

THE BATTLE OF TINKIWINKI

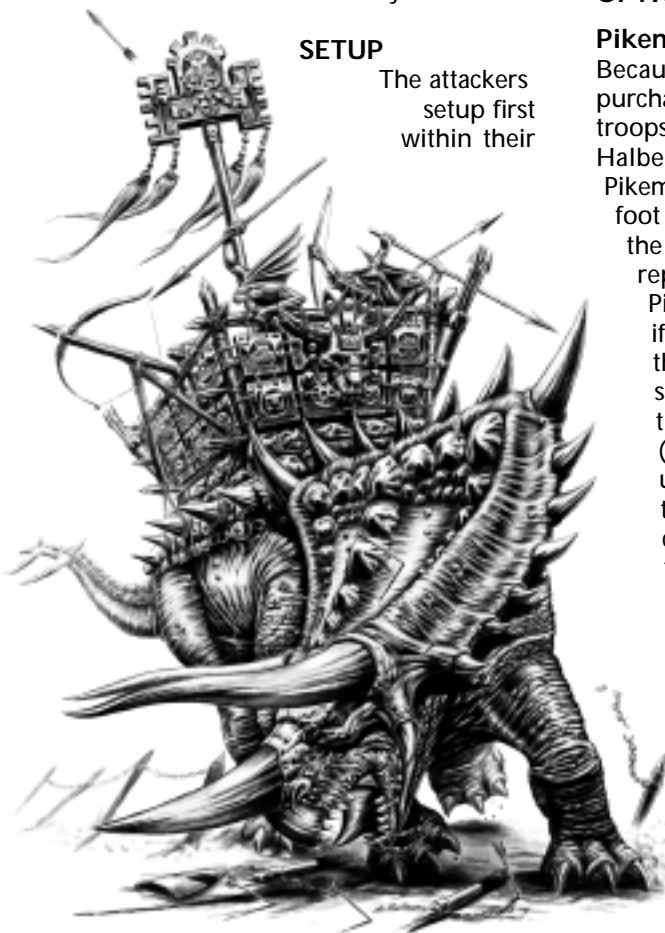
A Battle Report By Steve Hambrook & Keith Krelle

The Tilean army of Generalissimo El Beefi spurred on by greed after hearing the legend of the treasure of Tinkiwinki had marched deep into the Lustrian jungle in search of these riches. Just as the Tileans discovered the ruined Lizardman temple the army of Slann Mage Priest Pinacolada brought them to battle to save the ancient artefacts from falling into the hands of the dryskins.

In this game the attackers are Tileans and although there is no Tilean army you can quite easily use the army of the Empire to represent them using the optional special rules below if you choose.

SETUP

The attackers setup first within their



designated deployment zone. The Defenders set up second. Each player then rolls a dice with the player rolling the highest score going first.

SPECIAL VICTORY CONDITIONS

Attackers (Tileans)

+500 pts. If the Tileans manage to get a unit of infantry within the ruined temple to remain there for one full turn and not be engaged in close combat.

OPTIONAL SPECIAL RULES

Pikemen

Because the army is Tilean they may purchase up to 2 units of Pikemen. These troops have the same statline as Empire Halberdiers but cost 70 points a unit. Pikemen are armed with huge twenty-four foot spears (pikes!) which can reach over the heads of troops in the front ranks. To represent this in the game a stand of Pikemen may fight rather than support if a friendly infantry stand in front of them is in contact with the enemy. This stand may even be part of another unit that the Pikemen are brigaded with (i.e. crossbowmen). Pikemen may not use this ability if they are in any kind of terrain, have been pushed back in close combat or if they are engaged in the flanks or rear.

Tileans

In addition if using these rules players must remember that the army is Tilean and so the player may not field units that are specifically Empire. The following units may not be fielded: Steam Tank, Empire War Altar.

