Wizards or Heroes. Each character model must be*





Here are several examples of how the different types of troop models found in Warmaster are based.

## INFANTRY



## MISSILE TROOPS



## CAVALRY



## ARTILLERY



## CHARIOTS



## CHARACTERS

