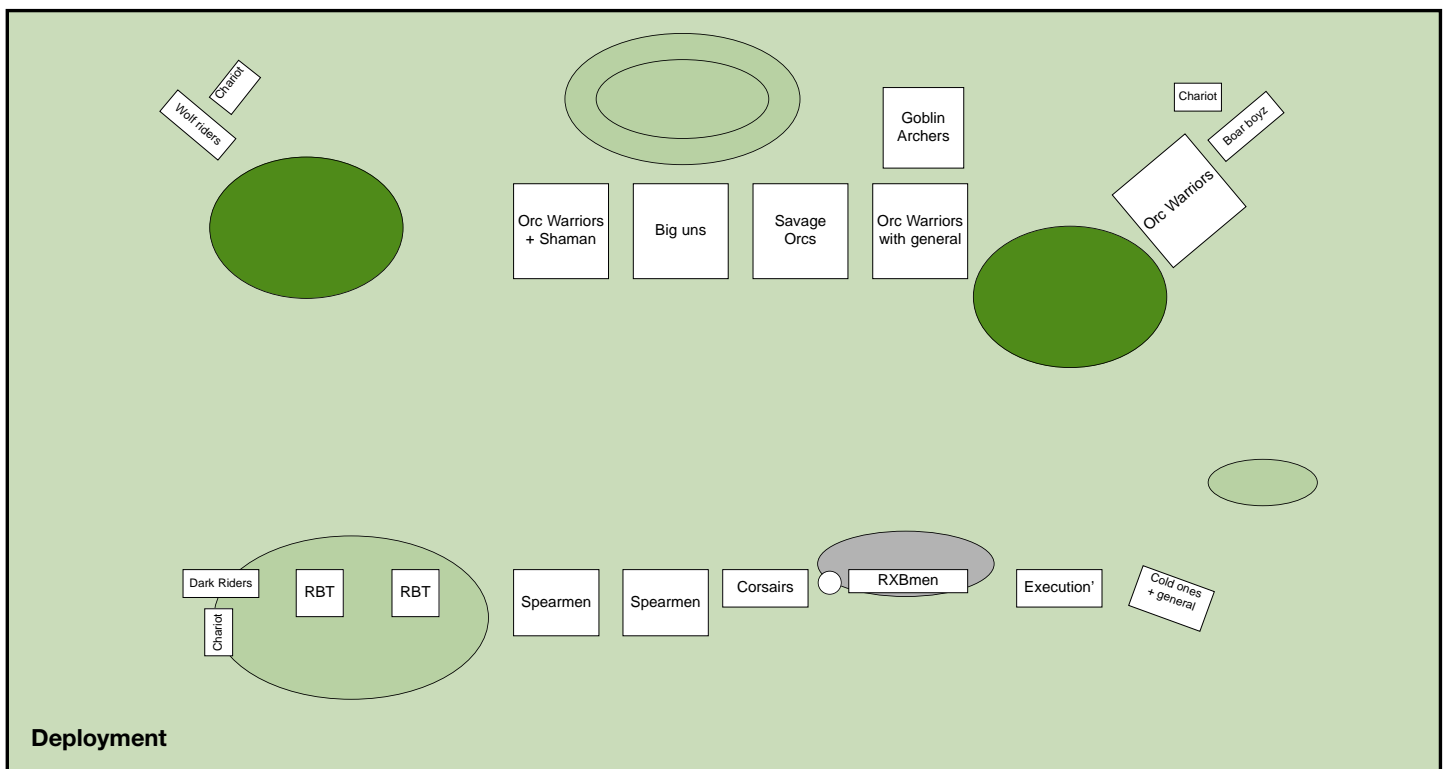


# Battle Report Dark Elves v's Barbarian Orcs 30.11.03

What follows is from memory so may be a little sketchy in places but is generally a good overview of the game.

