

Sheffield Slaughter 2006 report

We got to Nottingham at lunchtime and met up with Westie and Leggy at Warhammer World for a quick bite to eat followed by a friendly warm up game. Everyone thought it'd be real funny to play the disappearing mates game when I got cornered by one of the over enthusiastic red shirts. Had a look round the hall of miniatures, not bad but I can do better, naturally.

Alex was too scared to take on the Brets with his new High Elves and wanted to face my Lizzies instead. I won first turn and dropped an IF comet on his artillery battery huddled together on a hill. I let him roll for it at the start of his first and boom... there goes two bolt throwers, a level 2 mage and 5 archers. He wasn't impressed, but he got his revenge later with a very norty double chariot clipping charge into my Krox and Scar Vet which broke them and ran them down, so in the end he pulled back a draw, ho hum.

We then drove over to Mansfield to help the Slayers move the boards, after waiting ages Padge eventually arrives with the van and we load the boards up and its off to sunny Sheffield. Quick check in to the lodge followed by the worst fish and chips in the world ever at the little chief and its time to set the boards up at the Davy or Davvy if your names Chris Legg. I got absolutely hammered talking shite all night with Kempy, Biggsy and the Taffy lads before we were turfed out sometime around 12-1am.

Saturday

Game 1 - Pete Scholey - Dragon Slayers - Bretonnians

I was using my Errantry war Brets list, I've been rotating between vanilla Brets and Errantry but the army core is

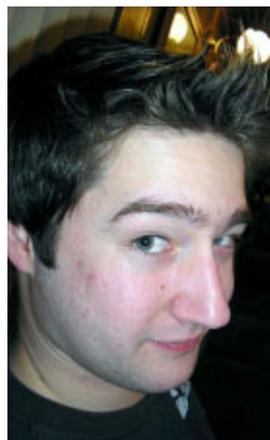
basically the same:

Lord- Tress, GW, Knightly Temper
BSB - VoDuty SoM
3 x Lvl 2 Damsels
8 Errants
6 Errants
6 Errants
7 KotR
7 QK
16 Men at arms
10 Skirmishing bowmen
3 Peg. Knights

I was glad to see Pete had a list similar to mine except it was a standard Bret army, luckily he hadn't gone the RAF or MSU route. His list was roughly:

Lord
BSB
2 Damsels
9 KotR
9 Errants
6 QK
7 Grail Knights
5 Mounted Yeomen
13 Skirmishing bowmen
Trebuchet
3 Peg Knights

The scenario was capture with a central objective worth 500VPS. I won the roll off for first turn, my two small throwaway lances moved into a position to either bait one of



Left: Rob "he's shutting the curtains" Sedgeman, and Andreas Lucken. Centre: Alex I'll chariot clip yo ass West. Right: Pete Scholey's had more time for war gaming since the Chuckle Vision got cancelled and the Chuckle Brothers split up.



Joe Sturge's winter Wood Elves, its not fair you're not allowed to be good at painting and gaming.

Pete's main central lances or threaten the flank of the Grails, the Pegs flew into position to charge the Treb. I marched the Men at arms straight at the objective and sat everything else 17-18" away. In his turn Pete moved his Mounted Yeomen and Pegs to flank my small bait lances. He moved his KotR and Errants slightly forwards on my left flank. He managed a hit semi with the stone thrower on my generals lance but failed to cause any wounds.

I charged the Treb with the Pegs. and the large Errant lance impetuously charged into the KotR who'd come too close. The Pegs easily shredded the treb crew, the other combat would be slightly closer but my extra strength 6 made the difference and I took down a enough KotR on the charge to break them and run them down whilst avoiding the potential counter charge from the Errants.

Pete charged his Yeomen into my small Errant lance and his pegs too. His Grails moved into a better position towards the objective. I managed to stop his magic and the bowmen failing to wound the pegs. After me slatting mounted Yeomen as rubbish, Pete made me look a bit silly by killing two of my Errant knights with them a Peg killed another to add insult to injury. My Grail Knight champ knocked out a couple of Yeomen in return but I'd lost combat and broke, unfortunately I'd been too cocky that they'd hold and they pursued into my other small lance.

