

Issue 3

UK £3.50 US \$6.95

WARMMASTER

MAGAZINE

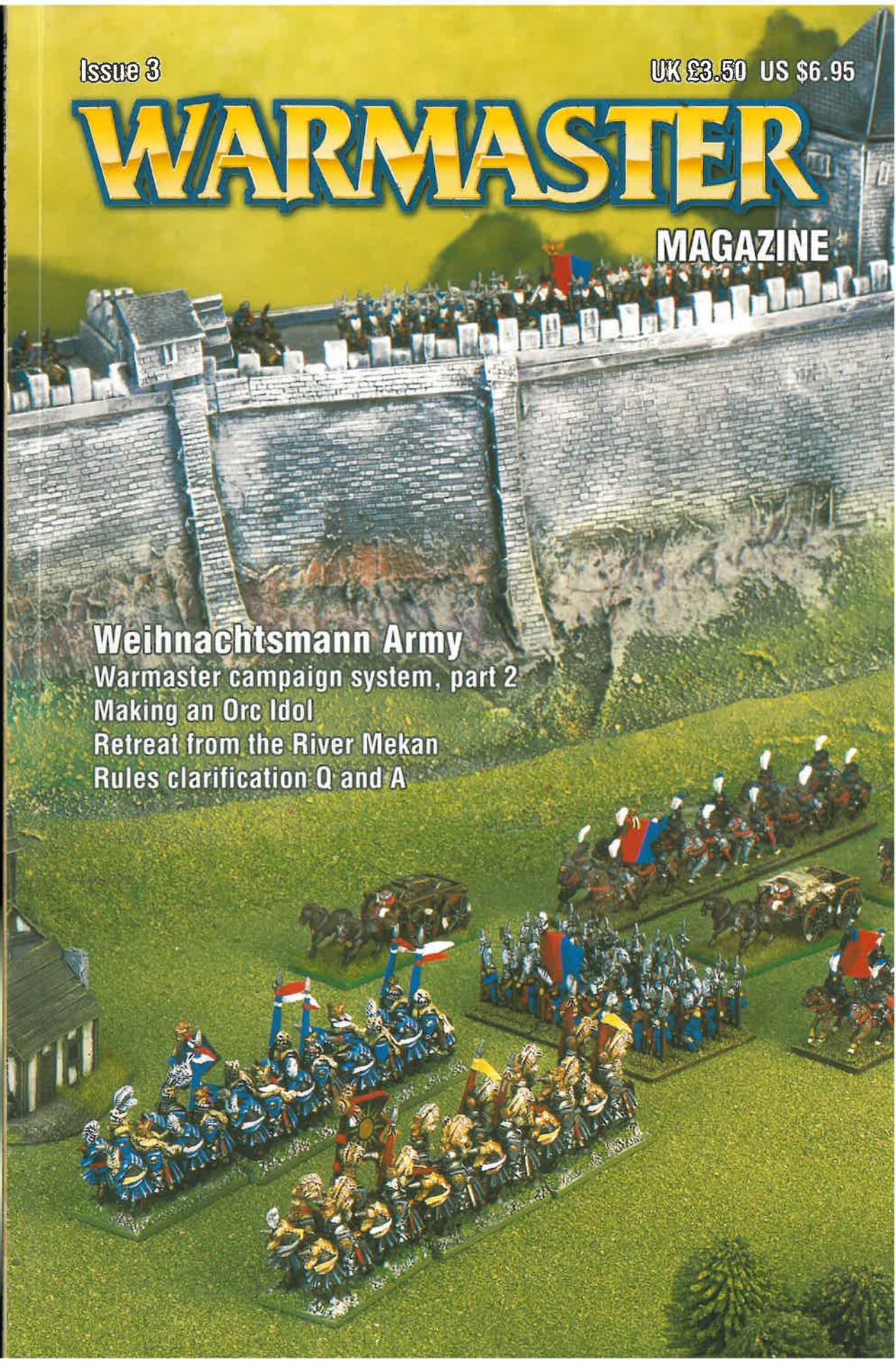
Weihnachtsmann Army

Warmmaster campaign system, part 2

Making an Orc Idol

Retreat from the River Mekan

Rules clarification Q and A



New Fanatic Releases this Issue

Models painted by Agis Neugebauer.

Read about how he painted these impressive figures on pages 14-16 of this Wargmag.



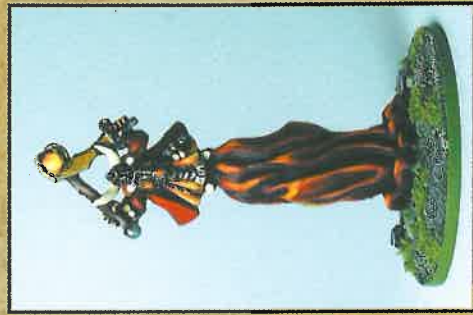
Empire - Knights Panther



Empire - Knights of the Blazing Sun



High Elf Phoenix Guard



Chaos Sorcerers



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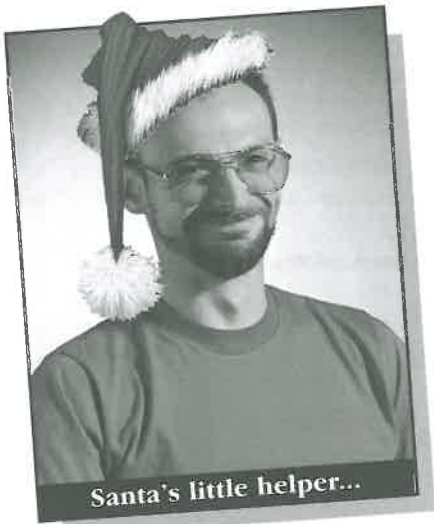
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Chaos Sorcerers

Empire - Knights of the Blazing Sun

INTRODUCTION



At last another edition of Warmag lies before us steaming gently and emitting the odd festive belch. The good news is that we've a whole batch of new models prepared for your immanent consumption as well as more articles by way of a slap-up main course. This time round we have double helpings of the mighty feast that is the Warmaster Campaign rules by David Simpson, more modelling tips from the elusive Nigel Stillman, and another challenging scenario from antipodean gamer Chris Bobridge. Nick Murray has penned some interesting proposals about organising tournaments whilst Stephan Hess has given us a complete new Warmaster army especially for Christmas. This issue's new releases are painted by Agis Neugebauer who also explains everything you ever wanted to know about his impressive painting technique.

Articles continue to amass for Warmag, so much so in fact that a couple of pieces found themselves squeezed out of this issue for want of space. Amongst them are several new players' armies all converted or scratch built, as well as a sizeable chunk of rules suggestions, and more scenarios. Keep those articles coming – we're still looking for articles about tactics, army choice, and battle reports in particular, but all contributions are welcome.

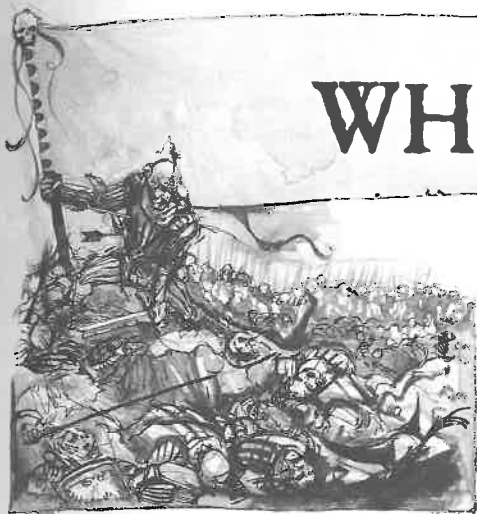
Given that the season of goodwill is upon us it only remains to wish all players an especially merry Christmas and a great new year of gaming in 2001.

Rick Priestley

P.S. No room for a web update this time round – but Maximum Warmaster www.maximumwarmaster.com maintains a good up-to-date list and is the best portal site for Warmaster that I know of. Check it out if you have web access and haven't already done so.



WHAT'S NEW?



The other Empire knights (bottom) are in fact Knights Panther and come equipped with their trademark panther pelts and make a nice variation for your army. (The mad amongst you may write your own house rules for these two regiments but we aren't quite that crazy!)

No big army releases from Fanatic this issue but we have some exciting additions to the existing range. These new models can be used as colourful variations to existing troop types and will give your armies a very distinctive feel.

These Empire knights (below & right) are Knights of the Blazing Sun which you can tell by straining your eyes to the limit to see the little sun motifs on the shields.



Knights of the Blazing Sun



Knights of the Blazing Sun



Knights Panther

What's New?

More artillery for the Empire army! Yes, here's the Empire mortar which makes an interesting variation for your Empire army and can be used either as an alternative cannon or even a bombard.



Empire Mortar

Nasty, sneaky, little Gobbos – lovely. These guys are all big ears and fangs, a bit like the Fanatic crew! These guys 'rank up' nicely on the base to give you an archer style of formation.



Goblin Archers

Fear the mighty Chaos Sorcerers, because these guys really do mean business. Mounted upon magical pillars of rock with lightning dancing from their fingertips you'd think twice before coveting their pint.



Chaos Sorcerers

And what better to follow the wretched Chaos Sorcerers than the well-dressed High

Elves. Here are the long-awaited Phoenix Guard, equipped with halberds and long cloaks. These majestic looking miniatures make an interesting variant to the High Elf spearmen.



Phoenix Guard

Now these earthwork sets really should have been released along with all the rest of the Siege Equipment in issue one, but we kinda goofed! Yes, they weren't ready but don't hold it against us because these 'horseshoe' style earthworks are ideal for Empire and Dwarf players to use with your cannons as gun emplacements.



Earthworks

A tiny rat pack squeezed onto a penny, how cute, and great for added decoration to bases and scenery – or is this the advent of a Warmaster Skaven army? Well, we're not telling so there!



Check out how to paint your Warmaster miniatures on pages 14-16 and how get bold of these new models on pages 46-48 of this mag.

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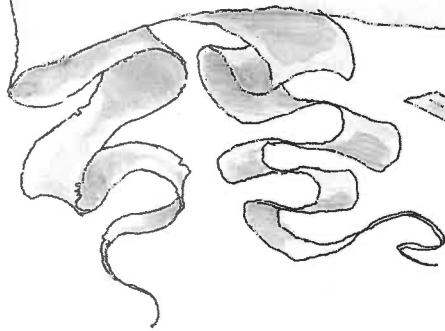
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FESTIVE RULES

Weihnachtsmann Army

By Stephan Hess



Our gaming group has a long tradition of holiday season games. Be it a race with reindeer sleds or a Warhammer battle with special Easter bunny allies, it is always entertaining and reminds us that gaming is supposed to be for fun and not just about winning (we usually forget it as soon as the holiday game ends though). So it was only a matter of time until Warmaster would be under attack from the holiday spirit.

In Germany the Christmas tradition differs between regions and in the last few years American and English tradition has got mingled in with the 'good old German' way of Christmas.

The 24th of December is Heiligabend and the 25th and 26th are the first and second Weihnachtsfeiertag. In the early evening hours (or late afternoon if there are small children or very impatient adults) of the 24th the Christkind puts presents under the Christbaum. The Christbaum (Christmas Tree) will have been decorated with baubles, candles and lametta (thin metallic threads), depending on the age of the children, this will be done by the family or the Christkind. Often children are tortured by having the Bescherung after dinner, and whilst the children eat as fast as possible their parents use the opportunity of revenge and eat real slow. If the children are still quite small they may be sent out of the room, whilst the Christkind arrives and puts the presents under the tree. Because the Christkind has to give presents to so many children it does not stay long and when the small silver bell calls the children the Christkind is already

gone. And now it's time for a presents frenzy. Older children or children with cruel parents might have to sing some Christmas carols before being allowed to open their presents, but in these modern times the CD player takes over, much to the joy of the children but to the grievance of the adults. On Christmas eve children as well as adults receive presents, but for the children there is also a second day which promises presents. While Christmas eve is joy and happiness (besides the yearly bath and being combed and dressed in your best clothes) the second day is a strange mix of joy and pain. On the 6th of December Nikolaus (Santa Claus) is coming to town. He is the guy who records all the children's good and bad deeds and on the 6th of December it is pay day. The good ones will receive presents and the bad ones will be beaten with a Rute. Often most parents will have somebody to dress up as Nikolaus and so a big, white bearded man in a red cloak will appear and cause terror in smaller children and laughter in the older ones. Some of the children will have to recite Christmas poems to placate Nikolaus and rather unsurprisingly it always works. Nikolaus puts in an appearance on

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the 6th of December. In historic times (long ago when I was a child!) Nikolaus was accompanied by Knecht Ruprecht and they played the good guy, bad guy game we are so familiar with from American cop movies. Nikolaus would check his database and if the entry was positive he would give a present but if the entry was negative Knecht Ruprecht would give some lashes.

Before the wave of American and English influences there was no wide spread theory on where Nikolaus might live, get his presents from or who was producing the presents for him, but enough introduction and only one thing is left before we start with the army list:

Merry Christmas and a Happy New Year
– Stephan

Note: The army list has more special rules than is normal for a Warmaster army, but as this is a fun list it doesn't pose a problem.

LAND OF SNOW AND PRESENTS

All of the north of the Warhammer World is part of the Chaos Wastes. All of the north? According to legend, not entirely all, a small, seemingly barren, mystical isle directly on the North Pole is still free from the influence of Chaos, where a small community struggles for freedom and independence.

This island has no name, nor do its inhabitants belong to a nation in the usual sense. The area itself is just known as the 'North Pole'. These people appear to have no sense of patriotism nor any real understanding of economic mechanics and procedures. They produce goods (mostly sweets and toys) all year long, but deliver the entire year's production on a single day. And the most unbelievable part of all is that they do not even charge the recipients for their goods.

The ruler of the 'North Pole' is reputed to be the Weihnachtsmann (Father Christmas). This large fellow has a long white beard and a deep, throaty laugh. He always dresses in red and wears a special hat with a jingly bell at the end, a bit like a jester's. Don't be fooled by his appearance though, he might



say he only wants to make your wishes come true, but he's really a despotic tyrant. His word is law and he sends out presents or thugs as he sees fit. The 'Ho, ho, ho', his chilling laugh, can make the blood of even the toughest men freeze.

