

Battle Report – SAD Wargamers 2005 Final Fantasy Campaign Battle.

Well, after 31 battles over 2 months the SAD Wargamers 2005 Fantasy Battle Campaign had reached its climax. The table was 24 feet by 4 feet, there were 12 players and over 20,000 points of troops on the table. There was a moderate scattering of terrain, three or four pieces per six-foot stretch of table, but there were only five hills, on the centre line of the table and equidistance from each other. The aim was to capture the hills, the advantage (but not necessarily victory) going to the team that captured the most.

The two campaign leaders were allowed to field 2,500-point armies, without campaign restrictions, and everyone else had to field their 1,500-point campaign army, with campaign restrictions but with territory bonuses. For example, my Chaos Mortals had 1,600 points and three characters, and most armies were over 1,500 points.

As organiser I had bought a spare Chaos army with me, in case we had an uneven number of players. In the end this was vital as James Funnell, who had been assembling and painting extra Chaos Daemons all week for this battle, had been unable to get home and pick up his army, due to problems with trains (or a lack of them). Consequently, James quickly wrote a 2,500 points Chaos Mortals army and played with that. Luckily we had even numbers, so could go six per side.

Before the battle we lined up, like kids in a playground, to see whom the two 'Warlords' would pick for their respective teams. Not surprisingly, given the need to capture hills and keep them, undead troops and cheesy cold-blooded Lizardmen were hot picks, the players being picked for their armies rather than their playing skill.

The sides were:

Chaotic All Stars

James Funnell (Chaos Mortals 2500 points - Warlord)

Ben Palfreyman (Ogre Kingdoms 1500 points)

Dan Heelan (Skaven 1500 points)

Derek Whittenbury (Skaven 1500 points)

Paul Nettle (Chaos Mortals 1500 points)

Warren Gleeson (Lizardmen 1500 points)

Andy's Big Guts*

Andy Cummings (Ogre Kingdoms 2500 points - Warlord)

Craig Polden (Orcs and Gobbos 1500 points)

Mathew Bauer (Empire 1500 points)

Paul Cockram (Vampire Counts 1500 points)

Ryan McGlen (Tomb Kings of Khemri 1500 points)

Simon Day (Empire 1500 points)

*The impartial observer, looking at the two sides, might have thought this a bit inappropriate, looking at some of James' team players.

By 8 pm the two sides were deployed and ready for battle. Andy won first turn, and the battle commenced.

The fight for the five hills was like this:

Hill 1 – Warlord Andy's Ogres vs Paul's Chaos and ½ Derek's Skaven

Andy's Ogres swept onto the hill and then swept off again and pulverised Paul's Chaos. Derek's rattling guns and Jezzails lent valuable support, and Derek slipped a unit of Skaven clanrats onto the hill, and at the end of the game they were still there unopposed. The hill went to **James**.

Hill 2 – Paul's Vampires and ½ Mathew's Empire vs ½ Derek's Skaven and Ben's Ogres

Derek's Skaven took a horrible toll of ethereal units, but Paul's Grave Guard swept all before it. Sadly it was not aimed at the hill! Michael's empire troops were pounded by big Ogre units, and by the end the hill was held by a unit of Ogres and a unit of Skaven clanrats. The hill went to **James**.

Hill 3 – ½ Mathew's Empire and Craig's Orcs vs Warren's Lizardmen

Warren's Lizardmen advanced boldly, over the hill and then beyond, scattering their foes before them. Like many other players, Warren then ignored the hill, and at the game end a single Orc and a unit of Michaels' knights had crept through gaps in the Lizardmen's lines and took the hill unopposed. The hill went to **Andy**.

Hill 4 – Dan's Skaven vs Ryan's Khemri

This one-on-one fight went down to the wire, with horrendous losses on both sides. Although on paper a fair fight, stray elements of James' Chaos kept battering Ryan as well. In the end, the hill was contested by a unit of Skaven clanrats and the Khemri Bone Giant. Numbers won out, and the Hill went to **James**.

Hill 5 – Simon's Empire vs Warlord James' Chaos

Simon's massively out-numbered gun-line took a defensive posture, but suffered a disaster when it's Hellblaster cannon blew up first turn. James' 2,500-point army weathered the storm, and were soon amongst the Empire line where bitter fighting broke out, most of which went Chaos's way. However, James had wisely left a unit of Chaos Warriors on the hill as the rest of his army sped by, and it was still there at the end. The hill went to **James**.

