

Here, that learned oracle Wayne Rozier impresses us with his profound knowledge and sound tactical sense all inspired by the ancient works of that fine Chinese fellow Sun Tzu and his much celebrated work – The Art of War. Read on budding tacticians and generals of renown, for here lies a wealth of arcane lore for you to feast your warmongering eyes upon...

AUTHOR'S INTRODUCTION

People often ask what's the best army, or what the best Orc and Goblin army is, or what's the best way to use Dwarfs, etc. This is like expecting an answer to 'What's the best sauce for Pasta?' These questions need a rider – 'What's the best army FOR ME?' 'How should I use Dwarves?', 'Does Chianti really work with fava beans?' Personality is a key theme to fielding an army effectively. We can all gain experience and insights by trying out unfamiliar or even uncomfortable strategies and armies, however, Warmaster is a game (really), its purpose is to provide mutual enjoyment – winning is good but so too can be losing if it was a glorious defeat. I believe that the best way to achieve this is to be true to yourself, field armies you can identify with and use tactics that conform to your temperament. In that way your army will develop its own identity.



In presenting the thoughts of Grunt Tzu I have included commentaries from a number of sources. It is up to the reader to determine which interpretation best suits his approach to Warmaster.

Commentaries by:

Mako Minto – The Tilean publisher, military historian, and social commentator.

Ull Git Yer – A contemporary Orc Boss

Black Gut – Ancient Khazak Scribe.

Spifgit – Da fun lovin' Shaman ov chilled.

I chose the vehicle of Grunt Tzu so as to offer advice in general terms and not be specific about how a certain army works best. That would be prescriptive to the point of arrogance and limiting in terms of unofficial army lists and armies yet to be published. By opening up the debate to how military theory works in the world of Warmaster the reader can find his own answers with regard to different armies and situations. The inspiration for this feature is of course Sun Tzu's The Art of War. I recommend all players and rule makers obtain and read a copy of this seminal work.

The Secret Histories of Grunt Tzu

Twelve hundred years ago Da Great Orc Boss Tenisgym – ‘Unifier of Da Tribes’ but only after re-naming ‘imself Gazhak Khan – sent out brainiacs and shamen to discover and collect the knowledge of Waaagh. Many years had passed when one foolish Cathayan prince heard of this Orcish quest and in a desire for power and influence, he accompanied his embassy to Karakkorma bearing gifts for the Khan. It is thought that this homage was the index to the mystery of the Grunt Tzu works. Contained within one of the chests of treasure and weapons carried in by the slaves was a copy of an ancient and lost work ‘The Warring States – A Discussion on Warfare and the Governance of Troops within the Kingdoms of Cathay and its Borders both Land and Marine’. Not exactly the snappiest title but thick enough to light many camp fires. Unfortunately for the rest of the world one rather smart consul (you had to be smart to be a consul to Gazhak for twelve years and still be above ground) saw this work for what it was and prevented it from becoming kindling. He immediately ordered it stored with the other less useful items such as gold and gems. Over the next 20 years Consul Grunt translated the verbose and fragile Cathayan Scrolls into more succinct Orcish works – tattooed into the hides of living cattle and slaves – cured and fixed only after skinning. This secret work and certain magic items formed the key treasures of the Khanate. As a historic side-note, the Cathayan prince was given first hand knowledge of the Ogre palate.

Each Khan on rising to the title was given the previous owners collection of pitiless magic weaponry and instructed in the teachings of Grunt Tzu. Generations of inbreeding and the taint of chaos brought fierce but unskilled leaders to the throne and the teachings of Grunt Tzu lost favour. Infighting was inevitable and the tribes dispersed, each following their own boss. However, the works of Grunt Tzu were not lost, copies were kept by tribal shaman – but their meaning had become unclear. In more recent times a decaying copy of Grunt Tzu with commentaries was captured during a Dwarf raid on an Orc Village. The Empire freebooters in the attacking force took the work as part payment and sold it on to one Mako Minto of Tilea. What follows are extracts from the Tilean translation this great work.

Publisher’s Preface

A lot of the headings in this work are, to say the least, bizarre. I have called each entry or section by Grunt Tzu an idiom. These idioms are usually related and often flow, but sometimes they do not and have nothing to do with the chapter heading. Often similar idioms can be found in different chapters. The suspicion (very likely) is that the Greenskins jumbled all this stuff up and stuffed the skins back in any old order. It would require a number of versions of the work to perform a comparative analysis in order to discover the original indexation of the work. The chances of this ever happening are about zero. So sit back and read many times.

