

**BEST OF...**

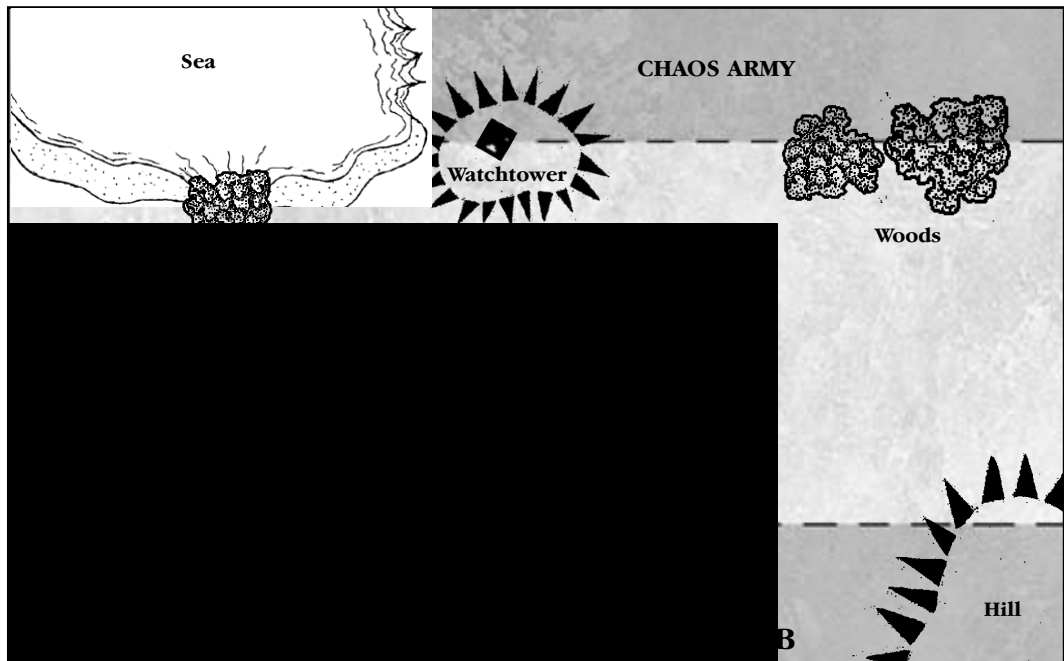
# THE RELIEF OF NIENNA

## A Battle Scenario By John Martin & Dan Wideman

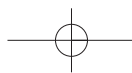
A lone figure walked up the grass-covered hill toward the crumbling stone tower, which stood as a sentinel against the raging sea and the horrors of the outside world. As the tall, cloaked individual began the long ascent up the winding staircase, the cry of gulls and thunder of waves against the rocks below occasionally drowned out the echoing clack of boots on stone. The great halls once had held mighty garrisons ready to repel any invaders that might land on Ulthuan's sacred shores; now they were empty, cold, and lonely. Crellion and his brother Thanniel had been the only watchers for the last three decades and Crellion had come to relieve his brother at the end of his half-day watch. The two mages, with their farsight, were the only warning the coastal communities they protected would have of an invasion.

The two shared a cold lunch together and Thanniel prepared to depart as his brother took up the watch. Crellion began his

search by linking his mind with the fish and gulls that he could reach. In his trance, he imagined himself flying over Modnar Ekal, a fishing village to the west, and back towards Nienna, the town he and Thanniel called home. He turned once again to the north and flew over the watchtower, which now looked like a child's toy. He continued over the rocky cliff below and out across the sea. He sensed a troubling presence in the ocean and brought his powers to focus on it. At the heart of a cold mist he found a sight that froze his blood.



