



PRESENTS

THE LOST IN THE VOID...

CHAPTER IV

OF WARMASTER TRIAL ARMIES 2009 COMPENDIUM...

MODELLING SECTION!!!

**JUST PRINT THE PAGES
AND INSERT IT INTO YOUR
WARMASTER TRIAL ARMIES 2009 COMPENDIUM**

WARMMASTER TRIAL ARMIES

COMPENDIUM 2009

dedicated to the Memory of Steve Hambrook (1970-2003)

Editor's Notes:

Over the last two years we have set up a playtesting community to look into potential areas of change in the Warmaster rule set and created a web-based platform for collecting and sharing gaming information.

Since that moment we have had a lot of global communication (members of the Warmaster Playtest Team come from a variety of countries and backgrounds) and created a more or less structured approach for going over the various areas. The first result you should have already seen, as we produced a set of errata for the LRB (Living Rule Book, the online version of the rules on the GW site).

The proposed second step of the project was to extract the rules and have a document that *only* showed the rules and rules interaction. This step was meant to be a platform to launch into "Stage 3", where we would actual start testing some real changes to the rules. However this has been put "on hold" for a bit. So we figured that, with the structure already created, we could produce something else in the meantime that would be of use to the community at large and could actually be put to use to "dry run" some of the community feedback mechanisms.

And thus we started on the project which resulted in the document you now have before you, a set of alternative (fan) armies, some of which are experimental enough to be given a spin by all Warmaster players out there.

Have fun!

(and be sure to send us your feedback on warmasterplaytest@gmail.com)

Lex

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Elite Units

You may find units in the Army Selectors indicated as an **elite** unit. These units are included to bring some of the Warhammer world background and fluff into Warmaster. For all elite units the same inclusion rule for army composition is in effect:

- **you can only ever take 1 unit per 1000 pts after the first 1000 pts.**

So no elites when playing up to 1000 points, 1 elite unit at 2000 pts, 2 at 3000 pts and so on.

Chapter IV

MODELLING SECTION

Gallery and modelling notes

Dogs of War

by Garth Bragg

Creating the Dogs of War army for the tabletop required some conversion of the splendid Warmaster figures to become a reality. The new units that had to be created were Pikemen, Galloper Guns, Birdmen, the Paymaster's Wagon, and Elephants (sorry Tusks!). The remainder of the troop types would remain unchanged from their counterparts from the other armies.

The first conversions I worked on were the Pikemen. I realised that the bulk of the units could be made from Empire Halberdiers. Pike units are based facing the narrow edge of the stand, so I needed to cut the Halberdier stands into sections three figures wide. The front rank needed figures to represent pikes in the 'sloped' offensive position. Empire Crossbowmen provided the figures for this front rank.



The Dogs of War in the thick of the fighting

To model the pikes, I decided to use piano wire, which was cut into 3cm lengths. The trick seemed to be, how to attach the pikes. Initially I was going to drill out all of the hands holding halberds or crossbows, but I soon realised that at this scale I would be signing myself up for a very serious effort. I soon came to realise that in Warmaster scale, the hands appear to be small blobs, so I decided to try another approach.

By cutting the halberds, crossbows, and hands off, I then had a stable surface for attaching the piano wire using super glue. The pikes on the converted Halberdiers were attached straight up and at rest. The pikes for the front rank were attached to



Mercenary Galloper Gunners and Pikemen by Garth Bragg

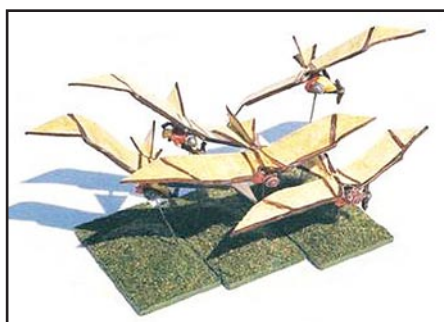
the converted Crossbowmen angled in an attack mode. I then used quick cure epoxy and an applicator syringe to put small drops of glue in place of the hands. A toothpick could be used if you are unable to find syringes. When all the glue was dried the figures were primed, painted and based.

