

# WARMASTER

## & 10mm FIGURES DIGEST




ISSUE 3 MARCH 2014





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A large, unrolled scroll of aged parchment with a black inkwell and a quill pen in the foreground. The scroll is the central focus, with text written on it. The inkwell is black with a silver rim, and the quill is black with a silver tip. The background is white.

Number 3 came with a bit of delay, but I think the wait is worth. This number starts with a fantastic cover art of Christian Schwager, who give us permission to use it. Followed by a column written by Lex with a very interesting reflexion, the Heretic Files. Then an article from Iain Dicke, author of Colour and Guns and editor for long years of Miniature Wargame Magazine. Another article is peep of Icemaster tournament through the years written by Bel. Two interviews, one with Leon from Pendraken and the other with Christian Schwager. Some tactics for using dwarves by the hand of Jürgen and at last a 16.000 points battle report by David, Forbes and company. Hope this load of images and information make you take the dices and start playing.

Since the last number Yann could manage a very successfully indigogo camaping of Evil Men, featuring the figures showed in Warmaster & 10mm Digest n°2.

If you would like to contribute you could send your material to [jchaos79@yahoo.es](mailto:jchaos79@yahoo.es), and remember the scope of the Digest is open to 10mm figures and any ruleset played with this scale.

Have fun.





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# NEWS & EVENTS

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- RELEASE: **Pendracken**. Pendracken launch the Mongol range. <http://www.pendracken.co.uk/Medieval-c11/>
- RELEASE: **Adler**. New range of Romans. <http://home.clara.net/adlermin/>
- RELEASE: **Abomination**. Evil and Chaos launches the ogre fighters. [http://www.freewebstore.org/Abomination/10mm\\_Fantasy/cat1322682\\_1884669.aspx](http://www.freewebstore.org/Abomination/10mm_Fantasy/cat1322682_1884669.aspx)
- RELEASE: **Irregular**. Launch a whole range for Franco Prussian war 1870. <http://www.irregularminiatures.co.uk/>
- INDIGOGO CAMPAIGN. **Evil men**. Yann feature a whole range compatible with Chaos armylist. <https://www.indiegogo.com/projects/evil-men-fantasy-10mm-miniatures>
- NEW WEBSITE: **Magister Militum**. The new website announce a whole new range of fantasy figures. <http://www.magistermilitum.com/>
- NEW FORUM: **Kallistra**. Starts a forum about Hordes and Heros on his web. <https://www.kallistra.co.uk/>
- EVENT -**Salute**. Saturady 12th April. <http://www.salute.co.uk/salute/salute-2014/>
- EVENT: **Tournament Swedish Mastership**. Halloween weekend. <http://www.forum.specialist-arms.com/index.php?topic=754.30>
- EVENT. **Warmaster spring 2014**. 16-17 May at Podzamcze, Poland. <http://www.forum.specialist-arms.com/index.php?topic=6213.0>
- PAINT COMPETITION. Pendracken anual competition, great figures, great paint: <http://www.pendrackenforum.co.uk/index.php/board,80.0.html>
- 10mm CATALOGUE. **Waiting for your pics** to enlarge the Specialist arms catalogue <http://www.forum.specialist-arms.com/index.php?topic=4118.0>



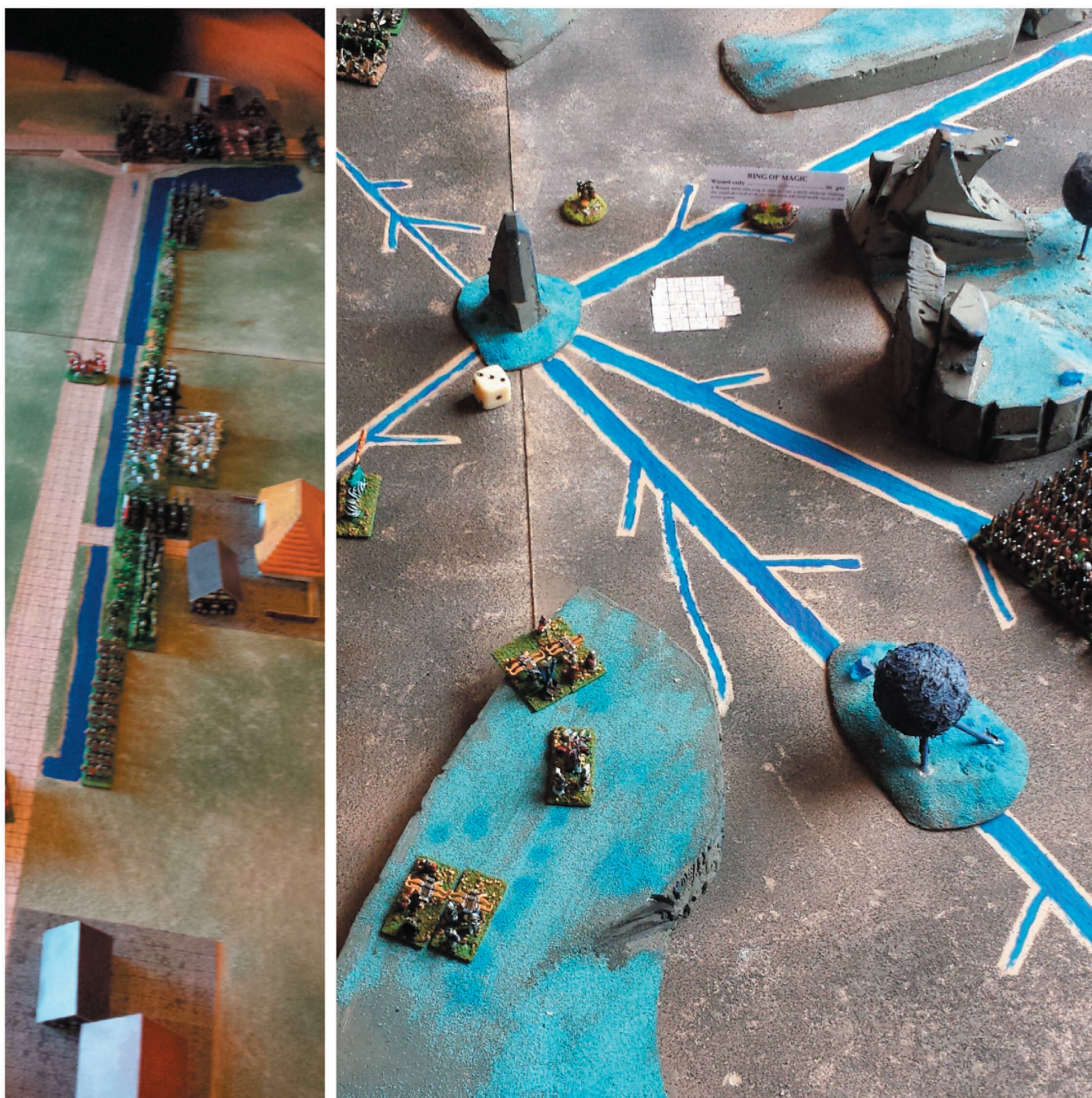


## LEX'S COLUMN: HERETIC FILE I

By Lex

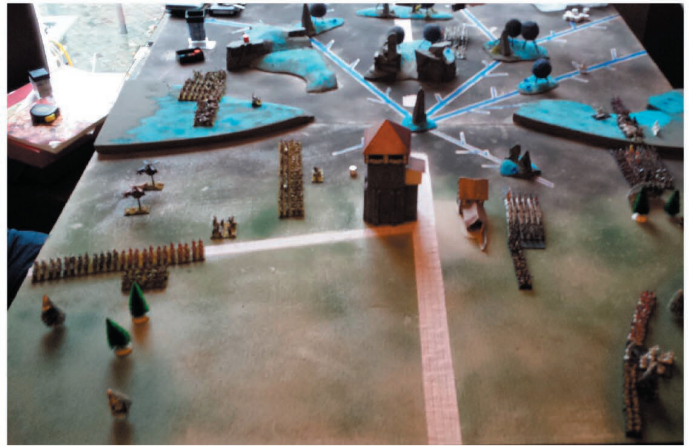
As I promised Jorge, a new issue of this publication would hold a new column, so here we go.

Within the past months I have seen events planned, hosted and decently attended! Sure, it are no GrandTournaments, with hundreds vieing for a place at the tables. Most events are at a lot smaller scale, but we do see that there are people willing to travel considerable distance to attend, and organizers facilitating those that try to attend from abroad by planning their events to coincide with travel plans and/or find a venue allowing for sleepovers. This way an event like the Warmaster Playtest weekend have an international cast. Players from various meta-groups mean the possibility to observe the evolution of the game, and in case of the Playtest weekend to insert (potential) changes into the framework of the game. A full report will feature in the next issue but I will give some pictorial evidence of the mayhem at the event as a teaser here





# LEX'S COLUMN: HERETIC FILE I





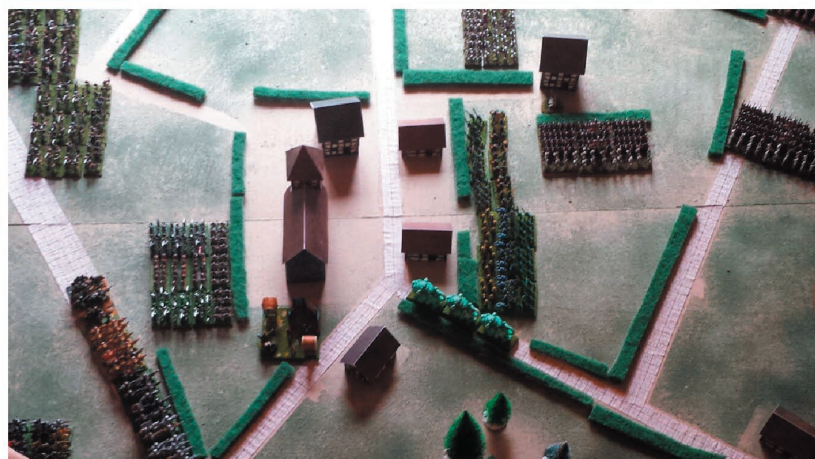
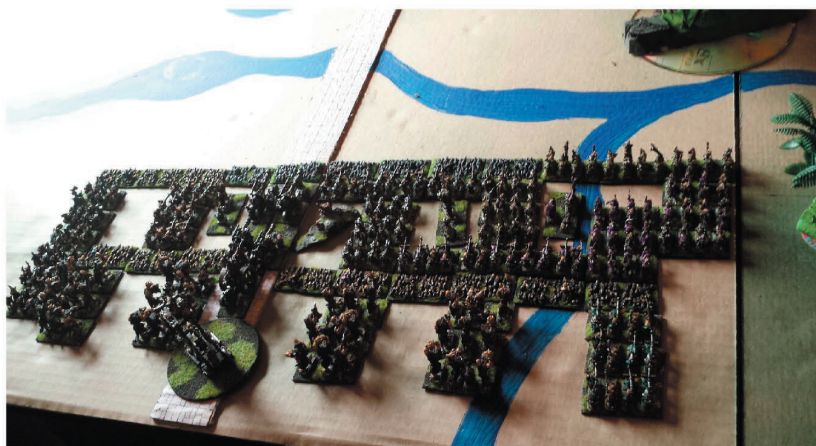


# LEX'S COLUMN: HERETIC FILE I

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What also happened in the past months, making me a very happy puppy!, is the advent of new miniatures. Some of them stepping into the void left by GW pulling the plug on Specialist Games, others adding to the existing ranges bringing new models into the fray. Good examples are the recent Indigogo campaign by Yann, creating new minis into the existing chaos range and the Goblinoids that will invade us from Siberia, lead by Alexey aka Bel. Hopefully Jorge will be able to showcase these in the next issue too!

Last but not least, I decided to let the beast out of the box and will introduce a small excersize for you all. As I am writing this I am not sure how Jorge will style it, but for now it will become the Heretic Files.





## LEX'S COLUMN: HERETIC FILE I

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### The Heretic Files I

#### A different take on (heavy) Cavalry.

For now this effects all cavalry with a 5+ or better safe. Choose units as usual, with all rules, regulations and restrictions. After choosing, take any two individual units and combine them into squadrons. During the game a squadron will be considered ONE unit for formation, ordering, movement and combat.

Although this may sound as making cavalry even more potent, try a couple of games with this rule and you might find that "things happen". Some small hints;

- you will see way less flanking charges,
- the obligatory extending frontage will force you to rethink maneuvering for a good starting position
- loosing stands will rapidly reduce your effectiveness
- sub-par manouvering will make you vulnerable for even the lowliest infantry

Obviously don't take my word for it, give it a try and put the feedback on the Specialist Games forum in the (aptly named) post The Heretic Files I

Until next time, may all you combat dices be 6s!





# FLUFF SCENARIO GENERATOR: EMPIRE VS EMPIRE



By Jchaos

Here is it, a simply fluff scenario generator. Just pick an army and roll 1D6. Take the idea, and adjust, modify, create your own rules for it. The limit is your imagination. I will try to make contributions for different set of armies. Any contributions or expansion are welcome.

But remember games works better if you take only one special rule for each scenario.

***Empire vs Empire. bored this friday night? roll 1D6 and start playing!***

**1- Only for love:** An Elector Count (general 1) is nearly to arrange a marriage with a wealthy dame. Another faction (general-2) kidnapped her to avoid the marriage. So General-1 gathers an army to retrieve her.  
--> *Objective battle or siege battle.*

**2- Popular unrest:** General-1 is not managing his lands so well, people are unsatisfied and a rebellion burst. Some dissatisfied people have ask for help to General-2 an old rival and land neighbour.  
--> *Open battle with some urban zones and general-2 must have at least 2 units of levy.*

**3-Shadow of chaos:** General-1 and his lands have been tempted by chaos gods. When General-1 attacks his neighbours the Emperor (general-2) hurry to gather an army and eradicate this traitor.  
--> *Open battle. General-1 could buy up to 1/4 of his army with chaos troops. General-2 represent the emperor so could have war altar and two steam tanks.*

**4- Greedy for treasure:** A dragon is bugging around the empire land. Two different armies (General-1 and General-2) are rallying to defeat the beast. And of course, rallying to obtain the treasures of the dragon. When they met near dragon lair both knows that they should fight to get the treasure.  
--> *typical battle with a dragon (emperor dragon?) fighting both armies. There are out there different set of rules to represent this conflict.*

**5-Father to son:** General-1 has get his land and his status through fighting over the years, now he had manage all he wanted, glory, wealth, lands, wife and a son. The problem is that his son (general-2) now is 17 years old and do not want to wait until his father gets older and dye. So he gathers an army to attack his father -  
--> *General-2 (son) wants to kill general-1 (father) at all cost. So General-2 (son) army has the breakpoint as units /1.5 but only manage to be victorious if he kill the general stand.*

**6-The secret of fusion-powder:** General-1 has a skilled alchemist who is development the fusion-powder bomb. It is a mixture of magic and powder able to make an entire city explode. General-1 plans to use it in middelland and proclaim himself as a new Emperor. General-2 has discovered this and there is no time to aware to empire people. He gathers an army and march toward general-1 lands.  
--> *Siege battle or open battle. Whenever General-1 wants he could try to use the fusion-powder bomb killing both armies (and obtaining a draw). To use fusion-power bomb the wizard shall roll 5+ in the magic phase.*

If you play any battle or variation of them, do not forget to post them in specialist-arm battle report section

<http://www.forum.specialist-arms.com/index.php?board=60.0>

Have fun and great battles!!