Map of the Battlefield



*A multitude of ships sailed resolutely toward the shores of Ulthuan. They were a horror to behold, with cruel, bloody trophies of conquest hanging from the rigging. Some had figureheads formed in the shape of giant brass sharks. Others moved silently without even touching the surface of the water; their bright blue, yellow and red decorations were painful to the eyes. Chaos! The bane of the Elven people was coming to Ulthuan.*

*Crellion returned from his mental travels into the present. He and Thanniel quickly set the warning beacon alight and sounded the great horn before bounding down the stairs as fast as they could. The two ran down the hill toward Nienna and they could see many people from the fishing village doing the same. The two brothers knew that riders would be dispatched up and down the coast to summon help. As they made haste to the town the citizen levy would be forming up in order to hold off the Chaos horde until reinforcements arrived. Based on the number of ships Crellion saw, however, this would prove to be no easy task.*

#### RECOMMENDED FORCES

This scenario was designed for a High Elf defensive force to fight against Chaos attackers. While you can adapt the scenario to work with other armies, the following work best:

**Attackers:** Chaos, Orc & Goblin, Dwarf

**Defenders:** High Elf, Empire, Undead, Kislev

#### HIGH ELF OVERVIEW

Chaos raiders are attacking your homeland. You must use all your tactical skills to hold off the raiders until reinforcements arrive. The best chance of success is to maximise your defence using the dense terrain of the town and woods. If the reinforcements are slow to arrive, do not be afraid to exchange ground for time. Above all, regardless of how desperate things seem, never give up, Ulthuan needs you!

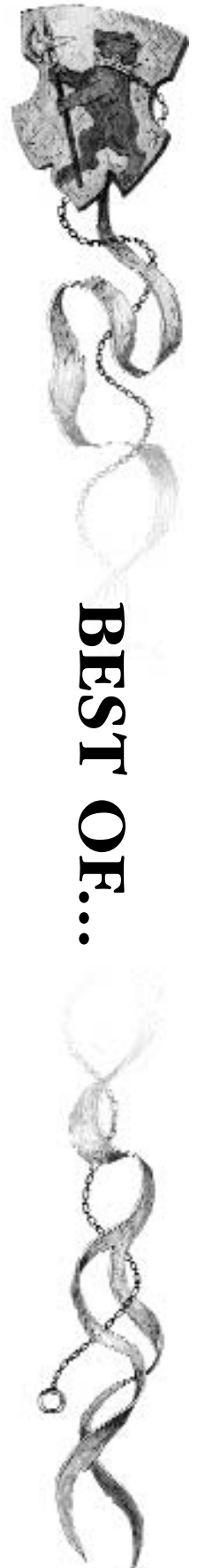
#### High Elf Army Restrictions

You should select an army of 2,000 points from the High Elf army list. However, some additional restrictions apply:

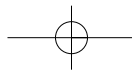
1. You must split your army into three groups: a main force, and two relief forces
2. Each relief force must be at least 500 points (25%) and contain at least one character.
3. The main force may not have more than one of each of the following: Silver Helms, Chariots, Giant Eagles or Dragon Rider.

#### CHAOS OVERVIEW

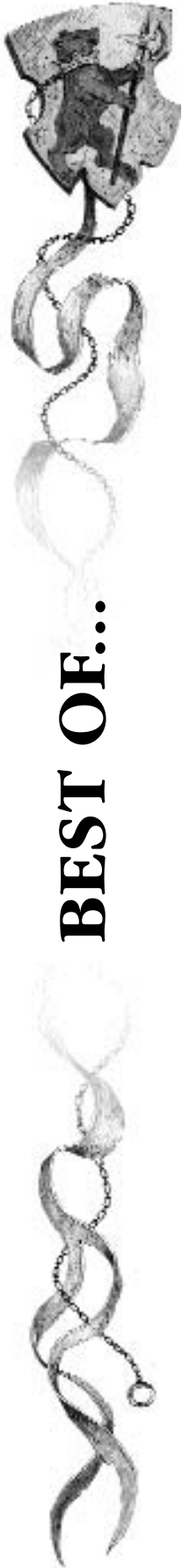
After many weeks at sea, the fickle Chaos gods have brought you to the Elven home. You must quickly attack and plunder as many coastal settlements as possible, before all of Ulthuan is mobilised and your fate is sealed. Your best chance of success is to clear the trees by the beach, move inland, and attack the smaller Elven forces



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individually. If you wait too long, the Elves will be able to organise a proper defence and throw you back into the sea.

### Chaos Army Restrictions

You should select an army of 2,000 points from the Chaos army list. However, one additional restriction applies:

1. You may not choose chariots as you have just landed and these are still in the hold of the Deathgalleys.

### SET-UP

Use the map shown on the previous page to set-up the battlefield onto a 4' x 6' table. Important features are the town Nienna, the fishing village Modnar Ekal and the two wooded areas. The sea intrudes onto the table up to 30cm on the east end.

