

WARMMASTER

Campaigns of Legend

Think 'Battle of Legend' but even bigger!

By Ken South

With the Warmaster battles of legend series being a popular part of the Fanatic literary arsenal I thought that it might well be worth exploring the history of the Warhammer world and recreating some of the campaigns that have helped shape the Warhammer world, as we know it.

Bearing that in mind I delved into deleted army books and thumb worn copies of White Dwarf to find accounts of battles long since forgot about yet so important to the world that is Warhammer.

The relentless wars of the Empire and the Orcs have been retold and reinvented since the earliest editions of the Warhammer game so I thought that this would be a good place to start my research and after reading through many books now sadly out of print I came across the name Azhag. This Orc warlord has appeared in countless army books throughout the years and his campaign against various part of the empire has grown as the different armies have appeared.

THE CAMPAIGN

Unlike the battles of legend series the format for the campaigns of legends will be different so I will now list the differences.

1 There will be no army definitive lists as such but there will be notes of army sizes as well as sections covering special rules along with special units and special characters for each battle in the campaign.

2 The battles and encounters featured in the col have all been referenced from existing Games Workshop material and as such was initially designed for Warhammer so although some of the units mentioned may not be available you could convert or repaint existing models in the Warmaster range.

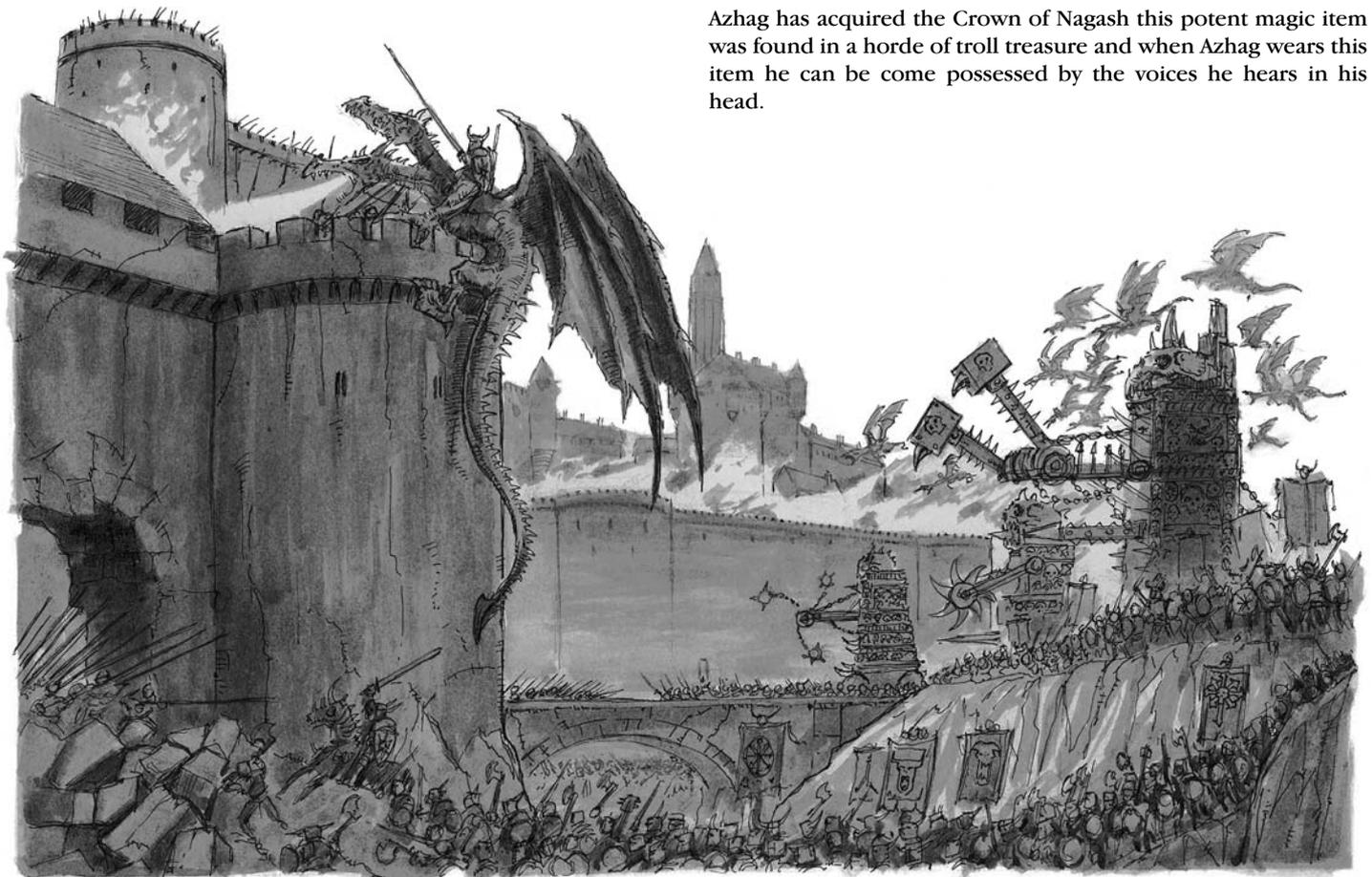
3 The campaign system used to link the battles within the campaign is the Warmaster adaptation of the Mighty Empires that the late Steve Hambrook worked on.

