

This battle took place between my Druchii and Warren's Skaven.

My (Paul Nettle) army was:

High Sorceress, General, Black Pegasus, *Deathmask*, *Soulstone*, *Sword of Battle*. Using Dark Magic: *Word of Pain*, *Soul Stealer*, *Black Horror*.
Noble, BSB, Cold One, Heavy Armour, Sea Dragon Cloak, *Hydra Banner*.
5 Cold One Knights, Full Command
Beastmaster, Manticore, *Blood Armour*, Sea Dragon Cloak.
'Blue' Corsairs. 19 Corsairs, Full Command.
'Purple' Corsairs. 19 Corsairs, Full Command.
'Red' Corsairs. 24 Corsairs, Full Command.
Cold One Chariot, Spears.
Cold One Chariot, Spears.
6 Harpies.

Total 1998 Points.

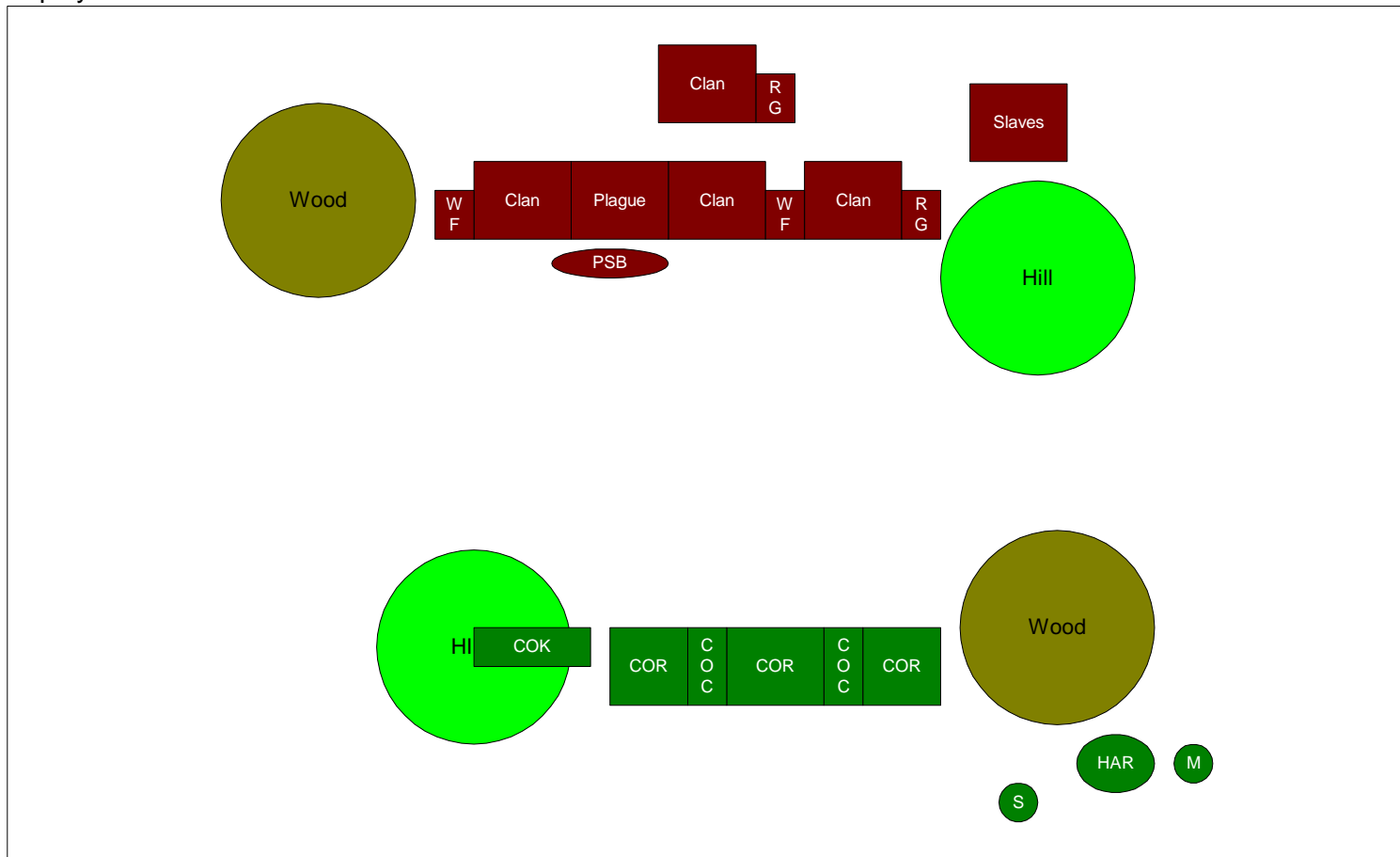
Comment. My army was a bit strange, but I had not managed to get the Manticore, Dark Pegasus, Harpies or Chariots onto the table before, which is why they were in this army list – their first time off the painting table and onto the wargaming table. I also included my new regiment of 24 Black Guard in the list, but is left no room for core choices, so the Black Guard came out and the 3 regiments of Corsairs were there to give the Core choices. By the way, my Corsairs are named after the colour they dye the inside of their Sea Dragon Cloaks. Regular readers of my battle reports (if any exist) know I am a huge fan of the Hydra Banner, and so a BSB with the banner and the minimum number of knights gave me a bit of punch.

Warren's army was:

24 Clanrats with Rattling Gun
24 Clanrats with Rattling Gun
24 Clanrats with Warfire Thrower
24 Clanrats with Warfire Thrower
24 Plague Monks with 6 Plague Censor Bearers
24 Slaves with hand-weapons
Plus Grey Seerer, Warlock Engineer, and BSB with the *Strom Banner*.

Well, not exactly a "Skaven Army of Doom" (ie 4 small clanrat regiments with a Rattling gun each, 4 Warlock engineers and 10 Jezzails) but then, Warren is not a cheesy bearded player, either.

Deployment was like this:



In this diagram, COR = Corsairs, COC = Cold One Chariot, COK = Cold One Knights (with BSB), M = Beastmaster with Manticore, S = High Sorceress on Dark Pegasus and HAR = Harpies. CLAN = Clanrats, RG = Rattling Gun, Plague = Plague Monks, PSB = Plague Censor Bearers, WF = Warfire Thrower. All Skaven characters were in regiments.

This shows Druchii deployment:



And from the other End:



The Left Flank of the Skaven deployment looked like this:



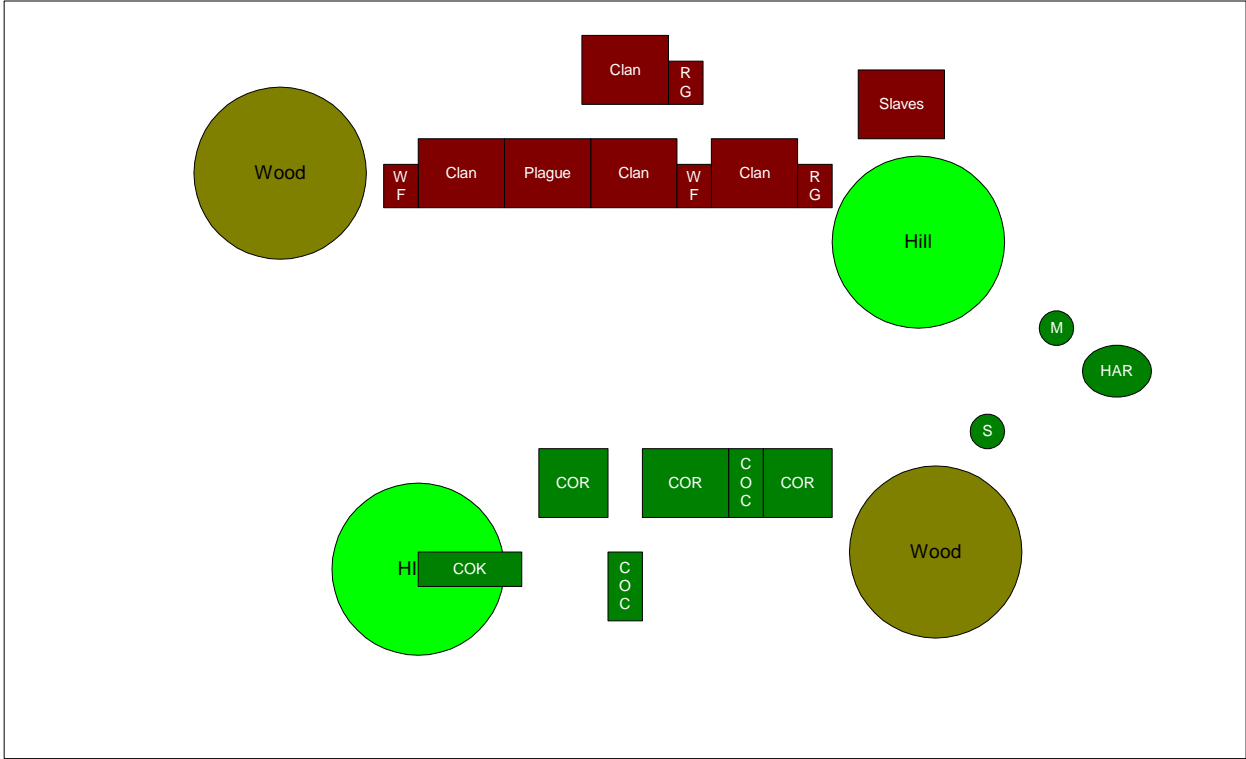
Whilst the other end looked like this:



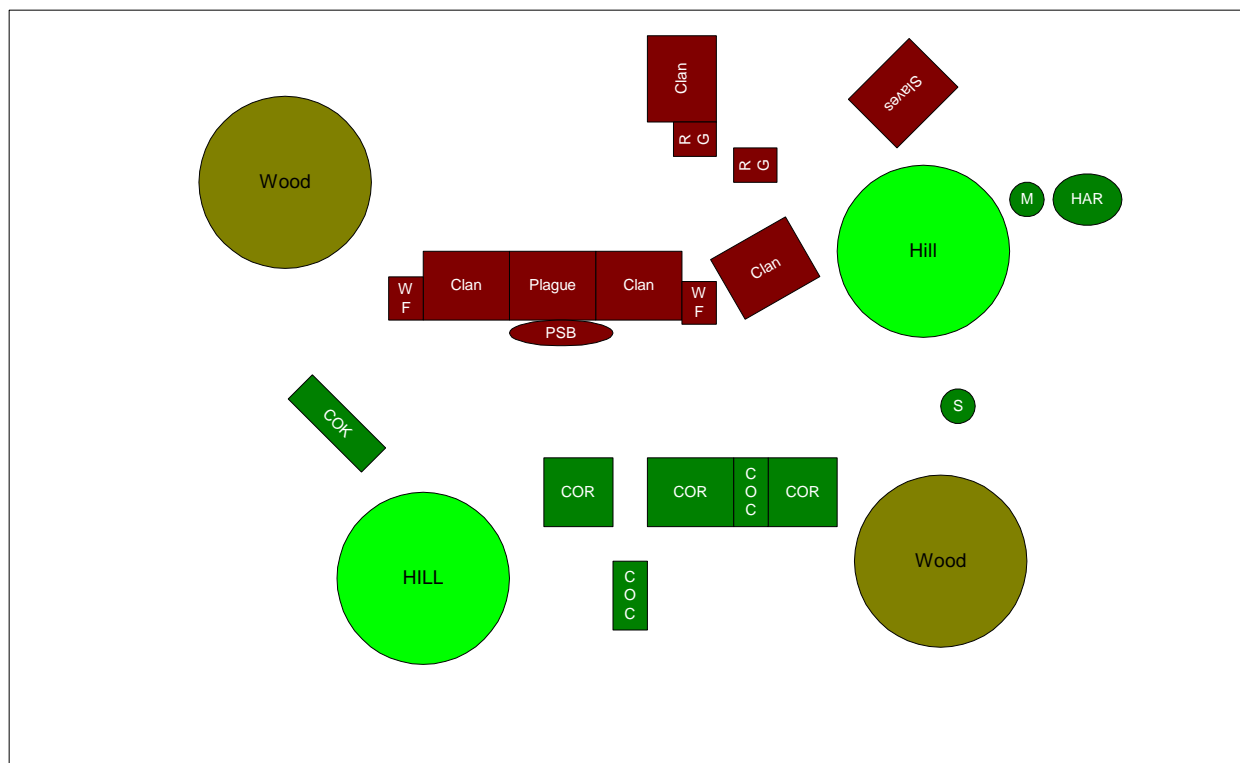
Warren won the right to go first, but let me go first instead.

DRUCHII TURN 1.

I failed 2 out of 3 Stupidity Tests, so one of my chariots and the Cold One Knights stayed where they were. The rest of the line crept forwards five inches. The flyers all swooped off to the right of the table.



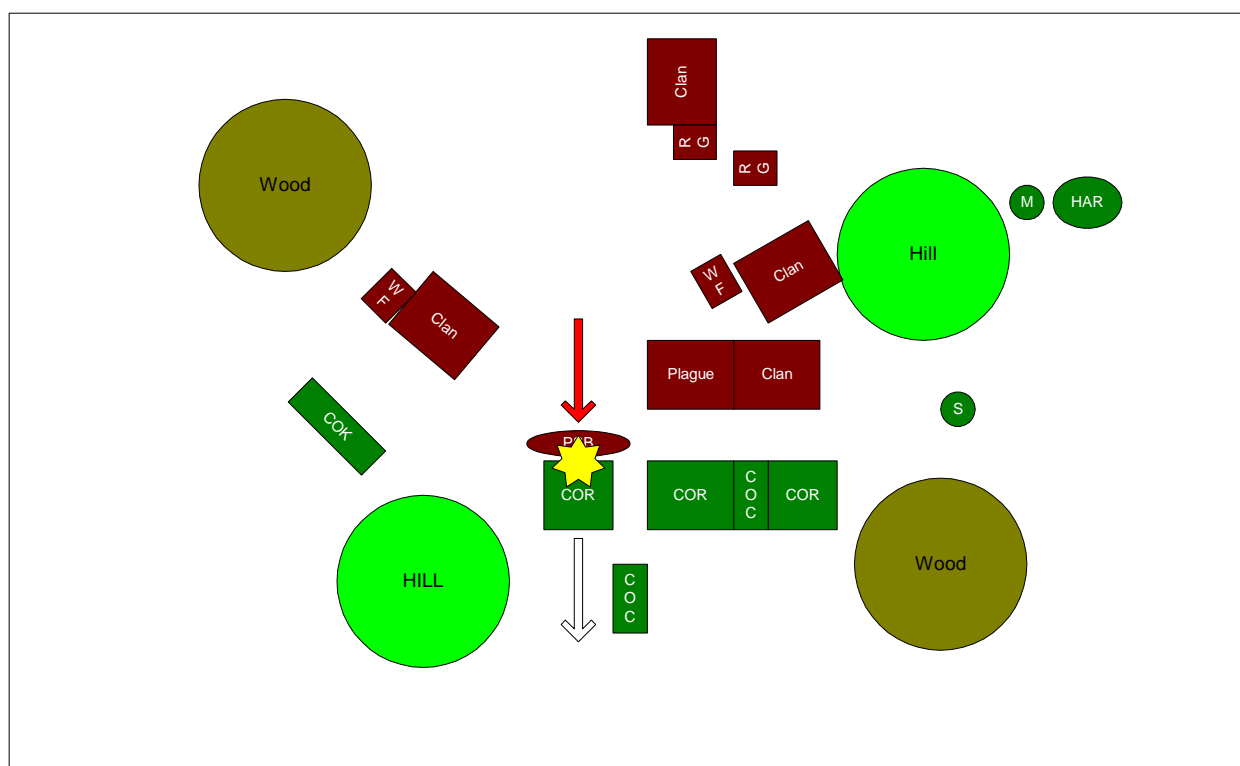
I failed another 2 out of 3 stupidity tests! Both chariots failed, and my whole line stayed where it was. The beastmaster on the Manticore used his 12" ground charge move to charge the Skaven slaves, who failed their fear test and fled. The Harpies shuffled in support. The Cold One Knights moved in two wheels off to the left to try and line up a flank charge.



My attempt to cast Black Horror was dispelled. There was no shooting.

SKAVEN TURN 2

The frenzied Plague Censor Bearers charged the leftmost Corsairs. I expected the rest of the army to stand and shoot, or, at least, shuffle to within 15 inches of me and then stand and shoot, but after the game Warren explained that he was unnerved by losing magical superiority, and so has gone for a general advance instead. The Skaven slaves failed to rally, and fled off the table.

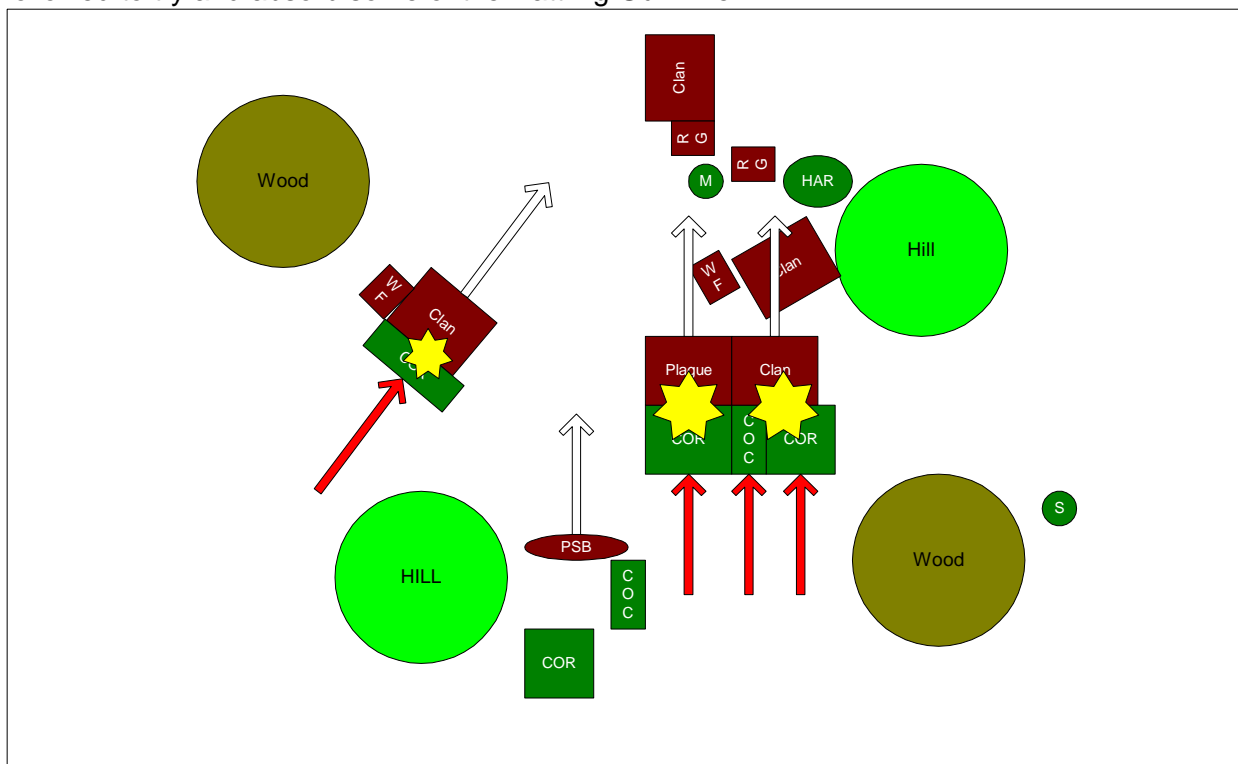


The Warlock Engineer cast a warfire spell and I failed to dispel it (on four dice!). This hit the High Sorceress – or, more accurately, her Dark Pegasus, which was shredded. The High Sorceress suddenly found herself on foot and minus a wound! Warren rolled a '1' for the Storm Banner, and the storm abated, meaning that flying could commence once more. There was no shooting.