## Deployment

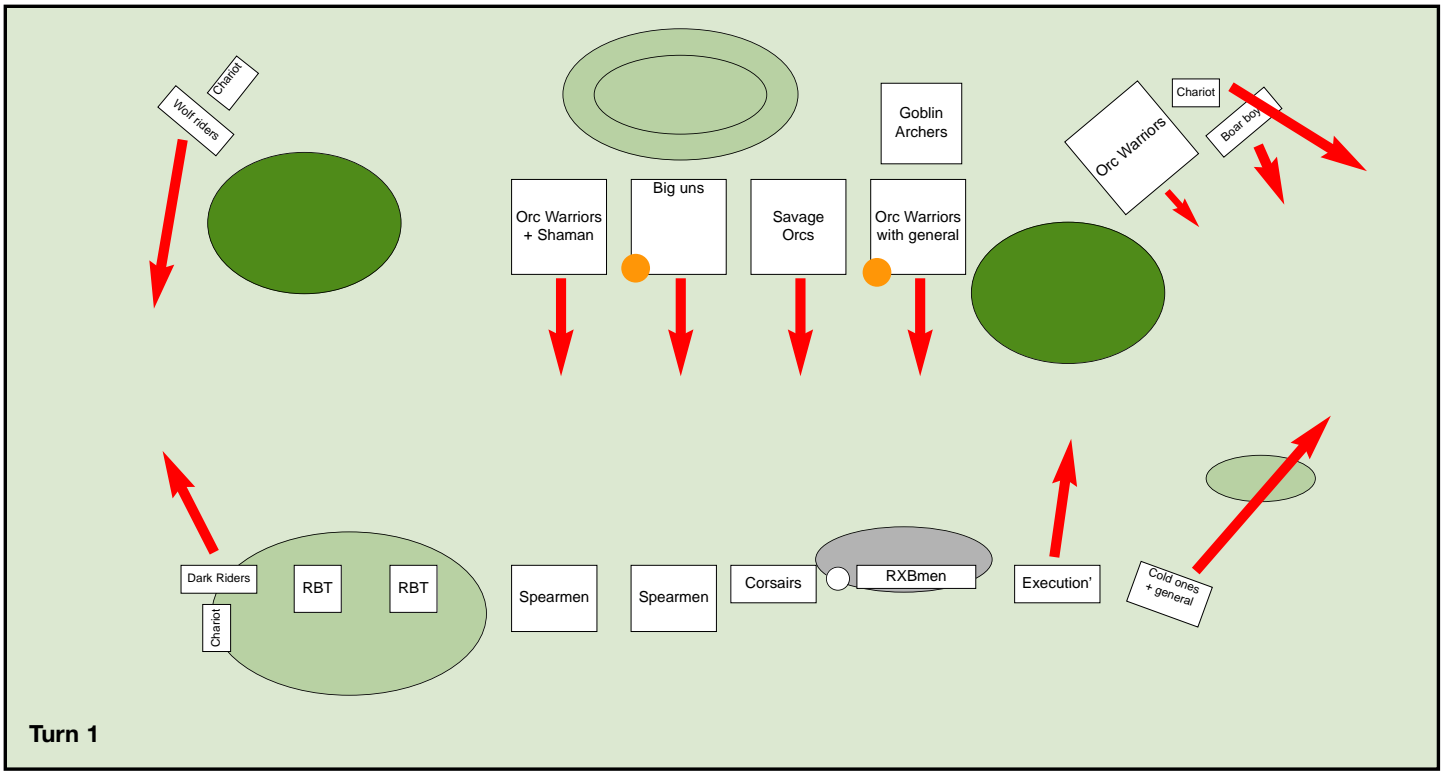
Seeing John's army and his legions of big tough orc infantry blocks I knew I couldn't go toe to toe with this army so I decided to let him come to me and try to thin his ranks out with missile fire and magic before I had to deal with him in CC. Bearing this in mind I sat my main regiment in the centre waiting for the oncoming orc rush with the Reaper Bolt Throwers on the hill ready to thin those orc ranks. I'd originally planned to use my superior Cavalry and place it all on one flank and quickly crush that flank before sweeping into the centre to hit the main orc line in the flank or rear. But with John lining his only war machine hunters the Wolf riders against my RBT's I decided to protect them with my Dark Riders and Chariot and split my hardest hitters the executioners and COK's with general on the opposite wing.