## 10MM WATERLOO

By Iain Dickie

*Iain has been wargaming for over fifty years but only came to really enjoy Napoleonics as a re-enactor first with the 21eme regiment d'Infanterie de ligne and later with the 85eme. He was also a founding trustee and later chairman of the Battlefield Trust, an international charity dedicated to the preservation of battlefields. His day job for more than twenty years was as editor/publisher of Miniature Wargames magazine. Since retiring in 2009 he has written 'Wargaming on a Budget' and contributed to six books on Military history.*

Waterloo has to be one of the best-known battles throughout the world. Napoleon Bonaparte had returned from exile, re-assembled his army and marched north to re-subjugate the Netherlands. He left Charleroi in northern France and advanced on the direct road to Brussels catching the Prussians at Ligny where they were soundly beaten and forcing an allied contingent to retreat from Quatre Bras on the same day, 16th June 1815. Two days later Wellington's army of British, Dutch-Belgians and Germans made a stand near a village called Waterloo. Here a low north-east to south-west ridge straddled the north-south route to the Netherlands capital. Two substantial farmsteads stood on the southern slope, Hougoumont to the west and La Haie Saint in the centre. To the east was the hamlet of Pappelotte. Further to east and west the terrain was extremely difficult for manoeuvring large bodies of troops. Time was against Napoleon. Huge forces were massing on other French borders to overwhelm his army of 128, 000 men - he had to attack.

Although denied out flanking moves Napoleon's plan was sophisticated. A massed battery of 84 guns was to pound the centre of the allied line while a diversionary assault on Hougoumont would pull reserves from the centre to the west. Then the real assault would then hit the battered centre of the allied line.

Wellington chose to hold the farmsteads and hamlet and deployed the bulk of his army just over the ridge on the north side where they would be protected from the more numerous French artillery. He had just 68,000 men on the field and had to hang on until the Prussians, routed just two days previously could rally and return to fall upon the French right flank. As any gamer will tell you plans never quite work out.

The Author, left with La Haie Sainte beyond his hand. Gareth Harding to the right







The assault on Hougoumont was completely counter-productive and drew in French reserves rather than allied. And the reverse slope deployment largely negated the French artillery so when the big French attacks went in they too failed. But, the allies were taking casualties all day long and their line was stretched very thin. Our reflight used Colours and Guns rules published by Magister Militum the figure manufacturer. These were specifically written for 10mm Napoleonic gaming.

We scaled down the original armies so each battalion represented a brigade on an L shaped table 3.6m wide by 1.8m narrowing to 1.2 m deep. The author took command of the French aided by Nigel Pell on the left flank and Marks Evans on the right. The Allied command was split between Gareth Harding and Ben Counsell.

As French C in C I planned to refuse the Hougoumont flank then counterattack when the allies advanced. On my right Pappelotte seemed to be weakly defended so I wanted to mass troop right of centre and use them to attack on my far right flank. Meanwhile I planned to tickle their centre with concentrated artillery. The big difference with playing a wargame is the enemy can see all your moves. So, I try to appear to be doing one thing while planning something else just like a magician distracts with one hand as he manipulates the trick with his other.

In this case I advanced with several battalions of infantry with cavalry and horse artillery in support against Hougoumont. But, the infantry didn't close to musket range, 20cm, and the cavalry withdrew exposing their flanks. When the enemy cavalry advanced to take advantage of this and into range of my artillery a well as beyond the supporting influence of their friends my heroic horsemen counter-attacked to maximum advantage.

On the Pappelotte flank it took some moves to assemble enough cavalry and supporting infantry with artillery to overwhelm the enemy in that corner even though they too obliged by







## 10MM WATERLOO

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advancing towards me.

In the centre I assembled all the howitzers with their high trajectory fire-power and concentrated their efforts onto the central farmstead of La Haie Sainte. The rules allow for artillery batteries of two or three model guns and one howitzer as well as allowing howitzers to be detached from their parent unit and formed into all howitzer batteries. In due course this became an inferno and had to be evacuated by the allied garrison. The remaining batteries were manoeuvred so as to concentrate their efforts onto a few targets. At long range they can only target a brigade with casualties being shared between units of the brigade that aren't concealed by terrain. So, having most units on the north side of the slope meant I could really affect those on the south side; routing three infantry units including the British Guards!

The final phase came when the infantry supporting my flanking cavalry moved onto the attack. To the west they bypassed the garrisoned farmstead of Hougoumont and attacked the infantry north of that position aided by the support of their own cavalry while the enemy were denied theirs. On the eastern flank they moved up to attack nervous Dutch-Belgian troops who had run from Pappelotte. It was about now, with the allies beginning to retreat and the French Imperial Guard still in reserve and the clock ticking in the hall that the allies conceded defeat.

Of course in real life the Prussians rallied from their defeat and came to Wellington's aid just in time.

In Napoleonic terms it was a small and very bloody battlefield. The British suffered an estimated 40% casualties. Altogether there were 47,000 victims plus a further 25,000 horses in an area 4,000 metres by 1,500 metres and there were still bodies unburied there a week later. False teeth at the time were collected from corpses and the harvest from the battlefield depressed the market for years to come.

The battlefield today is still largely farmland with many monuments marking the position of various units. The biggest of these, the Lion Mound, was put up just after the battle and to the worst general; The Prince of Orange. Unfortunately the earth was taken from a key feature of the battle, the sunken road atop the ridge between the crossroads and Hougoumont. The view from the top almost makes up for this desecration. The visitor's centre, panorama, shop and car park are being refurbished for the 200th anniversary next year. A huge







re-enactment is also being planned. To get there you can take the train to Brussels or fly to either Brussels or Charleroi then you will probably need to hire a car.

There are quite a few surviving eye-witness accounts within autobiographies of ordinary soldiers, these are a few:

A Dorset Soldier, ed E. Hathaway, Pen and Sword.

Recollections of Sergeant Morris, ed J. Selby, The Windrush Press.

The letters of Private Wheeler, ed B.H.Liddell Hart, The Windrush Press.

The Wheatley Diary, ed C. Hibbert, The Windrush Press.

Though dated the best book to understand the campaign is still David Chandler's Campaign of 100 days.







## 10MM WATERLOO

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BDutch troops in Pappelotte



French cavalry streaming towards Pappelotte





French Cuirassiers moving off to attack the Dutch near Pappelotte



French Artillery battery





# 10MM WATERLOO

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One of the combined howitzer batterys



Wellington and staff by La Haie Sainte





British cavalry waiting to attack any French advance



Feint attack on La Haie Sainte





# 10MM WATERLOO

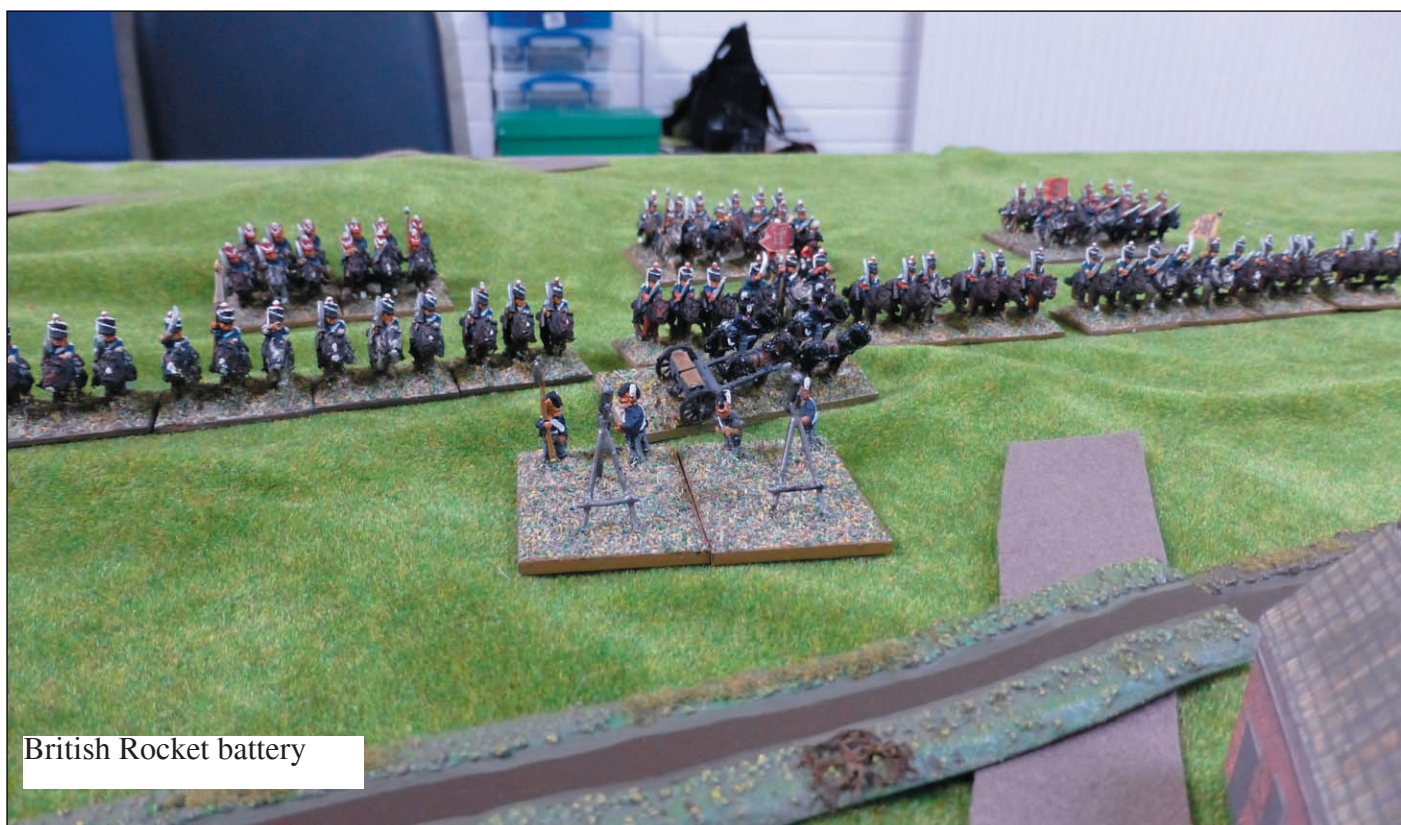
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French lancers and artillery on the far right wing



View beyond the ridge, British Infantry with Brunswick artillery







The right wing secured the French cavalry turn in towards the allied centre



French Imperial Guard waiting for orders





# ICEMASTER

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By Bel

## The story so far

First, lets make a short glance on a history of fantasy wargames in Russia.

It all started in the early 90s when businessman Alexey Sinyatkin began trading Warhammer stuff in Moscow, founded for this purpose a small company Alegris, who became the initial founder and developer of wargames activity in Russia (well, GW sales in particular).

Almost until the turn of the century players were going from door to door, etc. - ie there were mostly casual games. There was a process of getting to know the product and market saturation.

On the 2001 Sibcon (Siberian convent of LARP etc) I organized the second WHFB tournament of 4 players (aiming game advertisement with free distribution of translated and printed Ravening Hordes and small prizes from Alegris).

## Icehammer

And in 2002 in Novosibirsk, with a group of friends, we organized the first Siberian (and frankly speaking - the first Russian) WHFB tournament of 12 players, which was named simply and tastefully - Icehammer . Since then it has become a regular 'brand' event. It has acquired clones and offshoots alike Ice 40K, BFG Ice, Icehammer Young Bloods etc.

Time passed, Warhammer in Russia popularized and spread ever wider, gaming groups and clubs appeared and disappeared, GW changed editions, FB tournaments placed across the country, Icehammer tournament grew up to 70 players from all Russia and at some point I lost my faith because no longer understand what is happening with the game which universe I had grown to love.

That was a bit of tragedy until I get into Warmaster. The same universe but completely different game mechanics, with more drive and fan at a time. A couple of years I left to comprehend Warmaster Dao (thanks Lex), participated in creation of Erratas for LRB and Warmaster Armies and Warmaster Compendium of Trial Armies (thanks to all collaborates). And in the same time from 2008 I was conducted every-year (and sometimes more) Warmaster tournament in Novosibirsk (with ultimately original name Icemaster) - relatively chamber 2-day event for 8-14 players.







## Icemaster as an event

As a person who has wide experience in making of such events, I have organized this one quite simply – i.e. using available material base of Novosibirsk gaming club (venue, tables and chairs etc.), as well as ready-made army accumulated over several years, gathered interested people (mainly those who participated in the translation / localization of Warmaster rulebook), and we did it. And then did every year and even more often (more of this series - the so-called Icemaster-test and lately IceXmaster).

As befits for a stable gaming system, the tournament rules, once established on the basis of EuroGT rules (thanks Siamak Lou and Lex again) remain virtually unchanged - just adding or removing scenarios sometimes.

The tournament format is 2000 points, it lasts 2 days, consists of 5 games. There are different scenarios linked with tables. The terrain is placed by judges once and for whole event. Terrain made me some headache because by the rules all the terrain is provided by the organizers (i.e. by ourselves) but thank God and our skilful hands, this issue has been resolved and the original purpose - to “make it nice “ - has been achieved.

