

WARMMASTER

Transatlantic Gaming

A trip across the globe with my Warmmaster men

By Lex van Rooy

"Heyho, heyho, to Memphis we will go". Obviously his infantry were happy to disembark from the troop-transport that had brought them to the New World. Kurruk's thoughts went back to the ill-fortuned trip that started several months earlier when they left their home in the Grey Mountains. He probably should consider himself lucky, even after loosing his gyrocopters in the aerial combat with that great Red and his thunderers when Gouger One-eye had mistaken a gun-powder barrel for an ash-tray and dumped in the still smoldering contents of his pipe... and that was even before embarking for the crossing!

The demise of the majority of the troll slayers, when they were attacked by the giant Kraken south of the pointy-ear's island-home was not unexpected. On the bright side, as his 'lucky streak' continued, they found out that the halfling catering staff on the transport actually packed a mean punch to the 'little' bows they were using normally to forage. Must be the soup they used for coating the arrowheads, so he had drafted them into his army replacing the thunderers as artillery guard.

More or less dictated by the materials at hand I took the following Dwarf army with me 'on the road'.

- 1 General (Kurruk),
- 1 Hero (Gouger One-eye, master artilleryist),
- 1 Runesmith + anvil (Kriss Ironmantle).
- 4 units of Rangers
- 7 units of Warriors, one with Banner of Steadfastness, one with Banner of Shielding
- 2 units of Cannon
- 2 Flame Cannon
- 1 unit of Halfling Archers, proxied as Thunderers, with Banner of Fortune.

MEMPHIS

Upon arriving in Memphis on Wednesday I hooked up with the very jovial Greg Lane, organizer for the Memphis Warmmaster event. He graciously gave me (and Honda) a tour of the city (including a drive-by of Graceland) and more importantly showed us some of the best Memphis BBQ places for breakfast, lunch and dinner... (all 5 days of my stay!)

And of course, he showed us the venue. The Memphis Battle Bunker is well appointed when it comes to catering the smaller scales (not so strange if you realize that part the cadre of Epicoms is situated in Memphis) and we could have easily managed even the full scheduled event there. Alas, the unfortunate news Greg had was that we were losing 12 registrations (amongst them Gene/Siegetower and Garth Bragg), most of that due to the aftermath of Katrina. Still, with the players left there was still plenty opportunity for battle.

Saturday - Game 1

Up against Mark's Undead.

A nicely laid table with some defensible bits in the centre of the table, Kurruk does not hesitate and moves his entire line out towards the enemy. This works out tremendously! Wave after wave of undead bounce off the defended Dwarfs, and when the troll slayer BBQ finally pulls up on the right flank, the slayers peel off and roll into the enemies center, mind you, they only manage to loose one stand, but take out their worth in VP from their opponents.

Results: Solid win 425 vs 185 (and that includes the 80 pts for the Trollslayers inability to die, which they actually failed to do for most of the trip)

Lex's first game at Memphis. Presumably that is Mark's appendages holding the tape measure.



Lex's well travelled General, Kurruk, on a dais.



Game 2

To make up for the one guy short situation I get to face a mixed force (Chaos and Undead) commanded by Danny and Mark. Having just played Mark, he will be aware of some of my playbook and to make it even more complicated, I face 1250 points of them each. Hmm...

We agreed to use hidden set-up, with me marking troop positions on a map. A slight gamble, but refusing a flank seems a good option, more so if I can get the drop on the (more numerous) undead forces and maybe break Chaos first. Coming back to the table I find that my luck is still good. Undead are facing a long walk to get into contact, so I take on the chaos guys first. Unfortunately, my right flank moves well up to defend against a cavalry attack facing them, but then decide to camp in the woods for 3 turns. The rest of the army do their 'thang' and start making inroads into breaking enemy units by axe or cannonball. When the rangers on the right flank finally finish their tea, they sweep in to take some partial units out and bring Chaos to within less than a unit of breaking. The bulk of the warriors had by that time done the same for the undead, and when time is called, and VP is counted we end up drawn, with both opponents less than a unit from breaking, but slightly up in points (as my slayers preferred to eat BBQ with the flame-cannon crew they had joined). Knowing he was facing superior numbers Kurruk prefers to call this a moral victory.

Results: I will claim a morale victory, having started this with a 500 pts spread, and having both opponents just one unit away from breakpoint. Measuring in VP is ends up being a draw: 650 vs 785.

Dwarfs prepare for battle!



