

Bristol Big'uns battle report

Steve Evans - Ogres v Ian Scovell - Dark Elves

Just couldn't keep away.

Yep its been a while but the Ogres are back. I haven't played a game with them now since the WPS GT so when Ian and I decided to do this battle report I thought it would be a good laugh to get the boys out again.

Another reason for using them is that Ian choose to use his Dark Elves which he'd probably admit himself aren't the most competitive of armies out there, so it should be a good match up. The strangest thing is since I finished painting them I haven't used what I would call my standard 2,000pt force yet. This seems like the perfect opportunity to rectify this. So with my list sorted on with the game or as my ogres would put it "LUNCHTIME".

Ogre Tyrant
Long strider, Terror causer

Butcher
Scroll, cookbook

Hunter
Pelt, 2 Sabertusks

3 Ogre Bulls
Iron fists, Musician

5 Ogre Bulls
Iron fists, Musician

3 Ogre Bulls
Clubs, Musician

5 Ogre Bulls
Clubs, Musician

4 Ironguts
Full Comand

2 Leadbelchers

2 Leadbelchers

Gorger

Maneater

Evil tricky Elves

For this report I decided to use the Dark Elf army I last used in the Cardiff Carnage tournament, mainly because I'm far too lazy to change it. I was also press ganged into taking it as my other two armies (Brets & Lizzies) would have wiped the floor with the Ogres and made for an uninteresting report. I've had some mixed results with this army some very good wins and also some very sound beatings, the trouble with Dark Elf armies is you're only ever one cock-up away from defeat. I usually find the key is whether I can inflict enough damage with my nasty magic phase and hold up the enemy long

enough to whittle them down with shooting to the point where I can sucessfully engage them in combat. I quite fancied my shooting to do a reasonable amount of damage to Steve's lightly armoured Ogres and if I could get a few dominions off to slow him down combined with some Doombolt strength 5 magic missiles he'd be in trouble.

