

[Note: this variant owes much inspiration to the Warmaster Skirmish variant posted in many places.]

Warmaster Mini by Donald Acker

Three rules changes make Warmaster more manageable, faster, and eliminate many rules complexities regarding multi-stand units.

1. All units are now single stands. Double the cost of one-stand units.
2. Reduce all distances: 5cm becomes 1". However, handle retreats, fall backs, drive backs, and minimum clearances as below:
3. All retreats are now 1".
All fall-backs are up to 2", and must end 1" or more away from enemy or combat.
Roll drive-backs as follows: 1-3 = 1", 4-6 = 2".
Minimum evade is 1".
Visibility in woods, etc., is 1".

Make sure to use the latest errata to Warmaster Ancients, especially regarding skirmishers, minimum evade, and charging pinned targets.

Design notes:

I am a long-time DBA/HotT player. But I found I liked Warmaster better as it handles scenarios and terrain in a much better way. But, my table is small, and I don't have anything close to the time needed to paint even a pair of 1000-point armies.

This variant brings Warmaster (and its derivatives) down to a manageable table size and, moreover, a manageable price and painting time. Now, I can actually consider buying a GW Lizardmen army (before, 1000 points would be well, well over \$200).

I ignore the cost proportion on double-stand light artillery, because the difference is just not that great, and few such units are typically allowed anyway.

I only double the costs of monsters, rather than tripling them, because much of their excess strength is wasted on single-stand units.

Characters are proportionally more powerful now, but far more vulnerable, since even Dwarf Warriors can only soak so many hits before they get killed and take their character with them.

The distance reduction is a compromise between the frontage reduction (1/3) and the depth reduction (none) on the units. Coincidentally, it brings the standard 4'-deep table down to a standard DBA/HotT 2' depth.

Finally, the changes to retreat and drive-back distances are a result of much smaller score differentials when 1 stand = 1 unit. I am also taking 1" as my minimum significant distance, since centimeters are well within manual error.

I have played a number of games like this and so far, it works really well. After all,

the point of Warmaster is not to be a tightly balanced tournament game (this would be impossible), but to make possible exciting scenarios with awesome miniatures!

[Edit 13 November 2011: converted to inches, made more serious changes to retreats, etc.]