End Game

James's had captured four of the five hills, but to add an element of chaos at the finish, each hill had two playing cards underneath. The Warlord whose team held the hill could select a card and give his opponent the other. The best poker hand to win! At the end, the hill Mathew's Empire knights took was decisive, as it contained the only Ace, and Andy won with Ace high!

Conclusion.

As I was playing at the end of the table, I missed most of the action. To those whose troops performed unseen heroics, I apologise! Also, I hoped to take a lot more pictures than I did, due to my brand new camera being a dud. Sorry folks!

The thing that amazed me was the general lack of fighting around the hills. Across the table battle raged, units were slaughtered or ran away, devious magic and inspired shooting abounded, but most of it away from the hills. The hills were supposed to be the focus of the fiercest fighting – my troops never got near one! However, most people seemed to enjoy the battle, which is what really counts.

We only managed four turns, which didn't surprise me. With so many players it is difficult to keep turns in sequence, and everyone has to wait for the last person to finish. However, thanks to everyone for playing this game, and indeed the whole campaign, in such a relaxed and friendly manner.

Swindon and District Wargamers
Warhammer Fantasy campaign entrants

At Wednesday 20 July 2005

<i>Player</i>	<i>Army</i>
Paul Nettle	Chaos Mortals
Sean Councill	Ogre Kingdoms
Derek Whittenbury	Skaven
Simon Day	Empire
Dan Trueman	Skaven
Andy Cummings	Ogre Kingdoms
Craig Polden	Orcs & Goblins
Ben Palfreyman	Ogre Kingdoms
Ryan McGlen	Khemri
Warren Gleeson	Lizards Southland
Glenn Foden	Dark Elves
Paul Cockram	Vampire Counts
James Funnell	Daemonic Legion

Swindon and district wargamers

Warhammer fantasy campaign

territory list at Wednesday 24 August 2005

James Funnell – Daemonic Legion 7-15

47 - Town - +1 Character.. (C)
48 - Village - +1 Special Unit.
49 - Mountain Pass – + 75 points.
53 - Mountain Pass – + 75 points.
15 - River - +25 points.
52 - Road - +25 Points.
59 - Shrine - +1 BSB.

Andy Cummings – Ogre Kingdoms 6-14

19 - Mountain Pass – + 75 points. (C)
20 - Town - +1 Character.
21 - Road - +25 Points.
33 - Village - +1 Special Unit.
34 - Wizard Tower - +1 Wizard.
02 - Silver Mine - +1 magic item 50 points.

Derek Whittenbury – Skaven 6-9

16 - Forest - +2 war machines. Skirm. (C)
17 - Mountain Pass – + 75 points.
18 - Temple - +1 Wizard.
29 - Shrine - +1 BSB.
40 - Road - +25 Points.
57 - Village - +1 Special Unit.

Paul Nettle – Chaos Mortals

22 - Temple - +1 Wizard. (C)
23 - Gold Mine - +Magic Item up to 100 Points.
24 - River - +25 Points.
28 - Temple - +1 Wizard.
12 - Road - +25 Points.
58 - Wizard Tower - +1 Wizard.

Dan Truman – Skaven

04 - Mountains - +2 monsters. Skirm. (C)
06 - Town - +1 Character.
27 - Sacred Grove - +1 Rare.
30 - River - +25 Points.
56 - Village - +1 Special Unit.

Simon Day – Empire

01 - Temple - +1 Wizard. (C)
43 - Village - +1 Special Unit.
44 - Forest - +2 war machines. Skirmishers.
37 - Road - +25 Points.
51 - Road - +25 Points.

Ben Palfreyman – Ogre Kingdoms

13 - Wizard Tower - +1 Wizard. (C)
14 - Forest - +2 war machines. Skirmishers.
45 - Village - +1 Special Unit.
55 - Village - +1 Special Unit.

Craig Polden – Orcs

10 - Mountains - +2 monsters. Skirm. (C)
11 - Wizard Tower - +1 Wizard.
39 - Wizard Tower - +1 Wizard.
54 - Road - +25 Points.

Sean Council – Ogre Kingdoms

07 - Mountain Pass – + 75 points. (C)
08 - Forest - +2 war machines. Skirmishers.
09 - River - +25 points.