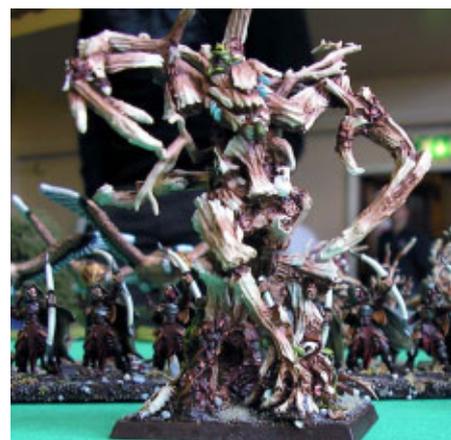
My Peg knights charged the bowmen who promptly fled to try and put my pegs in a bad spot, they were cut down for their

trouble. I backed off my two main lances slightly and angled my generals lance to catch those pesky yeomen and pegs should they break my second lance. The big Errant lance did a quick 180 turn and started to threaten the rear of Pete's Errants. This turn I managed to get howler wind off, superb this could be the game breaker Pete had been scrolling it so far aware of its potential. In combat my second small Errant lance held with the help of the generals leadership and the BSB reroll. Pete charged my Pegs. with his Errants they fled to safety, he tried to redirect at my KotR but the howler wind stopped him he'd also declared a charge on my general's QK with his QK with all his characters, again the wind made him fall short. He moved his Grail knights towards my right flank to threaten a flank charge should I charge his stranded QKs and fail to break them.

I charged my Errants at the rear of Pete's KotR and charged my BSB/KotR into the front of his QKs he fled the first and escaped and held the second. I moved my MAA to block Pete's Grail Knight flank counter charge and positioned my Lord/QKs to hopefully flank the GKs when they bust through the MAAs.

In combat I managed to beat Pete's uber lance by +3 thanks to the Virtue of Duty War Banner combo. Unfortunately Pete managed to pass his break on a BSB reroll.

The Grail Knights charged the MAA and the Errants rallied, Pete's Peg ran away happy with their two captured banners whilst Pete blocked my Lord/QK counter charge with his Yeoman (damn their hides). His Grail Knights predictably



Left: My Brets ready to take the objective (blast template) against Pete Scholey.

Centre: Chris Oliver's very nice Brets, minus points for picking on poor little Dark Elves though.

Martin Bunting's mean looking treeman whatchoo looking at gggrrrrrr.



Mike Marshall deep in concentration trying to blend into the lovely davy curtains.

Adam Hall's norty but nice Nurgle Legion

punched straight through the MAA, but luckily for me I again won the important uber lance duel and this time Pete's lance broke, a good roll on pursuit would see me pick up two banners, 3 characters including the general and 5 QKs (about 900vps) it would also take me out of the range of the GKs thundering towards my flank. I rolled 4"... Pete's GKs slammed into my flank and the QKs and multiple characters rallied next turn.

In my next turn I again charged the KotR with my Errants this time they had to hold, they were broken and run down. In a desperate attempt to save my KotR/BSB I charged the general into the Grail Knights (his lance was blocked so it had to be a solo charge). It didn't work and they both broke the KotR were finished off in turn 6 by the Grail knights. My general's lance ran forward to claim the 500vps objective on turn 6 and that was that.

When we added up the points we were separated by about 15vps. A really good game against a very good opponent, with a couple of 'if only' moments for both of us and a fair result, I was pretty happy with that. Lessons learnt: Don't throw good money after bad by charging your general in to save a doomed unit and getting him killed as well.

Game 2 - Mike Marshall - Vampire Counts

Mike was fresh from a victory over Tim big girls blouse Fisher, but as they'd both gayed up in their game and me and Pete had got stuck into each others armies we were paired up. His army was:

Strigoi Vampire Count, Wraith, Lvl 2 Necromancer, Lvl 1

- Necromancer
- 2 x 6 Dire Wolves
- 2 x 7 Ghouls
- 2 x 15 Skeleton Warriors with Full Command
- 3 Fell bats
- 19 Graveguard with Full Command
- 3 Spirit Hosts
- 2 Maneaters (modelled as werewolves)

I was quite worried about this game as I have a terrible record against VC with my Brets, luckily the terrain was definitely in my favour we seemed to be fighting at the local lawn bowls club, nice!

