



Warhammer Fantasy Campaign 2006

(A farewell to 6th Edition)

Paul Nettle – Wood Elves (6)

Nettle.tribe@ntlworld.com

01793 700609

- 01. Forest. (C) +2 warmachines, skirmishers
- 02. Wizards Tower +1 Wizard
- 03. River +50 Points
- 23. Sacred Relic +90 Points (stakable)
- 33. Sacred Relic +100 Points (stakable)
- 35. Road +25 Points

James Funnell - Daemonic Legion (4)

ilpala@dsl.pipex.com

01249 446812

- 07. Town (C) +1 Character
- 08. Road +25 Points
- 09. Road +25 Points
- 24. Forest. +2 warmachines, skirmishers

Steve Wilson – Wood Elves (4)

steve2306@hotmail.co.uk

07739 314785

- 29. Forest. (C) +2 warmachines, skirmishers
- 30. Mountain Pass +80 Points
- 31. Mountain Pass +80 Points
- 32. Town +1 Character

Derek Whittenbury – High Elves (4)

d.whittenbury@btinternet.com

01242 511134

- 10. Wizards Tower (C) +1 Wizard
- 11. Forest. +2 war machines, skirmishers
- 12. Road +25 Points
- 18. Stone Circle choose Territories plus Derek's Spy Ring!

Matthew Davies - Empire

daviesmatt@tiscali.co.uk

01793 335741

- 13. Forest (C) +2 warmachines, skirmishers
- 14. Wizards Tower +1 Wizard
- 15. Village +1 Special

Andy Cummings - Ogre Kingdoms

andy@tradestands.co.uk

01793 704312

- 16. Town (C) +1 Character
- 25. Forest. +2 warmachines, skirmishers

- 26. Sacred Relic +20 Points (stakable)

Ben Palfreyman - Ogre Kingdoms

Ben_palfreyman@yahoo.com

01793 824845

- 17. Wizards Tower (C) +1 Wizard
- 19. Forest +2 warmachines, skirmishers
- 34. Forest. +2 warmachines, skirmishers

Sean Council – Ogre Kingdoms

asmoidai@aol.com

01993 212591

- 20. Mountain Pass (C) +80 Points
- 21. Road +25 Points
- 22. Road +25 Points

Simon Day – Orcs & Goblins

scbd@btopenworld.com (home)

simon.day@capitafhe.co.uk (work)

01793 750586

- 27. Forest. (C) +2 warmachines, skirmishers
- 28. Sacred Relic +20 Points (stakable)
- 36. Village +1 Special

Mike Davies – Orcs and Goblins

mdv@stjosephs.swindon.sch.uk

01793 613963

- Wizards Tower +1 Wizard
- Village +1 Special

List of Battles – Next Territory is 37.

- 31/05/06 – James beat Matthew
- 31/05/06 – Paul N beat Ben
- 07/06/06 – Paul N beat Andy
- 07/06/06 – Derek beat Ben
- 07/06/06 – Steve beat Matthew
- 08/06/06 – Paul N beat Derek



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30. Mountain Pass +120 Points
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32. Town +1 Character

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37. Town (C) +1 Character
38. Wizards Tower +1 Wizard
39. Village +1 Special

List of Battles – Next Territory is **40**.

31/05/06 – James beat Matthew

31/05/06 – Paul N beat Ben

07/06/06 – Paul N beat Andy

07/06/06 – Derek beat Ben

07/06/06 – Steve beat Matthew

08/06/06 – Paul N beat Derek



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James Funnell - Daemonic Legion (5)

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07. Town (C) +1 Character
08. Road +25 Points
09. Road +25 Points
24. Forest. +2 warmachines, skirmishers
41. Forest. +2 war machines, skirmishers

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31. Mountain Pass +70 Points
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39. Village +1 Special

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11. Forest. +2 war machines, skirmishers
12. Road +25 Points
18. Stone Circle choose Territories
42. Ruins +3 magic items +60 pts
plus Derek's Spy Ring!

