

# CHRONOPIA BATTLE REPORT

Since we gave Warhammer Fantasy Battle a go in the last issue I decided to play another fantasy game this time around. I've played, and loved, Chronopia since it came out and am really hoping that Excelsior is able to bring this wonderful game back in a major way.

I developed kind of a bad habit with Chronopia that I'm sure many of you can understand and sympathize with. At one time or another I've collected and/or played just about every army/race in the game. The only ones I ever really stayed away from were the elves.

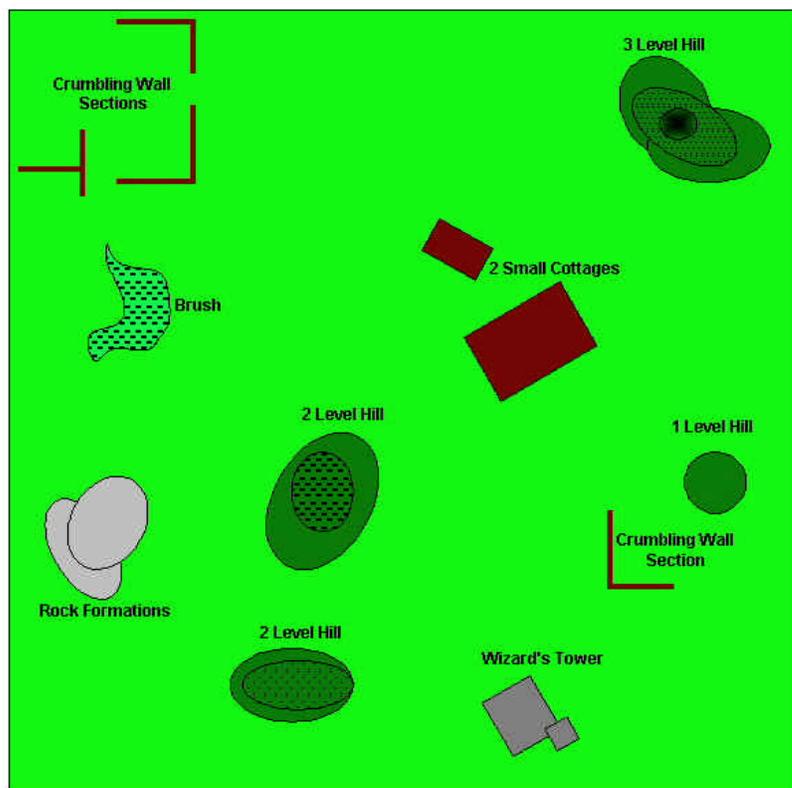
I have dabbled in Swamp Goblins, Blackbloods, and the Stygian, but eventually traded off models from those armies to swell the ranks of others. Right now I have rather sizable Dwarf, Firstborn, Sons of Kronos and Devout armies. I would be hard pressed to pick a single favorite from out of those four. I've decided to go with the shambling fiends from the pit, the Devout for this game.

I bounced the idea of a 1,000-point game of Chronopia off of Christopher and he jumped at the chance to play. We agreed to play on a 4' x 4' table and the game would last for 6 turns. We also agreed that we'd keep our army selection secret until we were about to play. So, Chris would not know that I brought my bags o' bones and I wouldn't know who he'd be bringing to the party. Terrain set-up would be handled by both of us before doing anything else on the day of the game. The table would be divided up into sixteen 1' x 1' squares and we would take turns placing either a single terrain feature or nothing in the square. Things like a river section, woods, single or multi-level hills, or 1-2 houses would count as a single feature.

On game day, before Christopher and I broke out any miniatures we took care of setting up the terrain. In addition to the guidelines previously talked about we also decided that a player could designate one of the squares to be empty as his choice for terrain.

The result of terrain placement can be seen below. Out of sixteen squares seven were left bare. There were four hill sections of varying levels, a small house next to an inn, a wizard's tower, a section of rocky outcroppings and several sections of crumbling walls.

This was a very interesting way to set up terrain, especially not knowing your opponent's army. I had to work to exploit my strengths without unwittingly helping Christopher.





I've got a couple of options with the Devout. I can go heavy into the human-ish troops like Devout Swordsmen and Blood Hunters (the fastest cavalry in the game by the way), I can go heavy on demon troops like Dusk Realm Warriors, Tormented, and the Damned, load up on Risen (skeletons) or try a combination of everything. For non-Chronopia players out there a quick (very quick and not 100% accurate) way to describe the Devout is to compare them to a hybrid of Undead and Daemon armies in Warhammer Fantasy Battle. That might be a bit overly simplistic, but at least it gives you an idea.