I was quite shocked that Mike gave me first turn, I took the opportunity to move all my lances forward into charge position for turn 2, I then prepared my scrolls and dice for the raising/dancing onslaught hoping Mike didn't get any double sixes. As it happened I didn't have to worry as he miscast losing a spell and lvl from his vamp. In my turn 2 I charged the Generals lance straight through a small Skeleton block containing a necro next to the GG the generals Knightly temper backed up by the S6 QKs doing the trick. Unfortunately the Errants and Peg Knights didn't fair so well on the other Skellie block and stuck. I charged one small Errant lance into Mike's dogs and the other into the Spirit Hosts, their Grail Knight champs being one of the few things that could hurt them, they popped one base straight off, the dogs went down faster than a slapper from Derby. My KotR backed off from the Uber Grave Guard, vamp and book toting Wraith until they could get help. Mike counter charged the stuck Pegs and Errants with his Maneaters the Pegs legged it leaving the Errants to be beaten and broken.



The Brets thought the local crown green bowls club was the perfect venue for this battle.



It was looking good for the Brets until Mike's ambushing coffee cup of doom turned up behind their lines



Guy Palmer, unlucky runner-up to Paul Newman in the shortest Welsh bloke in the world contest.



More of Chris Oliver's Brets, did I mention all Bret players are great painters and also really handsome dead good with the ladies.

After the initial engagement I concentrated on trying to kill everything I could whilst feeding the Vamps unit chaff. Unfortunately Errantry war Brets have a nasty habit of suicide charging into Vampires and one of these suicide bids breaking from combat caused my 700pt KotR/BSB/Damsel lance to panic and flee off the table, great.

By the last turn Mike had lost virtually everything bar his generals unit I had a charge on him with the generals lance but thought better of it and tried to run them as far away as possible unfortunately not far enough to completely avoid a turn 6 dance attempt, Mike had three dice and so did I this would be close, he rolled 11 using all my experience and tactical skill I managed to roll 12! Phew that was too close. I'd managed a major victory by 500-600vps.

Game 3 - Guy Palmer - Viet Taff - Lizardmen

Hhhmmm Brets to Vamps to Lizzies I was getting the full gamut here, fortunately Guy's army wasn't as bad as it could have been:

- Old Blood sponsored by Nike air max
- 3 x Lvl 2 Skink Preists
- 4 x 10 Skinks
- 16 Saurus (no really!)
- 5 Swarm bases
- 3 Terradons
- 3 Sallies
- Stegadon

This game was using the rather annoying corner deployment zones which gave Guy the opportunity to spread out his army all over the place as far away from me as possible. I started by trying to close in on the big chunks of points as quickly as possible splitting my army in two to close as fast as I could whilst trying to avoid getting slowed down by all Guy's annoying skirmishing bait units. I set up a charge on the Sallies hiding in a wood with my Peg Knights, all the Preists were nearby too so I could hopefully panic them as well if I was lucky. I offered up a Errant lance to the swarms, if they were going to pin something down it might as well be them. I tried to set up my generals lance on the Steg.

Guy charged his Nike Old blood into the front of a small Errant lance which I held hoping he'd fluff a couple of attacks and I'd pin him down through combat res. He did fluff his attacks and then proceeded to fail his 3D6 break test on 7 to my delight, until Guy remembered he had the mark of the old ones allowing him to reroll a 6 to a 1, damn. In the following turn he hacked them to pieces and then did the same to my Peg knights who failed their fear check to charge the Sallies two turns in a row. The Errants who I'd offered up to the swarms completely fluffed their attacks and subsequently got charged in the flank by Terradons, somehow the Terrys and swarms killed 3 knights in one turn, broke the Errants and overran into my KotR pinning them down.

Meanwhile I'd set up a charge on Guy's Saurus block with my large Errants lance, that was until guy got off a IF no armour save thunder bolt on them, killing three and panicking the



Tim 'porn stash' Fisher's Lizards quite possibly the best looking army I've ever seen.



Left: Matt's never happier than when he's gunning down poor Bret Knights... Right: Matt Oakley's WEs pushed Tim's Lizzies all the way for best painted. Centre: Clubmates Matt and Pete Scholey before chuckle vision got cancelled.

rest (including the Damsel) straight off the board. I did have one success with my generals lance after eating through the blocking skins with the general I was able to charge and kill the Steg with my Questing Knights. On the last turn the KotR finished off those damn swarms giving me a few extra victory points but it was no where near enough and Guy had won by a large victory.