Glenn Foden – Dark Elves

25 - Forest - +2 war machines. Skirmishers. (C)
26 - Temple - +1 Wizard.
35 - Mountains - +2 monsters. Skirmishers.

Paul Cockram – Vampire Counts

31 - Wizard Tower - +1 Wizard. (C)
32 - Wizard Tower - +1 Wizard.
05 - Village - +1 Special Unit.

Ryan McGlen – Tomb Kings of Khemri

36 - Town - +1 Character. (C)
38 - Village - +1 Special Unit.
03 - Mountains - +2 monsters. Skirmishers.

Warren Gleeson – Lizardmen

41 - Mountains - +2 monsters. Skirm. (C)
42 - Village - +1 Special Unit.
50 - Temple - +1 Wizard.

Next Territory to be rolled is **N/A**.

Battle List – 31 battles

03 Jul 05 – Paul N beat Andy
06 Jul 05 – Derek beat Paul N
06 Jul 05 – Andy beat Ben
06 Jul 05 – Andy beat Paul C
06 Jul 05 – Dan beat Glenn
13 Jul 05 – Paul N beat Craig
13 Jul 05 – Dan drew against Ben
13 Jul 05 – Derek beat Andy
13 Jul 05 – Simon beat Warren
20 Jul 05 – Dan drew against Simon
20 Jul 05 – Paul N drew against Ryan
20 Jul 05 – Warren drew against Craig
20 Jul 05 – Ben beat Paul C
27 Jul 05 – Simon beat Ryan
27 Jul 05 – Paul N drew against Dan
27 Jul 05 – James drew against Ben
27 Jul 05 – Andy beat Warren
03 Aug 05 – Paul N drew against Andy (WofC)
03 Aug 05 – James beat Simon
03 Aug 05 – Dan beat Paul C
03 Aug 05 – Craig drew against Ben
03 Aug 05 – Warren drew against Ryan
10 Aug 05 – Craig beat Andy
10 Aug 05 – James beat Ben
10 Aug 05 – Simon drew against Dan
17 Aug 05 – Simon drew against Ben
17 Aug 05 – James beat Dan
17 Aug 05 – Derek beat Craig
24 Aug 05 – Craig drew against Dan
24 Aug 05 – Paul N beat James
24 Aug 05 – James beat Paul N

Swindon and district wargamers

Warhammer fantasy campaign

territory list at Wednesday 17 August 2005

Andy Cummings – Ogre Kingdoms 6-14

- 19 - Mountain Pass – + 75 points. (C)
- 20 - Town - +1 Character.
- 21 - Road - +25 Points.
- 33 - Village - +1 Special Unit.
- 34 - Wizard Tower - +1 Wizard.
- 02 - Silver Mine - +1 magic item 50 points.

James Funnell – Daemonic Legion 6-11

- 47 - Town - +1 Character.. (C)
- 48 - Village - +1 Special Unit.
- 49 - Mountain Pass – + 75 points.
- 53 - Mountain Pass – + 75 points.
- 15 - River - +25 points.
- 52 - Road - +25 Points.

Derek Whittenbury – Skaven 6-9

- 16 - Forest - +2 war machines. Skirm. (C)
- 17 - Mountain Pass – + 75 points.
- 18 - Temple - +1 Wizard.
- 29 - Shrine - +1 BSB.
- 40 - Road - +25 Points.
- 57 - Village - +1 Special Unit.

Dan Truman – Skaven 5-15

- 04 - Mountains - +2 monsters. Skirm. (C)
- 06 - Town - +1 Character.
- 27 - Sacred Grove - +1 Rare.
- 30 - River - +25 Points.
- 56 - Village - +1 Special Unit.

Simon Day – Empire 5-13

- 01 - Temple - +1 Wizard. (C)
- 43 - Village - +1 Special Unit.
- 44 - Forest - +2 war machines. Skirmishers.
- 37 - Road - +25 Points.
- 51 - Road - +25 Points.

Paul Nettle – Chaos Mortals

- 22 - Temple - +1 Wizard. (C)
- 23 - Gold Mine - +Magic Item up to 100 Points.
- 24 - River - +25 Points.
- 28 - Temple - +1 Wizard.
- 12 - Road - +25 Points.

Ben Palfreyman – Ogre Kingdoms

- 13 - Wizard Tower - +1 Wizard. (C)
- 14 - Forest - +2 war machines. Skirmishers.
- 45 - Village - +1 Special Unit.
- 55 - Village - +1 Special Unit.