The second unit to be constructed were the Galloper Guns. Empire Helblaster volley guns provided the basis for the gun carriage. I then cut the volley gun off of the carriage and filed the space flat. The Empire cannon wheels were then attached to the carriage. I used some scrap brass rod for the cannon barrel. The bracket mount was made by gluing together three, 1/16" thick strips of basswood together to form a 'U' shaped strip, when viewed end on. Plastic card could be substituted for the basswood.

I then cut the 'U' strip into smaller pieces about 3/16" long. I shaped these pieces by cutting the upper rear corner off and glued this piece to the carriage. The brass wire was attached in the centre of the brackets created by the piece of 'U' strip. To create the elevation arc, I cut several pieces of plastic stock 1mm square and 5-6mm long. I then bent the piece slightly to create a curve. Next I attached one end of this piece to the trail with the curved centre on the cannon barrel rear end. The crew from the Empire Helblaster were used as the gun crew. I also decided to make a few limbers as additional pieces simply for appearances sake (they have no real meaning in game terms).



Garth's Dogs of War army arrayed for battle...



Birdsmen by Garth Bragg



Paymaster Wagon by Garth Bragg



Voland Venators by Mick Marriott

I started with the coal cart from the Dwarf Flame Cannon and cut off the rear section close to the axle, filing the coal flat to produce a limber box. I attached the Empire cannon wheels and used copper wire for side rails. The drivers were the foot figures from the Empire command group, base clipped and bent to sit on the box. The limber driver and gun crew were then painted and based.

The third unit was the Birdmen. As this is a flyer unit you need to produce between six to nine figures per unit. I chose Empire Crossbowmen for the pilots. I picked some likely figures and cut the bases off. The harness/support for the wings I formed out of soft copper wire. This next piece may seem a bit fiddly, but it definitely adds to the overall model. I formed foot pedals, back frame and wing support from a piece of wire. The complete piece resembled a 'T' with extended arms. I used a single smaller piece to secure the figures to the frame and left the excess trailing behind, to attach the tail to.

The wings and tail themselves were made from heavy stock paper, and attached with super glue. I settled on a gull configuration with an elongated triangular tail. This step gives you some options as to the overall appearance of the figure. I decided that a wingspan of about 25mm was very manageable. I painted the unit and then drilled the figures to accept very fine piano wire to support the new birdmen in the flying mode. I also adjusted the height and altitude for appearance.

No Dogs of War army would be complete without a Paymaster and no self-respecting Paymaster would travel without a safe place to keep the paychest. I chose the Empire War Altar as the basis for the Wagon. I attached the wheels and built a house-like box with plastic stock. Armoured doors and gun ports were made from plasti-card and rivet detail was added

using drops of superglue. I filed the top of the altar flat and glued it to the front of the wagon to make a step. The horse team I cut into individual horses. The guard figures from the Command stand worked well for the paymaster's guard and I used the one holding the sword up for the Paymaster. I glued him to the step on the front of the Wagon and added a bunch of money sacks made from Green Stuff. I placed the completed wagon with guard surrounding it on a 40x60mm base. The horse team was placed four abreast. This makes a rather large Command stand but there is no mistaking the Paymaster on the tabletop.

The final conversion was the Tusks. No figures exist for elephants in Warmaster so I decided to sculpt them entirely from Green Stuff. I looked around for suitable reference materials and found a really great picture of an armoured elephant from a magazine. I experimented a few times and when I got a result that was right I made a mould to make duplicates. Each elephant got a Green Stuff coat of chain mail and an armoured head plate. Each was modelled a little differently from the others.

The howdah was made from plastic stock, which is basically a box large enough to accommodate four or five crewmen. I used Empire Handgunners for the crew. Side banners were made from heavy paper stock and hung from the howdahs and painted. The crew were painted to correspond to the banner colour scheme. The elephants were then based as monsters.

