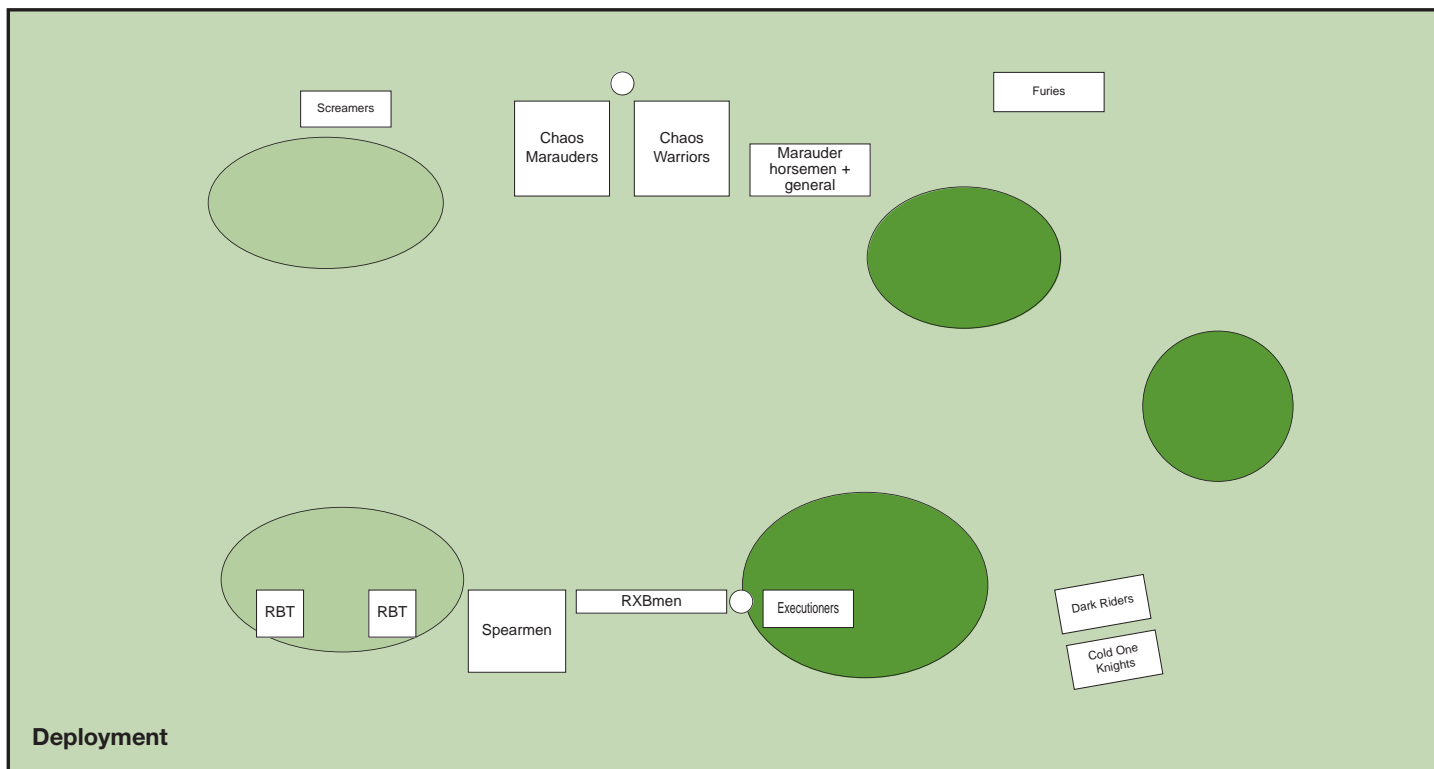


1,000 point Battle Report Dark Elves v's Chaos 14.12.03

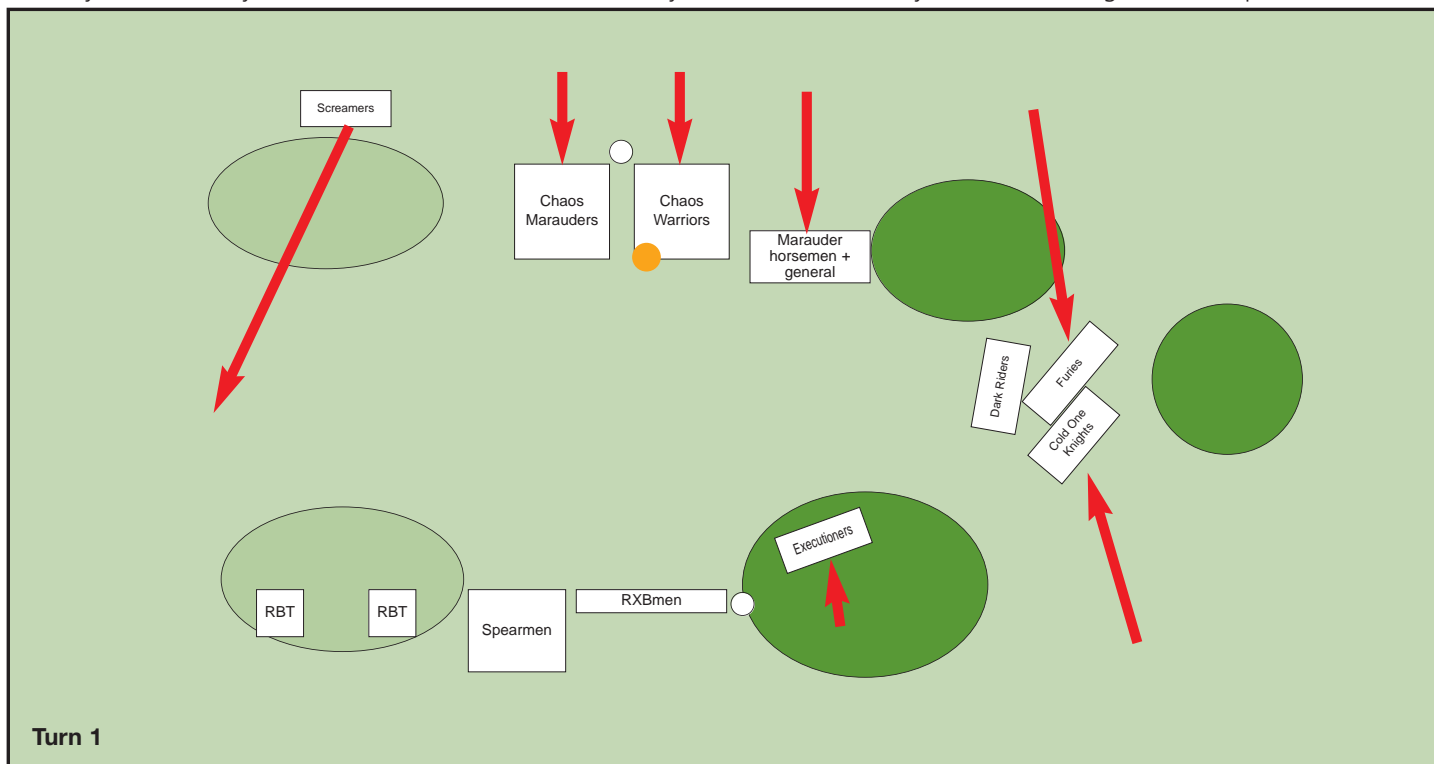
Deployment

The basic plan was to sit back and let these Chaos invaders eat crossbow bolt before charging in to finish them off. With this in mind I decided to deploy my shooting troops first and leave the cavalry to the last to hopefully get the jump on them. I deployed the reapers on the hill and filled the gap between them and the woods with the Spearmen, RxB's, Sorceress and Executioners. Lastly I deployed my Dark Riders and CoK's on the right flank amongst the woods ready to execute a flank of the main Chaos line and hit it from the side with the chaos cavalry pinned in the centre by a wood and only the Furies on that flank to oppose them this was looking good.