Craig Polden – Orcs

- 10 - Mountains - +2 monsters. Skirm. (C)
- 11 - Wizard Tower - +1 Wizard.
- 39 - Wizard Tower - +1 Wizard.
- 54 - Road - +25 Points.

Sean Council – Ogre Kingdoms

- 07 - Mountain Pass – + 75 points. (C)
- 08 - Forest - +2 war machines. Skirmishers.
- 09 - River - +25 points.

Glenn Foden – Dark Elves

- 25 - Forest - +2 war machines. Skirmishers. (C)
- 26 - Temple - +1 Wizard.
- 35 - Mountains - +2 monsters. Skirmishers.

Paul Cockram – Vampire Counts

- 31 - Wizard Tower - +1 Wizard. (C)
- 32 - Wizard Tower - +1 Wizard.
- 05 - Village - +1 Special Unit.

Ryan McGlen – Tomb Kings of Khemri

- 36 - Town - +1 Character. (C)
- 38 - Village - +1 Special Unit.
- 03 - Mountains - +2 monsters. Skirmishers.

Warren Gleeson – Lizardmen

- 41 - Mountains - +2 monsters. Skirm. (C)
- 42 - Village - +1 Special Unit.
- 50 - Temple - +1 Wizard.

Next Territory to be rolled is **58**.

Battle List – 28 battles

- 03 Jul 05 – Paul N beat Andy
- 06 Jul 05 – Derek beat Paul N
- 06 Jul 05 – Andy beat Ben
- 06 Jul 05 – Andy beat Paul C
- 06 Jul 05 – Dan beat Glenn
- 13 Jul 05 – Paul N beat Craig
- 13 Jul 05 – Dan drew against Ben
- 13 Jul 05 – Derek beat Andy
- 13 Jul 05 – Simon beat Warren
- 20 Jul 05 – Dan drew against Simon
- 20 Jul 05 – Paul N drew against Ryan
- 20 Jul 05 – Warren drew against Craig
- 20 Jul 05 – Ben beat Paul C
- 27 Jul 05 – Simon beat Ryan
- 27 Jul 05 – Paul N drew against Dan
- 27 Jul 05 – James drew against Ben
- 27 Jul 05 – Andy beat Warren
- 03 Aug 05 – Paul N drew against Andy (WofC)
- 03 Aug 05 – James beat Simon
- 03 Aug 05 – Dan beat Paul C
- 03 Aug 05 – Craig drew against Ben
- 03 Aug 05 – Warren drew against Ryan
- 10 Aug 05 – Craig beat Andy
- 10 Aug 05 – James beat Ben
- 10 Aug 05 – Simon drew against Dan
- 17 Aug 05 – Simon drew against Ben
- 17 Aug 05 – James beat Dan
- 17 Aug 05 – Derek beat Craig

Swindon and district wargamers

Warhammer fantasy campaign

territory list at Wednesday 10 August 2005

Andy Cummings – Ogre Kingdoms

- 19 - Mountain Pass – + 75 points. (C)
- 20 - Town - +1 Character.
- 21 - Road - +25 Points.
- 33 - Village - +1 Special Unit.
- 34 - Wizard Tower - +1 Wizard.
- 02 - Silver Mine - +1 magic item 50 points.

Derek Whittenbury – Skaven

- 16 - Forest - +2 war machines. Skirm. (C)
- 17 - Mountain Pass – + 75 points.
- 18 - Temple - +1 Wizard.
- 29 - Shrine - +1 BSB.
- 40 - Road - +25 Points.

Paul Nettle – Chaos Mortals

- 22 - Temple - +1 Wizard. (C)
- 23 - Gold Mine - +Magic Item up to 100 Points.
- 24 - River - +25 Points.
- 28 - Temple - +1 Wizard.
- 12 - Road - +25 Points.

Simon Day - Empire

- 01 - Temple - +1 Wizard. (C)
- 43 - Village - +1 Special Unit.
- 44 - Forest - +2 war machines. Skirmishers.
- 37 - Road - +25 Points.
- 51 - Road - +25 Points.

Dan Truman - Skaven

- 04 - Mountains - +2 monsters. Skirm. (C)
- 06 - Town - +1 Character.
- 27 - Sacred Grove - +1 Rare.
- 30 - River - +25 Points.
- 52 - Road - +25 Points.

