

Phoenix Battle Report of the week– 2000pts battle VC vs Dwarves 02/04/2008

Great game against James with both us still learning / relearning rules. Starting to get an idea of the new way of playing VC now.

VC

Four vamps, one L3 lord tooled up, one L1 spectral, one L1 dreadknight, the L2 (Dark acolyte) tooled up for magic and combat.

10 ghouls (inc ghastr),

11 skeletons h/w etc

Corpse cart with lodestone

6 Black knights full com – BoB.

14 Grave guards full com Strigos banner.

3 fell bats

3 cairn wraiths (spectral vamp in here) – no banshee – not much point against dwarves.

Dwarves (From what I could remember)

Lord totally tooled up

Dragon slayer

Runesmith magic weapon not sure quite

Thane BSB with three runes on it, ITP etc..

20 Longbeards full com

20 Ironbreakers full com

15? Rangers (X-bows and Great axes)

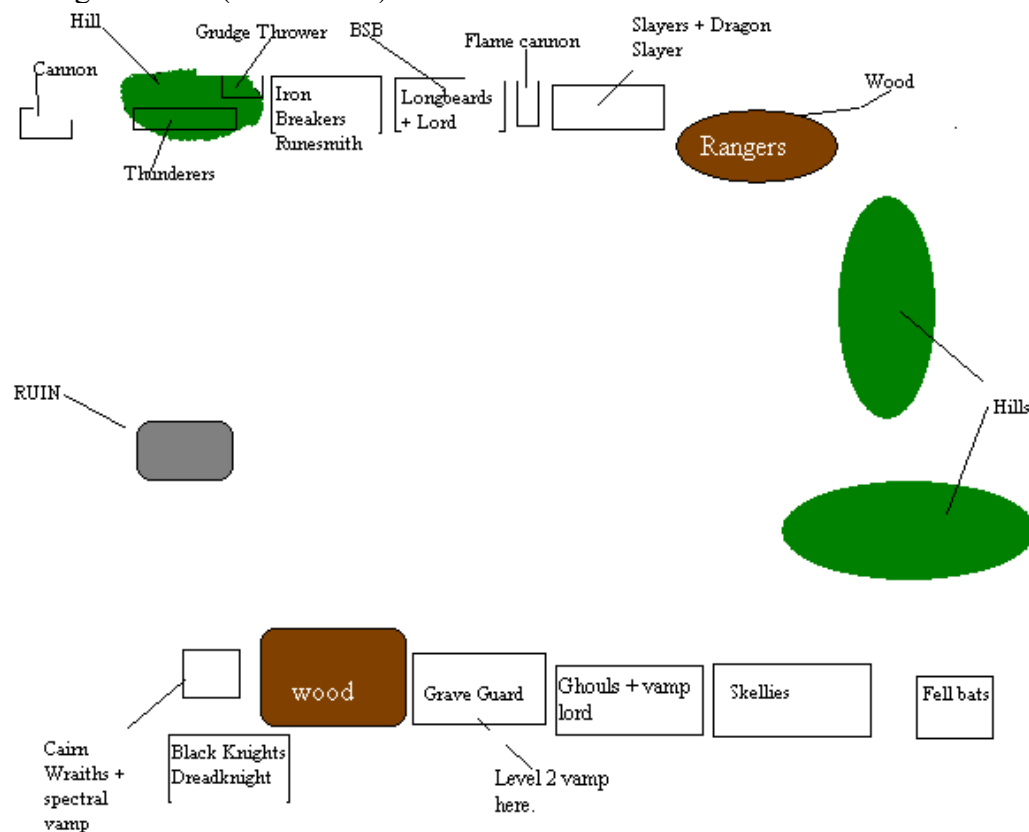
10- 12 Thunderers with banner

20-25 Slayers banner with giant slayer.

Dwarf cannon

Flame Cannon

Grudge thrower (rock lobber)



Sorry about the image of deployment – not up on graphics but it sort of gives the idea of deployment.

Round one Dwarves:

Rangers moved out into the open. Nothing else moved in true dwarf style.

Grudge thrower took out two or three ghouls, Cannon hit grave guard killed one I think.

Round one VC

Cairn wraiths with spectral vamp marched moved through the ruin screening the Black knights advance. Fell bats moved between the two hills to the right. The rest marched moved forward. Magic saw some invocation to bring back troops, and a small raised unit of zombies strategically placed behind the hill with the thunderers. Gaze of Nagash and some invocation dispelled.

Round two Dwarves

Iron breakers turn slightly towards advancing wraiths and BKs. The rest move slightly up. Cannon rips through three BKs, Flame cannon misfires, Grudge thrower takes out three more ghouls. Thunderers shoot at BKs kill none after saves. Rangers take out three Skellies.