You would agree that to play fully painted armies on the table covered with battle-mat and beautiful terrain is a bit nicer than the alternatives.





# ICEMASTER

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Tournament Points currently awarded for generality (standard Victory Points + scenario bonuses) and for sportsmanship. The winner gets the Ice Witch prize, others get fan and respects.

## **Armies and participants**

Since the tournament rules allow all official, trial and experimental army lists from the Compendium, sometimes almost all armies of Warhammer world present in the tournament.

High Elves are always present - both official and tournament versions. Beside them more-or-less continual participants are Orcs, Dark Elves, Bretonians, Chaos (mortal and demons), Arabians, Vampires, Dwarves, Woods Elves, Ogres, Norse. Sometimes Dogs of War, Skaven and Lizardmen join the event. Recently - Albion. No Empire, TC and Kislev.

All the participants are mainly from Siberia. Novosibirsk traditionally is the place of meeting for players of all Siberia from Novokuznetsk to Yekaterinburg and Tyumen (range of distances as estimated from Warsaw to Marseille), sometimes the Moscals come.

## **Tournament rules**

All the battles go under standard Warmaster rules (LRB) with Errata applied.

## **Rules amendments**

1. LOS is limited by 60cm. I.e. for example the fliers may move by the order up to 100cm, but may charge in 60cm only.
2. The fall back move is made directly behind when withdraw and in any direction when win (free tactical move).
3. Standard rules of charging are used by default. Alternative zonal rules of charging are allowed and may be used with pre-battle mutual agreements of players.
4. Blunder table is used as it is in the rules (no alternatives).
5. Some armies allow to create by magic the additional units not included in initial army roster (VC, TK, Araby). If a player has no required number of models these spells always count as a failed until he will be able to place such models from his own casualties.
6. The number of supporting stands counts at the start of the combat round (up to +4 maximum).
7. Anywhere, if possible, combat engagement line must be maximized.

## **Scenario used**

1. Pitched battle (standard)
2. Raid/Burn the village! (attacker has to burn up to 5 buildings in a village in enemy deploying zone)

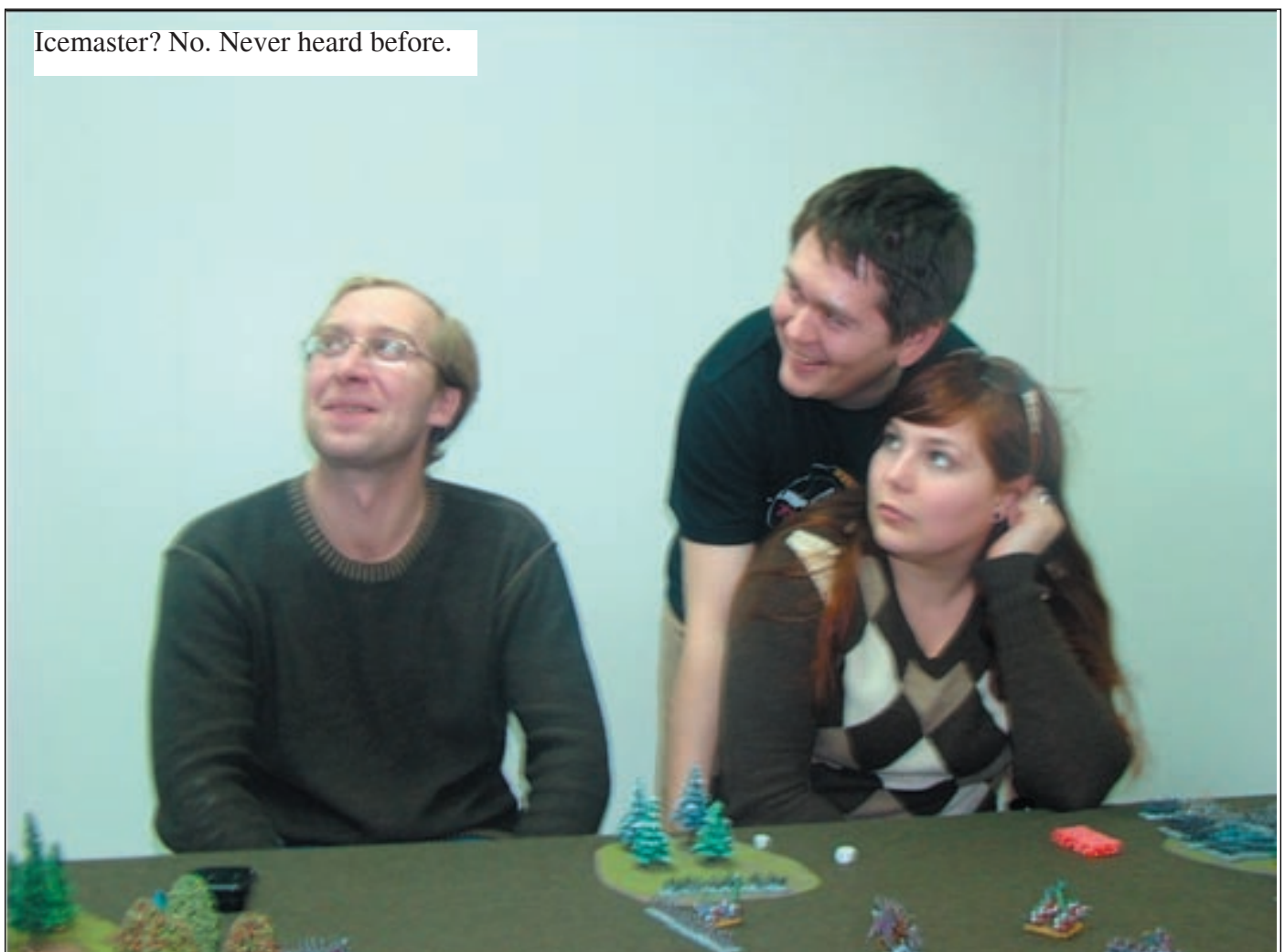




3. Massacre (standard – both armies never withdraw, double victory points for units wiped out – and no more victory points)
4. Burst through the canyon (attacker 2000 army has to reach opposite short table edge in 5 feet, defender 1600 army doesn't break and has to prevent the enemy)
5. Siege (not used now as too long and bored – so, not a tournament scenario)
6. Cow wars (fan)
7. Battle for the Tower (capture and control the objective)
8. Challenge! (optional scenario for last game only –any opposite and scenario by mutual agreement).

In conclusion, I can say this tournament (as it was planned originally) has a warm intimate atmosphere, where is not very important, either you win or lose the battle, and the main thing - you get the pleasure of communicating with like-minded people, play enough games and get fun gaming moments.

Welcome to Siberia!







# ICEMASTER

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Headbutt???



True Arabian general





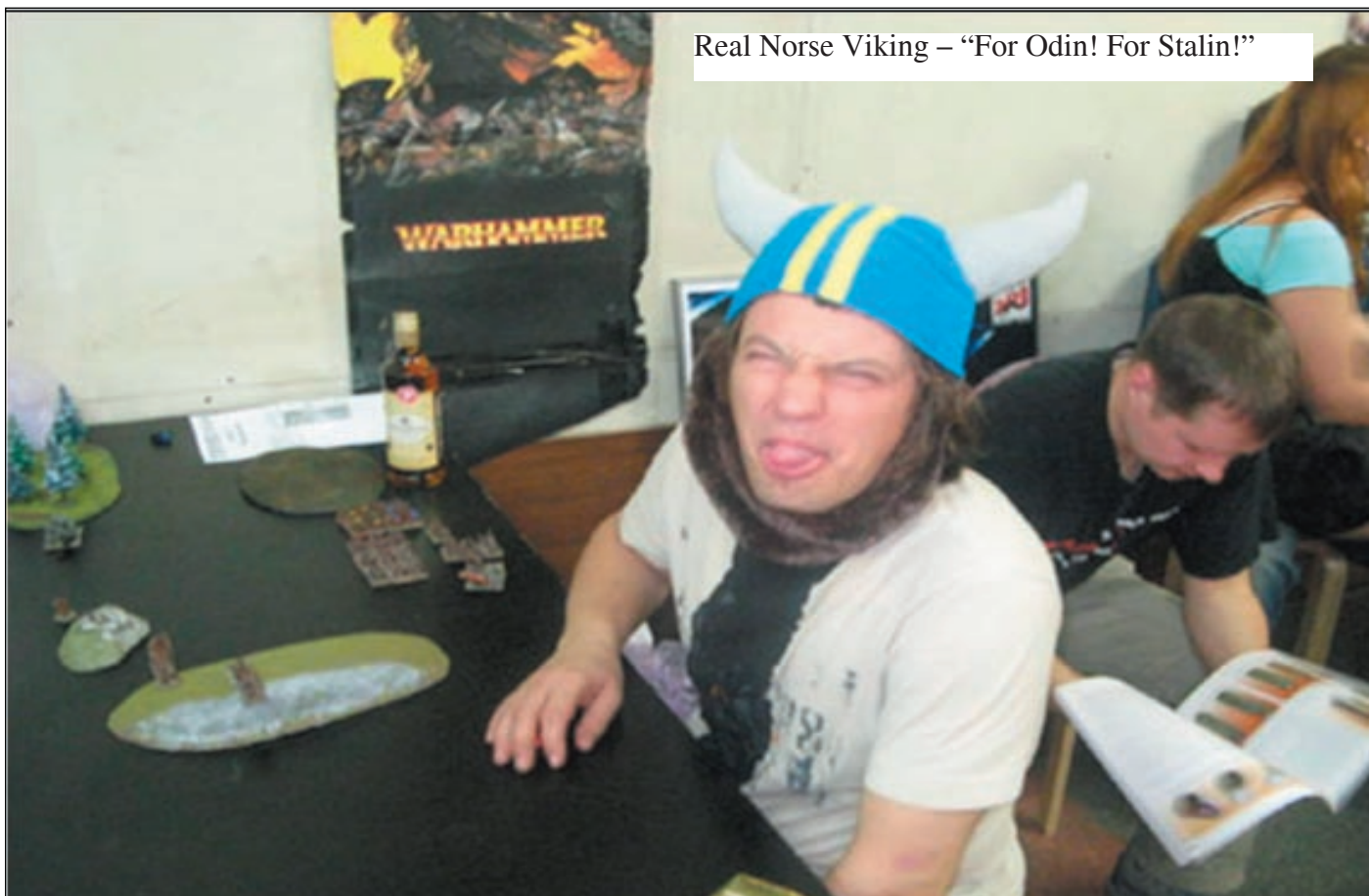
# ICEMASTER

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Hi ho, hi ho, from home on siege we go!



Real Norse Viking – “For Odin! For Stalin!”











ICEMASTER

# ICEMASTER

2008 V 2013

Ледяная  
ведьма  
ждет...

Ice Witch is waiting for you!

СИБИРСКИЙ ТУРНИР ПО WARMASTER



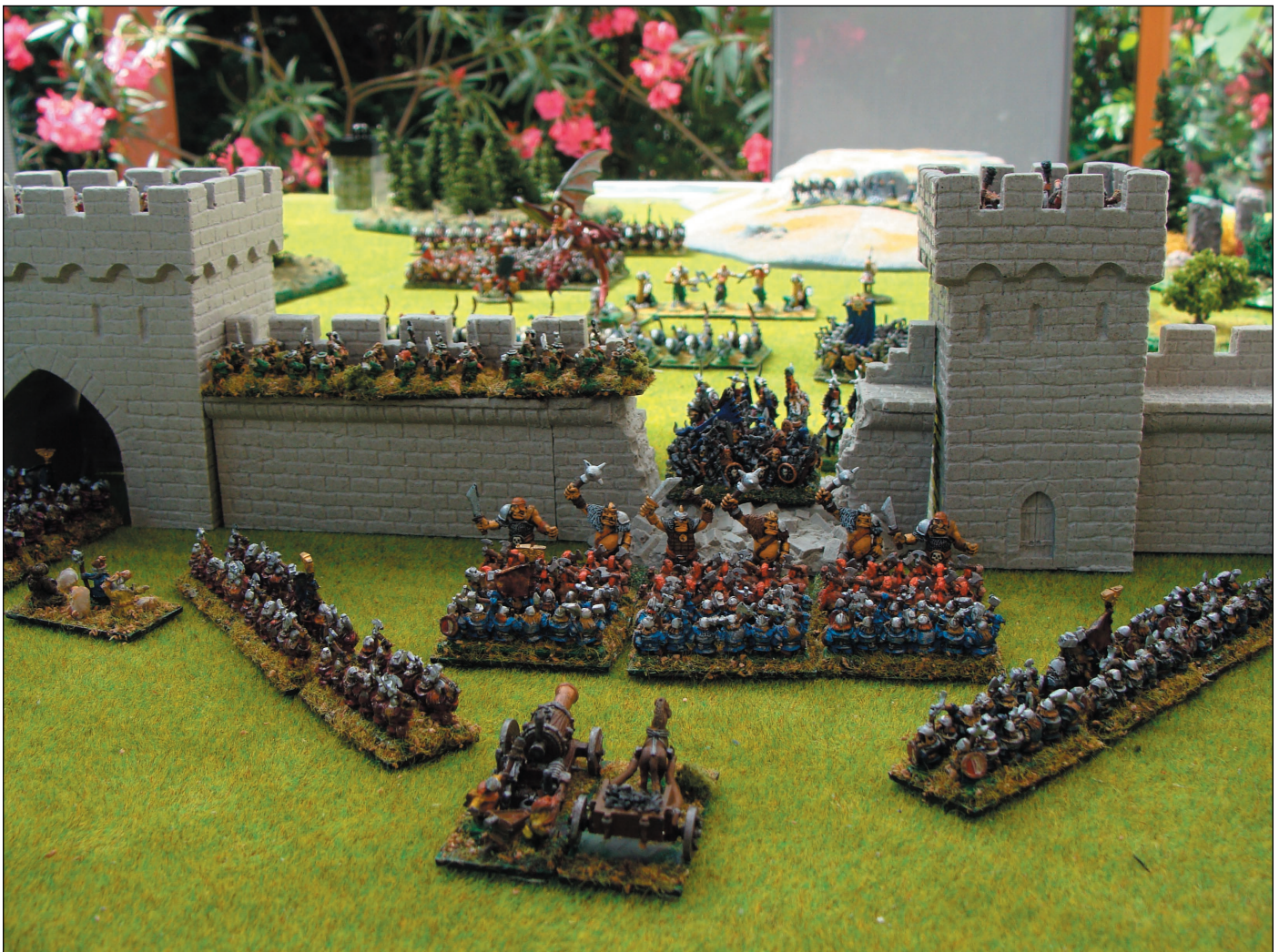
# LONGBEARD ON THE MARCH



by Jürgen "Jurisch" Winter

I am for a long time fan of the longbeards. I like the hobbit (as I think most of us players) and several other novels. One of my favorite book series is written by Markus Heintz and is called "Die Zwerge". It has been published 2003 and ends with the 4th book "Das Schicksal der Zwerge" in 2008. The books have been published in English, too and called "The Dwarves", but I haven't read them in English to give a comment how the translation worked out.