At his side is a girlish-looking woman called Christkind, a real fancy dresser, still youthful after who knows how many hundreds of years. She always wears expensive silks decorated with mystic symbols of stars and glitter. Some sources give mention to wings sprouting from her back. Her precise relationship with Weihnachtsmann is uncertain – she could be his daughter, lover or some kind of counsellor. Christkind does some of the delivery in the Empire of men.

This legendary hoarded wealth can easily lead the foolish into thinking that the North Pole would be an easy and rewarding target for any conquering General. But the fact that this place has existed for thousands of years within the Chaos Wastes hints that there is more here than meets the eye. It is not only protected by strong enchantments but also by a formidable army. It is not unheard of for an army from the North Pole to be sent out to clear trading routes (probably better called delivery routes as the goods are strictly going only one way) or to free some of their people who are being held for ransom.

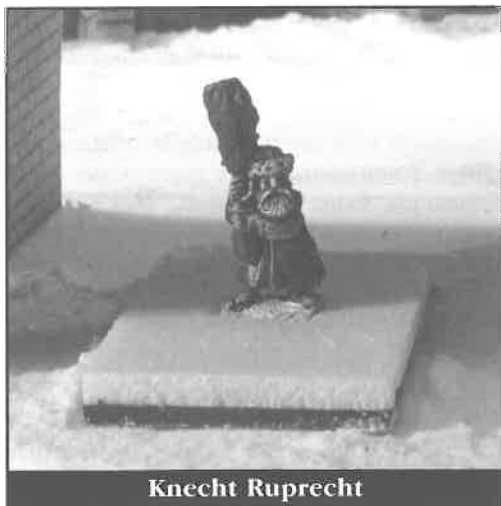
North Pole armies are usually led by a Nikolaus (St. Claus). This appears to be some kind of hereditary title as all the army leaders seem to bear the same name. This man looks like a younger version of Weihnachtsmann and some sources hint at the possibility that Weihnachtsmann is elected yearly from all the Nikoläuse. Other sources state that they are all the Weihnachtsmann's sons, and that he is just too lazy to think of any new names. The last theory is supported by the fact that all Nikoläuse have the same build as Father Christmas, the same beard and the same appalling dress sense. They can often be seen riding a reindeer-drawn sledd, a convertible model also favoured by Weihnachtsmann. Wild tales about the sleighs being able to fly are obviously pure fiction.

Excerpt from: 'My Travels in the North' by Gerbard the Wanderer

TROOP TYPES

Knecht Ruprecht (Grizzle)

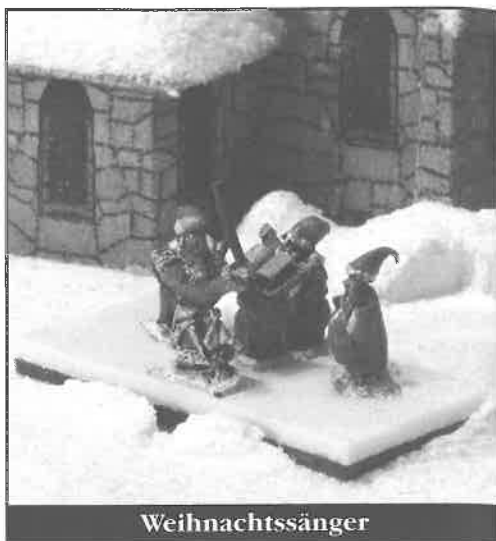
For dirty work like punishing naughty children, Nikolaus has Knecht Ruprecht at his side. Knechte Ruprecht also serve as army officers. There is no further information on them, but it seems obvious that Knecht Ruprecht is a hereditary title and a Rute seems to be their sign of office.



Knecht Ruprecht

Weihnachtssänger (Carol singers)

The North Pole army does not have any wizards per se, but they can cast magic with songs. These Christmas Carols, as they are called, are able to bewitch even the coldest of hearts. Legend has it that in ancient times the singers were accompanied by a brass band, but when the city walls of Jericho fell down during a concert, this was abandoned.



Weihnachtssänger

Elfen (Elves/Fairies)

The main force of the army is made up by Elf infantry. The literal translation would be Elves, but the Elfen look more like Goblins with sharper features than true Elves. The Elfen are part of the working class, producing toys, sweets and most other goods. They are small and nimble and, unlike Goblins, quite clever. They are surprisingly good fighters and are often equipped with the most exotic of weapons, the double-handed teddy bear probably being the most exotic from all. Their reflexes make them very difficult to hit in combat and has proved to be as effective as the hardest armour.

Wichtel (Gnomes)

The Elfen work on the artistic aspect of the products, but the technical aspect is handled by the Gnomes. The Gnome's technical and mechanical skill, but also their physical appearance show that they share a common parentage with the Dwarfs. Wichtel wear red Zipfelmützen and sport beards like Nikoläuse which are often quite short because whenever they get stuck in some mechanism (which happens quite often) they have to be cut free. The Wichtel are highly skilled but not very strong, so they prefer ranged attacks over close combat. The weapons are of the Wichtel's own design and are usually quite short ranged, but devastating. A projectile from a chewing gum gun can bring a regiment to a halt and a sugar can in the eye is no sweet sight. Thanks to their technical expertise their armour is much better than that of comparable troops.

Mail Order Trolls

A rather recent addition to the North Pole society and army are the Trolls of the Mail Order. We are still in the dark about the origin of their name as none of them wear mail nor any other kind of armour. With the world's population growing so fast (despite all those wars), Weihnachtsmann, Christkind and Nikoläuse sometimes just can't manage to deliver all the goods in one day. In this case the Mail Order Trolls step in and deliver some of the goods. Mail Order Trolls fall into two broad categories: Stone Trolls, because anything delivered by them looks as if had been hit by a big (and I mean a very big) stone, and River Trolls, because anything delivered by them looks as if it had fallen in a river.

Green Zipfelmützen

Before becoming a Nikolaus you will have to endure an apprenticeship. During the apprenticeship the trainee has to wear a green Zipfelmützen (hooded cloak), which he can replace with the customary red one on passing the final exams. Candidates who fail the exam can still opt to become a Knecht Ruprecht. The Green Zipfelmützen's most favourite lessons are sleigh driving. The best and most reckless of these Green Zipfelmützen form the Sleigh units in any army.

Polar Bears

The only land animal native to the North Pole are polar bears. These creatures have been befriended by the people of this land and are used mainly as guard bears. Some tried to use them as lap bears but this proved to be a short, bloody and largely unsuccessful experiment. The fur of polar bears is usually snow white as this is the perfect camouflage in the snow wastes of the region, but in a small area call Dalmatia there are hot black stones which stick out of the white snows. The bears living in that area are called Dalmatians and their fur pattern has adapted to their surroundings, being white with black spots. Rumour has it that there are always 101 Dalmatians at any time.

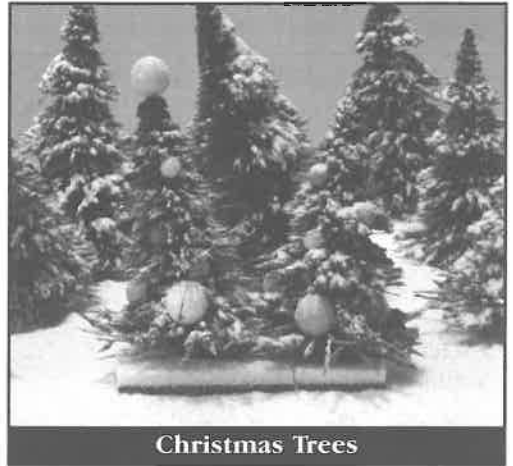
Christmas Trees

The North Pole is an awfully cold and barren region, and the fact that any plants grow there at all is a miracle. The only plant that can thrive in these snowy wastes is a type of pine tree called a Christmas tree. The people of North Pole are so happy to have at least one kind of tree that they decorate them

with small painted glass globes, sweets and lights. Rumour has it that the trees can move and wherever they rest for a while presents appear beneath them. Researchers still argue whether the presents are some kind of fruit or whether the tree and its merry lights act as a homing beacon for Nikoläuse so that they know where to deliver the goods.

Ghost of Christmas

Sometimes an army is accompanied by a Ghost of Christmas. There appear to be three kinds: the Ghost of Christmas Past, Present and Future. There is a theory that the Ghost of Christmas Past is used to frighten customers who haven't paid last year's bill, and the Ghost of Christmas Present frightens customers who haven't paid this year's bill. However, this theory is bound to be wrong as no-one is ever sent a bill anyway, and the Ghosts of Future Christmas wouldn't have anything to do as you never know who will not pay their next bill.



Christmas Trees

Present Lobber

Sometimes presents have to be delivered to places which are not easily accessible. In these cases presents are delivered with the help of a Present Lobber. Needless to say, the Present Lobber is an invention of the Mail Order Trolls.

Snow Cannon

Once in a while the sleighs have to travel where there's no snow. The inventive Wichtel have designed a cannon that can make snow just for those cases. The cannon itself is mounted on a sleigh and makes snow in front of itself, gliding over the freshly made snow it is followed by the other sleighs. The snow cannon can also be used as a short ranged weapon.

CHRISTMAS ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Points per Unit	Min/Max	Special
Elfen	Infantry	3	3	5+	-	3	60	2/-	-
Wichtel	Infantry	2/1	3	5+	-	3	55	1/-	*1
Mail Order Trolls	Infantry	5	3	5+	-	3	110	-/3	*2
Green Zipfelmützen	Chariot	3	3	5+	-	3	110	-/3	*3
Bears	Monsters	5	3	0	-	3	85	-/1	*4
Christmas Trees	Monsters	3	4	4+	-	3	125	-/1	*5
Ghost	Monsters	-	-	-	-	1	100	-/1	*6
Present Lobber	Art	1/1	3	-	-	1	30	-/1	*7
Snow Cannon	Art	1/2	2	-	-	1	35	-/1	*8
Nikolaus	General	+3	-	-	10	1	165	-/1	*9
Knecht Ruprecht	Hero	+1	-	-	8	1	90	-/1	*10
Weinacht -ssanger	Wizard	+0	-	-	7	1	45	-/1	-

Special Rules

1 Wichtel. Range 15 cm (ordinary firing arc)

2 Trolls. These are especially stupid creatures. When issuing an order to a unit of Trolls or to a brigade containing one or more units of Trolls, there is an command penalty of -1 in addition to any other modifiers. Trolls also have the ability to regenerate wounds. This is represented by regenerating 1 wound per combat round after removing of whole stands. The wound besides being regenerated still counts towards the combat result.

3 Green Zipfelmützen. The sleighs can fly and are therefore treated as any other flyer, but also get the additional +1 A for chariots charging an enemy in open terrain. (Note the fact that they fly allows them to attack units on castle walls and such, but those units still count as fortified as stated in the siege rules).

4 Bears. Although they are monsters, Bears are mounted facing the long edge of the base, like infantry. As creatures of the forests and mountains under the control of human Beastmasters, Bears are able to move over or into any wooded or mountainous terrain features in the same way as infantry. This does not entitle them to claim defended status. Because of their irascible, ursine nature Bears cannot be brigaded with units of other troops, only with other Bears. Due to their ferocity a Bear unit which scores more hits in the first round of a combat than the enemy will automatically strike 1 more Attack per stand before the combat result is worked out. Resolve these attacks as normal and then work out results. Bears must always pursue retreating enemy where possible and must advance if they are able to do so. Note that these rules apply only to Bear units – not to characters that ride Bears.

Special Rules (cont)

5 Christmas Trees. Although they are monsters, Christmas Trees are mounted facing the long edge of the base like infantry. Christmas Trees can enter woods even though they are monsters, but still do not count as defended when attacked whilst in woods. Christmas Trees can deploy like any other troops in their own deployment zone or (quite special) in any wooded area on the table. Any good army i.e. Empire, Dwarfs, High Elves, Kislevites or Bretonnians will expect to find presents under the trees so they are not willing to put the presents at risk and will not charge Christmas Trees on Initiative. In addition any unit of any army within 20cm of a Christmas Tree stand gets an additional -1 command modifier (i.e. -2 for enemy within 20cm instead of -1 [Undead get -1 instead of nothing]) as they are very reluctant to go away before they have got their presents (and even the baddies and the Undead (old habbits die hard) hope for presents. Even if they do not believe in Christmas, they still hope).

6 Ghosts. Ghosts can only brigade with other Ghosts. The Ghosts are ethereal creatures and cannot attack or be attacked by any means. But they do cause *Terror* in any enemy stands within 20 cm. Ghosts are treated like characters regarding Line of Sight. Friendly units can move through Ghosts but cannot end their move so that a Ghost is still in their ranks. Enemy units can neither charge nor move through a Ghost unit.

7 Present Lobber. Range 60cm. Can't stand and shoot. The Present Lobber shoots presents into the enemy ranks. If the Lobber hits, no wound is inflicted and the unit is not driven back, but the enemy unit is automatically *Confused*, because the unit is fully occupied with unwrapping the presents. The unit is not driven back, even when hit by other missile fire or magic that would normally drive them back (casualties are still removed). Should the affected unit be drawn into close combat by any means it is treated as any other *Confused* unit.

8 Snow Cannon. Range 30cm. The Snow Cannon is used to... err shoot snow! This snow is mainly used to create some Christmas atmosphere and to allow every one the excuse to drink some hot spiced

wine. The snow is cold enough to drive people away, but not cold enough to kill anybody. So, instead of rolling to hit you just roll 2 dice for the drive back (or add 2 dice to the drive back roll, when the unit already had been hit). The number of dice is modified for *Fortified* or *Defended* targets as normal and all other drive back rules apply. When the cannon shoots as part of a *Stand and Shoot* reaction, the charging unit loses 2D6 of it's movement allowance. This might result in the unit not reaching it's intended target. In this case the unit is moved as if the charge would have been successful and is then moved straight back the distance it failed the charge by.

i.e. a infantry unit 17 cm away charges and the snow cannon rolls an 8. So the movement of the charger is reduced by 8 (12 cm left). So the infantry will be moved into contact and then 5 cm directly back.