I was quite relaxed about the Plague Censor Bearers charging my Corsairs. I mean, I had a fully ranked unit with Full command and I outnumbered him – I was five – nil up on combat resolution before we started. I mean, how much damage can 6 skirmishers do? Well, 4 Corsairs dead from the gas, for a start, then another 8 dead from the frenzied attacks with flails! My Reaver failed to do any wounds back, and suddenly my Corsairs were fleeing! They managed to outpace the Plague Censor Bearers by an inch! The Plague Censor Bearers over-ran into my stupid (literally) chariot.

DRUCHII TURN 3

Well, the advance of the Skaven across the board has left Warren's army within 4 inches or so of my battle line, so I charged a chariot and both active Corsair regiments forward. The Cold One Knights charged the Clanrats in front of them, who failed their fear test and so would be hitting on 6s. The High Sorceress on foot fled retreated backwards. The Beastmaster on the Manticore flew close to some Skaven to set up some Terror tests, whilst the Harpies followed to try and absorb some of the Rattling Gun Fire!



The High Sorceress failed to cast Black Horror – on four dice again! There was no shooting.

In combat, the Plague Censor Bearers did a wound on the chariot and the chariot did two wounds back – they were equal strength so the Plague Censor Bearers failed their break test and fled, and were run down by the Druchii chariot.

The other chariot did 5 unsaved wounds on the Clanrats from impact hits, and then they and the Corsairs did another 6 unsaved wounds. The Clanrats fled and were run down by both units, the Corsairs over-running into the flank of another Clanrat unit (I know it looks impossible on the diagram above, but they did do it, really).

The Red Corsairs hit the Plague Monks with desperate strokes, terrified of the frenzied attacks they would get back. The Corsairs did five wounds, and the Clanrats did one back – I outnumbered the rats. The Plague Monks failed their break test and were run down by the Corsairs.

The Cold One Knights, with the dreaded Hydra Banner, hit the Clanrat unit with spears, causing 4 unsaved wounds from the Cold Ones and 6 from the riders. There were no wounds back, and the Clanrat unit with spears fled and were run-down by the Cold One Knights.

At this point the battle field looked like this:



Or from the Cold One Knights, like this:



The reason that the photos show fleeing rats in front of the Cold One Knights is that at this point, with most of his army destroyed, Warren conceded the game.

Aftermath

Well, it went a bit smoother than I anticipated. The Cold One Knights with the Hydra Banner is a firm favourite of mine – with two attacks from the Cold Ones and two attacks from the riders they just chomp their way through anything. The Corsairs did well too, their decent save and two attacks each has also made them my usual infantry choice over the somewhat cheaper Spearmen, who now tend to provide a rank bonus for my Hydra. The Chariots did really well, but taking Stupidity tests on a Leadership of 8 is hair-raising! The impact hits were also critical in winning the combats. As to the Beastmaster on a Manticore, on paper it didn't do much, but it did tie up a Clanrat Unit and TWO rattling Guns, which would otherwise have hit me elsewhere. The High Sorceress was useless, failing to cast a spell two turns out of three, and failing to get close enough to the Skaven to let the Deathmask do its work.

Also, Warren made it easier for me by advancing so close to me so that I got the charges in. Had Warren charged me, especially with the Plague Monks, the results would have been a lot different.

SAD Wargamers WFB Campaign – 3rd Battle vs Derek's High Elfs.

This battle was played around my house on a Thursday, rather than at the club on a Wednesday. Thanks to Derek for a fun battle, and for treating me to dinner afterwards at a local curry house. Cheers Derek!

Paul Nettle's Wood Elves:

Spellsinger, General, *Hail of Doom Arrow*, (*Tree-Singing*, *Ariel's Blessing*)

Spellsinger, *Dispel Scroll*, *Dispel Scroll*, (*Tree-Singing*, *Call of the Hunt*)

8 Dryads ('Willow')

8 Dryads ('Oak')

8 Dryads ('Silver Birch')

12 Dryads ('Old Ones')

10 Glade Guard, Champion, Musician

12 Glade Guard, Musician

9 Wardancers, Champion, Musician

8 Wardancers, Champion, Musician

Treeman

Derek Whittenbury's High Elfs:

General, Radiant Gem of Hoeth

Mage, Lvl 2, Sigil of Asuryan

10 Archers

12 Lothorn Sea Guard, Full Command

9 Silver Helms, Full Command

12 Shadow Warriors

16 Sword Masters, Full Command

2 Repeater Bolt Throwers

Pre-Game Fun! Derek has a spy ring, and he rolled an assassination attempt on my general. Needing 4+ to do D3 S6 hits, Derek rolled a 3. It was a portent of things to come. Onto deployment...



This picture shows Derek's deployment, with his 12 Shadow Warriors and his Lvl 2 mage to the fore. Behind them are the 10 archers. To the left of the difficult bushy terrain (as we see them) are the 2 Repeater Bolt Throwers, and on their right the 12 Sea Guard in a single line. The General and the Sword masters are formed up behind them. You can just see the Silver Helms on the extreme right of the picture.

You can see my central wood at the bottom of the photo, which has 12 dryads, the Treeman and the general behind it. The two archer units flank the wood. You can just see my smaller (free) wood on the right, which has two dryad units and the second mage in it. Out of sight on the left of this picture are the other dryads and two wardancer units.

I got first turn, and tree sung the main wood forwards. My archers advanced, one lot shooting at the Shadow warriors, killing 2, and the other archers shooting at the RBT, but all my arrows hit the machines itself.

Derek mainly stood and shot, causing horrific casualties on my left hand archer unit, which was reduced to a single figure! The lone survivor passed his panic test, and in my turn fled behind the main wood. On my extreme right, Derek's Silver Helms advanced to charge my 'Willow' dryads.

On my turn 2 I charged the Silver Helms with the 'Willow' Dryads, whilst my 'Oak' dryads, on my extreme left, moved over a left-hand hill to attack the Sea Guard, with a unit of wardancers coming up in support. I was very wary of the High Elf shooting, and

tried to Tree-sing the main wood forward, but my General miscast, luckily with no damage, and the magic phase ended.



The 'Willow' Dryads charge the Silver Helms. I lost combat by two, but held.

On Derek's second turn his shooting decimated my right-hand Glade Guard unit, which was also reduced to a single figure. He too passed his Panic test, and in my next turn fled behind the smaller wood. The Sea Guard reformed, and the RTB took out 4 of my 8 'Oak' dryads. In combat the 'Willow' dryads lost by 1 to the Silver Helms, but held.

On my third turn I stopped trying to tree-sing, and just made a general advance.



Sorry for the poor quality of this picture, but it does show the two dryad units advancing in the centre, ('Old Ones' and 'Silver Birch') plus the two mages and Glade Guard survivors left behind in the woods. Notice the big pile of dead Silver Helms in the top right hand corner of this picture – in my third turn combat the 'Willow' dryads did 5 unsaved wounds on the Silver Helms and destroyed them.



On my left the 4 'Oak' dryads charged the Sea Guard. They did several wounds for no loss, and remained locked in combat. You can also see my fluorescent wardancers advancing. Yes, they really were depicted like that in 4th Edition, dyed hair and all! If you look really carefully, you can just see my Treeman's leg behind the central tree.

On Derek's third turn he shot as much as he could, and tried to charge the Sword Masters in to help the rapidly shrinking Sea Guard. However, there was not enough room. The shooting was ineffective, partly because I had successfully cast "Ariel's Blessing" on the main target dryad unit.

On my turn 4 I charged my 'Silver Birch' dryads at the Shadow Warriors, who fled with the mage and never rallied. My other dryads charged the RBT, whose crew fled.



In combat, the 'Oak' dryads lost combat, and out-fled the pursuing Sea Guard, who contacted the supporting wardancers.

In my turn 5, the wardancers won the next round of combat, and ran down the Sea Guard, but went into the ranked up Swordmasters! My other units repositioned for last-turn charges.



I apologise for the poor quality of this picture, but it does show the general position at the end of my 5th turn.



Sorry, another poor picture I'm afraid. In Derek's turn, the Swordmasters broke the wardancers, (closest to the camera) and pursued but not far enough to either run down the fleeing wardancers or to contact the supporting wardancers.

On my 6th turn I charged the Swordmasters with the wardancers and dryads, and everyone else charged the archers and RBT crew, who all fled out of distance. The Swordmasters were all killed, but the General survived, and out-fled both of my units.

On Derek's last turn his General, RBT crew and archers all rallied!



The High Elf general turns to confront the following pack!

Final Total was: Wood Elves 1,371 Points – High Elves 195 Points. Solid Victory to the Wood Elves!

SAD Wargamers WFB Campaign – 5th Battle vs James Funnell's Daemonic Legion

This battle was my 5th in the SAD Warhammer Fantasy Campaign. This battle was a 'Breakthrough' with James as the attacker.

Paul Nettle's Wood Elves:

Noble, General, Light Armour, Elf Steed, *Hail of Doom Arrow*, *Sword of Might*
Spellsinger, *Calaingor's Stave*, (*Tree-Singing*, *Fury of the Forest*)

8 Dryads ('Willow')
8 Dryads ('Oak')
10 Glade Guard, Musician
10 Glade Guard, Musician
8 Scouts
6 Glade Riders, Musician

9 Wardancers, Champion, Musician
3 Treetin

Treeman

James' Daemonic Legion

Exalted Daemon, Mark of Chaos Undivided; General; *Soul Hunger*, *Diabolic Splendour*

16 Bloodletters, Full Command
16 Bloodletters, Full Command
16 Bloodletters, Full Command
5 Flesh Hounds of Khorne

3 Bloodcrushers

5 Chaos Furies

Pre-Battle Stuff

Well, James wrong footed me with his army selection. I spent ages working out how to destroy that terrible, twin-Juggernaut chariot of his – and then he didn't bring it. Breakthrough was a tough one for either of us, but at least with James as the attacker I would have to fight him, otherwise I would just have baited him out of the way whilst a third of my units ran for James' deployment zone. James was short of figures – if you look closely, some of the back ranks of Bloodletters are old-style Dryads!



This shows James and his deployment. The three units of Bloodletters form a solid centre, with a screen of Furies and the Exalted Daemon in support. The Flesh Hounds and Bloodcrushers guard the wings.



This is my left wing. The dark blobs on the right are my shamefully unpainted Glade Riders. Lots of shooting but no real combat units. And...



... this is my right wing. Both characters and the Treeman are hiding in the woods. My half-painted Treekin and the fluorescent Wardancers provide the strike force on this wing.

Turn 1

James went first and made a general advance.

In my turn I moved towards the flanks a bit, and shot, killing a few Bloodletters and 2 Furies.

Turn 2

James' Exalted Daemon general charged my Oak Dryads, but was half an inch short. His Bloodcrushers and Furies charged my Wardancers, one in the front and the other in their rear. In combat the Bloodcrushers fluffed most of their attacks, killing only 2 Wardancers, and the Furies killed another one. In response, 3 Wardancers attacked the Furies (for combat resolution) and the other 3 attacked the Bloodcrushers. The Wardancers only killed one Fury, but rolled two glorious sixes against the Bloodcrushers, and killed two of them with Killing Blow! I won combat, and all my enemies crumpled with their Instability tests! I was really expecting to lose the Wardancers, but taking out both the Bloodcrushers and the Furies was a result beyond my dreams.

At the start of my second turn, my Glade Riders fled from the Exalted Daemon's terror, and the Oak Dryads moved away out of the Daemon's charge arc. My General moved up to the edge of the woods and shot his Hail of Doom arrow at the Exalted Daemon. After armour and ward saves, the Daemon took 2 wounds.

Turn 3



This is part way through James' Turn 3. My Glade Guard have fled from the charge of the Flesh Hounds, and James is about to move his General to the table edge to have the best charge arc against my forces next turn. Note how small the left-most Bloodletter unit has grown – two turns of shooting and Strangle-Root attacks (from my Treeman hiding in the wood) have taken them down to just five models. In my next turn, they were wiped out.



Over on this flank the other Glade Guard unit has fled from a unit of Bloodletters, whose failed charge lets my Treekin line up facing their flank. The Wardancers are moving to take on the central Bloodletter unit on the hill.

In my turn 3 all my fleeing units rallied. With only one wound left on the Exalted Daemon I had to try it, and the Oak Dryads charged the Daemon.



The Oak Dryads go for it. They did one wound, but – as James and I held our breath - James rolled the '4' he needed to pass the ward save. The Daemon did four wounds to the Dryads, they broke and the Daemon ran them down.



On the other flank my Treekin charged the Bloodletters. It was 50/50 whether it was a flank or front charge, so after much indecisive measuring we diced for it and I lost. The Treekin lost combat and were run down (hence not being in this picture), leaving the newly rallied Glade Guard staring at certain doom in James' fourth turn!



Also on my turn 3 – this is what happens when you don't use magnetic bases! My Wardancers line up for a flank or rear charge against the central unit of Bloodcrushers.

In James 4th turn the Exalted Daemon and the Flesh Hounds charged the other Glade Guard unit, and they were too close to flee, so they were successfully charged and broken and run down, and the Daemon over-ran into the Willow Dryads. The Glade Guard were charged by the Bloodletters, and they fled off the table. The central Bloodletter unit ignored the Wardancers, and moved towards my deployment zone.

In my 4th Turn the Wardancers charged the rear of the central Bloodletters, and this combat lasted unit the end of the game, with my Wardancers winning every round but the Bloodletters did really well with their Instability tests. The Exalted Daemon killed 3 Dryads, but they held.

In James 5th Turn his remaining Flesh Hound (the others had been shot by the Glade Riders) charged the Willow Dryads as well. The Exalted Daemon killed 2 Dryads – and they held again!

In my 5th Turn my Treeman charged the Exalted Daemon...



My Treeman gets medieval on the Exalted Daemon – killing him, but only just! The Flesh Hound crumpled with Instability. This was only possible because the ‘Willow’ Dryads held out for two losing combats.

Now, James had only one unit in my deployment zone (which is all that counts in breakthrough) and I needed to get rid of it...



My General lines up 7½ inches from the Bloodletters...



End Game. On James' 6th Turn the Bloodletters charged the General who stood and took one for Elf kind. The Bloodletters over-ran into the woods, and out of my deployment zone. Note my 5 surviving wardancers attacking the rear of the last 5 Bloodletters. Ignore the scattered figures in the background – they are dead Bloodletters (or old-style Dryads pretending to be dead Bloodletters).

At this point, James surrendered, so I never got to use my Mage's Calaingor's Stave, or show James that Treesinging can be used for things other than just moving woods around.

At the end James did not have any units in my deployment zone, let alone a third of his army. Win to the Wood Elves!

By the way, you may have noticed that there is no mention of my Scouts? That's because I forgot to deploy them! James did generously agree that I could bring them on from the back of my table edge on turn 3 (when I remembered) – and I forgot to do that as well!

SAD Wargamers WFB Campaign – 6th Battle vs Glenn's Dark Elves

This battle was my 6th in the SAD Warhammer Fantasy Campaign. This battle was a 'Flank Attack' with me as the flanker.

Paul Nettle's Wood Elves:

Spellsinger, General, *Hail of Doom Arrow*, (*Tree-Singing*, *Call of the Hunt*)

Spellsinger, *Deepwood Sphere*, *Dispel Scroll* (*Tree-Singing*, *Call of the Hunt*)

8 Dryads ('Willow')

8 Dryads ('Oak') – Part of Flank Attack

8 Dryads ('Silver Birch')

10 Glade Guard, Musician

10 Glade Guard, Musician

5 Glade Riders – Part of the Flank Attack.

7 Wardancers, Champion, Musician

7 Wardancers, Champion, Musician

Treeman

Glenn's Dark Elfs

Sorceress, Level 2, *Sword of Battle*, Cold One; General; *Chill Wind*, *Doombolt*

10 Warriors, RXB

10 Warriors, RXB

16 Witchelves, Full Command

16 Witchelves, Full Command

7 Harpies

8 Cold One Knights, Champion

2 Reaper Bolt Throwers

Pre-Battle Stuff

Well, this is a short report, because it was a short battle. Glenn had travelled down to Swindon from Liverpool this day, and through no fault of his own was 3 hours later back than he planned. Therefore, we didn't start until 9pm, and had to finish at 10.30pm, so we only got 4 turns in of 6.



This is Glenn's deployment. Harpies, 2 units of Repeater Crossbow Warriors, 16 Witchelves, 2 RBT and 16 Witchelves, with Cold One Knights (COK) behind.



This is my deployment. Glade Guard, Wardancers in the wood with Treeman and 'Willow' Dryads behind. To the right of the woods, more Glade Guard, the 'Willow' Dryads, and more Wardancers. Note how all the terrain has scattered into the middle of the table.

Glenn won first turn, and started to shoot me to bits. This was a common theme, and happened every turn, so I kept most of my units out of sight.



This is Glenn's turn 2. He is about to cast a spell – however, magic was very ineffective, so I'll ignore it. In my turn 2, I Spell-sung the wood right up to the edge of the Cold One Knights, and got a "Call of the Hunt" off – on two dice! The Wardancers charged the COK, and did 4 'killing-blow' wounds; however, the COK Champion killed a Wardancer, and the Cold Ones themselves killed two more! The Wardancers lost by one (ranks and outnumber), broke and were run down. This brought the Cold One Knights into the wood as part of their pursuit move.



And in Glenn's turn 4, the frenzied Witchelves had to charge in too. The Treeman lost one wound (off the Sorceress!) and did 3 wounds back, losing by one (standard, outnumber – and musician!). The Treman rolled his stubborn break test, and although this picture doesn't show it, both the COK and the Witchelves lapped around, getting even more models into the wood...

The General (the Spellsinger nearest the camera) is fleeing from the Wardancers being destroyed. However, note the small brown figure in the bottom left corner of the wood. She is the second Spellsinger, and has the Deepwood Sphere...



...and in my 4th Magic turn, the Deepwood Sphere did 10 casualties on the Witchelves, and killed 3 Cold One Knights, including the unit champion. The Treeman killed two Witchelves in combat, and took another wound (from the Sorceress again!), but drew the combat due to standard and flank attack (although the Treeman now had outnumbering).

This is where we finished on this flank. Another turn or two and I might have had the General and the last Witch elf and the last COK for loads of victory points.



This is the other flank on Glenn's Turn 4. The harpies have just over-run into the Glade Riders, who pass their fear test and end up winning combat (the harpies just had bad dice rolling). The Glade Riders then over-ran into...



...the second unit of Witchelves, winning combat by one (having eliminated the Witchelves' ranks). Now, if the Witchelves failed this break test, I would probably destroy the unit and over-run into the Bolt Throwers.

But Glenn passed the test, and that was that. Time to pack up.

At the end, I had taken out the Harpies, taken a unit of Witch Elves down to below half (well, actually to a single model), taken a unit of Cold One Knights down to below half (well, actually to a single model), and I had a table quarter. Glenn had killed one unit of Wardancers and taken one of my Glade Guard to below half. I got 448 points and Glenn got 210 points. It was a Draw.



As I had a bit of time before Glenn arrived, I took another couple of photos. In the foreground, Andy (top of picture) is about to run his Ogres through Derek's High Elves like a hot knife through butter. On the table next to them, Simon's 'Ghost Orcs' (Simon obviously likes white undercoating) is about to be stuffed by James' Daemonic Legion.



This is a general picture of the gaming hall on a typical Wednesday. There are four games of Warhammer Fantasy Battle, one game of Warhammer Ancient Battle, one of "Out of Africa", two of Battletech (?), Mechwarrior (?), one of 15mm DBM, one of 40K, and a game of Bloodbowl. There is usually a bit more 40K, but then this is the Fantasy Campaigning season...