Mako Minto



I. ESTIMATES

Grunt Tzu said: Waaagh is vital to da tribes. Da province of winners and losers. Its study is mandatory to Da Boss. Therefore, I appraise it in terms of five factors and more than five elements, later named. The factors are moral influence, weather, terrain, command and doctrine.

Moral influence is that which causes da tribes and troops to be in harmony wiv da Bosses, so that they will not run away. Weather means the interaction with natural and magical forces. Terrain means distance and ground conditions. By command I mean da Boss’s qualities of strictness, wisdom, courage, strictness, and strictness. By doctrine I mean organisation, control, assignment of appropriate officers to duties, supply lines.

Ull Git Yer: In terms of Warmaster all this means is having and using an army that suits you and the battlefield, or choosing the battlefield so that it suits your army.

Grunt Tzu – The Art of Waaagh!



Brigaded Elven units

Waaagh is based on deception. So, when capable, feign incapacity, when active, inactivity. When near, make it appear you are far away, when far away, that you are near.

Mako Minto: that's what the Orb of Majesty does for you, plus a few well placed moans and groans to appear weak or bluster when you really are weak.

Spifgit: Oer me ed's spinning 'near, far, active, inactive, appear, disappear'.

Offer the enemy bait to lure him, feign disorder and strike him.

Ull Git Yer: Goblins are ideal bait, a few paces out in front and that's 30pts lost. But if the bait is not taken then that's a forward placed unit that can take advantage of the enemy. As for feigning disorder, Orcs and Goblins should always look untidy. But the reality is that they can strike no matter how neat or ragged a line. A commander who is too concerned about order and neat lines or brigades is lost, all he is doing is slowing up his troops so that he has no advantage to take and presenting neat lines for the enemy to roll him up with easy pursuits.

Mako Minto: That's easy for Orcs and Goblins or Kislevite commanders to say with loads of leaders. For armies with fewer leaders then the need to use initiative is paramount. So present 'deep', self-sustaining formations.

When da enemy concentrates, prepare against him; where he is strong avoid him.

Black Gut: This one takes some explaining, as it appears contradictory. Well it's not. Concentration of troops and strength are not the same thing. A small but well dug in force is strong and should be avoided, as it will require a large force to dig it out.

Whereas a large force constricted by terrain or out in the open is a concentration that could be weak. You can strike it or prepare defences against it.

Anger his general and confuse him.

Spifgit: Take this two ways – some commanders can anger themselves due to situations – that's moral. Insulting and irritating an opponent is not. But as

hinted, some players can irritate themselves but then go on to blame everything except themselves, do not play these guys as they suck the fun out of a game.

Keep him under strain and wear him down.

Ull Git Yer: One cannot go against an enemy heedlessly, especially if he is expert at employing troops. You need to protract things, keep him at a distance. Hold defensive terrain, select crack troops and form them into extraordinary brigades. Make repeated sorties where he is unprepared. When he aids his right, attack his left, exhaust him by running about, and pull him apart to the point where his forces loose contact and cohesion. If you reject this advice and risk all in one big melee it will be too late for regrets.

Mako Minto: This is something any army can do but good leadership is absolutely essential. This is the essence of the Elven army. With good determined leadership a whole flank can be re-deployed in one turn. Swift is the Reaver!



When he is united divide him. Attack where he is unprepared; sally out when he does not expect you.

Ull Git Yer: Just because you can't see each other due to a hill or forest doesn't stop a force spending two commands to get stuck in. Surprise him! Cavalry make good defenders in a siege game. Oh yes they do, how else are you going to sally forth and take his machines and cannons?

II. WAGING WAAAGH!

Mako Minto: This chapter is concerned with campaigns, preparations and execution, not single battles. Therefore it needs to be read in conjunction with campaign rules. These rules should encompass movement, supplies, economy, politics, morale, etc.

Grunt Tzu said: Generally a good Waaagh requires lots of chariots and just as many wagons and even more armoured troops and loads of banners.

Mako Minto: To wage warfare effectively one must make preparations. Troops must be purchased, organised and painted. An order of battle must be devised and to fight more than one battle – i.e. wage a campaign you must either take a camp or be doomed to forage off the land.

Spifgit: Few take magic banners out of choice. Most prefer another unit. So it is likely that these devices should be found in campaign as part of the empire's treasury or recovered from captured temples and places of power.

When provisions are transported to da army the cost multiplies. Only raise yer army if you can pay for it.