High Sorceress
Level 4, Dispell Scroll, Darkstar Cloak, Wand of Kharaidon

Sorceress
Level 2, Dispell Scroll, Tome of Furion, Steed

Beastmaster
Light Armour, SDC, Lance, Web of Shadows, Manticore

16 Warriors
Full Command

10 Warriors
Shield, RxBs, Musician

5 Dark Riders
RxB, Musician

5 Dark Riders
RxB, Musician

2 Chariots

RxBs, Spears

5 Shades

5 Harpies

3 DOW Ogres
Great Weapons

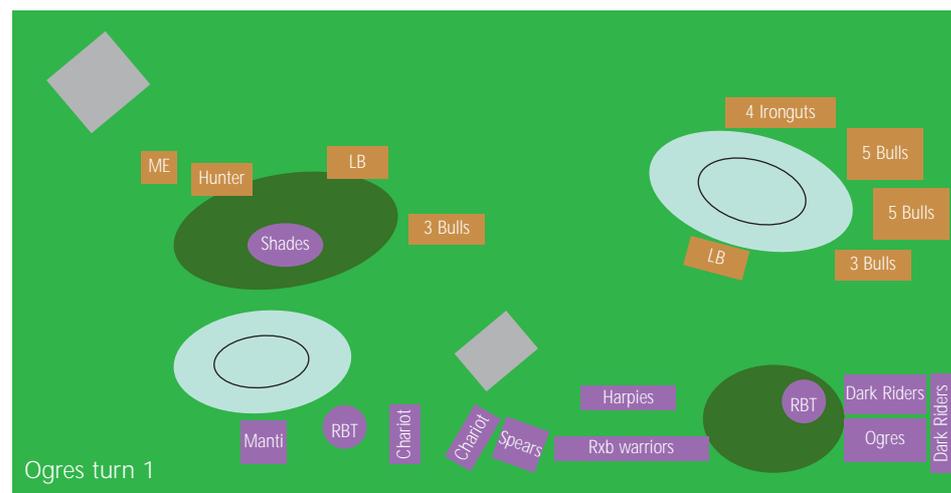
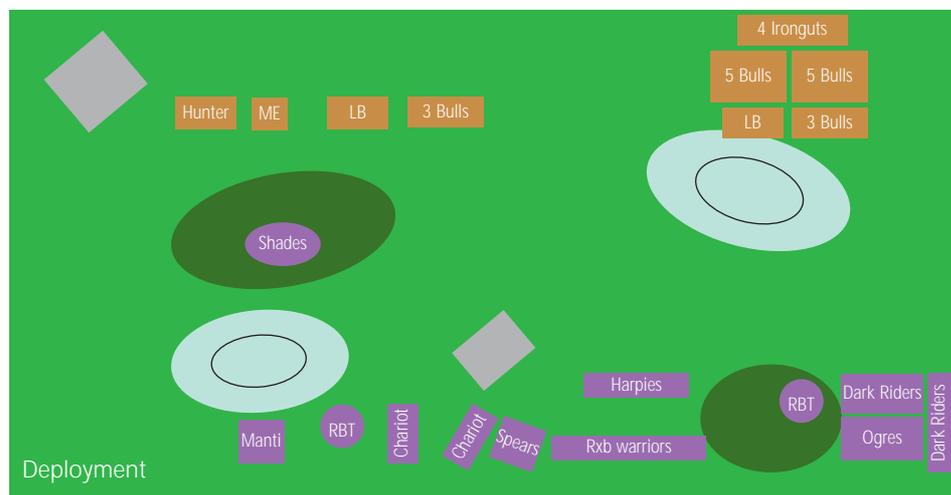
2 Reaper Bolt Throwers

Ogre deployment

I placed my big Bull units which both included a character, Ironguts, three man Iron fist Bull unit and one of the Leadbelcher units down on my left flank. The rest of my force went on the right flank. This is my normal set up when playing with my Ogres, I like to concentrate a large force on one flank and rumble forward smashing the opposing armies opposite flank then turn on what remains. I use the small force to keep the other flank busy.

Dark Elves deployment

I tried to place my main line on my right flank where the table was most open giving me the best shooting lines of sight, unfortunately I had no hills to take advantage of. There was also the problem of a forest in my way meaning I had to split my Ogres and Dark Riders away from the elf



infantry, it meant I could chuck a bolt thrower in there though. One chariot supported the spear block whilst the other guarded my bolt thrower both were placed in LD range of the High Sorceress who was in the spears unit, the other mage joined the DRs, my BM on manti went behind the hill and the harpies went centrally. Both would be flying forward to march block.

Ogres turn 1

Advanced on both flanks. Not much happened this turn though I did manage to get a couple of spells off. Toothcracker on the Bulls with the Tyrant and I also managed to cast Bloodgruel on the Dark Rider unit which contained the Level two sorceress, Ian was looking really worried until we checked the range, I was two inches out... Dam I forget it only had an eighteen-inch range.