Battle Report – Wood Elves vs Orcs and Goblins

Paul Nettle's Wood Elves:

Spellsinger, General, *Hail of Doom Arrow*, (*Tree-Singing*, *Ariel's Blessing*)
Spellsinger, *Deepwood Sphere*, *Dispel Scroll* (*Tree-Singing*, *Fury of the Forest*)

8 Dryads ('Willow') – The Flank Attack
8 Dryads ('Oak')
8 Dryads ('Silver Birch')
10 Glade Guard, Musician
10 Glade Guard, Musician
5 Scouts, Musician

12 Wardancers, Musician
3 Treekin

Treeman

Simons Orcs and Goblins

Savage Orc Big Boss
Savage Orc shaman *Ditto's Double Doin Doo-Dahs*

19 Savage Orcs, Full Command (General went here)
18 Savage Orcs, Full Command
18 Savage orcs, Full Command
10 Savage Orcs with bows
20 Night Goblins, Full Command, 3 Fanatics
20 Night Goblins, Full Command, 3 Fanatics
5 Goblin Woldboyz with bows
5 Goblin Woldboyz with bows
6 Orc Boar Boyz
Goblin Doom Diver

Although this is my 8th battle in this campaign, and one in three battles should be a Pitched Battle, I haven't had even one Pitched Battle. This was a Flank Attack, with me as the Flanker.



This was Simon's deployment.



This was my deployment. See the Scouts anywhere? No? Well, for the second game running I forgot to deploy them. At the end of my first turn Simon kindly allowed me to place them in the wood with the Mages and Wardancers.



On the left, my Glade Guard shot at the Wolfboyz, panicking them off the table. The Orcs advance is disrupted by animosity. Note the shields on the back of the 3rd Edition Glade Guard!



The “Silver Birch” Dryads move to flank the orcs, but set off 3 fanatics. One went through the Treekin, causing a wound. Just after this photo was taken, the Treekin charged the Savage Orcs, 2 of them attacking the enemy general and 1 attacking the unit. After several fluffed attacks, the Treekin broke, and the Savage Orc pursuit brought them into contact with the Glade Guard.



However, before combat could happen, 2 fanatics went through the Savage Orcs and 1 also went through the Glade Guard. At the point the picture was taken, combat was about to start. The Glade Guard predictably lost this fight, and were run down. The “Silver Birch” dryads charged the Night Goblins frontally, and beat them after 3 rounds of combat and destroyed them. Look carefully at the right hand edge of the photo, just above the wood. See the small bit of base? This is 18 Savage Orcs, who marched 3 wide up to the “Silver Birch” Dryads, had to charge them 3 wide (due to frenzy), and on turn 6 the Dryads beat them, and the Savage Orcs broke and were run down.



So this was the left flank after turn 6. The “Silver Birch” Dryads face the last Night Goblin unit. Although not shown, the “Silver Birch” Dryads have 2 captured standards.



Back to the early part of the game and this is the right flank. The “Oak” Dryads are about to run into the woods, which was then tree-sung into the path of the Savage Orc Boarboyz. However, the Boarboyz charge broke and ran down the “Oak” Dryads. The Glade Guard are about to annihilate another Wolfboyz unit. In the next turn the Spellsinger moved to the right of the Glade Guard looking for a “Hail of Doom” victim. In Simon’s turn he moved his Shaman to the left (my right) of his Savage Orcs, and I pointed out to Simon that he was a valid target, as the Savage Orcs were about to be charged by my Scouts. However, I regretted my kind advice as Simon simply moved him to where the shaman could see my Mage and shot off a magic missile first. As I reached for my dispel scroll I looked at dice and it was Irresistible Force. Exit Spell Singer! Also, the Treeman ran up to strangle-root the Savage Orcs but was out of range. The Savage Orcs charged, did no wounds, the Treeman did two back and lost to ranks and standard. He rolled 10 for his break test and 3 for his flee roll. Exit Treeman.

On my turn 3 the “Flank Force” arrived – the “Willow” Dryads, and on Turn 4 they charged the rear of the Savage Orc Boar Boyz, beat them and the Boar Boyz fled off the table.



A lot has happened before this photo. The Scouts in the wood charged the flank of the Savage Orc unit and the pursuit drew the Savage Orcs into the wood. The Savage Orc unit above the wood is about to charge off to the left to attack the "Silver Birch" Dryads. The Wardancers have been charged by the Savage Orc bowmen and the Savage Orc shaman. However, in aligning to the bowmen the Wardancers triggered another 3 fanatics, one of which went through wardancers killing 3. This meant that there were a lot fewer attacks, and both the shaman and the bowmen did enough to win combat. The Wardancers outran both units.



This is the end of Turn 6 on the right flank. The 2 surviving Wardancers have nipped around the flank of the Orc General's Savage Orc unit. This Savage Orc unit has been taken below half strength by its own Fanatics and one magic missile on Turn 6! The single figure in Brown is my second spell singer with the Deepwood Sphere. She was in the wood when the Savage Orc units went into the wood, but the Spellsinger fled from the wood due to panicking from the fleeing Wardancers. The right hand Glade Guard survived. The "Willow" Dryads, after killing the Boar Boyz, then wiped out the Orc shaman, then the Savage Orc bowmen and are moving towards the Doom Diver to contest the table quarter.

The final score was:

Wood Elves	1,214 points,
Orcs and Goblins	1,185 points.

Only 29 points difference, and huge casualties on each side. It was a Draw.

2000 Pt DE vs HE

This battle was played between Warren's High Elves and my Dark Elves. I have included some diagrams to try and show the movement phases, but I used MS Word for the diagrams which is probably not the best tool, and in particular the unit sizes, facings and relation to the terrain is not exact. Please bear in mind that this is the first time I have tried this!

My Druchii Army

Highborn, General, Cold One, Great Weapon, Sea Dragon Cloak, *Armour of Eternal Servitude*, *Mystic Shield of Light*.

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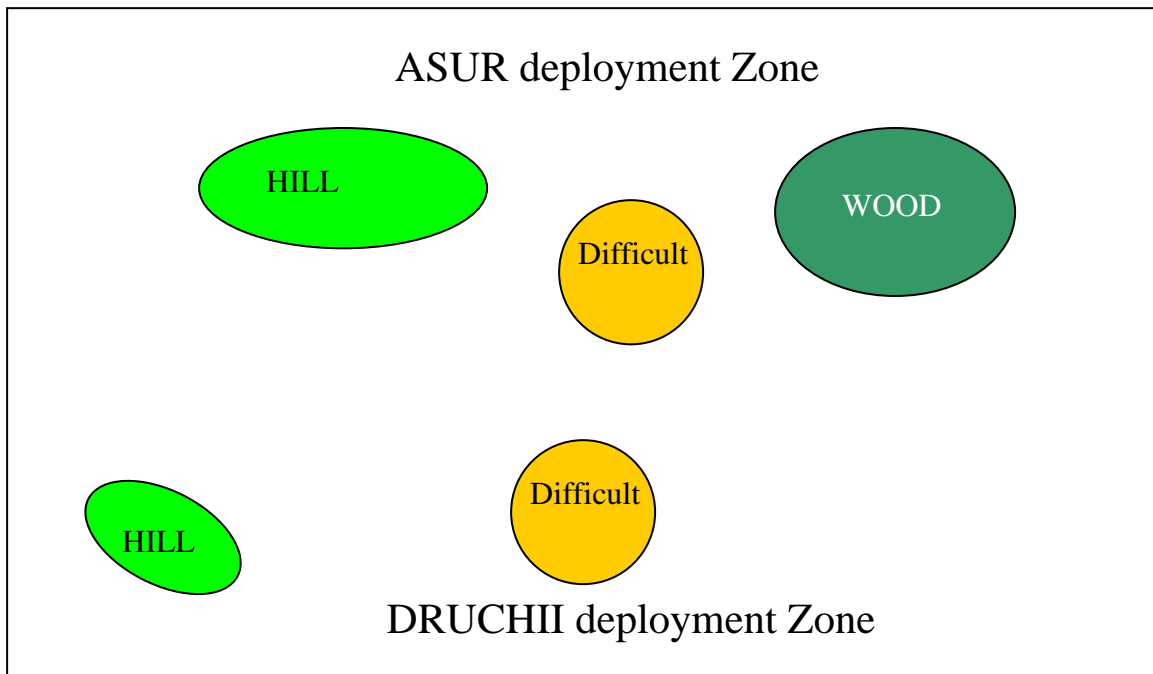
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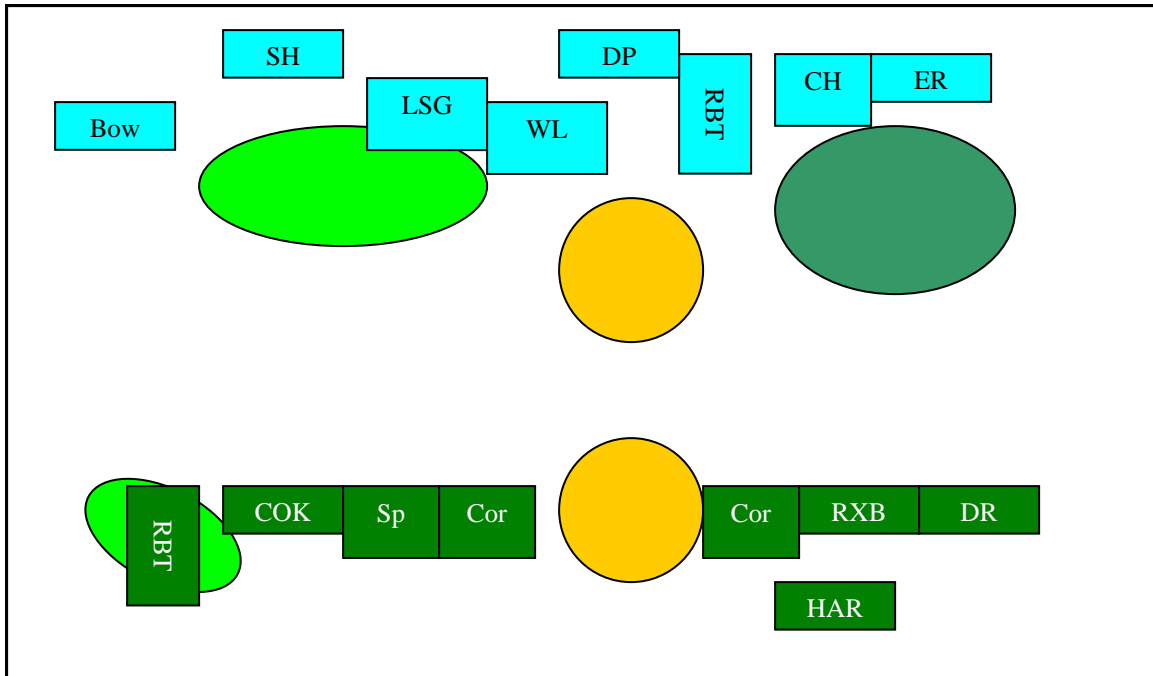
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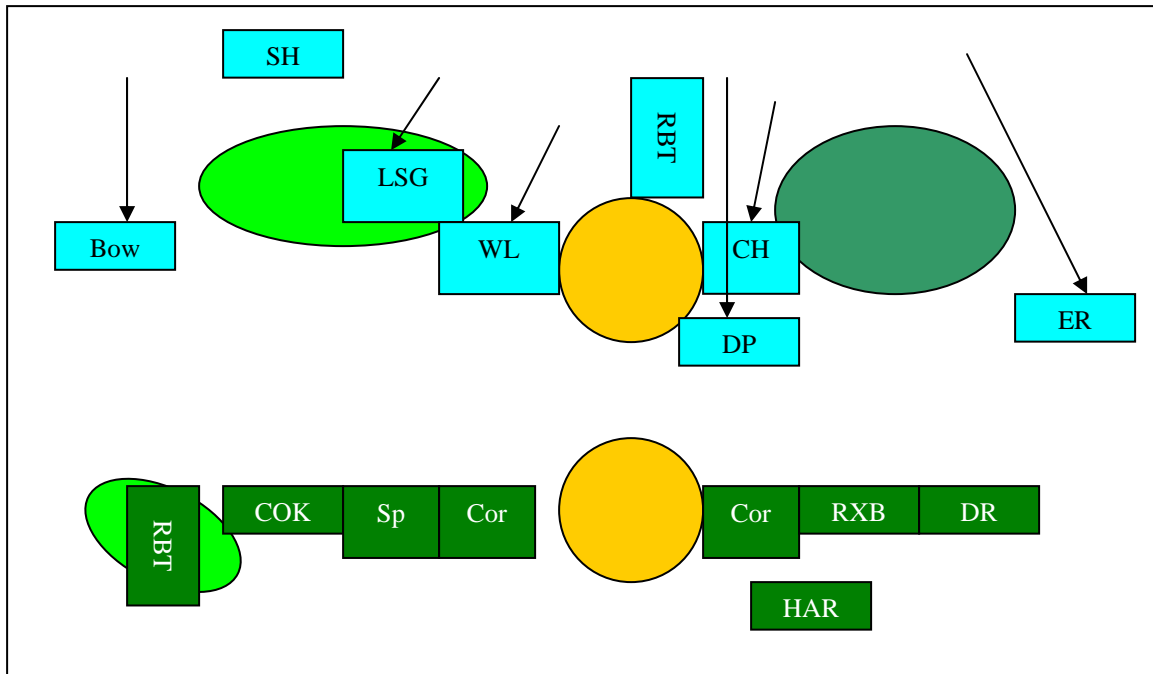


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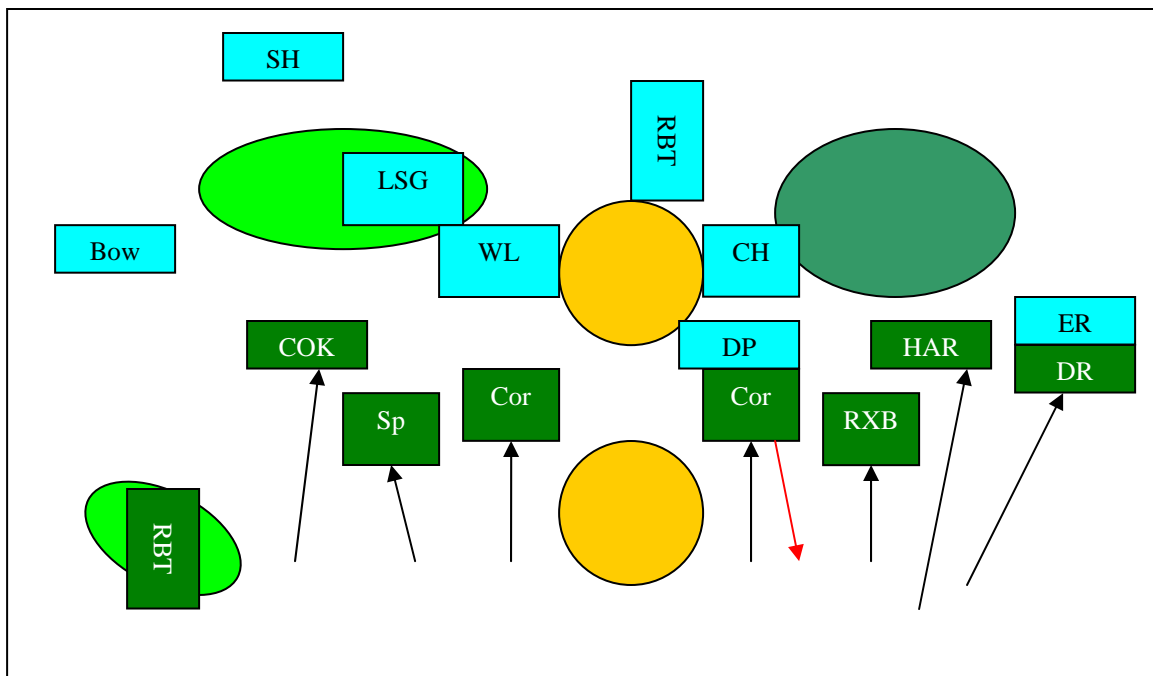
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HE Turn 1



Warren's forces moved forwards, except the Silver Helms who stayed in reserve.