If the charge has taken place in the Command phase then the active player is allowed to give further orders to the unit, if it happened in the Initiative phase the unit cannot be moved any more in that Initiative or the following Command phase.



9 Nikolaus. Nikolaus is mounted in a flying sleigh. The sleigh counts as a flying chariot and the additional attack is already included in his profile.

10 Knecht Ruprecht. Because of his reputation for being extra tough, a unit accompanied by Knecht Ruprecht causes *Terror* against evil armies (Undead, Orcs, Chaos and Skaven).

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CHRISTMAS CAROLS

As aforementioned, The Army of the North Pole has a weird form of magic in Christmas songs!

STILLE NACHT (Silent Night)

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

Nominate a single enemy unit within range. Silence will fall heavily on this unit. It can't be given any commands in the next Command phase. It can still use Initiative or home backs to move.

O'TANNENBAUM (O' Christmas tree)

6+ to cast.....Unlimited Range

If there is a wood or forest on the table the trees can be transformed into Christmas Trees. If successfully cast, place a unit of Christmas Trees in any wood or forest on the table. The unit cannot be raised into close combat. This spell may only be cast if there are spare models available.

IHR KINDERLEIN KOMMET

(O come little children)

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

Nominate a single enemy unit within range. The unit will be moved its maximum movement distance towards the Weihnachtssänger. If it has enough movement to reach or even pass the

Weihnachtssänger the unit will stop 1 cm before it reaches them. The stand closest to the Weihnachtssänger is moved first in a straight line and ends its move facing the Weihnachtssänger and the other stands are arranged as the owning player sees fit. The move should be as straight as possible. Impassable terrain is circumvented, but troops of the moved unit's side have to make way or the unit is stopped and becomes *Confused* (remember to roll for *Confusion* if unit(s) make way). If the path of the first stand's move crosses an enemy unit the moved unit has to charge that unit by performing an ordinary charge.

FRÖHELICHE WEIHNACHT ÜBERALL

(We wish you a merry Christmas)

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

The spell is cast on a combat of which at least 1 stand (friend or foe) is within range. Please note that this can affect more than one unit of each side. The combatants are filled with the spirit of Christmas and decide not to fight. The combat ends before it even begins! Roll for and execute a fall back immediately as if both sides had drawn in combat. The enemy (of the Weihnachtssänger) has to fall back first.

More of Stephan Hess' festive madness can be seen on the inside back cover.



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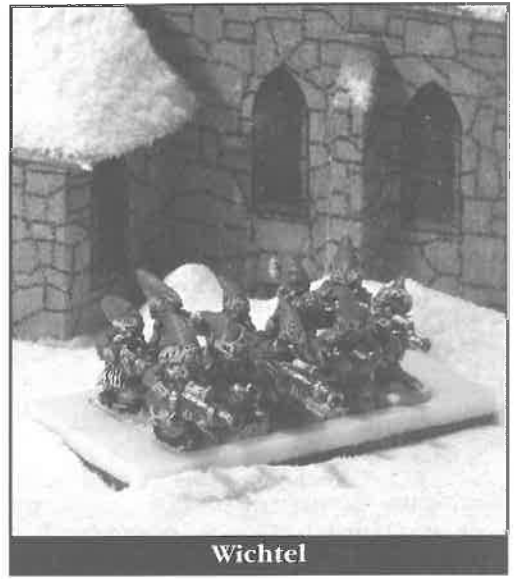
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Ghost of Christmas



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Mail Order Trolls



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Polar Bears



The Snow Cannon



HOW TO PAINT WARMASTER MINIATURES FAST AND WELL

By Agis Neugebauer

During the Warmaster Campaign Day (a very nice event that I can only recommend to every serious Warmaster player.) it was possible to talk to Rick Priestley and some of the Fanatic staff. To my surprise these guys were all perfectly normal, nice, approachable people (*is he sure he met the Fanatic staff? – Ed*). I convinced them that it would be a good idea to let me paint some of the up and coming Warmaster miniatures.

To my genuine surprise they agreed and shipped me some of the new miniatures as soon as they had them cast. They sent me a stand of the High Elf Phoenix guard, a unit of Knights Panther, a unit of Knights of the Blazing Sun and two alternative Chaos Sorcerers to be painted – all within one week! Unfortunately I also had a lot of work on during that week too. This was not exactly what I had planned for. I wanted to paint them to the best of my ability but also as quick as possible. Therefore, some cunning and careful planning was necessary.

I will explain what I did by way of the example of the Knights of the Blazing Sun and the Chaos 'Ice' Sorcerer.

I presume that everybody reading this is familiar with techniques like basing, flocking, drybrushing and highlighting. For all the painting I do on Warmaster minis I use the Standard brush for base colours, the detail brush for the first highlights and the small detail brush for the very last super tiny highlights.

Step by Step painting technique

Step I: On the first evening I prepared the miniatures. It is necessary to remove the 'flash' (excess metal from the casting process) from the miniature by using some sharp clippers. Also, file off any of the rough spots from the miniature strips paying special attention to the underside of the bases to ensure that they sit flat on the plastic bases.



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Step II: I glued one strip to the plastic base and flocked the two long edges of the strip with some sand. I've always found it a tough job to get some sand between the two model strips without getting glue all over the painted minis. Then, all the miniature strips were undercoated black. I always undercoat my Warmaster figures with black, so I don't have to worry about any outlining or deep shadows.

Step III: Today was Saturday so I was eager to tackle as much as possible. I started with the dry brushing work. Because of the small size of the minis it is very easy to brush the surrounding surfaces. By doing this first you don't have to worry about splashing some colour around. The Knights of the Blazing Sun needed the most dry brushing out of all of the figures I was sent since each has a huge plume of feathers sprouting from their helms. I dry-brushed some Hobgoblin Orange and after that a mixture of Sunburst Yellow and Skull White onto the feathers.

The Chaos Sorcerer needed a different approach. I started by painting all the base colour on the miniature.

Step III: Paint all that need washing. Whilst applying the wash it is all too easy to ruin something that has previously been painted. I painted the legs of the horses in a mixture of Vomit brown and black and the armour of the knights in Chainmail Silver. The horse's barding was painted in a dark grey with Shining Gold over the neck and head armour. Once left to dry the armour and barding was washed in a thinned down black ink, whilst the horses legs got a fat brown wash. The golden armour was

washed with an orange ink.

The only colour that needs some washing on the Chaos Sorcerer was the ice surface. I applied some blue wash on the column and the circular base.

For the overall colour scheme I always originated my ideas from Warhammer. It makes the minis easy to recognise on the battlefield, and you still have plenty of room for creativity when painting the Warmaster unique miniatures. I used that outlook when painting the Chaos boy!

Step IV: Most important step by far! Make yourself a coffee or a cup of tea and get some rest. I have ruined more than one paint job because I started to paint when the wash hadn't properly dried.

Step V: Detail work. At this stage of the game most of the model is already finished. All there is to do now is some highlighting and some details. To highlight the barding I applied a small line of Codex Grey paint on the edges of the barding with a fine detail brush. After that, an even thinner line of Fortress Grey was added to the very edge. The barding that had been painted gold and inked in orange was now given some highlights in Shining Gold again in the same manner as above. The knight's armour was highlighted in Mithril silver. To the lances I applied Red Gore and Blood Red.

You may notice that this is the only highlighting I do for the whole miniature. Because over the smaller size of the minis I don't think that it is appropriate or necessary to apply more than one or two highlights. You will not notice it on the



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Knights of the Blazing Sun Command

battlefield. The only exceptions to this are character or monster sized Warmaster models. First of all they have to stand out on the battlefield and when thinking about monster sized models, they've definitely got the size to require a little bit more effort.

It was most logical for me to go all out on the highlights for the Chaos Sorcerer. I used Salamander Green highlighted with more and more Bilius Green for the robe.

The cloak was painted in Hawk Turquoise. Highlights were achieved by mixing more and more Skull White in with the turquoise. The goal was to create a really 'cold' feeling colour.



Chaos Sorcerer

Step VI: Final assembly, flocking the bases etc. I painted the strip and the plastic base Goblin green and then glued the second strip to the base. After that it took only a few gentle dry-brushes over the sand in Bleached Bone. Since I don't like it at all when you can see the miniature strips on the base, I glued some green flock to the base to cover some of the rough spots.

Step VII: Now the best part of it all: Admire your work!

With the techniques I have described above, I finished all of the minis I mentioned before hand over a weekend and three evenings. I can only say it was very rewarding and I can't wait to get my Kislevite army finished now.



THE RETREAT ACROSS THE RIVER MEKAN

A Battle Scenario By Christopher Bobridge

The myths of my world tell tales of gallant last stands. Men fighting to the death for their country, friends and family. In reality, this is sometimes pointless, as to die now would prevent a victory later.

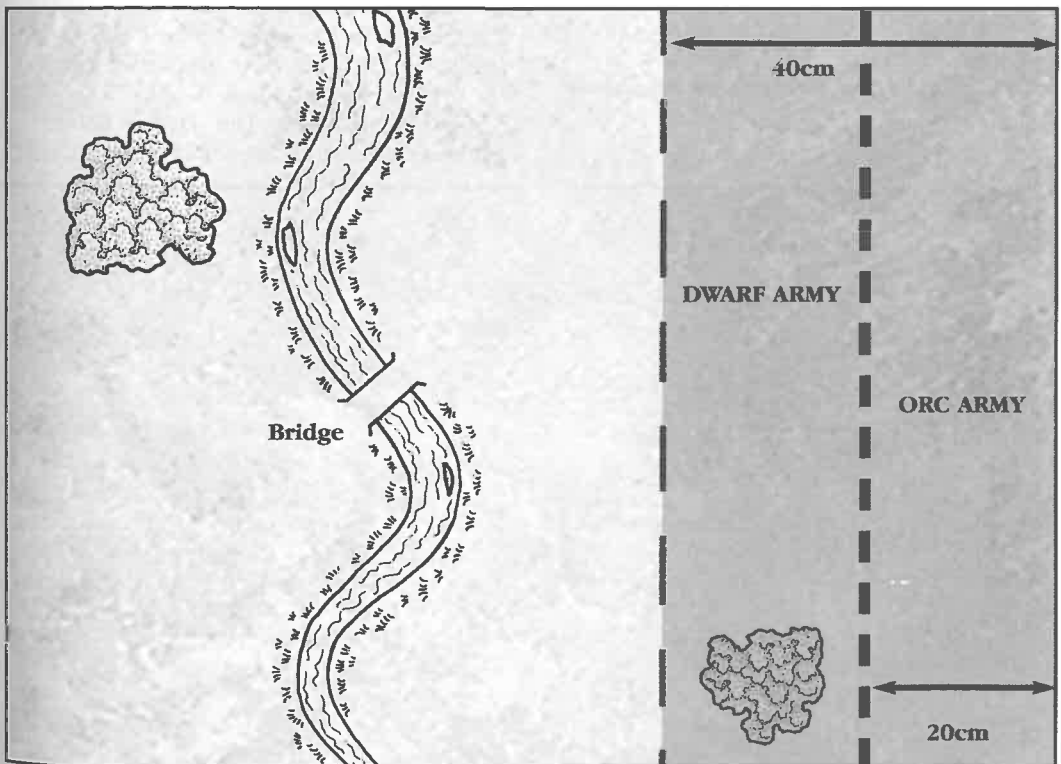
In this scenario, the Dwarfs are fleeing from a massed army of Orcs, hoping to reach the safety of the river Mekan. They carry with them a selection of ancient Dwarf artefacts recovered from Orcish settlements and strongholds in the Badlands. While Dwarf tactical dogma is usually stubbornly against 'running away', for once the artefacts are considered more important than honour.

This battle was fought between the gallant Dwarf warriors and the Orcs, but may be fought between any two armies. The most important feature of this scenario is the river Mekan, and the bridge across it.

This battle is played down the length of the table, because this gives the Dwarfs further to run! The Orcs deploy first, within 20cm of the table edge furthest from the river. The Dwarves deploy second, and deploy between 20cm and 40cm of the table edge. The Dwarfs take the first turn. The Mekan river is treated as impassible, and the only way to get across is the bridge. If any stand moves into the river for any reason then it is removed.

Because they are already running away (sorry, retreating) the Dwarfs do not fall back due to missile fire.

Neither army may include artillery in their army, as the Dwarfs are a raiding party and thus unsupported, whilst the Orcs are pursuing and have no time to pull the machinery along.



The Retreat Across the River Mekan

'We're not running away! We're taking advantage of a lull in battle to fall back, ok? And anybody who says otherwise will taste my axe!'

– Junni Axesson, Dwarven General

The Dwarfs are aiming to get to the far side of the river, and delay the Orcish advance. To represent this, the battle is not fought using victory points or with a fixed number of turns. This battle will not end due to break point or the death of the general.

Ragni's anklet is one of the more unusual artefacts in the collection. Forged from pure gold, Ragni used to add a gem to it each time he lost a friend in battle.

The battle ends when an Orcish unit crosses the bridge (not including flying units.) I realize that the Orcs have no flying units, but this exception is here for completeness. The Dwarf player's score is equal to the number of stands he has on the far side of the river. The scenario is then repeated and armies are swapped, with the player with the highest score claiming victory.

The scenery is basically a grassy plain, with scattered trees. The river is placed at a point 2/3 of the way along the board. The river is 8 cm wide, and the bridge is 12 cm wide and placed in the middle of the river.

'For Ragni and his gold!'

– Dwarf Battlecry from the battle.

When designing this scenario, I wanted to show that war isn't always the glorious charge, or the courageous last stand.

Sometimes, war is hell, and all there is to do is play for time. This scenario is a measured retreat against an overwhelming horde. Cunning and guile will win the day, not brute force.

'We'ze gonna crush doze stinking stunties!'

– Ragok, Black Orc Warlord

This scenario was inspired by a tale from World War Two, where an Allied force was in full retreat across a bridge. When it was destroyed to halt the enemy, some of the Allies were trapped on the wrong side of the bridge. These men were captured and imprisoned until the end of the war.