Matthew Davies – Empire (4)

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13. Forest (C) +2 warmachines, skirmishers
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15. Village +1 Special
23. Sacred Relic +90 Points (stakable)

Andy Cummings - Ogre Kingdoms

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36. Village +1 Special

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01793 613963

37. Town (C) +1 Character
38. Wizards Tower +1 Wizard
40. Town +1 Character

List of Battles – Next Territory is **44**.

31/05/06 – James beat Matthew

31/05/06 – Paul N beat Ben

07/06/06 – Paul N beat Andy

07/06/06 – Derek beat Ben

07/06/06 – Steve beat Matthew

08/06/06 – Paul N beat Derek

21/06/06 – Steve beat Mike

21/06/06 – James beat Andy

21/06/06 – Derek and Simon drew

21/06/06 – Matthew beat Paul N



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Paul Nettle – Wood Elves (7)

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01. Forest. (C) +2 warmachines, skirmishers
02. Wizards Tower +1 Wizard
03. River +50 Points
33. Sacred Relic +100 Points (stakable)
35. Road +25 Points
43. Sacred Relic +70 Points (stakable)
45. Road +25 Points

James Funnell - Daemonic Legion (5)

ilpala@dsl.pipex.com

01249 446812

07. Town (C) +1 Character
08. Road +25 Points
09. Road +25 Points
24. Forest. +2 warmachines, skirmishers
41. Forest. +2 war machines, skirmishers

Steve Wilson – Wood Elves (5)

steve2306@hotmail.co.uk

07739 314785

29. Forest. (C) +2 warmachines, skirmishers
30. Mountain Pass +120 Points
31. Mountain Pass +70 Points
32. Town +1 Character
39. Village +1 Special

Derek Whittenbury – High Elves (5)

d.whittenbury@btinternet.com

01242 511134

10. Wizards Tower (C) +1 Wizard
11. Forest. +2 war machines, skirmishers
12. Road +25 Points
18. Stone Circle choose Territories
42. Ruins +3 magic items +60 pts
plus Derek's Spy Ring!

Matthew Davies – Empire (4/5)

daviesmatt@tiscali.co.uk

01793 335741

13. Forest (C) +2 warmachines, skirmishers
14. Wizards Tower +1 Wizard
15. Village +1 Special
25. Forest. +2 warmachines, skirmishers
46. *To be rolled before next game.*

Andy Cummings - Ogre Kingdoms (4)

andy@tradestands.co.uk

01793 704312

16. Town (C) +1 Character
26. Sacred Relic +20 Points (stakable)
23. Sacred Relic +90 Points (stakable)
44. Wizards Tower +1 Wizard

Ben Palfreyman - Ogre Kingdoms

Ben_palfreyman@yahoo.com

01793 824845

17. Wizards Tower (C) +1 Wizard
19. Forest +2 warmachines, skirmishers
34. Forest. +2 warmachines, skirmishers

Sean Council – Ogre Kingdoms

asmoidai@aol.com

01993 212591

20. Mountain Pass (C) +80 Points
21. Road +25 Points
22. Road +25 Points

Simon Day – Orcs & Goblins

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simon.day@capitafhe.co.uk (work)

01793 750586

27. Forest. (C) +2 warmachines, skirmishers
28. Sacred Relic +20 Points (stakable)
36. Village +1 Special

Mike Davies – Orcs and Goblins

mdv@stjosephs.swindon.sch.uk

01793 613963

37. Town (C) +1 Character
38. Wizards Tower +1 Wizard
40. Town +1 Character

Glenn Foden – Dark Elves

glenn@fodentribe.com

01793 631085

47. To be decided.
48. To be decided.
49. To be decided.

Paul Cockram – Vampire Counts

paul_cockram7@yahoo.co.uk

TBC

50. To be decided.

51. To be decided.

52. To be decided.

List of Battles – Next Territory is **53**.

