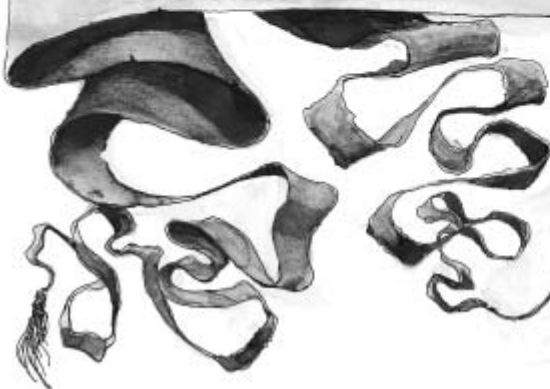




BEST OF...

THE NIGHT BEFORE THE BATTLE

Originally written by Nigel Stillman, adapted to fit
the Warmaster rules by Kevin Kent and Tristan Hoag



General Gregor von Krauss leaned back in his camp chair, stretching his stiff back while his mind pondered the morrow's battle. Maps, supply lists and weather divinations were scattered across the table before him, the detritus of a week of careful planning. He was satisfied with the results – with a little of Sigmar's favour, victory would be theirs' in the battle to come. Only one small matter remained to be decided...

With an internal grimace, Von Krauss rifled through the piles on his desk, finally pulling out the parchment he was looking for. It was the list of his senior officers, each of them needing a task for the battle ahead. Dipping his quill in the nearby inkpot, the general started to read through the list, assessing the merits and flaws of each. Colonel Mueller was a solid, dependable soldier. Not terribly imaginative, but he knew how to get the job done. He'd be best put to use commanding the ranks of halberdiers that formed the core of Von Krauss' army. Young Baron Von Slyke, third son of the eminent Duke Von Slyke, was a handsome and courageous warrior, beloved by the troops and deadly in battle. Unfortunately, he was also desperate to prove himself, and tended to be far too reckless in battle. He'd be best suited to commanding the flanking cavalry – he'll find his way into combat anyway, and at least his fellow knights would provide some measure of protection. Trandal the Wizard was a fop and a fool, and had no business on the field of battle. He'd managed to pull

some strings at court to get him a position here, hoping eventually to return to Marienburg and woo the ladies with tales of his daring deeds. Whatever his character flaws, however, he could wield many potent magicks, and just might prove useful if properly directed. Best assign him to accompany Sergeant Schmidt on the right flank. Schmidt would know enough to pay lip service to Trandal while giving the real orders himself. Last and most especially least, was Gustav Wilhelm. Wilhelm was a mediocre commander, but felt that it was a grave injustice that he had been passed over for the position of general. Ever since Von Krauss had been sent north to take command of this army, Wilhelm had done nothing but impede his efforts to make the army an effective fighting force. Now that battle was about to be joined, Von Krauss had serious doubts about Wilhelm's loyalties and commitment to the battle plan. Perhaps it would be best if he were assigned to the reserve, close to the general himself. After all, you keep your friends close... and your enemies closer!

General Von Krauss signed his name on the bottom of the assignment form, and banded it to a page waiting quietly nearby. Standing, he made his way wearily to his cot, pausing only to snuff the candle before lying down and attempting to sleep. Combat was only a few hours away, and he would have to be as rested possible in order to meet its challenges.

In White Dwarf 243 Nigel Stillman wrote the article 'The Night Before the Battle'. This article provided Warhammer players with the ability to simulate the effects that the personalities of different unit leaders would have on a General's battle plans, and also to explore how the activities of the General immediately preceding the battle impact the performance of his forces. In essence, the goal of the article was to introduce a feeling of generalship to the Warhammer game.

Warmaster is a game of generalship. As a Warmaster General, your responsibility is to pull several different sections of your force together and make them function in accordance with your master plan. To do this, you are required to depend upon other characters to control distant sections of the army. How they react in certain situations, and how well you have prepared your forces for battle, can have a dramatic impact on the outcome. It seems only natural to have a way to represent this, and the rules for 'The Night Before the Battle' are an excellent way to do this.