Enough words about my preference on Dwarves: Dwarves have been my third army that I completed after Empire and Chaos. Dwarves are a different army than most of the others army within the game. Usually the cavalry armies have the majority on the ground and their tactic is "Go forward!". If you handle Dwarves in that way you won't have a lot of fun. Dwarves have no cavalry – just infantry, artillery and some gyrocopters. The main strength is the dwarf king with a command of 10. This makes them, if the command dices works, a flexible army. Dwarves are strong and can get 4 hits until a base has been destroyed, this can drive an opponent crazy – making 3 hits and nothing happens. The dwarf army has usually a low breakpoint and if Trollslayers are in the game you need to handle with care.



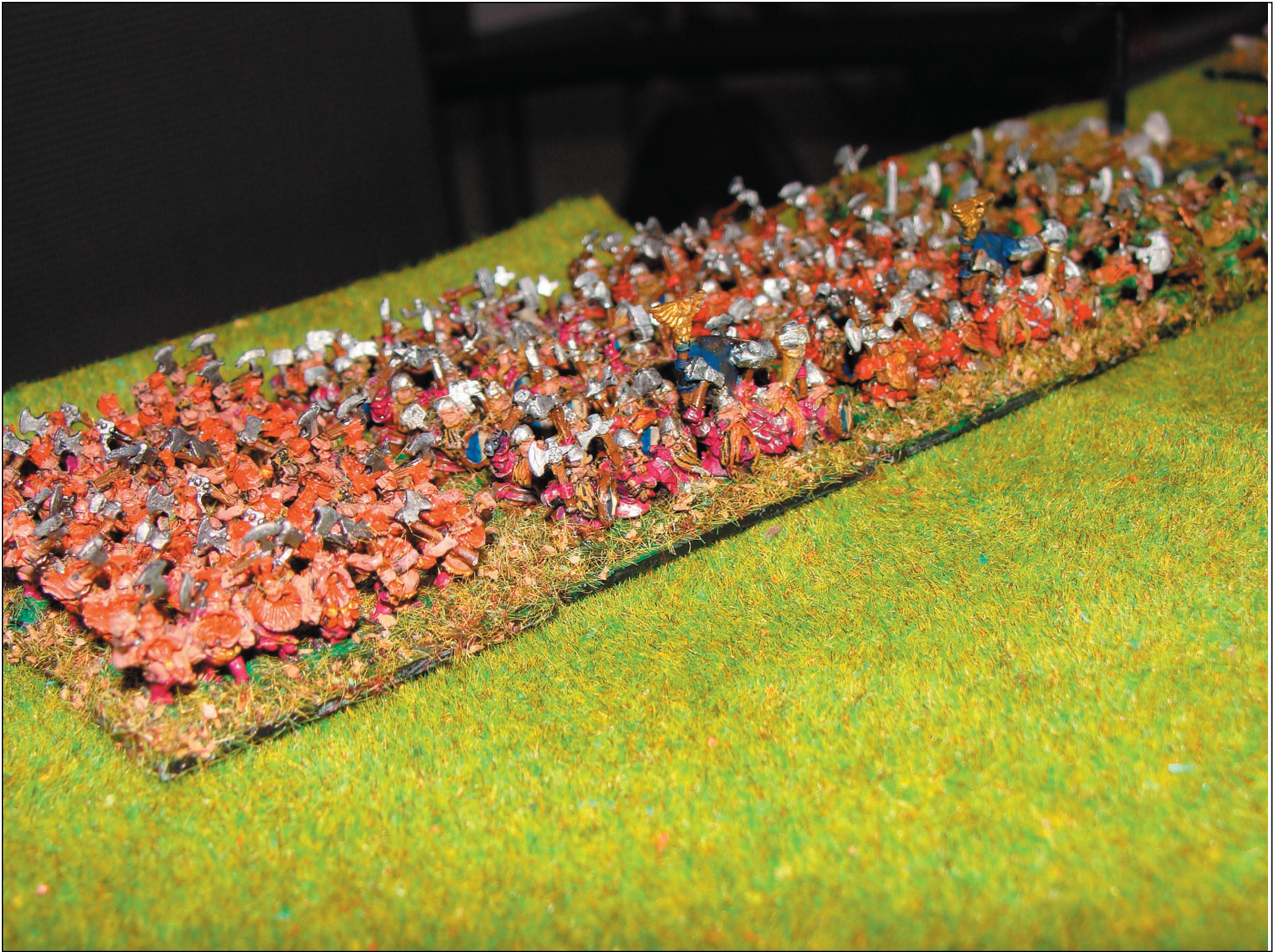
The core units are **Clan Warriors**. 3 attacks, 4 hits and 4+ armour save makes them a very good unit which has its price with 110 points per unit, but cheap units can't be found within the Dwarf realm. I prefer to take in a 2000 points game 5-6 units of warriors.





## LONGBEARD ON THE MARCH

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The most flexible units are the **Rangers**. 3 attacks, 1 shot, 4 hits and a 5+ armour save makes them a good unit. But their real advantage is, that they can pursue all type of units which makes them a good cavalry hunting unit – especially in the flank. Costs are at 110 points per unit. I like to take 4 units in a 2000 points games - usually using them in the flanks of the army.

**Handgunners** have 3 attacks, 1 shot, 4 hits and a 6+ armour save. They are not ideal for in-fights, but against light infantry they do their job. Their advantage is shooting, because they reduce the opponents armour by one. So there is a good chance to hit heavy cavalry and stop their movements with the idea to hit them next round in the flank by the rangers. Costs are at 90 points. Take usually one or two with me.

**Trollslayers** are the only unit which can be used offensive. They have 5 attacks, 4 hits, and no armour saves. If they attack a monster they get an additional attack bonus. Costs are at 80 points. They can't be driven back and get never confused by shooting. This makes them to a perfect front line troop, where the other units can follow in safety by shooting. Trollslayers need to attack always if possible. They need to die in the battle; otherwise they count 80 victory points for the opponent. But even they need to die; they still count to the armies breakpoint. I try to take 2 units per battle in a 2000 points game.

Technic zone: Dwarves are the best engineers and therefore have the best artillery in the game. **Cannons** have 1 attack, 2 shots, 2 hits and a 6+ save. Shooting 60 cm without save possibility for the opponent. Additional bounces are possible with extra damages. 90 points costs are it worth and I usually use 2 units of cannons.





The **Flame Cannon** is a special machine: You have 1 attack, D6 shots, 2 hits and a 6+ armour save. Costs are at 50 points, but have only on base within the unit. It shoots with a range of 30cm and you need to roll dices too know how much shoots will be occur. As long you don't have a double you don't need to worry. 7 shots are the most usual event which is good and can cause some trouble with the opponents units. Especially if they attack in front of flame cannon and getting stand and shoot before attacking. If you combine your cannons and the flame cannons in a brigade nobody will really try to attack them in the front. The risk is that if you roll a double a 1 and 2 double will destroy the unit and if your breakpoint is already low by trollsayers and some other casualties such a double can get you in a bad positions with the break point. I lost a game within the Arturia campaign by this... . Costs are at 50 points and usually I take one of them.

**Gyrocopters**– I like the fluff of a Dwarf army, so they need to be in. But within the current rule it is very difficult to use them efficient. They have 1 attack, 3 shots, 3 hits, 5+ armour save and shoot on a range of 30 cm. As flying cannon which reduces the opponents armour by one they can be used to destroy the opponent's artillery in the way you fly in the back of them and shoot or flying in the back of infantry brigades and get supporting units out of the combat. If the artillery stays alive they might be destroyed by driving back over the maximum 10 cm range. But to do this you require two Gyrocopters with a game – so I usually use them only in games up from 2000 points.

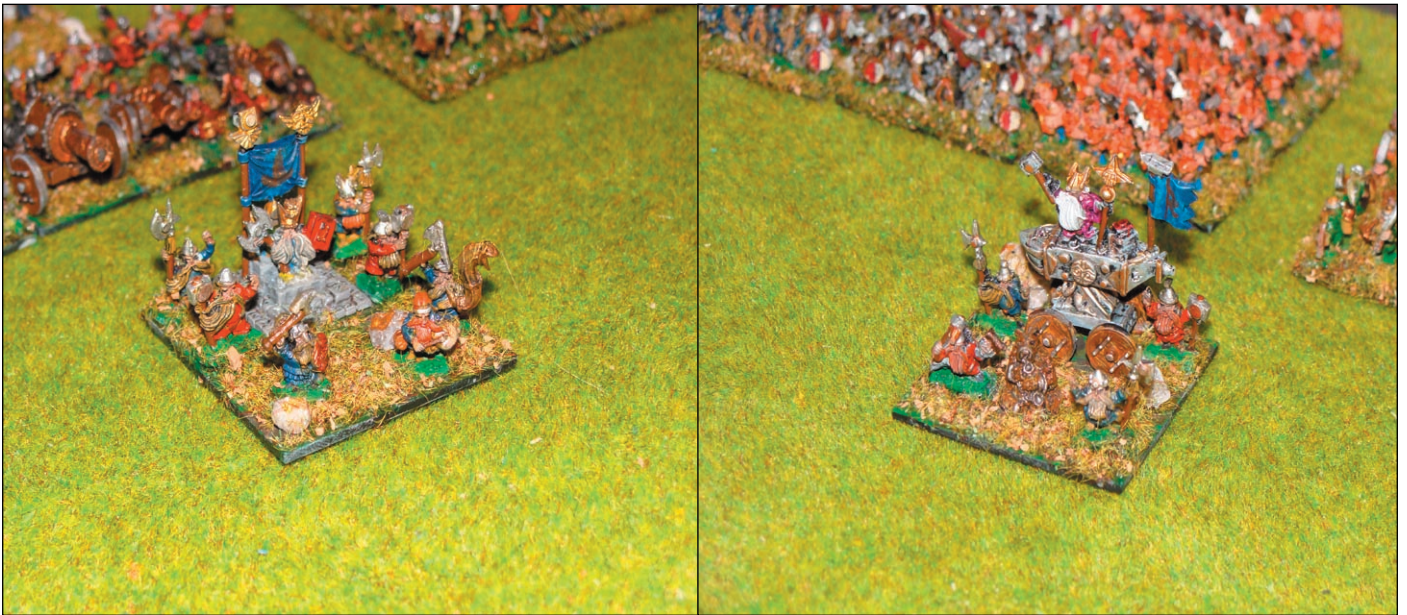
Getting in combat with a gyrocopter is not the best idea; even if you attack you get only 2 attacks. If you get close to the opponent's units you always risk losing the whole unit by an attack in the back or flank. Even that





## LONGBEARD ON THE MARCH

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it is a common understanding that you keep at least one attack the Gyrocopter has not a real chance, so most time they stay in the back and wait for one single action within the whole battle – 150 points are expensive in this environment. We did a lot of tests to make the Gyrocopter playable and my idea is, that they get 360 degrees of sight, so they keep always their stand and shot. We found this matches with the idea of a gyrocopter as a flexible flying machine and doesn't change the whole game play. We use this rule now since more than 18 months and we recommend this as a general rule change.

**Dwarf King**– excellent general with a command on 10 which allows to provide several orders per unit within a turn –in theory. In my reality I have the feeling that on my second command I have always a 11 or 12... . In fact of the expensive units and a low breakpoint and a good general I reduce the number of commanders which is good when the orders work, but with one failed order of the general the whole army stops, bad when this happens often in the beginning. Cost for the Dwarf king is 155 points.

**Hero**– Heroes have a command of 8 and are nothing special at a cost of 80.

**Runesmith**– Dwarves have no wizards, but can dispel successful opponent's spells at a 4+. The command is 8, as the heroes, so for an upgrade of 10 points you get a much stronger commander. In a 2000 points I take always the maximum of 2 runesmiths.

### General tactics and strategies:

Get the artillery on a hill to control the battle ground with cannons. Dwarves have no cavalry, so try to get them in defend positions with support. Attack out of defended positions and fall back in the defended areas. Stop opponent's units by shooting and then attack them next turn if possible in the flank. Therefore the general's good command possibilities should be used to get the troops in a position to charge in the flank. Eventually use the gyrocopters and block the movement of escaping units from a combat to destroy them – e.g. monsters which can't be pursued by infantry. Trollslayers needs to be used offensive and they protect following expensive troops from shooting. Additionally they can reduce movement of the opponent by -1 command penalties when they are close to the enemy and next turn attacking them.



# LONGBEARD ON THE MARCH



## Example:

The Khemri plan is to attack with chariots if the dwarves are moving over the river. The get the attack done, Trollslayers are moving first to the middle in direct direction to the Khemri's center. If Khemri attacks with its infantry it will have problems to destroy the Slayers and the Slayers can attack next turn by itself and hopefully will advance into the chariots, make damage and die. If only one stand stays it will reduce the possible movement of the chariots. Rangers and warriors in the back will sent to the defended positions (hill and wood) to charge in the flank, if the chariots and cavalry will try to attack in the middle after the artillery and main troops will pass the river. Additional they have the option to try to attack the Khemri infantry in the woods.

For any questions, please feel free to contact me via the contact form at [www.warimperator.de](http://www.warimperator.de)







## INTERVIEW WITH LEON PENGILLEY

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Hi Leon, it is a real pleasure that you accept this interview. I know Pendraken for many years but I had to say that the beginning of the forum has approach you to your clients, and it is a pleasure the way Pendraken is open minded and close to the problems and needs of them. I would like to let the 10mm fans know a little bit more about you and your company.

**1) *How and when started Pendraken?***

Pendraken started originally as Wild Geese Miniatures, which Dave bought and changed the name. The ranges were mainly 10mm already, so we began to get new figures sculpted to replace the original ones.