A frustrating affair against a good tough opponent who made me work hard for every VP, mainly frustrating as every time I got into a good position it seemed to be snatched away from me at the last second. Nevermind.

Saturday Night

Saturday night got even more hammered on Cider than Friday night. We came third in Biggsy's quiz despite having the handicap of having Alex on our team. Played a bit of 3 card brag, Bunting was completely owning me every time I got a decent hand, until near the end, had Rob Lane stitched up with a prial of Jacks, overbet it though and he folded before I could do too much damage, next time maybe.

Game 4 - Matthew Otter - Dragon Slayers - Sea Guard

First game day two against the Mottster not the worst draw I think I as soon as I hit those girly Elf lines they'll fold like a deck of cards and with 16" move it shouldn't taken long, Matt's list was:

Sea Commander
BSB

- 2 Mages
- 3 x 16 Sea Guard
- 3 Bolt Throwers
- 2 Eagles
- 2 x 10 Shadow Warriors

Like the game itself this report won't take long, Matt deployed one unit of sea guard touching the back table edge and left table edge, another touching the back edge and right table edge and the last one on the back edge centrally. He interspersed these with bolt throwers and Eagles, the Shadow warrior scouts hide behind a forest and a hill just outside my deployment zone. I deployed my Pegs, my peasants and one lance facing the left hand unit of sea guard, my generals lance facing the right hand unit and my other lances centrally. I wanted to spread my deployment more than my usual compact deployment to make it harder for Matt to divert and block me with his eagles and scouts he'd shoot down alot of stuff but I'd get something through though and then the young whippersnapper would be in trouble.

I wasn't sure whether to pray for the blessing or not, I'd obviously want the first turn but as Matt had alot less deployments than me he'd be getting the +1 to the roll off, I also didn't like the idea of losing the roll off and facing all that shooting for two turns with no ward save. Before Matt started pre-turn shooting me we had an interesting rules problem, did I get the blessing against his pre-turn round? We decided to get a refs ruling or dice for it should it come up, unluckily it never did as I didn't make a single ward save during Matt's



Matt's very nicely painted Sea Guard hugging the back table edge as usual. Whilst in the background on tables 1 and 2 SIB looks very miffed that Dave Grant's got a much nicer cardigan on than he has. Whilst Joe Sturge is still sat in the same seat, lazy little bugger didn't move tables all weekend.

pre-battle barrage I also hardly made an armour save too.

With that over it was onto Matt's first turn which consisted of moving the eagles closer and moving one unit of scouts to march block the generals lance. And then more shooting pain, the last of the Peg knights died, Matt killed three Errants from the big Errant lance with a single bolt thrower at long range and they panicked and ran off the board with their damsel. The KotR/BSB lance lost 6 Knights taking them down to 1 knight, the BSB and damsel, my 6 Errant lances now had 3 and 2 knights left, my Peasants had even taken a beating. The generals lance was untouched the only one left untouched. This is my dead pile before my first turn:



I was still waiting to make my first ward save and I was failing about 80% of my +4 armour saves, I was even losing knights to strength 3 bow fire.

My first turn huuurraahhhh, moved the generals lance forward as fast as possible ready to have the eagle dropped in front of it on matt's next turn, due to his deployment it'd take 3 turns of movement to reach the Elves anyway. In the middle I was basically fooked, but decided to move the remains forward anyway, no guts no glory etc etc.

And then we were back to Matt he dropped diverting eagles to block me off, then opened up another volley of bowfire, the BSB, Damsel and last KotR died, the remains of one Errant

lance also died, the other took a casualty and fled. My general's QKs also lost a knight to bowfire.

In my turn I charge the QKs into the diverting eagle and butchered it rather than try and run around it. I'd get the charge on a unit of Sea Guard next turn as long as they could survive the shooting for one turn. In his turn Matt killed 3 Questing knights I think I might finally have made a ward save for the first time in the game too, I had to take a panic on the Generals LD9 with a reroll for QKs, of course I rolled 10 followed by 11 and they ran 12" back towards my table edge. At this point I offered Matt my hand and congratulations and retired to the bar for some much needed caffeine and moaning about my dice and Matt's horrible army.

