

WARMMASTER

Elite Units

Some great entries from our recent Warmaster "Design an Elite Unit" competition

BRETONNIAN PEGASUS KNIGHTS

By Gerald Denk

Some tales say the ancient hero Perseus used a Pegasus to rescue Andromeda from a sea-monster sent by Poseidon. And indeed the first appearance of bretonnian Pegasus Riders in the Warhammer World was at Man o' War, a game that simulates sea-battles. Some years later Pegasus Knights were introduced in Warhammer Fantasy Battle with quite some impact. But still no sign of Pegasi in the Warmaster system...

Why? Aren't there enough of them to be of any significance at such large scale battles? Well, as Pegasi are known to be wild and hardly tameable beasts it is surely a difficult task to catch as many of those independent creatures as needed to form whole units. But bretonnian people surely have mastered that task or they would not have enough of them to use at sea warfare!

Pegasus Riders should exist at Warmaster! Especially as the Warmaster bretonnian army is one of the lists with the smallest variety of troops - so let this animal of legend come to life there!

Antoine tried to ignore the fly landing on his cheek and slowly wandering on to his ear. Soon the Pegasus would land at the waterside and he did not want to deter it.

It was a difficult task to catch a Pegasus and all the knowledge needed was passed on from his forefathers to him. He knew that it took weeks to find, select and watch the right Pegasus. He knew to gather some valerian and put it at exactly the place the beast was drinking of and how to throw the Pegasus harness over him.

He had a very good Pegasus harness. It was given to him by his father Clement. He had been a Pegasus trainer for twenty years. He was respected by the people of the village and listened to by the duke himself. But what did it earn him at last? Two legs that would never walk again after he fell off a Pegasus he was riding in!

Lucky he was not killed they said! But can you call someone lucky who has had his head in the clouds and the wind in his hair and now is bound to the earth like a worm?

That was a fate Antoine would not accept for himself. Maybe he would fall to death once but then for his own account not for someone else's! That was why he chose this splendid Pegasus stallion - Librevôl as he secretly called him - to catch him and ride him for himself!

Of course he knew that his life was forfeit if the duke's men would catch him, but who would ask if he returned a successful Knight Errant on Pegasus, fulfilling many quests and surviving dangerous adventures...

And he would call himself Antoine de Librevôl.

There it was - the long awaited shadow in the clouds - Librevôl was coming...

Pegasus Knights

Monster, flying

Attacks 2 Hits 3 Armour 5+ Size 3 Points 80 Min/Max -1



It is a hard and dangerous work to catch and train the Pegasus and quite a lot of trainers are known to be crippled or even killed by those beasts. In Parravon it is a compliment for ladies to be said of to be "as hard to catch as a Pegasus!"

Pegasus Knights are bretonnian knights in every way. They count when the army's breakpoint is calculated, they always charge visible enemies in 20cm distance on initiative and they are unaffected by terror.

Tactics

Flyers in general are tricky to use. It is very dangerous although possible in early stages of a battle to send them off to combat or to place them behind enemy lines to give a -1 on command. Sometimes this tactic might prevail but most of the times their commander will be surprised how fast flyers disappear when a great part of an army turns their attention to them in the following turn.

With Pegasus Knights this proves to be even more risky as they count towards breakpoint and the bretonnian breakpoint is not too high most of the times (in a 2.000 pts-army it will be around 4-6). So even if Pegasus Knights with their 5+ armour are among the toughest flying units they are far from being invulnerable and every Knight unit that is lost too easily particularly hurts the bretonnian army.

This is made worse by the special disadvantage that forces bretonnian Knights to attack out of initiative. Imagine Pegasus Knights behind enemy lines - the opponent does not even have to attack, it is enough for him to present a unit to be attacked next round... dwarf rangers for example?

So how to use Pegasus Knights? First of all it's for sure that they are the weakest knights you have - but they're also the cheapest. So you might be able to boost up your breakpoint a bit by using them!

