



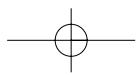
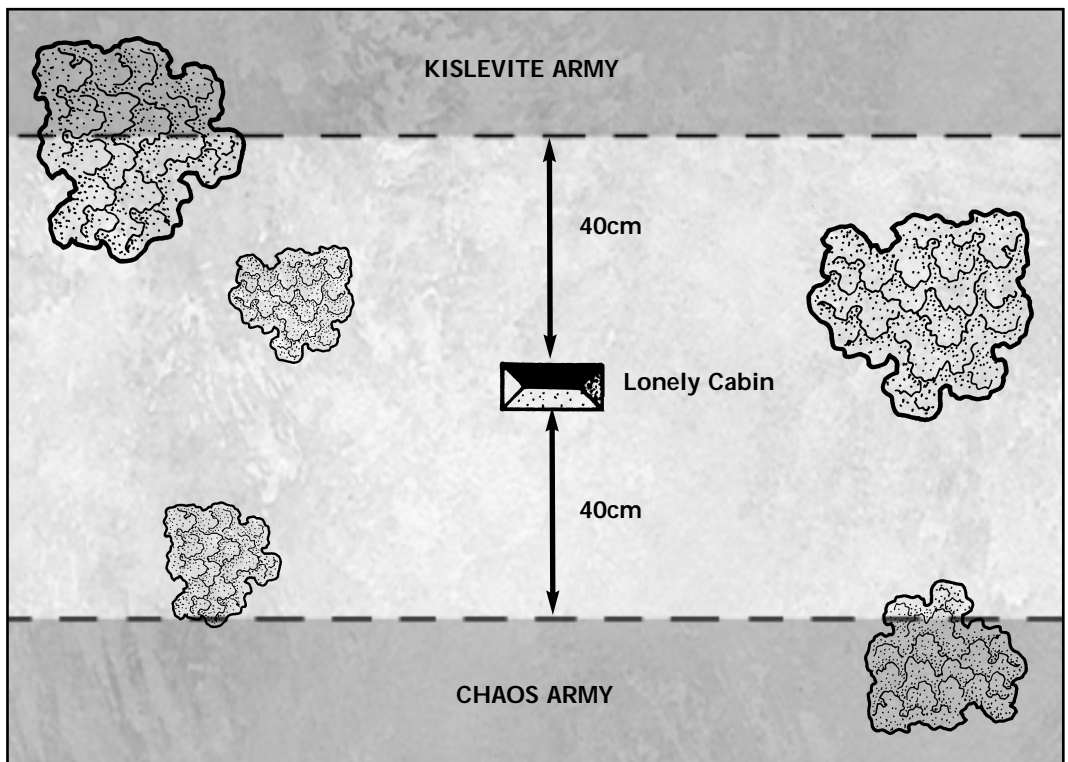
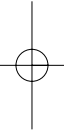
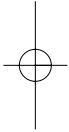
BATTLE FOR THE LONELY CABIN

A Battle Scenario By Christopher Bobridge

This battle was fought between Chaos and Kislevite troops, but may be fought between any two armies. The important features of this scenario are the blizzard rules and the cabin in the middle of the table.

The Tzarina Katerina bears a special loathing towards those who have served the Lord of Change. She must be included as the General in the Kislevite army. The fierce winds mean that Chaos Harpies are of limited efficiency, as it plays havoc with their wings. Harpies may not be included in the Chaos army.

Each player rolls a D6, with the winner of the dice roll choosing whether they want to choose their deployment zone or take the first turn.



Battle for the Lonely Cabin

While the armies are battling, a fierce blizzard begins. To represent this, when firing with missile troops, a target in the open counts as defended, while a defended target counts as fortified.

Each army is intent on getting to the cabin first and capturing the wizard inside. The winner of the battle is the army with the closest unit to the cabin at the end of the battle. This is measured from the closest point on the units base to the closest point on the cabin's base.

I sit here, parchment visible under the light of a single candle, and write. The forces of Chaos are soon upon my cabin, and not long after the Kislevites will arrive. Maelroth never forgave my desertion, and the Tzarina takes an immense disliking to the former minions of Tzeentch.

I write this for the Hidden, that he may find this message. He is the hope of this world...

Our only hope.

SCENERY

The battlefield is covered with snow, with a few dead trees scattered here and there. The trees cover about 25% of the battlefield, distributed evenly. The most important piece of scenery is the cabin placed right in the middle of the battle field. This cabin is located in a clearing. It's a standard sort of cabin, with log walls, a stone chimney and wooden roof (check the map).

DESIGNER'S NOTES

When I was designing this scenario, I had a particular image that I wanted to recreate. I could see two armies battling it out over a snowy waste, with a light shining brightly from a cabin in the middle of the field. And thus, the Warmaster scenario, 'Battle for the Lonely Cabin' was born.

As the battle was set in the snowy waste, the Kislevites were a natural choice, as this is basically their native environment. All they needed now was an opponent.