Black Gut: Plunder is good but do not make it your only way of feeding your army. If that's your plan then you will be stopped with one defeat. Feed your army from the land but take wagons with extra supplies. Keep prisoners away from Ogres.

Victory is da objective of Waaagh. If dis is delayed then bad things can happen. Yer army will wither in da field. Sieges will result and dis is da path to depletion.

When da army spends too long in da field da resources of da tribe will suffer.

Black Gut: Sending slaves and fodder back home is the idea. But after a long campaign da Boyz has more fun and forgets to do things properly. More supplies leave home than are returned as booty.

Now da army is exhausted and da treasury is empty neighbours are looking to attack. No plans can help now.

History shows us that swiftness can fail but a protracted Waaagh will always fail. Da tribes have never rejoiced in riches after a long Waaagh. We have only grown with swift action.

Spifgit: Waaagh is like fire, those who do not put aside the instruments of Waaagh are consumed by it.

Experts in Waaagh do not require a second levy. They carry equipment from home and plunder from the enemy.

The cost of provisions wherever the army is, and the longer the army exists or stays in an area. Peasants have only so much plunder. Once all da peasants have been eaten then da army must move on.

Feed off da enemy, keep your stores in reserve.

If da enemy is not hated then treat prisoners well and you may recruit from da enemy.

If da enemy is hated then; chain prisoners, make them slaves, use them at the front, let them be consumed by da cauldron of Waaagh or feed them to da Ogres.



Empire Characters

Mako Minto: Even da great Grunt Tzu failed to overcome racial hatred. Once an enemy is enraged he will not surrender. He will fight as 10 times his strength. Thus the casualties will be high on both sides. Chain what prisoners? Just how many Dwarves do you think will surrender to an Orc? Having said that many ancient armies of Cathay are reputed to have chained prisoners and sent them forward into the enemy. Slow moving units of prisoners were shot at from behind thus driving them forward into combat and certain death!

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III. OFFENSIVE STRATEGY

Mako Minto: This chapter is mainly concerned with the execution of campaigns. It should be read in conjunction with campaign rules.

Grunt Tzu said: To win one hundred victories in one hundred battles is not the deal. To subdue da enemy without fighting is skillful – the killing follows subjugation. Otherwise the boss is deposed.

Thus da ultimate idea is not to attack da enemy but to attack da enemy's strategy.

Black Gut: It's not easy to kill the general or his staff but that is the ultimate way of destroying his strategy. Without generals and advisors a King will often surrender.

Ull Git Yer: If he leads with 'Troll slayers' or 'Flagellants' kill them. If he brigades behind Cannons – use Gerroff! to disperse them. If he disperses large numbers of troops then herd them together.



Elven Wizards

Da next best thing is to disrupt his alliances.

Spifgit: Find out how many allies he has, and why. If there are many and strong move swiftly against one before they can unite, if the alliances are few or weak then this is not a concern.

Da next best thing is to fight in the open fields.

Black Gut: Do da stomp! Dis iz wot da boyz wants.

Ull Git Yer: Fighting is good. But in terms of a campaign this is where you risk defeat to gain a victory. Only take this option when you have the advantage.

Da next worst thing is to attack cities and walls. Only do this when there is no alternative.

Black Gut: Waaaaagh!.

Prepare rams, towers, lobbers, ditches and shields. If you attack like ants without stopping to make siege-weapons or bringing a siege train with you will not take the city and at least one third of your army will be killed.

Thus those skilled in Waaagh subdue an enemy without battle, capture cities without assault and overthrow his enemy's tribe, state or empire with the swiftness of Gork's hand.

If you outnumber him ten times surround him.

Ull Git Yer: If you outnumber him ten times? This refers to the multitude of weaklings taking on the toughest of the tough: Dragon Riders, Sphinxes, Dragon Ogres, Giants, etc. The way to beat these is to make sure that any retreat is blocked. So the slightest push back is death. Thus to guarantee the pushback make sure you win the melee. To do that use infantry two deep left and right and/or front and back. Six stands of support will defeat any Dragon Rider. Support can't be saved against.

Mako Minto: Obviously this idiom applies to both campaign and battle.

IV. DISPOSITIONS

Grunt Tzu said: Ancient Bosses made themselves invincible, waiting for the enemy's moment of vulnerability; invincibility depends on one's self; the enemy's vulnerability on him. It follows those skilled in Waaagh can make themselves invincible but cannot cause an enemy to be vulnerable.

Ull Git Yer: I do what I can, but I can't be certain of what you'll do. Come ta think ov it I can't be too sure about wot my army will do eiver.