The High Elf player deploys the main force anywhere on the South side of the coast road A-B. This should not be more than 30cm onto the table.

The Chaos player then deploys along the north edge of the table up to 20cm onto the table. Due to the sea, this will be limited to the eastern half of the table edge.

### High Elf Reserves

When the alarm was sounded, riders were sent up and down the coast road to gather reinforcements. The reinforcements are marching as fast as possible but will they arrive in time?



At the beginning of the High Elf second turn, roll a D6 for each relief force. On a roll of 5+, the force arrives on the battlefield. If the force does not arrive on turn 2, add +1 to the dice roll for each turn thereafter. So a force arrives on a 4+ in turn 3, 3+ in turn 4, and so on.

When the first force arrives, roll another D6. On a roll of 1-3, the force arrives on road A as shown on the map. On a roll of 4-6, the force arrives on road B. When the second force arrives, it will be on the road opposite the one the earlier force used.

Units in the relief force must be placed at the edge of the table, within 20cm of the road, and not within 30cm of the enemy. If the player is prevented from placing troops in this way, then the entire southern edge of the table can be used to deploy the army. This is to stop the Chaos player from intentionally denying the reinforcements a place to deploy.

The Chaos player takes the first turn.

### GAME LENGTH

The game lasts for eight turns.

### BONUS VICTORY POINTS

Victory points are based on armies of 2,000 points. Players should adjust the victory point bonuses for smaller or larger armies proportionately.

### Attackers

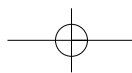
**+500 points** Nienna contains at least one unit of Chaos infantry and no High Elf infantry units. Units of one stand do not count.

**+500 points** Modnar Ekal contains at least one unit of Chaos infantry and no High Elf infantry units. Units of one stand do not count.

### Defenders

**+500 points** Nienna contains at least one unit of High Elf infantry or is completely unoccupied. Units of one stand do not count.

**+500 points** Modnar Ekal contains at least one unit of High Elf infantry or is completely unoccupied. Units of one stand do not count.



## Battle Report

If there were one word that describes this scenario, it would be choice. There are so many possibilities within the scenario that, after having played it, both of us want to try again. Next time we might try a different army, or a slightly modified defence or attack, and so on. This was the fourth refight we had of the scenario and also the most one sided. We were certain it was the 'battle report curse' in that we set about documenting the battle and taking pictures only to have it be, possibly, the least exciting. John was cursing his bad luck until he realised where he made a huge mistake that may have cost him the battle. More on that later, for now, let's take a look at how the game played.



John – The Chaos Warlord

### Chaos Army Selection

One thing that the Chaos player should remember is that they need to take and hold the towns. Only infantry can move into towns so Chaos players need to take enough infantry or they will find themselves unable to attack! On the other hand, the High Elf player is likely to have Silver Helm and Chariot units that will make short work of even the hardest infantry in the open. Your army selection will be a delicate balance between the infantry you need and the harder units able to meet and beat the Elven cavalry.

My army consisted of two solid infantry brigades each with two Chaos Warrior units and two Marauder units. One brigade is the first wave of attackers while the other forms a reserve. To protect the infantry I added two units of Chaos Knights and a unit of Dragon Ogres. These units, while expensive,

are more than a match for any cavalry.

The High Elves will inevitably have Bolt Throwers, which can put murderous amounts of firepower into the Chaos Knights and Dragon Ogres. Because of this, I took three units of Chaos Hounds to protect these expensive units. I also chose one unit of Harpies that I planned on using to eliminate the Bolt Throwers as quickly as possible.