## Turn 1

I won first turn, hurrahh I decided to take first go and advanced my Dark Riders into John's charge range on the left with the chariot following behind to hopefully counter charge next turn if John took the DR bait. On the right the COK moved into position on the flank and the executioners moved straight forward threatening the flanks of either john's general's unit or his flanking warriors. Everyone else stayed put waiting for the slimy greenskins. My Sorceress only had one spell of 24" and one of 12" range I tried to cast against the general's unit but on measure it was a 50/50 call on reach so we rolled a odds/evens and I lost, so no magic. Shooting, the rxb's shot the only unit in range the warriors and both RBT's fired at the big un's causing two casualties, damn this over priced DE artillery I could have had a cannon ripping through those deep ranks in certain other races.

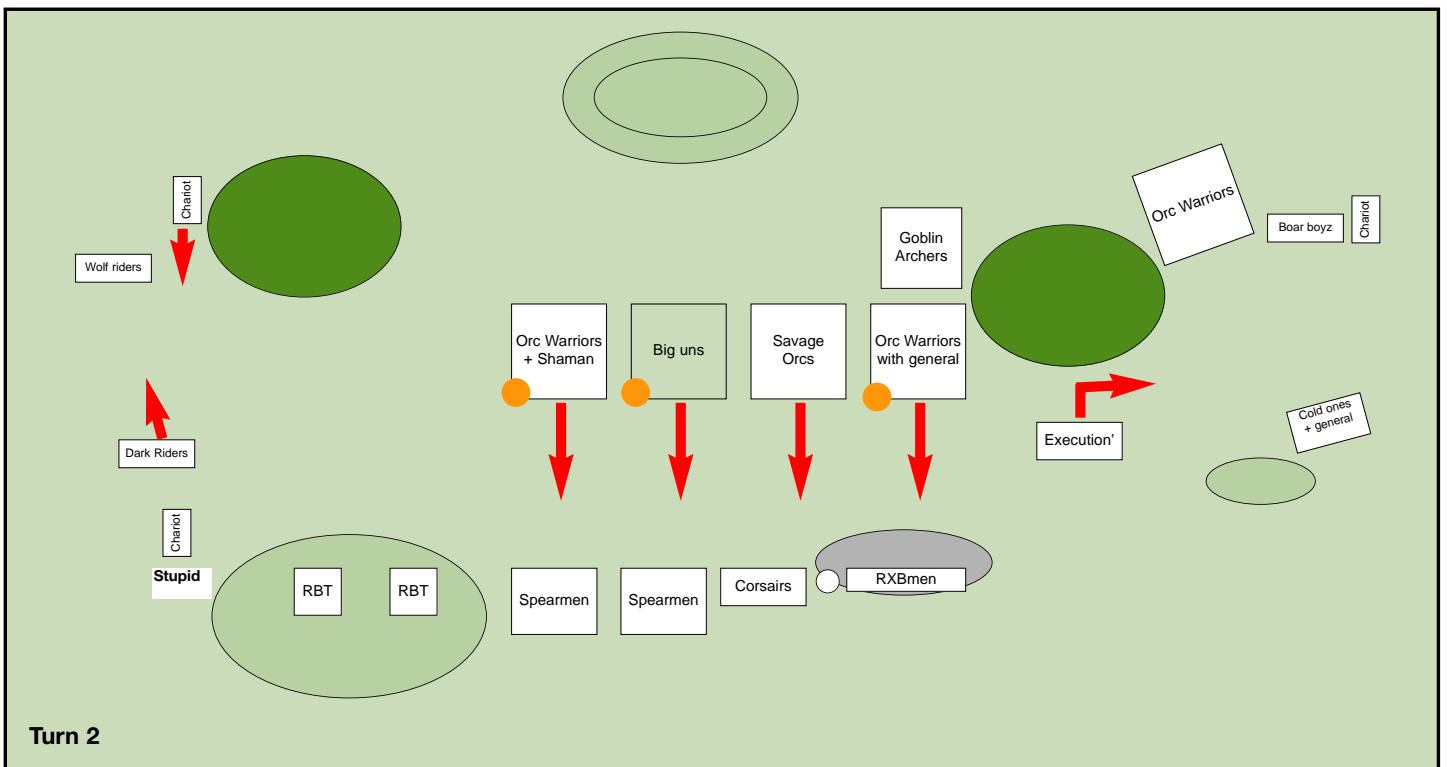
**Orcs turn:** John marched the whole of his central block 8" straight at my line and moved his Wolf riders and chariot forwards on my left but didn't take the charge bait, unfortunately. On the right flank his regiments wheeled round into a line bating the edge of my COK's charge reach. No shooting and his level one shaman's three power dice were no match for my armies four dispel dice.