LEADER PERSONALITIES

It is a cruel fact of war that command and responsibility is often left in the hands of those least suited to the task. Often, the General of an army will have little say in the matter of which men he must trust to carry out his plan, and pride, power and position can conspire to keep those less than worthy in their place. Nonetheless, fortunate Generals find that there are diamonds

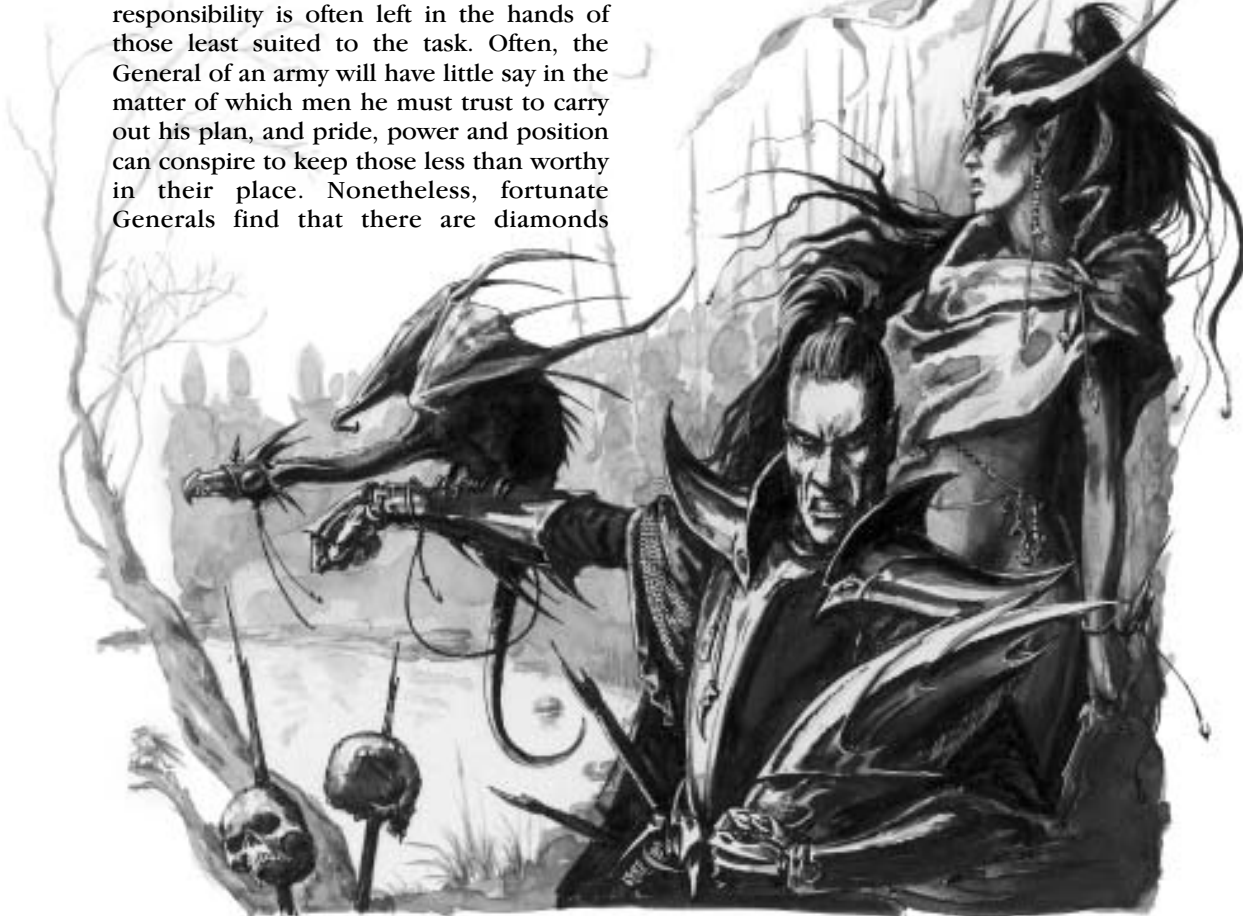
among the rough. Learning to judge the dependability of those in your chain of command and to place as much (or little) trust in them as they can handle is an important skill in leading an army.