**2) *What was the first ever reference of Pendraken?***

The Fantasy was the first proper Pendraken range. We bought a selection of ranges from another company and then started to add our own sculpts to it.

**3) *Why is Pendraken focused in 10mm scale?***

When we started, 10mm was a good niche/gap in the market. There weren't really any other companies doing anything in this scale, and we thought it would be worth a try. With 10mm being very similar to 1:144th (N scale) there were already a lot of options in the railway market. Plus Dave liked 10mm FPW gaming!

**4) *Do you have a favorite range of figures or even a favorite reference?***

Our favourites are usually the new ranges! Our AWI and League of Augsburg are fantastic ranges, and the new Mongols are very nice as well! Dave really likes his 19th Century though, so his favourites would be the FPW stuff!

**5) *How is the influence of the Pendraken forum in your business?***

The Forum is one of our best assets, and it is something we are really proud of. The Forum has been going for exactly 4 years now and we have a fantastic community of friendly, helpful members. We always put the latest news and pictures on there for everyone to see, and hold regular competitions and giveaways.

**6) *There will be a Pendraken set of rules in the future?***

We hope so! We are working with some people at the moment to bring two sets of rules to market, one for WW1 and another for Fantasy gaming. It's early days yet, but we would like to have something before the end of 2014.

**7) *How do you see the XXI century 10mm wargaming scene in relation with 90?***

For us, the hobby seems to be growing, with more people coming to 10mm all of the time. I'm not sure if other companies have the same experience, but we are finding that a lot of people are looking at smaller scales to get more for their money.



# INTERVIEW WITH LEON PENGILLEY

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**8) *What was the first wargame you ever played? And what set of rules did you use for your last wargame played?***

When Dave was 11-12 year old, he played against Paul from Kallistra using plastic Airfix figures!

**9) *Have you ever played Warmaster? How was the experience?***

We have never played them unfortunately. Wargaming has taken a backseat for Dave in recent years, as he is always too busy working!

**10) *What was the last book you have read?***

Battle of the Somme.

**11) *Do you have a favorite period of History?***

For Dave it would be WWI and late 19th Century. For me, I find a lot of different periods interesting!

**12) *What is research process? for a miniature to be accepted in your production? (sculpting quality, originality, historical accuracy, proportion...)***

We are very lucky to have an excellent team of designers working with us to produce excellent miniatures. We simply tell them what we would like and they get busy! Our customers make suggestions on our Forum for the ranges they would like to see, and the more popular suggestions go onto the design schedule.

**13) *Tell us about your sculptors.***

We have 6 or 7 sculptors working for us most of the time. Our longest serving sculptor is Tony, and he is responsible for our the majority of our ranges, including the FPW, Medievales, Napoleonics, ACW, WSS, SYW, etc. Phil Lewis started working for us a couple of years ago and has made ranges like our Punic Wars, the Falkland's and the new Mongols. Clibinarium is a very well-known sculptor in 10mm, and is responsible for our Late Roman, AWI and League of Augsburg ranges. We then have Martin Small and Mark Naylor who do vehicles for us, as well as several other part-time guys who do things now and then.

**14) *Do you paint figures? Do you have any finished army painted by you?***

All of Dave's painted figures are at a friends house for when he games.

**15) *Pendracken is very present in the 10mm figures future, could you tell us about the meetings or events that Pendracken will assist in 2014?***

We will be attending 17 shows this year, a full list can be found on our Forum: <http://www.pendrackenforum.co.uk/index.php/topic,9179.0.html> We also host our own wargames show in November, with 35 traders and over 600 visitors.

**16) *Is there something not included in the questions that you want to tell us?***

Thanks for the questionnaire!





## An Interview with Christian Schwager

*First of all, thank you for sharing your art for the cover of Warmaster & 10mm Digest n°3, and also for agreeing to this interview.*

*1) How many years have you been working as an illustrator and concept artist?*

Ever since I was a teenager, really. Although mostly in a very limited capacity, I've been doing illustration work on the side and as part of various jobs for most of my working life. I actively started pursuing illustration and concept art as a career in 2002 when I started my freelance business.

It's not easy making a living as an artist, however. Artwork rates are generally pretty low with most publishers (even some of the big ones), so I still have to supplement my income with other work, such as graphic design.

*2) Can you tell us about some wargaming related projects you have worked on or contributed to?*

The first time I got to sink my teeth into a wargaming project was for the Epic: Armageddon rulebook, when I first started freelancing. Sadly, none of my work made it into the book, because they were all commissioned as black & white art, and in the end only full colour art was selected for publication. It was a great experience nevertheless.

I also got to do some work on the Battlefleet Gothic: Armada book, a little while later.

In recent years I've worked on plenty of wargaming related projects. Mostly concept art for miniatures, but also full-colour art for various rulebooks, such as Tor Gaming's Relics.

Over the past year I've done quite a bit of work on Games Workshop's RPG ranges through Fantasy Flight Games.

*3) Tell us about the project or piece of artwork you feel most proud of.*

It often tends to be my most recent work. I like to think that I'm constantly improving while, at the same time, I'm never entirely satisfied with my work... I'll always find something I could have done better.

All that being said, I'm pretty proud of what I've done for Tor Gaming so far. I've basically conceptualized their entire range of miniatures since I've come aboard, as well as doing all the colour illustrations for the recently released rulebook.

The single piece of artwork I am most proud of to date would be my version of Eowyn and the Nazgul, which I painted for an ArtOrder competition. You can check it out on the next page.

*4) Can you reveal to us what you are currently working on?*

Unfortunately I can't say anything about any commissions I'm working on until they are being released to the public.

There are, however, plenty of personal projects I'm working on. I've got plenty of concept art in the works (and partially completed) for various 6mm and 10mm (even 28mm) miniatures ranges. I just need to find someone who might be willing and able to turn them into miniature lines.





Unfortunately I'm unable to fund the sculpting and or production of any of these myself, but I'm always keen to hear from interested sculptors, investors, or producers who might want to partner up to get something off the ground.

I'm also working on a labour of love project, which will be a grim-dark, wargaming oriented re-interpretation of the fairy tales I grew up on as a kid.

*5) Are you more comfortable with a pen and a sheet of paper or a tablet and computer to create your artwork?*

I use both, but I prefer to sketch and draw on paper. It just doesn't feel the same on screen. Most of my painting, however, is done in Photoshop these days.

Digital tools can really make an illustrator's life easier, especially for commission work. Changes

and adjustments can be made fairly easily, even far into the process. The big downside is of course, that you'll never have an original of the painting, only a file and prints.

*6) Where do you find inspiration for your art?*

Anywhere and everywhere, but it depends on what I'm working on, of course. My shelves are filled with art books, historical reference books (I love Osprey publishing), wargaming and RPG books, comics, magazines, and DVDs. I also surround myself with toys and miniatures as much as I can. Music also plays a big part in the process.

I tend to research most of my projects quite thoroughly, so the more relevant media I can track down, the better. What did I ever do before Google?

Deep down I'm a total Warhammer and 40K fan-boy, though. There is just nothing that quite does





## INTERVIEW WITH CHRISTIAN SCHWAGER

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it for me like GW's fictional universes. That being said, I prefer the stuff from the 80s and 90s over most of the newer offerings. John Blanche is my absolute hero!

*7) Do you regularly wargame? If so, what wargames do you usually play?*

Not as much as I would like, but I do try and get some gaming in from time to time.

The game I play the most is Blood Bowl. I'm the founder and co-commissioner of our local league (the Auckland Blood Bowl Federation), which has been going since 2002.

Although I've been collecting all kinds of minis and games for decades, it wasn't until a few years ago that I started playing other games, too.

Some of my favourites include Mordheim, Epic, and, of course, Warmaster. I also quite like Dreadfleet, yarr, no matter what the haters say. Warhammer AND pirates, what's not to like?

Most recently I've started playing a bit Dust Tactics/Warfare.

*8) What was the first wargame you ever played?*

Not sure if it's a wargame as such, but what got me into the hobby was Heroquest, followed shortly after by Space Crusade and later Blood Bowl.

In terms of a true wargame, that I actually played and not just collected books and minis for, it was either Warmaster or Epic (NetEpic). I started playing them both around the same time, so I can't quite remember which I played first.

*9) Do you consider yourself more of a gamer or more a painter?*

Definitely more painter and modeller, even though I'm not that good at it. Considering how precious little time I get to spend on my hobby, however, I'd say collector would be the most accurate.

The thing is, I find it very difficult to assemble or paint anything the way it's supposed to be. So I spend a lot of time chopping, filing, and greenstuffing my minis, and coming up with interesting themes and paint schemes. Unfortunately this means that it takes me ages to get any of my gaming projects completed.

*10) Have you ever played Warmaster? If so, how was the experience?*

I have, but only a handful of times. Warmaster General of legend Christian Burnett was kind enough to teach me the game. Needless to say, I had my ass handed to me big time on every occasion.

Sadly there's not a very big Warmaster scene here in NZ, so I haven't managed to get a game in since. Plus, I still suck at it, of course.

*11) Tell us about your miniature collection, which scales do you collect?*

I've only collected 28mm figures for ages, but these days I find the smaller scales more and more appealing.

There are boxes full of bits stored in my cupboards. Mostly Warhammer and 40k stuff. Plenty of weird and wonderful miniatures waiting to be created... one fine day when I have the time.







In the meantime I'm focussing on completing my NetEpic Imperial Guard and Space Marine armies (plus terrain), my Warmaster Empire army (one unit of Greatswords converted and painted, plenty more to go), and further expanding my Warmaster Chaos horde of Nurgle.

I'm also tempted to get into some 15mm gaming, such as Flames of War, and of course there's my fledgeling Axis recon force for Dust.

If I ever come into some serious money, I also plan to expand on my Oldhammer collection.

*12) How many years have you been painting miniatures?*

I started painting minis at the tender age of 15 when I got my first copy of Heroquest... so that's exactly 25 years now.

I'm still not all that good at it, but washes are my best friends.

*13) What is your favorite book, film, and game?*

Well, there are a great many. Let's see...

**Books:** The only book I've read more than once is *The Hitchhiker's Guide to the Galaxy*, all five of the four books in the trilogy... and I've read them three times. After that I didn't read many books without pictures until a couple of years ago.

These days I love almost everything that Dan Abnett writes for Black Library. Especially the Eisenhorn, Ravenor, and Bequin series. I just started reading the Gaunt's Ghosts series and am currently up to *Necropolis*.

**Films:** Obviously I get excited about most things fantasy and science fiction, as well as historical stuff, but mostly anything that looks good and has a good story. Sadly those two to things seem to be mutually exclusive a lot of the time.

Anyway, some of my all-time favourites include *Mad Max* (all three, and hopefully the new one, too), *Master and Commander*, the *Lord of the*

*Rings* trilogy, *300* (can't wait to see the new one), *Legend* (the one from the 80s with Tom Cruise), *Star Wars* (even the new ones), *Alien* and *Aliens*, I could go on and on.

**Games:** *Blood Bowl*, no doubt. I love all kinds of games, but *Blood Bowl* to me is pretty much the perfect game.

I also tremendously enjoyed playing Warmaster on the few occasions I had the opportunity, and I absolutely love NetEpic. It's the scale that really does it for me on the last two. Armies actually look like armies and there is room to manoeuvre on the battlefield.

*14) Do you have any other hobbies?*

I'm very interested in history, almost any period. Mostly historical costumes, weapons, and conflicts, but also culture, politics and all the rest of it.





## INTERVIEW WITH CHRISTIAN SCHWAGER

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I also want to do my own genealogy research at some point. Thus far I have not found the right starting point, or the time for that matter, to do so.

*15) If someone of our readers would like to commission you to do some art for them, how can they contact you?*

Anyone can view my work and get in contact through my website: <http://www.solitudo.com>

I also post my most recent work on my blog:

<http://theartofschwager.blogspot.com>

And I now have a Facebook page as well:

<http://www.facebook.com/artofschwager>

*16) I know you have a Warmaster Chaos army. First time I saw it I was impressed, not only by the originality, but also by the execution of the painting and the unity it shows as an army. Can you tell us how you went about collecting, designing, and painting it?*

Thank you for the kind words. It's still a work in progress. There is so much more I want to add to it.

Several years ago I was given an entire Warmaster Empire army, almost untouched. I instantly fell in love with the miniatures and the scale in general, but the game was long out of the shops already and nobody seemed to play it around here, so there wasn't much motivation to get started on building and painting the army.

But I started to collect more of the models anyway, and a Chaos starter box from eBay for good measure. I even converted and painted up two units each of Warriors and Marauders, just to try out colours and such. Then they went into my wall cabinet and stayed there for a few years.

When I heard about the Warmaster Elite Unit competition I thought I'd give it a go. I came up with a couple of ideas: Empire Greatswords and a

Hellcannon of Chaos, since both of them seemed such glaring omissions from the Warmaster range. I got my mate Chris B on board to help out with the rules and got started converting and building the models. We split the two entries between us and submitted one each... and ended up winning with both of them. This allowed me to fill out my fledgling armies with plenty more troops and I finally got back to work on them.

When it came to choosing a theme for the army, there really was only one option for me... it had to be Nurgle.

I just love the jovial nature of Papa Nurgle, combined with the filthy aesthetic of foulness and decay, which would rather suit my messy painting style.

I wanted my units to look as individual as possible, so I made lots of little conversions like weapons swaps, shaving off horns here and there,



halving stands and mixing them up a bit. Anything to make them look a bit different. I even did some greenstuff work here and there and converted a Marauder unit champion from a cut-down Epic Minotaur with a Marauder Helmet stuck on top (see below).

I found that some of the units, like cavalry and flyers for example, could be made to look a lot more dynamic by putting less models on the base. Which had the added bonus that I would be able to squeeze more units out of them, too. The Chaos Knights had some figures from the character pack mixed in for more variety, and I also made a proxy unit of Hounds from Epic Cyboar Riders and lots of greenstuff.

The Chariot units got a banner each and individual



# INTERVIEW WITH CHRISTIAN SCHWAGER



crews, sourced from character packs and Warriors I had cut off other stands. My characters, one of which used to be a Warhammer Nurgling, had lots of greenstuff work done on them.

After my first couple of games I added a Hero/Sorcerer on Dragon into the mix, but I'm just not sure how well the model, which is gorgeous, fits with the rest of my army, so I still haven't quite finished painting it.