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Generalissimo El Beefi's Tilean Conquistadors

• <i>Generalissimo El Beefi</i> – General on Griffon with Orb of Majesty	235 pts
• <i>Capitano Duderini</i> – Hero with Sword of Might	90 pts
• <i>Savatore</i> – Wizard with Dispel Scroll	75 pts
• 1st Brigado	
1 Unit of Halberdiers	45 pts
1 Unit of Crossbowmen	55 pts
1 Unit of Pikemen	70 pts
• 2nd Brigado	
1 Unit of Halberdiers	45 pts
1 Unit of Flagellants	70 pts
• 3rd Brigado	
1 Unit of Crossbowmen	55 pts
1 Unit of Pikemen	70 pts
• Cabelleros	
2 Units of Knights (1 unit has the Banner of Fortitude)	270 pts
2 Units of Pistoliers	95 pts
• 1st Artillery Regiment – 1 Cannon Battery	85 pts
• 2nd Artillery Regiment – 1 Cannon Battery	85 pts
	1460 pts

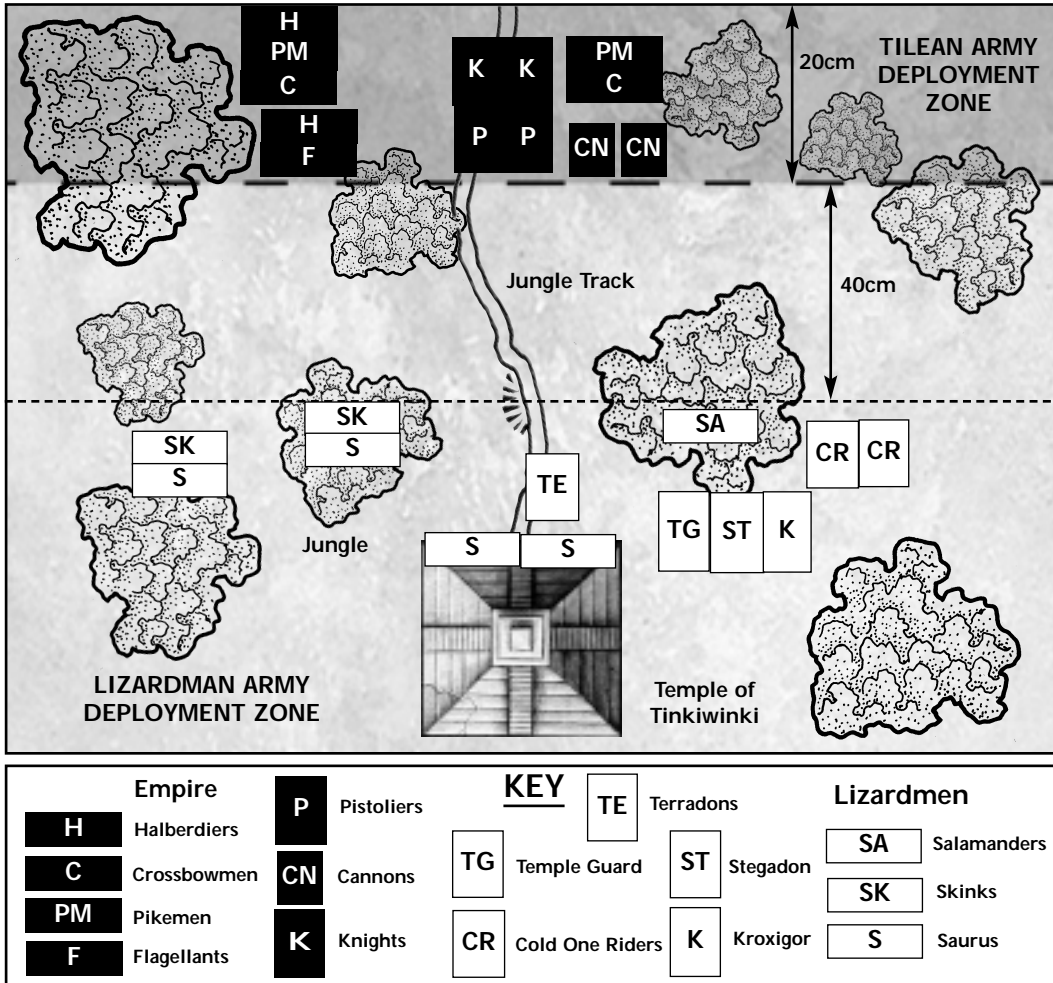


The Lizardman Horde of Slann Mage Priest Pinacolada

• <i>Pinacolada</i> – Slann Mage on Palanquin with Orb of Majesty	175 pts
• <i>Sillibilli</i> – Sarus Hero with Sword of Cleaving	90 pts
• 2 Units of Skinks	90 pts
• 4 Units of Saurus	240 pts
• 2 Units of Saurus on Cold Ones (1 unit has the battle Banner)	310 pts
• 1 Unit of Temple Guard with Banner of Sheilding	125 pts
• 1 Unit of Kroxigors	150 pts
• 1 Unit of Salamanders	75 pts
• 1 Unit of Terradons	80 pts
• 1 Stegadon	250 pts
	1455 pts

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DEPLOYMENT MAP



THE ARMIES

The Attackers

1500 point Empire (Tilean – Dogs of War) Army – Keith Krelle.