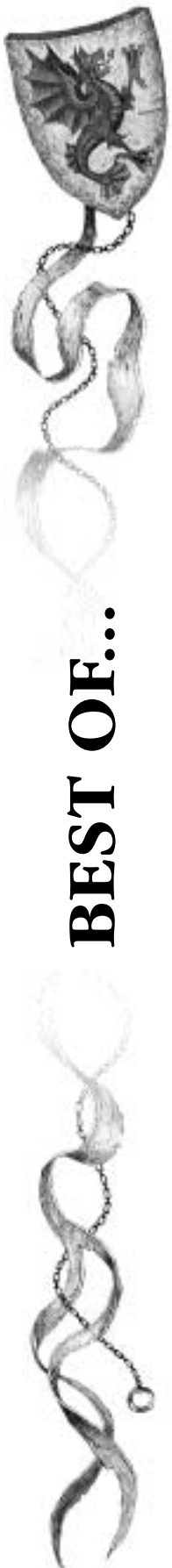
Before the game, each player must roll 2D6 for each Hero or Wizard in his force, consulting the appropriate army table on the next page to determine the characters' personality. Make a note of each character's trait. Once you have determined the personalities for each of your characters, consult the descriptions on the following pages to see how they will react during play. The General of an army is meant to represent the player's will on the battlefield, and as such, no roll need be made for him or her.

If these rules are being used in conjunction with a campaign system, roll only at the beginning of the campaign, before any games are played. When a character dies and is replaced, and every time a new Hero or Wizard is brought into the army list, a roll on the relevant chart must be made for the new character.



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The Night Before the Battle**BEST OF...****LEADER PERSONALITIES****Bretonnians**

2D6	Result
2	Incompetent
3	Incompetent
4	Rash and impetuous
5	Rash and impetuous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Valiant Nobleman
10	Expert Veteran
11	Cautious
12	Cautious

Chaos

2D6	Result
2	Incompetent
3	Incompetent
4	Rash and impetuous
5	Rash and impetuous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Marked by the gods
10	Rash and impetuous
11	Treacherous
12	Treacherous

Dark Elves

2D6	Result
2	Incompetent
3	Incompetent
4	Treacherous
5	Treacherous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Beastmaster
10	Expert Veteran
11	Rash and impetuous
12	Rash and impetuous

Dwarfs

2D6	Result
2	Treacherous
3	Incompetent
4	Cautious
5	Stubborn Leader
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Rash and impetuous
10	Expert Veteran
11	Expert Veteran
12	Treacherous



Empire

2D6	Result
2	Treacherous
3	Treacherous
4	Incompetent
5	Cautious
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Academy Graduate
10	Expert Veteran
11	Rash and impetuous
12	Rash and impetuous

High Elves

2D6	Result
2	Incompetent
3	Incompetent
4	Cautious
5	Legendary Leader
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Expert Veteran
10	Cautious
11	Rash and impetuous
12	Rash and impetuous

Kislev

2D6	Result
2	Treacherous
3	Treacherous
4	Incompetent
5	Rash and impetuous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Fearless Leader
10	Expert Veteran
11	Cautious
12	Cautious