Most recently I've also added a unit of Ogres and three heavily converted Spawn to the army.

Just a few of weeks ago, I finally finished my new general for the horde. I've always loved the Epic Mortarion miniature and thought he would make for a perfect Chaos Warmaster General. The model has wings, so I could always use him as a character mounted on a Dragon if need be. A mounted musician from the character pack and a Plague Bearer round out the complete model.

When it came to painting I tried to achieve some depth of colour by randomly layering and drybrushing on greens, browns, and yellows over a black undercoat, before starting to pick out any details.

All the skintones are painted Rotting Flesh (I love that paint), highlighted with white. I used Boltgun Metal on all the armour and various shades of brown, red, yellow, and blue on everything else. Lastly everything gets a heavy wash with my special mix of various black and brown washes for that extra grimy look and some deeper shading.



I still have plenty more planned for this army. More standard infantry and maybe some Trolls, if I find any good models for them, but mostly more wild and whacky stuff that looks cool. I wanna build some Dragon Ogre proxies based on the Epic Squiggoths, with Warriors in howdahs on top or the sides. A proper Nurgle army also needs a character on a palanquin, which I hope to sculpt up



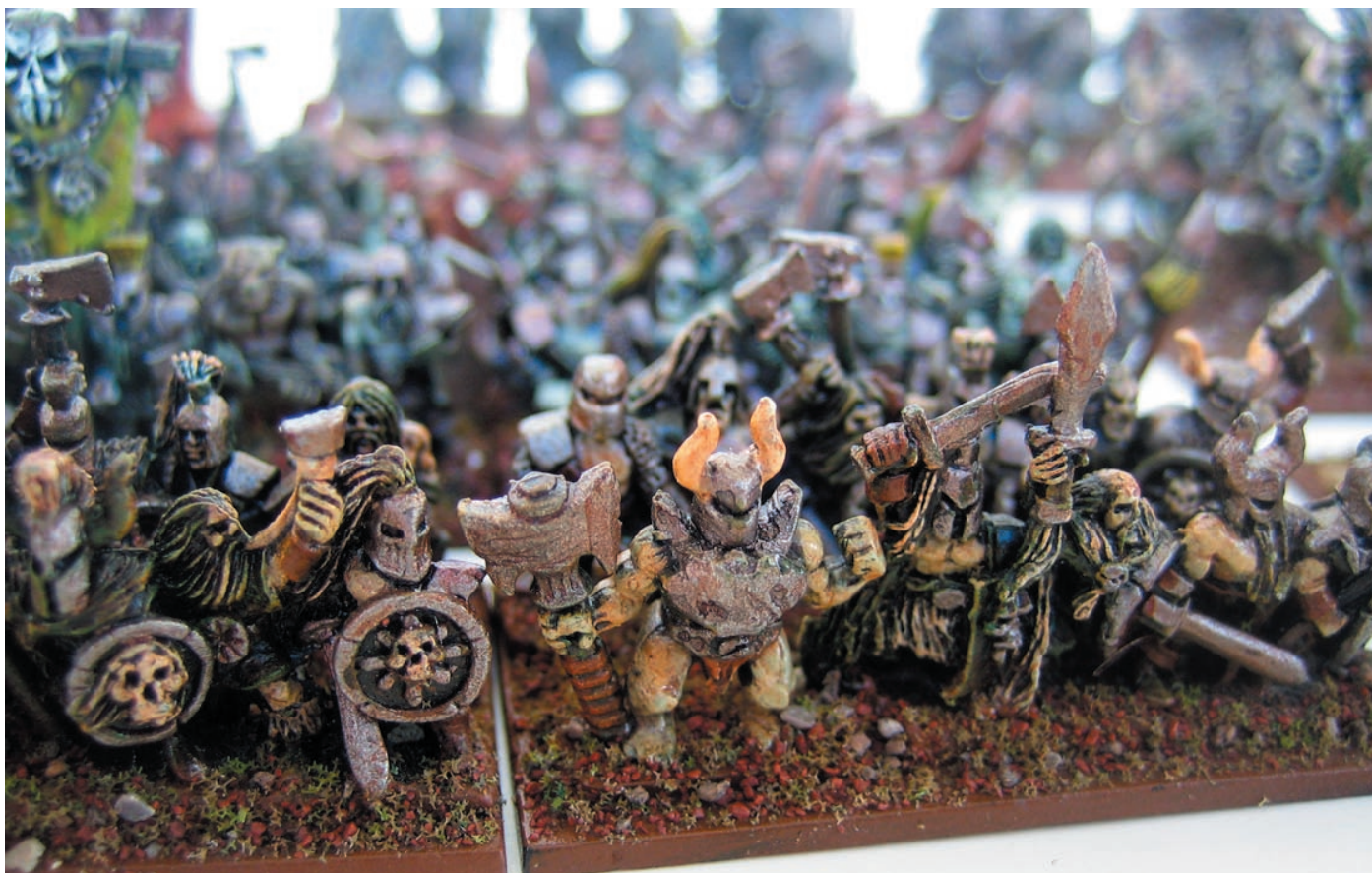




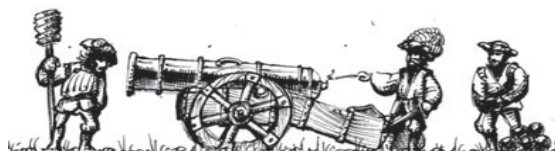
## INTERVIEW WITH CHRISTIAN SCHWAGER

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mostly from scratch one day. Maybe even a second cannon or a Mordheim inspired Carnival of Chaos to be used as another Chariot unit... so many ideas, so little time.











## INTERVIEW WITH CHRISTIAN SCHWAGER

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# INTERVIEW WITH CHRISTIAN SCHAWER

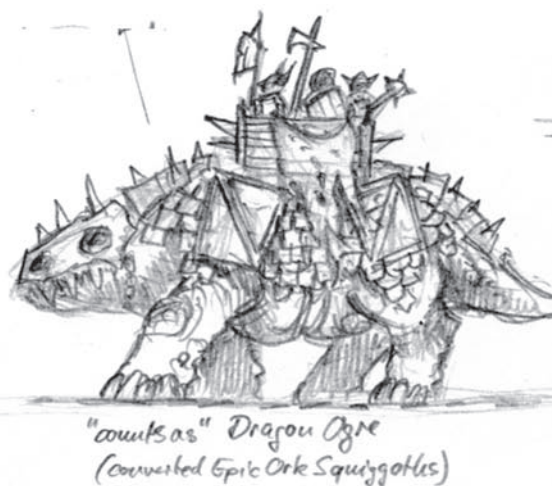
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## INTERVIEW WITH CHRISTIAN SCHWAGER



Christian Schwager is a freelance illustrator, concept artist, and graphic designer, as well as a wargaming enthusiast and history geek. He works out of his home office in Auckland, New Zealand.

If you wish to commission Christian for some artwork, you can contact him through his online gallery at: <http://www.solitudo.com> or send him an email on: [schwager@solitudo.com](mailto:schwager@solitudo.com)





# THE BATTLE OF SLAUGHTER BRIDGE



by David Wasilewski

## A 16.000 point Warmaster battle - November 2011

Eight gamers spent the weekend at a flat in the Lakes in the North West of England to celebrate the 40th Birthday of one of the group. They had agreed on a big game of Warmaster using 8K of Orcs and Goblins versus a combined allied force of 4K of Araby and 4K of Dwarves. The game was set up on the Friday night and took all day Saturday to play. Many bottles of beer died to bring you this report.....

The table was 8 feet wide and 6 feet deep. There were forests, hills and a river with just one bridge dominating the board. Apart from the bridge crossing, units could only cross the river if they started adjacent to it and were ordered to the other side, where they would then have to stop. As the battle progressed the various terrain pieces took on names of their own which have been applied retrospectively in this report.

### WAAAGH

The Orc forces were deployed on the Northern edge of the board in four main parts:

The Reserve: Led by David Wasilewski aka “Vos the Paunch” (General)

The Centre: Led by Steve Duke aka The “Duk of Deff”

The Eastern Flank: Led by Dave Jons aka The “Div of Deff”

The Western Flank: Led by the “Doc of Deff”

The master plan was very simple - to hold, pin and harass the enemy in the centre and attack on the flanks – the “Horns of the Wyvern” strategy. At the start of the game the Orc side decided to deploy all their reserves fully onto the table in the centre so as to be able to exploit any success early on in what was going to be an aggressive strategy. The forces were assigned and deployed by Vos the Paunch as follows:

Eastern flank	Center	Reserve	Western flank
4 units of wolf raiders	4 units wolf raiders	4 units boar boyx	4 unit wolf raiders
3 units of chariots	2 units boar boys	8 rock lobbers	3 units chariots
3 unitts of boar boys	8 units orc boyx	2 giants	3 units boar boys
4 units orc bouz	4 units night goblins	4 unit black orcs	4 units orc boys
4 units ogres	--	4 units night goblins	4 units trolls
4 units night goblins	--	--	4 units night goblins
5 orc hero	3 orc hero	General	5 orc hero
4 orc shaman	8 orc shaman	2 orc hero	4 orc shaman

The army weighed in at just over 8000 points with a break point of 42.

As both armies deployed the Orc Generals were confident, the massive horde weighing down the northern half of the table looked like it would quickly swamp the puny human and stunty allies facing them – particularly as they had chosen to keep their reserves off table at the start of the game.

### ARABY AND DWARVES

The western flank was anchored around the area of the board that would become known as “Dwarfburger Hill”, the name of which pays testament to the blood that was spilled on its slopes, whose blood will come out in the rest of these chronicles of the mighty battle



## THE BATTLE OF SLAUGHTER BRIDGE

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### Turn 1 (Orcs & Goblins)

Realising they were facing an alliance of Dwarves and Araby, the cunning Orc general realised that there was bound to be some debate amongst the allies and seized the initiative “right lads, lets have em whilst they are faffing – last one to get a pair of Araby and Dwarf heads is a puff”, as he charged his smelly boar forward.

On the LH flank atop the hill, the Araby general surveyed what seemed like an endless horde of greenskins. “Allah be praised, all this death for us to bathe before we go to heaven”. Out of the corner of his eye he espied a small plume of dust, to his disbelief a battalion of two units of Wolf Riders swept out from behind a distant hamlet (of which we will hear more later in this tale) and proceeded to cover the ½ mile or so in what seemed like a single move! Luckily the block of chariots and boar riders did not match their pace, those he thought would be a strong match for his heavy knights who stamped impatiently at the foot of the hill.

Ahead of the general there was a general shuffle forward of the green horder, primarily a block of goblins into the back (or very nearly..) of the small hamlet, “hmmm” thought the general, “if those goblins get embedded into their it would be a tough push to get them out. He could also see to the centre of the flank a large block of 4 units of Trolls – these were a fearsome opponent, but luckily all they appeared to do was pick their noses and studiously ignore their leader’s commands. Of more concern was what appeared to be a large block of orcs moving from the centre of the battle line onto his flank running to the west of the small woods that lined “Pinball Alley”. “Still”, he thought, “more death to avenge our might Sultan with”.

As the movement settled down, the Orc shamans voices could be heard on the winds as a foul voice, bracing himself he saw a might green ethereal hand shove hard at the block of heavy knights before the hill, forcing them rucking and snorting onto the lower hill. They forced the Araby archers behind them to make way to



Allied Commander counter attack from the hill



# THE BATTLE OF SLAUGHTER BRIDGE

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the left, resulting in some very confused archers.

Once more the foul voice was heard and the centre of the camel brigade on the far West of the flank was broken up into 3 block, making his job as the general far more complicated.

## Turn 1 (Araby and Dwarves)

Recovering from the “Gerrof” spell, the camel brigade reformed on the western most flank and focussed on the two units of wolf riders who had dashed ahead of the battle line. At the same time two units of knights trotted out ahead of the main line to lure on the orcs into a one sided fight. Over on the eastern part of the flank a brigade of dwarf archers flowed off the hill to block the advancing orc chariots and boar riders which were sneaking down the side of the small woods.

Most of the movement that turn was only made possible by the intervention of the araby general who cursed as his heroes failed one by one to move their units, thank Allah he was there to drive the army forward. As he marshalled his forces to consolidate his reforming of the lines he received a message from a dwarf runner (well to be truthful more of a trotter with those short legs, but he didn’t want to insult his ally) of a great slaughter of ogres in what would be known from that day forward as “Shredded Ogre Wood” on the Eastern side of the battle – good, the Sultan would be pleased with them all.

He quickly turned to his herald, “parchment you fool and a big gold gong”, scribbling furiously on the parchment, he despatched the rider into the distance towards the Eastern flank. He paused for a moment and sniggered, today he had created a new order for the Araby army; “The Order of the Ogre Butt Shredder”. His camel riders champed at the bit to engage the wolf riders but held back perhaps being a little too cautious – would this cost them dear ? They unleashed a strong volley of arrows into the wolf riders, despite





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forcing them back to the edge of the hamlet there were no casualties of note and to their disappointment no sign of confusion, leaving them a threat for the next turn....

### Turn 2 Orcs and Goblins

The orc hero on the Western flank was determined to press home his attack and use the early move of the wolf riders to his advantage. The chariots and boar riders pressed into (and took the bait of the outlying unit of knights (#5179), the wolf riders however were a little less predictable and made an awesome sweeping move to place themselves to the RH flank of the camel block. A typical cunning and underhand move which bore all the hallmarks of the famous Dr Deff.

The foul voices were once again heard on the air, the majority of spells were seen off by the friendly intervention of a Dwarf rune priest, however, the Orc Shaman managed to dash off a quick “Waagh” spell on the Boar Riders as they hit into the Araby knights with a sickening crunch.

With very little damage, the chariots and boar riders tore through the unit of knights and continued to smash on into the second unit of knights at the lower slopes of “Dwarfburger Hill”. However, their momentum was already spent and they were repelled with relative ease, they retreated to lick their wounds a few hundred yards and as they steadied themselves they could see again the skyline the looming shapes of elephants !

Meanwhile the wolf riders used their clever move to rain volley upon volley of arrows into the flank of the camels, although scattered from their single block they remained focussed and did not become confused as a result of the firing.





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## Turn 2 Araby and Dwarves

The Araby general gave a snort, that was neither anger or disappointment, but as his aides well knew it would be soon be followed by a stream of orders and a well aimed lashing from his whip.