In addition to the General with *Orb of Majesty* I took two Chaos Sorcerers, one with a *Dispel Scroll*. Chaos Sorcerers, have the same Leadership as Heroes and with so few brigades I could assign a Sorcerer to



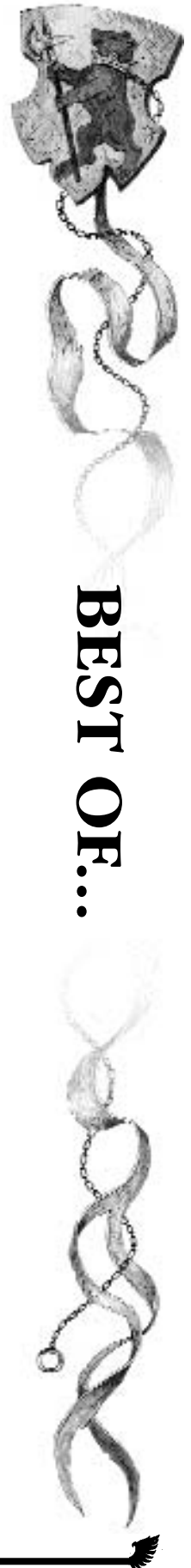
Dan – The High Elf General

each one and their restricted command distance would not be a factor.

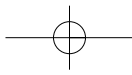
### High Elf Army Selection

In selecting my High Elf war host I kept a couple things in mind. Firstly, I needed to hold at least one of the two towns against the oncoming Chaos horde. This meant I needed infantry since all those pretty Silver Helms are useless for the task. With this in mind I chose a lot of infantry, having six units of Spearmen and five units of Archers. My next selection was as many Bolt Throwers as I could get – meaning two units. This offered me the strategy of trying to whittle down the Chaos forces as they advanced across the board since I knew my chances of beating them in close combat were slim.

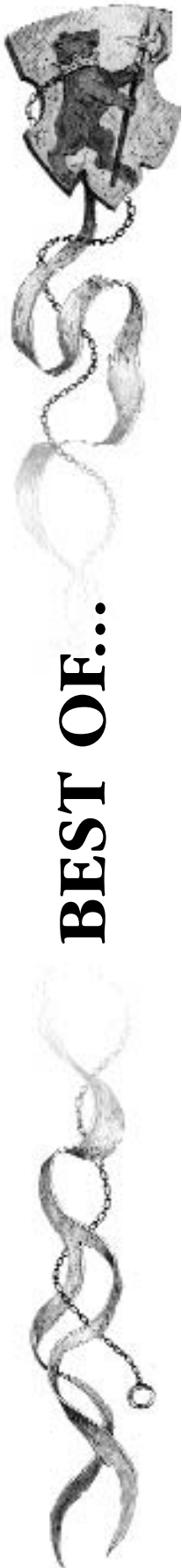
Though lots of infantry was integral to this battle plan, the large open field allowed me to take some cavalry for support. With any



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luck my cavalry would show up at road A so they could use their speed to get into the battle quickly as opposed to the infantry having to slog it all the way across the table. With this in mind I set out to keep my cavalry in one brigade and around 500 points to be one of the reinforcing groups. To this end I chose two units of Silver Helms and two units of Chariots.

This left me to pick my Heroes. I needed a General and for added security gave him the *Orb of Majesty* (I have a knack for failing Command tests even with a leadership of 10). Next came two Wizards, as they were integral to the story line. I gave one a *Scroll of Dispelling* to ensure John didn't get the better of me through the use of foul Chaos magic. Lastly, to command my brigades I chose two Heroes. For mobility's sake I mounted one on a Giant Eagle and the other on a Dragon. I've come to prefer the Hero on a Dragon to the Dragon Rider since he's cheaper and usually survives longer.

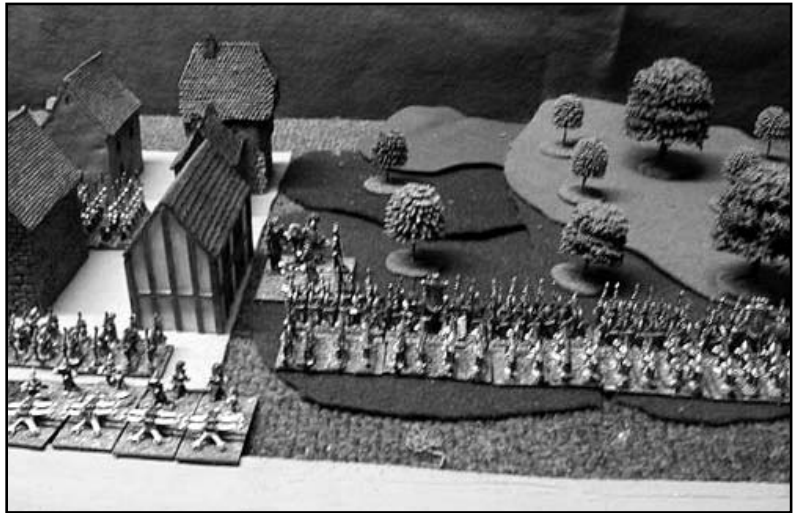
This left me with a few points left over so I took a single unit of Giant Eagles for a little long-range support. I've found that my Elves rarely beat Chaos in close combat, so I decided to make the best use of any promising situations.