(numbers in brackets are accumulated

Campaign points)

31/05/06 – James beat Matthew (1)

31/05/06 – Paul N beat Ben (1)

07/06/06 – Paul N beat Andy (1)

07/06/06 – Derek beat Ben (2)

07/06/06 – Steve beat Matthew (2)

08/06/06 – Paul N beat Derek (1)

21/06/06 – Steve beat Mike (1)

21/06/06 – James beat Andy (2)

21/06/06 – Derek (3) and Simon (2)

drew

21/06/06 – Matthew beat Paul N (1)

28/06/06 – Andy beat Matthew (3)

28/06/06 – Paul N beat James (1)



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02. Wizards Tower +1 Wizard
03. River +50 Points
33. Sacred Relic +100 Points (stakable)
35. Road +25 Points
43. Sacred Relic +70 Points (stakable)
45. Road +25 Points
60. *To be rolled*

James Funnell - Daemonic Legion (6)

ilpala@dsl.pipex.com

01249 446812

07. Town (C) +1 Character
08. Road +25 Points
09. Road +25 Points
24. Forest. +2 warmachines, skirmishers
41. Forest. +2 war machines, skirmishers
36. Village +1 Special

Steve Wilson – Wood Elves (5)

steve2306@hotmail.co.uk

07739 314785

29. Forest. (C) +2 warmachines, skirmishers
30. Mountain Pass +120 Points
31. Mountain Pass +70 Points
32. Town +1 Character
39. Village +1 Special

Derek Whittenbury – High Elves (5)

d.whittenbury@btinternet.com

01242 511134

10. Wizards Tower (C) +1 Wizard
11. Forest. +2 war machines, skirmishers
12. Road +25 Points
18. Stone Circle choose Territories
42. Ruins +3 magic items +60 points
plus Derek's Spy Ring!

Matthew Davies – Empire (5)

daviesmatt@tiscali.co.uk

01793 335741

13. Forest (C) +2 warmachines, skirmishers
14. Wizards Tower +1 Wizard
15. Village +1 Special
25. Forest. +2 warmachines, skirmishers
46. Ruins +2 magic items, 80 points

Andy Cummings - Ogre Kingdoms (5)

andy@tradestands.co.uk

01793 704312

16. Town (C) +1 Character
26. Sacred Relic +80 Points (stakable)
23. Sacred Relic +90 Points (stakable)
44. Wizards Tower +1 Wizard
58. Road +25 Points

Ben Palfreyman - Ogre Kingdoms (4)

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17. Wizards Tower (C) +1 Wizard
19. Forest +2 warmachines, skirmishers
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27. Forest. (C) +2 warmachines, skirmishers
28. Sacred Relic +20 Points (stakable)
57. Wizards Tower +1 Wizard
59. Stone Circle choose Territories

Paul Cockram – Vampire Counts (4)

paul_cockram7@yahoo.co.uk

07835 068205

50. Wizards Tower (C) +1 Wizard
51. Village +1 Special
52. Road +25 Points
42. Ruins +2 magic items, 80 points

Sean Council – Ogre Kingdoms

asmoidai@aol.com

01993 212591

- 20. Mountain Pass (C) +80 Points
- 21. Road +25 Points
- 22. Road +25 Points

Mike Davies – Orcs and Goblins

mdv@stjosephs.swindon.sch.uk

01793 613963

- 37. Town (C) +1 Character
- 38. Wizards Tower +1 Wizard
- 53. Forest. +2 warmachines, skirmishers

Glenn Foden – Dark Elves

glenn@fodentribe.com

01793 631085

- 47. Forest (C) +2 warmachines, skirmishers
- 48. Village +1 Special
- 49. Stone Circle choose Territories

Craig Polder – Orcs and Goblins

No email

07749 394844

- 54. Stone Circle (C) choose Territories
- 55. Silver Mine +1 magic item, 50 points
- 56. Sacred Relic +50 Points (stakable)

List of Battles – Next Territory is 59.