The elephants took the initiative and charged off the hill into the orc chariots and boar boys that had presented such a nice target in front of them. As the elephants charged by them, the remaining squads of araby knights joined the melee and they plunged into the orc chariots and boar riders with a sickening crunch. As the orcs braced themselves for the impact they heard the ominous swish of the araby carpets as they swooshed over head, “funny “, he thought but then realised the plan of the araby was to drive them into the waiting carpets if they were forced back in combat.

As the wolf riders paused for thought and to recover spent arrows, the leader of the orc wolf riders nudged his mate. As they looked up they could see a dark cloud of arrows descending upon them from the three units of archers that were face onto them. To make it worse they could hear the steady thrum of arrows from the deadly carpets behind them.

The end result of this was death and confusion amongst the wolf riders, they scattered backwards but managed to stay to maintain 2/3rds of their number.

The stampede of elephants and knights into the orc chariots and boar riders, had, unfortunately not gone so well – a stand of knights were lost and somehow a stand of elephants, also the enemy managed to slip away past the carpets and, despite, losing a number of stands remained a threat...

From what could have been a devastating turn for the orcs, it turned into a mediocre outcome, the Araby General’s mood was only brightened a tad to hear that the goblins near the hamlet remained “near” the hamlet and once more refused to move.

## Turn 3 Orcs and Goblins

The Orc general and heroes clearly had got their act together and provided some excellent leadership examples to their troops, as a result the two combined arms blocks of chariots and boar riders made a string of





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command rolls to bring them smack in front of the camels (which were still scattered about in a poor formation, as the viewer may well gather the 3rd roll was made with a score of 2 ! This charged them into the “blue” camel unit and as they boar riders engaged the, accompanying chariot unit slide into the flank to present and even more offensive attack.

Leadership continued to be made as the middle vanguard smashed into the flank of the exposed and vulnerable flying carpet unit (#5188). To rub salt into the wounds , Steve D managed to command (#5186 – the two Orc generals had to count their command roll – 3rd order, a long way away and enemy in 20cm) another unit of board riders into a charge onto the elephant unit in the centre – arrrgh this definitely felt like some ganging up, although from what he heard from the Eastern flank of the battle area –the Orcs were looking to exploit their early gains on his Western Flank.

Luckily for the Western flank, the voices of magic faltered in the face of the Dwarf Runesmiths and there was no magic of any effect at this time – phew !

Toward the centre of the flank, the whoops and cries of the impending boar riders into the flank of the red carpet unit was overtaken by screams of death and pain as the impending charge faltered under a total of six hits on the Boar Boys, this led directly to an almost unbelievable draw between the carpets and the charging Boar Boys (mark up centre of picture). The dice roll of Dr Deff was noteworthy of photographic evidence is positive outcome, however, was not shared by the camels on the far LH side of the flank, they were smashed in an orgy of pain and death, although there were some losses on the Orc side these amounted to two stands of chariots and a single stand of Boar Riders; hardly a fair trade for two whole units of Camels laying strewn in the dirt !

The sneaky column charge into the Elephants effectively bounced off with the loss of a single stand of Boar Boys – phew, the howdah drivers picked away the arrows from the enemy and readied their beasts for a mighty stomping .

Looking across the from the slopes of Dwarfburger Hill, the Araby general could see the pile of dead corpses orc and araby alike building up – from his viewpoint the pile of Araby was far too high a price to be paying for the pile of orcs. He sent out runners and called a council of war, basically he provided some inspiration and re-focussed his direct reports. As the newly promoted commanders trooped out past a stack of heads of their predecessors, they felt fully motivated in that very certain manner that only the Araby general could muster.

### **Turn 3 –Araby and Dwarves “Time to tidy things up...”**

Initiative moves were reasonably in the no brainer “charge or be charged later” category. The elephants engaged the remainder of the chariots and boar riders to their front, just to make sure the remainders of the knights charged off the hill to give them a hand.

Further over, the last of the camels wanted some revenge and why pick on two stands of Boar Boys when you can trash a single stand of chariots ?

To their right, the Araby and Dwarf rangers swarmed all over the wolf riders which had been left perilously forward of the main battle line.

Whilst these engagements were happening the carpets made a prudent “let’s run away” tactical move back to



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the centre of the Dwarfburger Hill.

Despite this promising positioning, the actual events were a little muted, the camels did indeed rip through the chariots but then bounced off the boar riders – leaving them very exposed for the next turn. The wolf riders were damaged but escaped with a single stand to haunt the Araby thereafter, the Araby archers stretched out to the RH side of the camels to act as a screen whilst the Dwarf Rangers very discreetly reversed back onto the slope of the hills.

The elephants and knights delivered as promised but then ran out of steam, failing to get into the big block of Orcs that beckoned for a stomping – note to self, check out the 20cm beyond the initial impact and make sure you have somewhere to go !

At the end of the turn the Araby general and his dwarf liaison office surveyed the scene beyond the hill. The general paused for a moment then whispered into his aides ear. The junior members of the planning team were dismayed to see the map planners whip out their iPads and delete the icons indicating the 3 units off the hill (except for the Elephants) , “But the’re not dead yet !”. The reply came “Look at the world of Orc hate coming their way, it is time to pray for them”.

Turn 4 was going to be pivotal for the Araby general to ensure that the whole flank was not going to fold beneath him..... the cry of “Piggies here, piggies there, piggies everywhere” wafted over the battle lines.

## **Turn 4 – Orcs and Goblins**

It was fairly simple the orcs swarmed all over the outlying units, there was literally no hope for what was off the hill. This was made even worse as the block of four Trolls stomped even closer to the hill (completely ignoring the mirage spell to the RH side).

However, at this time the Orc general made a foolish decision, although noting that the Trolls were resistant to a flank charge, he failed to put screening unit up to protect them from the units on the centre of the battle line.... this would tell later on.

The “Gerroff” spell on the unit of elephant holding the battle line to the West of Dwarfburger hill seemed to have little effect , until they rolled a six for confusion. As those students of the Araby army list (and boy did they spring out of the woodwork at this time) well know, confused = a stampeding elephant unit. So they charged the rear of the knights (#5199) – end result one dead unit of knights and one very grumpy Araby general.

On the LH side of the flank, the screening archers (put in place to protect the last unit of camels) were vapourised under the hooves of charging Boar Riders, who then proceeded on to crush the last 2 camel stands in a three way “Piggy-Triple-Decker” sandwich (#5200). On the positive angle, the last remaining knight units and two elephants managed to grind and stomp their way through 3 units of orcs and boar riders ! This left one rogue elephant “Nelly” who eyed hungrily the advancing Troll unit ahead of her..... that would need to wait.

## **Turn 4 Araby and Dwarves**

The trolls (who you may recall failed to place any screening units on their flank) suffered a withering hail of shots that served to break up the big brigade, sensing an opportunity “Nelly” charged in and put to ground



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2/3 of a Troll unit before finally succumbing to their clubs – alas a sad end, but worthy of her dead foe. She is now on the “Road to Mandale”!

The rest of the turn for Araby was not so impressive as the two units of carpets on the lower flank of Dwarfburger Hill failed to inflict any kills on a hovering unit of Boar Riders.

As the Araby General looked out across the plains, he was mightily concerned that he would live to see the day end, there was an endless torrent of Orcs swarming around his hill, like an angry sea on a sandcastle that threatens to crumble at any moment.

### **Turn 5 Orcs and Goblins.**

There was a deafening charge at the slopes from every conceivable direction, the sound of piggy hooves shook even the stout dwarves to the bone. A foolish oversight by the Araby General in placing of his carpet units allowed the Boar Riders access to the flank of his archer and spearmen vanguard (#5206). Meanwhile at the front of the hill the Dwarf Rangers received the full charge of two units of Boar Riders and Black Orcs, luckily they were dug into the hill... this would tell later on.

Over in the centre, there was a stunning revelation that the Orc General had finally managed to move his rock lobbers – hooray for the orcs. After the battle some portraits were found of the cheerful general.

A mighty crunch was heard from the foothills around Dwarfburger Hill, the Araby general shut his eyes and could barely dare to look, as he opened them – to his astonishment he was looking out on a group of Orc units withdrawing from the charge, having LOST each and everyone combat. Even the Boar Riders catching the Araby infantry on the flank LOST, despite having the benefit of the “Waagh” spell (#5125). The opposing Flank commander (Dr Deff) was none too impressed.

### **Turn 5 Araby and Dwarves**

The Araby general moved swiftly to consolidate his gains from the previous turns, although prudence held his hand – holding the hill was the key to success. From the reports he was receiving on the Eastern Flank, things were going well – all he had to do was hold the hill for a few more minutes.

The Araby infantry consolidated into a solid line facing the opposing the Boar Boys, shoulder to shoulder with them were the unit of dwarf rangers that had repelled a mighty charge – without a scratch – as they shuffled into their positions they prayed that the Dice Gods would be good to them when the Orcs charged again.

They unleashed a few volley of arrows into the Orc hordes – no affect of any consequence. Meanwhile the Carpets flew off the hill to harry and destroy the last stand of Wolf Riders, although of little consequence to the skirmish here – the toll on Boot Hill was mounting, with the Orc dead being far more numerous than the Araby and Dwarves; there was hope that they would see the end of the day.

Out on the plains in the shadow of the hill, a flanking unit of Araby Knights rode down and destroyed a whole unit of Wolf Riders before positioning themselves to the SW of Dwarfburger Hill (#5221)– now a cold chill was running down the Orc Sector Commander’s spine – he could lose !

### **Turn 6 Orcs**



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The Orcs realised they were in a “do or die” situation now and threw all they had at the hill but failed to make an impression on the defenders.

Meanwhile the tale of “Picnic Hamlet” continued with Dr Deff classically rolling a blunder on his leadership roll, it is said that the Goblins at this time were busy queuing up to get scotch eggs for their picnic, after the battle it is reported that the quote of “Never before in the field of Orc conflict, have some many units failed to move to as a result of such appalling dice rolls”. Dr Deff obviously didn’t know his Churchill and got his fingers the wrong way around in the photo.

Toward the woods on the Western side of “Pinball Alley” a unit of Araby Knights overextended themselves from the main battle line and got engulfed in a horde of Black Orcs.

There was a general feeling on the hill that things were about to get very messy.... but for who ?

## **Turn 6 Araby and Dwarves**

There was a general re-shuffle on the hill as the dwarves swung around to support the Araby in the face of the charging Orcs, at the same time the carpets and Araby knights closed in from the SW. There was an excellent barrage of fire from the top of the hill which cleared off a unit of Wolf Riders that had managed to gain a foothold on the hill.

At the same time the knights destroyed the last of the loose chariots, once more closing on the flanks of the Orcs, during this time the air was thick with the sound of Dwarf Gyrocopters and swooshing carpets who were now harrying the enemy to good effect.

## **Turn 7 Orcs and Goblins**

With their leaders pushing them on the Orcs charged up the hill to make an impression on the Dwarf and Araby defenders, the defenders of Dwarfburger hill could only hope that they would survive this last overwhelming onslaught.

The Orcs fell thick and fast and as they fell back for respite, the cry went up “all is lost” and the wave of death turned into a tide of despair as they fled the battle field. There was only momentary confusion as they ran over the neatly laid out picnic blankets of the Goblins from “Picnic Hamlet.



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Turn 1 orcs

### Turn 1.

#### *East Flank*

The Orcs won the dice roll and elected to move first. On the east flank the Ogre “foot cavalry” managed an amazing 4 consecutive order rolls and marched straight up to the bridge, occupying it in a marching column on the very first turn. The rest of the east flank started to move forwards apart from some squabbling between some of the cavalry.

#### *Centre*

A general advance took place and amazingly no squabbling or ineptitude was present under the stern gaze of the general.

#### *Reserve*

The reserve moved up to bolster the centre and to get closer to the enemy. The big battery (Orcs find it difficult to say “grande”) rolled forwards.

#### *West Flank*

To make up for all the good dice rolling and following of orders taking place in the centre and left wing of the Orc Horde, the west flank cavalry forces decided to start squabbling and the Troll brigade started to pick daisies.....

**General’s Comment:** All in all a good turn with above average command roll success! It all went horribly wrong for the East Flank in the Allies half of the turn, however, with a unit of Araby Knights smashing into the rear of the Ogre column and virtually wiping the brigade out. This was a disaster as the Eastern flank had now lost it’s only heavy infantry brigade, they would be sorely missed in the fighting to come.....



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## Turn 2.

### *East Flank*

As the Orc cavalry had been too busy squabbling in the first turn, they were in no position to counter attack the Araby Knights. The slaughter on the bridge seemed to galvanise the Orc forces on this flank and the entire wing advanced forward uneventfully. The surviving Ogres were too busy cowering in the trees or gorging on the remains of their fellows to follow the bellowed commands of their red faced leader. Putting another nail in the coffin of the Ogre Brigade, the Dwarf Cannons in the centre of the allied line shifted position and started to bombard the survivors, driving them deeper into the wood and taking down more stands.

### *Centre*

A general advance ensued and the Goblin Shamans started 'zap' and 'gerroff' harassment magical fire su-





# THE BATTLE OF SLAUGHTER BRIDGE

support against the allied centre.

## *Reserve*

The general spurred his Boar forward and managed to get the brigade of Black Orcs in reserve and the Brigade of Trolls on the Western Flank to double move towards the enemy.

## *West Flank*

Spurred on by the reassuring tread of the heavy infantry brigades the Orc cavalry massed and poured forward, overwhelming some Araby cavalry and clashing with elephants. The tune of “The Piggies are coming, they’re coming for you...” (Famous old British Bank TV Ad Joke) wafted across the table.



## **Turn 3**

### *East Flank*

After some poor showing from the Orcs, the general of the Eastern wing started to pull his forces back and try to form a defensive battle line. Some night goblins managed to shoot up the Araby flying carpets that



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strayed too close much to the consternation of the allies.

## *Centre*

Without the imposing presence of Vos the Paunch, the centre collapsed into squabbling (failing 5 consecutive command rolls of 8 or less!!!) and the advance of the grand battery and all its supporting units ceased.