When Steve approached me to play against him again I jumped at the chance. I'd already beaten him in the previous battle report with my mighty Chaos force so I decided to give him a chance and not play using Chaos. This gave me a chance to use the Empire army which I've wanted to field for a long time. I decided to build two large blocks of infantry, one of Knights and Pistoliers supported by cannon. The reason for fielding such massive brigades was borne out of our earlier playtesting with the Lizardmen. I knew that I had to be able to take out the Stegadon as it is dead hard and this could only be done by sheer weight of numbers. Each brigade would have a Hero or a Wizard to issue commands and my

General would be mounted on a War Griffon. With this army structure in place we marched to war.

The Defenders

1500 point Lizardman Army – Steve Hambrook.

We had quite rigorously playtested the new Lizardman army in previous weeks so I had a fairly good understanding of their strengths and weaknesses. The infantry is pretty much bog-standard with the exception of the elites – the Temple Guard and the Kroxigors which are a must to take. The Cold One riders are very good but also very expensive and as for the Stegadon... you just gotta have one!

I took just about all the maximums for my army because the special troops really make a difference on the battlefield and they look cool too. I decided on one monstrously

nasty brigade composed of the Stegadon flanked by Temple Guard and Kroxigors. This fearsome machine has twenty-three attacks when it charges in the open and because of the size of old Steggy's base (it's massive man!) causes Terror on all opponents too. The only drawback with my 'brigade of death' is that being infantry it cannot pursue cavalry, which is where the Cold Ones come in.

The infantry's ability in dense terrain (because it suffers no command penalties) makes them good at taking up defensive positions. Therefore I decided to use my Skinks and Saurus defensively to stall the Empire army whilst the Stegadon and pals would be the main attack.

Report

The two armies were arrayed against each other in their battlelines under the leafy canopy of the Lustrian jungle. The Tilean army of the notorious soldier of fortune Generalissimo El Beefi formed up into two large blocks of infantry and one of cavalry in two small clearings as they desperately tried to negotiate the dense terrain. The small jungle track before them led all the way to the ruins of the Zigurra where the famed treasure of Tinkiwinki was reputed to lie for the taking. The Tileans could just make out some Saurus warriors on the crumbling lower steps of the ruins, waiting. The Tileans moved their battery of cannon onto the jungle track where they would get a clear shot at anything reptilian that was foolish enough to march towards them.

Deeper into the jungle the army of the Lizardmen waited for the trespassing dryskins. The Lizardmen were hardly visible, hidden in the dense undergrowth of their home.

The inscrutable Slann Mage Lord Pinacolada waited patiently upon his palanquin borne aloft by four burly Kroxigor – the man-spawn would not steal the treasures of the Old Ones he would see to that. Units of Skinks and Saurus waited quietly amongst the tall palms and mangroves of the jungle, out of sight of the greedy humans. A massive brigade of the Mage Priest's best troops also waited, hidden from view – Salamanders, Saurus warriors mounted upon Cold One lizards, elite Temple Guards, brutish Kroxigors and a mighty Stegadon all motionless awaiting their divine leader's command.

Tilean Turn 1

Trumpets blared and drums rolled out their monotonous beat as the Tilean host marched onwards, their greed driving them towards the gold laden ruins in the distance. Impatient, the Wizard Savatore clicked his fingers and the unit of halberdiers that were lagging behind the crossbowmen on the right flank seemed invigorated by a bright nimbus of light that appeared around them and double-marched to catch up with their comrades. The huge mass of horsemen in the centre slowly made their way down the jungle track closely followed by a unit of crossbowmen and the Pikemen. The Pistoliers in the vanguard were cautiously glancing around into the dense foliage for any signs of an impending ambush for they had heard much about the tactics of the lizard-folk. El Beefi spotted some strange winged reptiles carrying some of the smaller Skinks upon their backs apparently just milling around at the base of the pyramid – he ordered the cannons to fire. The blast of the guns drowned out the cawing of the many jungle birds and the constant rushing sound of a dozen or more streams. The Terradons were decimated by the iron shards from the Tilean's cannons. Bits of winged reptile and Skink rider went in all directions, the hisses and shrieks of the wounded adding further to the cacophony that had replaced the serene jungle sounds.