At combat even if some witty opponents try to lure your flying fighters into battle too early by talking of "chicken knights" ... don't listen to them! What do those commoners know anyway! There's a right time to let your flying horses off the line and you choose it! Try to look for the weak points your opponent shows you. If you attack a unit of enemy knights in the front you might win the first round with some luck - you'll very probably lose the second! But if you charge cavalry in the flank you got them at their weakest point - and chances are good you might even be

able to destroy a second unit of cavalry in the advance move afterwards!

On the other hand your opponent might be aware of that and try the same on you with his own flyers? Then use your Pegasi to take out the enemy flyers first and protect the flanks of your valuable knights. After all you want to lose your knights by heroically charging the enemy and not by being caught in the flank cowardly!

Another mission for your Pegasus Knights might be to cut off the retreat line of some enemy units charged! Just place them a centimeter away at the enemy's rear edge!

After all the best time to use flyers is when a good part of your army already is in reach to threaten the opponent. It's easy for your opponent to concentrate on some lonely flyers far away from the rest of their army but it's hard if their comrades are just around the corner!

How To Build Pegasus Knights

The most simple way would be to buy three blisters of heroes on

Pegasus and put them on stands. One Pegasus rider per stand would be sufficient in my opinion.

I for my part prefer a more dramatic approach. I have used the wings of Giant Hawks and Bretonnian Knights to merge them into Pegasus Knights with a wingspan that almost makes you believe this creatures could really fly.

Choose some knights or heroes at first and cut them off the strip. Afterwards you might need to carve a bit tail-hair or to make the bridle visible again but with the right tools that should not be too difficult. Then drill a small hole into the horse where you want to attach the wing (I think the best place is just in front of the knight's knee). Carve a bit off the wing so that the knights leg and lance have room. If you want to be on the safe side you can attach a new pin at the wing or use the original one to glue it into the drilled hole. Sometimes I bend the wing beforehand to get a more individual look (but do that very slowly and carefully - you don't want to break a wing, do you?). At last use some green stuff to fill gaps, add some paint and - voilà - your Bretonnian Flying Force is ready to use! Bonne chance!

DARK ELF EXECUTIONERS

By Alexey V. Belianin AKA Bel. Story by Lex van Rooy.

The last rays of the setting sun warmed his back as Morendir Snaketongue stood overlooking the battlefield at the left shoulder of his commander Severin Iceheart, as was customary for the first advisor. They were on a small knoll, just behind the centre of their battle lines, overlooking the corpse-strewn field. Casting a glance over his shoulder he judged the time left; the sun, already casting long shadows over the field, would allow them to mount one more attack. In the distance, beyond the defended treeline that had foiled their attacks all day, he could catch the tall spires of the Khainite temple they were supposed to defend, catching the light. Undoubtedly the foul followers of Slaneesh were debasing the sacred ground with their unmentionable rituals. Reading his commanders body-language he knew the experienced general knew the same. This next attack would need to succeed, or they would lose face and worse.

That morning their task had seemed simple enough, the call had come that a marauding band of debased Slaneeshi cultist had struck out for the temple, and they were sent out to defend it. What was reported as a small warband had turned out to be a major incursion, already expanding with hordes of summoned Slaneesh daemons and worse. Even with the aid of hastily drawn reinforcements from the local lords their attacks had ground to a standstill. The dark elf troops were showing their fatigue, while fresh daemon units kept coming through the summoning rifts. None of their resources had been able to shift the enemy from

the defended treeline that effectively blocked their way onto the temple grounds proper. The last foray of cavalry, trying to force a way around it, had become a massacre when a botched communication from their commander had left them like sitting ducks in front of the enemy.

His attention was drawn to a small group of figures walking up to their position. It was the Har Ganath Executioners from his lords retinue, returning from their customary duty, carrying the head of Alaketh Spikedfist, the former cavalry commander with them. As was wont the Executioners from the late commander had joined up with their brethren, swelling the ranks of his Liege's guards. The seed of an idea bloomed in Morendir, who scraped his throat and addressed his commander; "Sir, I may have a way out of this....."