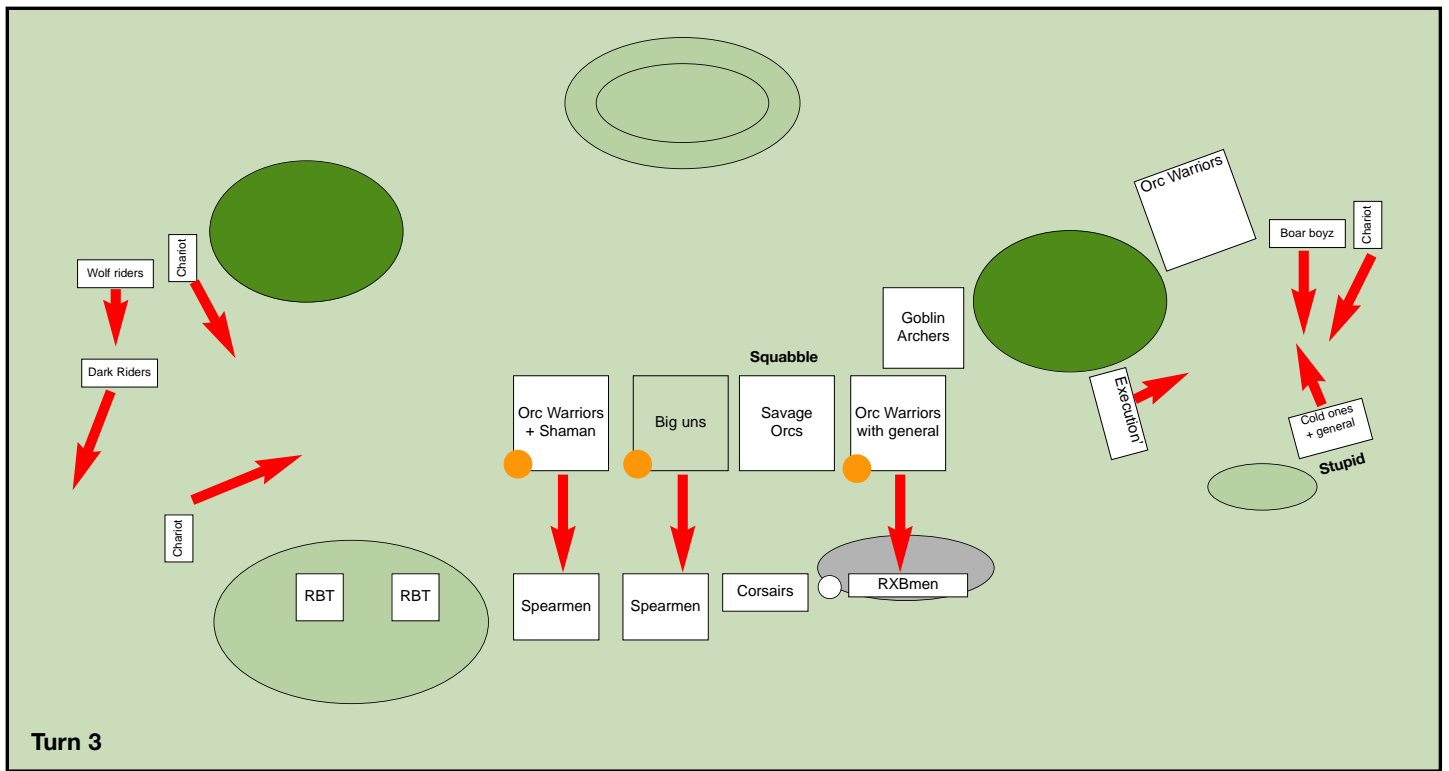


## Turn 2

My centre stayed put, the executioners wheeled into position to give flank support to the COK's and the dark riders shuffled forwards hoping to bait both the chariot and wolf riders into exposing themselves to a chariot counter charge, both flanks were very evenly matched and turning into a stand off neither of us wanting to be charged or counter charged. This probably suited John's cheap and cheerful troops better than my Harrod's chariots, I did think hard about charging his warriors with my COK's but it was a very dodgy call and not worth the risk of a failed charge leaving me wide open to be run down by the orc cavalry next turn. Then my first bit of bad luck the cold one chariot fails its stupidity test and stumbles forward leaving it too far away from the dark riders to support them arrrrghhh. Magic: With 5 PD v's 3 dispel I really wanted to start giving John's main battle line a nasty shock but poor cast rolls meant I'd failed to get both spells off or even draw out a scroll in two turns. Shooting: Again the rxb's and Rbt's unloaded into the main orc regiments but against T4 orcs they were having limited success knocking off the orcs in one's and two's rather than four's or five's stripping the ranks I needed.

**Orcs turn:** Again the Orc's rumbled forwards 8" turn three and they'd be charging me, again the stalemate on the flanks continued as last turn with neither side wanting to be charged. John's magic was easily dispelled and he still had no shooting.