Lizardmen

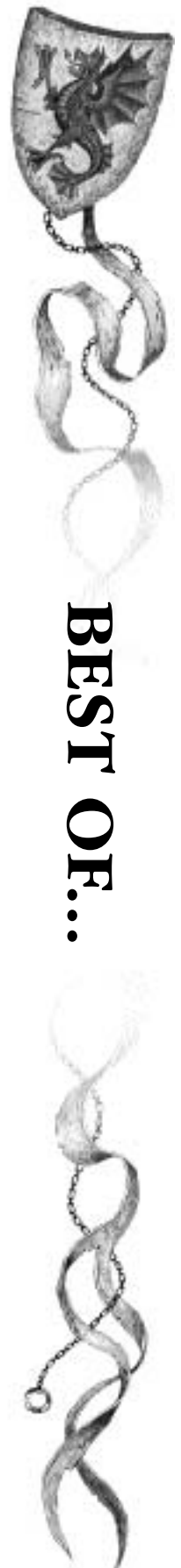
2D6	Result
2	Incompetent
3	Incompetent
4	Cautious
5	Mark of Sotek
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Expert Veteran
10	Cautious
11	Rash and impetuous
12	Rash and impetuous

Orcs and Goblins

2D6	Result
2	Incompetent
3	Incompetent
4	Rash and impetuous
5	Rash and impetuous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	One uv Da Boyz
10	Expert Veteran
11	Treacherous
12	Treacherous

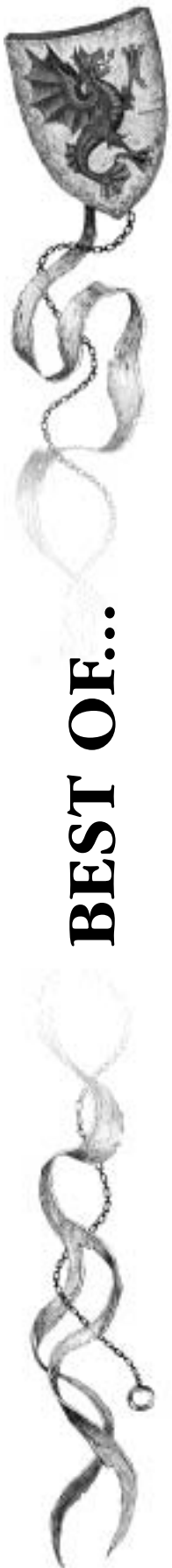
Undead

2D6	Result
2	Incompetent
3	Incompetent
4	Treacherous
5	Treacherous
6	Decisive, intelligent and uses initiative
7	Decisive, intelligent and uses initiative
8	Decisive, intelligent and uses initiative
9	Necromantic Adept
10	Expert Veteran
11	Expert Veteran
12	Necromantic Adept



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Academy Graduate: The character has received training in the High Military Academy of Nuln. As a result, he will know what to do on the battlefield every once in a while!

The character may add +1 to his Leadership for one order per game. This must be declared before rolling.

Beastmaster: This character is an expert at dealing with the vile and dangerous beasts that the Dark Elves employ in battle. He is able to establish a rapport with the creatures, and can get them to perform on the battlefield like nobody else. The rest of the army, however, finds the character to be a 'little odd'.

This character may issue one command per turn to a monster unit, or a brigade consisting of monster units, with +1 to his Leadership. This must be declared before the roll is made. When issuing commands to non-monster units or brigades including non-monster units, the character suffers a -1 Leadership penalty.

Cautious: This character is overly careful with troops under his command. He always expects to be outnumbered, outgunned or outflanked at any moment.



Any command this character gives will suffer a -1 penalty for any enemy unit within 40cm as opposed to the normal penalty for an enemy unit within 20cm. If the command will move the unit or brigade directly away from the nearest enemy unit, though, it suffers no penalties for enemy units, regardless of their range.

Decisive, Intelligent and uses Initiative: The character is a reasonably competent leader. The character acts as normal.

Expert Veteran: This character has fought alongside you before, and has proven to be very effective. He knows and understands your tactics and his part in them, and will perform that role flawlessly.

This character may re-roll one failed Command test each game.