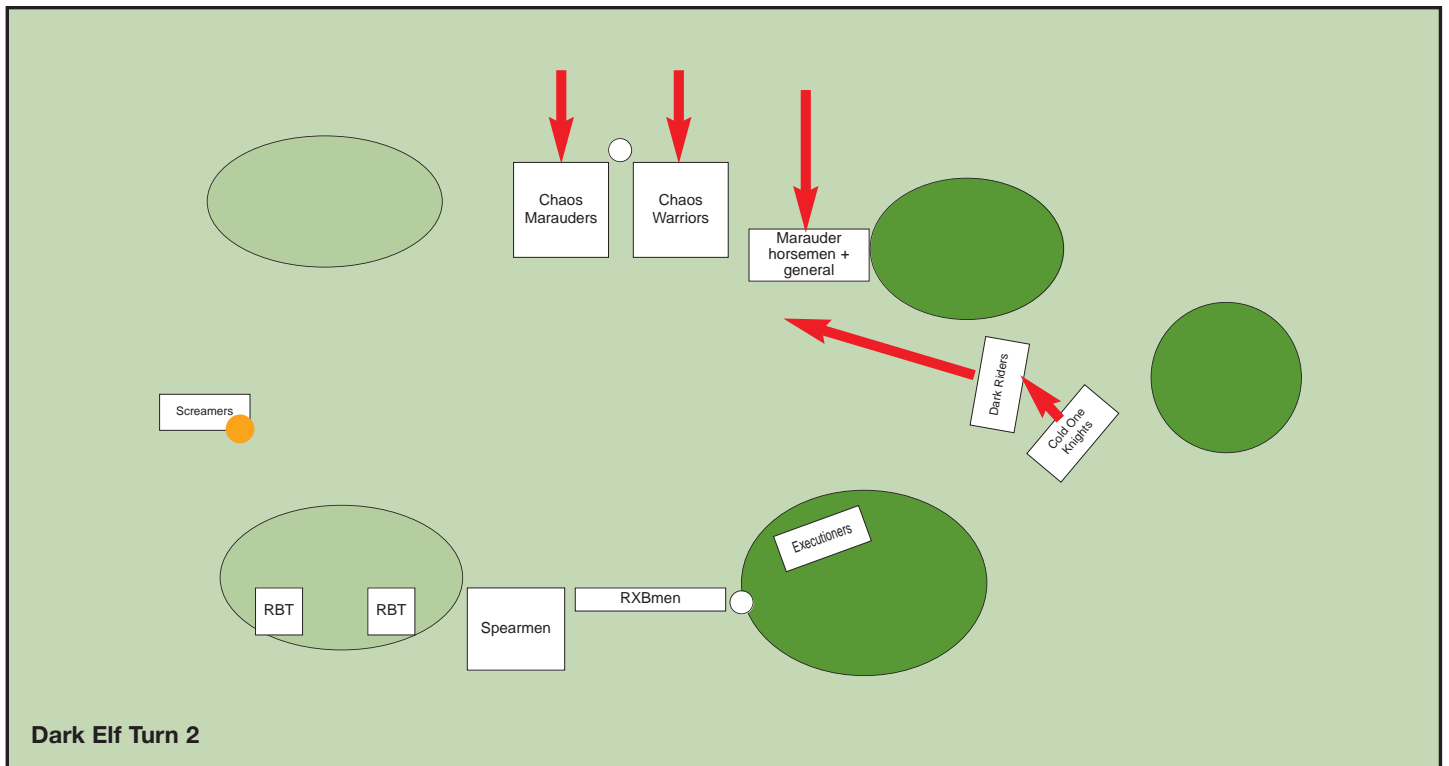
Turn 1

Dark Elf turn 1: I won first turn, hurrahh I decided to take first go and advanced my Dark Riders and CoK's down the right flank and wheeled them slightly towards the centre ready to strike. The Executioners advanced to the edge of the wood. I had no magic in range so went straight on to shooting, unfortunately my canny opponent had positioned his Marauder infantry 25" from my RxB's so all their bolts fell short, they wouldn't be so lucky next time though. Both reapers unleashed a