In this scenario, it is imperative that the Dwarfs don't just start running and don't look back. If they do this, it will be relatively easy for the Orcs to overwhelm the bridge and crush all hope of a Dwarf victory.

The artefacts of Ragni Jurnasson are some of the most prized Dwarf artefacts. They consist of many exceptionally well forged objects and are highly valued by the Dwarfs. They would die rather than let these artefacts fall into enemy hands.

A planned retreat is the key, with units both blocking the advance of the Orcs and keeping fallback routes open. I believe that units would be best deployed in line formation, so as to block the Orc advance as much as possible. The Dwarfs are at a numerical disadvantage, so they must make each stand count as much as possible.



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For a change, I haven't included many special rules in this scenario. One of the two I did include was because I believed it was silly that the Dwarfs would run faster if a couple of arrows were shot at them. Missile fallback also gave the Orc player a harder time.

The other that I did include relieved the armies of their artillery support, making them more likely to be infantry/cavalry based. This turns the battle into more of a pursuit type scenario, rather than a normal battle.

The challenge of this scenario is in the 'measured fallback', rather than an out and

out flight. The second battle in each set will hopefully be closer, as each side should have learnt from the mistakes made the first time around, as well as having an idea of what the other side is going to do.

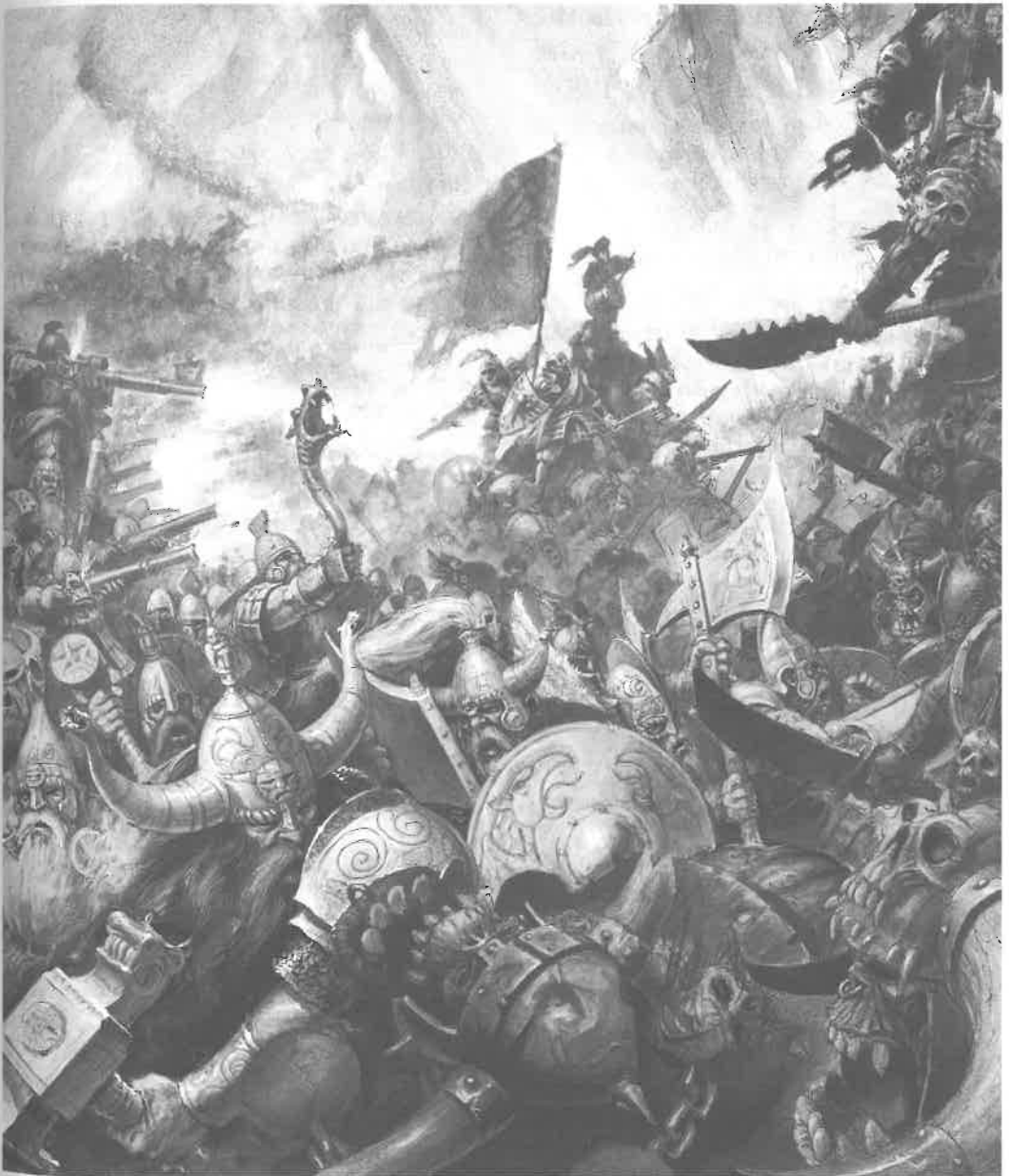
'The blood of our friends flows strong in this river. Defend it, my brethren, lest we join them.'

- Junni Axesson, Dwarf General

As always, I'm open for comments and criticisms. Please feel free to email me at:

stryker@tpgi.com.au

I hope you enjoy playing this scenario as much as I did writing it.



Rules Clarifications

Q & A

This is the third part of our section of official rules clarification Q&A – you can find the full list of official clarifications at Rick's site: www.warmaster.co.uk or via the Warmaster e-group site (www.e-groups.com/group/gw-warmaster).



Q. Do engaged enemy units block the line of sight for artillery to shoot overhead?

A. Artillery are allowed to shoot over obstacles, including friendly stands, that occupy lower ground than either themselves or their target (*Shooting Overhead* p67). Usually foes are of no concern as the closest visible enemy will be the target – but if enemy stands are fighting in combat they are ineligible as targets and the artillery can shoot over them as if they were obstacles or friends.

Over level ground all obstructions to sight block the line of fire – including stands engaged in combat.



Q. In a combat engagement, can stands that have been charged in their side or rear subsequently turn to present their front to the enemy if they win the combat round and elect to pursue? If permitted this would presumably allow them to avoid the -1 penalty for fighting to their side/rear?

A. Assuming we are talking about a combat where a unit is only fighting to its side or rear (not to its front) then it is perfectly

correct to turn the pursuing stand so that it fights to its front. This is covered as 'All other stands...' in the final paragraph of p42 though not given as a specific example.

In this situation the pursuing unit would pick one stand of those fighting, preferably one which has seen off an extant enemy stand, and move it back into contact (centre to centre front to front – as the retreating stand won't have changed its orientation). Any remaining stands from the pursuing unit can then be placed relative to the first.

Q. What is the correct points value for an Orc and Goblin Shaman (some language versions have different points values).

A. The English language version is correct. An Orc Shaman is 45 points and a Goblin Shaman is 30 points.

Q. In the Orc and Goblin army list, does the Giant get a 5+ armour save (this is also different in some language versions).

A. Once again the English language version is correct with a 5+ armour save.

Q. In the Magic section (p72) it states that the same spell can only be successfully cast on the same unit once in the same shooting phase (final para page 72). In some of the spell descriptions this is restated.

Does this rule apply to all spells or only to those specified in the spell descriptions. If the rule applies to all spells, how do you deal with spells (such as Fireball) that hit all units in a 30cm line, as it is possible for a unit to fall beneath two fireballs from different wizards even if it is the initial target of neither.



A. The rule is a general one – it applies to all spells and is intended to make it impossible to exploit the effect of magic in large games. In the case of a Fireball (or comparable spell) a unit can only be affected once, so a subsequent fireball would cause no further harm to a unit that has already suffered one fireball attack (even if no damage was caused).

I must confess to forgetting this myself on occasions – as the temptation to line up your wizards and blast a unit into smithereens is considerable! However, that's exactly why we introduced that rule, and once you have 4 or 5 wizards in play to allow otherwise does tend to shift the balance of power towards the magic. As the rule stands, players are obliged to use their

wizards in conjunction with other missile-armed units and to spread their efforts over the battlefield – which is the result we were looking for.

Q. Referring to the following diagrams – can the infantry unit charge the cavalry unit by means of a second successful order in the command phase. The question arises as some players interpret the sentence 'A unit can only charge an enemy that it can see at the start of its move' to equate to 'A unit can only charge an enemy that it can see at the start of the command phase'.

A. In Warmaster the player gives an order and makes a move, he gives a further order to the same unit and makes a further move, a third successful order would give a third move, and so on. Specifically, that is what is meant by a 'move' although it is hard to avoid using the word informally to describe all of a unit's movement in the command phase. A unit needs to be able to 'see' the enemy unit it intends to charge when the command is given – i.e. at the beginning of that individual move. It does not matter whether the enemy unit was visible at the start of the command phase – only that it can be seen when the command is given.

In the diagram examples 1.1 and 1.2 (see over) the second diagram is therefore perfectly legal.



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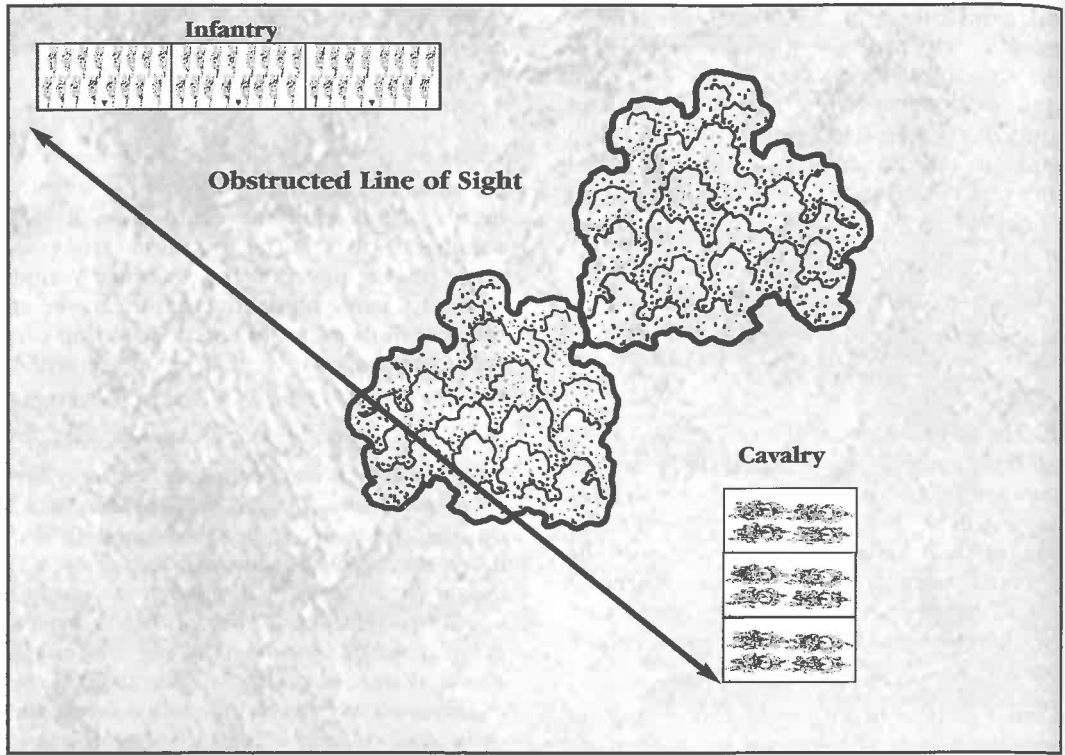


Diagram 1.1

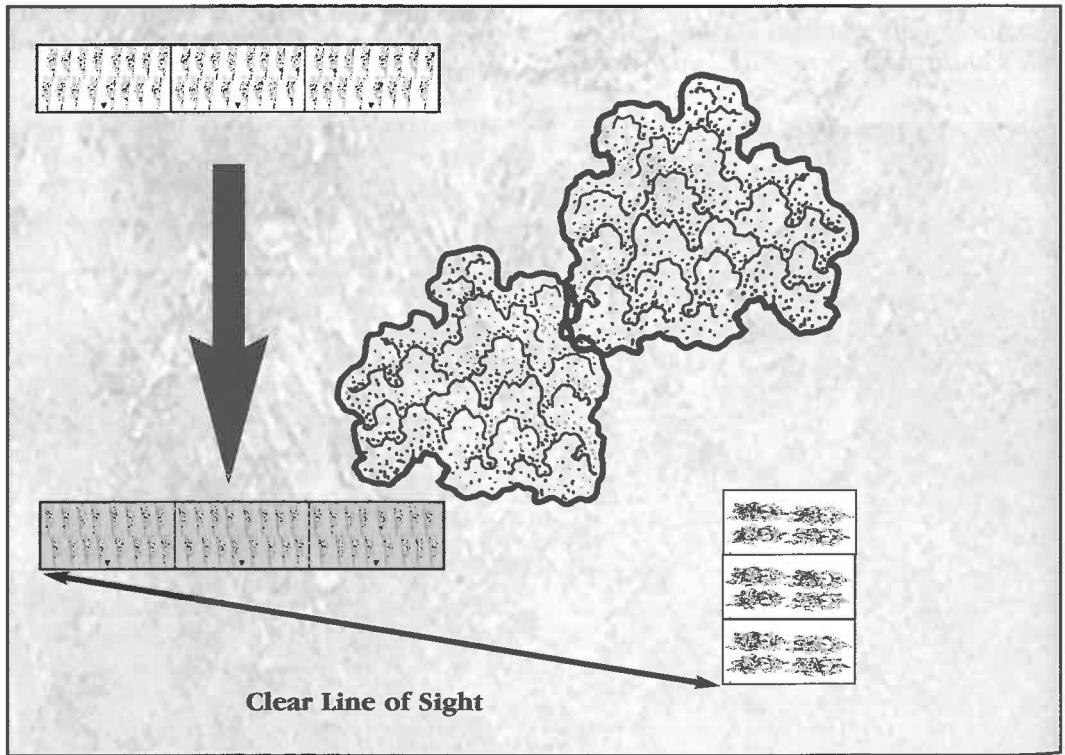


Diagram 1.2

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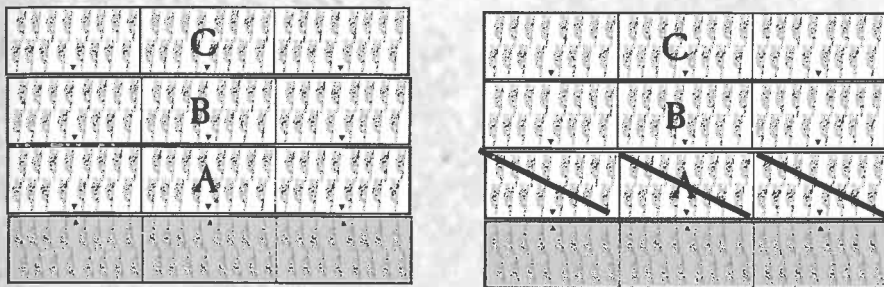
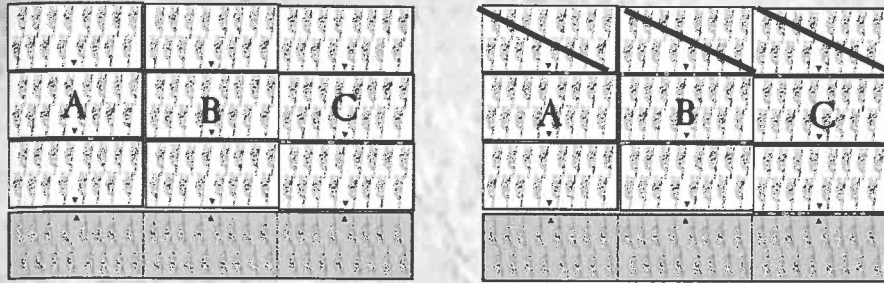