So, as you can see, with a bit of a modelling effort, I am very happy with the results. I certainly have an army that stands out from all the others! This was a rewarding effort and I hope will lead to others trying their hand at some of their own conversions.



*A mass of pikes!
(a mix of GW and Old Glory models
painted by Alexey Belianin)*

Ogre Kingdoms

Army of David Cunniam

Dave's army is based on a massive packs of GW Warmaster Ogres and BOFA Trolls.



Common Ogres or Bulls



Lead Belchers



Iron Guts



Lead Belcher's cannon was sculpted and then multiplied in metal.



Sculpted Rhinoxen...



Concept model of Greasus Goldtooth



...and Rhinox Riders



Ogre Characters green and painted: the Tyrant (below), the Hunter/Bruiser (top right) and the Butcher (bottom right).



Army of Alexey Belianin

The models of this army were sculpted and then cast in metal.



Ogre Bulls



Lead Belchers



Ogre Bulls painted



Lead Belchers ready to fire!



A mass of Ogres!



Iron Guts

*Characters
pack*



Looking for food



Jolly Slave Giant



*Rhinox Riders,
green and painted*



Albion

by Mike Headden

Having planned out the army I now needed the figures. So I could use it in games. During the development of the list I used mainly cardboard counters with things like 'Giant' or 'General' written on them but once the army was finalised I wanted figures to represent it. Clearly, the ideal would be to have Fanatic cast up an Albion army just for me but given that wasn't going to happen I looked around for appropriate figures to use! Of course, I still hope that one day there will be an Albion army for the Warmaster range – hint, hint!

Though not quite Ancient British in style, it seemed to me that Chaos Marauders would do nicely for the infantry and cavalry.

Cavalry were mounted three to a base to give a looser formation that I felt was more appropriate for the sort of unit that they were.

The slingers were a problem as there aren't really any suitable figures so I fudged it by chopping up strips of Chaos Marauders and scattering them on a base in a loose formation. It gives an identifiable unit but it is a bit unsatisfactory – you need to assume they all have their slings behind their shield or in their pockets, or something! If chopping up figures seems a bit extreme then I'd suggest using Bretonnian bowmen and painting them as though they had hair rather than helmets. Clothing really ought to be checked, striped or tartan but in 10mm that may be a bit of a tall order. If Fanatic only made one unit for the army then the Slingers should probably be it.

Goblin Chariots are very similar to the ancient British ones, though the latter probably didn't have scythes and definitely didn't have solid wheels and really ought to be drawn by horses and ridden by Marauders.

Two packs of Goblin Chariots gave me the bodies for two Chariot units and enough wolves for a Wolfhound unit. The horses I used were from the High Elf Chariots with the plumes cut off. Wheels were Undead Skeleton Chariot wheels from the bitz box.



Warmaster Truth Sayer and Fen Beast by Mick Marriott

Charioteers were snipped from two Chaos Marauder command stands. This has got to be the unit second most in need of figures from Fanatic. Unless you have a bitz box with just the right components, as I did, then I'd suggest using Chaos Chariots for the meantime – they're rather overarmoured but identifiable.

Wolfhounds came from the Goblin Chariots (more wolf than hound!) but the Dire Wolves from the Vampire Counts range would also do, as would Chaos Hounds, at a pinch.

For the Giant I used the Orc & Goblin one but instead of the textured 'trashed cart' base it comes with I used a standard base with a spare standing stone model from the Albion set to give a bit of flavour. I have to confess though that I chickened out of converting his club into a large standing stone. No need for conversions for the Eagles – just use High Elf Giant Eagles. Similarly, the standard Ogres do just as well for Albion as they do for Chaos or Orcs & Goblins.