Dark Elf Turn 1



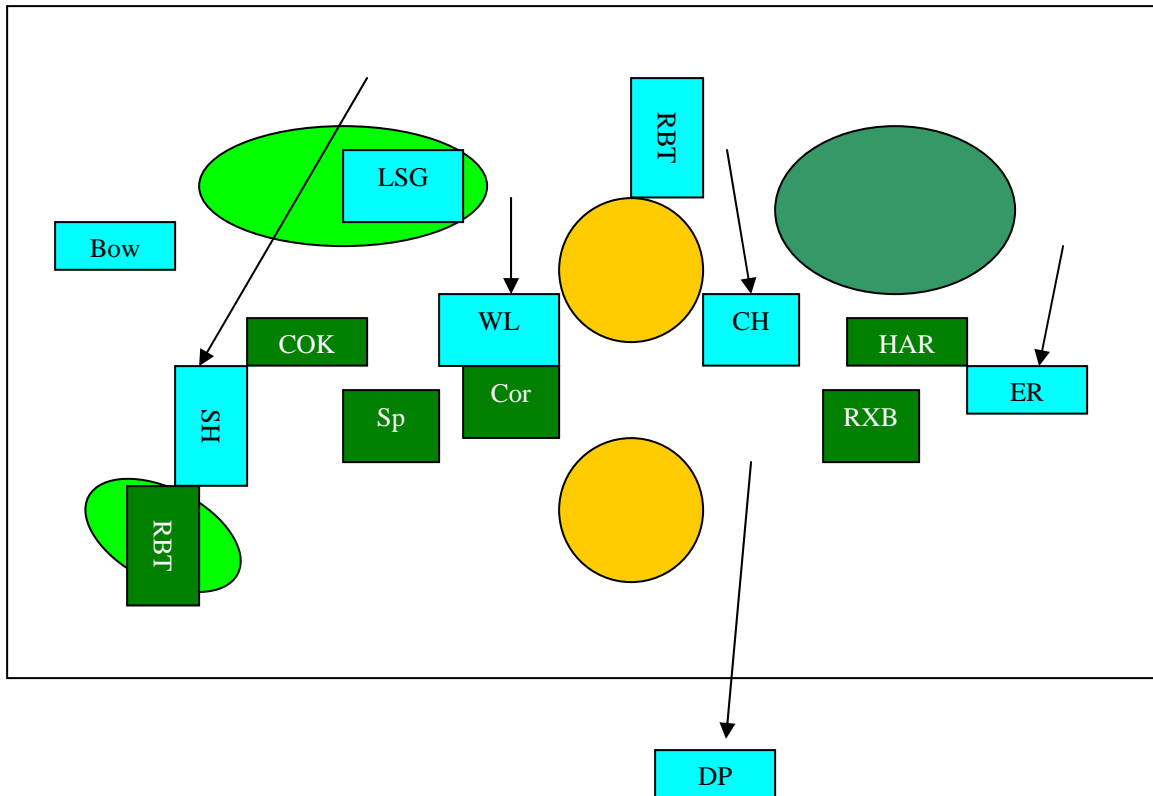
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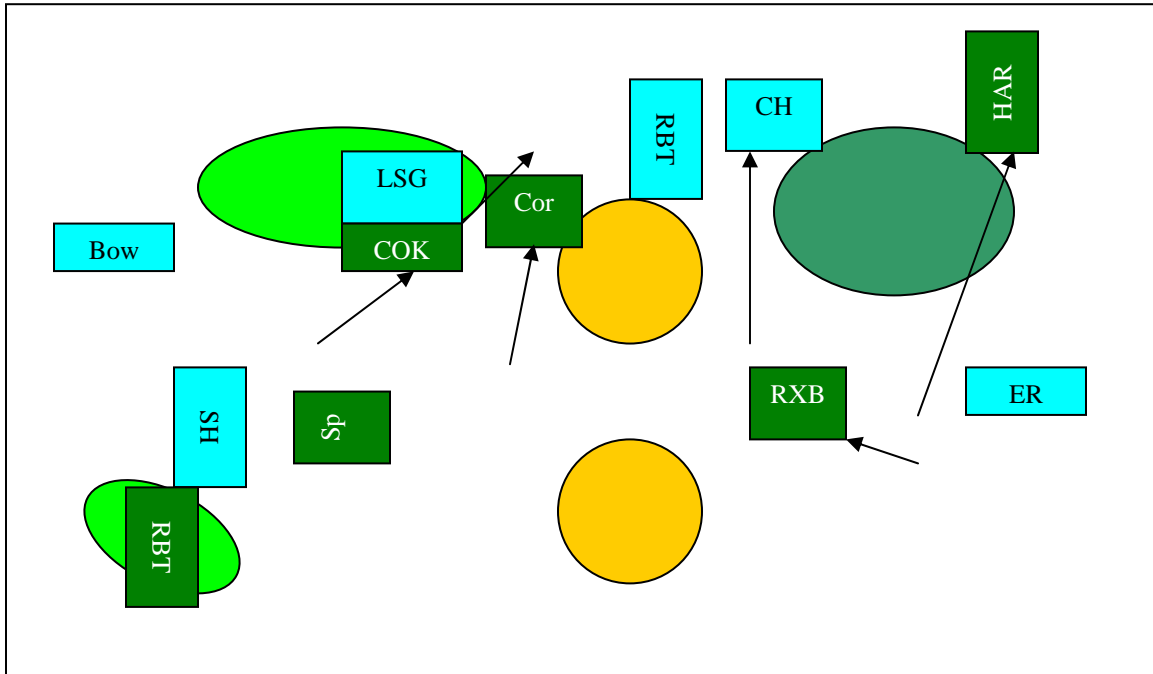
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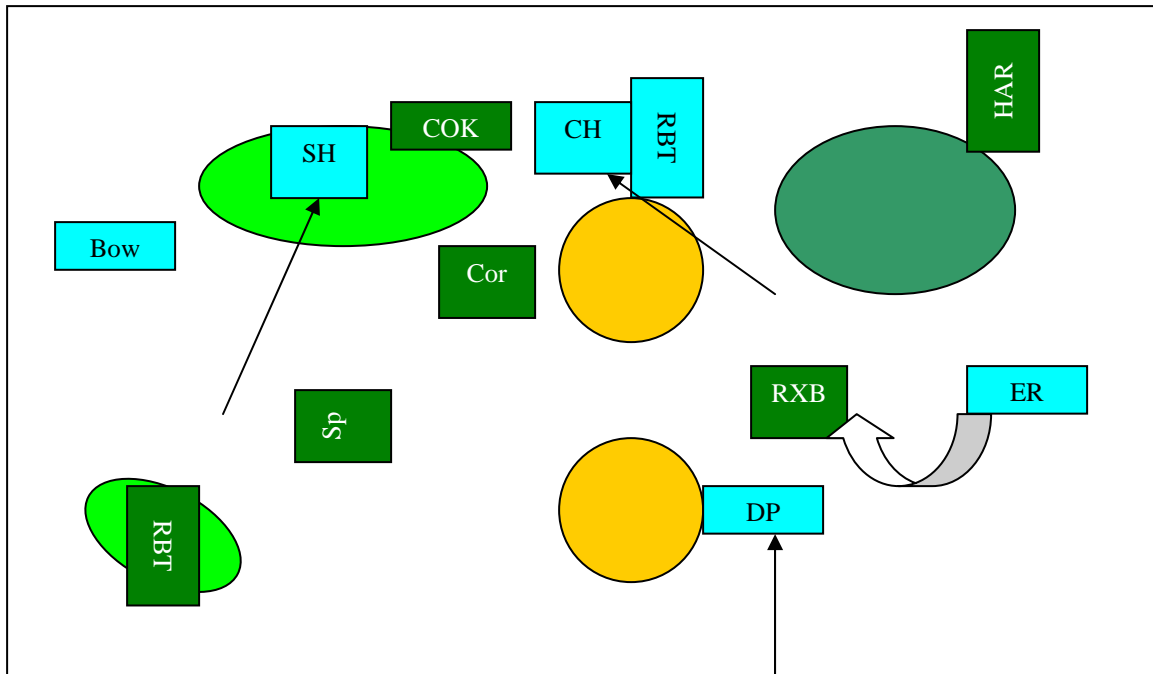


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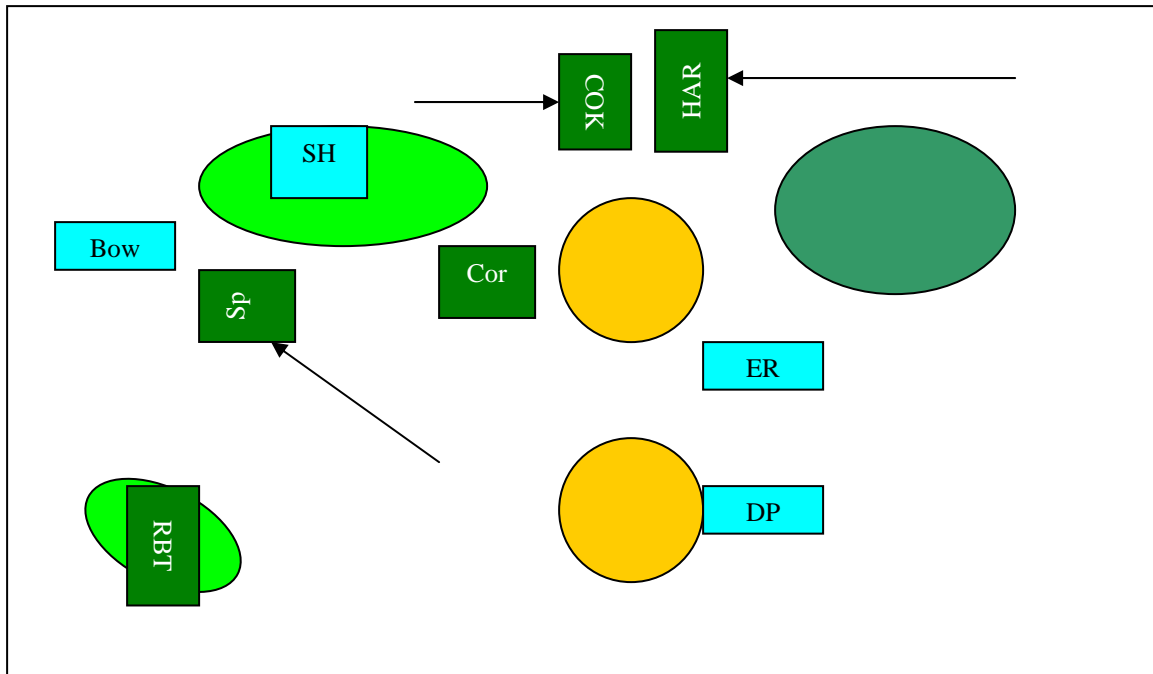
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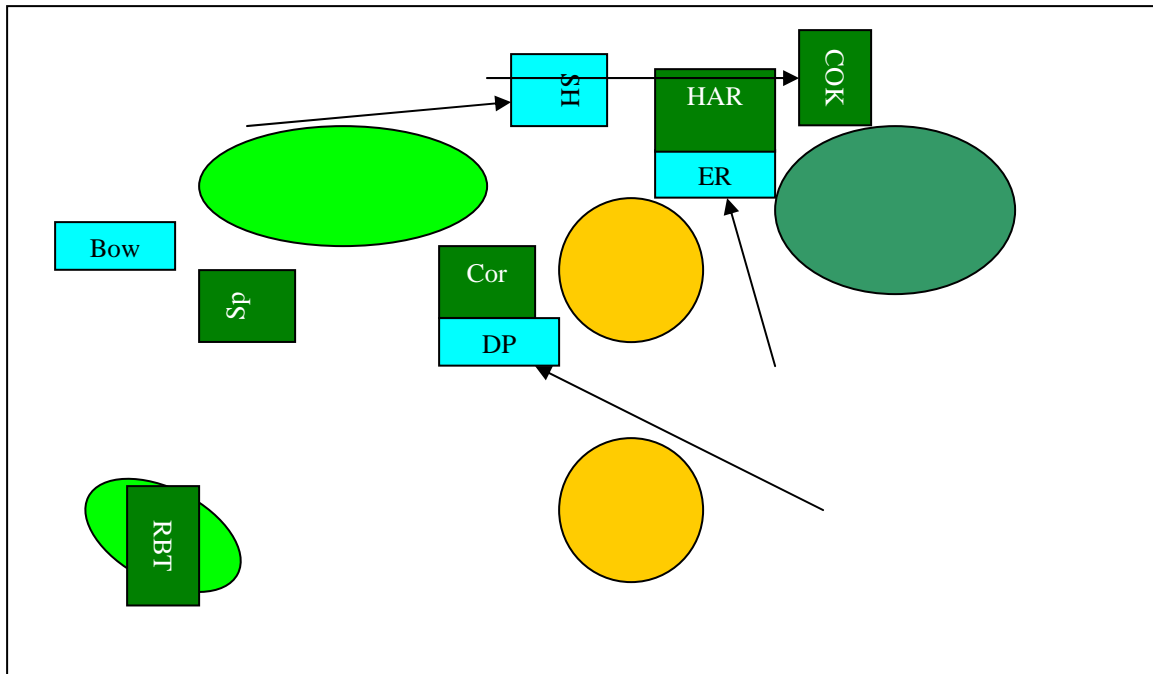
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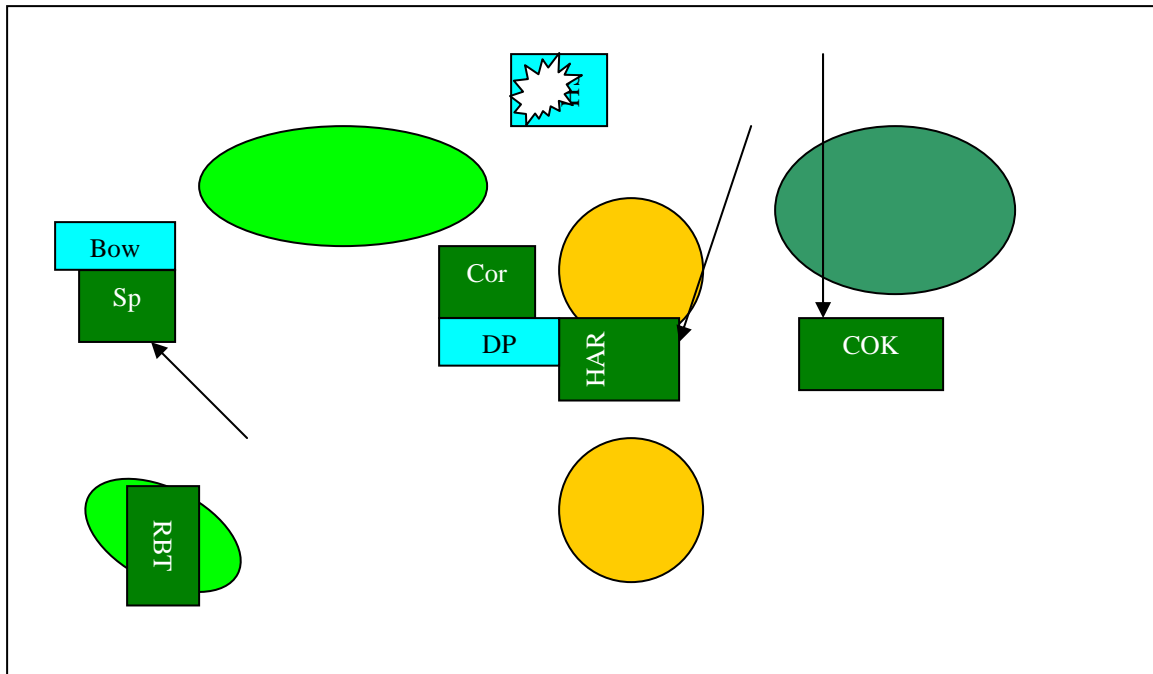
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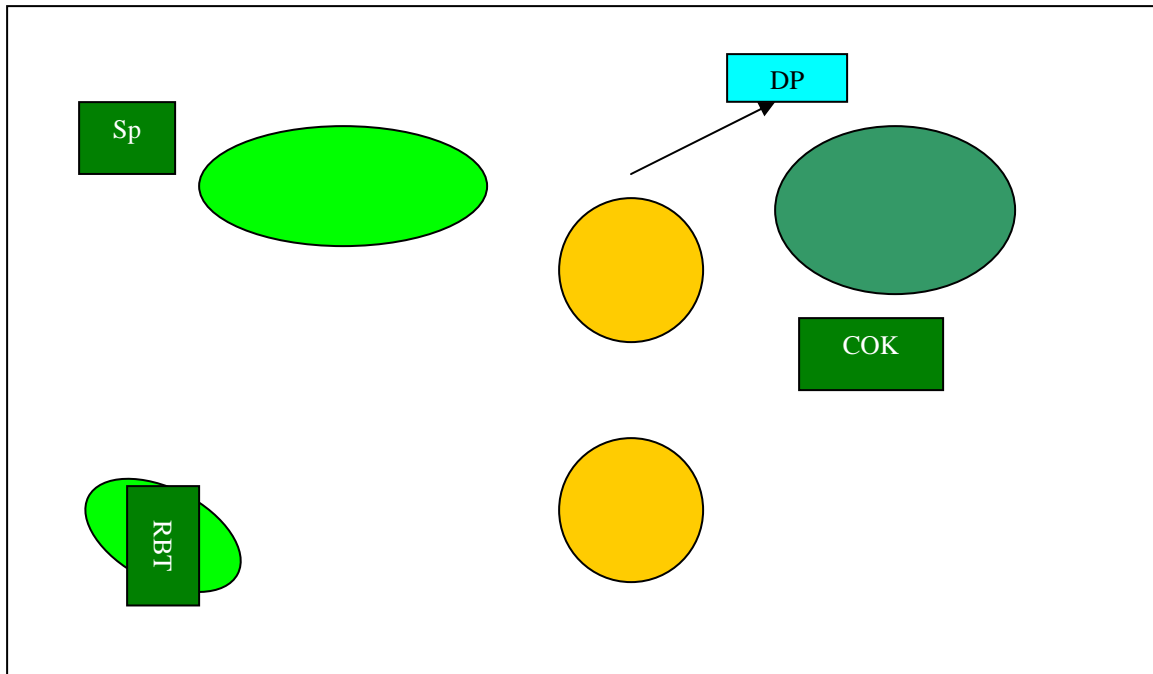
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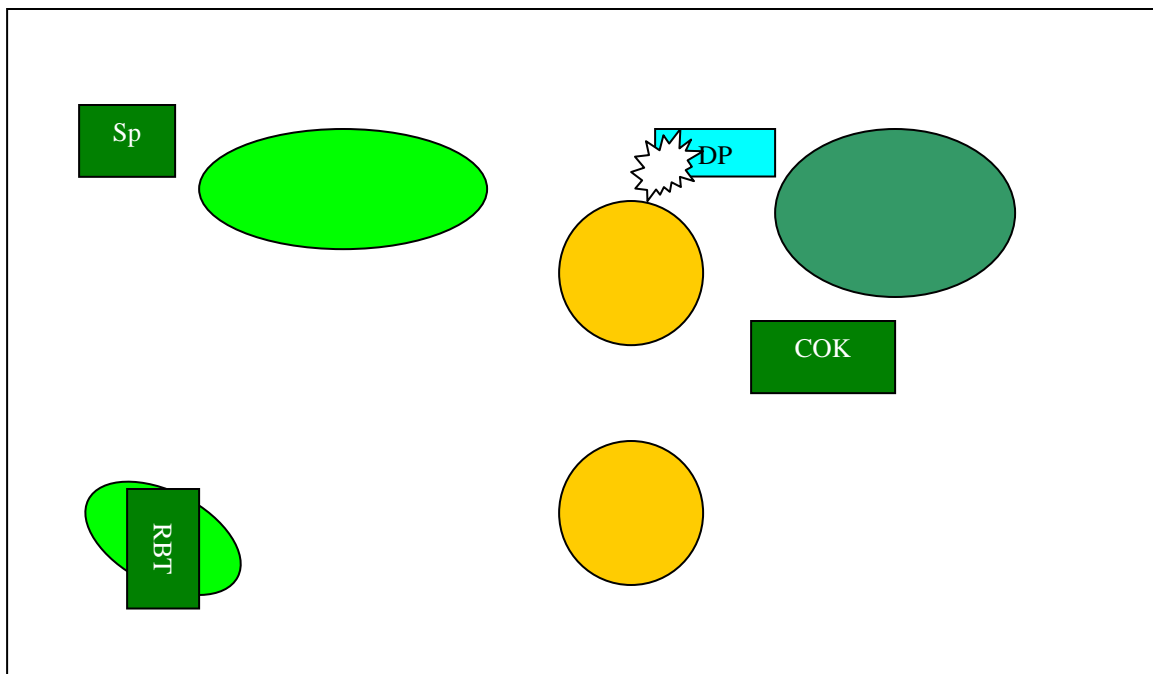
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High Elf Turn 5



The Dragon princes charged the fleeing Harpies, who fled off the table.