Round Two VC

Wraiths and spectral vamp charge thunderers to the front and raised zombie unit charge in the back. Thunderers pass their terror check as does the grudge thrower. BKs angle to avoid another clipping from the cannon (minimizing loses). The Fell bats position behind the second hill. The rest shamle forward. Magic – invoke more ghouls and one BK. One raise is dispelled and invoke into the zombies. Irresistible roll on the Raise Undead Horde – 23 raised zombies plonked right behind the dwarf lord's longbeards. Wraiths chew through thunderers leaving three or four alive. They kill a few zombies. Thunderers survive and pass their leadership thanks to the just 12 inch away dwarf lord – damn!

Round Three Dwarves.

Slayers move right up into the face of ghouls and grave guard. The iron breakers turn 180 to cut off the raised horde zombies' potential charge. The Dwarf Lord's Longbeards advance up to the grave guard. Cannon grapeshot at the BK killing one. Flame cannon misses and the grudge thrower misfires. Rangers take out more skellies. The wraiths dispatch the rest of the thunderers, but not before they kill the rest of the zombies.

Round Three VC – “All hell breaks loose!”

Charges – Zombies into Iron Breakers' front and wraiths with spectral vamp into their back. BK with the dreadknight vampire charges the cannon. Skellies charge the rangers who pass their leadership test. Grave guard with level 2 vamp plus the unit of ghouls with the Lord double-team the slayers on a charge. The fell bats move around the wood behind the rangers to menace the flame cannon. Magic raises one BK back however spectral vamp miscasts and hits an eight – takes no wounds but magic phases ends. Pity! Cannon splattered, but skellies take a caning by the rangers who fight valiantly – two remain after CR. The iron breakers try to minimize the onslaught but only slice zombie flesh 'n' bone while the wraiths/vamp minimize the undead zombie losses on CR by hacking through the Iron breaker's rear. One zombie actually wounds the runesmith but he saves it easily. The Lord shouts a challenge, which is met by the giantslayer – who is dispatched quickly.

The Dragon slayer receives a number of poison wounds and normal wounds by the ghouls as well as a sneaky hit from the other vampire – goodbye dragon slayer. Lots of slayers perish with none to fight back. Slayers still hold, as they are unbreakable.

Round Four Dwarves

The Long beards charge the grave guard to the front, who are still in combat with the Slayers. Grudge thrower launches a rock at the BK but its caught by an unearthly wind and blown backwards. The flame cannon hits the fell bats but only causes one wound. The Longbeards limited by base-to-base contact try and inflict the maximum wounds possible on the grave guard. Four or five grave guard get destroyed! The ghouls and Lord chomp through the slayers until only the battle standard remains defiantly. I really needed that little sucker to bite the dust so that I could flank charge the dwarf lord's unit. Ah well! The Rangers finish off the skellies, look rather proud of themselves and take a well-earned smoke on their pipes. Meanwhile the ironbreaker numbers are dwindling, as are the zombies.

Round Four VC

BKs charge the grudge thrower crew who fail their fear test and flee through the zombies behind so are destroyed. The fell bats charge the flame cannon crew who pass their fear check. Magic sees the more zombies invocated into the unit vs the ironbreakers. Another BK is invocated, the rest of the spells are dispelled as the dwarves use the rune of spellbreaking. The rather quiet corpse cart now reveals its true intentions and casts the Miasma spell with no replies. The last slayer is dispatched and the Longbeards take a wound. Not much in reply but the BSB sees some action taking out a grave guard. The ironbreakers are totally destroyed as the fell bats kill off the flame cannon crew first and overrun into the ironbreaker flank. The iron breakers fold as a valiant attempt by the Runesmith to hit a wraith with his magic weapon fails.

At this time James concedes as he realises a big zombie unit, the wraiths, Bks, and Vamp Lord's unit of ghouls and fell bats start to converge on the Dwarf Lord's unit of Longbeards. The rangers make an attempt to march to help but are a little short (no pun intended!)

A thoroughly enjoyable match! The star unit of the show was the Cairn Wraiths with the Spectral vampire. If I was to choose the best Dwarf unit I would have chosen the Rangers who successfully dispatched the skellies and took a few pot shots at the ghouls earlier in the game!

Star VC unit	Why?
Cairn Wraiths	Took out thunderers and Iron breakers
Star Character	Why?
Spectral Vampire	She went all MC Hammer never mind Warhammer all over the dwarves (... "you can't touch this...") but did miscast!

Star Dwarf unit	Why?
Rangers	Took out Skellies and pot shots at the ghouls.
Star Character	Why?
Runesmith	Demolished rows of zombies kept VC magic to a minimum.