Game 5 - Paul Buller - Empire

So tumbling down the tables I go after not picking up anything against Matt. Next game I was playing Paul Buller, I'd played Paul before at my first ever tournament the Weymouth Waaagh in 2004. We couldn't remember the result but I do remember it was a good enjoyable game so was looking forward to one to:

- Elector count mounted (with IC)
- Lvl 1 wizard mounted
- Hero on pegasus
- 8 Inner circle knights
- 25 Swordsmen with 8 free company detachment
- 20 Hand gunners
- 5 Pistoliers
- 1 Cannon
- 10 Flagellants
- 8 Huntsmen
- 1 Volley gun Stank

We were back to the silly corner deployment zones for this game and the scenario that most Bret players were dreading cav -1 to hit on the charge this wouldn't be a massive problem as Paul had alot of his points tied up in that IC knights hammer unit and stank. I had a big break of fortune when I won the roll for choice of deployment zone and was able to give myself a nice open quarter and force Paul to deploy in a



Paul Buller and his very nicely painted Empire army.

quarter completely covered in forest and other difficult ground, I've seen 40k tables with alot less terrain than this one. This meant Paul had to split his units up in between these huge pieces of terrain which was great for me.

I lined up my lances as close to the centre as possible and tried to close the distance with Paul as quickly as I could two Errants had to frenzy into a wood towards the huntsmen who fled, my QKs and Pegs headed straight for the cannon and Swordsmen, the KotR went towards the hand gunners and Flagallents. My Peasants tried to hold up the IC knights who were trying to come around my opposite flank. In the magic phase I managed to blast the Swordsmens detachment with a father of the thorn killing 4 and sending the rest fleeing from the table.

In his next turn Paul managed to blast all my KotR into oblivion with his Stanks volley gun, I only just missed stopping it with a howler wind as only 2" of the lance wasn't covered by the howler, luckily the BSB/Damsel passed their panic test. In my turn the BSB charged into the Flagellents to stop him being shot he'd spend the next three turns killing one a combat phase, my Pegs charged the cannon and killed the crew and my general and the QKs charged the Swordsmen who were now looking in trouble without their detachment. My large Errant lance and one small Errant lance charged the stank, gotta love ItP and strength 6 on the charge versus a stank, they knocked off around 15 hull points on the charge. I again got howler off to stop the volley gun as well. My general challenged the champion of the swordsmen and used his tress of isoloude to negate the -1 to hit rule killing the champ and scoring 5 overkill thanks to his extra knightly temper attacks, this was enough to see the Swordsmen soundly beaten and run down. Over two turns my peasant archers had managed to kill all the pistolliers as well which were flanking me with the IC knights.

In Paul's next turn his IC knights charged my spare Errant lance that had frenzied into the woods they fled and got away thanks to the howler wind from the stank/errants combat, I was keeping these knights out of the game so far. His hero on Peg charged my archers and ran them down easily. The

Errants took a grind from the stank then proceed to knock 4 more hull points from it.

In my next turn the Pegs charged Paul's wizard who fled off the table taking the pursuing pegs with him the QKs swung back round 180 to rear charge the hand gunners who'd formed up in ranks. In Paul's next turn his IC charged the flank of my Errants who were still in combat with the stank which was now near useless on its last few hull points. He also charged the hand gunners into the BSB who was facing the last 2 Flags. in a desperate attempt to avoid the QKs, he could only clip the corner of the BSB's base and the BSB hacked down the last Flagellents and held his break test using his own reroll. The general with laurels fluffed his attacks on my Errants giving them a chance to hold the combat with a BSB reroll, luckily only one unit failed, the other broke, the stank went boom this turn as well.

My QKs rear charged the hand gunners to rescue the BSB and broke them easily, the IC finished off the Errants and ran them down and that was that. I'd killed Paul's entire army apart from the IC and the Peg hero and I'd lost my KotR, all my Peasants and two of my Errant lances in return. Lots of victory points all round but a big win to me. A really good game, one of the most enjoyable of the weekend.