Diagram 1.3

Q. Referring to the following diagram 1.3 (above). In both of the situations shown in the diagrams three units (A, B & C) have been charged by a fourth (grey). For the sake of argument, each attacking grey stand has inflicted sufficient hits to removed a whole stand from the unit it is facing. The question is, in the first situation the three units are in columns and casualties are removed from the back, whilst in the second situation the three units are arranged in lines, so all casualties are removed from the front. What would be the correct support bonus in both circumstances.

A. In the first example the support bonus is +3 and in the second 0 (as casualties can neither support or be supported). See p40 Supporting Troops.

Although one might choose to justify this by imagining that the first example represents a 'defence in depth' with troops stationed in reserve, in fact this really is an idiosyncrasy of the system. We were aware of this whilst the game was under development but we couldn't come up with a solution that we liked. At the time we couldn't quite make our minds up whether we were looking at an inherent flaw or a viable defensive

tactic! Having had a further six months or so of playing and much helpful advice we are still thinking about the way that supporting troops work and especially about whether casualties should support or not. If we were to adopt a new rule that allowed casualties to support this would have several advantages – not least being that it is a more 'natural' response from players. A further advantage would be to slightly strengthen infantry in defence (which you may choose to see as a disadvantage depending on your point of view). And, of course, situations as described above would give the same supporting bonus (+3). In any case – we shall be testing some ideas along these lines and any proposed amendments will appear in Warmaster magazine and/or Rick's website/the official GW website.

You can find out more rules clarifications from the aforementioned website (see introduction to this article).

The Q&A team is Rick Priestley, Alessio Cavatore and Stephan Hess



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

1. What do we need?

- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.
- We need your permission to use your article. All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article.
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- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

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

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

- Do send scenarios for one of our game systems.

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

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WARMASTER CAMPAIGN

Part II

Tales from those who participated in this great endeavour, their armies and a few sage words from the seriously overworked David Simpson.

Photographs of players by Marc Mullinex

If you read the last issue of the Warmaster Magazine, known as WarMag to those that like me can't be bothered with its full name. Then you may have noticed my little article about my campaign rules.

I say little, but I suppose that really it was quite large. I actually figured out that if you included the inside cover colour bits then it actually came to 30% of the whole magazine, something I'm quite proud of. The rules themselves may seem a bit over-long and complicated, but I can assure you that they are in fact quite simple in actual application, give them a try and you'll see.

Anyway, I thought that it might be a good idea to let you see some more of the armies and people that are taking part in the campaign at Brent Cross. Well actually the truth be told some of the guys are no longer in the campaign due to having to go to

university, work in Enfield and moving to Copenhagen (that last one is particularly tricky). But their places have been filled by eager new players, some of which are older than the originals.

So here follows some comments from the players with some witty little remarks from myself. You may have seen some of us at Games Day where I ran a small stand with some help from some of these individuals in the Black Library area.

If you ever happen to be in the vicinity of Brent Cross on a Monday afternoon then pop into the store to see us doing our campaign turns and having friendly discussions on the complexities of the garrison force and scouting army lists (arguing that is). It's right next to junction one of the M1 by the way.

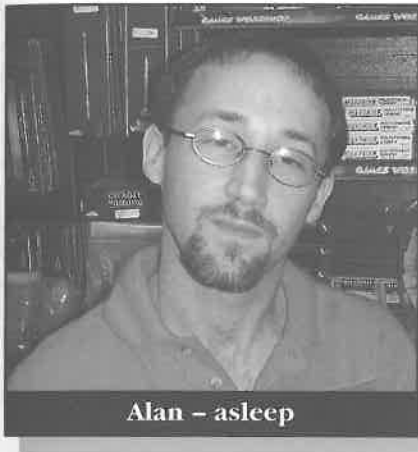


Alan's Orc Horde (not Will's as we stated in Warmag II!)

Words from Da Boys

Alan is one of the three new guys to join the campaign. Luckily for him he was the first which allowed him to take over the empire of a player that could no longer make it in on campaign nights.

So far he has done quite well for himself in the campaign and has a beautifully painted and rather impressive Orc and Goblin army. Oh yeah, he also recently started working at the Brent Cross store, which just happened to coincide with him starting to take part in the campaign. This did mean he was sort of thrown in at the deep end with the sharks (us other campaigners), but he has acquitted himself honourably so far.



Alan - asleep

I've never really gotten into map-based campaigns. I think it's very easy for it to get carried away and become too complex. So there was a degree of trepidation when I started up in the Brent Cross campaign. Taking over from a player who couldn't make it in anymore meant I'd just be taking over his territories being stuck with moves he'd already made. Fortunately both of my concerns were unwarranted. The campaign system is pain free for the most part. It's based on Warmaster rules I already know with command checks for moving etc. The lands I have occupied have put me close enough to start waging war almost immediately against an Undead player who knows the rules better than I, our first battle ending in a loss for me when I failed to understand the rules for multiple armies attacking the same territory. Dob! Anyway I'm thoroughly enjoying myself playing in the campaign even after the minor setback. I am poised as we speak to pillage a quiet little piece of map, from said Undead player actually, So we'll see how it goes.

Fortunately one of the other players has seen the light and switched to an Orc horde so a shaky alliance is in order I think.

Alan Polak

Colin is one of the new boys having only joined the campaign relatively recently. I have to say that when he joined the campaign I was mightily relieved as it meant that there would finally be someone else in the campaign on the side of good, which meant I'd have someone to ally with.

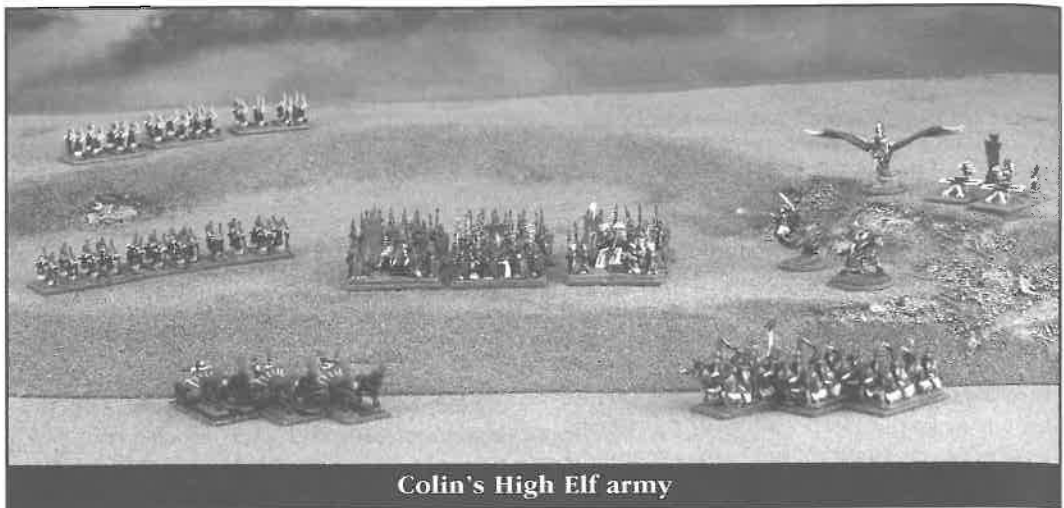
Anyway, somehow in the first game I had against him (non-campaign) he managed to beat me. His units were all over the place but somehow he managed to wipe the floor with me. It might have had something to do with my hellblaster blowing up at a critical moment (something which it is now famous for), a serious inability to make any saves and rolling 1's, 2's and 3's in combat. Call me a bad workman then!



Colin - panting

The army I use in the campaign is the High Elves. I like the range of model's, also the Elves are very good at shooting and quite good at combat. The downside to using High Elves is that they can only ally with Dwarf's or the Empire. This leads to problems as all the other races in the campaign are Undead which two people use, Orcs and Goblins which a further two people use and a single Chaos empire.

At the moment I have only been playing in the campaign for six week's but I am slowly building up my empire, which has a rating of 19 at the moment. Hopefully I can discover two to three land areas with a value of 2 or more which I can claim. As this would allow me to bring on a minimum of 500 points of armies to a maximum of 1500 points of armies which



Colin's High Elf army

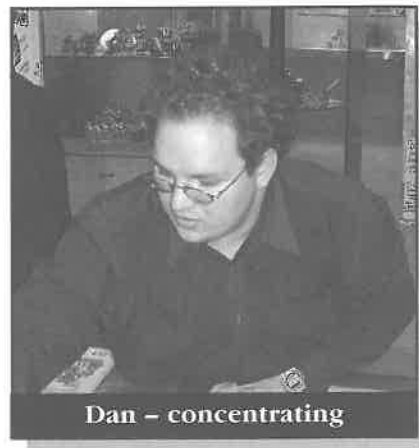
would mean I have a large enough army to be able to withstand any hostile actions from the others. I would be able to use the new claims to my advantage and forge an empire out of my enemies territory.

The campaign itself has been written very well by Dave and he has had a lot of feedback from all players involved especially Dan and Tony pillaging. Altogether the campaign has been run very well in store with the help of GW staff playing in the campaign and giving us the use of one of their tables. I would like to recommend trying out the Warmaster campaign to all players as it truly makes you feel that this is what Warmaster was written for. After all once you have cleared the mainland of all enemies you can really call yourself the Warmaster.

Colin Jackson

Dan was a great help in the very earliest stages of putting the campaign system together. In fact originally it was going to be a joint project but since I ended up doing all the hard work after the first couple of weeks I suppose that you could say that the campaign system is pretty much wholly my own creation now. However, Dan did help greatly to begin with by taking notes (have you ever seen my handwriting?) helping me test ideas and all the necessary play testing that was required to bring the system up to scratch to be used in a full size campaign. Oh and obviously being someone to play against.

So many thanks Dan, but you get no thanks for attacking my empire all the time and pillaging my territories when I'm not looking, grrr!!



Dan - concentrating

My name is Daniel, I have been into the hobby for about ten years now. In that time I have built up a couple of large Warhammer armies (Chaos and Skaven) a 40K Thousand Sons army and a team or gang in just about every other game!

As soon as I heard about Warmaster I knew that I wanted a Skaven army, (the sight of half the table covered in small brown furry things would scare any opponent!) but this was not to be, yet. I therefore decided to collect my second choice army - Chaos. Then I was told that I would have to wait four months for them to be released. Knowing that if I waited four months to play by then every one else would be experts I needed a practice army, the Undead have never been very appealing to me so I bought some High Elves and twisted their arms (literally) to make Dark Elf Repeater crossbows!

I have been in the campaign from the start and my chaotic horde is progressing well. I have only one problem with the campaign



Dan's Chaos army

system as it stands and that is in the rules for combining two armies when attacking. I have no problems with understanding how two 1000-point armies can combine to make a 2000-point army; it's when two 500-point armies join to make a 1000-point army that I think is wrong. As the rules stand, 500-point armies have restrictions that include no heavy cavalry or war machines, so when two 500-point armies merge (as the rules stand) these units can suddenly appear! I believe that they should be able to combine into a 1000-point force but still using the same restrictions.

Dan Davies

David is the guy that first said to Dean: 'we want a Warmaster campaign'. He then went on to write the rules for it, make the map and generally be really great and never lose. Wait a second, I'm David, why am I writing this bit? I'll just do the main writey bit, oops!



Dave - posing

Well, as I have already said it was me that wrote the rules, built the map and so on. I'm great I am, honest, I never lose games and am always gracious to my losing opponent when I win. Of course most of this is a lie, I regularly lose and can say, 'ba, ba, that stuffed you didn't it?' like the best of them. I did however write the campaign rules, build the map, set it up and did all the Internet related stuff.

My main intention with the campaign system was to make it relatively easy to pick up if you are familiar with the Warmaster rules already (I suspect that Dean still hasn't read them in full yet!) and that the system would be as flexible as possible so as to accommodate people not turning up, games not being played and so on. I think it works, the campaign has been running since May 2000 and looks like continuing for a good few more months yet. I am already thinking of ways to include Warhammer games into the campaign, possibly by replacing scouting army battles with a Warhammer battle.