James Funnell – Daemonic Legion

- 47 - Town - +1 Character.. (C)
- 48 - Village - +1 Special Unit.
- 49 - Mountain Pass – + 75 points.
- 53 - Mountain Pass – + 75 points.
- 15 - River - +25 points.

Ben Palfreyman – Ogre Kingdoms

- 13 - Wizard Tower - +1 Wizard. (C)
- 14 - Forest - +2 war machines. Skirmishers.
- 45 - Village - +1 Special Unit.
- 55 - Village - +1 Special Unit.

Craig Polden – Orcs

- 10 - Mountains - +2 monsters. Skirm. (C)
- 11 - Wizard Tower - +1 Wizard.
- 39 - Wizard Tower - +1 Wizard.
- 54 - Road - +25 Points.

Sean Council – Ogre Kingdoms

- 07 - Mountain Pass – + 75 points. (C)
- 08 - Forest - +2 war machines. Skirmishers.
- 09 - River - +25 points.

Glenn Foden – Dark Elves

- 25 - Forest - +2 war machines. Skirmishers. (C)
- 26 - Temple - +1 Wizard.
- 35 - Mountains - +2 monsters. Skirmishers.

Paul Cockram – Vampire Counts

- 31 - Wizard Tower - +1 Wizard. (C)
- 32 - Wizard Tower - +1 Wizard.
- 05 - Village - +1 Special Unit.

Ryan McGlen – Tomb Kings of Khemri

- 36 - Town - +1 Character. (C)
- 38 - Village - +1 Special Unit.
- 03 - Mountains - +2 monsters. Skirmishers.

Warren Gleeson – Lizardmen

- 41 - Mountains - +2 monsters. Skirm. (C)
- 42 - Village - +1 Special Unit.
- 50 - Temple - +1 Wizard.

Next Territory to be rolled is **56**.

Battle List

- 03 Jul 05 – Paul N beat Andy
- 06 Jul 05 – Derek beat Paul N
- 06 Jul 05 – Andy beat Ben
- 06 Jul 05 – Andy beat Paul C
- 06 Jul 05 – Dan beat Glenn
- 13 Jul 05 – Paul N beat Craig
- 13 Jul 05 – Dan drew against Ben
- 13 Jul 05 – Derek beat Andy
- 13 Jul 05 – Simon beat Warren
- 20 Jul 05 – Dan drew against Simon
- 20 Jul 05 – Paul N drew against Ryan
- 20 Jul 05 – Warren drew against Craig
- 20 Jul 05 – Ben beat Paul C
- 27 Jul 05 – Simon beat Ryan
- 27 Jul 05 – Paul N drew against Dan
- 27 Jul 05 – James drew against Ben
- 27 Jul 05 – Andy beat Warren
- 03 Aug 05 – Paul N drew against Andy (WofC)
- 03 Aug 05 – James beat Simon
- 03 Aug 05 – Dan beat Paul C
- 03 Aug 05 – Craig drew against Ben
- 03 Aug 05 – Warren drew against Ryan
- 10 Aug 05 – Craig beat Andy
- 10 Aug 05 – James beat Ben
- 10 Aug 05 – Simon drew against Dan

Swindon and district Wargamers

Warhammer Fantasy campaign

Territory list at Wednesday 3 August 2005

Andy Cummings – Ogre Kingdoms

- 19 - Mountain Pass – + 75 points. (C)
- 20 - Town - +1 Character.
- 21 - Road - +25 Points.
- 33 - Village - +1 Special Unit.
- 34 - Wizard Tower - +1 Wizard.
- 02 - Silver Mine - +1 magic item 50 points.

Derek Whittenbury – Skaven

- 16 - Forest - +2 war machines. Skirm. (C)
- 17 - Mountain Pass – + 75 points.
- 18 - Temple - +1 Wizard.
- 29 - Shrine - +1 BSB.
- 40 - Road - +25 Points.

Paul Nettle – Chaos Mortals

- 22 - Temple - +1 Wizard. (C)
- 23 - Gold Mine - +Magic Item up to 100 Points.
- 24 - River - +25 Points.
- 28 - Temple - +1 Wizard.
- 12 - Road - +25 Points.

Simon Day - Empire

- 01 - Temple - +1 Wizard. (C)
- 43 - Village - +1 Special Unit.
- 44 - Forest - +2 war machines. Skirmishers.
- 37 - Road - +25 Points.
- 51 - Road - +25 Points.

