



My name is Andy and I have been collecting Empire for Warmaster since the models were first on sale. As you will probably come to realise as you read this, all the armies I collect are very much character-driven. By this I don't mean they have loads of heroes and wizards, rather that I pay lots of attention to the background of the army I am collecting.

For example, I decided from the start that my Empire army came from the city-state of Talabheim, the same as my smaller Warhammer army. Because of this, I have included large numbers of state troops in the army, and relatively few cavalry units. I also drew on the history of Talabheim when planning the force. The knights in the army come from the Order of Knights Protector to replace the Reiksguard, which was set up when Talabecland seceded from the rest of the Empire under an unelected Empress. Traditionally, nobles of Talabecland still send their sons to join the Knights Protector rather than the Reiksguard. In addition to this, all the regiments and characters in my army have been named, and I try to use them in games. For example, I may say something along the lines of 'Remus Helstrom will order Gideon's Dedicated over there'; rather than 'This hero will order those handgunners and halberdiers'. None of this has any effect on the game rules, but I have often noticed that fortune favours those who keep to the history of their army.

A number of people have commented on the number of infantry in my army in relation to cavalry. There are three main reasons for this: background, flexibility and psychology. As already mentioned, the army is from Talabheim which is a large city in the middle of the Great Forest. This doesn't create the best training ground for heavy cavalry, as trees surround most of the city, and where there aren't trees there are farms and villages. Because of this, I include lots of

infantry and relatively few cavalry. This is the primary reason for my choice, and my army would probably be completely different if it came from somewhere else in the Empire. Nuln would have lots more handgunners; an Ostland army would include lots of Kislev models and light cavalry; and an army of Altdorf would have regiments of Reiksguard knights.

The second reason is flexibility. In my mind, infantry is much better than cavalry for a number of reasons; they can enter all terrain, so they are manoeuvrable, they can take advantage of being defended and support each other in combat, and they are also cheap, which allows you to take a lot of them.



This leads nicely into the third reason for having an infantry-based army: psychology. It has often been said that my army looks a lot bigger than the points value would suggest, which I see as a good thing. It can be daunting to face an army that is much bigger than your own, and in Warmaster it should be. Due to the rule that you have to withdraw if you lose half of your units, it is definitely better to have a large number of troops. When I use my 2000 point army, my enemy has to kill twelve units before I have to withdraw, and usually I have to kill much less of theirs. Some players don't know how to deal with this, and falter or make mistakes. To be honest, we usually play on for some time after one side should have retreated anyway, so this doesn't make much difference to me in normal games.

Reikmarshall Rothmeyer's Imperial Army of the Talabec

In the Service of Her Excellency, Elise Krieglitz-Untermensch, Holder of the Keys, Defender of the Great Forest, Grand Duchess of Talabheim

- Reikmarshall Frederick Rothermeyer – General (125 pts)
- Baron Remus Helstrom – Hero (80 pts)
- Baron Sigmund von Koln – Hero (80 pts)
- Agelmar the Grey – Wizard (45 pts)
- Brocke's Headhunters – 1 Unit of Halberdiers, 1 of Crossbowmen (100 pts)
- Von Burgen's Company – 1 Unit of Halberdiers, 1 of Crossbowmen (100 pts)
- The Hendelmar Eagles – 1 Unit of Halberdiers, 1 of Crossbowmen (100 pts)
- Elron's Vanquishers – 1 Unit of Halberdiers, 1 of Crossbowmen (100 pts)
- Von Hoff's Gunners – 2 Units of Handgunners & Skirmishers (180 pts)
- 9th Knights Protector – 2 Units of Knights 'Taal's Heroes' (220 pts)
- Okra's Rangers – 1 Unit of Pistoliers (95 pts)
- Rutger's Scouts – 1 Unit of Pistoliers (95 pts)
- 3rd Talabheim Artillery Regiment – 1 Cannon Battery, 1 Hellblaster (135 pts)
- 5th Talabheim Artillery Regiment – 1 Cannon Battery, 1 Hellblaster (135 pts)
- Leonardo's Legacy – Steam Tank 'Invictus' (120 pts)