(numbers in brackets are accumulated Campaign points – re-set after 3))

31/05/06 – James beat Matthew (1)

31/05/06 – Paul N beat Ben (1)

07/06/06 – Paul N beat Andy (1)

07/06/06 – Derek beat Ben (2)

07/06/06 – Steve beat Matthew (2)

08/06/06 – Paul N beat Derek (1)

21/06/06 – Steve beat Mike (1)

21/06/06 – James beat Andy (2)

21/06/06 – Derek (3) and Simon (2)

drew

21/06/06 – Matthew beat Paul N (1)

28/06/06 – Andy beat Matthew (3)

28/06/06 – Paul N beat James (1)

05/06/06 – Ben beat Mike (2)

05/06/06 – James beat Simon (3)

05/06/06 – Andy beat Derek (1)

05/06/06 – Paul N (3) and Glenn (2)

drew



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35. Road +25 Points
43. Sacred Relic +70 Points (stakable)
45. Road +25 Points
60. Forest. +2 warmachines, skirmishers

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01249 446812

07. Town (C) +1 Character
08. Road +25 Points
09. Road +25 Points
24. Forest. +2 warmachines, skirmishers
41. Forest. +2 war machines, skirmishers
36. Village +1 Special
34. Forest. +2 warmachines, skirmishers
62. Road +25 Points

Andy Cummings - Ogre Kingdoms (6)

andy@tradestands.co.uk

01793 704312

16. Town (C) +1 Character
26. Sacred Relic +100 Points (stakable)
23. Sacred Relic +90 Points (stakable)
44. Wizards Tower +1 Wizard
58. Road +25 Points
63. Ruins +1magic items, 70 points

Steve Wilson – Wood Elves (5)

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31. Mountain Pass +70 Points
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10. Wizards Tower (C) +1 Wizard
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42. Ruins +3 magic items +60 points plus Derek's Spy Ring!

Matthew Davies – Empire (5)

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13. Forest (C) +2 warmachines, skirmishers
14. Wizards Tower +1 Wizard
15. Village +1 Special
25. Forest. +2 warmachines, skirmishers
46. Ruins +2 magic items, 80 points

Ben Palfreyman - Ogre Kingdoms (4)

Ben_palfreyman@yahoo.com

01793 824845

17. Wizards Tower (C) +1 Wizard
19. Forest +2 warmachines, skirmishers
40. Town +1 Character
61. Mountains. +2 monsters, skirmishers
64. Shrine. Can take BSB.

Simon Day – Orcs & Goblins (4)

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Glenn Foden – Dark Elves

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- 47. Forest (C) +2 warmachines, skirmishers
- 48. Village +1 Special
- 49. Stone Circle choose Territories

Craig Polder – Orcs and Goblins

No email

07749 394844

- 54. Stone Circle (C) choose Territories
- 55. Silver Mine +1 magic item, 50 points
- 56. Sacred Relic +50 Points (stakable)

List of Battles – Next Territory is **65**.
(numbers in brackets are accumulated
Campaign points – re-set after 3))

31/05/06 – James beat Matthew (1)

31/05/06 – Paul N beat Ben (1)

07/06/06 – Paul N beat Andy (1)

07/06/06 – Derek beat Ben (2)

07/06/06 – Steve beat Matthew (2)

08/06/06 – Paul N beat Derek (1)

21/06/06 – Steve beat Mike (1)

21/06/06 – James beat Andy (2)

21/06/06 – Derek (3) and Simon (2)
drew

21/06/06 – Matthew beat Paul N (1)

28/06/06 – Andy beat Matthew (3)

28/06/06 – Paul N beat James (1)

28/06/06 – Paul C beat Matthew (1)

05/06/06 – Ben beat Mike (2)