Dan Truman - Skaven

- 04 - Mountains - +2 monsters. Skirm. (C)
- 06 - Town - +1 Character.
- 27 - Sacred Grove - +1 Rare.
- 30 - River - +25 Points.
- 52 - Road - +25 Points.

Ben Palfreyman – Ogre Kingdoms

- 13 - Wizard Tower - +1 Wizard. (C)
- 14 - Forest - +2 war machines. Skirmishers.
- 15 - River - +25 points.
- 45 - Village - +1 Special Unit.

James Funnell – Daemonic Legion

- 47 - Town - +1 Character.. (C)
- 48 - Village - +1 Special Unit.
- 49 - Mountain Pass – + 75 points.
- 53 - Mountain Pass – + 75 points.

Sean Council – Ogre Kingdoms

- 07 - Mountain Pass – + 75 points. (C)
- 08 - Forest - +2 war machines. Skirmishers.
- 09 - River - +25 points.

Craig Polden – Orcs

- 10 - Mountains - +2 monsters. Skirm. (C)
- 11 - Wizard Tower - +1 Wizard.
- 39 - Wizard Tower - +1 Wizard.

Glenn Foden – Dark Elves

- 25 - Forest - +2 war machines. Skirmishers. (C)
- 26 - Temple - +1 Wizard.
- 35 - Mountains - +2 monsters. Skirmishers.

Paul Cockram – Vampire Counts

- 31 - Wizard Tower - +1 Wizard. (C)
- 32 - Wizard Tower - +1 Wizard.
- 05 - Village - +1 Special Unit.

Ryan McGlen – Tomb Kings of Khemri

- 36 - Town - +1 Character. (C)
- 38 - Village - +1 Special Unit.
- 03 - Mountains - +2 monsters. Skirmishers.

Warren Gleeson – Lizardmen

- 41 - Mountains - +2 monsters. Skirm. (C)
- 42 - Village - +1 Special Unit.
- 50 - Temple - +1 Wizard.

Next Territory to be rolled is **54**.

Battle List

- 03 Jul 05 – Paul N beat Andy
- 06 Jul 05 – Derek beat Paul N
- 06 Jul 05 – Andy beat Ben
- 06 Jul 05 – Andy beat Paul C
- 06 Jul 05 – Dan beat Glenn
- 13 Jul 05 – Paul N beat Craig
- 13 Jul 05 – Dan drew against Ben
- 13 Jul 05 – Derek beat Andy
- 13 Jul 05 – Simon beat Warren
- 20 Jul 05 – Dan drew against Simon
- 20 Jul 05 – Paul N drew against Ryan
- 20 Jul 05 – Warren drew against Craig
- 20 Jul 05 – Ben beat Paul C
- 27 Jul 05 – Simon beat Ryan
- 27 Jul 05 – Paul N drew against Dan
- 27 Jul 05 – James drew against Ben
- 27 Jul 05 – Andy beat Warren
- 03 Aug 05 – Paul N drew against Andy (WofC)
- 03 Aug 05 – James beat Simon
- 03 Aug 05 – Dan beat Paul C
- 03 Aug 05 – Craig drew against Ben

Swindon and District Wargamers

Warhammer Fantasy campaign

Territory list at Wednesday 27 July 2005

Andy Cummings – Ogre Kingdoms

- 19 - Mountain Pass – + 75 points. (C)
- 20 - Town - +1 Character.
- 21 - Road - +25 Points.
- 33 - Village - +1 Special Unit.
- 34 - Wizard Tower - +1 Wizard.
- 02 - Silver Mine - +1 magic item 50 points.

Derek Whittenbury – Skaven

- 16 - Forest - +2 war machines. Skirm. (C)
- 17 - Mountain Pass – + 75 points.
- 18 - Temple - +1 Wizard.
- 29 - Shrine - +1 BSB.
- 40 - Road - +25 Points.

Paul Nettle – Chaos Mortals

- 22 - Temple - +1 Wizard. (C)
- 23 - Gold Mine - +Magic Item up to 100 Points.
- 24 - River - +25 Points.
- 28 - Temple - +1 Wizard.
- 12 - Road - +25 Points.

Simon Day - Empire

- 01 - Temple - +1 Wizard. (C)
- 43 - Village - +1 Special Unit.
- 44 - Forest - +2 war machines. Skirmishers.
- 37 - Road - +25 Points.
- 51 - Road - +25 Points.