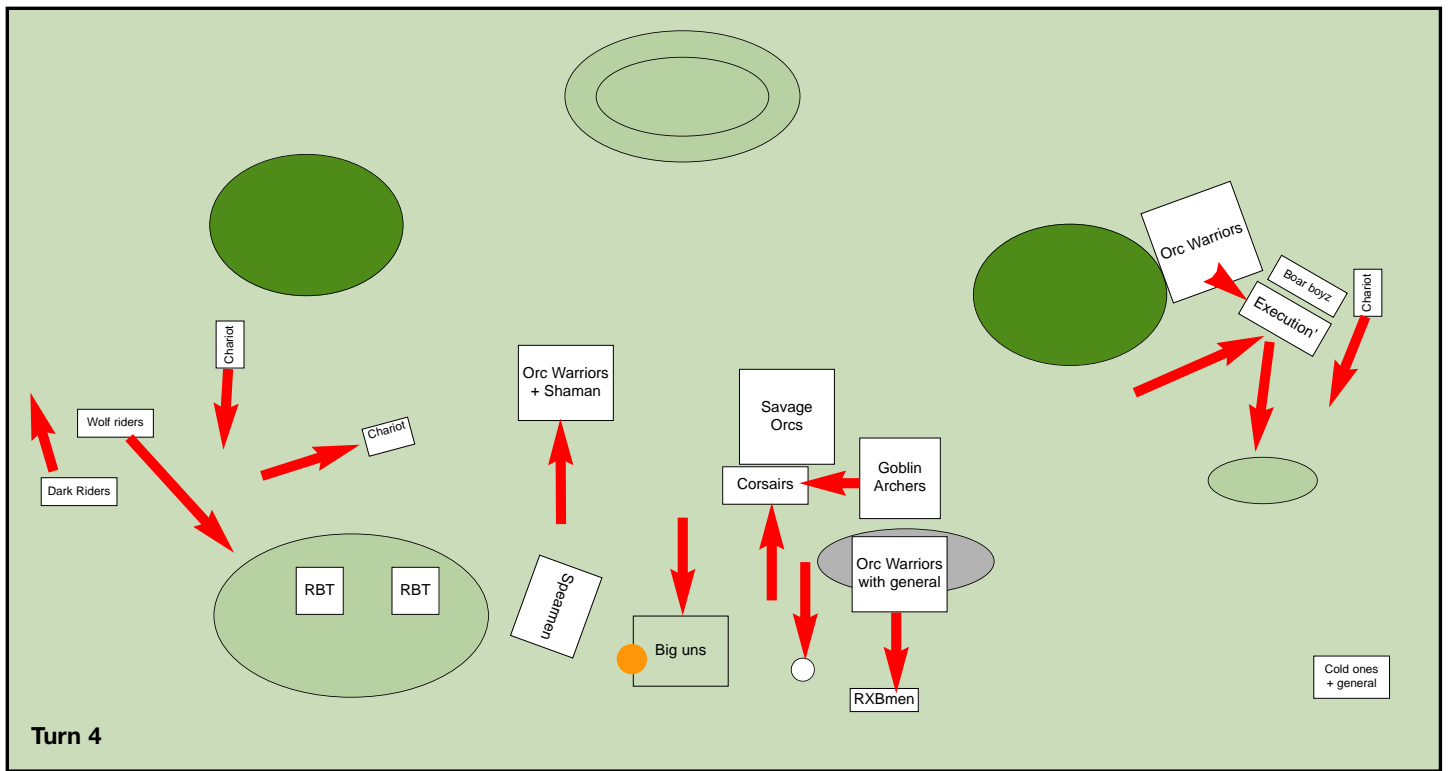
### Turn 3

This is where everything started to turn to Skaven poo as my general and COK's rolled double six on their stupidity test and stumbled slowly toward the boar boyz and chariot, the only thing I could do was move the executioners closer to counter charge. In the centre everyone held firm sticking to the plan of shooting/magic. On the left I wheeled my chariot towards the centre to flank the main orc force for a charge next turn. Magic: Despite my PD superiority my poor casting rolls continued and I crucially failed to get off either of my spells which would have taken two of the four orc regiments out of contention for the coming combat, the winds of magic were definitely against me today. Again the RBT's fired at the big un's and warriors nearest to them and the RXB's continued to whittle down the orc warriors in front of them.

**Orcs turn:** On the 22nd attempt John finally failed on his animosity tests, hurrahh and about time too the savage orcs stood and argued with themselves just 8" from my line. All the rest passed though and he charged my Dark riders with his wolf riders and I choose to flee in retrospect I might have been better to take my chances and fight I may have won, mistake number 1. The other three central orc regiments charged into their opposite numbers and the RXB nailed a couple more orcs as they charged had I done enough damage to win the CC... I also made another big mistake here as I'd forgot my mage was in line with my regiments and John's orc warriors charge actually contacted her base with his bigboss so not wanting to face an orc bigboss she fled. On the right as expected he charged my stranded COK's and general with his chariot and boarboys, the warriors being out of range. Being a clever Drucchi my general executed a tactical withdrawal (cue heckling from the high elf general at the next table), but unbelievably they ran 17" back away from the fighting nearly off the table so my general wouldn't be seeing any combat till the last turn at best! Combat: Due to some very poor dice rolling on his part and some excellent rolls on mine his Warriors and shaman on the right got a right kicking by my Spearman warriors losing 5 casualties to 1, they broke and fled but I didn't pursue hoping to wheel into the flank of his Big uns next turn if my other spearman could pin them. Alas my good fortune didn't hold and despite a brave fight my second spearman folded against the big uns who ran them down taking them out of the charge arc of the first spearman unit, damn. Predictably the bigboss made mincemeat of my crossbowmen who fled but weren't caught and they still had 5 models left. Things weren't looking good now but the battle could still be won.