Morendir stood in a shadowed alcove and overlooked the victory celebrations. He judged them most satisfying, as the last of the Slaneesh followers were sacrificed to honour Khaine and to commemorate the fallen. His suggestion to strip the lords retinues from their Executioner bodyguards and form them into one unit had raised a storm of protest. Various of the foppish local lords depended on them to stay alive during the fights, as they sorely lacked the fighting skills to do so themselves. In the end throwing the make-shift unit of elite Executioners against the Slaneeshi daemons, their most hated opponents, holding the treeline had turned the tide of battle. As an added bonus, the lack of protection of the sub-commanders had caused Ak-Tegin Fierceheart to be amongst the fallen, when his position was overrun. That fact alone would allow him to count coup in the grand game the houses of Naggaroth played. In all, he decided, it had been a well-spent day.

Designer's Notes

When deciding to join the competition of creating the elite units, I was inspired with idea to represent in Warmaster system the Killing Blow special Rule from WHFB. Obviously the scope of that rule can be much wider than its application to DE Executioners only. We can remember High Elf Swordmasters and Wight Lords of Vampire Counts and many other troops in WHFB universe. But in this case I was interested by aspects of elite infantry unit of warriors good enough skilled and trained in martial arts, on the one hand a little



differing from existing troop types, on another possessing the improved fighting abilities, and not due to change of characteristics.

The idea to copy the Killing Blow special ability from Warhammer Fantasy System has disappeared at the start, - as you can see the idea of hitting the enemy on 6+ without armour save and a sort of similar ones will not work in Warmaster as it works in WFB. Therefore, for adequate representation of improved fighting qualities (as all characters and the troops with this ability are unsurpassed masters of hand-to-hand combat), the High Elf Archers Special Rule was taken as a basis of idea - to hit the target, having +1 to dice roll. Transferring this rule to close combat we will get a unit that can act in close combat much better rather than usual infantry.

Thus, in hand-to-hand combat the unit hits:

- the enemy in the open terrain on 3+;
- • the defended enemy on 4+;
- • and the fortified enemy on 5+.

Having counted up probability of hitting the enemy, we shall see this rule (though it is a bit similar to simple adding of 1 attack in the unit's profile) gives a higher probability of hitting in close combat with the enemy in defended and fortified positions. So, we get a unit unique enough (therefore its number in the army is limited of maximum 1 per 1000), that does not break the balance of game, in my opinion. The purposes of its application are obvious; it can exanguinate the attacking heavy cavalry and is very useful when acting in dense terrain, operating as antiguerrilla troops.

Troop	Type	Att	Hit	Arm	Cmd	Size	Pts	Min/Max	Special
Executioners	Inf	3	3	5+	-	3	75	-/1	*1

Special Rules

1. Killing Blow. Executioners always add +1 to their dice roll when making close combat attacks. They will therefore score a hit against enemy in the open on a 3 or more, against enemies that are defended on a 4 or more, and against fortified enemies on a 5 or more.

Conversion's Notes

First, for those who would not like to trouble themselves with conversions in general, there is another way. The Warmaster Dark Elves Characters blister contains a pair of Black Guards figures. When getting enough of models, it is possible to create the elite unit of DE infantry with rules of Executioners, but looking as Black Guards of Naggaroth.

As for me I used for conversion the models of DE Crossbowmen. There are enough of them in the blister also there are some different variants of models. Having cut off the crossbows, I have attached the prepared in advance Draich blades (made of thin plastic, as well as a standard insignia), in the necessary places. Then I have used the Green staff for modeling the shoulders, arms, hands, details of the ammunition and armour and the plumes on helmets. Probably, a sort of modeling skill is required for such work, but according to Russian national saying - "the Perseverance wins".



OGRE MANEATERS

By Michael Duxbery

Maneaters are amongst the most accomplished mercenaries of the Old World and beyond - fearless titans who have fought in the bitterest of campaigns and come out the better for it. Whilst many Ogres fight as Hired Swords beyond the borders of the mountainous kingdoms, Maneaters are those monsters whose experience in battle marks them out as the most valuable warriors. They are often in high demand, and each time they take to the field their experience and expertise grows, increasing their value further. Such is the life of the Maneater - a constant war against foes big and small, that ends only with their violent deaths or eventual return to the Mountains of Mourn.