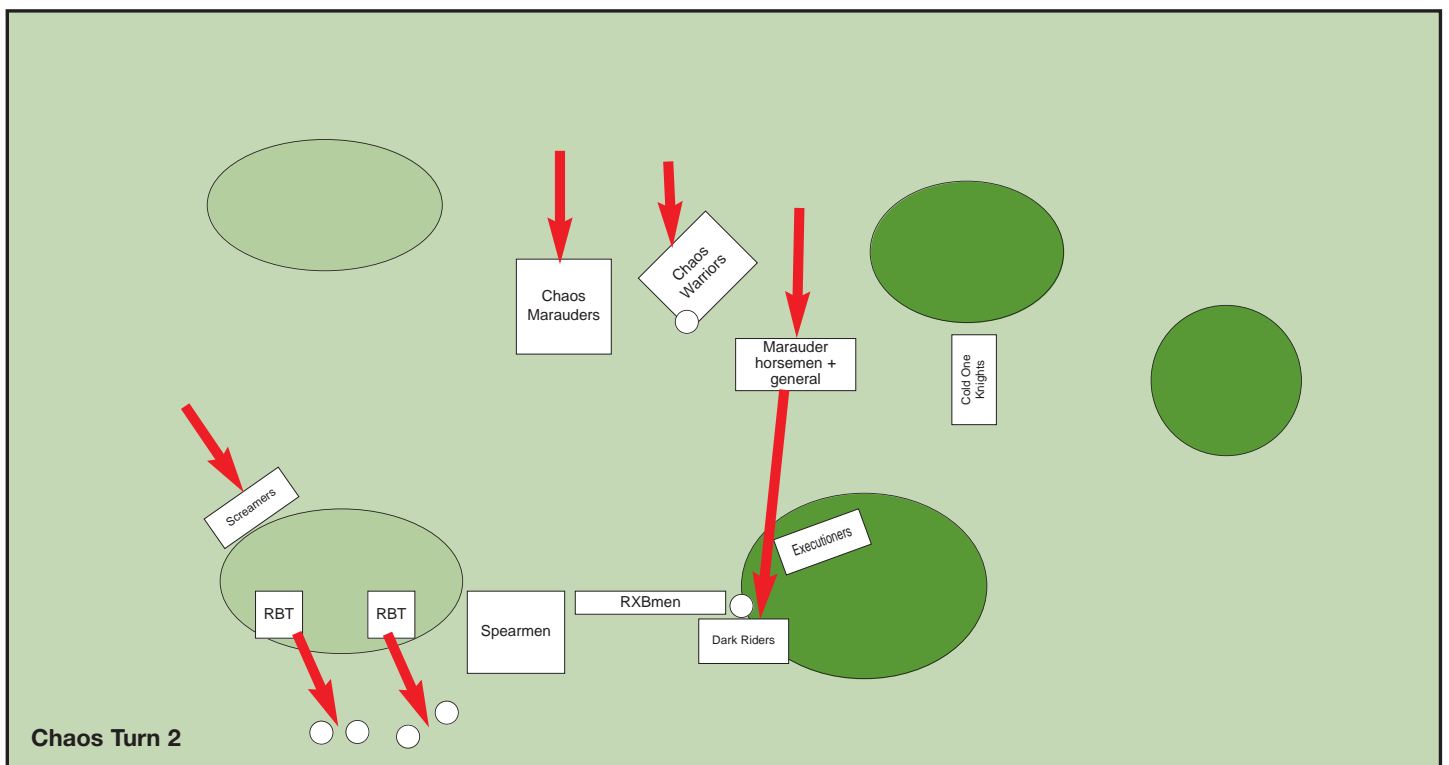
volley a fire against the Chosen Chaos Warriors, killing 3 of the unit of 12 forcing them to take a panic test which unfortunately they passed still a very pleasing display from the Reapers though.

Chaos turn 1: So my surprise Ross declared a frontal charge with his Furies against my CoK's, my CoK's being charged is always a worry but surely with a +2 save 5 Cok's could easily see off 6 Furies... As expected his other flyers the screamers advanced down my left flank straight at the Reaper bolt throwers. His cavalry and infantry all marched forwards in the centre. In combat his Furies managed to kill one CoK, but fortunately the Cok's killed three furies winning the combat the remaining Furies promptly disappearing after failing their instability test.