### Turn 4

In a move that would prove critical to the outcome on the right flank my Executioners charged the boarboyz if they could hit them hard enough with their 6 S5 hits and break them I'd overrun straight into John's chariot (if it didn't break from panic tests!) and have turned the tide on this flank. But if John's boars held I'd be caught in a pincer counter charge from the Orc Warriors. In the centre the victorious Spearman turned to face the big uns to revenge their fallen comrades. The Corsairs charged the squabbling savage orcs I was probably a slight second favourite to win this combat but it was my best chance and if I could beat them they'd lose their frenzy. The Cold one chariot charged the routing orc warriors and shaman who auto fled again fortunately for them far enough to clear the chariots charge range. The RXB and generals unit both



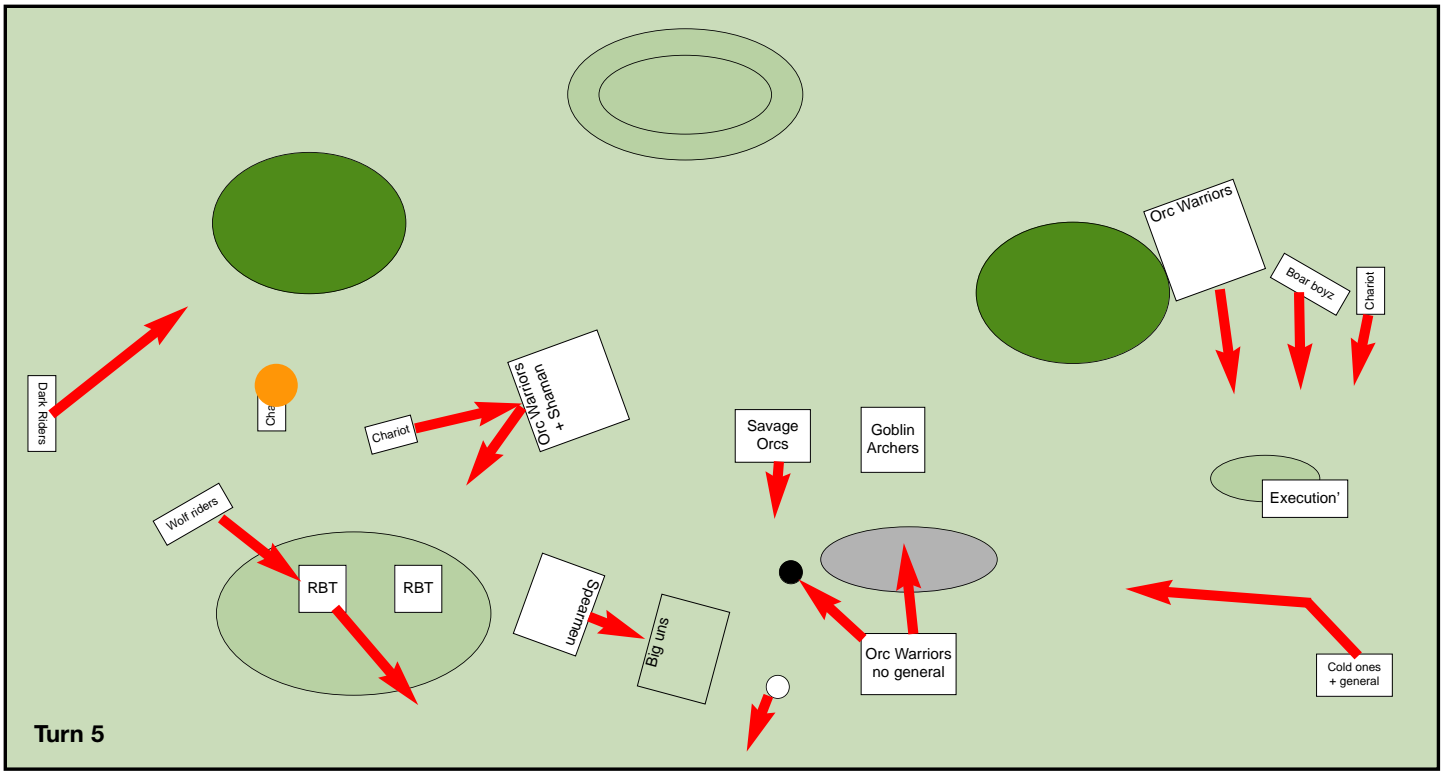
rallied and turned to face the enemy once more, but the sorcess unfortunately did not and fled again. The Dark riders rallied and moved out of the wolf riders charge arc. The only shooting was from the RBT's softening up the big uns some more. Combat: The corsairs got stuck into the savage orcs hitting hard causing 3 casualties to 1 in return, but the orcs extra rank and standard meant it was a tie, but the orcs won it because they had a musician and we didn't aarrgghhh. And unfortunately it was the same close but no cigar story for the executioners who were unable to break the boarboyz.