Witch Hunter Regiments

- Witch Hunter Captain Ernst von Koppenheim – Hero (80 pts)
- Gideon's Dedicated – 2 Units of Halberdiers, 1 Unit of Handgunners (155 pts)
- Kulgar's Sinners – 2 Units of Flagellants (70 pts)

These regiments fight as a part of the rest of the army, and have fighting abilities equivalent to regular troops of the same type.

As far as tactics go, I don't have many really decisive ploys to use, but there are some things that I do fairly regularly. I usually put together two brigades consisting of: 1 handgunner/skirmisher unit, 1 cannon battery and 1 hellblaster. These are set up with the cannon in the middle and the other units either side. This set-up strongly discourages any charges by flyers against my artillery, as they usually get killed in the stand-and-shoot attacks. With general deployment, I very much favour brigades, especially of infantry. I tend to line them up with a missile unit in front of halberdiers, which protects the missile unit if it is charged. I also have a 'spare' hero that I use to lead my cavalry units in flanking manoeuvres or putting them in the van of the army.

ON PAINTING AN ARMY

(Check out the inside back cover for full colour pictures of Andy's Empire army)
I paint my army three strips at a time (i.e. half a regiment), on 15-18cm strips of plastic or card. I find this to be easier than painting a complete regiment at once, but faster than individual stands. After they are painted I glue them to their bases.

I have developed a fairly unusual way of painting the models, at least as far as preparation goes. I undercoat the models white – which is rare for me as I nearly always undercoat black – and then paint the whole model with a mixture of brown paints. The mix is as follows: one part *Scorched Brown*, one *Snakebite Leather* and two parts *Brown Ink*. The reason for this is

Reikmarshall Rothmeyer's Imperial Army



Reikmarshall and standard bearer



Agelmar the Grey

that the shading isn't as harsh as a flat black undercoat, and it also works better with the colour scheme I used. Note that the colours were just the paints I happened to have. I didn't buy them specially, so practice with colours you've got first to get a good mix. I painted the clothing in quartered *Red Gore* and *Bleached Bone*, highlighted with *Blood*

Red and white respectively. The metal is *Boltgun* with watered *Black Ink* over, except for knights and characters, which have *Chainmail* brushed over first. Feathers are mostly *Regal Blue* then *Ultramarines Blue*, while hair, hats, belts etc. are *Scorched Brown*. I decided to base the figures with static flock rather than the granular stuff because I wanted the grass to look longer and more realistic. They don't mow the battlefield before fighting you know...



Note on the subject of Leonardo's Legacy
Although I have included it in the list, I do not usually use the Steam Tank in battle, once again due to their background. They are extremely rare and unreliable machines, with only 8 left working. Because of this, any general who has access to one of them will only use them rarely, and when there is little other option. Therefore, if I have used it in the last couple of games, I am unlikely to field it in my force, and when I do I will make sure that it is well protected, and has a specific purpose. I see them as being almost relics of a past era, which are highly valued by their crew and act as an inspiration to the rest of the army.



Siege Bombard



Steam Tank Invictus

MAKING CART BAGGAGE

I continued my theme for the total Empire army and decided that they needed a baggage train just to be complete.

Note: You can also make these wagons separately and stick them to bases to use as pieces in their own right, possibly in conjunction with Empire buildings.

You will need

- 3/8" square baton of balsa wood
- Thin fuse wire
- Optional – *Green Stuff*, spare models

These are incredibly simple to make, just cut box/barrel shapes out of a thick strips of balsa wood – I used a 3/8" square baton. Once you have your basic shape, you can 'carve' the planks with a sharp pencil or some similar pointy object. The straps around them were simply bits of fuse wire wrapped round the crate or barrel. It is best to use the really thin kind, and push them into the wood a way first, otherwise they can distort the shape of the crate.