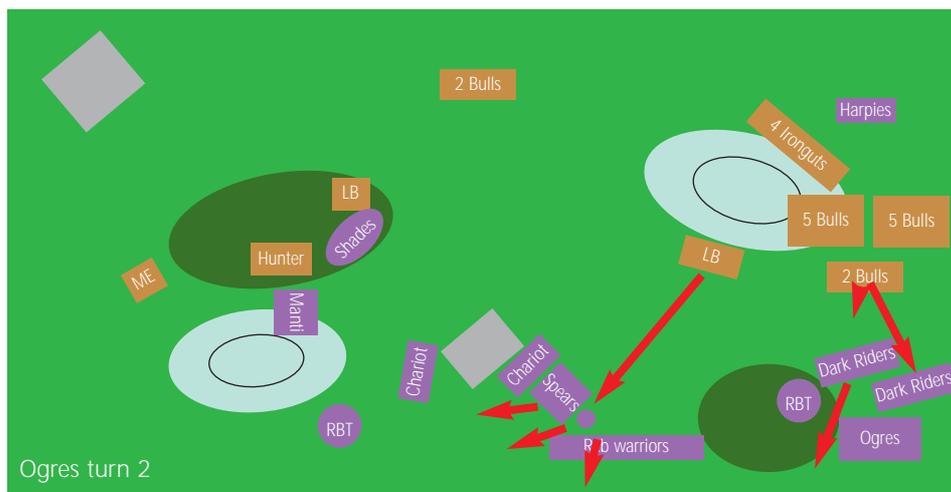
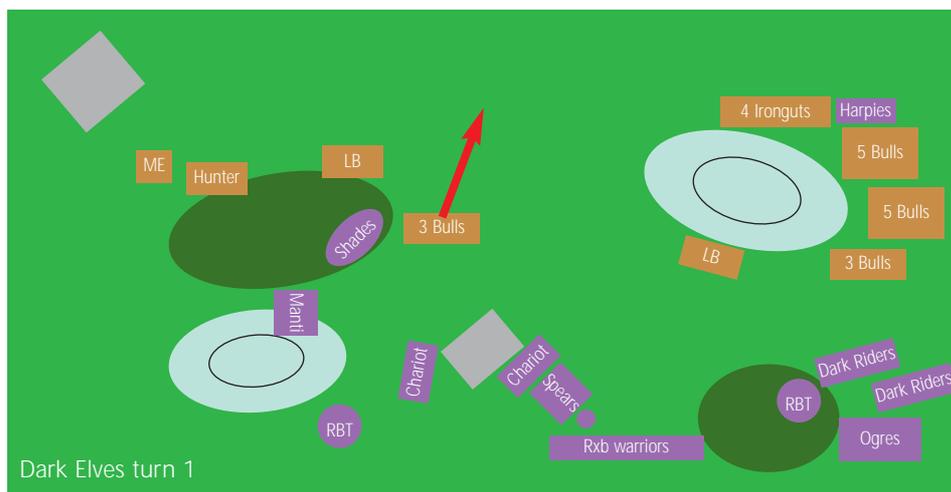
Dark Elves turn 1

Damn didn't get first turn, but that's no big problem. What was a big problem though was my shocking collection of spells against an army with 1 scroll from the 7 available 4 were completely useless (Chillwind x 2, soulstealer x 2) of the others, Word of pain is good and black horror is always useful if a bit short ranged. If only I could have got Dominion I could have stopped that column march of Ogres dead in its tracks... no doombolt either grumble grumble.

I moved my Dark Riders forward slightly to allow them to all fan out and shoot and allow the Sorceress a line of sight for her magic, the harpies flew into a position to march block the Ogre column, I couldn't quite get my Manticore to the other side of the wood in a useful position to threaten the left flank so moved him to threaten the centre instead. The shades moved to blast the bulls and the spears and chariots in the centre advanced, with no real shooting or magic threat to her I moved the sorceress out of the spears but in range to use her doombolt wand.



Let me introduce you to my little friend, the Dark Elf High Sorceress is in trouble.



In the magic phase I got Word of pain off onto the Leadbelchers before I miscast on a black horror ending the magic phase early. Shooting wise my RBT, chariot and shades combined to kill a bull from the left hand unit and panic the rest back towards their table edge. On the other flank I opened up on the other small bull unit with: rbt, 10 rxb warriors, a chariot and 10 dark riders. 50 shots one dead ogre, the remaining two passed their panic and it was back to Steve..

Ogres turn 2

I couldn't believe my luck Ian had left both his sorceresses in charge range and of course I went for it. The Leadbelchers charged into the level four and what remained of the three man Iron fist unit into the Dark Riders containing the level two, Ian held with both. The Leadbelchers on the other flank had moved into the woods to take a pot shot at the Shades...BOOM...I misfire with both doing three wounds enough to kill one of the belchers, at least the remaining one passed his panic test. With shooting done it was over to combat. The Leadbelchers had some nasty spell running on them which made them weapon skill one but still managed to put a wound on the mage, she fled the combat and I pursued, Ian picked up the dice and rolled an eight, I picked up mine

and rolled... a seven NOOOO.