For characters I was back to conversions! The General was a Chaos mounted Hero snipped from his horse and mounted on a High Elf Reaver horse to give a less heavily armoured figure. A pair of Chaos Mounted Marauder figures were added as bodyguard and standard-bearer. The latter had his mace snipped off and a standard made from brass rod, green stuff and a knight's crest, from a figure I bought in the 1970 was added. Everything in your bitz box comes in handy eventually!

The Hero was a single Chaos mounted Marauder figure snipped from a strip. I converted the Ice Mage on foot from the Kislevite range to be my Druid, complete with a standing stone made from gravel intended for the bottom of fish tanks. Once again, if conversions in 10mm scale seem like complete madness then existing figures can be used. The Chaos character pack is probably best but any identifiable figures will do.

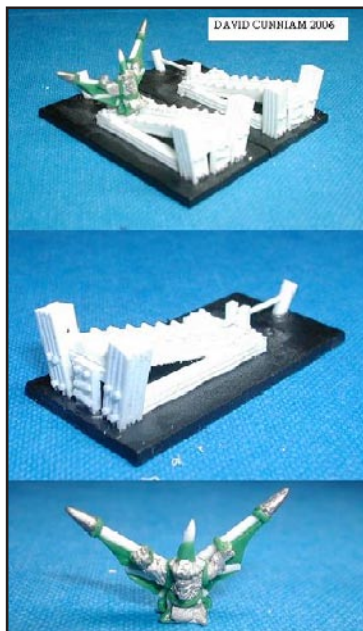
So, if you fancy using an army of Albion there are figures out there that will do at a pinch – and who knows maybe someday there will be an official range!



Warmaster Dark Emissar as a character, BOFA Eagles, Giant and Wargs as an Eagles, Giant and Wolfhounds by Mick Marriott

Goblins

Here you can see some excellent conversions made by David Cunnam for his Goblin army.



Snotling Pump Wagon



Doom Diver



Spear Chukka unit



Daemon Hosts



*Nurgle Chariots (left)
and a selection of Nurgle
characters (right)
by Claus Lampl*



*Some nice conversions
by Dave Cunniam:
Tzeench Chariots (left)
Tzeench Flyers (right)*



*Nurgle Chariots (left)
Slaaneshi Chariots (above)
Khorne Chariots (right)*



*Slaaneshi Beasts (left)
Slaaneshi Hounds (right)
Slaaneshi Flyers (below)*



Wood Elves

There are an examples of Wood Elf troops based on 10mm model ranges of different suppliers.

Army of Mick Marriott

This Wood Elf army is based mostly on BOFA Elves range.



Glade Guard (BOFA Elven Archers)



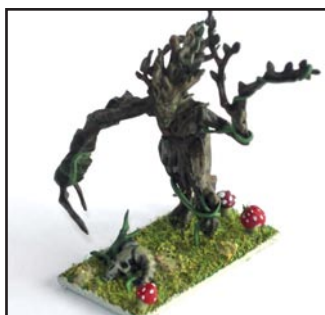
Eternal Guard (BOFA Elven Spearmen)



Characters (BOFA Elven characters and Warmaster Bretonnian Sorceress)



Wild Riders (BOFA Elven Cavalry)



Treeman (Warhammer Dryad)



Glade Riders (Warmaster High Elf Reavers)

All models below are from Eureka 10mm Elves range and are painted by Mick Marriott



Wardancers



Dryads



Left: Orion the Wood Elf character

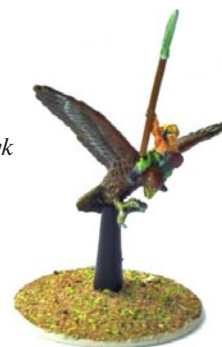


Spell Singer on Unicorn



Character stand

Hero on Warhawk



Wood Elves



Waywatchers



Hero on Great Stag

*If you can not get BOFA
Elven Cavalry for your Wild
Riders, you can easily use
Stag Riders instead.*



Warhawk Riders

*Another Orion - conversion by Dave Cunniam
made of Warhammer bitz*



Below:

*Dryads by Alexey Belianin (Warmaster
Daemonettes and modelling foliage)*



Brettonnia

Grail Relique by Dave Cunniam



*Scrap-build Trebuchet
by Dave Cunniam*



Beastmen of Chaos

by Alexey Belianin

Unfortunately, Games Workshop does not supply a model range for Warmaster Beastmen, therefore it is necessary to think how possible is the converting of Beastmen army from accessible means - keep in mind, that here we do not concern the goods of alternative manufacturers.