05/06/06 – James beat Simon (3)

05/06/06 – Andy beat Derek (1)

05/06/06 – Paul N (3) and Glenn (2)
drew

12/0706 – James beat Ben (3)

12/0706 – James beat Ben (1)

12/0706 – Andy beat Paul C (1)



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23. Sacred Relic +90 Points (stakable)
44. Wizards Tower +1 Wizard
58. Road +25 Points
63. Ruins +1 magic items, 70 points

Ben Palfreyman - Ogre Kingdoms (6)

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61. Mountains. +2 monsters, skirmishers
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15. Village +1 Special
25. Forest. +2 warmachines, skirmishers
19. Forest +2 warmachines, skirmishers

Paul Cockram – Vampire Counts (5)

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07835 068205

50. Wizards Tower (C) +1 Wizard
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- 47. Forest (C) +2 warmachines, skirmishers
- 48. Village +1 Special
- 49. Stone Circle choose Territories

Craig Polder – Orcs and Goblins

No email

07749 394844

- 54. Stone Circle (C) choose Territories
- 55. Silver Mine +1 magic item, 50 points
- 56. Sacred Relic +50 Points (stakable)

List of Battles – Next Territory is 67.

(numbers in brackets are accumulated Campaign points – re-set after 3))

- 31/05/06 – James beat Matthew (1)
- 31/05/06 – Paul N beat Ben (1)
- 07/06/06 – Paul N beat Andy (1)
- 07/06/06 – Derek beat Ben (2)
- 07/06/06 – Steve beat Matthew (2)
- 08/06/06 – Paul N beat Derek (1)
- 21/06/06 – Steve beat Mike (1)
- 21/06/06 – James beat Andy (2)
- 21/06/06 – Derek (3) and Simon (2) drew
- 21/06/06 – Matthew beat Paul N (1)
- 28/06/06 – Andy beat Matthew (3)
- 28/06/06 – Paul N beat James (1)
- 28/06/06 – Paul C beat Matthew (1)
- 05/06/06 – Ben beat Mike (2)
- 05/06/06 – James beat Simon (3)
- 05/06/06 – Andy beat Derek (1)
- 05/06/06 – Paul N (3) and Glenn (2) drew
- 12/0706 – James beat Ben (3)
- 12/0706 – James beat Ben (1)
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- 19/07/06 – Ben beat Matthew (2)



Warhammer Fantasy Campaign 2006

(A farewell to 6th Edition)

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01242 511134

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Craig Polder – Orcs and Goblins (4)

No email

07749 394844

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Glenn Foden – Dark Elves

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01793 631085

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List of Battles – Next Territory is 70.

(numbers in brackets are accumulated Campaign points – re-set after 3))

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List of Battles – Next Territory is **71**.
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- 02/08/06 – James beat Craig (2)



Warhammer Fantasy Campaign 2006

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List of Battles – Next Territory is **75**.
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- 25. 26/07/06 – Ben (3) and Craig (4) drew
- 26. 02/08/06 – James beat Craig (2)
- 27. 02/08/06 – Matthew beat Mike (3)
- 28. 09/08/06 – Paul N beat Andy (3)

2006 SAD Warhammer Fantasy Battles Campaign

Final Battle Report

Well, after 31 hard fought one-on-one battles, the final battle for the 2006 SAD Warhammer Fantasy Battles Campaign has been fought. Two players were team leaders called the “Warlords” who took a force of 2,500 points, and each were joined by another four players with 1,500+ points (for example, my force was 1,900 points).

The teams were:

THE BLOODY ONES

Warlord: James, Khorne Daemonic Legion 2,500 points
Paul, Wood Elves, 1,500+ points
Derek, High Elves, 1,500+ points
Simon, Orcs and Goblins, 1,500+ points
Adam, Chaos Mortals, 1,500+ points

THE GOOD ONES

Warlord: Matthew, Empire 2,500 points
Andy, Ogre Kingdoms, 1,500+ points
Ben, Ogre Kingdoms, 1,500+ points
Mike, Orcs and Goblins, 1,500+ points
Sam, Dwarfs, 1,500+ points

The battle was fought over a 24’ by 4’ table, with scattered terrain and five bright green hills down the middle – these were the objectives. Whichever team won at least three of the objective hills would win the campaign for their Warlord.