The Crossbowmen and Spearmen seeing the general run both panicked and also fled.

Over at the other combat I managed to put a wound on the level two and also pull down one of the Dark Riders with no wounds against me in return, I won the combat by one but Ian made his break test.

So not a bad turn but it could have been so much better.

Dark Elves turn 2

What the hell was going on here Ogres charging on turn 2! They've only got a 12" move, I was sure Steve was out on both his charges on the High Sorceress and the redirect into the other Sorceress and Dark Riders. He wasn't, 11" away blast it. I despite only needing one wound on the stand and shoot to cause a casualty and panic they still got in unscathed. To add insult to injury both units of warriors had fled too, if I failed to rally the High Sorceress the game would be over before it'd began, luckily she did rally and so did the Warriors, the Dark Riders also rallied as well.

Trying to shuffle deck chairs on the titanic I moved the Manti. back behind the hill to stop anything coming across it at the bolt

thrower. I moved the Chariots forward as a pair to threaten some double chariot action on any Ogre unit foolish enough to cross the hill on the right flank. The Dark riders moved forward again to slow the Ogre advance on the right, my ogres were still frustratingly blocked by that lone bull and my Dark Riders.

Magic, I got word of pain off on the LB again other than that there was little I could do. The shooting phase was just as bad with both RBT doing little damage. The last bull again somehow survived against the Dark Riders and wounded my level 2 Sorceress as well, we still won combat and he held again.



The Sorceress finally goes down, ohh err missus.

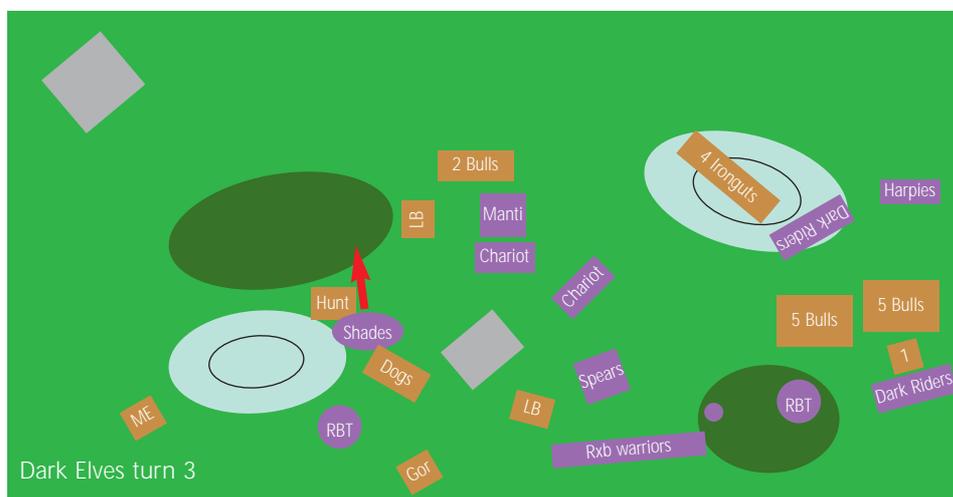
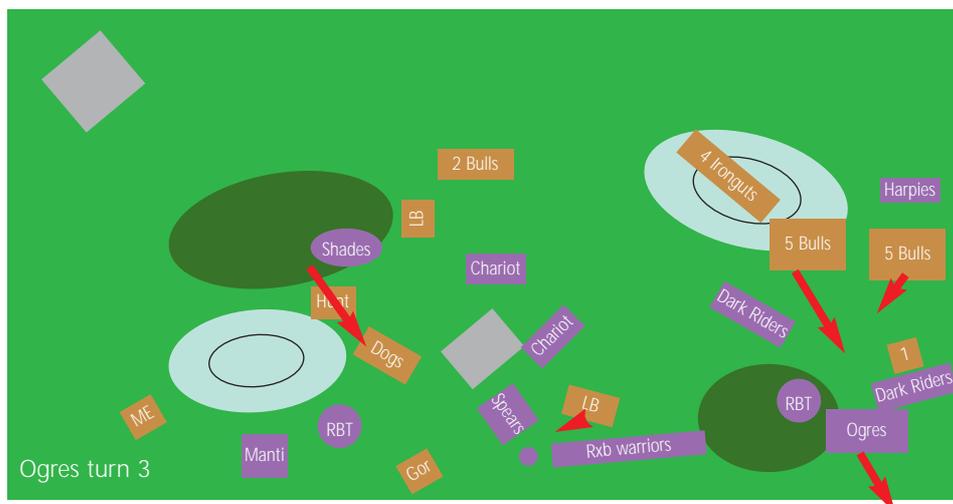
Ogre turn 3