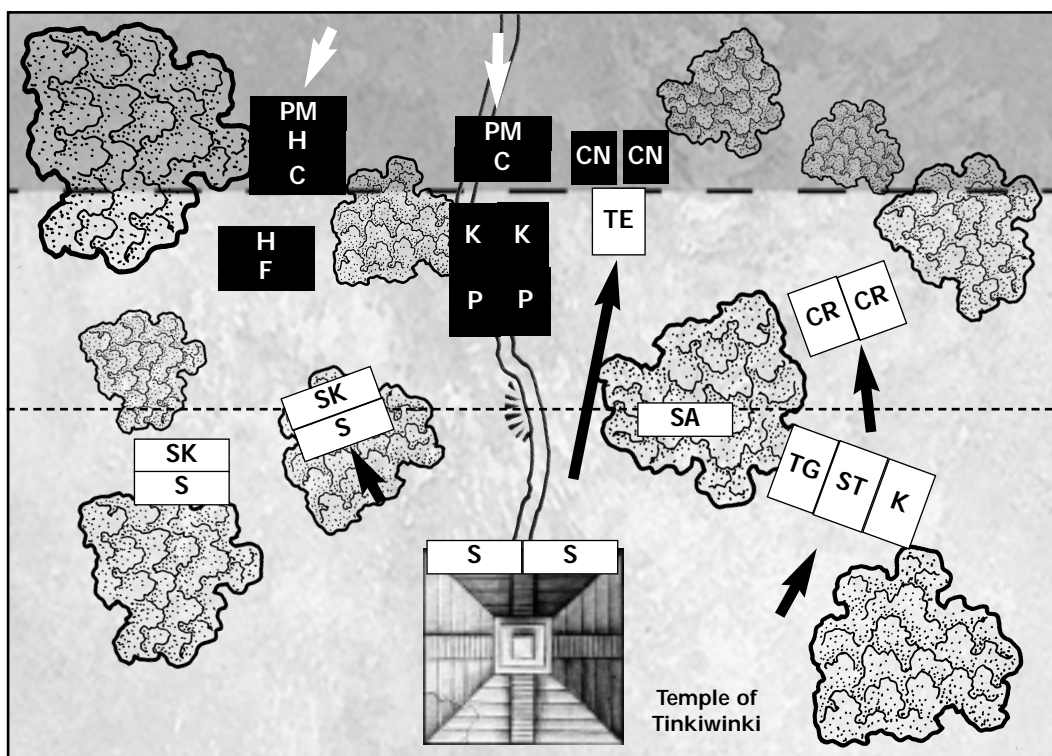
Lizardmen Turn 1

Bashing his ancient weapon upon his bronze shield, the Saurus totem leader Sillibilli urged a unit of Saurus warriors and Skinks deeper into the undergrowth to take up ambush positions for the impending assault of the Tilean infantry. A low hiss escaped his muzzle as a second brigade just stood around stupidly trying to interpret his command rather than moving further into the jungle.

With a long, drawn out croak Pinacolada directed his Lizardmen formations forward. With the Saurus warriors on Cold Ones in the vanguard and the Stegadon, Temple Guard and Kroxigors closely following, the Lizardmen wheeled noisily through the undergrowth on the right flank, trees crashing before them. Irritated by the noisy, infernal machines of the men-spawn Pinacolada motioned for the remaining Terradons to swoop upon them and destroy them. The Terradons swooped high above the forest canopy and then down like

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TURN 1



lightning bolts upon the Tilean cannons. The gunners had observed the Terradons' flight however and were prepared for the assault. As the winged reptiles screamed in low to attack the Tilean cannons the gunners let rip with a barrage of grapeshot which tore into the flying beasts. The few Terradons that remained after this murderous barrage of fire were no match for the mass of artillerymen and were totally destroyed. The Mage Priest attempted to slow the interloper's advance with a subtle spell but was frustrated to learn that another spell caster was present and he had used arcane magics to prevent this. These men-spawn had disturbed the Mage Priest's serene thoughts so that he had to turn his monumental intellect to vulgar things, he croaked his disapproval.

Tilean Turn 2

So far so good, thought El Beefi, he had lost very few men and destroyed many of the reptilian devils. The crashing sounds in the jungle off to his left warned him that something large was on the move but he did not underestimate the power of his artillery. Capitano Duderini's brigades were making good progress on the right flank and thus far encountered no resistance although the men were aware that the cowardly lizards

were adept at hiding themselves in the undergrowth and setting ambushes.