Therefore it is said that one may know how to win, but cannot necessarily do so.

Spifgit: Well that's dice for yer!

Ull Git Yer: You have to wait for da other guy to make his mistake. Then clobber him. So as the Great Grunt Tzu sez 'Yer may know how ta win but it's up ta da over guy ta lose it fer 'imself'. But it's up to you to be able to exploit his mistakes. Deploying a couple of foot units in column increases your chance of getting a flank charge in. A line is 120cm long and is more likely to overlap enemy

frontage than a 40cm wide column.

Mako Minto: In order to win you must risk losing. Timid players content to sit in good defensible terrain and keeping ranks nicely dressed are playing NOT to lose, that is not the same as playing to win. Fear of losing will at best result in a draw, but it also risks defeat by surrendering the initiative to the other player. Play to win but plan to make one less mistake than your opponent.

Invincibility lies in defence; the possibility of victory in the attack. One defends when and where his strength is inadequate, he attacks when it is abundant.

Ull Git Yer: Remember, strength is not just numbers, but terrain and other factors. Defence does not mean sitting and waiting to be hit. Withdraw, stretch his lines, sally forth and take the sting from an attack.

The experts in defence conceal themselves as under Mork; those skilled in attack move as from the breath of Gork. Thus they are capable of protecting their forces and of gaining complete victory.

Black Gut: Conceal your plan, defend in depth but make it look accidental. Make sure each unit is 'supported' by friends who can see and charge to their support – not simply line up with one unseeing flank to another. Defence in depth results in swift counter-attacks.

A victory is won before troops contact. How does a general win? By not erring, never wasting a move in planning, by taking up a strong position and never missing an opportunity to master his enemy, a commander ensures victory.

A commander makes his calculations then strikes at an already beaten opponent.

Ull Git Yer: Know your probabilities, charge only when it is either highly unlikely that you will lose or that your sacrifice will bring great gains. I once sent a unit of Wolf Chariots into two brigaded units of Flagellants. I knew the chariots would not be coming back – but equally I destroyed the first unit of Flagellants and went on to wound the second before the chariots were destroyed. It was a near equivalent exchange of points, a draw? In fact, it was a great victory against the Empire. The Empire had lost the effectiveness of their extraordinary van units whilst I had sacrificed one of many ordinary Goblin units.

The supreme requirements of a boss are: a clear perception, the harmony of his host, a profound strategy coupled with far-reaching plans, an understanding of the season and an ability to examine psychology. A boss who does not know his capabilities or comprehend the arts of expediency and flexibility when faced with the opportunity to engage an enemy will advance in a stumbling and hesitant manner with no inkling of a plan. He will rely on the abilities of his troops rather than aiming that ability.

Mako Minto: Unthinking, unknowing, accidental leadership is all too common in the world of Warmaster. So many generals fail to formulate a plan further than 'Get stuck in'. They rely on their tough troops to absorb pain and their aggressive forces to sweep all before them. An idle pen dribbles ink, a pen dragged over paper scribbles, a pen held by an educated hand can write, if that hand is mindful it can author a great work. This means you need to plan your actions and then direct them to make your forces truly effective.

Spifgit: Grunt is also hinting at being in tune wiv da troops. Pick an army that your personality is in harmony with. Think about how that army works and how your mind works. If you must hear the sound of hooves thundering into the massed ranks of the enemy then go for the boars. If you like a solid frontal grind of foot max out on Orcs and Black Orcs. If you like harassing, running and outflanking then get loads of Wolf and foot Goblins. If you do not have the patience to wait for your opponent's moment of weakness then you will need to choose an army that can exploit an enemy while he is strong. Seeing what army a general deploys tells you if he believes in the invincible army – if he does then he is easily defeated.



You can expect more of these sagely words next issue as we continue –
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GRUNT TZU

THE ART OF WAAAGH!

Warmaster tactics by Wayne Rozier

The learned oracle Wayne Rozier returns with his profound knowledge and sound tactical sense inspired by the ancient works of Sun Tzu – The Art of War (the first part of this article appeared in last issue). We hope you'll find the wise words contained within these pages both helpful and amusing.

This being the second part of the great work known as the Art of Waaagh! by the renowned greenskin Warlord Grunt Tzu.

Mako Minto

V. Energy

Grunt Tzu said: Management of many is the same as management of the few. It is a matter of organisation.

Spifgit: Well, derr.