4 There will also appear army and allies rules this is to allow for themed armies and there use as allies. The new rules for fielding allies can be used for other games if players agree. It is hoped that the rules for using allies in games will appear in a future web article.

SPECIAL CHARACTERS

Azhag is the leader of the waaagh with the Crown of SOrcery upon his head he has become unstoppable. his army is uncountable and every day more Orcs and Goblins flock to his banner. he flies above his green horde on his faithful Wyvern.

Azhag has acquired the Crown of Nagash this potent magic item was found in a horde of troll treasure and when Azhag wears this item he can be come possessed by the voices he hears in his head.



To represent this potent magic item the Orc player can roll a d6 at the beginning of his turn. On a roll of 5,6 the crown exerts its influence on Azhag and for that turn the Orc has a leadership of 10.

On a roll of 2,3,4 the crown has no effect and Azhag's command is 8.

On a roll of 1 the crown drains Azhag and he cannot issue any orders for that turn.

The Orc player must roll this dice at the beginning of every Orc turn as this represents the random manner that Azhag issues commands through out the campaign and also high lights the effect of the crown of Nagagsh!

Marshall Otto Blucher

The characteristics of this colourful general means that as a general he gets an improved command of 10. He is also free to the empire army at the battle of Osterwald so the empire player can field extra units with the points saved. Also if placed with a unit the unit will automatically pass the first command test.

THE CAMPAIGN OF AZHAG THE SLAUGHTERER

The early battles of Azhag and his growing Waagh were fought against the armies of Kisliv. With his army growing Azhag would conduct raids against remote villages and isolated out posts of the Empire. As he victories increased so did his daring and it was on the banks of lake Tura that the first major pitched battle of the campaign took place between the amassed armies of Kisliv and the green tide.

This battle was famous for the fact that Azhag commanded his rock lobbers to break the ice as the forces of Kisliv advanced across to the frozen lake.

This order sent many a brave horseman to an icy grave at the bottom of the lake.

With the opposing armies formations broken up by the gapping holes in the ice the Orc's crashed into the disrupted Kislivites and routed the army and Azhag was left victorious.

Table Size 6x4 feet.

Terrain The tabletop represents the frozen lake and as such should be coloured white. You could place some fir trees around the edges to represent the wooded banks of the lake.

Scenario Special Rules You will need some counters I used 1 pence pieces to represent the holes made by the rock lobster. You will also need a Warhammer scatter die. Each time a rock lobster fires roll 3 dice as normal on a roll of 4,5,6 a hole is made in the ice place a 1 pence piece on the tabletop where the shot was aimed. If more than one hit is scored by a rock lobster then roll a scatter dice a d6 to see where the other shot lands and so on. If firing at troops then the rock lobster operates as in the Warmaster rule book.

Orc Forces You may field an Orc army of 2000 points.

Scenario Specific Units/Rules The victory of his battle was due largely to the bombardment of the Orc rock lobbers to represent this the Orc army must field double the amount of rock lobbers than it may normally deploy. The army will therefore be allowed to field 4 rock lobbers instead of 2.

The Orc army may field the same number of goblin cannons as rock lobster's, these cannons follow the same rules as rock lobbers and also cost the same points.

The Orc army may not field any trolls.

Azhag comes free so the Orc player may



field either an extra Orc Hero or Orc Shaman or additional troops.

Kislivite Forces You may field a Kislivite army of 2000 points.

Scenario Specific Units/Rule There are neither for the army of Kisliv

Victory Conditions The Orc army wins if it destroys 40% of the Kislivites who will retreat from the field of battle. The Kislivite army wins if it destroys 60% of the Orc forces or kills Azhag.

THE BATTLE OF GRIM MOOR

This is the battle that forms the basis of the story in the Orc and Goblins book printed back in 1993!

This was the battle at which Azhag defeats the army of the Elector count Ostland the lord Count Von Raukov. The empire army was reinforced on this day by warriors from the defeated Kislivite army.

As for the horde of Azhag this army had been swelled by thousands of green skins that were still flocking to the Waagh. The trolls of Jhorg had also emerged from the pine forests and had joined army of Azhag.