Confident, El Beefi ordered the cavalry to throw caution to the winds and ride hell for leather to secure the pyramid. Wherever the rest of the Lizardmen were they were no match for the honest steel of his caballeros. The thundering charge of the Tilean cavalry took them far along the jungle track right to the lower steps of the pyramid where the motionless Saurus warriors waited. The lances of the Tilean knights pierced the scaled hides of the lizardmen and the pistols of the young Tilean nobles blew holes straight through the primitive armour of the lizards. The Saurus fled into the pyramid in disarray and the Tilean cavalry halted unable to enter the treacherous, rubble-strewn ground. The cavalry had swept all before them but had now left themselves seriously overstretched as their infantry support was still hundreds of yards down the overgrown jungle track.

Lizardmen Turn 2

The impetuous man-spawn had fallen into his subtle trap, thought the Mage Priest Pinacolada. The expendable Saurus warriors guarding the temple had drawn the Tilean cavalry into battle early and forced them to

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leave their fellows behind. With a croak the Slann commanded the Saurus mounted on Cold Ones to manoeuvre around the dense jungle in front of them and onto the jungle track. This would put them in a fine position to cut off the retreat of the human cavalry and perhaps engage them to the rear. With an enigmatic wave of a webbed hand Pinacolada motioned for the brigade of Kroxigors, Temple Guard and the accompanying Stegadon to wheel around and engage the Tilean cavalry to the front.

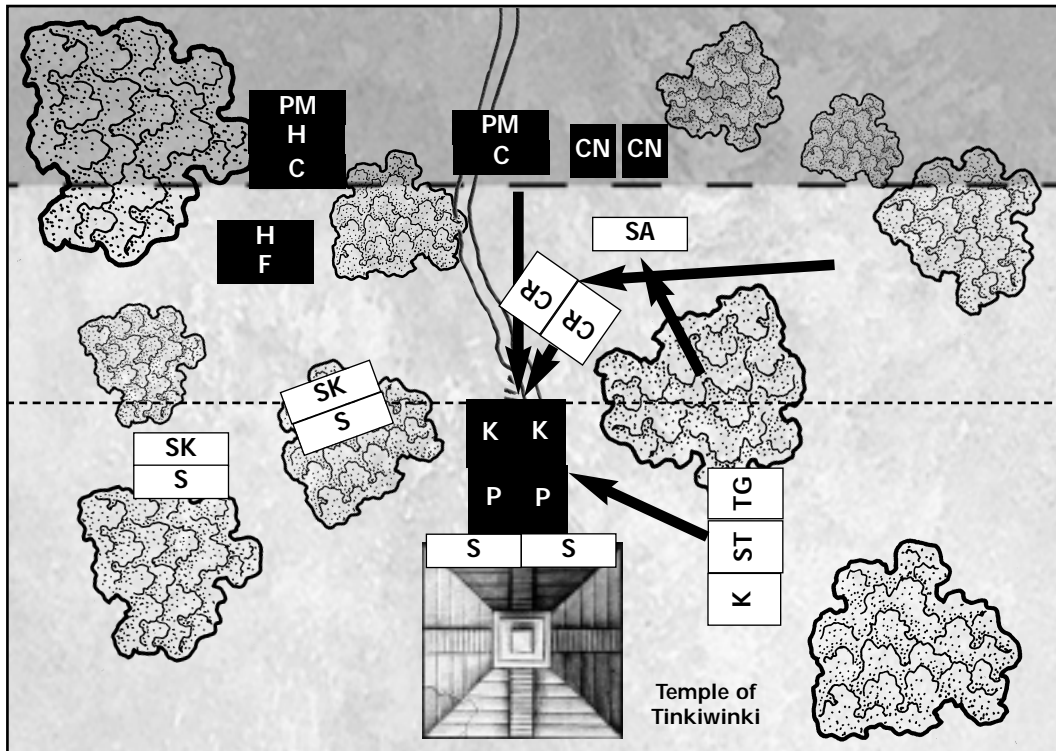
The Slann had not forgotten the power of the human's infernal machines and ordered the unit of Salamanders skulking in the jungle ahead to eliminate them. Urged forward by Skinks armed with viciously barbed spears the massive lizards shambled towards the Tilean cannon battery as the gunners were frantically trying to reload. The Salamanders then spat large gobbets of acid high into the air to rain down upon the artillerymen many of whom died screaming in agony as their flesh was burned.