Mako Minto: Not derr. It is a matter of making the correct brigades, not just brigading. Moreover, it is a matter of building a cohesive army of collaborating units.

To control many is the same as to control a few.

Ull Git Yer: Make sure that you have enough commanders to co-ordinate your host – do not skimp on this. With enough commanders you should be able to give more orders, therefore you can have smaller more adaptable brigades rather than massive ones. If you find you have many uncommanded units at the end of a turn then either your brigades are too small or you do not have enough commanders or

you are trying to move units too many times in one turn. If however you find you have too many brigades with failed commands and officers who have not issued any commands then your brigades are too big.

Mako Minto: Far too many generals prefer troops over heroes. Moreover, they often forget that mages make fair reserve generals.

Black Gut: I rejoice that the Dwarf usually brings only one Runesmith to a battle no matter how big the army. These are formidable commanders as good as any hero. The extra cost for the Runesmith's dispel ability causes many a bearded one to think that having more than one smith is a waste after all you only get one dispel (well, that is what Brian said in the Dwarf review on page 20 – Ed). So, that's one less leader to command the stinkin' bearded rabble, good!

The force, which confronts the enemy and holds him is the normal; that which goes to his flanks is the extraordinary. No commander can wrest the advantage without an extraordinary force.

Ull Git Yer: ordinary and extraordinary is a matter of perception. Two commanded units of wolf riders on a flank can be as extraordinary as two Boar Riders and two

Chariots with magic devices. It is a matter of deployment.

Black Gut: The normal is whatever the enemy pauses on before advancing. The extraordinary is vulnerable until it is delivered. Should you lose your flanking force then you are at the mercy of the enemy.

Mako Minto: Guns and Machines! These cannot outflank an enemy. Therefore, they are the normal or holding force, they will not win you the battle!



Generally in battle use the ordinary to engage and the extraordinary to win.

Mako Minto: Novice generals charge in and engage the enemy with extraordinary troops leaving the rank and file behind. Look at which forces the enemy engages you with, by Grunt Tzu's definition it should be ordinary, most likely it is in fact an extraordinary one. This is wasting energy and it demonstrates poor thinking and a lack of depth in the enemy's plans. Defeat this force and he has lost the ability to determine a victory.

Ull Git Yer: Just because a unit of flyers can charge 100cm into enemy artillery it is not always a good use of such extraordinary troops. The artillery may well be destroyed but the potential of the flyers could be lost if they are surrounded and killed by the rank 'n file guarding the artillery.

The resources of those skilled in the use of the extraordinary are as infinite as the energies of Mork and Gork. The token of extraordinary passes from unit to unit. The combination of troops determines the extraordinary. The combinations of ordinary and extraordinary are limitless.

In battle, tumult, uproar and formations appear chaotic, but there should be no disorder. Apparent confusion is a product of good order, apparent weakness of strength.

Ull Git Yer: One thing Orcs and

Goblins are not good at is keeping tidy lines. Many formations refuse commands and the army looks untidy. This is good! Failure to keep the army in a single line results in strength. Attempting to keep order both slows the army down and presents an easy target.

Order or disorder depends on organisation; courage or cowardice on circumstance; strength or weakness on disposition.

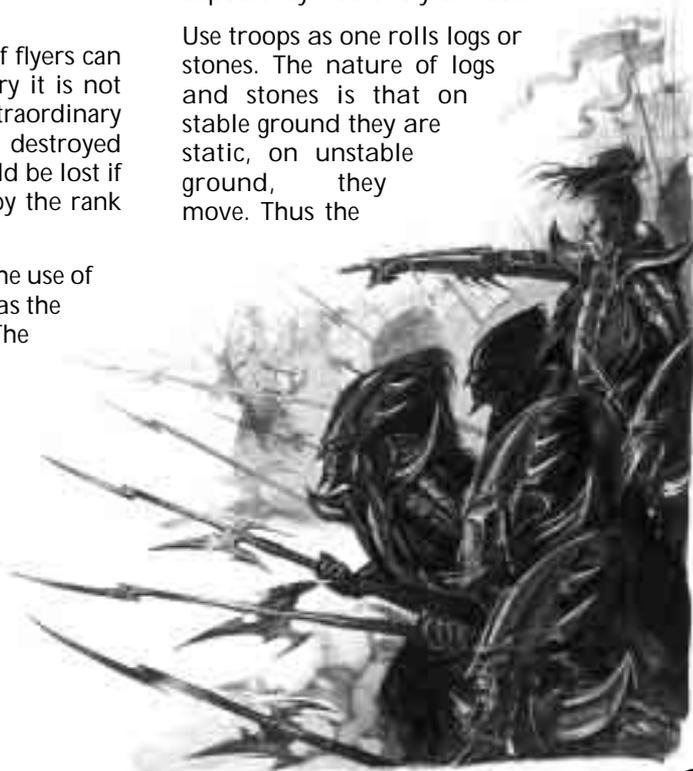
Black Gut: This refers to management and control; the moral strength of the general and troop positions; and back to understanding strength and concentration.