I had to go for it even though they both looked out, the Leadbelchers and the Sabertusks charged into the level 4. I also charged the Tyrant and his unit at the DOW Ogres and the Butcher and his into the Ironfist combat.

Ian held with the mage and the Dark Riders but fled with the Ogres, which took them straight off the table. I was right the Leadbelchers couldn't wheel past the Crossbowmen and the Tusks were a couple of inches out. The Butchers unit also didn't make it in as the Tyrants unit blocked them. The Gorger turned up this turn and I placed him near one of Ian's bolt throwers. In the combat phase the bull killed the level two and another Dark Rider but took a wound back, which was enough to take one of them down as he'd already been wounded. The combat was drawn.

Dark Elves turn 3

Things weren't getting any better those stupid Ogres had fled too far last turn and at the start of this turn the one of the chariots decided to fail its stupid check when I had a perfect double chariot charge lined up on the



Ironguts. I moved the Manti to protect the flank of the non-stupid chariot and swung the spears round to hopefully flank counter charge the ironguts next turn should they charge the stranded chariot. The High Sorceress legged it into the wood where she wouldn't be able to use most of her spell but would at least be safe. I charged the shades into the rear of the dogs in hope more than expectation, they bounced and were run down for their trouble. That horrible lone Ogre managed to kill a couple more Dark Riders broke the remaining one and ran him down. I tried to take out the maneater with

the left RBT and failed causing just one wound and tried the same trick by unloading all my shooting into the Ironguts a rbt, 10



My chariot gets chopped by ironguts, but the warriors in the background are ready to pounce... yeah right...

rxw warriors, 5 dark riders and two chariots didn't kill a single ogre.