With a roar louder than an artillery barrage the Stegadon and accompanying units fell upon the startled Tilean horsemen as simultaneously the Cold One riders charged the rear of the cramped cavalry formation. A sound like thunder tore through the air as

the Pistoliers discharged their weapons at the rampaging Stegadon opening many gashes in its tough leathery hide but still it came. The clash was bloody and very one sided. In a short while the ringing of Tilean steel against Lizardman bronze was replaced with the screams of the dying and the moans of the wounded. There were piles of dead horses and riders everywhere intermingled with the occasional corpse of a lizard. The proud Tilean cavalry had been caught between the hammer of the Lizardman Cold One riders and the anvil of the Stegadon and annihilated. Several of the Saurus warriors on the Cold Ones lay on the ground slain and the Stegadon was bleeding heavily from a multitude of small wounds.

Tilean Turn 3

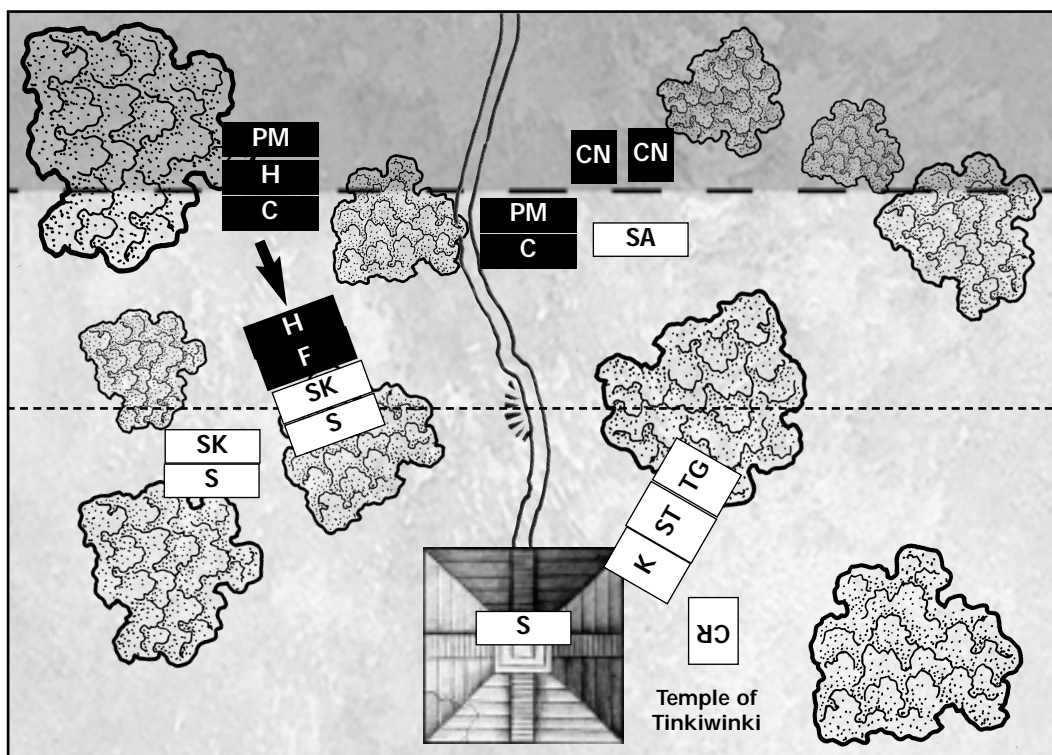
Unable to see the devastation that had befallen the Tilean cavalry Capitano Duderini, on the Tilean's right flank, had certainly heard it and feared the worst. He barked orders at the brigades about him his anger emphasising their need for urgency. Lead by the frothing mad Flagellants the Halberdiers hacked their way through the undergrowth straight into a hail of javelins and darts from a unit of Skinks that were hiding there. Many Flagellants fell, their bodies pierced by dozens of shafts, but the



TURN 2

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TURN 3



rest pushed on driven by their near insane faith straight into the lightly armed Skinks. The fight that ensued was a slaughter and the Flagellants continued their advance into a unit of Saurus that were supporting the Skinks. The green of the jungle turned blood red as Flagellants broke Saurus skulls with their flails and were in turn cut down by the savage lizards. Over half of the Flagellants were killed before the Saurus were finally wiped out. An enraged Duderini tried to urge the supporting regiments of Pikemen and Crossbowmen to advance into the dense jungle ahead of them but they stood their ground cautiously scanning the jungle around them for any signs of enemy activity.