Anyway, the only real criticism so far has been the merging of scouting forces and magically appearing cannons. The point is that scouting armies have restrictions not so much as to represent light cavalry scouting forces, the restrictions are there to prevent 500 points of heavy cavalry, war machines or monsters running about in such a small battle.



A small part of Dave's Empire army

Oh yeah, I'm using an Empire army which is only appropriate since I've played Empire in Warhammer for almost nine years. Oh... and for some reason I'm actually winning the campaign, its probably because I always turn up for the campaign evenings.

David Simpson

Phil is the latest addition to the campaign, he's a Dwarf player which is absolutely great for me as it gives me another player to ally with.

The only problem that I can foresee is that Phil really likes to play in the character of the army, thus I suspect that I'll have to try very hard to stop him from attacking my other potential ally, Colin and his High Elves. If I can keep these two from attacking each other we may be able to defeat Tony and his Undead hordes, wah, ha ha!



Phil - serious

Hi, my name is Phil and I've been playing GW games for about 8 years. For the past month or so I've been off university and consequently have been spending

inordinate amounts of time in my local GW in Brent Cross. On one of these visits I asked Will (another member of the campaign) to give me an intro game of Warmaster and having always had a soft spot for our stunted type friends decided to use the store's Dwarf army. To cut a long story short I was hooked and in a short space of time gathered together a 2000 point army. It was then that I decided to get involved in Dave's campaign. At that stage I must confess to being totally baffled by the strange counters and stranger rituals of the campaign map but after looking through a copy of the rules it became a little clearer.



I've only had one campaign turn so far but I've read through the rules in detail and am now in a better position to judge their effectiveness: I think the campaign rules have struck a perfect balance between realism and practicality. By that I mean that the campaign provides ample opportunity for battles to be fought (which after all is the whole point of a campaign) but also provides meaning and importance to the battles in a bigger picture which I find adds an important element to the game. The campaign is not just about you and your mate settling down for a two thousand point bash any more but an important battle that could decide the future of your race. I've yet to fight a battle within the campaign but knowing the Dwarfs I won't be waiting long.

I'm sure I asked Will to write something about what his views of the campaign system and the campaign as a whole were. He gave me this, oh well there is nothing quite like a view into Will's crazed imagination.

Will started off by using Undead but decided to switch to Orcs and Goblins relatively recently in the campaign. His one major achievement in the campaign is that his territory markers and army counters are probably the best on the map, and he has just started to make some territorial gains after a very bad patch.



Will - away with the fairies

Hi, my name is Will Crawford current Warmaster of the Eastern coast of the campaign island. Long and hard have the clan of the Black Scab made War on the new found lands following the quest for an unknown artefact.

'Pushing the flayed wolf hide hanging aside Grimjaw entered the crude but of the shaman, clutter of all manner of bones surrounded the figure of the sage who

stooped over a veil of smoke flowing from a blackened pot.

Grimjaw cleared his throat and gobbled a ball of phlegm into a dark corner then approached the stooped figure. Opening a small pouch Grimjaw removed a pearl white tooth and placed it in the palm of the shaman's hand.

"You return with only one?" said the shaman. "Grrrrrak!" Grimjaw growled as he pushed his face close to the shaman's, "one iz good e'nuff!" Leaning back, the shaman's eyes blazed, "U will never be the tribe warlord unless u find the black hart of Gork!" Dropping the tooth into the bubbling pot the vapours thickened and changed colours, "See, again the profisy shows ur destiny."

The mist curled into the form of an Ork standing on top of a great pile of dead warriors, in his hand he held a stone blacker than night and as the mist swirled the Ork turned and laughed with strength and pride. Even as the mists faded the grim laughter could still be heard.

"But where is dis den? I mashed the walking deaduns they didn't ave it, I ad a go at the Chaos blokes and they wouldn't say a word." "They can't when u cut their tungs out Grimjaw." the shaman mocked. "Gork's hart lies deeper in the island and u must find it! Mork has told me to guide u, and I will. So march inland and please our gods with ur wars!"

With that Grimjaw left snarling.'

(I'm completely lost - Ed.)

(Don't worry, so am I - Dave.)



Will's (we hope we've got it right this time!) Orc Horde

The Brent Cross campaign in action at Games Day

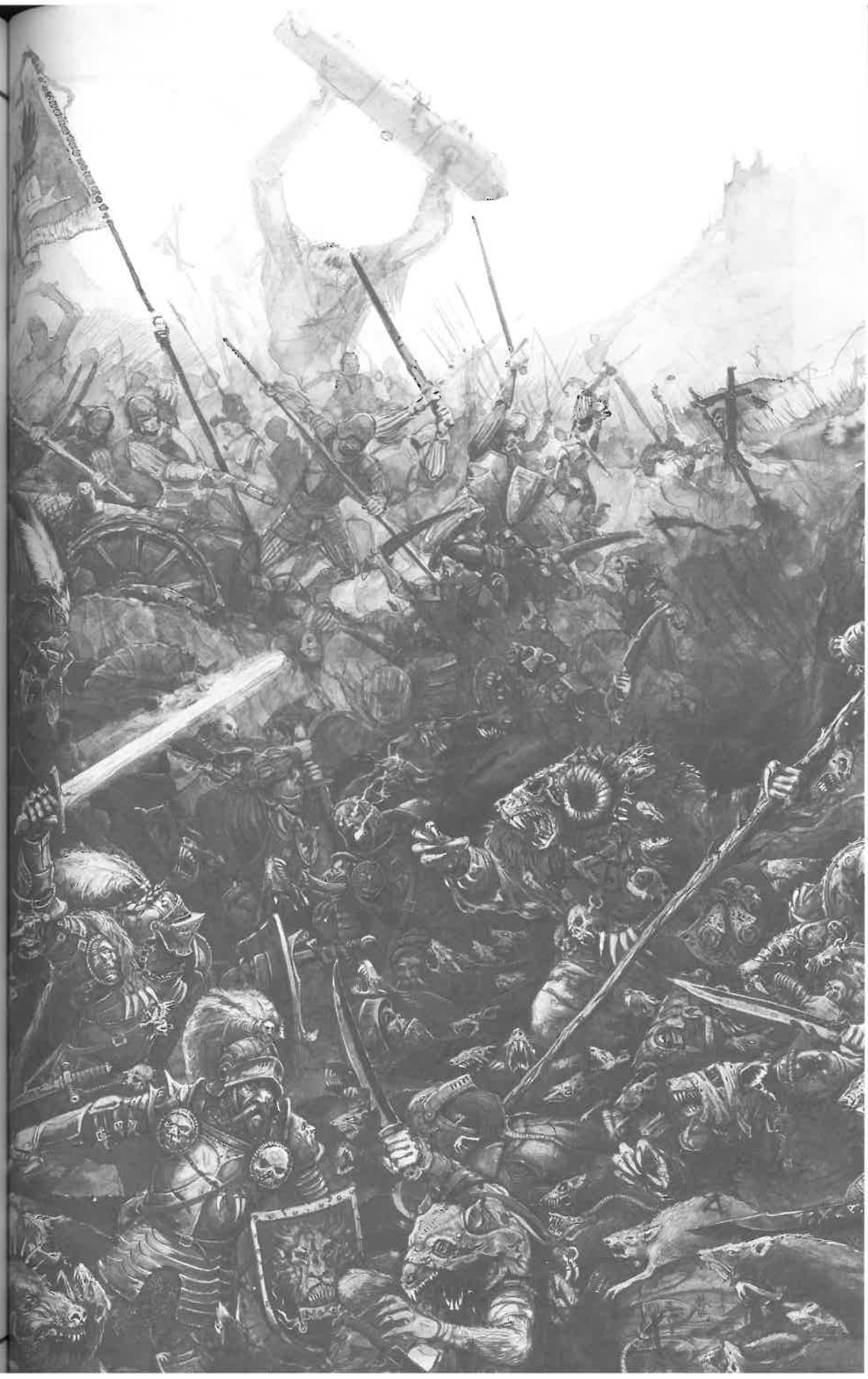


Dave, not impressed with the hecklers...



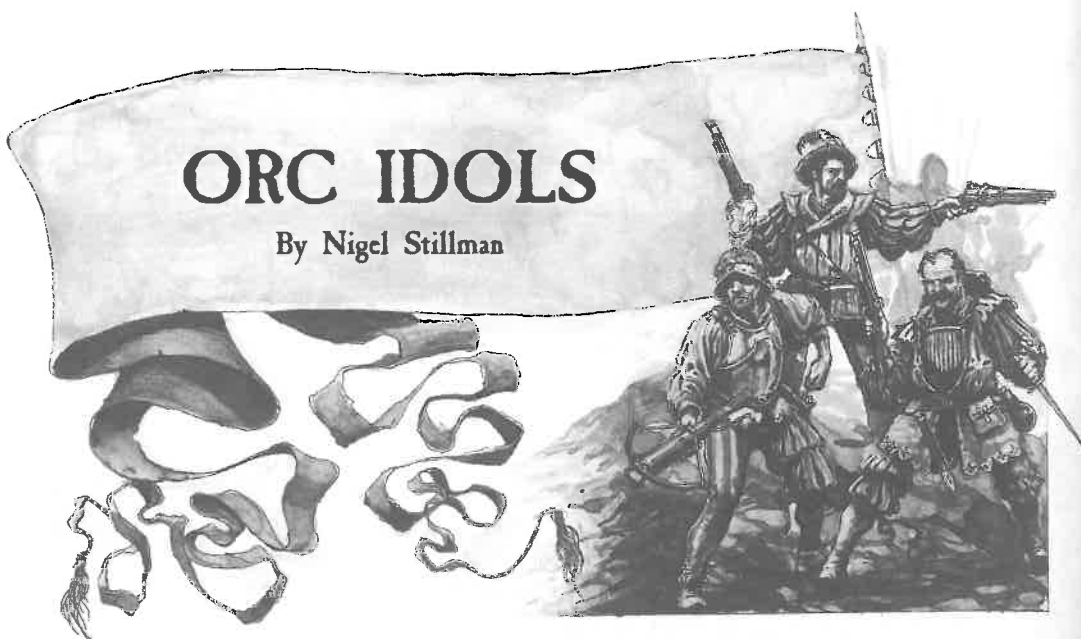
'I say, that's a mighty fine map.'

Day



ORC IDOLS

By Nigel Stillman



WARMASTER TERRAIN

This piece of scenery for Warmaster is inspired by the colossal statues of Easter Island and by the Orc idols in the Warhammer campaign 'The Idol of Gork'. The terrain piece represents a huge plinth, mounted on which are several gigantic idols carved from huge blocks of stone. The idols are very ancient yet still defy the ravages of time, staring out over the plain of battles with their menacing, fearsome grinning faces. The gods or ancestors they portray are long forgotten, though their unquiet spirits are doubtless well satisfied with the centuries of slaughter upon the bone-strewn plains before them. They have the look of Orc idols and passing tribes of Orcs have flung various trophies at the foot of the idols in veneration, and hung tattered banners on the gnarled trees around them.

Making the Idols

In this section I describe how I created the row of idols as an item of scenery for Warmaster. I made the model in the following stages.

1. Planning and gathering materials.
2. Making the base for the model.
3. Making the plinth.
4. Making the idols
5. Details
6. Painting the model.

Stage 1. Planning the Model and gathering the materials

First I tried few experiments at making idols, trying to get the scale right. This is quite difficult in the Warmaster scale. It is very easy to overestimate the size of things. I intended these to be for the finished model, but since they didn't turn out quite right, I discarded them and thought again. Basically,

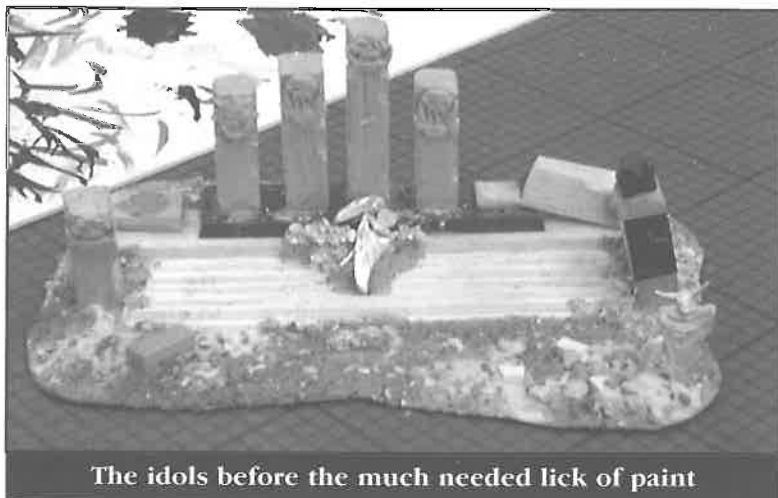


I made the idols too big on my first attempt.

I decided to make the idols about two thirds the size of my first attempts. They would now be about 1 & 1/2" high, instead of 6". This seemed more realistic. Then I sorted out various items from the bit-box to decorate the idols as carvings. In my early experiments, I had tried to carve and model detail, but my attempts were clumsy and oversize, so I decided to revert to using bits from Warhammer plastic sprues, especially grimacing Orc totem heads, chaos symbols and gargoyles.

Next I considered the tools and materials I would need which were as follows:

1. A rigid board, such as MDF or hardboard for the base.
2. A piece of wood, roughly 1/2" x 1/2" in section and long enough to cut into several 1 & 1/2" sections. A piece of balsa wood roughly 5" long, 1" wide and 1cm thick.
3. Some strips of thin wood, card or plastic card to make steps.
4. Glue (PVA glue and another glue for more precise work).
5. Modelling knife (safe, retractable type) and modelling saw.
6. Sandpaper (to smooth the edge of the base board).
7. Sand and grit (for texturing the base)
8. Paint (Browns, Greys, Greens, Yellows, Black & White).



The idols before the much needed lick of paint

9. Filler, such as plastic wood, Tetrion, wood filler or similar.

10. Bits from the bit box; such as Orc (or Ork!) totems (as on the plastic Orc shield sprue), chaos glyphs, gargoyles, banners cut from Warmaster strips, plastic slotta bases.