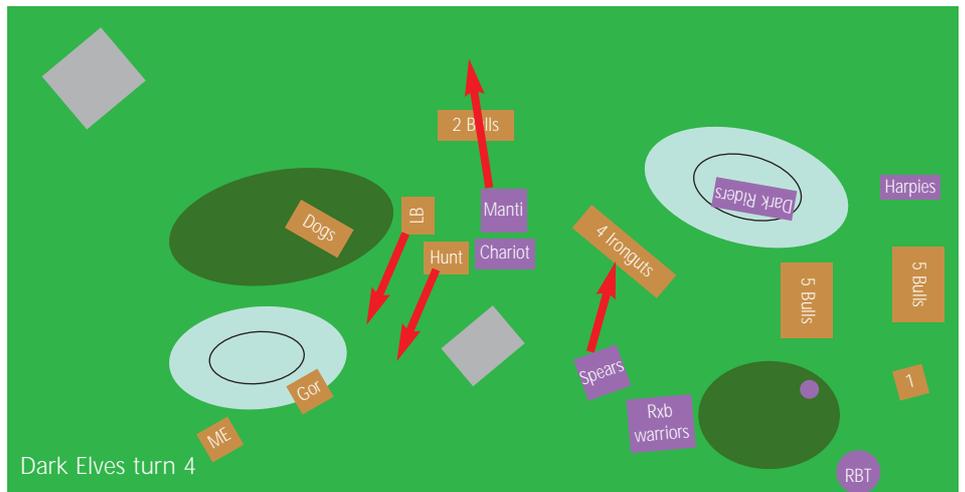
Ogres turn 4

Right then lots of charges this turn, first off the Tyrant by himself at the bolt thrower in the woods, the crew fled and got away. Then the Gorger and the Maneater went in on the other bolt thrower, again the crew fled but they weren't so lucky and were caught. Next the Hunter went in on one of the chariots causing a wound for none in return, a drawn combat. Finally the Ironguts piled into the other chariot and smashed it to pieces. The only real downer in this turn was one of the fleeing Leadbelchers didn't rally and ran off the table.



Dark Elf Turn 4

Time for a bit of pay back I charged the Manti into the Bulls and went straight through them, I caught a break of luck here as the hunter panicked and ran from combat at this sight. The Spears charged the Ironguts, unfortunately they hadn't quite got their flank and had to go the hard way to the front, they predictably completely fluffed their attacks and somehow ended up only tying the combat. I managed to rally my bolt thrower crew as well and reformed my crossbow warriors into ranks and faced the rampant tyrant. The Sorceress nipped through the wood and cast black horror on the large unit of bulls and butcher who were standing foolishly near the table edge. They passed their test though, it was that sort of game.



Dark Elves Turn 5

It was time for one last shuffle of them deck chairs. I charged the Dark Riders into the flank of the large unit of bulls now that the tyrant had left them. In the magic phase I again got black horror off onto that other large unit of ogres but again they pass their panic check, curse them. I also managed to get Word of pain off onto the unit the dark riders had charged reducing them to WS1.

And then it all went Pete Tong, the spears completely fluffed again against the Ironguts and lost 5 Elves in return, they fled and were cut down. The Dark Riders decided to follow suit failing to cause a single wound on WS1 Ogres and to add insult to injury, 3 Dark riders were cut down in return they auto broke...



Billy no mates hacks up my RBT, do I look bothered? face not even bothered

Ogres Turn 5

Only a couple of charges this turn, the tusks into the chariot and the single Ironfist on only one wound into the bolt thrower crew. The Hunter rallied and the Tyrant moved into position to charge the Crossbowmen in the final turn. The tusks did a great job and took the final wounds off the chariot then overran. The Bull on the other hand killed one of the crew but was cut down himself for his troubles.



The other chariot gets rear ended by a hunter, nasty!

Ogres Turn 6

There wasn't one, after the Dark Riders lost to the Ironfist in Ian's turn five, Ian decided enough was enough and conceded. So that was that a victory for the Skull Takers now who would have thought it.



My Dark Riders got beaten up by a gang of school girls on the way home from Bristol.

Aftermath

Steve - Well what can I say, what a game. I was shocked Ian made those mistakes with his mages but except for that I don't think he did much wrong, the dice just didn't go his way during this game.

As for my lads everything went to plan though I must remember not to put units especially ones containing characters so close to the table edge when there's level four mages hanging around. Twice I had to take panic tests with the Butchers unit which if they had failed they would have been off the table and that would have lost me a load of points unnecessarily, not good.

Ian - What a shambles, I was completely caught out at the speed of the Ogre advance, if my High Sorceress hadn't escaped the game would have been done and dusted by the second turn. As it was it just slowed the inevitable anyway, Steve was in control from turn 2 and I was never able to regain the initiative.

Tactically one of the poorest games I've played in a long time I made loads of schoolboy errors other than the positioning of the Sorceresses. A lesson in how not to play warhammer I was far too cocky and half-arsed about this game all the way through it. I totally underestimated my opponent and his army.

Having said all that I have to say Steve played a great solid game and never let me off the hook once he'd got the upper hand early on, its quite easy to let a good position slip away to a draw if you don't concentrate.