

WARMMASTER

Themed Armies

A follow on article from Ken's Campaigns of Legend article from issue 22
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The purpose of this article is to show you how to create themed armies for the Warmaster game system. The army variants are house rules and can either be used with player's agreements or as allied contingents using the guidelines found within the Campaigns of Legend article (Fanatic Online issue 22).

THE ARTILLERY TRAIN OF NULN

The main characteristic of this army is its ability to quite literally blow its opponent off the battlefield. Its reliance on black powder weapons are primary and as such should be well represented in the army you field!



- *Hand Gunners* you may field any number of these, but you cannot field less hand gunner units than crossbowmen units.
- *Halberdiers* you may field one unit of halberdiers for every unit of hand gunners but you may not field halberdier units than hand gunners.
- *Crossbowmen* you can field as many units of crossbowmen as you field of hand gunners but you may not field more crossbowmen than hand gunner units
- *Cannons* the artillery train of Nuln may field 2 cannons for every 2 units of hand gunners that is fielded this includes pistoliers
- *Mortars** you may field 1 mortar for every cannon fielded
- *Hellblaster Volley Gun* you may field 1 volley gun for every 4 pieces of artillery fielded
- *Flagellants* these troops are unavailable to this army
- *Pistoliers* you may field any number of pistoliers and use these as replacements for hand gunners or as additional hand gunner units
- *Knights* you are only allowed to field 1 unit of Knights per 1000 points spent. So a 1000-point army may not field any knights.
- *Steam Tank* you may field 1 steam tank in total

- *Skirmishers* there are none available
- *Wizard* you may not field a wizard in this army, but you can field an extra hero character in the wizards place

Special Weapons/Units

*Mortars-these models are treated the same as an orc rock lobster.

CULT OF SIGMAR ARMY

This is an army that is called upon in times of religious strife to defend against the accursed hordes of Chaos and other foul enemies of the cult. It's important to note that an enemy of the Cult and an enemy of the Empire have not always been the same thing.

- *Knights* you are allowed to field any number of Knights with in this army.
- *Flagellants* there is no limit of Flagellant units allowed to be fielded within this army but you cannot field more Flagellant units than Knights. The extra Flagellant units represent the flocking to the religious banner of every madman with in the Empire being convinced that this crusade will bring the end of the world.
- *Pistoliers* you cannot field any pistoliers in this army.
- *Handgunners* like pistoliers you cannot field any units of hand gunners.
- *Halberdiers* you can field 1 unit of halberdiers in a 1000-point army this represents the Papal Guard.
- *Cannons* you can field 1 battery of artillery max. This represents the Papal Guard artillery.
- *Hellblaster Volley Gun* there are no volley guns available to this army.
- *Skirmishers* there are no skirmishers available to this army
- *Wizards* this army may not field a wizard
- *Priesthood member** you may replace the wizard with a member of the priesthood.

Special Weapons/Units

*Priesthood member-you may field one Sigmarite member as a replacement to the Empire Wizard. The Sigmarite member chants indentations to ward of the evil magic and as such follows the same rules as a Dwarf Runesmith