Other details

You can make canvas by gluing a thin layer of *Green Stuff* over the baggage, moulded to look as if it has been stretched over them. Obviously, as you won't be seeing the crates underneath the canvas, you don't need to detail or glue wire on them. If you want, you can also glue other models on to the carts. For example, I stuck a dismantled cannon onto one, covered with canvas, another has a spare skirmisher as a caravan guard (I have some spare as I only put 6 on a stand, rather than 8), and on another one of the horses was replaced by a pistolier (again, because I don't use all of them on the stands).



Wagon with canvas sheeting



Wagon with barrels



Wagon with crates

MAKING WARMASTER HOUSES

After getting carried away with making the baggage train for the army I just had to make some very 'Imperial terrain'. I needed somewhere for my army to be billeted in-between battles.

You will need

- Thick card – such as the kind used for mounting pictures.
- Thin card – such as cereal box card.
- Basing material – I used cork tiling, but thick card, hardboard etc would work as well.
- Paints and brushes – black, browns, greys, creams.

Construction – the basic shell

Firstly, cut four pieces of card for the walls. I cut mine 1" in length x 6/8" high. Two of these pieces should also have a triangle the same height again on the top, to make the sides of the house. To stick them together, glue the pieces to the base, and to each other, with the sides of the house glued to the ends of the front and back, not vice-versa. This way the house is slightly longer than it is wide. If you want to leave it at that, put two rectangles of card on for a roof and paint it, then you can do. You have a basic house structure there, and there isn't necessarily any need to go further.

Reikmarshall Rothmeyer's Imperial Army

Adding details

To make a 'Tudor-style' house, you will need to cut out strips of the thin card to represent the timber frame. I have cut mine 1/16" thick – this might sound narrow, but it looks right on the building, it is fiddly though, so you might want to use tweezers or a pin to put them in place. After gluing the vertical frames, you can then put some horizontally across to mark out windows and doors.

If you want to make a stone/brick house, cut out the strips as for the Tudor house, but then cut them into short lengths and stick them horizontally to represent the stones. You can either cover the whole wall – leaving gaps for the windows and door of course! – or just add them two or three in a 'clump', to add the feeling of the wall being stone. This gives a good effect, but with much less effort than fully covering the walls.

If you do two-story buildings – just a normal building, but twice the height you can do the building half timber and half stone. Alternatively, you can make it in completely one style or the other. If you make your buildings entirely of timber frame, make sure to put a long horizontal length of 'wood' separating the floors.

The roof can either be made in the way described earlier, or it can be made by layering thicker strips of card horizontally to create a tiled effect. Other details, such as a chimney made from cork or card, a lean-to,

woodpiles, and fences can all be made with a little care and patience.

Painting the houses

I undercoated my houses with slightly watered-down black paint. I usually spray my models, but with the buildings it was easier to paint them by hand, as I inevitably painted most of it again anyway reaching places I'd missed. When it was dry, I dry-brushed the wooden parts of the model (including the gaps between the frames) with increasingly lighter shades of brown – *Scorched*, *Snakebite* and *Bubonic*. I then painted between the frames in *Bleached Bone*, followed by *Skull White*. Any stone areas were brushed *Codex Grey*, then *Fortress Grey* and then lightly with *Skull White*.

Painting the roof is a matter of personal choice, I painted them as wood, in the same way as the rest, but they could equally be done in slate, clay, or whatever. The same goes for any other part of the building – for town houses for example, you may want to paint the timber in tarred black rather than plain wood.

The base was painted *Scorched Brown*, and flocked. You could add bushes made out of lichen or painted wire wool, trees from twisted garden wire, or you could paint the base to look like a city street. I am always intending to get a proper town of these made – but that's another article.



The hamlet of 'Rothmeyerville'...