Thus those skilled in Waaagh make the enemy move by creating a situation to which he must conform; they entice him with lures and await him in strength. Therefore, a skilled boss seeks victory from the situation and not from his troops.

Ull Git Yer: This is the nub of it all. Once control of the situation is wrested from the opponent he is reacting to your positions and baits. Moreover, it is you the boss who positions and utilises the troops abilities. But it is about creating a position and that means reading ahead turn by turn. Seeing the long-term effect of a combat before the troops charge in not as it unfolds.

Spifgit: Experts depend on opportunity and expediency. Fools rely on luck.

Use troops as one rolls logs or stones. The nature of logs and stones is that on stable ground they are static, on unstable ground, they move. Thus the



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potential of commanded troops may be compared to round boulders which roll down from mountain heights. Once rolled the boulder is used.

Ull Git Yer: Deploy your troops to maximise their potential and use wisely according to the position.

Mako Minto: A single unit of flyers on high ground can threaten many flanks and reserve formations but it can only attack one of them, once it has attacked it has both given up the potential threats and is now exposed to counter attacks. One boulder can stop a whole army from entering a pass but it can only roll once and hit one unit. All units have potential and that can be converted to action but it is hard to restore potential.



VI. Weaknesses and Strengths

Grunt Tzu said: Generally, he who occupies the field of battle first and awaits his enemy is at ease; he who comes later to the scene and rushes into the fight is weary.

Ull Git Yer: Applied to a game it means get there nice an' early – check out da battlefield (work out what you'd do and what others might do, whichever side of da board you are), find the loos, have a cuppa tea. And get yer men out da box all ready. Den watch and larff at da late comers, all hot an boverd.

Spifgit: Don't play a game wiv yer legs crossed.

Mako Minto: Er, yes gents but it's supposed to be about troops not just commanders. This aspect can be realised by using scouting and marching rules. The faster mobile force being allowed to determine the terrain – but with the consequence that some of his troops may arrive late for the battle.

Those skilled in Waaagh bring the enemy to the field of battle and are not brought there by him. One able to make the enemy come of his own accord does so by offering him some advantage.

Spifgit: coffee, food, good table, terrain, etc.

Black Gut: Expect the enemy to take key terrain features, communicating terrain and terrain of other value. So await him at places where he can take this terrain – and then move to block it before he gets there.

Go into emptiness, strike voids, bypass his defences, hit him where he does not expect you.

Mako Minto: Ivanofar the Elven Lord once fooled Ull Git Yer – he deployed a strong but exposed cavalry arm on his right wing enticing UGY to place his elite Boar Riders, General and Hero to face them. Ivanofar then swiftly withdrew from this exposed position, relocating his entire cavalry arm to the left side of the field. Ull Git Yer's Boar boyz are in no way as deft as the Elven cavalry. The village in the centre of the field now proved to be a trap for the Greenskin infantry and an obstruction to the Orc cavalry who now had to wheel around the village and ride down a valley covered by Elven bow and artillery. This one battle gave Ull Git Yer a new found respect for Elvish elusiveness and obedience.

To be certain of taking what you attack is to attack what he does not hold. To be certain of holding what you take is to defend a place he does not attack.

Spifgit: ooer, it's all a bit Zeny.

He whose advance is irresistible plunges into his enemy's weak positions; he who in withdrawal cannot be pursued moves so swiftly that he cannot be overtaken.

Spifgit: This is getting a little bit like 'Mystery Men' – 'Do not run fast! Be a Fast Runner!'



Ull Git Yer: Not so my little one. I withdrew in front of Undead and was swift because they could not catch me. Then I turned and smashed irresistibly into the weak position of the enemy – made so because:

1. The charge began after the Doom and Despair Undead spell had lifted from that flank – the enemy thought they were no threat and so cast his poison elsewhere.
2. The chargers would not stall in range of bow and Skull chukkas as the General led them with the Orb of Majesty. As it was the Orb was not needed but it's possession was as a major contribution to my confidence.