Stage 2. Making the base

The base needs to be a roughly rectangular shape about 4" x 6". The base also needs to be thick enough to support the model. I used 3mm thick MDF. Placing the sheet on a workbench I cut the board to shape by scoring several times with a safe, retractable, modelling knife. Then I smoothed down the edges with sandpaper.

Stage 3. Making the Plinth.

For this I used a piece of balsa wood about 5" long and just over 1cm thick and 1" wide. I glued this onto the base to create a huge plinth for the row of idols. On top of this plinth I glued a long slotta base to be the pediment for the statues. The plinth would

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need to be approached by a flight of steps running the length of the plinth. For this I used thick strips of plastic card stuck on top of each other but offset so as to create the steps. Then I glued this in position against one side of the plinth.

Stage 4 Making the Idols

For the idols I took a length of wood, and cut it into several sections, roughly 30mm long. This was not balsa wood, but slightly harder grained modelling wood, with a square section. I have found balsa to be a bit too soft and fibrous for delicate work in this scale. A couple of sections were cut on the slant so that the statues would lean when stuck onto the base.

Then I trimmed, sanded and cut nicks into the wood to create the effect of crude, weather-worn blocks of stone. On some, I cut grooves to give the impression of crude attempts to distinguish heads from bodies on the idols. Then I took several Orc totems from the plastic sprues and stuck them on the blocks to be the faces of the statues.

I glued the finished idols onto the plinth, placing two leaning statues at either side of the staircase.

Stage 5. Details

One of the best ways to indicate the scale of Warmaster scenery is to add details, especially items from the Warmaster range. To do this I clipped a couple of standards from Warmaster strips and stuck one as a trophy at the foot of the central idol, and another as a standard draped on a gnarled tree (easily made from a twig or bit of wire). I added a monster skull and weapons and various other bits of Warmaster models in a heap on the steps. These details, combined

with the steps and the faces gives the correct impression of scale.

Stage 6. Painting the Model

My painting techniques are impressionistic to say the least and my brushes tend to be larger in dimension than entire items of Warmaster terrain. Also my attention span when dry-brushing is shorter than a gnats. Therefore I decided to hand over the model to the experts, lest I should ruin all my efforts so far by obscuring the detail in thick layers of paint.

However I am much better at the theory of painting than the practice. So here is a possible painting plan for the model. I suggest painting the model in several simple stages, leaving it to dry between each stage.

- Undercoat the model in a thin coat of black, white or grey spray paint.
- Paint the base with earthy brown.
- Paint rough areas of the base with dark green.
- Paint the stonework in suitable stone colours. I am fed up with grey, so I would opt for warm browns to represent sandstone.
- Dry-brush the base with progressively lighter shades of brown and green to differentiate between bare ground and grassy areas.
- Dry-brush the stonework lighter shades of brown or grey, being careful to pick out the detail, of the carvings.
- Paint the details such as heaps of bones, standards, etc. Add faded runes or faded colours to the idols.



The finished Orc Idols

Bits n' Bobs

That was the last terrain article from Nigel for a while. Over the past couple of issues we've seen such delights as a pontoon bridge and a redoubt. Nigel resisted the temptation to provide rules for these as he wanted them to remain scenery. What I do recommend is using them to base an exciting scenario around like a *Storm The Redoubt* or *Raid The Idols* type of thing.

The three projects covered in Warmag are not the only ones Nigel has been tinkering with. Here are a few more we discovered in his dark corner of the studio. While Steve managed to bait him away with some mature cheddar I ran in and grabbed them before he noticed they had gone.



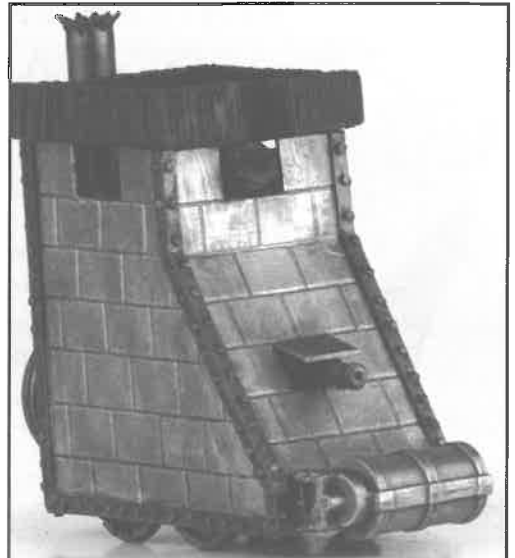
Wrecks, work in progress

Using ships is an excellent way of adding something different to your scenarios. Maybe fighting across a large river using them as troop transports device or even fighting by a coastline and having the ships appear in a certain turn carrying reinforcements. You could then add coastal defenses into the mix and you have got yourself a game of epic proportions to play.

Nigel actually carved these ships out of wood and then cast them in resin although



Nigel's ships, midway through their development



Concept model for the Dwarf Juggernaut

we realise this is a bit out of most peoples' league!

The large war machine above was Nigel's concept model for a possible Dwarf "juggernaut" that did not make it into the final cut of the Dwarf army list.



Elven merchant ship and Empire galley

The ships in the above picture were made out of balsa wood and so are more achievable than the ships cast in resin. One is an Elven merchant vessel while the other has a very peloponnesian feel.

So now it's over to you, if you have any interesting and different modelling projects then write an article and send them in with accompanying pictures. You can even write a scenario based upon it.

Have a go and let us know what you come up with.

A PLAYER'S PROPOSAL FOR ORGANISING A TOURNAMENT

By Nick Murray



Introduction

Ok, so I may be sticking my head on the block here, but following a variety of discussions that I have held with various people, and some cajoling from Rick, I have decided to write this article suggesting how it might be best to organise and run a Warmaster tournament. So here goes:

I have been thinking a great deal about tournament formats since I played at Games Day in the inaugural Warmaster National Tournament, especially in light of other competitive wargames events I have attended. To me tournaments must be fun and enjoyable, but most of all they must seem to be fair, and provide as wide a test as possible of a player's tactical and game skills. The inaugural Games Day event was on the whole of the above but as it was an inaugural event it is easy to suggest areas in which it could be improved. What follows are my suggestions for tournament formats that could be used in future Warmaster Events. By no means are these formats infallible, and I would actively encourage discussion of these suggestions, and welcome feedback.

GENERAL POINTS

For any tournament, communication is essential – make sure that at the earliest opportunity, you inform your players as to how the event will run. Normally this would mean that when they register for the event, and pay whatever fee you charge, you send them back an information pack. Ideally the information pack should contain:

- Description of any special rules being used for the duration of the tournament.
- Description and explanation of the tournament format/scenario/army lists & restrictions.
- Copies of the latest Official Rules Amendments/Q&A's – since not everyone has access to the internet to get these items.
- A timetable of the tournament – specifying when players should be where, and what they should be doing.
- Contact details for any problems that anyone should have.
- A clear map to help the players find the venue at which you are holding the event. Ideally you should also include details of public transport, hotels etc. to help.
- Check with the venue as regards the minimum age of players that will be allowed to compete in the tournament. For example my local gaming club's premises do not allow children under the age of 11 on the premises unless accompanied by an adult, or GW HQ at Lenton, where they have a licensed bar on site. This also avoids your tournament being used as creche, where parents can drop off children whilst one partner plays and the other goes shopping.

Most of the above could fit on several sheets of typed A4 (letter sized), which can easily be photocopied for posting. Do not assume that everyone has easy access to e-mail.

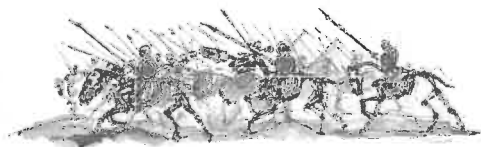
When the tournament day arrives, ensure that you have enough non-players on hand to make sure the event runs smoothly. I would suggest the following staff to player ratios:

Staff

- 1 Tournament Organiser – who does nothing but co-ordinate the running of the event.
- 1 Referee per 10 players – who does nothing but answer rules questions
- 2 Gophers per 10 players – these are only required at the start & end of the event, in order to help set up and put away tables. They are, however, also useful at lunchtime, (if you are providing food for the players) and in directing people about the hall all day.

I would personally recommend that none of the staff be participating in the event, as often this can annoy people if they do well.

Anyways enough organisation rambling, now on to the bit you've all been waiting for:



TOURNAMENT STRUCTURE

Well depending upon the numbers of players and the time available there are four possible formats which can be followed:

- Seeded
- Round Robin
- League & Eliminator
- Scenario

Each type of tournament has obvious advantages and disadvantages. Certain types are easier to organise, others offer a more tactical challenge – however, all should be fair in the results that they provide. And most of all, they should all provide a considerable amount fun for all the players involved.

SEEDED

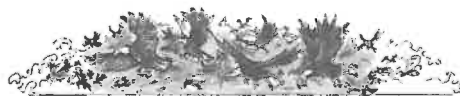
The simplest format of tournament, works well for both small and large numbers of players. It does not really require a considerable deal of organisation, and can be run over a series of evenings, as long as accurate book keeping takes place.

Match Format

Army Size – 2000 pts

Round Duration – 2 hours, or until standard Victory Conditions are met.

Army Restrictions – None



Structure

Round 1 – Players are randomly matched with an opponent and begin play.

Round 2 – Based upon their scores in the previous round, players are seeded and matched against an opponent of equal skill. I.e. Player in 1st place, places 2nd place player, 3rd placed player plays 4th placed player etc.

ROUND ROBIN

Again another quick and easy format of tournament that can be organised with minimum effort. It works well with 6+ players, and can be modified to handle any number.

Match Format

Army Size – 1000 pts

Army Restrictions – None

Duration – 1 to 1 & 1/2 hours or until standard Victory Conditions are met.

Structure

It is very simple everybody plays everyone else. Once everybody has played everyone else in the tournament, points are totalled and the winner declared.

Victory Conditions

Standard Victory Conditions – Either destroy or *Break* your opponent's army.

Points for a round are scored as follows:

4 Points for a Win

2 Points for a Draw

1 Point for a Loss.

LEAGUE & ELIMINATOR

Similar to the World Cup or U.E.F.A. Champions Football League in structure, a League & Eliminator Tournament is good when used with large numbers of Warmaster players. It also has the added advantage of the final matches being between a small number of players, which encourages spectators to watch the event etc.

Match Format

Army Size – 1000 pts for league sections

2000 pts for Eliminator Sections

Army Restrictions – None

Duration – 1 to 1 & half hours or until standard Victory Conditions are met.

Structure

Stage One: Players are divided into an equal number of leagues, each with an equal number of players.

For example: if you had 16 players you would make 4 leagues of 4 players each. I.e. league 1: players 1-4; league 2: players 5-8; league 3: players 9-12; league 4: players 13-16.

Then the players in each league would play each other player in the league. So continuing the above example, each player in each league would have three games vs. the other players in their league. Victory points are scored as below, and at the end of all the matches being played, the league results are added up. The top two players in each league then qualify for the next stage.

Stage Two: The winners and 2nd placed players from each league are now matched against each other. The winner of the first league plays the 2nd placed player from the last league. If we continue the above example:

Match A: Winner league 1 plays 2nd placed player from League 4.

Match B: Winner league 2 plays 2nd placed player from league 3.

Match C: Winner league 3 plays 2nd placed player from league 2.

Match D: Winner league 4 plays 2nd placed player from league 1.

Stage Three: Following the previous round you should now have exactly half the number of players left. Now they should be realigned into a series of 4 matches, where by they should play each other. Hopefully if all goes according to plan, then no two players should have to play each other again, but odd things might happen.

Again if we follow the above example, we would get:

Winner match A – vs – Winner match C.

Winner match B – vs – Winner match D.

Stage Four: The Finals – Hopefully if everything has gone according to plan, then you should have only two players left. These two should then fight a battle to discover whom the supreme victor will be. It might also be nice to let the two losers from the previous round fight, to find out who will be 3rd and 4th, but that is up to you.

Victory Conditions

Standard Victory Conditions – Either destroy or *Break* your opponent's army.

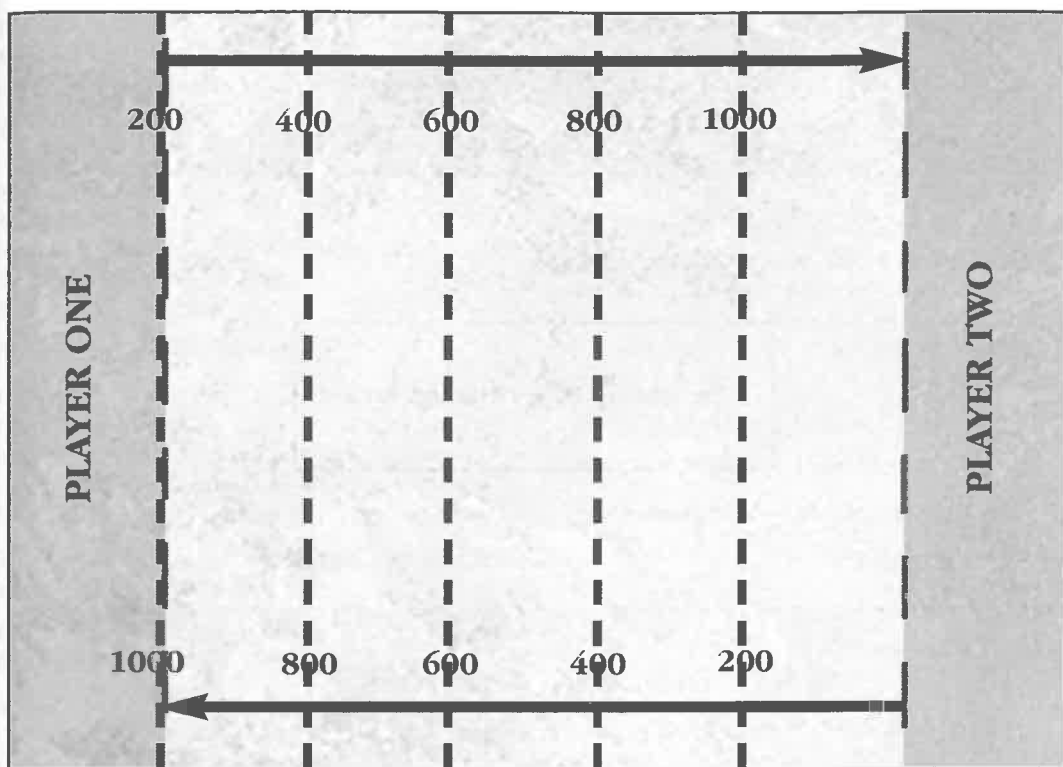
Points for the league section are scored as follows:

4 Points for a Win.

2 Points for a Draw.

1 Point for a Loss.





SCENARIO

Round 1

Meeting Engagement:

Table Layout – see diagram above.