Game 6 - Dominic Booth - Tanelorn - High Elves

Feeling a bit perked up by snapping my two game losing streak it was on to the final game and the familiar final game musical tables game as Rob Downey and Paul Scrivs seemed to have already played everyone drawn around them. When the table shuffling had finished I was playing Dominic and his beautiful HE army, my first thoughts on seeing it was how small it was but it soon became clear why it was so small with the amount of magic Dominic could push out:

Lvl 4 Mage

Lvl 2 Mage

Lvl 1 Mage

Mounted Commander with Lvl 1 spell caster item

10 Archers

2 x 5 Silver Helms



Left: See that lazy bugger Joe still hasn't moved, final game top table Lane v Sturge as some muppet walks in front of me as I'm taking a picture. Centre: Dominic Booth's Helms. Right: You can never have too many photos of Moak's WEs.

2 Bolt throwers
20 Swordmasters with banner of sorcery
6 Shadow Warriors
2 Eagles

The game started out on a classic High Elf moment as Dominic rolled his general and got the Lvl 1 mage, you shouldn't laugh at poor High Elf players really, but it is funny. The terrain was quite good for me with an open centre and with most of the terrain pushed down one flank, I set my lances across the centre between two stone towers the pegs and archers guarded my right flank. Dominic advanced both Helms down my flanks and set up a shooting line in the middle, his arch mage hid in the swordmasters and the other two hid behind a wood on my right flank. I managed to stop most of dominic's life magic and took only light casualties on a small Errant lance from the bolt throwers. In my turn the Pegs flew straight around the advancing Helms and threatened their flank. I moved the generals lance forward its full move in the centre with the other lances moving behind in support and offered a small Errant lance in front of the helms with commander on my left flank.

In his turn Dominic charged the small Errant lance with his commanders Helms, they fled to safety, his other Helms moved to keep the Pegs off their flank. He managed to get a master of stone off on my other small errant lance but it failed to kill any knights (this was the opposite of the Mott game I could do no wrong). Dominic also blocked my generals lance with a diverting eagle. In my turn I charged the commanders helms with my large Errant lance, they fled, I charged the diverting eagle as it would take me towards the fleeing commander. My Pegs flew into Dominic's deployment zone threatening both his bolt throwers and two lone mages. I offered up the peasant archers to the other helms unit, rallied the small Errant lance and moved the KotR/BSB and MAA to threaten the swordmasters.

In Dominic's next turn he charge the archers with his Helms, they held and were butchered, but that was the helms out of the game for another couple of turns, the lone mages moved out of the pegs line of sight into the woods. He tried to rally the fleeing helms on LD10 and failed they ran straight off the

board. In his magic phase he missed casting master of stone three times rolling 7 each time, he was having the same rotten dice I had earlier against Mott. In my next turn I charged the KotR/BSB into the swordmasters and Dominic used his arch mages Mott's annoying magic item to force the MAA to charge them also looking for some easy kills for the Elves. The Pegs charged the nearest bolt thrower and ran straight through it overrunning into the second bolt thrower. The QKs and large Errant lance swung round to face the archers, the two small Errant lances moved to set up a charge on the last Silver Helm unit. I thought about using my BSB to kill the archmage but didn't bother as his unit had enough combat res to crack this unit easily and I wanted to kill all the swordmasters that could attack, big mistake. Dominic had given the mage the lion guard honour making them stubborn on LD 9 he promptly rolled 10 for his break test.... He offered me his hand there and then. Poor Dom. hadn't made a single successful psychology roll all game and his 10-14 power dice had done next to nothing with him failing to cast nearly 50% of his spell attempts.

Thanks to that big last win I finished in a very respectable 18th out of 64 which I was delighted with considering the strength of the field present and more importantly I finished above Alex and Andreas. Except for the nightmare of getting shot to bits against the Sea Guard I had 5 really enjoyable games and an even better laugh on friday and saturday night. I think the Slaughter is definitely the best tournament I've been to yet, as far as the social (ie drinking) side of the event is concerned, I'll definitely be back for more next year. Big thanks to Chris Legg and Rich Paget for organising it all. Next tournament stop for me is a february trip to Munich for a large 100+ player tournament and of course a trip to the world famous Munich beer halls. Then its our home tournament the Bristol Brawl and a chance to go for top Bristol Big Un and to give the Welsh lads the right shoeing they deserve ;-)

By Ian Scovell, Bristol Big Uns.



Left: Dominic's beautiful and unusual teal coloured Elves. Right: Dominic looking happy before his dice completely screwed him, yes those black tanelorn ones, they're rubbish they are.