Sunday – Game 3

After the results of Saturday came through I find myself playing Bryan (I think he and his brother switch armies for the last round?) using Orcs and Goblins on table 2.

I start of the game again with a spread of good orders and manage to get the Dwarfs onto the centre of the table, flanks protected and most of the army in or near defendable positions. Mark answers with an all out attack, or at least he tries, but the Green command structure kinda breaks down and he ends up stranding stuff all over the place. Concentrated fire from my artillery eats away bits and although he successfully manages to get a Giant to trample a flame cannon, and the other flame cannon self-destructs, the stoic dwarfs hold the centre and chew away at his left flank. Thus he is broken in my part of turn 5.

“Dwarf Axes, Dwarf might “, once again victory is ours.

Results: With Bryan just taking the 2 flame-cannon and the this time around, highly effective, demise of the troll slayers taking down both giants, the dwarfs once again managed a major victory: 540 vs 100.

Final Standings

Player	Army
Jim Johnson	Khemri Undead
Greg Lane	Chaos
Lex van Rooy	Dwarfs
Jim 'Honda' Kontillis	Empire
Bryan Harrison	Orcs & Goblins
Mark Harrison	Khemri Undead
Greg Harrison	Empire
Danny Ferkin	Chaos
Mike Ferkin	Empire

The Orcs and Goblins won Best painted, having a great many conversions as well as a swell paintjob!

Well, what can I say, a great event in a friendly atmosphere at a perfect location (many thanks to Chris Shipley the manager, for the prize-support and for letting us use the Battle Bunker!).

And what better winner for a Memphis event then Jim's Khemri (bonus points for those that figure that one !!). Jim plays a mean game, almost every game I saw both zombie dragons sweep in on a hapless target, joining chariots that charged in. And in an extraordinary strike of dice-rolling (must be the home ground advantage) I figure that just twice in his games (that is 13 out of 15 rolls !) he did NOT manage to raise undead behind his targets!

The Dwarfs performed admirably (note: V1 rules !! V2.2 with some anti-terror would have been even better) with two major

wins (and claiming the draw in the second game as a morale victory 8-). So now we sally forth, next stop, Vancouver BC.

With all the fighting on the eastern seaboard done, Kurruk got the troops to stow away their gear, including all the well deserved spoils of war, in the great wagons that would take them West. The long trip would allow them ample time to mend their gear and get the wounded back into fighting fitness. And they would actually trek over the vast mountain range dividing this vast land, possibly allowing his to send out surveyors to find a place for a proper Dwarf Hold and brewery, as the one thing he despises in this strange land is the lack of a good barrel of Bugmans.

VANCOUVER BC

Arriving on the far side of the mountains, Kurruk finds himself in a luxury position. Various Empires are at war and willing to pay for his services and to top that of, some decent local brews !

Adrian has the Vancouver event set up along the lines of the EuroGT. Instead of straightforward competitive play, the players are teamed into Empires and their games are those of exploration, conquest or defense. Game results are worked into an overall map, and at the end of the event will determine the winning Empire. Adrian, main organizer for the Vancouver crew, has spiced up the individual ante by providing each player personal objectives in each game, which count into the individual result score.

In order to provide the organizer some room when arranging order based games, there need to be some Marshals. This allows the organization to use 'neutral' troops to provide opponents. Well suited to fill this role, my Dwarf forces end up facing Orcs and Goblins (Joe, 720 vs 550), Chaos (Zac, 420 vs 950), Bretonians (Greg, 485 vs 715) and in the final game of the event, a Civil War fight with the Dwarf player of the Grande Armee (Avi, 575 vs 350).

At the end of Saturday's gaming there is not much room between the three Empires (see picture). Some stalwarts stay for a hilarious Saturday night multi-player game of cattle rustling, slight worse for wear we eventually all find our way to bed.

With everything still open going into the last round of battles on Sunday, there are some tense fights. And as it should be, the last battle going, between Stu and Joe, is the proverbial pivot. The win in this game swings the Village People into the lead position for the Empires game.

After two great days of gaming with this impressive gang of Warmaster enthusiasts, Adrian does the final tallies and everybody receives some well-deserved rewards.

Actually Adrian himself won all of his games, but did not put himself on the score sheet.

Vancouver Results

Best Painted

1. Greg Kozak (Bretonians)
2. Kevin Kent (Lizardmen)
3. Byron Alves (Bretonians)



Best Painted Army at Vancouver.