Dan Truman - Skaven

- 04 - Mountains - +2 monsters. Skirm. (C)
- 05 - Village - +1 Special Unit.
- 06 - Town - +1 Character.
- 27 - Sacred Grove - +1 Rare.

Ben Palfreyman – Ogre Kingdoms

- 13 - Wizard Tower - +1 Wizard. (C)
- 14 - Forest - +2 war machines. Skirmishers.
- 15 - River - +25 points.
- 45 - Village - +1 Special Unit.

Sean Council – Ogre Kingdoms

- 07 - Mountain Pass – + 75 points. (C)
- 08 - Forest - +2 war machines. Skirmishers.
- 09 - River - +25 points.

Craig Polden – Orcs

- 10 - Mountains - +2 monsters. Skirm. (C)
- 11 - Wizard Tower - +1 Wizard.
- 39 - Wizard Tower - +1 Wizard.

Glenn Foden – Dark Elves

- 25 - Forest - +2 war machines. Skirmishers. (C)
- 26 - Temple - +1 Wizard.
- 35 - Mountains - +2 monsters. Skirmishers.

Paul Cockram – Vampire Counts

- 31 - Wizard Tower - +1 Wizard. (C)
- 32 - Wizard Tower - +1 Wizard.
- 30 - River - +25 Points.

Ryan McGlen – Tomb Kings of Khemri

- 36 - Town - +1 Character. (C)
- 38 - Village - +1 Special Unit.
- 03 - Mountains - +2 monsters. Skirmishers.

Warren Gleeson – Lizardmen

- 41 - Mountains - +2 monsters. Skirm. (C)
- 42 - Village - +1 Special Unit.
- 50 - Temple - +1 Wizard.

James Funnell – Daemonic Legion

- 47 - Town - +1 Character.. (C)
- 48 - Village - +1 Special Unit.
- 49 - Mountain Pass – + 75 points.

Next Territory to be rolled is **52**.

Battle List

- 03 Jul 05 – Paul N beat Andy
- 06 Jul 05 – Derek beat Paul N
- 06 Jul 05 – Andy beat Ben
- 06 Jul 05 – Andy beat Paul C
- 06 Jul 05 – Dan beat Glenn
- 13 Jul 05 – Paul N beat Craig
- 13 Jul 05 – Dan drew against Ben
- 13 Jul 05 – Derek beat Andy
- 13 Jul 05 – Simon beat Warren
- 20 Jul 05 – Dan drew against Simon
- 20 Jul 05 – Paul N drew against Ryan
- 20 Jul 05 – Warren drew against Craig
- 20 Jul 05 – Ben beat Paul C
- 27 Jul 05 – Simon beat Ryan
- 27 Jul 05 – Paul N drew against Dan
- 27 Jul 05 – James drew against Ben
- 27 Jul 05 – Andy beat Warren

Swindon and District Wargamers

Warhammer Fantasy campaign

Territory list at Wednesday 20 July 2005

Andy Cummings – Ogre Kingdoms

19 - Mountain Pass – + 75 points. (C)
20 - Town - +1 Character.
21 - Road - +25 Points.
33 - Village - +1 Special Unit.
34 - Wizard Tower - +1 Wizard.

Derek Whittenbury – Skaven

16 - Forest - +2 war machines. Skirm. (C)
17 - Mountain Pass – + 75 points.
18 - Temple - +1 Wizard.
29 - Shrine - +1 BSB.
40 - Road - +25 Points.

Paul Nettle – Chaos Mortals

22 - Temple - +1 Wizard. (C)
23 - Gold Mine - +Magic Item up to 100 Points.
24 - River - +25 Points.
28 - Temple - +1 Wizard.
12 - Road - +25 Points.

Dan Truman - Skaven

04 - Mountains - +2 monsters. Skirm. (C)
05 - Village - +1 Special Unit.
06 - Town - +1 Character.
27 - Sacred Grove - +1 Rare.

Simon Day - Empire

01 - Temple - +1 Wizard. (C)
03 - Mountains - +2 monsters. Skirmishers.
43 - Village - +1 Special Unit.
44 - Forest - +2 war machines. Skirmishers.

Ben Palfreyman – Ogre Kingdoms

13 - Wizard Tower - +1 Wizard. (C)
14 - Forest - +2 war machines. Skirmishers.
15 - River - +25 points.
45 - Village - +1 Special Unit.