### Chaos Turn 1

I deployed the two infantry brigades in the woods in columns of four units. The Chaos Warriors were on the outside to protect the flanks. The Chaos Knights and Dragon Ogres were brigaded in the clear area to the west of the woods with the Chaos Hounds brigaded in front of them. The Chaos player is cramped for space and this is intentional; if the Chaos infantry is deploying in clear, open ground then modify your terrain. This should not be.

The Hound brigade moved out on a path between the two towns. This would allow me to cover the flanks of the army against reinforcements from road A. Unfortunately, the Chaos Knights decided to stay put. The

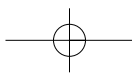


*High Elf deployment within the town of Nienna*

remaining Sorcerer attempted to move an infantry brigade out of the woods and failed, as did my General. Things were not looking good already! There is a good degree of urgency on the part of the Chaos player to get to the towns as quickly as possible. The 2:1 superiority in points does not last long at all.

### High Elf Turn 1

I chose to concentrate my deployable forces at the bend in the road and in Nienna. One brigade of two Spearmen and two Archers were brigaded in the woods to the west of the town. One unit of each type was placed in the town. The Bolt Throwers, unable to deploy in cover, set up just to the north of Nienna. I chose a central position for my General and the Wizards to Command from. I had watched with mounting enthusiasm as John failed a succession of command rolls and most of his army stayed put. My own Command phase was short by choice as I was happy with the positioning. I moved only the Bolt Throwers out to take shots at the screening Chaos Hounds and sent both Wizards out to support them. The combined firepower of the Wizards and Bolt Throwers (18 shots) killed four stands of Chaos Hounds and thoroughly confused the rest, leaving them stuck in front of the Chaos Knights. It was a good start.



**Chaos Turn 2**

Those darn Bolt Throwers! My 'screen' of Chaos Hounds did not last long enough and with two units *confused*, they ceased to be an effective fighting force. My plan was now to keep them back and not let the units be destroyed. The Sorcerer ordered the Harpies up to the hill positioned ready to plunge down into the Bolt Throwers. It would have been a perfect flank charge but the Command roll failed! To add insult to injury, the other Sorcerer and my general failed their orders again. It was going to be a long day...

**High Elf Turn 2**

Amazing! I had never seen such a total inability to make Command rolls. To further irritate John I proceeded in my turn to have the rest of my army show up. My cavalry brigade came on the road by Nienna led by the Hero on a Dragon. Three Spearmen units, two Archer units and the Giant Eagles came on at the other end of the table and began the long march up the road headed by the second Hero on his Eagle. In the Shooting phase I managed to finish off two of the units of Chaos Hounds to bring the Chaos forces a quarter of the way to their break point.

**Chaos Turn 3**

Two units destroyed and the entire High Elf army already on the table. It was going to be a very, very long day... Undeterred, I ordered the Harpies down into the flanks of the Bolt Thowers losing a stand to Stand & Shoot in the process. I then tried to order the Chaos Knights and Dragon Ogres forward but the Command roll failed yet again. The other Sorcerer was more successful getting his infantry brigade to the edge of the hill in the south-west corner of the table. I generally like to attack Nienna from west to east using the crest of the hill as protection against reinforcements that might suddenly appear at road B.

The General ordered the other infantry brigade straight toward the Elven cavalry. After three orders the infantry was within 20cm of the

cavalry and needed a 4+ to pass their command roll. They failed but I felt it was better to charge than be charged the General used the *Orb of Majesty* and the infantry charged. The Chaos Warriors fanned out into line with the Chaos Marauders supporting.