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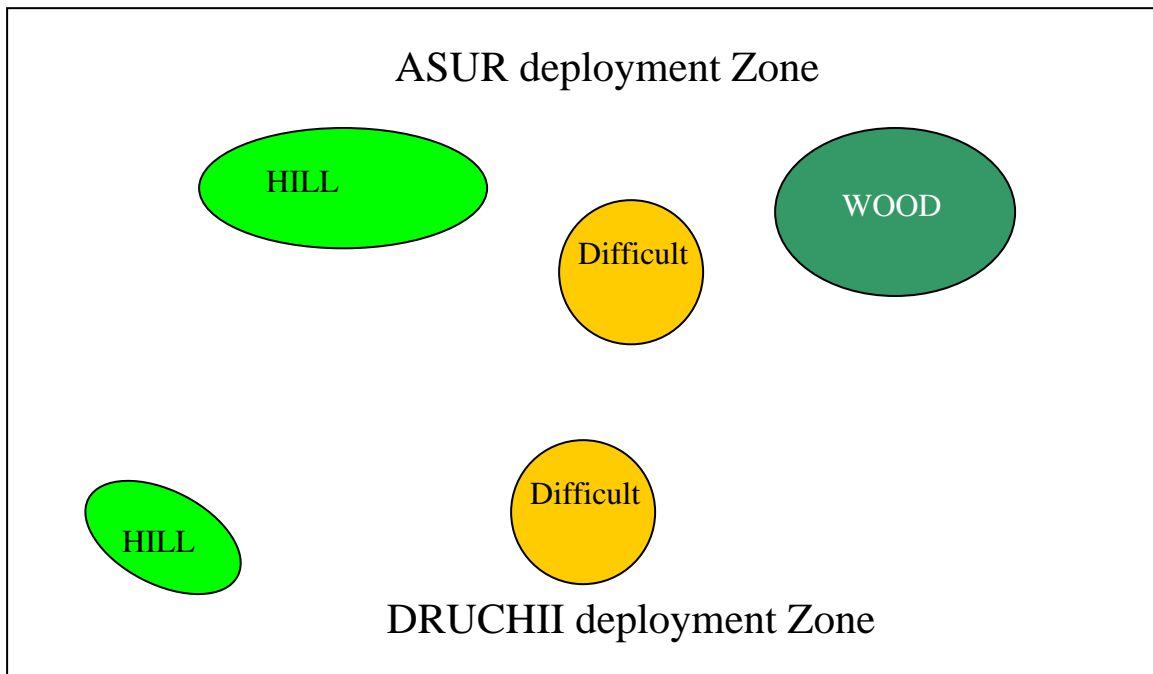
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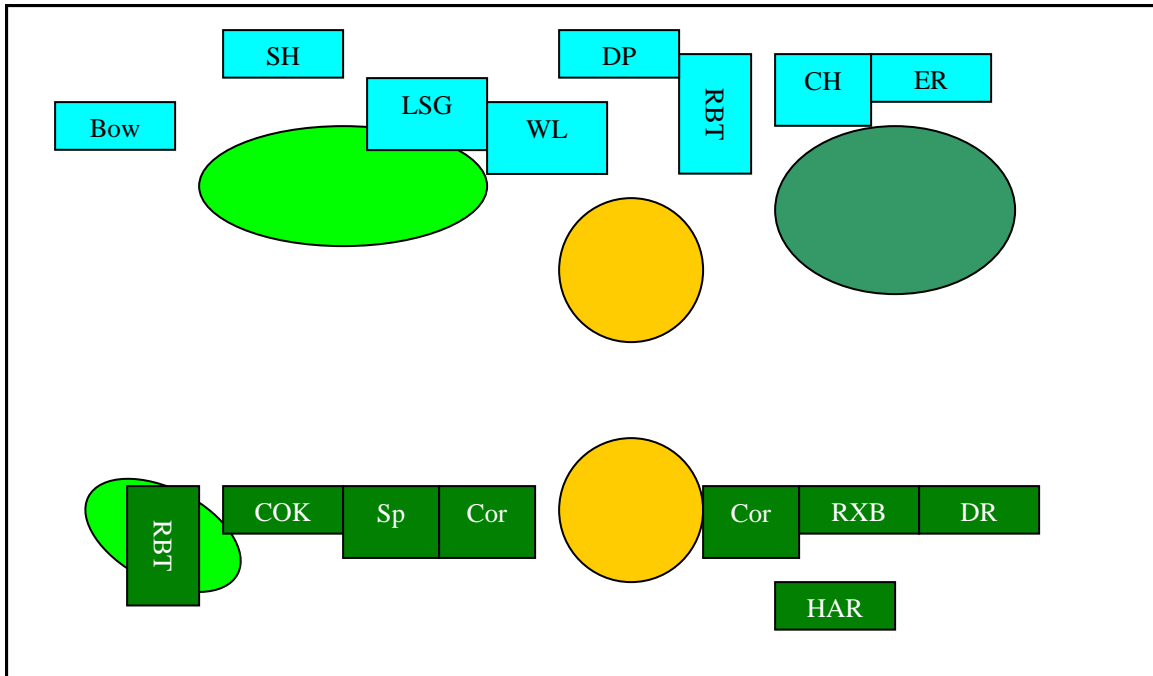
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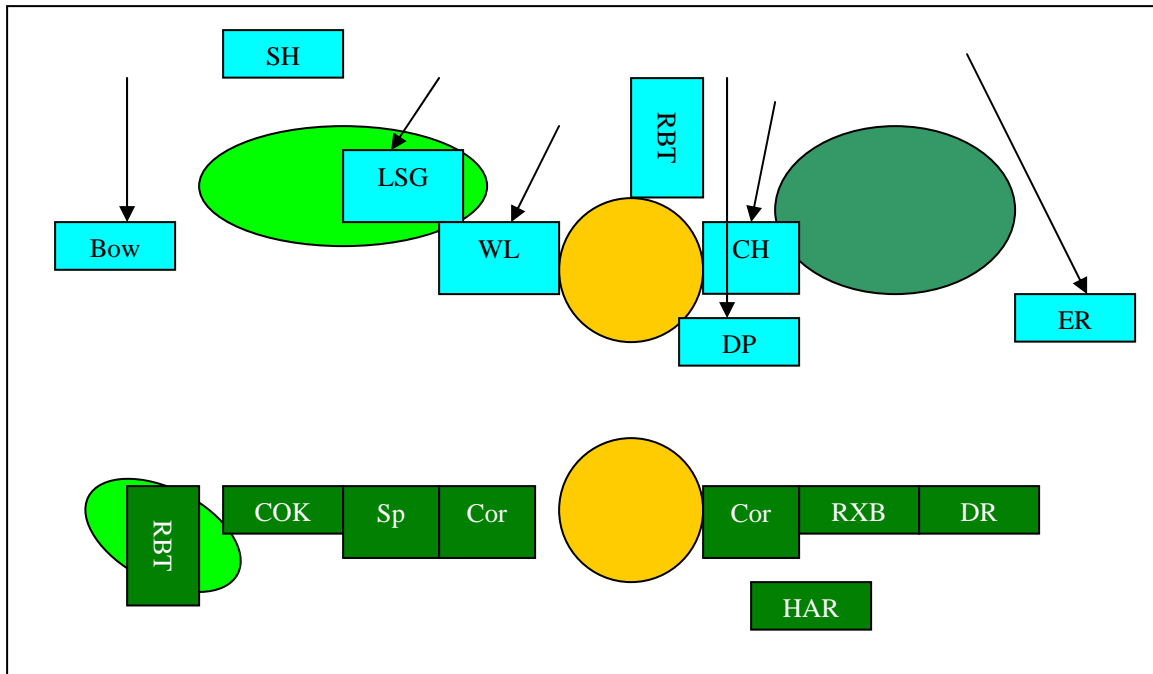


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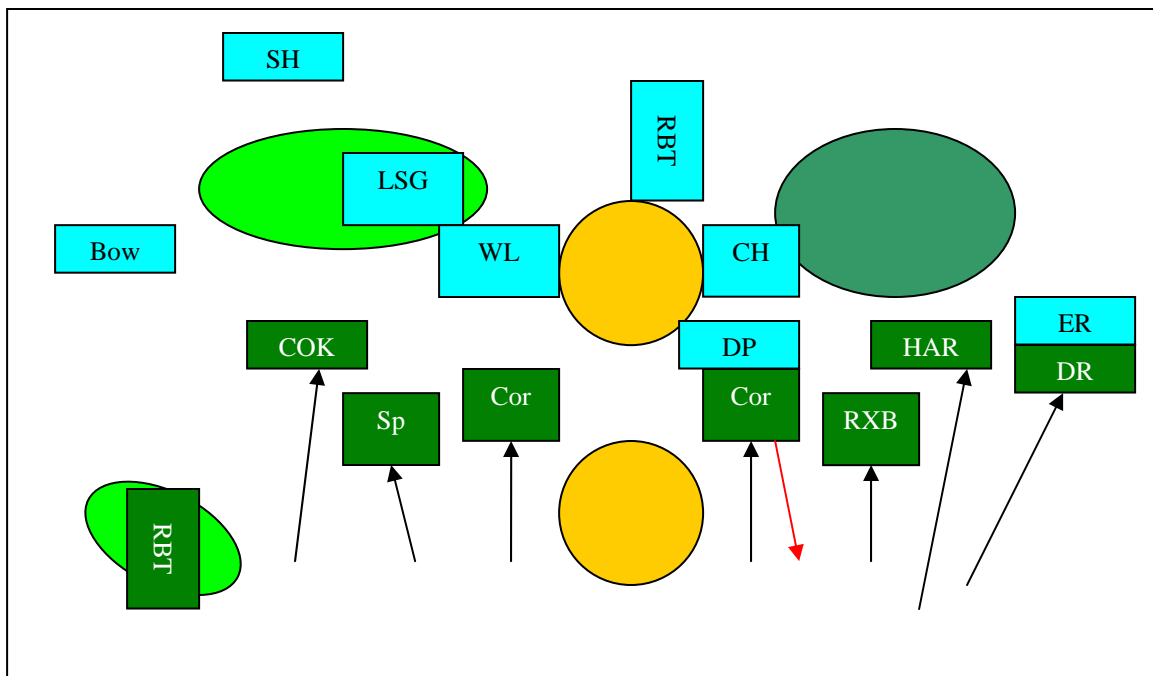
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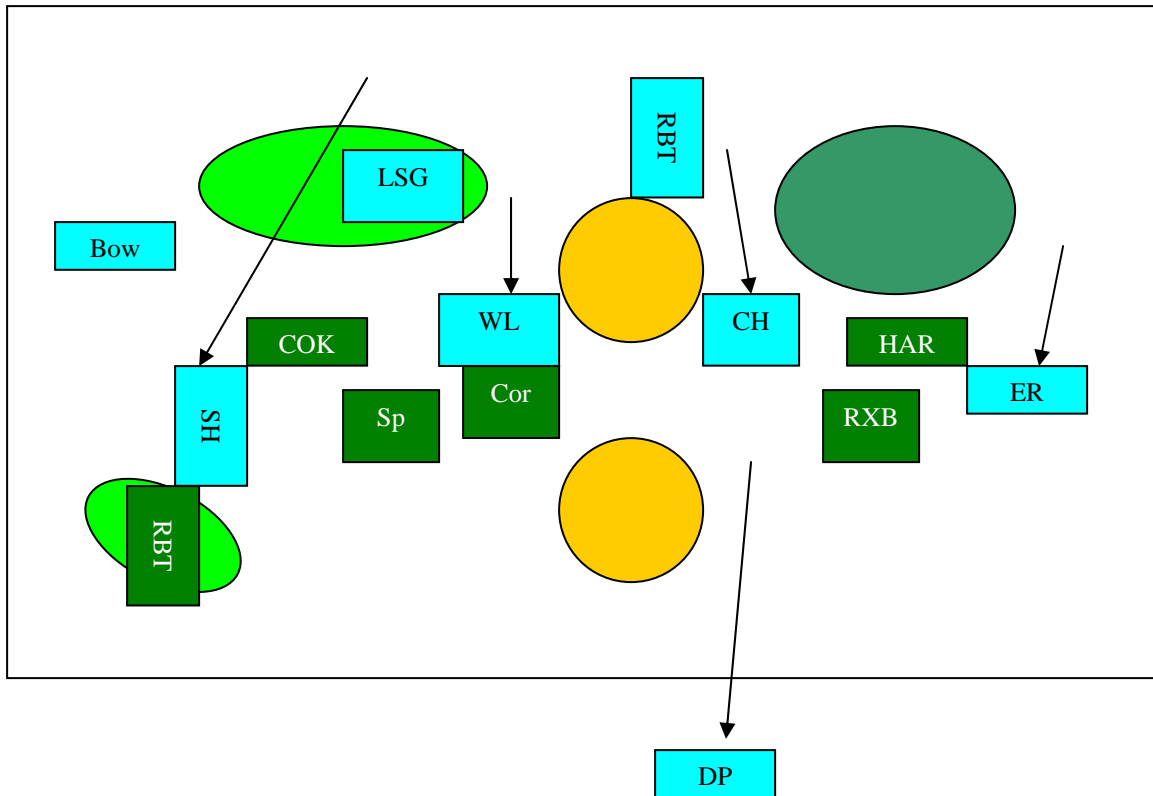
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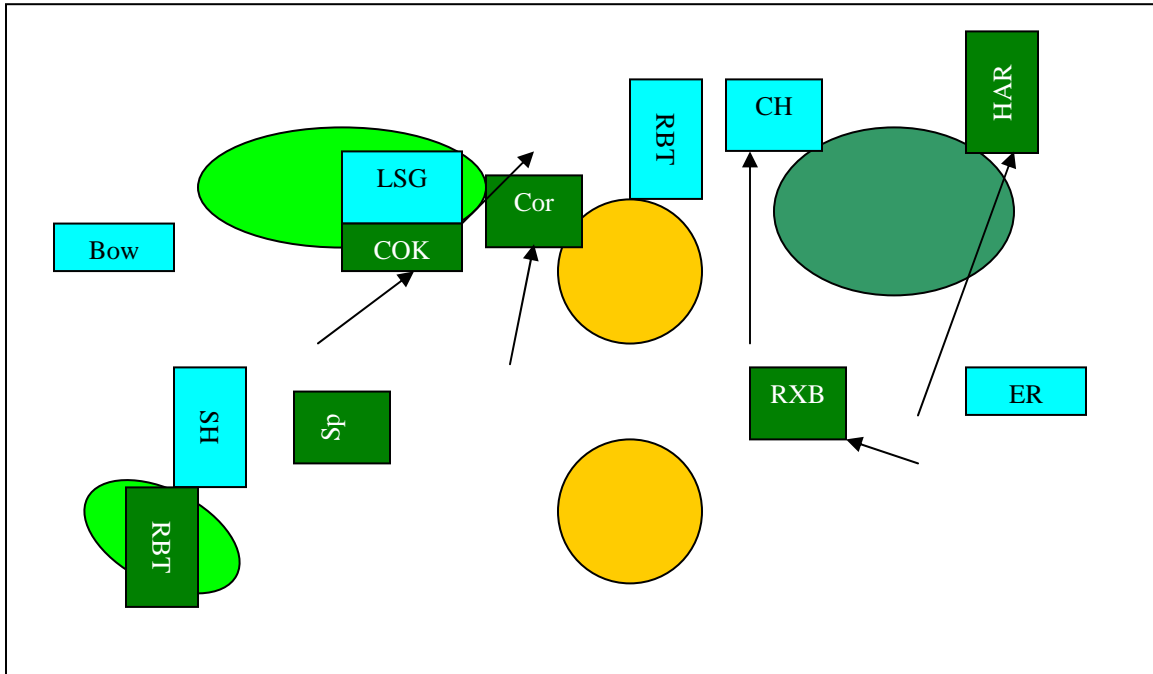
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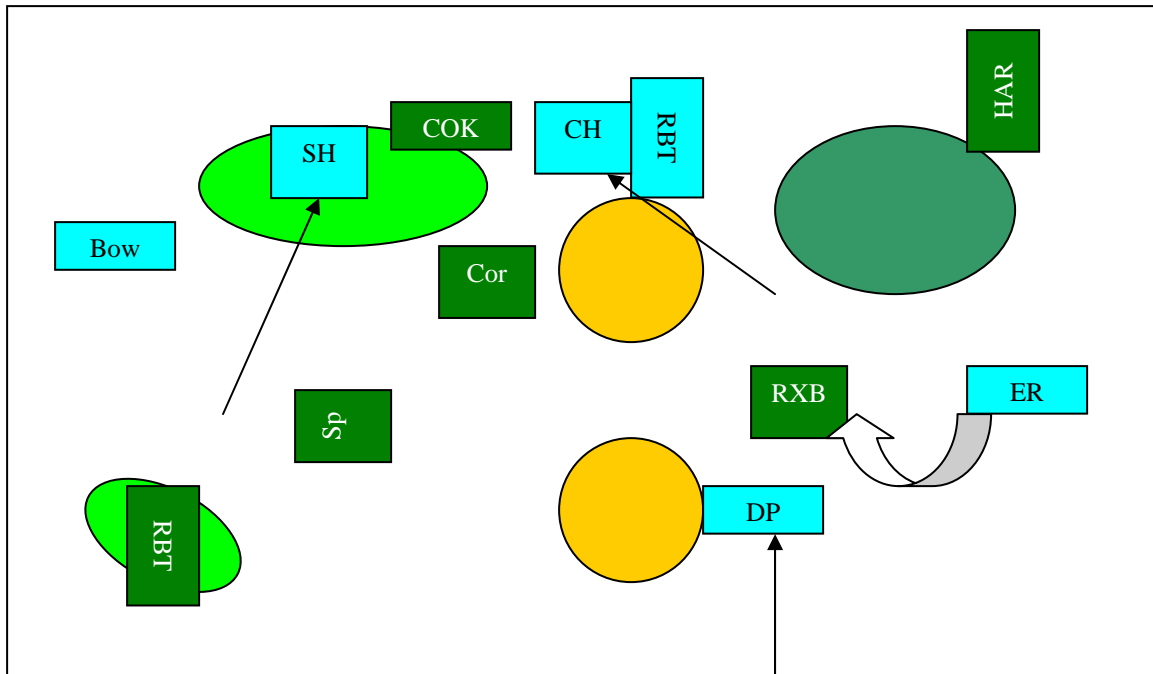