The forces of Chaos are cool, with many varied mutations and such for their minions. With that, the sides were set, and it was on to designing the scenario itself. The object of the scenario is very straightforward, and not

too complicated. It is the special rules that add the flavour to the scenario, and I included three of these.

First up was a special rule to represent the effect of the blizzard. It's no fun fighting across different terrain with no way of representing it, and to represent the effect of this we have units counting as better defended than they usually would be.

Tying in with the story, we have two more special rules. These affect the army selection rather than the actual games, and are basically 'use and forget'.

The forces of Chaos are unable to use harpies, as it is nigh on impossible flying in a blizzard. Note that Chaos dragons can still be included in the army, as their great size means that the wind is merely a hindrance.

To represent the Tzarina's grudge against Chaos, she must always be included in the Kislevite army. This may seem a minor army restriction, and it is, but it produces a force that represents the story much more accurately.

I would like to hear your impressions, so please, feel free to email me at

stryker@tpgi.com.au

Enjoy this scenario and have fun!



SCENARIO PLAYTEST

By Andy Hall & Tom Webster-Deakin

After my crushing defeat against Tom in BFG magazine 1 (still available from Mail Order!) I was wary about playing him again.

'But this time it's Warmaster, you like Warmaster.' Steve assured me. It is true I think Warmaster is a top game but I had only played a few games and so I was still only a novice. Never-mind this time Tom would be fielding the unknown force of Kislevites and I would be taking my freshly painted Chaos army onto the field of Battle.

'I shall mutilate his flesh and eat his heart. The wizard cannot hide, for the vengeance of Chaos is upon him'
- Maelroth, Chaos warlord

Battle for the Lonely Cabin

The purpose of these articles is not play a straight forward Battle Report (that's White Dwarf's job) but to give you a feel of how the new rules play with views and honest opinions from those other than the designer.



We played this scenario using a small force of a 1000pts a side due to the fact that was all Tom could muster at the time and we did not want to complicate things.

From reading the Kislevite list my main concern was the Knights (the marvellous Winged Lancers) and bear regiments. My plan was to hold a steady line with large amounts of infantry supported by bowmen. Larger creatures like the Chaos Spawn would be placed at points in the line where I thought Tom would attack with his Bears or Knight. I would have a flanking force consisting of a Chaos Sorcerer to command it with Mounted Marauders and Chariots as the hard hitting punch. Hopefully these would speed around his flank then hit his battle-line in the side, just before my main force charged.

***'May the Ice Queen shatter your bones and chill your heart.'* – Ancient Kislevite curse**

We both set up in our nominated deployment zones, I had my flanking force in a small village on my right. Tom set up very sporadically, the majority of his archers and the War Wagon to his right, the bears and Knight units around the centre of the table, ready to pounce on the Lonely Cabin no doubt. A flanking force to counter my own was placed on Tom's left opposite mine and it consisted of Horse Archers.

For the first couple of turns my advance was hampered by failed command checks, Tom did not seem to be fairing any better although he had managed to move his archers and the War Wagon to a commanding view of the battlefield covering my advance upon the Lonely Cabin.

I did have better luck with my flanking force which, mainly due to the Carrion's speed, managed to intercept Tom's Horse Archers. After a protracted fight with my chariots I managed to destroy them. Which freed up what was left (1 chariot and 2 carrion) to

continue down the far right of the Battlefield.

On my left the Kislevites were out-shooting me at every opportunity, despite the blizzard, with the combined fire of the War Wagon and the archers. Things were going smoother in the centre of the field, although my line was advancing rather slowly I had managed to keep it in a line, unlike Tom's centre which seemed to be all over the place.

It was then that Tom charged me with his Bears. I cringed as they hit a large battalion of Marauders. I outnumbered him but I had no idea how hard in close combat the bears were. It seems my fears were unjustified as the Bears only managed to score a few hits. Which was soaked up by my superior numbers. To add insult to injury I successfully *Boon of Chaos* which gave my Marauders so many attacks that the Bears were wiped out in the next phase.

Tom kept shooting at me from his War Wagon and accompanying units which was beginning to weaken my left flank but he then charged my centre once more this time with the Knights. Again, the Kislevites as fanatical as they were, only managed a few hits this time I turned my whole line on this battalion because his general was but centimetres away the fighting was vicious and quick as I sent the remains of the Kislev elite scampering away I charged with my remaining units catching his General and abruptly ending the game.



Conclusion and Rules Comments

I think this goes to show you just how important it is to have a steady battle line in Warmaster. Tom didn't and although each of his spear-heading units were more powerful than mine individually he failed to give each the support it needs and so they were destroyed by greater numbers. This is where the War Wagons will be useful, as anchor points in an advancing line. Tom used his as a supporting device at the back of the field where it did a fair job. If he had taken two and placed them in the line then they would have strengthened it and been able to give effective support to his more mobile units.