In a hail of fire the Tilean cannon battery brought down several Salamanders and shredded some of their Skink handlers but still the lizard beasts' acid continued to rain down upon the gunners.

In the centre El Beefi swooped over the heads of the brigade of Crossbowmen and Pikemen shouting encouragement to the troops in an effort to get them moving quicker. Their enthusiasm somewhat dampened by the loss of the cavalry, the Tilean infantry moved along at a slow pace,

the roars of the Stegadon chilling the hardened veterans to the bone.

Lizardmen Turn 3

The Salamanders continued their acid bombardment and half the Tilean cannons fell silent, their crews dead or dying the guns sizzling and pitted from the corrosive attack. The Lizardman army's weak left flank looked in great danger of being enveloped by the Tilean infantry's greater numbers and so Sillibilli rasped and hissed at his units of Skinks and Saurus warriors to retreat deeper into the jungle. The Mage Priest Pinacolada gestured for the Stegadon and accompanying troops to march with great haste down the jungle track towards the Tilean centre. He was wary of the growing number of men-spawn in the undergrowth on the left flank and knew that measures had to be taken and quickly. With a wave of a sacred totem the remaining Flagellants and Halberdiers were transfixed and rooted to the spot.

Tilean Turn 4

Finally Duderini's Crossbowmen and Pikemen advanced upon the Skinks and Saurus warriors of the Lizardman left flank although the Tilean officer was dismayed

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that the Flagellants and Halberdiers would not move apparently bound by some powerful magic. The Tileans were again greeted by a hail of darts from the Skinks that were hiding in the jungle but suffered few casualties. The fighting that ensued was awkward and both sides easily got bogged down amongst the thick grass and mangroves. Casualties were light on both sides and the stalemate resulted in both forces falling back to reform their ranks.

The vicious firefight between the Tilean artillery and the giant Salamander lizards was starting to take its toll on both sides as the ground was now carpeted with both human and Lizardman corpses.

Lizardmen Turn 4

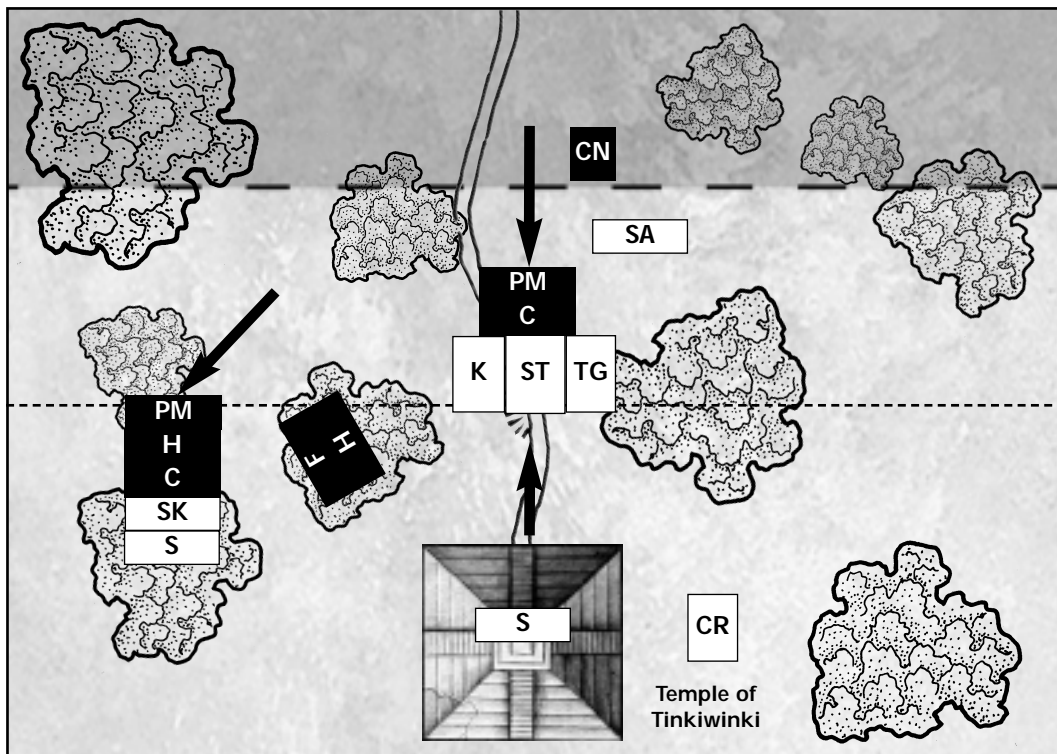
With the Lizardman left flank very close to collapse and knowing that even his immense magical powers would not stop the Tileans inexorable advance, Pinacolada ordered the wounded Stegadon, the Kroxigors and Temple Guard into the Tilean centre. Throwing caution to the winds the ancient amphibian joined the fray too. The Tilean Crossbowmen let loose a volley of bolts most of which bounced harmlessly off of the monstrous Stegadon's hide but a few of which found their mark. The Lizardman