This battle was again a pitched battle and as such follows standard Warmaster rules.

Table Size 8x4 foot

Terrain If you read the account from the Orc and Goblins book you will see that the battlefield will feature a river and a wooded area as well as a slight rise where the army of Ostland stand. The river should be placed along the short side of the table and on the left flank of the empire force.

The left flank of the Orc army should be the wooded area. The rest of the table should be left clear as the battle was fought over flat moorland.



Scenario Special Rules There are none.

Orc Forces You may field an Orc army of 3000 points.

Scenario/Specific Rules There are no special rules but for this scenario the Orc player must field at least one unit of trolls per thousand points so a three thousand point army will have 3 units of trolls minimum.

Empire Forces You may field an Empire army of 3000 points.

Scenario/Specific Rules The Empire army must field up to 1000 points of mounted Kislivite allies. You may only field lancers (knights) horse archers and steppe mounted archers. You may field 1 Kislivite general and one hero model. (See rules for allies)

The Empire General must also field one unit of Reiksgaurd. For these use a unit of halberdiers at normal cost. * Reiksgaurd will also use its initiative to charge and cannot be ordered otherwise and will never use initiative to evade. They will never roll for drive backs and will never be pushed back in combat. They do not suffer the minus 1 for fighting a terrifying enemy.

Victory Conditions Either army wins if they destroy 50% of the opposing force.

Allies When using allies you may have two generals on the same side, this makes for some really interesting scenario and situations. The idea for using allies emerged whilst I was involved in the play testing of "the battle of the five armies" as the good side is made up of Elves, dwarfs and men!

To recreate the use of an allied contingent with in your army I use the following rules.

- 1 An allied force of 500 points or less can be led by a hero as this represents a brigade of silver helms fighting alongside an empire force
- 2 An allied force of 500 points plus can be led by a general and can include other command characters as per the Warmaster rules.
- 3 For specific battles or campaigns allied contingents can be themed so for example a dwarf army may be allied with a contingent of knights of the White Wolf; this allied force could comprise only of mounted knights and be led by a master of the order.
- 4 The allied commander may only order his units during the battle and if the allied general fails an order then no more orders can be given to the allied contingent that turn.
- 5 Unlike games using multiple armies when an allied contingent suffers 50% casualties it will not retreat unless the whole army is below the break point agreed at the start of the game.

Some ideas for allies are as follows: An artillery train of Nuln, a nomadic Orc horde, a witch hunter army of Sigmar to give but a few ideas for expanding your Warmaster games.

We now come to the last battle in our campaign and that is the famous battle of Osterwald. It was at this battle that the forces of the empire amassed under the leadership of Marshal Otto Blucher and fought the horde of Azhag.

THE BATTLE OF OSTERWALD

This battle was by far the biggest of the campaign and truly represents an epic encounter and as such should where possible be fought with huge armies. We have in fact played this game on a 15x5 table with well over 10000 points of miniatures on either side! But for the purpose of this article we will remain sensible.

Table Size 8x4 as a minimum with 12x 4 foot being fantastic as this allows for out flanking movements.

Terrain The table can be kept relative flat and if one wishes then some buildings could be laid out to represent the village of Osterwald. Some trees around the edges and a few low hills will make to break up the expanse of a large table.

Scenario Special Rules For this game either player can choose to field an allied contingent from the themed army list that can also be found on the Warmaster web site. The allied force must be between 600 and 1200 points and as such may field a sub general and other command characters with in the list.

Orc Forces The Orc player may field an army of 6000 points

Scenario/Specific Rules The Orc player/s must rout the Empire army to continue its advance into the realm of the Empire. If Azhag is fighting with a unit then he receives additional plus 2 attacks. The unit or brigade will automatically pass all its command checks whilst Azhag is in base to base contact so they will always pass the first order even if Azhag fails a command roll, this does not apply how ever if Azhag has rolled a one at the beginning of the Orc command phase as Azhag is unable to issue any commands.

Empire Forces The Empire player/s may field an empire army of 6000 points

Scenario/Specific Rules The Empire player must destroy the Orc horde so to win the empire player must either kill Azhag or destroy 60% of the Orc force so causing a devastating defeat that will split the Waagh and disband the threat on the empire.

Note If the Orc's win then feel free to continue campaigning likewise if the Empire win then again you can continue your relentless pursuit of the green skins from the lands of Sigmar.

ABOUT THE AUTHOR

Ken South has been playing Warmaster since its release. If you attend a games Workshop show chances are you'll meet Ken who will have one of his fantastic, and large demo games on show. Ken will be bringing a couple of these games to this year's UK Games Day.