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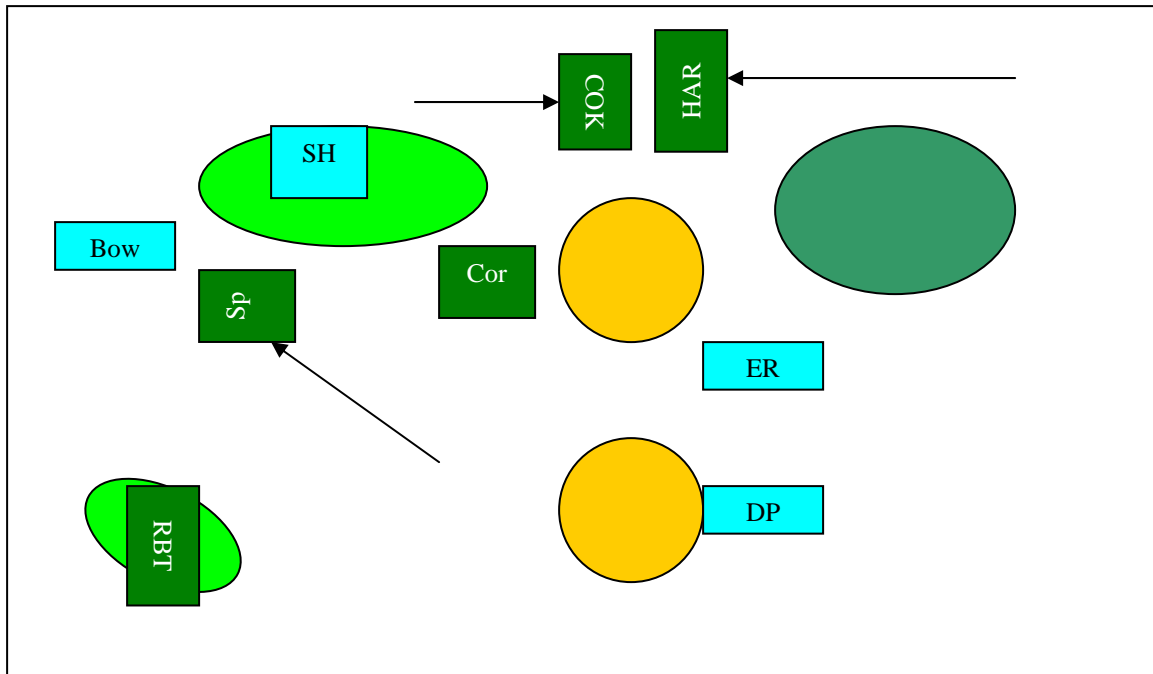
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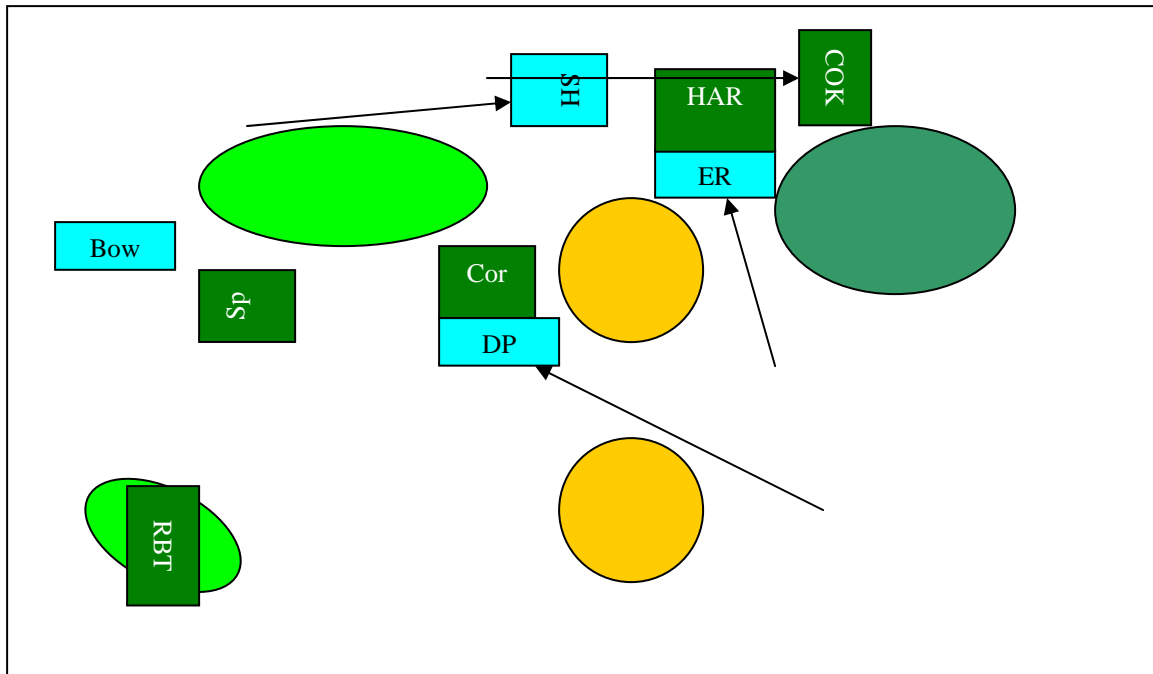
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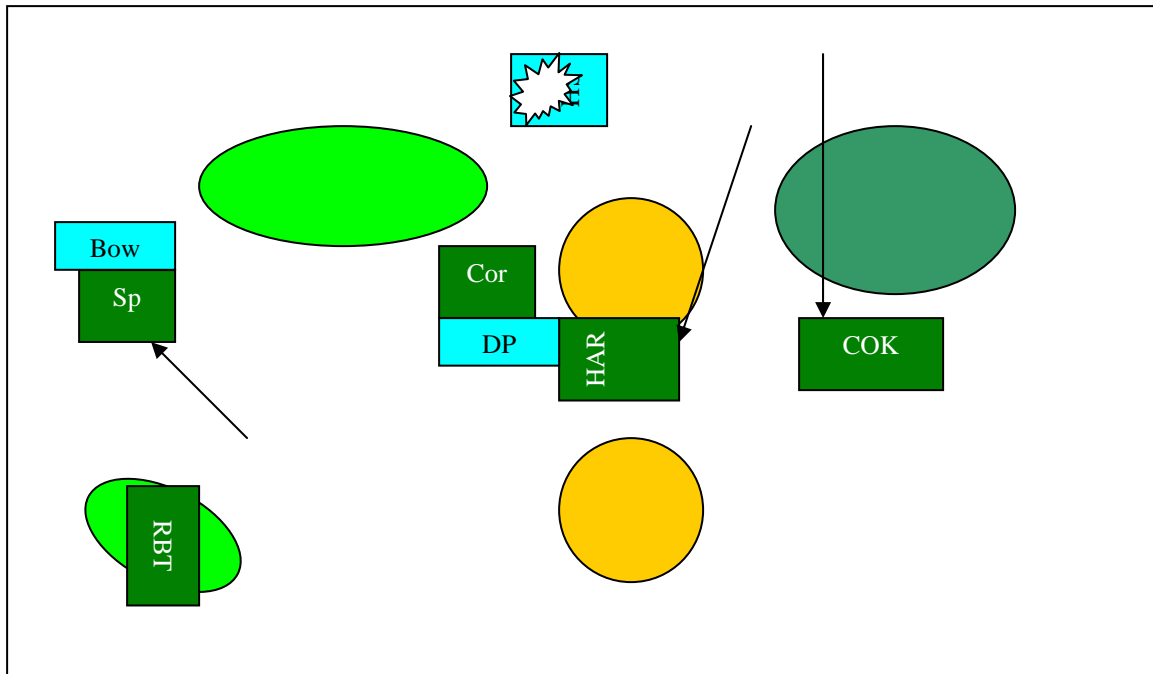
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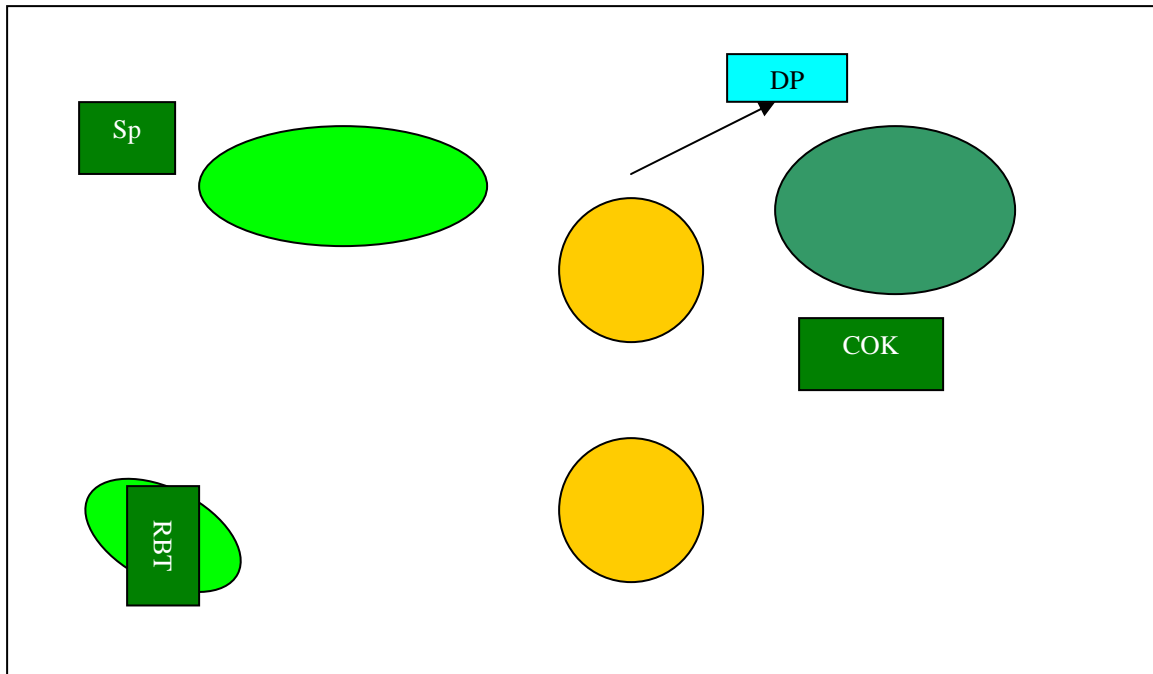
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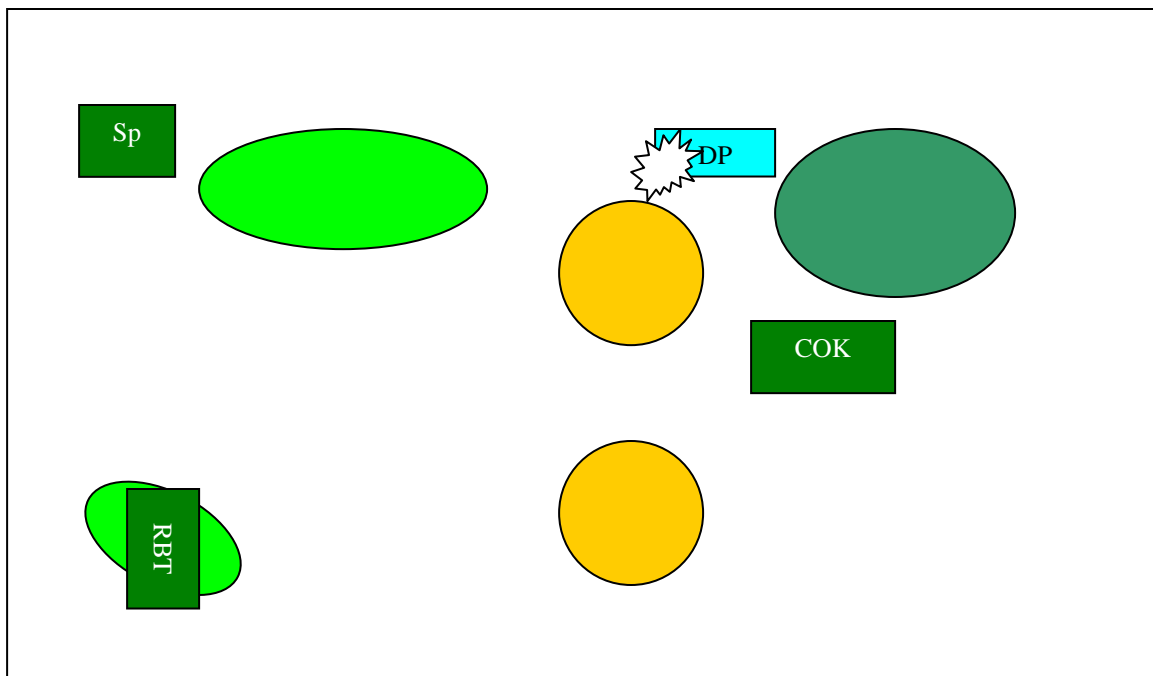
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Battle Report: Paul Nettle's Dark Elves vs Paul Cockram's Vampire Counts

Paul Nettle's List

Sorcerer, General, Level 2, 2 *Dispel Scrolls*. Shadow Magic: *Steed of Shadows*, *Unseen Lurker*

Sorceress, Level 1, 2 *Dispel Scrolls*. Death Magic: *Dark Hand of Death*
With 19 Corsairs, Full Command

Sorceress, Level 1, 2 *Dispel Scrolls*. Death Magic: *Dark Hand of Death*
With 19 Corsairs, Full Command

24 Corsairs, Full Command

24 Warriors with Spears, Full Command

Noble, BSB, Cold One, Heavy Armour, Sea Dragon Cloak, *Hydra Banner*
With 6 Cold One Knights, Full Command.

5 Cold One Knights, Full Command.

Comment:

Well, as you can see, I was terrified of the Vampire Counts Magic Phase, so I had no less than 6 Dispel Scrolls. I also knew that the Vampires would have some ethereal units, so the only way I could damage them was by magic, so I took two lots of Strength 4 magic spells. The General took Shadows Magic for the Steed of Shadows, to get out of trouble if necessary.

I had two units of Cold One Knights, one with the BSB and Hydra Banner, to take down as many Undead as possible. They caused fear, so they could always charge against fear causing units. I also had 3 units of Corsairs, hoping their two hand weapons would be able to defeat the Vampire Counts skeletons in battle.

Paul Cockram's List

Von Carstein Vampire (General), Level 2, *Ring of the Night*, *Biting Blade*, *Cursed Book*.
With 22 Glade Guard, Full Command, *Banner of the Burrows*

Necromancer, Level 2, *Book of Arkhan*, *Talisman of Protection*
With 21 Skelton Warriors with Spears and Shields

Necromancer, Level 1, *Rod of Flaming Death*
With 21 Skeleton Warriors with Hand Weapons and Shields

Necromancer, Level 1, *Staff of Damnation*

10 Dire Wolves

5 Fell Bats

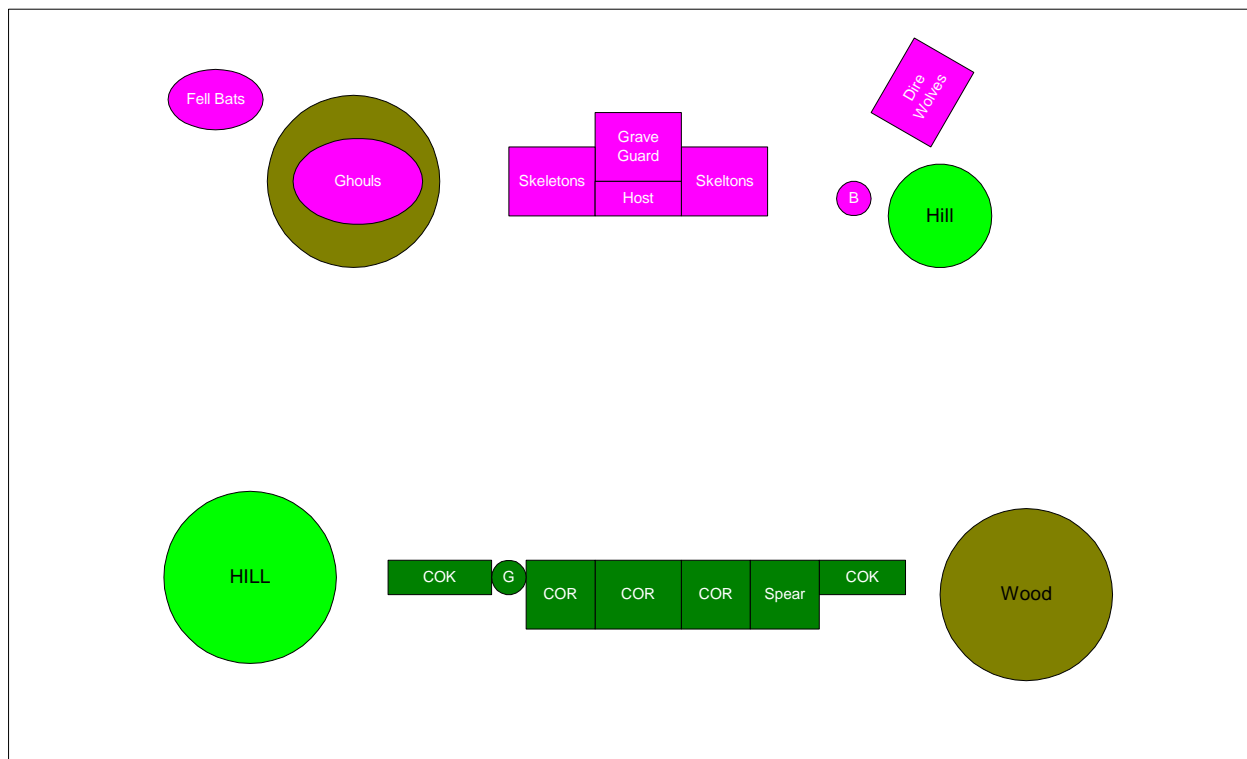
3 Spirit Host

7 Ghouls

1 Banshee

Comment: Well, a very hard army, with all the things Vampire Counts also have – one Vampire, 3 more spell casers, lots of bound spells, the Undead Library (Book of Arkhan, Cursed Book) and of course the Banner of the Barrows. No Vampire Counts army ever leaves home without these 3 magic items. The Grave Guard and two skeletons units were supported by fast light cavalry (Dire Wolves), skirmishers, an ethereal unit, and a Banshee to take out my Cold One Knights. Yep, a very hard army indeed.

Deployment was like this:



In the above diagram, COK = Cold One Knights, COR = Corsairs, Spear = Spearmen, G=General. For the Vampire Counts, Host = Spirit Host, all other names in full.

The following picture shows the left of the VC line.



and this picture shows the Ghouls in the woods and the Fell Bats



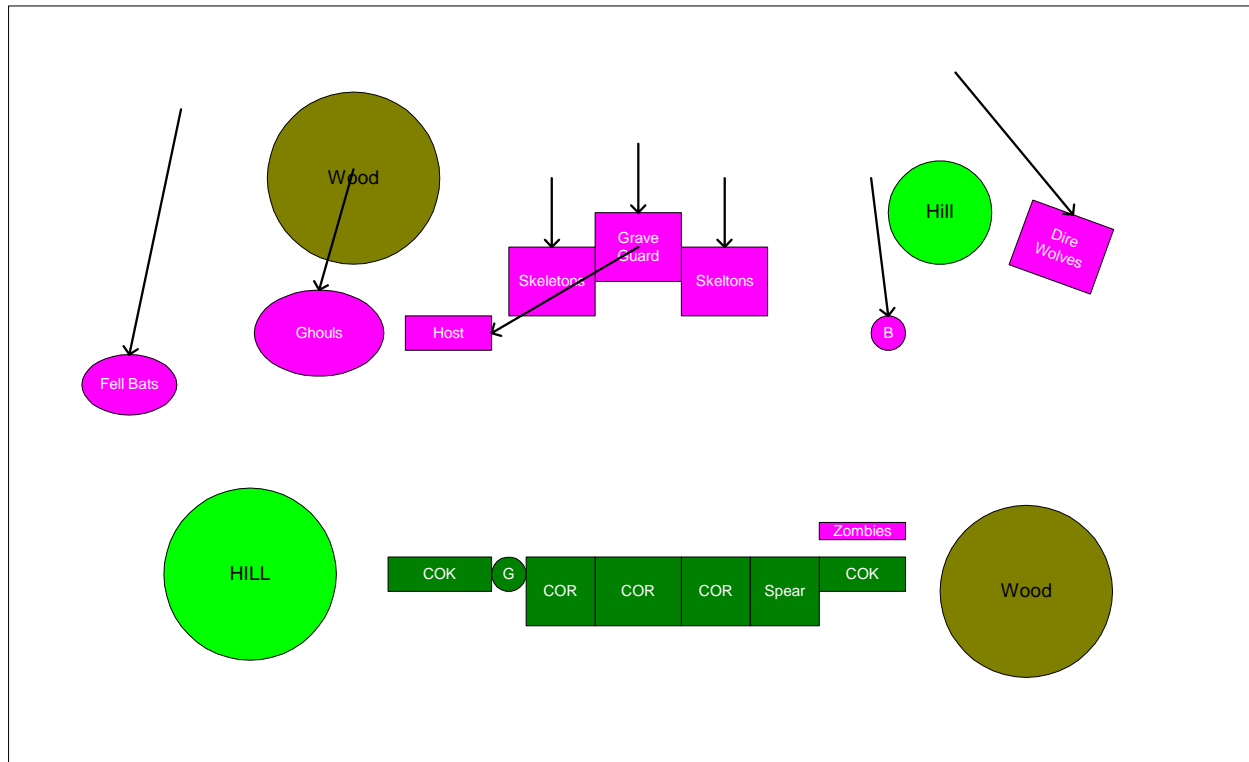
This picture shows the right of my line – COK, Spearmen and Corsairs.



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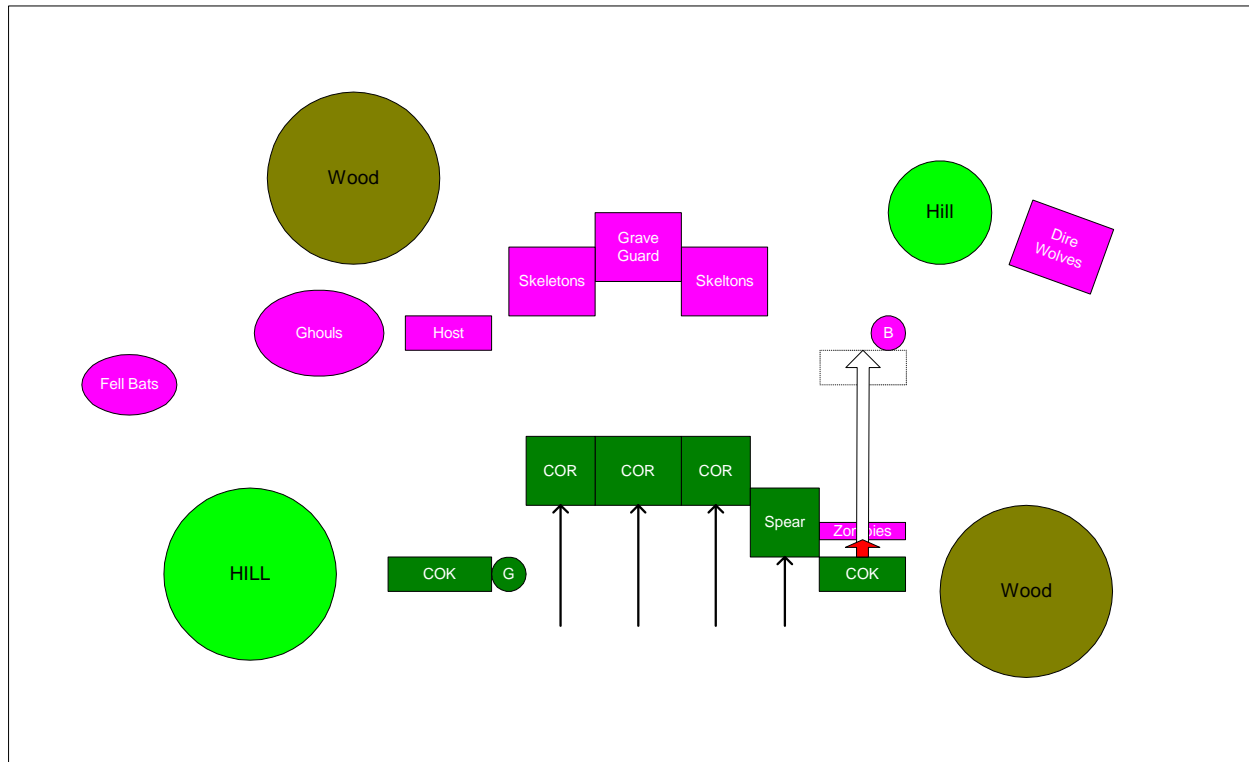


Vampire Counts Turn 1



There was a general move forwards. The Spirit Host, seeing I had nothing to shoot at the Grave Guard, moved towards my flank. A unit of 11 Zombies was raised in front of the unit of 5 Cold One Knights.