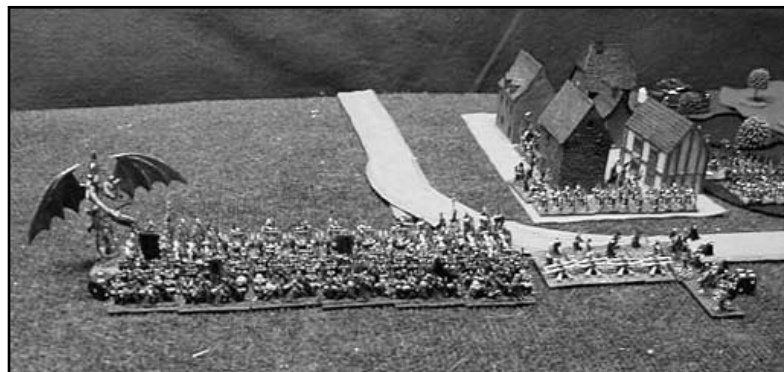
With the benefit of hindsight, this turn cost me the game. I became so fixated on using the Harpies to destroy the Bolt Throwers that I missed the chance to use them to cut off the retreat

of the High Elf cavalry. The Chaos Warriors charged easily, beating the Silver Helms and Chariots but they were left unable to pursue. The Harpies could have been placed in such a way to guarantee the destruction of three of the four cavalry units, including the Hero on Dragon!

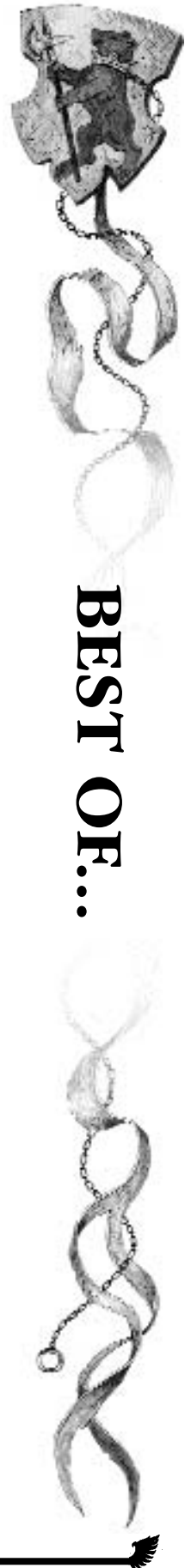
As it was, the Harpies destroyed the first Bolt Thrower battery but were then shot dead pursuing into the second one. It seemed like a worthwhile exchange at the time!

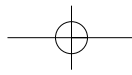
**High Elf Turn 3**

Well, the Bolt Throwers did their job before suffering 50% casualties but now things looked grave indeed. I was still in shock over John's rapid advance, and the Chaos Warriors had certainly given my cavalry something to worry about. The only way out was straight ahead though, so the remaining Chariots and both Silver Helm units charged on Initiative with the Hero on his Dragon joining them. I had initially planned to charge the Giant Eagles into the Harpies, but their death to the stand & shoot from the Bolt Throwers left me guessing what to do

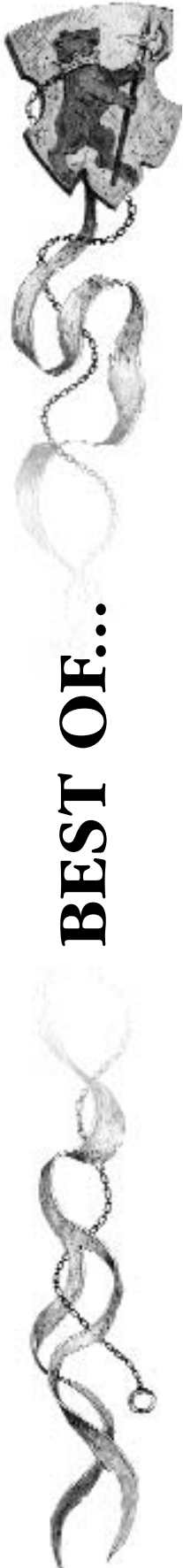


*Chaos turn 3*





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with them. I decided to see how far 100cm was and managed to get the Giant Eagles in behind the Chaos infantry brigade being attacked by my cavalry. With the cavalry as the hammer and the Giant Eagles as the anvil, the brigade was wiped out by the end of the turn.