## *Reserve*

The aggressive success of the Orc cavalry and the successful advance of the Trolls and Black Orcs in the previous turn meant that the Western flank was where the main Orc attack was going to be pushed. The general committed the Boar Boys brigade in support and ordered the Western flank cavalry up and into combat with the cavalry of the allied Western flank. Carnage ensued with wolves, chariots and Boars crashing into camels, horses and elephants. Neither side gave any quarter.



## <<<Lunch time break>>>

As this was England - the fighting stopped for a spot of lunch. Whilst supping a beer and munching on sausage casserole Vos reflected on the progress of the game so far. The left flank was not doing very well, the centre was doing its job fine and the right flank was doing well. There was still an evens chance of victory and there was everything to play for!

## **Turn 4**

### *East Flank*

The allies were pushing and grinding the Orcs mercilessly and the Orcs had to start giving ground. The last surviving unit of Ogres managed to finally rally and successfully wrought their revenge on the unit of Araby Knights that had slain so many of their brothers in the first turn of the game on Slaughter Bridge. The fact that they did this on the same bridge gave the bridge and the battle its name.

### *Centre*

The squabbling continued..... The larger Orcs, emboldened by the prolonged absence of “Da Boss” decided





## THE BATTLE OF SLAUGHTER BRIDGE

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to start a head butting competition. The grand battery and their guard giants waited around impotently. Another frustratingly statistically improbable round of consecutive failed command rolls ensued.

### *Reserve*

The reserves were now fully committed. The bulk of the reserve (along with the general) had joined the assault on the Western Flank. The Rock Lobbers and their 2 Giant Guards had been left in the centre to try and suppress/pin the Dwarf Grand Battery – if only they would actually obey orders and move up!

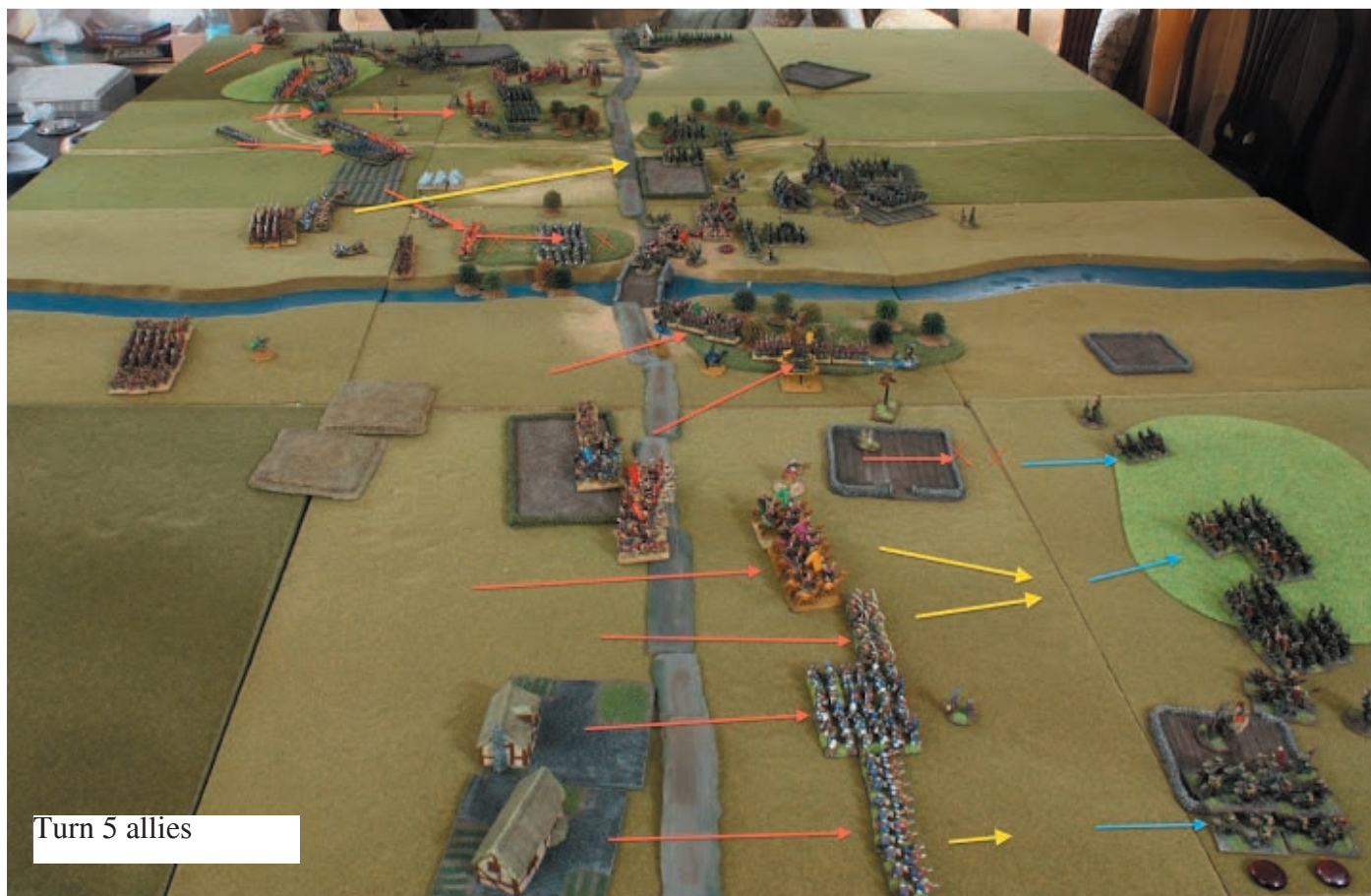
### *Western Flank*

The cavalry battle carnage grind continued with high losses to the cavalry of both sides. An enemy unit of elephants was driven backwards and confused by a 'gerroff' spell and to the Orc general's amusement it rampaged through the enemy lines trampling and completely destroying a unit of Araby Knights!





# THE BATTLE OF SLAUGHTER BRIDGE



Turn 5 allies

## Turn 5.

### *Eastern Flank*

The Orcs were being whittled away in a battle of attrition they could not win. Enemy reinforcements and the loss of their most steadfast infantry and much of their cavalry in the early stages of the game now meant that the normally aggressive Orc forces were being forced back and back onto the hill where they had started their assault from that morning.

### *Centre*

The failure of the grand battery to move up for two consecutive turns and the resultant free hand to the Dwarven gunners meant that casualties in the centre were starting to mount. Sensing that his presence was needed, Vos the paunch returned to his central bickering HQ. Several fallen heads and field promotions later the grand battery and the centre finally started to move forwards again.

### *Western Flank*

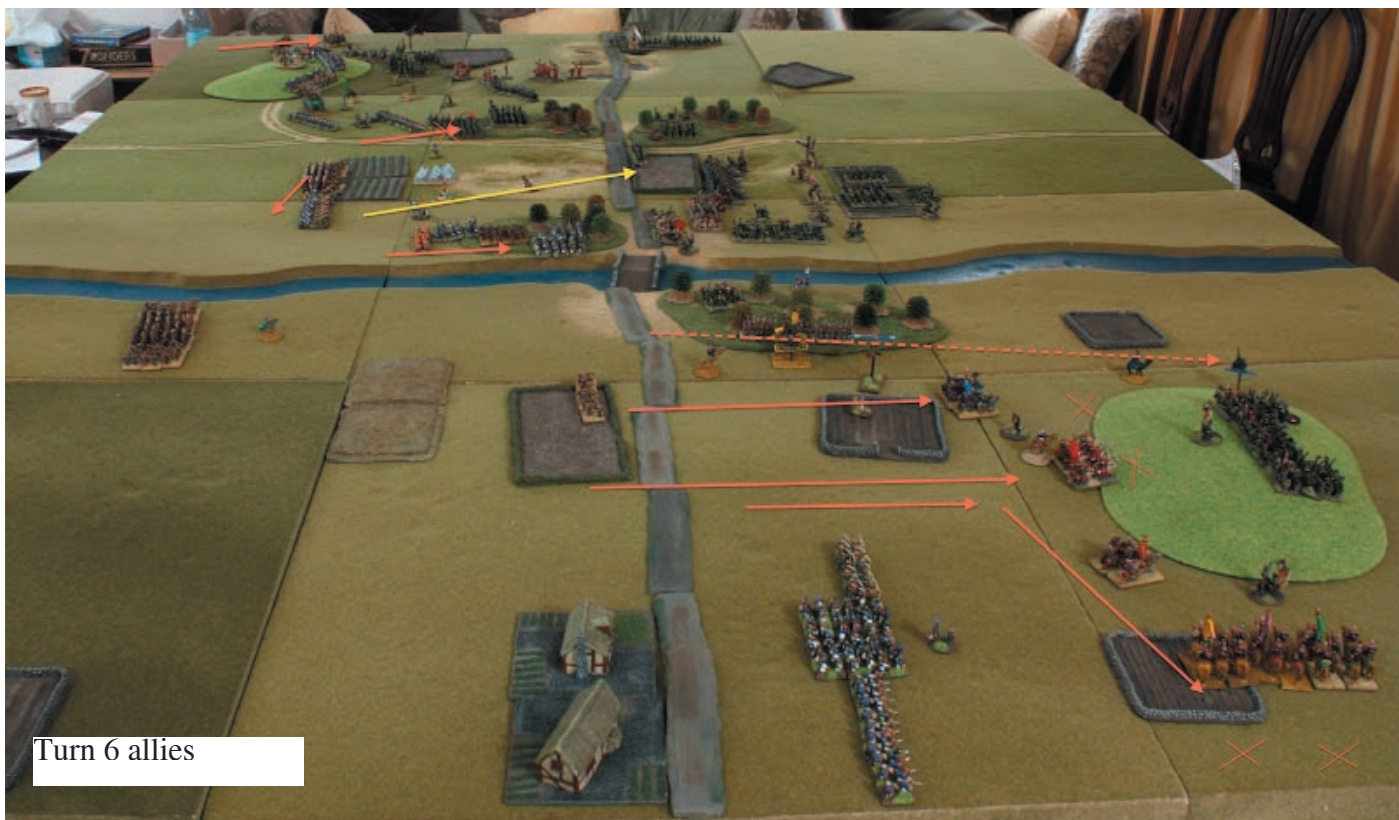
The fury of the Orc assault had now cleared the allied western flank of most of both sides cavalry and the remaining Dwarf and Araby infantry formed lines on their hill, determined to sell their lives dearly. Out-numbered 3:1, Orc victory seemed (certainly from a statistical point of view) imminent. Unfortunately the assault on “DwarfBurger Hill” was a litany of botched attacks (very unlucky attack rolls and failed armour saves by the Orc general) and the Orc infantry retreated licking its wounds.

>>This was the ‘high tide’ of the Orc assault. With the Eastern flank collapsing and on the Western flank little cavalry left and Orcs and even goblin infantry now having to be committed to the main line of battle, casualty numbers were really mounting and for the first time the Orc generals had to start thinking about being cautious and consider the army break point. The game was swinging against the Orcs!<<





# THE BATTLE OF SLAUGHTER BRIDGE



Turn 6 allies



Turn 6 orcs



# THE BATTLE OF SLAUGHTER BRIDGE



## Turn 6.

### *Eastern Flank*

Like Napoleon at Waterloo, the general felt the need to lie down for half an hour, trusting that his underlings wouldn't botch things up. How wrong he was. Seeing the battle turn against the green horde the allies started being more aggressive. On the Eastern Flank the Orc retreat continued with mounting losses on both sides. The allied reinforcements meant that they could soak their losses but the Eastern flank Orc General felt abandoned as all the reserves had already now been long committed to the Western Flank. He planted his ragged skull standard on "Last Stand Hill" and waited for the final allied assault to begin.

### *Centre*

The artillery moved up under the orders of the general and for the first time in the game started shelling Dwarf infantry positions. The allies started to retreat in the centre to fall back out of range of the Rock Lober firing frenzy.

### *Western Flank*

Another unsuccessful wave of Orc infantry assaults on DwarfBurger Hill ensued and the losses mounted. The last of the Trolls and the Black Orcs managed to savage some allied cavalry that had ventured too close but otherwise the turn just added another significant wave of dead units to the body count. At this point the general returned from his power nap to gravely assess the situation. We were screwed. Undaunted the Orcs vowed to fight on until decisively broken.



## Turn 7.

### *Eastern flank*

The remains of the once mighty Eastern wing of the Orc horde were now bottled up on Last Stand Hill. A war of attrition started with repeated assaults from Araby infantry. Much to the consternation of the Orc players, the Araby infantry started to push the last Orcs back to gain a foothold on the hill (in stark contrast to the efforts of the Orcs on the other flank). It looked like it would be all over for the last few remaining Orc



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units on the Eastern Flank in the next couple of turns.

### *Centre*

The Rock Lobber bombardment continued but the dwarves bravely sacrificed one of their units to spare the main dwarf infantry line from being smashed up. The grand battery had arrived too late to make its potentially decisive presence felt in the game. It had failed in its central mission of pinning the dwarf cannons who had been free to snipe at Orc units all game, adding to the breaking point.

### *Western Flank*

The third and final Orc assault on DwarfBurger Hill failed. The Orcs were no longer numerous enough to have the advantage of numbers on that flank. Finally noticing just how many dead Orc and Goblin and Troll units lay scattered in the grass around the hill the army decided it had had enough and broke. Just to add insult to injury on the Western Flank, a brigade of Night Goblins who (despite the bullying of an Orc Hero for 5 turns) continued to sit in a farming village near the start line eating and molesting chickens. The game was over.....

The Orc army had broken with 42+ units destroyed and the allies had only lost 27 units between them. It had been a convincing allied win.

### **Analysis**

The Orcs had made a significant mistake on the Eastern flank with the ogres and that flank never recovered. Perhaps it had also been a mistake to assault Dwarves on a hill but trolls, black orcs and boar boys in superior numbers should have been able to make some leeway if decent dice had been rolled. I blame the extremely bad luck of the attack dice of the Western flank Orc general! (that's my excuse and I'm sticking to it). The failure to get the 8 units of Rock Lobbers moving, in the centre until the game was already more than half over was also decisive. If I played this game again, part from wishing for better command rolls (always a hazard when playing Orcs) I would try and encourage our side to be more patient and if the battery didn't move then just wait and hang back rather than be so aggressive.

Still the plan and the command of the army was mine so I must take responsibility and accepted my "firing squad" trophy with magnanimity. It had been an excellent game and it was great to see a proper battle of this size.

Now, how many more units do I need to paint to make my painted Chaos army up to 8K?.....