**Orcs turn:** The warriors on the right flank charged into the flank of my pinned Executioners and the goblins also flank charged my pinned Corsairs. The generals mob charged and tried to finish of the last of the RXB and caught a few more bolts in the eye for their trouble. The routing shaman and warriors unit rallied and turned to face the oncoming cold one chariot charge. The ravaged big uns unit in the centre also turned to face the spearmen unit bearing down on its rear flanks. As expected the combined attacks of the Savage Orcs and gobbo archers devastated the Corsairs routing them and running them down in pursuit. The Executioners suffered heavy losses too but managed to get away as the big tough orcs were too scared to pursue towards the cold one knights ;-). The Orc general polished of the last of the Rxb with ease to leave my Dark Elves now in serious damage limitation mode.

## Turn 5

I charged my Cold one chariot into the Shaman's unit hoping for a failed fear check but the stubborn buggers wouldn't budge, the spearman charged the last of the big uns their time was nigh. Finally my mage rallied but was unable to cast this turn so she still hadn't managed a single spell in 5 turns, so that was 180 points well spent then, the Exe's also rallied ready to be cut to pieces in the final turn. With little else productive to do the Dark riders went off to capture the top left table quarter and in a final act of defiance my generals COK unit wheeled into the centre after the Orc generals unit. If he was going to lose the battle my general would at least collect the bigbosses head on the end of his lance for a trophy. My reapers finally showed what they were capable of as both combined managed to nuke the Orc boar chariot, very impressive :D. Combat: The spearmen finally put pay to those big uns beating them in combat then running them down. The chariot knocked out three orcs but was unable to beat the CR bonuses and broke from combat.

**Orcs turn:** John charged his Wolf riders at the nearest RBT crew who fled. The whole of Johns right flank closed in on my executioners and the savage orcs closed distance on my spearmen. And after all the ribbing I took for fleeing my general John's general decided he didn't want to play with my COK's and promptly ran away in true monty python style, these were two military leaders who didn't lead from the front. As far as I remember there was no combat this turn.



## Turn 6:

Ok the battle was all but lost but in typical time honoured fashion my cavalry could come to the rescue just in time. With the very soft looking warriors in their sights and a possible overrun into the cowardly orc general hiding in the savage orcs behind the warriors, hurrah. Of course then I went and rolled 11 on 2D6 for my stupidity check much to the hilarity of John and that was pretty much it my spearmen had no one to charge, the chariot rallied, the remaining RBT pitifully killed one wolf rider, my dark riders had a nice picnic by the forest over in the distance and the exec's dialled 999. But I finally managed to get a spell off with my mage not that it did any good mind you...

**Orcs turn:** John's entire right flank finally slaughtered the last of the exec's and the Shaman's unit finished off the chariot I think but by now it was all academic as the Orcs had beaten nearly every unit I had and managed to avoid the others. Well played John a very enjoyable game we'll have to do it again some time but next time the outcome will be different (cue manic laughter).