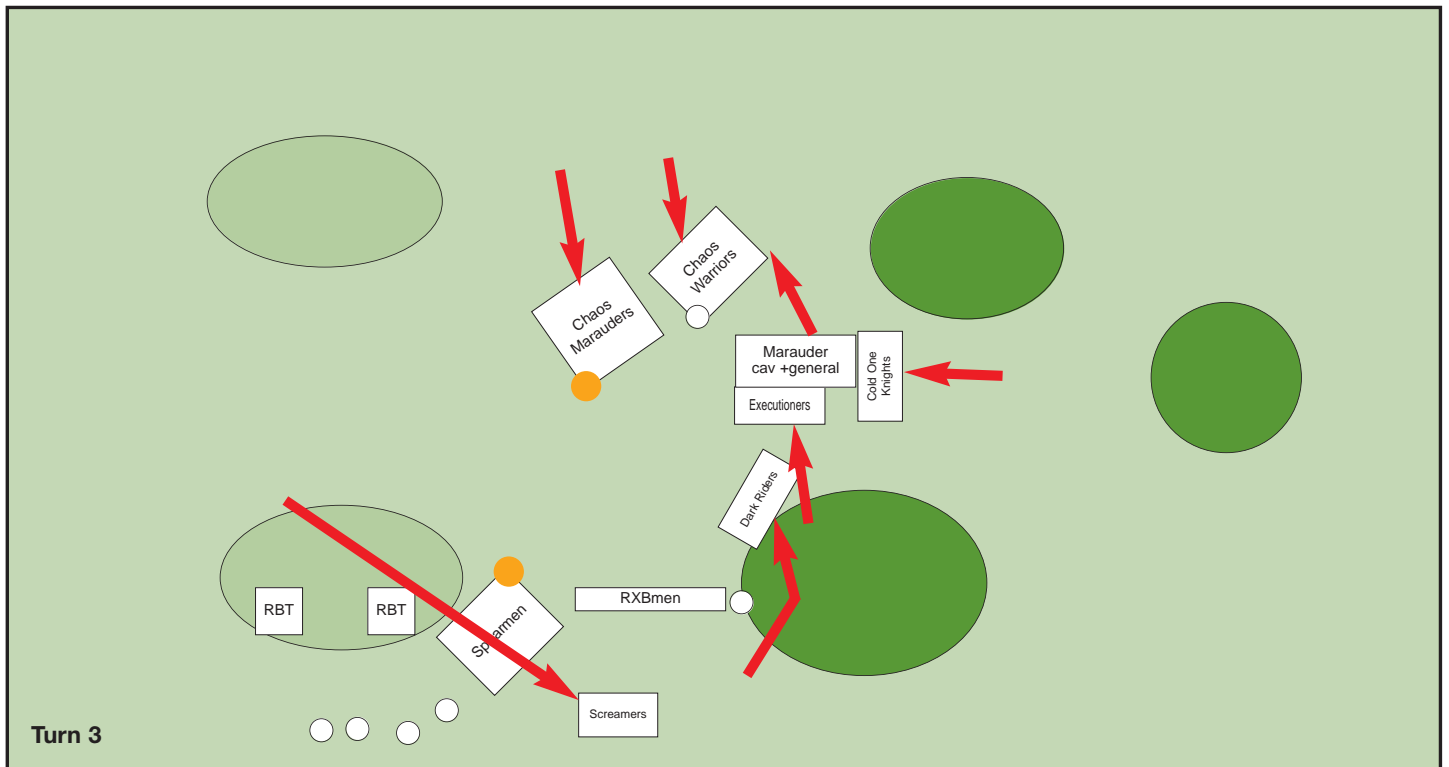


Turn 2

Dark Elf turn 2: In the centre I held everything in place whilst the Dark Riders marched right upto block the Marauder unit with the Chaos General, the CoK's wheeled around behind the wood ready to cut through the enemy flanks next turn. My magic was now in range so I cast Word of Pain on the Chosen Chaos Warriors. The reapers opened up on the Screamers bearing down on them but only managed to kill one of the nasty flying beasts leaving 2 remaining. The RxB's fired on the Marauder infantry but were unable to kill any.



Chaos turn 2: As expected Generals unit charged my Dark Riders, originally I planned to hold them but I had a last minute change of heart and fled them this nearly proved fatal as I'd forgot the redirect rule and the generals unit then declared a charge on my CoK's. But Khaine was smiling on me this day as his General failed his fear check and stood firm trembling before the noble Druchii cavalry. The Screammers charged my reaper crews who fled one after the other leaving the screamers with a failed charge but the Reapers were now out of action.