Sean Council – Ogre Kingdoms

07 - Mountain Pass – + 75 points. (C)
08 - Forest - +2 war machines. Skirmishers.
09 - River - +25 points.

Craig Polden – Orcs

10 - Mountains - +2 monsters. Skirm. (C)
11 - Wizard Tower - +1 Wizard.
39 - Wizard Tower - +1 Wizard.

Glenn Foden – Dark Elves

25 - Forest - +2 war machines. Skirmishers. (C)
26 - Temple - +1 Wizard.
35 - Mountains - +2 monsters. Skirmishers.

Paul Cockram – Vampire Counts

31 - Wizard Tower - +1 Wizard. (C)
32 - Wizard Tower - +1 Wizard.
30 - River - +25 Points.

Ryan McGlen – Tomb Kings of Khemri

36 - Town - +1 Character. (C)
37 - Road - +25 Points.
38 - Village - +1 Special Unit.

Warren Gleeson – Lizardmen

41 - Mountains - +2 monsters. Skirm. (C)
42 - Village - +1 Special Unit.
02 - Silver Mine - +1 magic item 50 points.

James Funnell – Daemonic Legion

47 - Town - +1 Character.. (C)
48 - Village - +1 Special Unit.
49 - Mountain Pass – + 75 points.

Next Territory to be rolled is **50**.

Battle List

03 Jul 05 – Paul N beat Andy
06 Jul 05 – Derek beat Paul N
06 Jul 05 – Andy beat Ben
06 Jul 05 – Andy beat Paul C
06 Jul 05 – Dan beat Glenn
13 Jul 05 – Paul N beat Craig
13 Jul 05 – Dan drew against Ben
13 Jul 05 – Derek beat Andy
13 Jul 05 – Simon beat Warren
20 Jul 05 – Dan drew against Simon
20 Jul 05 – Paul N drew against Ryan
20 Jul 05 – Warren drew against Craig
20 Jul 05 – Ben beat Paul C

Swindon and District Wargamers

Warhammer fantasy campaign

Territory list at Wednesday 6 July 2005

Andy Cummings – Ogre Kingdoms

19 - Mountain Pass – + 75 points. (C)
20 - Town - +1 Character.
21 - Road - +25 Points
33 - Village - +1 Special Unit
34 - Wizard Tower - +1 Wizard

Derek Whittenbury – Skaven

16 - Forest - +2 war machines. Skirm. (C)
17 - Mountain Pass – + 75 points
18 - Temple - +1 Wizard
29 - Shrine - +1 BSB

Dan Truman - Skaven

04 - Mountains - +2 monsters. Skirm.. (C)
05 - Village - +1 Special Unit
06 - Town - +1 Character.
27 - Sacred Grove - +1 Rare

Paul Nettle – Chaos Mortals

22 - Temple - +1 Wizard
23 - Gold Mine - +Magic Item up to 100 Points.
24 - River - +25 Points
28 - Temple - +1 Wizard

Sean Council – Ogre Kingdoms

07 - Mountain Pass – + 75 points (C)
08 - Forest - +2 war machines. Skirmishers.
09 - River - +25 points

Simon Day - Empire

01 - Temple - +1 Wizard. (C)
02 - Silver Mine - +1 magic item 50 points
03 - Mountains - +2 monsters. Skirmishers.

Craig Polden – Orcs

10 - Mountains - +2 monsters. Skirm. (C)
11 - Wizard Tower - +1 Wizard
12 - Road - +25 Points

Ben Palfreyman – Ogre Kingdoms

13 - Wizard Tower - +1 Wizard. (C)
14 - Forest - +2 war machines. Skirmishers.
15 - River - +25 points

Glenn Foden – Dark Elves

25 - Forest - +2 war machines. Skirmishers. (C)
26 - Temple - +1 Wizard
35 - Mountains - +2 monsters. Skirmishers.

Paul Cockram – Vampire Counts

31 - Wizard Tower - +1 Wizard. (C)
32 - Wizard Tower - +1 Wizard
30 - River - +25 Points

Next Territory to be rolled is 36.

Battle List

03 Jul 05 – Paul N beat Andy
06 Jul 05 – Derek beat Paul N
06 Jul 05 – Andy beat Ben
06 Jul 05 – Andy beat Paul C
06 Jul 05 – Dan beat Glenn