Dark Elves Turn 2

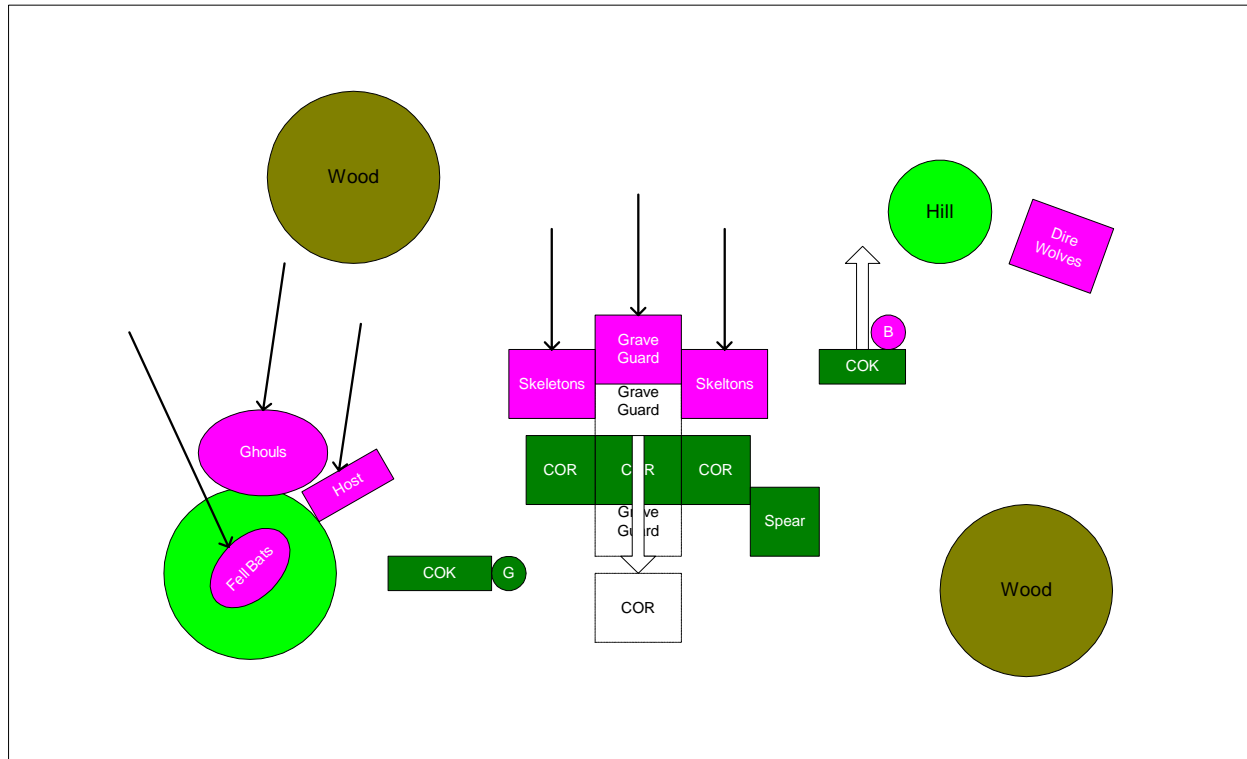


The 5 Cold One Knights charged the Zombies, took out 7 and combat resolution killed the rest, then overran 14 inches into the Banshee! Woo hoo! The 3 units of Corsairs marched forwards 10 inches, keen to get into the undead before the spells took their toll.

This is where you want a Banshee to be!

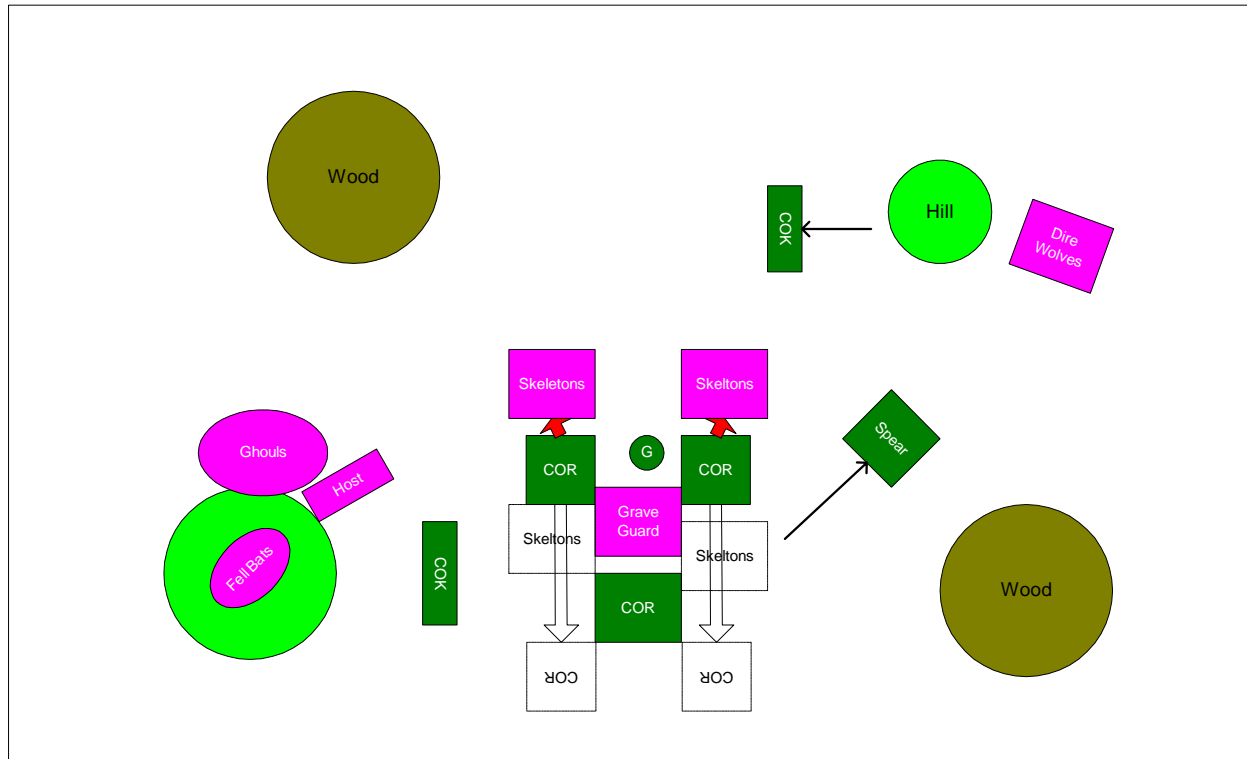


Vampire Counts Turn 2



The Grave Guard and the two skeleton blocks moved to within an inch of the three Corsair units. Then things went awry. Having weathered most of the VC magic phase, a Necromancer used the Cursed Book to move the Grave Guard into the main Corsair unit. Cast on three, we dispelled with two dice, and snake eyes came up. In combat, the Grave Guard and Vampire took out 4 Corsairs, and, defeated by a fear causing, outnumbering enemy, the Corsairs fled. They beat the Grave Guard by an inch! Pessimistically, Paul removed the Banshee without rolling for combat.

Dark Elves Turn 2

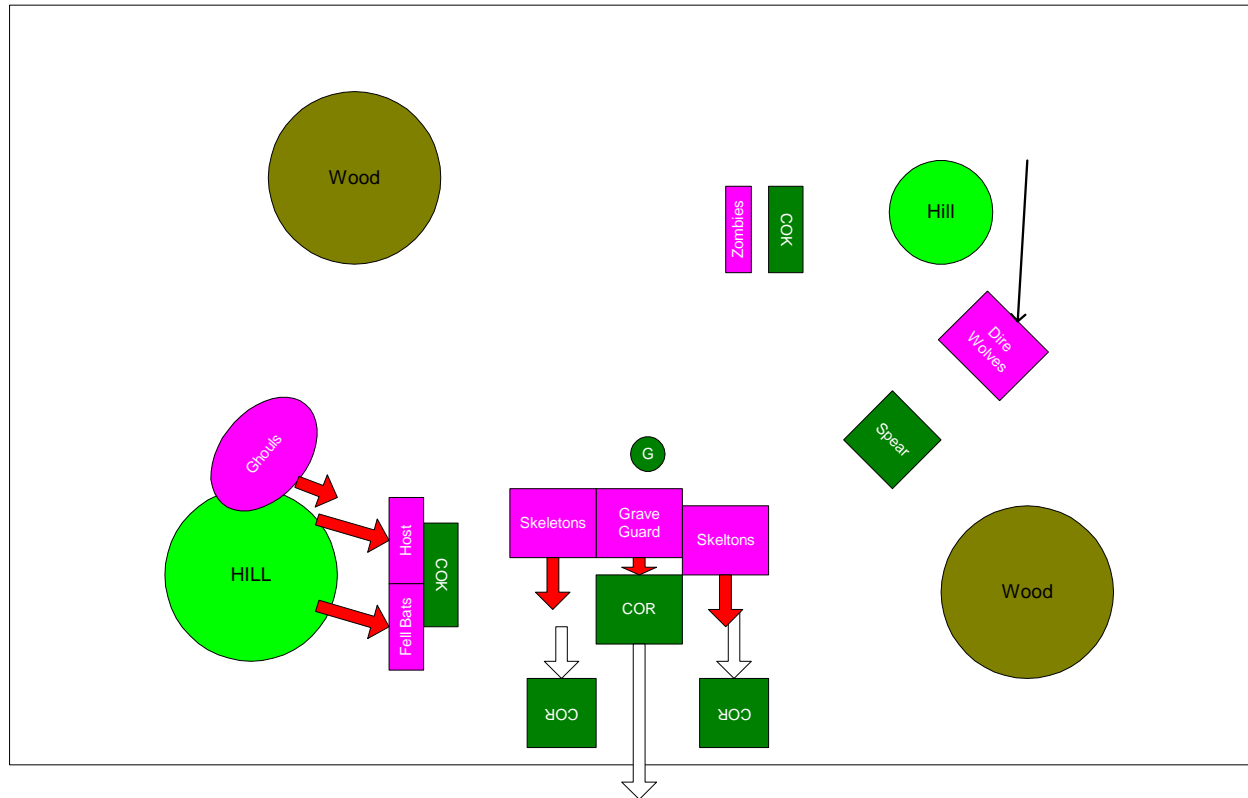


The fleeing Corsairs rallied. The other two Corsair units charged the two skeleton units. I expected our 9 attacks to be enough to win combat, seeing as we needed 3 to hit, but both units fluffed their attacks by rolling very low on the wounding rolls, and both were beaten by the skeletons who now outnumbered them. Both fled, but luck evens out – both units outdistanced their pursuers. The unit of Cold One Knights with the BSB turned their backs on the Ghouls, Spirit Host and Fell Bats, and turned to face the Grave Guard. Why? Well, the Fell Bats and Ghouls may not have charged the front of the COK unit, but I thought they would charge the rear. I didn't want to face just the Spirit Host, who, being ethereal, could have tied up my COK unit all game. I hadn't revealed the Hydra Banner thus far, and the Fell Bats were not good fighters – if I could induce them to charge my COK, I felt sure I could wipe them out, and the combat resolution would severely atrophy the Spirit Host. If I could *Unseen Lurker* the COK into the flank of the Grave Guard so much the better! But in the magic Phase, *Unseen Lurker* was dispelled.



My two smaller Corsair units flee – blast!

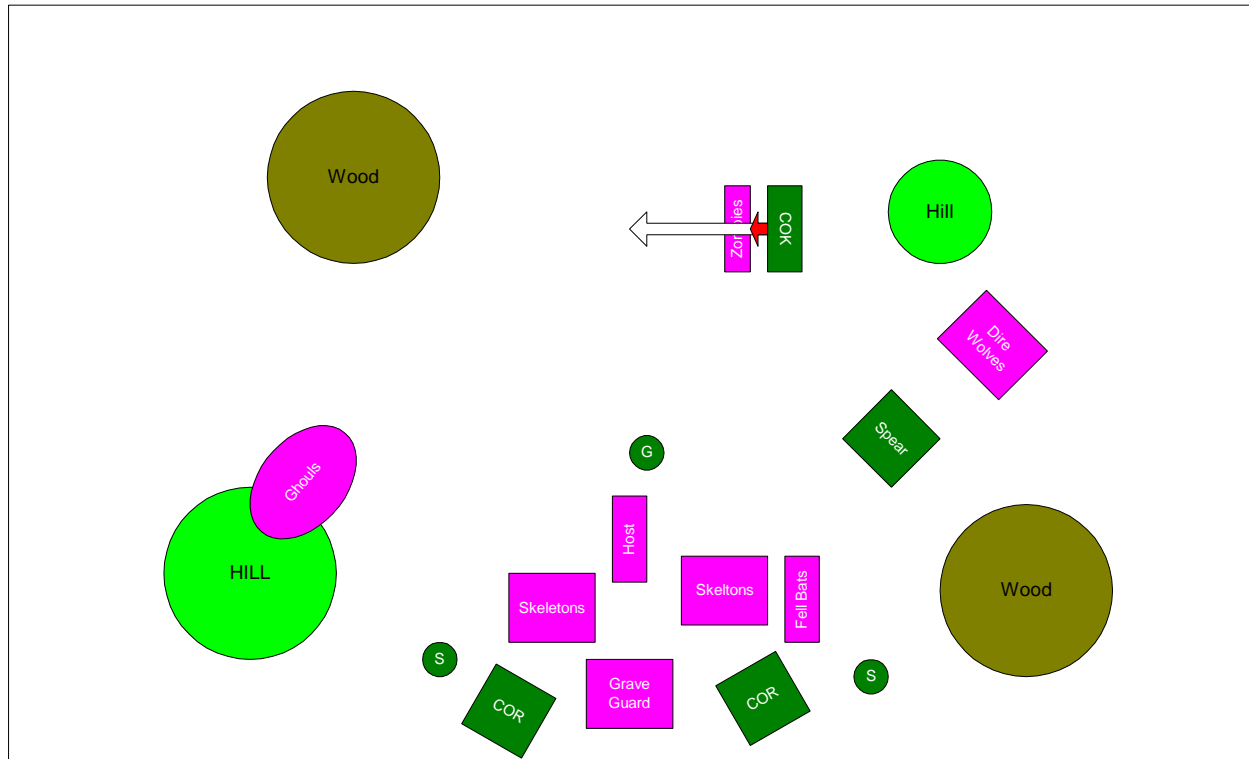
Vampire Counts Turn 3



The Grave Guard charged the big Corsair unit, and both Skelton units charged the smaller Corsair units, which fled out of range (one getting within 1/2" of the table edge!). The Spirit Host, Ghouls and Fell Bats charged the rear of the COK with the BSB, but the Ghouls were out of range. In the magic phase, a new unit of 7 Zombies was raised in front of the smaller COK unit. In combat, the Vampire and Grave Guard beat up the big Corsair unit and it fled off the table. The Grave Guard did not go off the table.

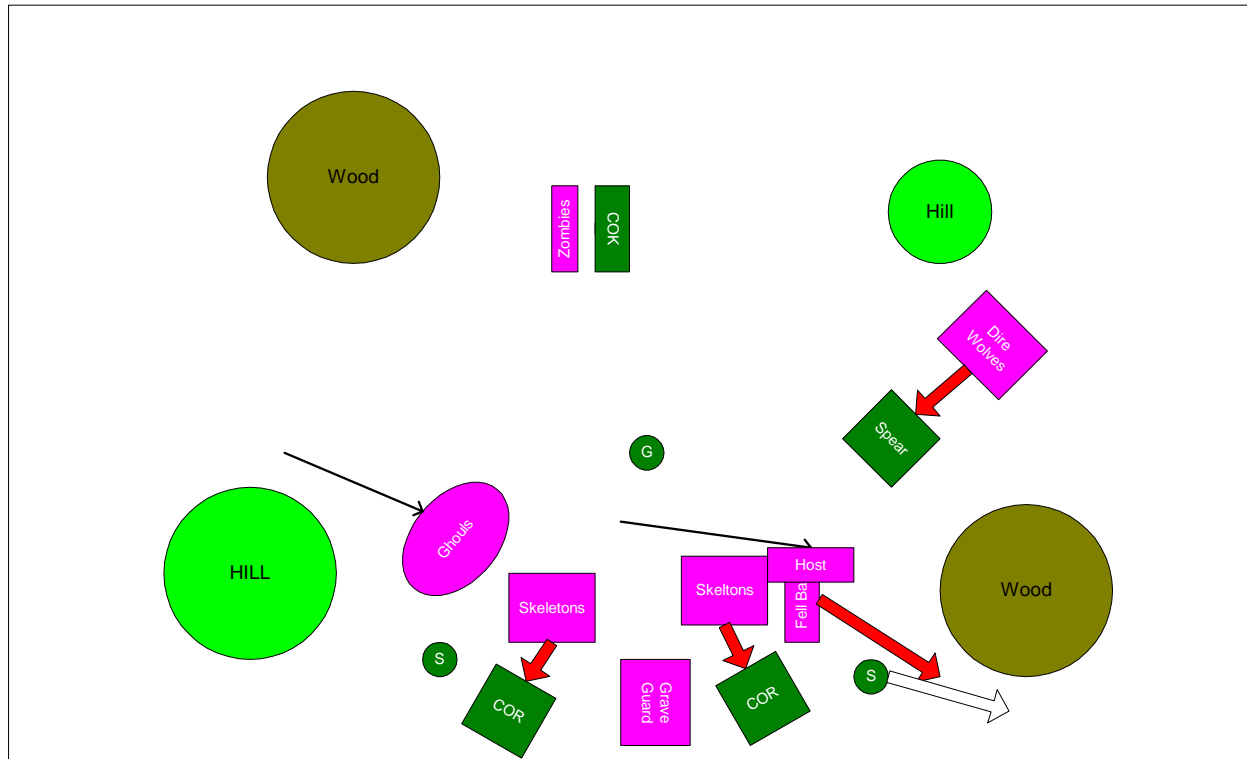
The Spirit Host's 12 attacks needed 5s to hit, so I expected to get about 4 hits – imagine my dismay when Paul rolled 10 hits! This translated to 6 wounds, and I rolled for my 2+ save – and rolled three ones! The Fell Bats managed to cause a wound, and I rolled another 1 for my save! I expected to win this combat, but with only two COK and the BSB left the 5 wounds I caused on the Fell Bats was not enough to offset my being charged in the rear. Then I made a mistake and forgot that COK are not auto broken by Undead, because they are fear causers themselves. Instead of rolling for leadership I just fled, and was run down by the Fell Bats. Having lost my main combat unit to some of the most bizarre dice rolling I have seen, at this point the game was effectively over.