brigade struck home like a thunderbolt. Enraged with pain the Stegadon trampled many of the Tileans underfoot and gored them with its horns while the Temple Guard and Kroxigors hacked to their left and right leaving a red ruin in their wake. The battle was brutally short and broke the Tilean army's back. The Tilean infantry centre was utterly crushed and the rest of the army broke in panic after witnessing such a bloody combat. El Beefi took to the air, as much to escape the wrath of his own troops as that of the enemy, but he would be back and this time with a lot more men.

CONCLUSIONS

Minza Pinacolada!

All I can say is PHEW! That was close... Yes, one unit away from breaking and a really dodgy looking left flank. Well this proved to be a very interesting scenario and not just because I was using the new Lizardmen but perhaps more so because never before have I played using quite so much terrain (I know that Keith found this very frustrating indeed, heh, heh, heh!). Things started badly (I know, I know, never charge cannons directly to the front!) and then before I knew it the Tilean horsemen were in the centre of my battleline and nearly into the pyramid -



TURN 4

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argh! 500 victory points. And then I remembered that cavalry cannot enter buildings or dense terrain – stoopid me! After some very spurious Command rolls I managed to sandwich Keith's cavalry brigade between my Cold Ones and the Stegadon and his mates. In the ensuing melee Keith's cavalry were wiped out but not before they badly wounded the Stegadon and took some of the Cold Ones with them.

Taking a glance at his stats, ol' Steggy may look very scary indeed (10/3 attacks, 8 hits, 4+ armour and causes terror!) but you only have to cause four hits to badly wound him and lessen his fighting ability. In earlier playtesting games I usually found that my opponents would avoid fighting the Stegadon because his stats terrified them and they thought he was invulnerable. Therefore opponents would direct their attacks against other units that were brigaded with the Stegadon and ignore the fact that they were losing an attack each round because of terror. Not this time, Keith was determined to take the Stegadon down and after the last round of combat of the game the Stegadon was down to just one hit.

Lizardmen infantry do not suffer the -1 command penalty when in dense terrain and so are quite useful to have skulking around in woods (or in this instance jungle) where they will count as defended. And as we all know defended troops are notoriously difficult to dislodge. It took Keith a unit of Flagellants, most of whom died in the process, a unit of Halberdiers

and a unit of Pikemen to remove a unit of Skinks and a unit of Saurus taking refuge in a piece of jungle.

Needless to say the strength of the Lizardman army lies in using the shock troops (Stegadon, Kroxigors, Cold Ones, Temple Guard...) to full effect but attacking when you want to and not being drawn into wasting these troops on the enemy's cannon-fodder. Your mediocre Skinks and Saurus warriors can work well in holding up your opponent's advance but beware for these troops do die easily. As for Salamanders, don't rely too heavily on their missile capability for they have a very short range. Perhaps stationing these troops in dense terrain and shooting at the enemy is the best bet.

Finally a word about Lizardman magic – a one off re-roll with the Slann and some decent spells so don't waste it. Mazdamundi's Revenge is especially useful.

EI Beefi Stew..

After all was said and done I was pleased with the way the Tileans performed. Using my two brigades to smash both flanks did not fully work but I was pleased that on my left flank, which was truly an epic struggle, I managed to get the Stegadon down to its last wound and it was a shame I didn't finish it off. On the right flank all I can say is that it was a fine scrap, it was just unfortunate that my brigade never reached the temple in time. The centre was initially well executed with my cavalry getting all the way to the

temple, however foolishly I had not given them any support and so they were stranded (they couldn't enter the temple and get the bonus victory points because cavalry may not enter buildings). Steve played a very good game and reversed his luck with the dice (no more 'thirty dice') but I shall play him soon with my Chaos army and pound him into the dust!



A lizardman army defends its temple city