So, first, it is necessary to imagine the following clearly: the Beastmen are mutants by definition, they are half-beasts half-men and their shape can differ to some extent from the image set by WHFB Beastmen Army book (but not too much as this may cause confusion with your opponents).

Secondly, it is necessary to define what GW products we can use in work when converting the army. Obviously, there is a range of Warmaster Chaos (Mortal and Daemonic). Also it is obvious, that some units may be used as they are - Hounds of Chaos (both Mortal Chaos Hounds and Daemonic Hounds of Khorne), Spawns of Chaos and Dragon Ogres. Further, the basic and practically unique suitable material for making the Beastherds (Gors) and Bestigors is a Warmaster Daemonic Horde of Khorne. Bloodletters strongly resemble the Beastmen, the few issues with the length and the form of horns, additional armour bits etc. can be easily solved with files, green stuff and good painting.

Also good enough would be the use of Epic Chaos Horde frames (the Beastmen stands). Differing in height from their Warmaster colleagues, they will perfectly fit as Herdkin/Ungors (obviously, the Sci-Fi weapon should be cut off and replaced with more suitable like spears or javelins).

The Centigors, Minotaurs and Tuskgor will be more complex conversions. The Centigors may be made from the same Hounds and Bloodletters easy enough or you could use the elven horse used to pull chariots as the base. However the others need a bit of thought. Minotaurs can be made in several hard ways, using the units of Warmaster Ogres, Trolls, Rat Ogres or Kroxigors as a basis, utilising green stuff as a material and uncommon sculptural skills in formation of the bull heads as a means.

The main issue of modelling the Tuskgor Chariots is where to get the free wild boars in Warmaster scale (remember the boar is a natural basis for Tuskgor). The blister of Orc Characters contains 2 boars, so you can count. The possible option is to use the Orc Boarboyz, methodically and patiently having cut off the Boyz from the boars.

So, the modelling and converting of Beastmen army is not easy, but nevertheless, it may be solved with a little fore thought and forward planning.



*Beastlord
and Bestigors unit (below)
by Mick Marriott*



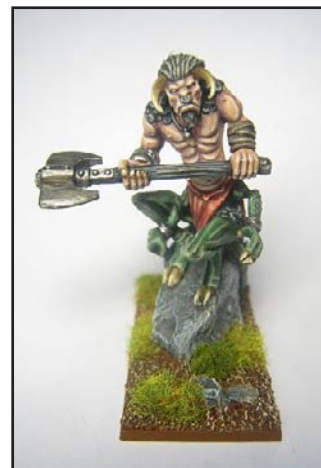
*Slaaneshi Minotaurs, Herdkin and Beastherd units
(Eureka 10mm Beastmen range) by Mick Marriott*



*Tuskgor Chariots
unit converted
by Mick Marriott*



*Shaggoth conversion
by Dave Cunniam made of
Warmaster Vampire Nightmare
and Warhammer Beastman bitz.*



Beastmen of Chaos



*Centigors unit
(Pendracken Centaurs Fantasy range)
by Tomasz Jachowicz*



*Minotaurs unit
(Pendracken Fantasy range)
by Tomasz Jachowicz*



*Left: Doombull WIP conversion
(Pendracken Fantasy range)
by Tomasz Jachowicz*

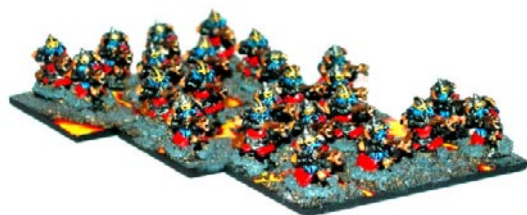


*Other two Tuskgor Chariots units
(Kallistra Orc Heavy Chariots and
Pendracken Beastmen as a crew)
by Tomasz Jachowicz*