Like all Ogres, Maneaters are gargantuan creatures, towering over the ranks of Man and Orc (or "thinlings" as the Ogres know them). They are driven by their obsession for food, fighting and plunder, but mostly food. As their name suggests, Maneaters have no compunction about devouring the "thinlings" they fight against - or, on occasion, fight alongside. The ultimate pragmatists, they will happily gorge themselves upon whatever foodstuffs happen to be available, including each other in particularly desperate cases. Such insatiable diets invariably manifest into considerable bulk, and Ogres are often half as wide at the gut as they are tall. It is a fool who mistakes this mass for fat though, for beneath their grey skin lies a solid network of muscle as equally valuable for surviving the strike of an armoured Knight's lance as it is for caving said Knight's head in.

Whilst many Ogres are cursed with an almost insatiable wanderlust, Maneaters take this to the extreme, and are often found fighting in the most hostile and outlandish of warzones. From the jungles of the Southlands, to the frozen wastes of the north and the oriental kingdoms of Cathay, there are few places that Maneaters have not left their bloody mark. The appearance of a Maneater is often an indication of the campaigns he has

fought in, for the plunder of their enemies' corpses and rewards of their employers are often displayed amongst their clothing and wargear. Mercenary regiments of Maneaters are often regarded as undisciplined and disorderly fighters, and whilst this reputation is not entirely unwarranted, any army commander should be careful not to mistake their rag-tag uniform for an indication of ineptitude in combat.

The most famous of all Maneaters is the mercenary captain Golgfag. The name of this tyrant is as well known by the sell-swords of the Old World as it is amongst his own kin in the east, for his elite band of Ogres have often provided the assistance that has turned a battle in one side's favour. One example of this is the tale of an Orc Warlord who sought to sack a heavily guarded Dwarf Karak, and hired Golgfag and his Maneaters to provide added muscle. In the opening skirmishes between the Dwarfs and Greenskins, the Ogres' contribution proved decisive, and the desperate defenders of the keep feared that defeat was inevitable. But a row broke out between Golgfag and his employers that resulted in their hasty abandoning of the Warlord's camp, harried all the way by a tide of green. The Maneaters quickly found employment amongst their former enemies, the Dwarfs, and by doing so turned the battle against the Orcs and Goblins. It was Golgfag who smashed the Orc Warlord to a bloody pulp, routing the Greenskin army and breaking the siege of the fortress.

The story of Golgfag demonstrates another key feature of the Ogre psyche - indifference for who and what they fight for. They are entirely neutral, caring only about where their next meal comes from and siding with anyone who can offer it to them. To this end, Maneaters have found employment amongst most the kingdoms and races of Men, as well as Orcs, Dwarfs, Elves, Skaven and even the undead legions of Khemri. So long as there are generals willing to pay, there will be Ogres willing to fight, and many pay solely to avoid fighting against them.

Ultimately, Maneaters offer generals the opportunity to fill a gap that their army might otherwise be lacking – overbearing brute force. They are the ultimate shock troops, lacking the flexibility of cavalry but packing a punch just as hard if not harder. Some Commanders hire Maneaters as personal retainers, finding more comfort amongst the reassuring bulk of the Ogres than out in the field with their men. Others position them on the flanks of their army, acting as an immovable object to counter enemy flankers before quickly adapting a striking position themselves. So critical can Maneaters be to an army's success or failure that they are known both as unlikely saviours and dreaded enemies, depending on whether you're fortunate enough to be the one who's hired them!

Special Rules

* Maneaters are a Mercenary unit – rather than being confined to a single Army Selector, they can instead be taken by several. Any army may take a unit of Maneaters, except for Bretonians and Daemons. However, Maneaters are rare even amongst the ranks of the mercenary world – as a result, you may take a maximum of 1 Maneater unit per 2000 pts in your army, rather than 1000 pts.