Most Enjoyable Opponent

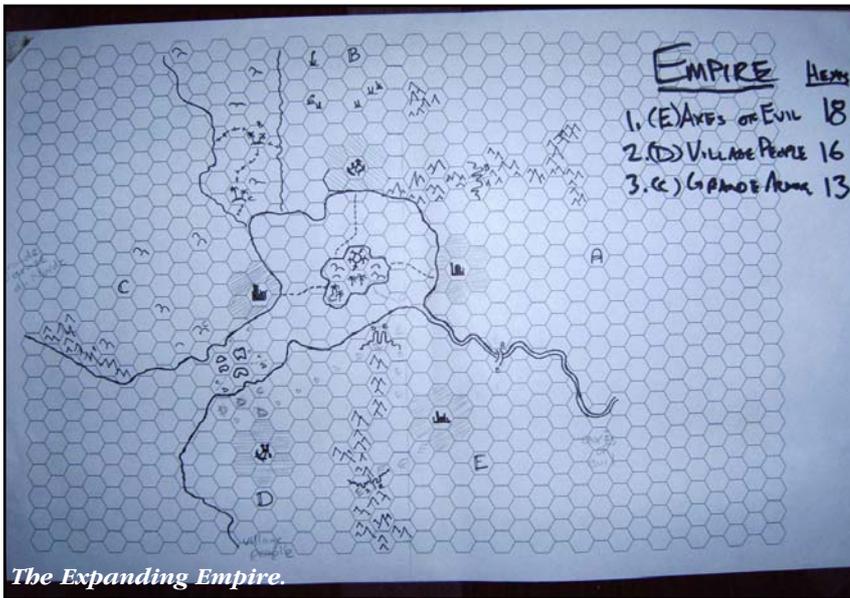
1. Kevin Kent
2. (3-way tie) Lex van Rooy, Darren, Joe White

Final General Rankings

1. Brian Rempel (Undead)
2. (2-way tie) Kevin Kent (Lizardmen), Stuart King (High Elves)
3. Greg Kozak (Bretonians)
4. Lex van Rooy (Dwarfs)
5. Zac Belado (Chaos)
6. Pat St. Denis (High Elves)/Byron Alves (Bretonians)
7. Darren (Orcs and Goblins)
8. Sandy (Kislev)
9. Joe White (Orcs and Goblins)
10. Avi Glanzer (Dwarfs)

The Vancouver gang.





The Expanding Empire.

Empire Standings

1. Village People (Stuart, Brian, Pat/Bryon)
2. Axes of Evil (Zac, Darren, Joe)
3. Le Grand Armee du Nord (Greg, Sandy, Avi)

Other Prizes

TAPI (Top Ability Playing Inebriated): Stuart King
 Top Cattle Thief: Brian Rempel

Hard Luck (Bad Dice)

Joe White

Another great event! As always the team-game format, also used at the EuroGT, makes for tense games without the extreme stress that Tournament style games can bring. Being a Marshall in these can be a LOT of fun and brings a lot of additional tactical consideration, as it is often not a 'go to the table and win', but

ABOUT THE AUTHOR

Lex van Rooy is a Warmaster Guru, and has been playing since the games ver first release. You can find him on numerous forums (including the Specialist Games Forums) using his real name.

your 'marching orders' can include getting specific objectives (play aggressive and make sure he wins, but not with a margin of more then 200 vp).

The Dwarfs performed well, and it was very nice to see the different playing styles with Dwarfs demonstrated in my game against Avi.

With the first snow in the Northern Mountains the campaign season came to an end. Kurruk never got why the humans and the elves chose to stop fighting in what he considered very nice conditions, but as most of the greenskin and chaos opponents had disappeared into the lairs as well, he had little choice other then stop fighting too.

On the upside of that, one of the Elf magic-guys had offered him and his troops a quick way home, opening a portal that put them just a days march from their Gray Mountains home! And even better, gave him a device that, as the mage had explained, would allow his former employers to contact him should the fighting resume next year!

RECAP

Being able to make this trip was a great experience, and one that I would really like to repeat sometime in the future. Over the last years I have tried to play as many games as possible outside of my own meta-game environment, allowing me to get a feel for the game as it is played on a wider scale. And a lot of that experience is fed back into Rick and Andy.

Playing games in the Memphis setting, which actually had players from 3 meta environments (4 including my own) and Vancouver (3 meta environments including mine) can be a real eye-opener in certain areas. I might end up putting some of my observations in a future article.