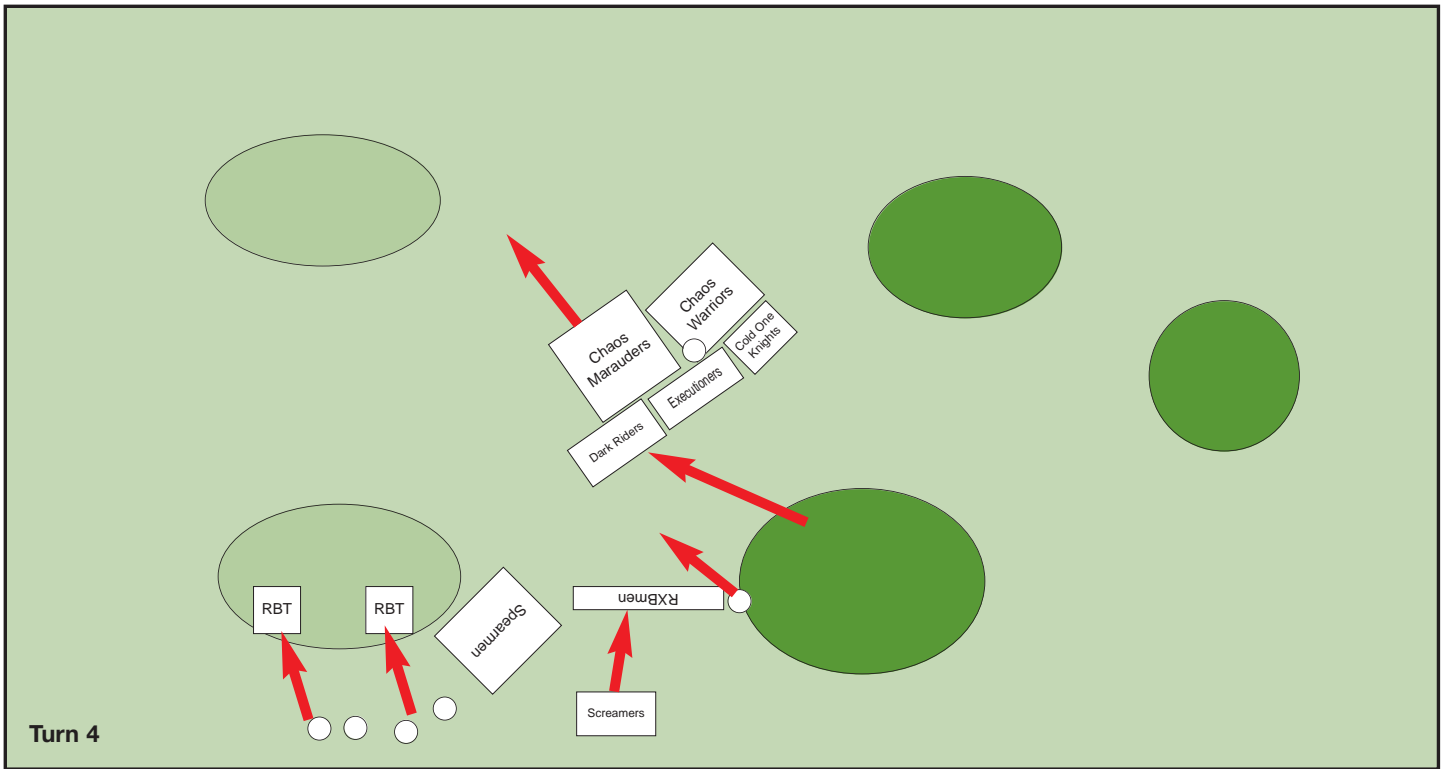
Turn 3

Dark Elf turn 3: The trap was sprung as my Executioners charged forward out of the woods at the fear gripped Chaos General and Marauder cavalry and the CoK's thundered into their flank.. ouch. The Dark riders did their Dark Rider thing and rallied and turned back towards the Marauder infantry, don't you just love fast cav :D. The Reaper crews also rallied and reformed(!). The RxBmen redeemed their earlier abysmal shooting display sending 5 Marauder infantry to meet their gods, unfortunately with the general around they passed their panic test. The Executioners and CoK's minced the Marauder Cavalry killing all five of them but unfortunately they only managed one successful wound on the general. Not surprisingly he didn't fancy hanging around and fled being cut down by the CoK's, the Executioners 2" pursuit not being quite enough to catch him. The pursuit took the CoK's into combat with the remaining 9 Chosen Chaos warriors who would I'm sure prove a tougher opponent.