Chaos Dwarves

The most of models are from Eureka 10mm Chaos Dwarf range and are painted by Mick Marriott

Blunderbusses



Bull Centaurs



Earth Shaker



*Death Rocket conversion
by Dave Cunnam,
painted by Mick Marriott*

Chaos Dwarves

Bull Centaur Hero



Characters stands



Chaos Dwarf Sorcerer



Hero on Lammasu



Hero on Great Taurus



Norse

Army of Alexey Rogalev

All models are from Old Glory 10mm range



Huscarls



Norse Cavalry (a mix of Old Glory 10mm Goth Cavalry)

Norse



Huntsmen



Hero



Bondsmen



Valkyries



Berserkers

Slayer Army

The simplest way to make Young Slayers and Troll Slayers look differently is obviously a painting. Because of Troll Slayers have to look like old veterans then just add some details when painting them – protective tattoo, scars, grey hair locks or dry blood spots.



Slayer characters
by Lex van Rooy (left) and Mick Marriott (right)



Wannabee Slayers and Troll Slayers units

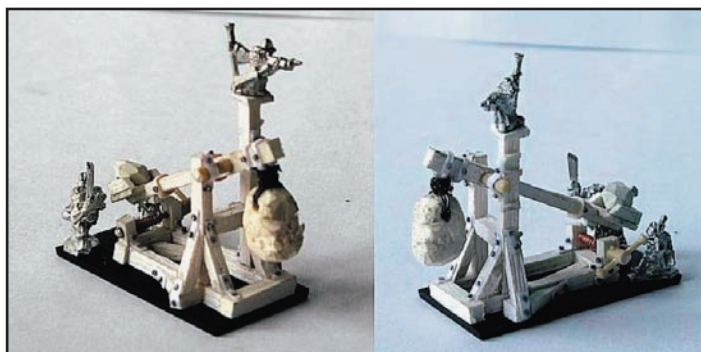


A selection of Slayercopters: usual GW Warmaster Dwarf Gyrocopter and a scrap-build Slayercopter by Lex van Rooy



Slayercopter by Mick Marriott
(Kallistra 10mm fantasy range)

Grimgor's 'Ard Boyz



*Grimgor Ironhide and Da Immortulz
by Alexey Belianin*



Alternative scrap-made Rock Lobba by Alexey Belianin

SPECIAL THANKS TO:

Mick Mariott AKA Azrael71, Mike Carmichael, Wayne Rozier, Leslie Mitchell AKA Anadrael, Lex van Rooy, Siamak Lou, Claus Lampl and Gerald Denk AKA spiritusmachina, Alexey Belianin AKA Bel, High Castle Warmaster Group from Poland - Tomasz Jachowicz AKA Vazhyl, Piotr Gettlich AKA Getlord and Andrzej Kręt AKA Kretus and all other members of the Playtest Team for their great efforts and enthusiasm in finishing this project!

Credits

Rick Priestley, Andy Hall, Stephan Hess, Matt Keefe, Tom Merrigan, Andy Jones, Bill King, Rob Atkins, Lex van Rooy, Ken South, Alexey Belianin, Garth Bragg, David Cunnam, Gerald Denk, Erik Fokke, Piotr Gettlich, Gert Hansen, Brian Hansen, Mike Headden, M. B. Hildreth, Tomasz Jachowicz, Andy Judson, Andrzej Kręt, Claus Lampl, Siamak Lou, Mick Marriott, Alex Parenti, Wayne Rozier, David Simpson.

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