Dark Elves Turn 3



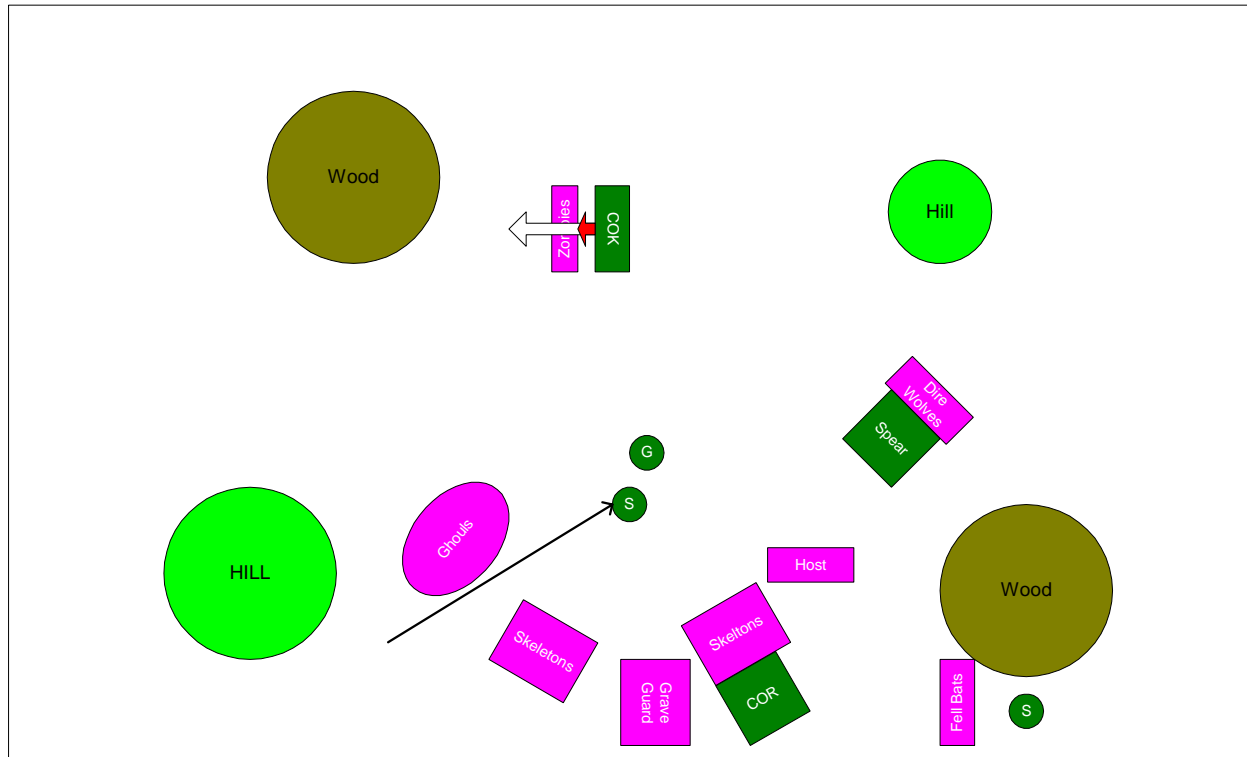
The remaining COK unit charged the Zombies and wiped them out. Both of the smaller Corsair units rallied and reformed out of the charge range of the Grave Guard. The Sorceresses left the units. The spearmen advanced on the Dire Wolves. Magic was ineffective.

Vampire Counts Turn 4



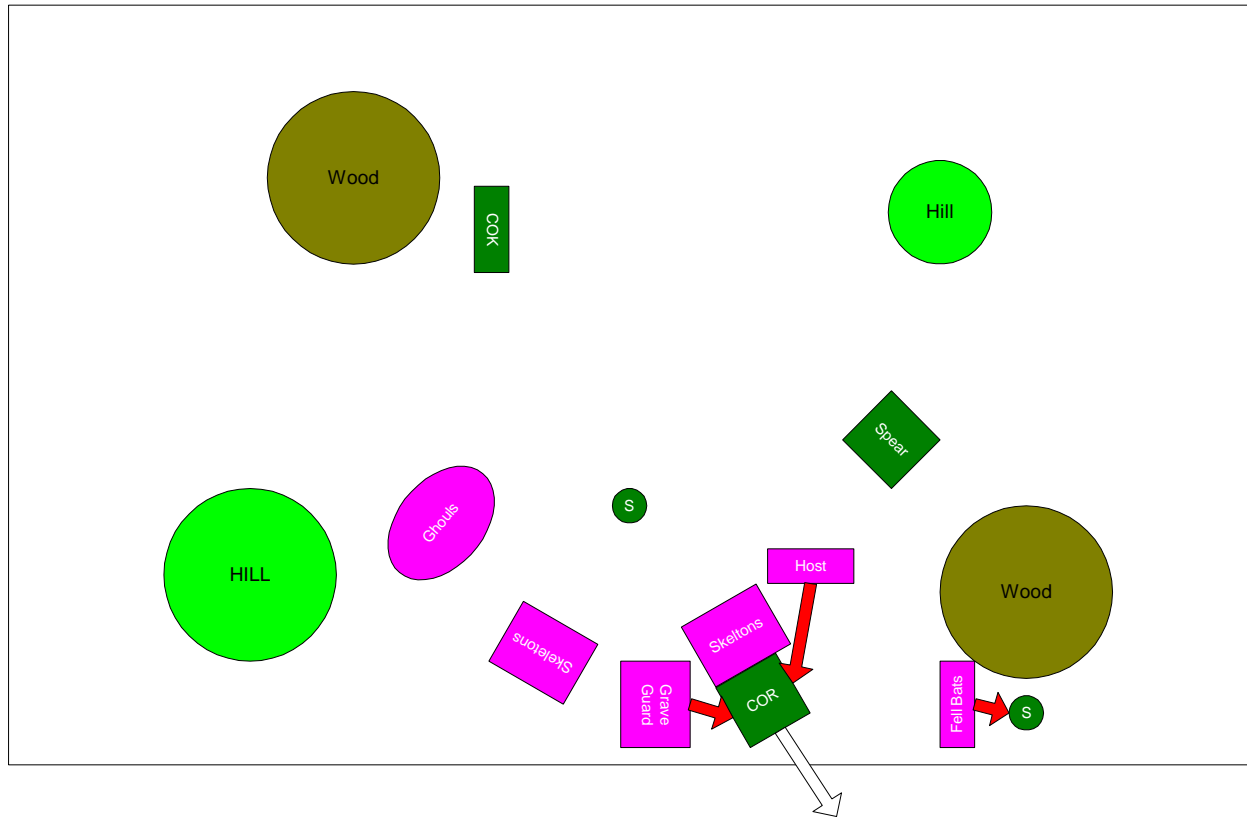
The Fell bats charged a Sorceress, who fled out of range. The two skeleton units charged the two Corsair units, and the Dire Wolves charged the DE Spearmen. The Grave Guard reformed to face the flank of a Corsair unit. In the magic phase, a new unit of 5 Zombies was placed in front of the COK unit. In combat, the Corsair unit facing the skeletons with hand weapons again fluffed all its wound roles – it must have been issued with rubber swords! It lost combat to a larger, fear causing unit, and fled off the table. The other Corsair unit actually beat the skeletons with spears, and won combat. The Dire Wolves inflicted one casualty on the Spearmen – and the spearmen killed some wolves and combat resolution killed all but one.

Dark Elves Turn 4



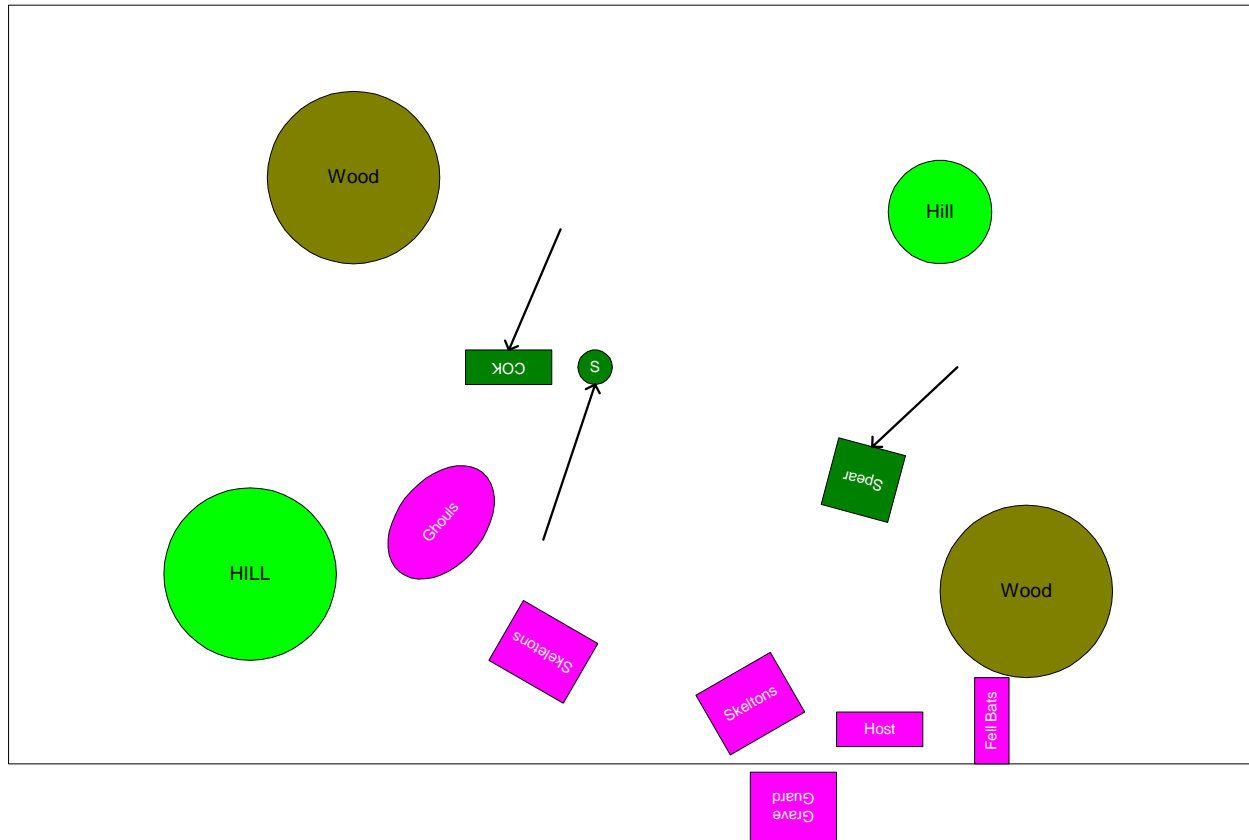
The COK unit charged the Zombies and wiped them out. In combat, the Corsairs again beat the Skeltons, and combat resolution reduced the Skeltons to two ranks. The Spearmen killed the last Dire Wolf.

Vampire Counts Turn 5



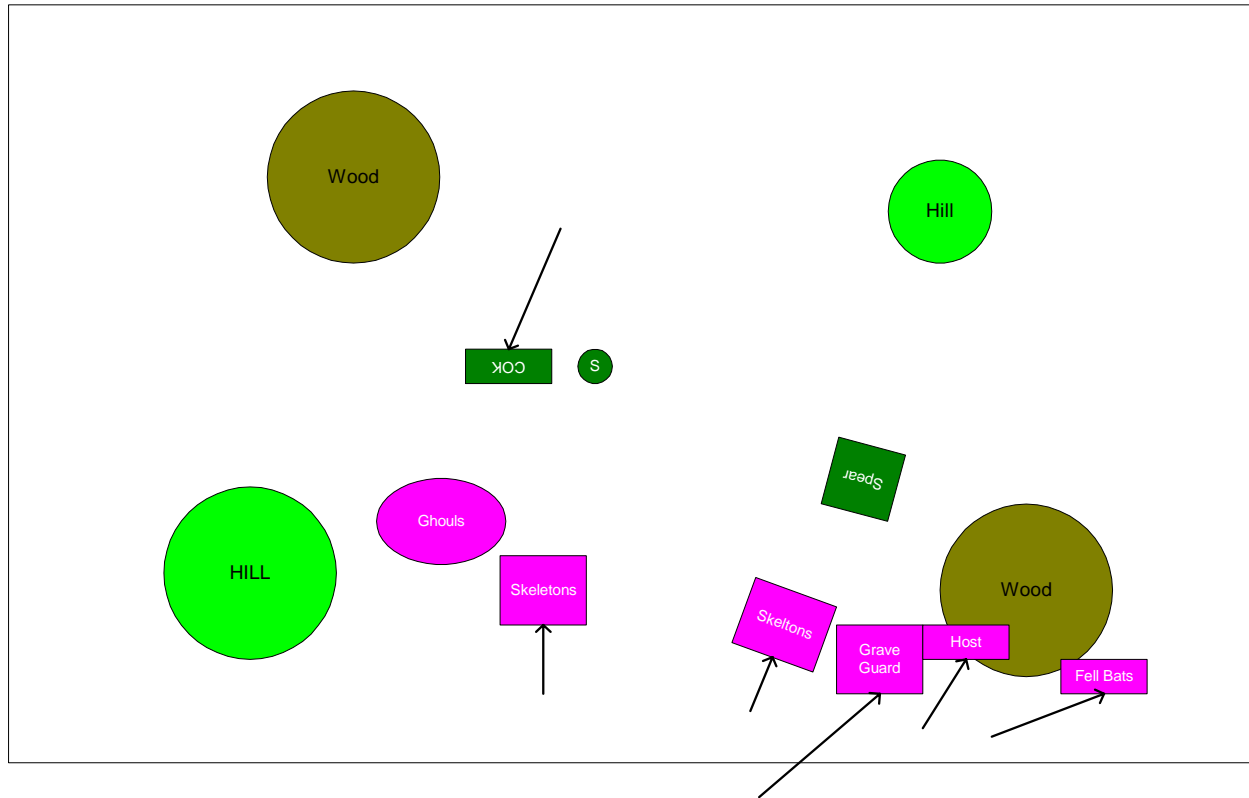
The Grave Guard charged the last Corsair unit, hitting in the flank, and the Spirit Host hit the other flank. The Fell Bats charged the Sorceress, who stood but was cut down in combat. The Grave Guard and the Vampire, plus the Spirit Host, caused loads of casualties, and the last Corsairs fled off the table. In the magic phase the Dark Elf General was killed by a magic missile. Ironically, he still had an unused dispel scroll, but was hoping to survive the missile and use his scroll later.

Dark Elves Turn 5.



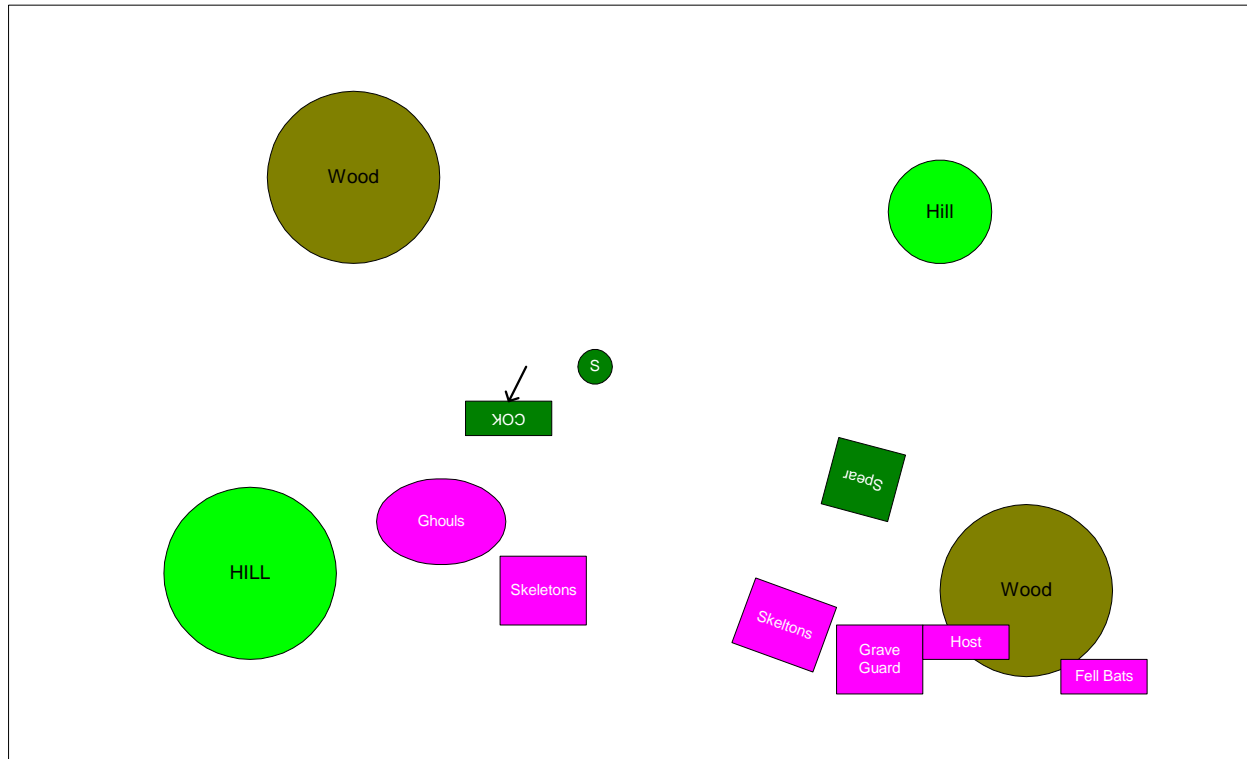
The Spearmen turned to face the Undead horde. The COK advanced as well. The Sorceress moved to within 5" of the Knights.

Vampire Counts Turn 6



All units shuffled to meet the expected last charge of the Dark Elves. In the magic phase, the Skeleton Unit with spears was boosted to a strength of 21 models – bigger than when it had started the game!

Dark Elves Turn 6



The COK wanted to charge the Ghouls, but failed their Stupidity Test! (Ironically, the first one this game). The Spearmen knew better to charge a larger fear causing unit with spears!

RESULT:

Vampire Counts	1,647 Points
Dark Elves	298 Points

Solid Victory to Paul Cockram and his Vampire Counts.

Aftermath

Well, that didn't go as well as I'd hoped! I expected to face a magical barrage, where my 5 dispel dice would be inadequate to face down Paul's 8 casting dice plus 3 bound spells. However, my 6 dispel scrolls mitigated the damage, and I was quite happy for Paul to raise Zombies in front of my Knights – as it happened, they were some of my very few victory points! I was disappointed in my Corsairs – their combat edge against Skeletons (WS 4 vs WS 2) was a little mitigated by the Cursed Book, but even so their 2 attacks and better armour save should have given them the edge. The biggest disappointment was losing the combat between my big COK unit and the Fell Bats and the Spirit Host. Without labouring the point too much, statistically I should have lost one or less COK to the combined attacks against me which would have allowed me to win the combat with ease and at least keep my main combat unit in the

game. As it was, rolling four ones from seven 2+ armour saves meant the game was over at that point. To be fair, though, my flee roles were very good – when the last Corsair unit lost combat, it rolled to flee within an inch of the table edge, and only one of the three pursuing units managed to reach it!

Many thanks to Paul Cockram for a good game fought in a friendly and amusing manner. Paul never complained about me holding the game up to take pictures, and he never did a Zombie Conga! Cheers Paul! Paul, I drew all the maps from memory, and if I got anything wrong, I apologise.