Chaos turn 3: On my right flank the screamers flew over the hill and behind my spearmen and RxBmen using their tail attacks on the spearmen unit and the Marauder infantry unit wheeled round to cover the Chaos Warriors flank. The Chaos wizard managed to get the first meaningful spell of the game off as I realised to my horror I hadn't bought any dispel scrolls as he cooked 5 of my spearmen regiment. The CoK's managed to kill a couple of Chaos Warriors but took a casualty in return reducing them to 3 they lost the combat just but held ready for support to arrive next turn.

Turn 4

Dark Elf turn 4: The Executioners declared a charge on the Chaos Warriors hoping to rescue the CoK's, with the Marauders tight next to the Warriors they Exec's had to charge into combat with both units. My Dark Riders thundered into the Marauders also to create one hell of a combat with five units engaged. The Reaper crews ran back up the hill to recrew their machines and the spearmen turned to face the screamers as did the RxB who wounded one of the two remaining with shooting. In combat the dark riders and Executioners were easily able to slice up the Marauders taking out nearly a whole rank, the Exe's and CoK's also took out a couple of Chaos warriors who were now down to 5 but even so five chaos warriors is still a dangerous foe and they took out three Exe's in return. After some algebra followed by some long division we worked out that the Dark Elves superior kills meant they'd won by 5 forcing the Marauders to break test needing 2 or less and the Chosen Chaos Warriors needing 3 or less and with Cavalry chasing them down they would surely both be