Fearless Leader: Living in the harsh Northern Wastes, this character has seen it all, fought it, killed it, and come back to tell the tale. Nothing can strike fear into his heart, and his courage emboldens those he leads.

Any unit the character is joined with ignores the attack penalty caused by *terror*.

Incompetent: This character is grossly incompetent. He may have no skill for command, or may have been trained in tactics that are now obsolete. The character will far too often order troops into the absolute worst position, or completely misinterpret the tactical situation.

The character will count any Command roll of 11 or 12 as a Blunder.

Legendary Leader: This character has been leading Elves to success in battle for hundreds of years, and has gained a reputation for being unbeatable. In any situation, the character is calm and collected, and knows what needs to be done; after all, he has been doing this sort of thing longer than many of these other upstart generals have existed!

This character may add a +1 bonus to his Leadership for one order in each game. This must be declared before the dice are rolled.

Marked by the Gods: This character has been rewarded for his devotion to his Chaos god. He is an unbelievably inspiring leader, and is able to spur the hordes to amazing feats of slaughter. Rather than the normal one attack, roll D3 at the beginning of any Combat phase where this character is



attached to a unit that is in combat, or as soon as such a unit is engaged in a pursuit or advance. The result is the number of attacks the character will have for the rest of that turn.

Mark of Sotek: This character has been chosen by the gods for success.

Once per game, the character may add +1 to his Command for one order, or, if the character is a shaman, +1 to a spell attempt. This must be declared before the roll is made.

Necromantic Adept: This character has spent long ages studying magic and its uses.

Once per game, he may add +1 to a spell attempt. This must be declared before the dice is rolled.

One uv Da Boyz!: This character has an impressive rapport with other Orcs. An Orc will be better at smashing and beating, while a Goblin knows how to snivel and grovel to the best effect. While these techniques are very effective with the common Orcs, other warriors are not as impressed with the character's carrying on, and take him less than seriously.

This character may issue one command per turn to an Orc Warrior unit, or a brigade consisting of Orc Warrior units, with a +1 bonus to Command. This must be declared before the roll is made. When issuing commands to other types of units or brigades, including other types of units, the character suffers a -1 Command penalty.

Rash and impetuous: The character is flashy and hotheaded, eager to prove himself on the battlefield. This type of behaviour encourages and inspires the men.

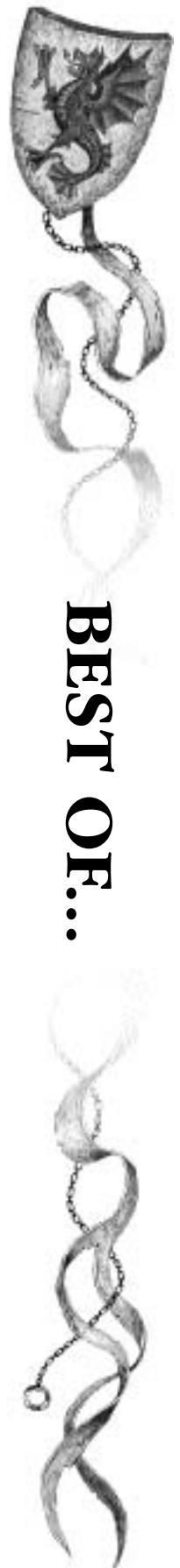
The character will add +1 Attack to any unit he joins (in addition to the normal number of attacks he would add by his profile.). The character is also a risk taker; if there is a combat occurring within 30cm, the character MUST join one of the units involved (chosen by the player). If there are multiple combats, the player may decide which combat the character will join.

Stubborn Leader: This character is of truly noble stock, and as such prides himself in the fact that he will give no ground to any foe. Heedless of the odds, the grimness of the situation, or the ferocity of the foe, the character will stalwartly hold the line, and others, inspired by him, will do the same!

Any unit that this character joins will always subtract 1cm from any retreat distance. This will not affect combat resolution, but may affect the bonus attacks an enemy unit gains for pursuit.

