

WARMASTER ARMIES

INTRODUCTION

This supplement to the Warmaster game contains all of the army lists for all of the officially supported races. Since the publication of Warmaster in 2000 the number of armies available has grown one at a time from the original six to fourteen complete armies. Rules for the eight new armies have been covered in different supplements and magazines over the ensuing years. Inevitably some variation has crept into the presentation along the way. To complicate matters further, some of the additional armies have been printed in both preliminary and updated versions, whilst minor corrections have also been incorporated into the original army lists. This book updates all of the armies, including the original armies, and is intended to serve as a definitive reference for the foreseeable future.

Format

The army lists follow the conventional format for the army lists given in the Warmaster rulebook. To avoid splitting the information about army selection from the army lists themselves a short section has been added describing how to choose armies; this is not substantially different from the original version but has been reworded somewhat to aid clarity. Illustrated descriptions of the different troop types have been included in the lists, and any descriptions previously incorporated into the special rules have been removed. The special rules for each troop type have been put into a standard phrasing as far as this is practical. All the spells for each army have been added to the army list itself. Relevant magic rules pertaining to characters have been incorporated into the special rules for the appropriate entries. Rules for war machines unique to an army have been included as part of the special rules for that army. Overall, the intention has been to put all the information required for each army into one place if at all possible. Where significant changes have been made to spells or to war machines compared to the rulebook a note has been added to this effect.

Note that references to not being able to cast the same spell on the same unit more than once have been removed as superfluous. I.e. it is taken as read that a unit or character cannot be affected by the same spell more than once in the same turn as covered by the 2002 updates (Included in the 2002 Annual and also on the Warmaster web-site).

Alternative Units

Since Warmaster was written we have produced a variety of new troops for all the original six armies as well as most of the additional armies. In all cases new models are intended to substitute for existing entries in the army lists. For example Empire Knights of the White Wolf count as Empire Knights, High Elf Phoenix Guard count as High Elf Spearmen. No new rules have been created just because new models have been produced. This allows us to add variety to the armies without unbalancing either individual armies or the game as a whole. Apart from simply adding variety this is a useful way of identifying units with particular magic weapons or banners. A list of the entire Warmaster range is included as an appendix together with the equivalent army

list entry: further new items will inevitably be added to the range in time, an up to date range list will be available on-line - hopefully.

Variations of Lists

We have included a section on army list variations incorporating some lists previously published in magazines. The thinking behind this is to show some examples of armies that have been devised especially for scenarios, campaigns, or simply because the participants wanted to adapt an existing list to suit their own purposes. Variations like this are necessary if you want to broaden the theme of games beyond the straightforward encounters envisaged by the main army lists. That is an important aspect of Warmaster that is often forgotten; Warmaster models are an ideal scale for representing battles involving multiple forces, large urban areas, actions by land and sea, and sieges. The other main purpose of the variant army is to build or convert the models to represent new forces entirely. In this case the army list will doubtless be driven by the player's modelling ambitions as much as any other factor.

Of course, there is no expectation that such armies can be considered fair or balanced when used out of their original context. For example a scenario might work fine if it is based upon a siege and the defenders consist entirely of artillery and infantry, but you wouldn't expect such an army to do quite so well in the field.

Future Developments

The inclusion of the Araby army brings the grand total of Warmaster armies to fourteen. Warmaster shares its background with the Warhammer game, and it's interesting to note that both systems cover the same number of armies; though I should point out that Warhammer has been around a good deal longer! Although the number of armies is the same Warmaster has some armies that Warhammer does not (Kislevites and Araby). However, Warmaster does not have Wood Elves and we have decided against covering Wood Elves as a separate army in the future. The reason is simply that Wood Elves don't really have what Warmaster would consider to be armies: their forces are far smaller and more along the lines of raiders, skirmishers, and bushwackers. This would make a very peculiar army in Warmaster, although Wood Elves may well provide a few interesting units that we can use in some other context.

At the time of writing a separate Ogre army is a possibility along the same lines as the Ogre Kingdoms army for Warhammer. In any case we'd like to make some new Ogres that look more like the Warhammer ones. New Beastmen models are under design. Although these might justify an army list of their own eventually, the intention is that they provide alternative units for the existing Chaos list. Another omission (from both games) is Chaos Dwarfs. We might cover these one day, but we would prefer to wait for now and see what plans the Warhammer team have for developing the Chaos Dwarfs.

Our intention is to continue to make alternative units for all the armies, but our ambitions for the future are to concentrate more on the things that make Warmaster unique and less on the armies themselves. Quite a lot of effort has already gone into adding armies, and we feel that it is time to loosen up a little and think about sieges,

marine encounters, supply trains, campaigns, scenarios and the broader types of gaming described in the Warmaster rulebook but never fully realised. As part of that we'd like to do a selection of troops and characters for different kinds of games, including mercenary units and races that don't necessarily warrant armies in their own right. We'll have to see how this develops over the next few years – and you might like to do so by checking our website for the latest news and offerings.

Add – Spread map of the Warhammer World with the homelands of the 14 armies marked clearly.