Match Format

Army Sizes:

Player One: 2000 Points – 1000 pts on table, 1000pts enter as Reinforcements.

Player Two: 2000 Points – 1000 pts on table, 1000pts enter as Reinforcements.

Reinforcements enter at a rate of two units a turn after the first.

Army Restrictions – None

Duration – 2 hours or until one army is destroyed.

Victory Conditions

Victory is determined by who controls the most table area. However standard victory conditions apply. Should you break or destroy your opponent's army, you will score the maximum amount of points for control of the table – 1000pts (Note: Break Point is ignored until all of army is deployed on the table).

Points: The table is broken down into six sectors. You score the points noted on the sector boundaries for controlling the sectors

behind that line.

I.e. if you are player one and counting from the left to right, you control four sectors, then you would score 800 points. In this case player two would score 400 points.

Round 2

Attack/Defence:

Table Layout – see over.

Match Format

Army Sizes:

Attacker 2000pts – 1000 Points on Table. 1000 points enter as Reinforcements start of the 2nd turn.

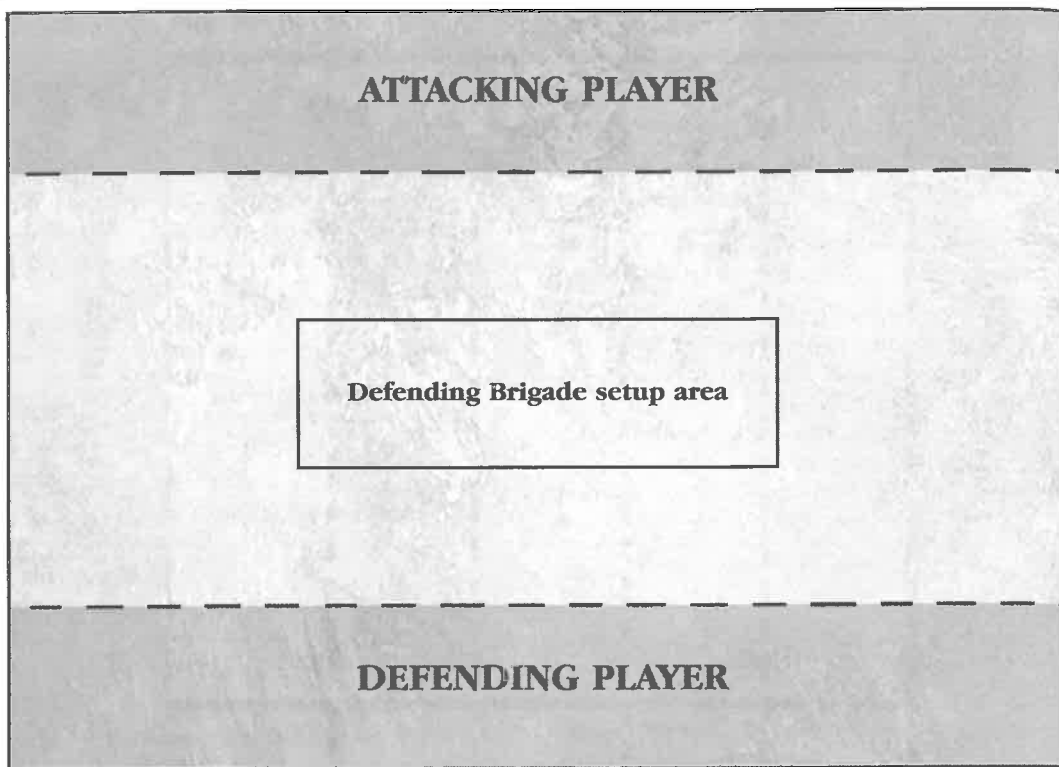
Army Restrictions – None

Defender 2000pts – 1 Brigade and 1 Character – defending Key Location in middle of table. Unit may not advance/voluntarily retreat out of this location, however it may retreat if forced back etc.

The rest of the army enter as Reinforcements at the start of the 2nd turn.

For 200pts the Defender may purchase 1 foot of Defensive Earthworks.

Army Restrictions – No more than two units of Cavalry/Chariots may be taken by the Defending Army.



Duration – two hours or until one army is Destroyed/Broken (armies cannot be broken until the entire army is deployed).

Victory Conditions

Standard Victory Conditions – Either destroy or Break your opponent's army. (Break Point is ignored until all of the army has deployed on table).

Bonus Conditions – If the Attacking Player has destroyed the defending brigade and is in control of the Key Location by end of game + 1000vp.

If the Defending Player has prevented the Attacking Player from capturing the Key Location +500vp.

Defending Player +500 extra VP if any units of Defending Brigade are alive at the end of the game.

Control of Key Location

To determine who controls the Key Location at the end of the battle, if the attacking player has destroyed all the defending units within the key location, then they are considered to be in control of the key location. Note, all units must either be destroyed, or forced out of the location for this to count. In addition the attacker must have a minimum of a single unit occupying the key location. Units under 50% strength

do not count for this and cannot occupy the key location.

Vice versa, if the Defending player has at least one unit of 50% strength or more left in the key location at the end of the battle they are judged to be in control of the key location, and are awarded their bonus points.

In the case of the key location being contested, that is where both sides have the same number of stands in it, then refer to the following table to determine who has the High Ground.

Infantry Stand = 2 Points

Cavalry Stand = 1 Point

War Machines/Monster = 1 Point

Add up the points value to determine who has the highest number of points, the player with the higher number of points controls the key location. I.e. Player one has 2 infantry stands and 1 cavalry stand in the sector, player two has 2 cavalry stands and a war machine. Points for both sides are:

Player One: $2 + 2 + 1 = 5$

Player Two: $2 + 1 + 1 = 4$

Therefore player one controls the Key Location.

Round 3

Attack/Defence – with reversed roles (Attacker are now Defender and vice versa).

Table Layout – same as round two.

Match Format

Army Sizes:

Attacker 2000pts – 1000 Points on Table.
1000 points enter as Reinforcements at the start of the 2nd turn.

Army Restrictions – None

Defender 2000 pts – 1 Brigade and 1 Character defending the Key Location in the middle of the table. Units may not advance or voluntarily retreat out of this location, however they may retreat if forced back etc.

The rest of the army enter as Reinforcements at start of the 2nd turn.

For 200 pts the Defender may purchase one foot of Defensive Earthworks.

Army Restrictions – No more than 2 Units of Cavalry/Chariots maybe taken by the Defending Army.

Duration – two hours or until one army is Destroyed/Broken

Victory Conditions

Standard Victory Conditions – Either destroy or Break your opponent's army. (Break Point is ignored until all of Army had deployed on Table)

Bonus Conditions – If the Attacking Player has destroyed the defending brigade and is in control of the Key Location by end of game + 1000vp.

If the Defending Player has prevented the Attacking Player from capturing the Key Location +500vp.

Defending Player +500vp if any units of the Defending Brigade are alive at the end of the game.

Control of Key Location

To determine who controls the Key Location at the end of the battle work out if the attacking player has destroyed all the defending units within the key location, then they are considered to be in control of the key location. Note all units must either be destroyed, or forced out of the location for this to count. In addition the attacker must have a minimum of a Single unit occupying the key location. Units under 50%

strength do not count for this and cannot occupy the key location.

Vice Versa if the Defending player has at least one units of 50% strength or more left in the key location at the end of the battle they are judged to be in control of the key location, and are awarded their bonus points.

In the case of a the key location being contested, that is where both stands have the same number of stands in it, then refer to the following table to determine who has the high ground.

Infantry Stand = 2 Points

Cavalry Stands = 1 Point

War Machines/Monsters = 1 Point

Add up the point's value to determine who has the high number of points, the player with the higher number of points controls the key location. I.e. Player one has 2 infantry stands and 1 cavalry stand in the sector, player two has 2 cavalry stands and a war machine. Points for both sides are:

Player One: $2 + 2 + 1 = 5$

Player Two: $2 + 1 + 1 = 4$

Therefore player one controls the Key Location.



Conclusions

So there you have it some of my musings on how a Warmaster tournament should be organised. Hopefully you will be encouraged to go out and run your own Warmaster Tournament, or perhaps discuss the points raised in this article. However whatever you do, remember that it is only a game, and it is not the winning that counts, but rather the taking part which matters.

Comments about this article can be sent direct to:

Nick@Empire-Interactive.com

I shall endeavour to do my best to try to answer any queries.

Or check out my website:

<http://www.btinternet.com/~gwclub.oxford>



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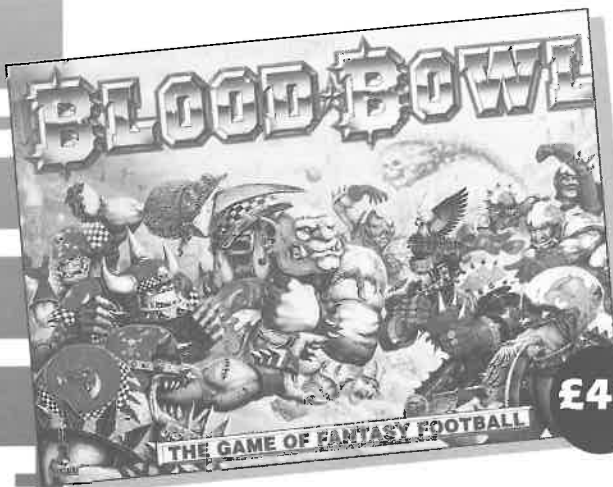
"You don't mean the Lowdown Rats have hired more of those crazy ball & chain guys, do you Bob? Boy, I love it when those little guys go whirling round and round knocking everyone for six!"

"No, Bob, I mean the guys in Games Workshop's Fanatic bunker. It seems that they've convinced the Mail Order Trolls to keep Blood Bowl available all year round, forever!"

"Hey Jim, that's awesome news!"

"It sure is Bob, but it gets even better! You see, the Fanatic crew are going to be bringing out a magazine, expansions and miniatures and all kinds of other cool stuff for this crazy game of ours."

"Wow! I think I've died and gone to heaven, Jim. Come on, tell me more..."



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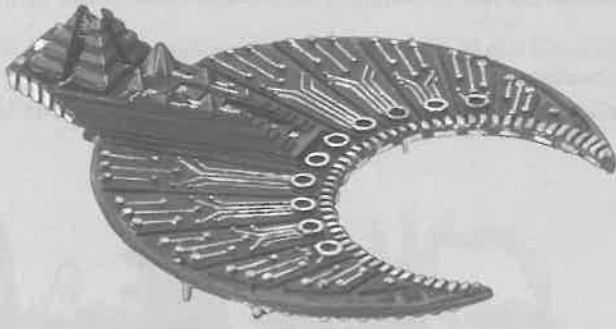
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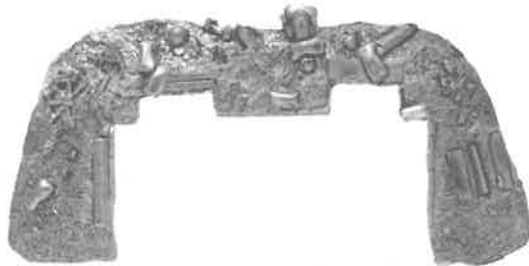
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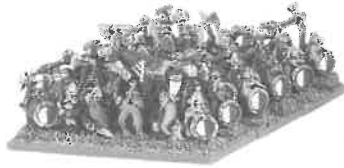


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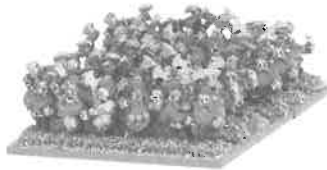


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Weihnachtsmann (Christmas) Army

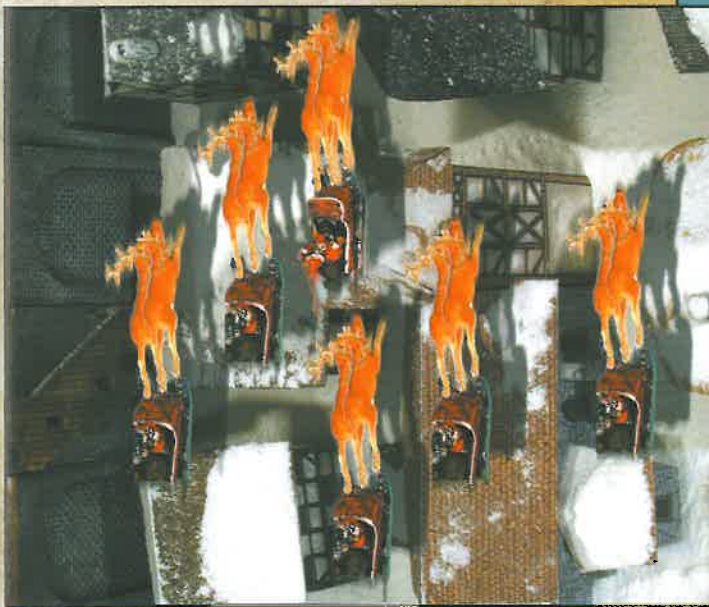
By Stephan Hess

Green Zipfelmutzen, flying Reindeer
Sleighs! (top left).

Knecht Ruprecht, Nikolaus (Santa
Claus) and the Weinachtssanger,
characters (bottom left).

Nikolaus in his reindeer drawn sleigh
(top right).

The Elfen (Elves) equipped with
teddy bears and candy! (bottom
right).



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