Know your cave. Know your enemy. Do not fight yourself, fight your enemy's weaknesses not your own.

Black Gut: If you have a strong but slow army of Undead then do not try to out manoeuvre an Elvish Lord. If you have weak missile troops and your enemy does not then do not sit back and try to win an artillery and missile duel. If you have few units and your enemy many do not try to defend or attack along the whole line, attack one point at a time.

Spifgit: Now this I see, often. Orc generals thinking they should be Chaos, Empire players thinking they got tuff Dwarves wiv added Cavalry, Undead wishing for more monsters. Elves smashing in with all the subtlety of Chaos. Be yourself! If you really wants da 'eavy brigade then put a Chaos horde on to the table, not Elves.

Mako Minto: If the army ain't you, change it, buy another one – I got plenty to sell!

Of the many tribes, none is eternally predominant; of the four seasons, none lasts forever; of the days; some are long and some are short, and the moon waxes and wanes.

Spifgit: pah!

Ull Git Yer: No scoffing needed. This is deep stuff Spif and relates to a commander changing his tactics between battles because there is no such thing as a 'sure thing' or 'Silver Bullet'. Things change.

Spifgit: You are so full of it!

Mako Minto: Guys, keep the commentary to Grunt Tzu, not a commentary of the commentators – it confuses the reader.

Spifgit: Shuv it, Greasefeatures!

Mako Minto: Just keep in mind who's publishing this if you can Midget Memory!

~~Spifgit: You are so dea... Oil! Who keeps crossing me out? That so does it, I'll be back next week wiv me mates. You will be sorted, Mork style!~~

VII. Manoeuvre

Grunt Tzu said: Manoeuvre is difficult. You really has to kick dem Gobbos to get em moving.

Wiv so many failed commands a boss must be ready to make misfortune an advantage.

Take indirect routes and leave bait.

Black Gut: Low leadership leads to untidy lines. Untidy lines can look like disorder to the untrained eye. Goblins exposed on a flank or in the van are bait. If the bait is taken you can spring your trap. If not, then the bait becomes a useful screen or expedition force.

Da Boss who sets his army in motion to chase an advantage is lost.

Da Boss who abandons the defence of his camp to pursue an enemy will lose his camp.

Without attention to the principal of combined arms a marching army will become scattered. Fast moving troops will become separated from foot troops who will in turn become separated from lazy Trolls and slow moving artillery and machines. Then all will be lost.

Know the direct and indirect paths. Indirection is the more certain path to victory. He who storms the walls will suffer great casualties. He who avoids the siege will capture the city after he has



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destroyed the enemy in the open field.

Ull Git Yer: It's weird but I often win from my weak 'refused' flank. The enemy thinks he can take it so I pull back and stretch him out. Once his van has lost the support of the main force I turn both my refused flank and centre reserve on his forced marched van. From this point on I begin to destroy his army piecemeal. Moreover once the first wave starts to break he can't stop himself from hurrying in more troops in a vain effort to stem the slaughter.

Do not confront an enemy resting on hills to his back.

Spifgit: Don't attack and don't even get close enuf to attack.

Don't chase after troops pretending to flee.

Don't gobble proffered bait.

Spifgit: That's wot snap's for. (Snap – food).



VIII. Variables

Mako Minto: Much of this chapter appears to have been lost and many entries are faded or written in an unknown dialect. My apologies to the reader.

Grunt Tzu said: You should not camp in low-lying ground. Raid it, then get back to da hills.

Make sure your allies and other armies can get to you. Do not let the enemy control roads and bridges that link your forces.

Do not linger where there is no foraging.

Mako Minto: Another campaign idiom but this is also covered by the march and scout trial rules. If you do hang about in desolate land then you will be forced to use up valuable stores.

In enclosed ground you will need resourceful troops.

Ull Git Yer: Tough troops to hold terrain and swift troops to take it.

In death ground, fight.

IX. Marches

Mako Minto: This chapter covers both on table marches and campaign marches.

Grunt Tzu said: Attack downhill – not up.

Spifgit: Wow that's deep. Dis Guy iz so great! We are not worthy!

Mako Minto: Now what's that got to do with marches – I fail to see the green mind!

Set up camps on hills

Black Gut: Ain't dis da opposite of 'You should not camp in low lying ground' as covered in da 'Variables' chapter.

Spifgit: I reckon some snotling dropped the lot and mixed it all up.

After crossing bad terrain get away from it.