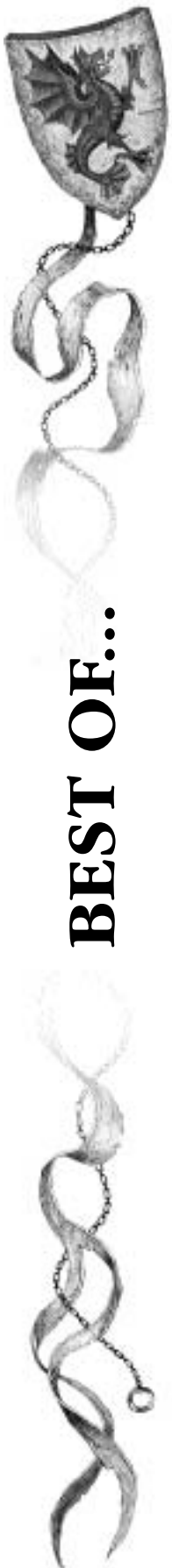
Treacherous: The character is secretly (or perhaps not so secretly!) opposed to your leadership. He will be hesitant and subversive while giving commands, and as such counts as having a -1 to his Leadership. In addition, the character will never join a unit except to avoid the enemy.

Valiant Nobleman: This character is a born and bred nobleman, and has spent most of his life hunting, feasting, jousting and



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fighting with other nobles. The other knights look up to him, as he embodies their sense of feudal superiority. The common folk, however, view him as just another loud, boisterous mouth to feed. This character may issue one command per turn to a cavalry unit, or a brigade consisting of cavalry units, with a +1 bonus to his Leadership. This must be declared before the roll is made. When issuing commands to non-cavalry units or brigades including non-cavalry units, the character suffers a -1 Command penalty.

GENERAL'S ACTIVITIES

Once the actual battle is engaged, the focus of the General is upon strategy and altering his battle plan to counter the enemy's activities. He must leave the battlefield performance of his army in the hands of others, and trust in the training, ability and morale of his men to carry them through in the roles he has planned for them. Nonetheless, the General's activities immediately prior to the battle can have a dramatic impact upon the army, and can sometimes alter the course of the battle.

To represent this, choose one of the following activities to represent what your General is doing to prepare his army for battle. If you are playing a campaign system, you may choose a different activity before each individual game. The description following each option details how your choice will affect your army's performance during the game.

Call a Council of War: You call together all leaders in your army to discuss the battle plan for the next day. This will give you a chance to judge the character of your subordinates and to deal with those that will become or have been a problem.

You may re-roll (fire and replace) one of the character personalities in your army. This is the only way for you to alter the personalities in your forces.

Equipment Inspection: You spend your time checking the equipment, focusing on war machines and artillery and such. If there is a problem, you make sure it is put right.

One unit, chosen before the battle begins, gains +1 to all dice rolled for shooting for one turn. You must decide to use the +1 before you roll.

Consult the Omens: You summon the priests to attempt to divine the will of the

Gods. Whether or not you believe what the outcome predicts, your soldiers are likely to react very strongly to whatever the priests foretell.

D6 Result

1-2 The priests declare that tomorrow will bring you defeat. As a result, your forces will be more likely to break and run when things get tough. Count your force as having a Break point one lower than the number of units would provide.

3-6 The omens are favourable, and the priests declare that the Gods are behind you in your cause! Your army has a strengthened resolve and will be more likely to stay to the bitter end. Count your force as having a Break point one greater than the number of units would indicate.

Sacrifice to the Gods: You go about making a ritual sacrifice to the Gods to try to ensure their support in the battle to come, but how do you know what to give to the God who has everything?

D6 Result

1-2 The Gods are disappointed with your sacrifice "You killed a GOBLIN for me!" This insult will be avenged! During the course of the game, every time your General is forced to move by an enemy unit, roll a D6. On a roll of 1, the General has been killed.