### Chaos Turn 4

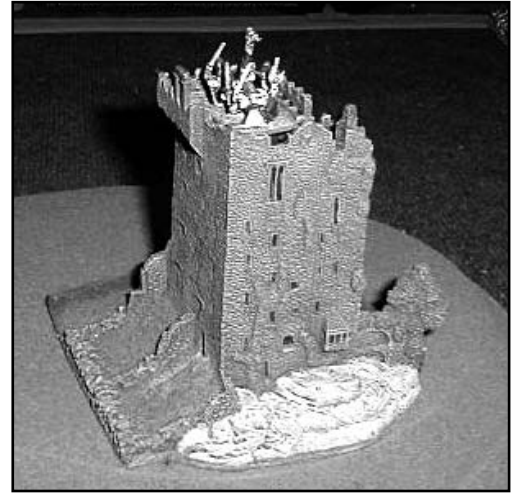
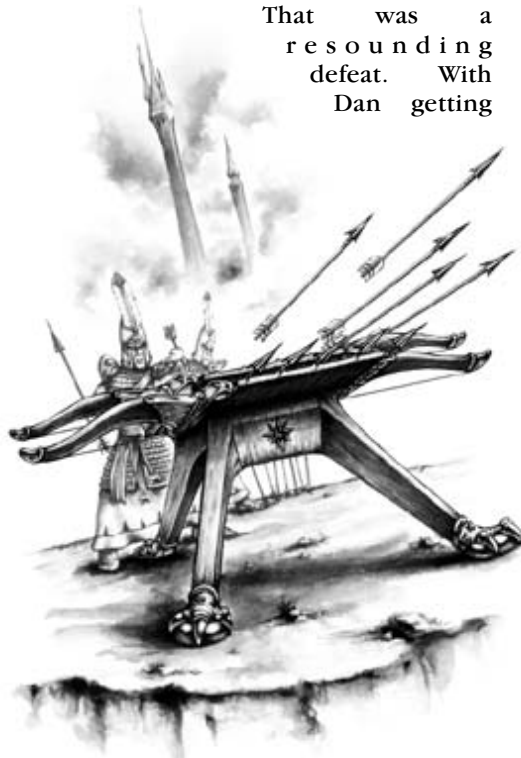
Seven units destroyed. The loss of one more unit would force me to withdraw. Hope of winning had faded but I was still playing for a draw. I moved my remaining infantry fully onto the south-east hill to get maximum benefit if the Elves charged. My remaining Sorcerer and the General attempted to order the Chaos Knights and Dragon Ogres into the High Elf Cavalry. Their brigade formation was lost due to drive backs and only one unit of Chaos Knights managed to receive a successful order. Needless to say, the Chaos Knights lost and Dan, being a skilled player, elected not to pursue.

### High Elf turn 4

There was only one thing to do – my Silver Helms along with their loyal friends, the Giant Eagles, charged the defeated Chaos Knights and in a flurry of dice brought the curtain down on a tragic day for the Chaos forces.

### Chaos Conclusions

That was a resounding defeat. With Dan getting



*All along the watchtower..*

all of the bonus Victory points, there was little doubt it was a Total Victory for the High Elves. Right after the game, neither Dan nor I could find anything wrong with my tactics. It wasn't until two days later I started to second-guess the usage of the Harpies. Because our previous games were closely run affairs, each ending in a draw, I think that the scenario is balanced. In fact, during the design process, we felt that if any army had the advantage it was Chaos. But believe me, when things go wrong, they can go completely and utterly wrong!

### High Elf Conclusions

Victory! I have to admit I felt a little soiled due to John's incredible bad luck, but with hindsight there were a few things he could have done better. Just because a unit can charge doesn't always mean it should. I was also quite lucky to have had all my reinforcements turn up as soon as possible. In previous play tests the Elves had never won. At first glance it may seem they can't because they are outnumbered 2:1. If in playing the scenario you find a disparity in outcomes or you have different skill levels of player there are a few things you might do to change the scenario balance. To tip it more to favour Chaos simply remove the woods from the Chaos deployment zone so they can move more easily. You can also change the reinforcement arrival roll for the High Elves. Make it a 6+ if it's too easy for them or a 4+ if it's too hard. In the end do what you want with the scenario to customise it to suit your own needs. I plan on convincing John to play it again with him as the Elves once I finish my Orc army and Grom the Paunch rides again!