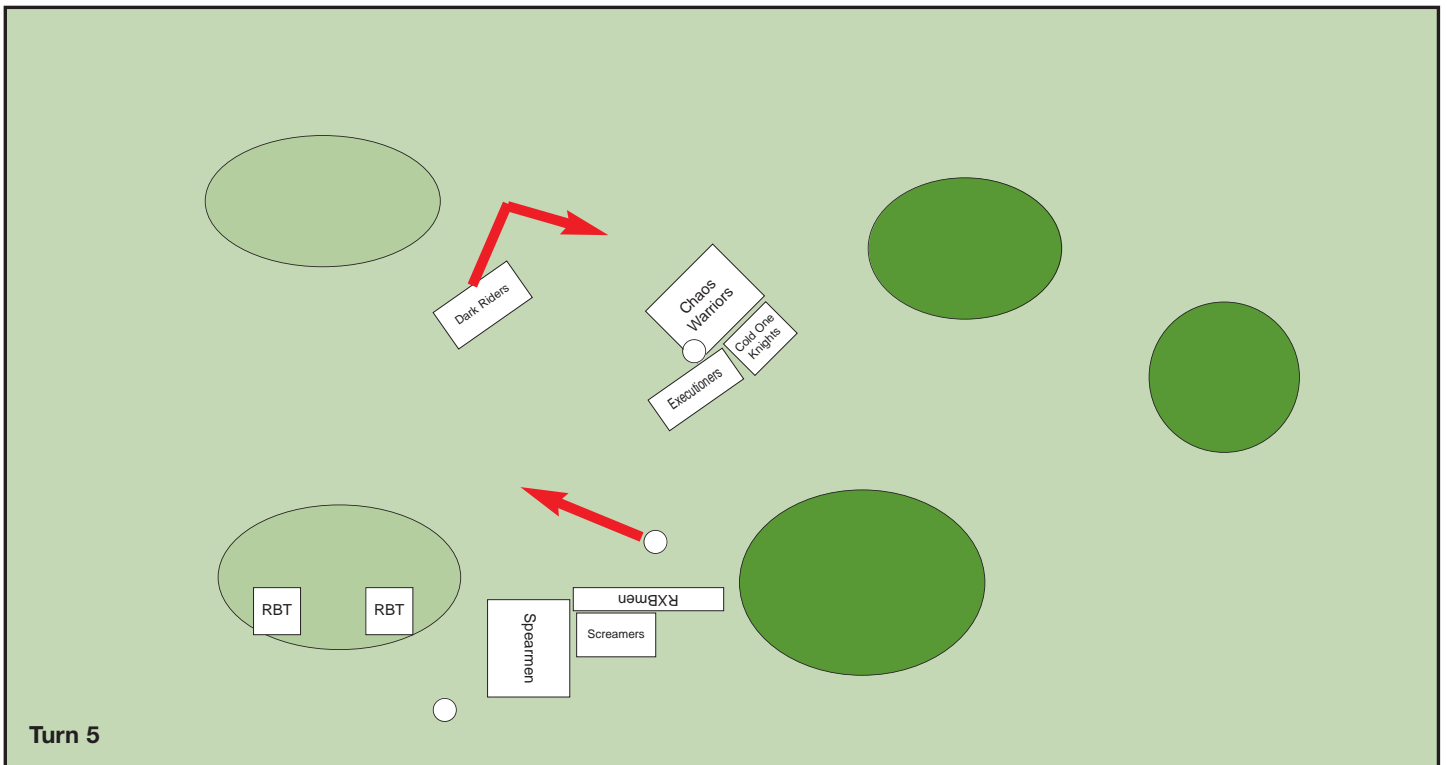


wiped out right... Wrong, as expected the Marauders fled and were ridden down by the Dark Riders, but Ross's Chosen undivided mark gave his warriors a reroll on all psychology tests and unbelievably he rolled a 3 on 2D6 the second time of asking!!! It seemed Khaine's favour had deserted the Druchii as both Exe's and CoK's are very much impact troops who struggle in drawn out combats against troops as tough as these Chosen warriors of chaos.

Chaos turn 4: Ross's only free unit the screamers charged into my waiting RxB unit. The Chaos mage who had joined the Chosen Warriors again cast that nasty thing flame spell this time at the Executioners he was fighting killing 5 of them... ouch. In combat the RxB sent one of the foul Screamers to meet its maker but the last one stubbornly remained. Whilst the meat grinder of a combat in the centre ran on into its 3rd combat phase with both sides taking losses and looking thin with all three units from down to less than half strength with 4 Chaos warriors remaining fighting 3 CoK's and 6 Executioners. The combat was drawn but the Chaos warriors won on having a musician, fortunately but my units based their break tests.

Turn 5

Dark Elf turn 5: The battle was drawing to a close now with only those rock hard Chaos Warriors standing between me and total victory. The Dark Riders turned around after running down the Marauders to threaten the rear flank of the Chosen



warriors. My spearman charged the flank of the lone Screamer, his time was nigh. My Sorceress managed to cast Word of Pain against the remaining Chaos Warriors. The last screamer amazingly held out against my Spearmen and RxBmen suffering a wound by refusing to budge. Again the bloody fight in the centre continued with Ross's warriors concentrating all their attacks against my Executioners not fancying their chances of taking on the more heavily armoured knights, four warriors may not sound alot but with three attacks each at strength 4 its like fight four characters. The remaining Executioners revenged their fallen comrades and struck down the Chaos Mage with the CoK's killing another warrior only the Champion and standard bearer remained, but they'd still managed to take out a couple of Executioners. Chaos lost the combat but only just and the remaining warriors stood firm!

Chaos turn 5: With only two units remaining and with both locked in combat Ross had limited options here to say the least :D. At last my spearmen dispatched the lone screamer leaving the Chosen warrior heroes of chaos to fight on alone against an entire Dark Elf army! Again they took out a couple of Executioners and lost their standard in return leaving the Champion alone taking on three Executioners and three CoK's would this combat ever end...

Turn 6

Dark Elf turn 6: The Dark Riders charged into the rear of the lone chaos warrior which now meant he was surrounded on three sides. obviously the Dark Riders failed to wound him and he promptly cut down two of them before one mighty swing of an Executioners Draich freed his head from his shoulders. Finally the Chaos threat was defeated.