3-6 The Gods are impressed with your sacrifice. They will support you in the coming battle. During the game, you may re-roll one Command failed by your General.

Study the Maps: You spend the night gathering as much information about the local topography as you can. Your studies yield results, and you find a way to sneak some of your forces into a more advantageous position.

Advantage: At the of any one of your turns, you may have a brigade of two units and a character arrive from any board edge that is not in your opponent's deployment zone. These units cannot be placed with your army on initial set-up (obviously!).

Disadvantage: The information may not be completely accurate; your forces may not be

able to arrive exactly as planned. On the turn you wish to place them, roll a D6. On a 1 or 2, they don't arrive this turn. You may try again at the beginning of each of your turns.

The Last Supper: You decide to cheer up the men by issuing double rations for a feast, figuring that tomorrow, you will have your opponent's supplies to draw upon, or many fewer mouths to feed... In any event, your soldiers celebrate this night, and go into battle well fed and with high spirits!

Advantage: Your army is feeling vigorous today! Any time one of your units charges, they will receive an extra attack! (note: this is one attack for the unit, not one attack for each stand in the unit).

Disadvantage: The troops are slow to get out of bed after a night of feasting and drinking. Your opponent may choose to go first in this game, or may deploy in half again the normal deployment area. (ie, if they may normally deploy up to 20cm from the table edge, they may now deploy 30cm).

Inspired Oration: You spend the night re-writing Henry V's, St. Crispen's day speech to fit your current situation! In the morning, you deliver it to your eager army, with glowing success!

Advantage: The General suffers no Leadership penalty for ranges up to 40cm, though he will suffer the normal penalty for any longer ranges.

Disadvantage: The General is also very tired from a long night spent trying to create his speech. As a result, the General may only move 40cm in a turn, and may only flee 20cm, instead of the usual 30cm.

Survey the Battlefield: You spend the early hours studying the lay of the battlefield. It reveals some particularly strategically useful terrain, which you have the opportunity to exploit.

Advantage: Before the armies set up (but after you have chosen deployment zones), you may move one terrain piece to anywhere on the table you want it.

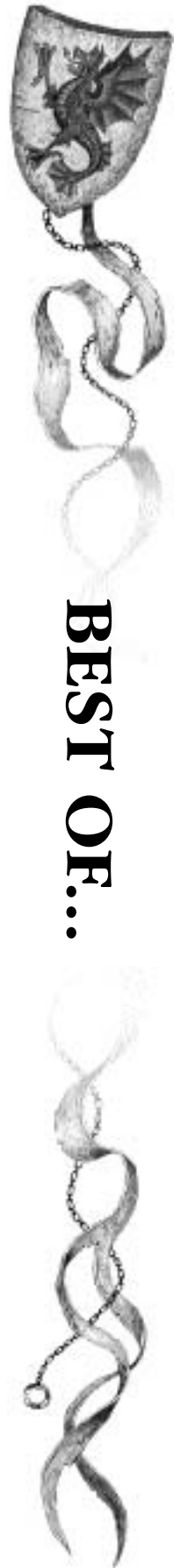
Disadvantage: Your opponent can wait for you to set up your forces before deploying his own army.

Fraternise with the Troops: You once again copy Henry V and wander around amongst your troops in disguise, dicing, drinking, and giving out words of encouragement.

Advantage: Your troops know you care about them and will fight harder for you in the upcoming battle. All units gain a +1 bonus to any Combat Resolution.

Disadvantage: You are not as good with dice as you are with commanding an army, and your troops make quite a profit playing with you. Your General may not carry a magic item in this game.

These rules were designed to add a bit of variety to one-off games, and to add a new degree of detail to a campaign system. They provide the sense of working with a group of individuals to achieve a common goal, and add personality to your army. Over the course of a campaign, they encourage you to work at assembling the best commanders for each job, and to make the best decisions to prepare your army for what is required of them. Essentially, they allow you to incorporate the aspect of army maintenance into a campaign system.



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