The name “Maneater” is actually quite misleading, as the Ogres really aren't that fussed about who or what they eat. Decades of long campaigning have taught them not to be picky, and if they

get a chance for a snack, they'll take it. A unit of Maneaters always uses its initiative to charge an enemy if possible and cannot be given orders instead. Maneaters never use their initiative to evade – they're far too stubborn for that! They are also jaded individuals, having witnessed just about every horror the Old World and beyond has to throw at them. They are therefore unaffected by enemy units which cause terror, and will not suffer the usual -1 Attack modifier.

The Bull Charge of a fully grown Ogre is devastating, and this is even truer of Maneaters who represent the pinnacle of their race's combat prowess. If a unit of Maneaters is charging against an enemy in the open, they will a +1 Attack modifier in the same way as monsters and chariots.

Maneaters are often well equipped with ranged as well as melee weaponry, a testament to a long history of pilfering equipment from dead friends and foes. The exact nature of this wargear varies wildly – braces of handguns, Nipponese throwing swords, Leadbelcher cannons, “Eagle's Claw” crossbows, harpoon launchers, Flame Cannons and thrown Gnoblar all make up the armoury of a Maneater. This gives the unit a single shooting attack per stand (noted on the profile above) but due to the short-ranged and unreliable nature of this equipment it has a maximum range of 15 cm.

Troop	Type	Att	Hit	Arm	Cmd	Size	Pts	Min/Max	Special
Maneaters	Inf	4/1	4	5+	-	3	120	-/1	*

SKAVEN WARPTANK

By Mick Marriott

I have always loved skaven. Especially Clan Skryre, so after I had read William King's Skavenslayer I knew I wanted to re-create what would have happened if the skaven hadn't have been foiled by Gotrek and Felix when they defended the Nuln Engineering School from attack by Skaven Assassins and Warlocks trying to capture an Imperial Steam Tank for their own devious and usually self-destructive devices!

The tank fits in well to campaigns/scenarios where it is only available if certain criteria have been met or in a themed Skaven force.

* The Warpstone Tank forms a unit on its own, it moves up to 20cm, and must be given its own orders. The Warpstone Tank cannot be given a brigade order with other units.

A character cannot join with a Warpstone Tank.

A Warpstone Tank can stand and shoot at a charging enemy with the warfire thrower only.

The Warpstone Tank cannot fire once engaged in close combat.

Because of its exceptionally heavy armour plating, a Warpstone Tank always counts as defended - so a 5 or 6 is normally required to inflict a hit from shooting or in combat. The Warpstone Tank fights combat like any other unit, except that if it retreats it is automatically destroyed in the same way as artillery (it is overwhelmed and hence abandoned by its crew). Warpstone Tanks cannot be driven back or routed by shooting. However - it is still deemed necessary to roll drive backs to determine if the Warpstone Tank becomes Confused on a roll of a 6. If the player attempts to issue an order to a Warpstone Tank and rolls double six then the order is failed as usual and the machine does not move. Ignore the usual Blunder chart for heroes and wizards (rulebook p55). Roll on the following Malfunction chart. Note that although a General cannot blunder he must still roll for malfunctions.

Warpstone Tank Blunder/Malfunction Chart

D6	Result
1	<i>Destroyed.</i> The Warpstone generator overloads destroying the tank and doing 2D6 damage to all units in base to base contact.
2 - 3	<i>Broken Down.</i> The Warpstone Tank's drive has broken. It does not move further this turn and cannot move in future turns. Should it be obliged to move for any reason it is destroyed. Otherwise, the Warpstone Tank can continue to shoot and fight as normal.
4	<i>Commander Slain.</i> The Warpstone Tank does not move further this turn. It can move in future turns but suffers a command penalty of -1 for the remainder of the game. The Warpstone Tank can shoot as normal.
5	<i>Momentary Halt.</i> The Warpstone Tank cannot move further this turn but is otherwise unaffected.
6	<i>Warpstone Overload.</i> The Warpstone Tank cannot move further this turn but can shoot with the warp lightning cannon twice this turn to represent Warpstone energy being uncontrollably diverted into warp lightning cannon.