Black Gut: The great Elven Dragon riders moved around the brown wood, swooped in an' slaughtered many wolf riders. They then withdrew – but in trying to hide from the Boar Boyz they strayed too close to the wood! The boars manoeuvred and into the flank of the Dragons they charged. Recoiling back to the woods the sound of beating wings and trees crashed and smashed across the battlefield. The dragons were destroyed. The boars were then free to advance into the rear of the spearmen unit that the Dragon riders had attempted to hide behind.

Spifgit: Difficult terrain is bad. Always get at least one march away from it.

Never deny the enemy a crossing, let half his army cross a river before attacking. Do not take positions up too close to water and always camp upstream ov Trolls.

In battle move out of dense terrain.

Spifgit: Difficult terrain is bad. Yer can't get orders in, and troops can't see each other for initiative moves, and if it's really uneven then formations will become disordered and so everything moves at half pace if at all.

Ull Git Yer: Terrain can be a trap.

Mako Minto: Which is why it's powerful as fire bases for artillery.

On open terrain, set up with hills to your rear and flank.

Black Gut: Expect drivebacks, so set up in front of something that you want to be driven back to NOT driven off! Rest your flank and rear against defensible terrain.

Keep distance from cover that you do not

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control. Ambushes will happen.

Ull Git Yer: Even if no enemy currently occupies it, if you don't intend to hold it or can't hold it then stay away from it. The enemy can swiftly take the terrain and even move through it to attack you. Do not anchor a flank on passable terrain.

When trees move the enemy is advancing

Spifgit: I think you'll find that when swirly things happen it's time to lie down for a bit.

High columns of dust mean chariots approach, wide and low dust clouds mean foot, which means Dwarfs!

When chariots and cavalry move up he is deploying.

When he marches about a lot he is uncertain and trying to delay you.

When half his men retire and half move up he is decoying you.

If his troops are tarnished the general has no respect.

Mako Minto: I hate bad paint jobs, worse still are the 'ashphaltoi'. Black spray undercoated units, bereft of any further brushwork.

If he is short-tempered then he will not see opportunities.

Ull Git Yer: I too have hurled dice around, blamed the gods and cursed my luck. Then proceeded to compound the ill luck with bad judgement. Temper leads to myopia. Rage blinds.

Spifgit: Jus' cause there was no sugar in yer coffee. How wuz I ta know you wuz gonna mistake salt fer sugar? Hahahaha.

In Waaagh numbers alone confer no advantage.

Ull Git Yer: Not so my ancient one many goblins make easy work. The hoard is a powerful thing.

Spifgit: Yeah but too many boyz an' not enuff leaders or bosses makes for slow disorganised mess. Easy pickins fer da enemy.

Mako Minto: Chaos does win, from time to time.

In Waaagh reliance on da troops will lead to disaster.

Ull Git Yer: Ah ha! This is so true. If you think that expensive elite troops will look

after themselves then you will be defeated. At the battle of 'Da Little Big Seepage' Da Big boss Must'Ed sat wiv all his Ogres an Black Orcs on Slag Hill. Da upstart Spitting Rot kept moving around an' shootin until a couple of drivebacks occurred. These units then failed to move back into line thus bringing Musteds' hoard into disarray and putting some ov da tuff boyz on da wrong side of SlagHill. Spitting Rot saw his opportunity and swept in wiv masses of wolves. Not only that putting some wolves behind the Ogres so they had no fallback room meant a slight pushback would destroy them. To top it all the uncommitted wolves shot mercilessly at the exposed enemy. The shooting drivebacks push them into the ongoing melees thus causing more confusion. The whole hoard of tuff guys were eliminated with one decisive blow.

Spifgit: Wish I'd seen that.



Mako Minto: This commentary by Ull Git Yer could also be applied to the Grunt Tzu idiom of attacking the enemy where he concentrates not where he is strong.

Too many orders cause disarray.

Ull Git Yer: Once an important command fails. A commander is tempted to plug the gap with a tricky bit of manoeuvring. When that stalls he tries to tidy up this mess with an even more desperate set of orders and so on until the lowliest Goblin Shaman is called upon to 'pull a Snotling out ov a boot'. Of course this all fails and Da Boss is left with an army that looks like a Trolls supper (second time around).

Black Gut: Have a plan. Stick to it. Deviate with care.

Estimate the situation of the enemy, understand his plans and capabilities and then move to capture him. That is the essence of Waaagh!

Ull Git Yer: Hey, 50% is all it takes or one dead General. Therefore do not charge in on a Wyvern. Sit back behind many lines of Goblins. Then surround his forces and capture him – whole or piece meal.