By just after 8.00pm the armies of over 17,000 points were set up and ready to go. Matthew won first turn, and the battle was on.

The fight for the hills:

Hill 1 – Andy vs Simon

Andy's Ogres swept onto and over the hill, scattering Simon's green-skins before them. After four turns of hard fought battles Andy had virtually annihilated the Orcs, but Simon actually captured the hill by getting the small toe of a goblin onto it – it was the only figure on the hill! Andy claimed that he didn't realise there would just be four turns, and to be fair we did finish with 40 minutes to spare. However, it had taken 2 hours and 20 minutes to do four turns and I didn't think we get more in. Andy would probably have won the hill otherwise. As it was, an unlikely victory to Simon's battered green-skins. Hill 1 to James.



Does a goblin with one toe on the hill count? Yes!

Hill 2 – James vs Mike

James flew his Blood-Thirster forwards, and the Orc General in a unit of 40 Orcs failed his terror test and fled off the board. This caused panic in the surrounding green-skins, and by the end of the battle James had won the hill with two uncontested units of Bloodletters whilst his more mobile units attacked on each of his flanks. Hill 2 to James.



Two units of Blood-Letters take the hill, whilst oncoming Goblins are taken off by Khorne Bloodcrushers.

Hill 3 – Derek vs Sam

Sam's Dwarfs actually got onto the hill first, and Derek's High Elves struggled to dislodge the heavily armoured Dwarfs. This became more difficult as spare units from Matthew (Empire Knights and Spearmen) came over to help the dwarfs. By the end of the battle the hill was contested but the Dwarfs had a greater unit strength, partly because one unit had a rune that doubled its unit strength! Hill 3 to Matthew.



High Elves, Dwarfs, Khorne Daemons, Empire Militia – a crowded hill! The Dwarfs won it.

Hill 4 – Adam vs Matthew

This was a straight forward head-to-head stand-up fight. Both players went straight for the hill with the bulk of their troops, and soon a vicious melee had broken out. Chaos Chosen Knights, a Chaos Chariot and a herd of Beastmen fought the Empire Elector Count on a Griffon, the Empire Great Sword and Empire swordsmen. This lasted until The Good Ones Turn 3 when a good combat round saw all the Empire forces flee the hill after the combined combat was lost by Combat resolution of 7. There was a unit of Sam's Dwarfs on the hill, containing two Thanes, but Adam wisely ignored it and crammed the hill with his Chaos troops. By a narrow margin, Hill 4 went to James.



A lone unit of Dwarfs cannot take the hill from massed Chaos Knights, Chariot, Beastsmen and Warriors. Oh, and three Dryads.

Hill 5 – Ben vs Paul

Ben's Ogres swept onto and over the hill, leaving a unit of Iron-Guts as a guard. However, Paul managed to sweep around the flanks and launch devastating flank attacks with Dryads and War-Dancers which broke the Ogres in a flurry of massed S4 attacks. The Ogre Lead-Belchers charged the Treeman, who beat them in combat and ran them down. The Treeman was then charged by the Iron-Guts, but due to Ben's fluffed attacks the Treeman beat them and ran them down. By the end of Turn 4 there was only an Ogre Butcher left and the hill was packed with Wood Elves. Hill 5 to James.



That's a lot of Wood Elves on the hill.

Summary

Well, James got 4 hills and Mathew got one hill. James is therefore the 2006 SAD Warhammer Fantasy Campaign Winner. Well done James.

A Big Thanks to all 15 players who took part in the campaign, it was really good fun.