A Warpstone Tank can shoot once with a choice of two weapons, the warp lightning cannon or the warfire thrower.

The Warp Lightning Cannon:-Is a smaller version than the ones seen elsewhere in the game and therefore has a range of 30cm and a field of attack to the front of the tank. It has D6 Attacks - generate the number of Attacks and then roll for each Attack as usual. However, if the number of Attacks is 1 this indicates something has gone wrong. Roll the D6 again and work out this many Attacks against the Warp Lightning Cannon itself.

Units that take casualties from the Warp Lightning Cannon are not driven back as a result - disregard these casualties when working out drive backs.

Units that take one or more casualties from a Warp Lightning Cannon must roll a D6 immediately and on a roll of 6 become confused.

Units that are adjacent to a unit taking casualties from a Warp Lightning Cannon can also potentially become confused.

Roll a D6 for each unit that is touching the target unit. On a roll of a 6 the unit becomes confused. Note that it is possible for Skaven units to become confused if they are touching the Warp Lightning Cannon when it goes wrong and inflicts casualties upon itself.

The Warpfire Thrower is larger than the one carried by Infantry and is therefore more powerful and deadly (even for the tank). It has a field of attack of 360 degrees thanks to being turret mounted. It has a range of 15cm and rolls 2D6 to calculate the number of attacks. If upon rolling for the number of attacks a double is rolled consult the misfire table below.

Warpfire Thrower Misfire Chart

D6	Result
1	The Warpfire Thrower explodes destroying the tank and causing 2D6 damage to all units in base to base contact.
2	The Warpfire Thrower emits an enormous belch of fire inflicting a total of 4+2D6 attacks on the target before it explodes and destroys itself and the tank.
3	The Warpfire Thrower makes a worrying wheezing noise before spewing out an unusually smoky flame. Six attacks are inflicted this turn but the number of attacks caused by all further shooting is reduced from 2D6 to 1D6.
4	The Warpfire Thrower splutters and dies due to mechanical failure. The Warpfire Thrower does not shoot this turn but is otherwise unaffected.
5	The Warpfire Thrower chuffs out a great gout of noxious smoke & dust, covering the target in red hot Warpstone. Ten attacks are inflicted this turn – otherwise the Warpfire Thrower is unaffected.
6	The Warpfire Thrower lurches in its mountings and heaves forth an especially huge flame inflicting 12 + D6 attacks on the target. The Warpfire Thrower is otherwise unaffected.

Modelling

You will need:

- 1 warmaster Imperial Steamtank
- 1 pair of adequately sized tank tracks
- A few skaven shield emblems
- A small nail or pole.
- Some Green Stuff.

Here are some very rough notes on making the tank.

- Get your empire steamtank (EST) turret hatch and remove the hatch that is attached to the rear of the commander.
- Attach this to the top of the turret.
- At the prow of the EST file away a section large enough to attach the funnel.
- Also file away the chevrons, doors and windows.
- Remove the 90 degree bend form the funnel and shorten to desired length.
- Squash the end of the funnel in a vice to give a more distinctive appearance.
- Attach the cannon to the filed down area using pins & glue.
- Attach a few pre-chosen skaven emblems to the hull of the tank.
- Glue turret to main body of EST.
- Attach the main body to your tank tracks.
- Drill a hole in the rear of the tank and attach your pole.
- Make a flag out of greenstuff and attach to the pole.
- Add small pieces of greenstuff around the tank and then use a small pin to add prick holes to simulate mould/fungal growth.
- Mount on a 40x20 base and leave to dry.
- Spray coat black
- Dry brush dark green then dry brush shining gold to mimic old burnished copper.
- Pick out highlights as you see fit.
- Ensure the mould looks suitably putrid.
- Adorn the tank with Skaven symbols.



Troop	Type	Att	Hit	Arm	Cmd	Size	Pts	Min/Max	Special
Warpstone Tank	Mac	3/2D6/D6	4	3+	-	1	160	1 per army	*