I'm going to go with a MAJOR load of quantity with a minor sprinkling of quality for this battle. That means loads and loads of Risen troops and a few powerful Individuals. Risen troops have some major bonuses, but also some negatives that can prove to be quite debilitating. On the plus side they are immune to Panic and Fear "Hey, Bob just died.....again. Oh well." which means they just keep coming. They are also immune to arrows and crossbow bolts. This means that any missile troops that Chris takes will now have to rely on close combat skills or act as human (dwarf, orc, goblin, elf, whatever) shields. This sounds great until you find out that Risen troops get half as many actions as normal troops and that they are not exactly combat machines. Especially the Risen Archers who have no hand-to-hand weapon at all. If caught in close combat

They are left with two choices; try to break off and move away or stand there and get pounded. I have had times where the latter was the better choice, especially if it meant that some other troops were kept out of harms way or could get the benefit of charging in themselves instead of receiving a charge. Deciding to go whole hog with Risen I took three warbands of Human Risen Swordsmen and three warbands of Elven Risen Archers. Two of the Swordsmen warbands would be 9 skeletons strong and one would have 8 members. Each of the Archer warbands would contain 8 skeletons. With 50 troops I'm positive that I've already outnumbered Chris, unless he does something like take nothing but Elven Militia or Goblin Spearmen. Oh my, how many of those crap troops can he throw against my crap troops? Wave after wave of the inept fighting the decayed.

I'll be going with just two Individuals in this game. The first one is pretty much a given in the form of a Necromancer. He has access to spells that can increase the number of actions a Risen warband can perform and can also summon more dead guys to play with. So, with both of those objectives in mind I'll buy him *Quicken Undead* and *Summon Undead Knight*. I thought of taking *Summon Greater Undead* instead, but if I ever got that spell off I would have to wait until the giant skeleton was dead (or let him run amok) to attempt to summon another one. The Undead Knights are a wee bit less powerful in close combat, but they are far faster.

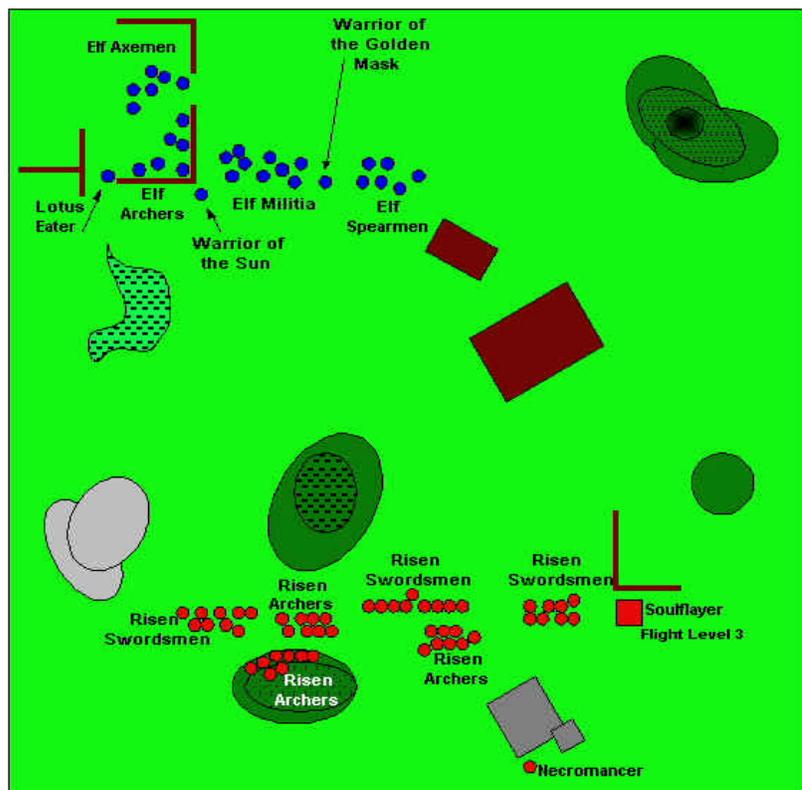
My second Individual will be a Soulflayer. This female(?) demon is just bad all day long. It can fly, breathe fire, is tough as nails, and will just chop up her enemies like hamburger in close combat. Now, being that bad she will certainly draw lots of attention from the other side so keeping her safe, and at a high altitude until needed, will be very important indeed. I've thought of adding a second Soulflayer to my hoard of Devout troops. I have also thought of painting up the second one like a dominatrix, but my wife would probably hit me in the mouth.....with her car!

After all is said and done I've spent 1005 points on my army and my plan will be to march as quickly as possible right at Chris with as many troops as I can and just wade into the fray, bringing in the Soulflayer for added punch.

When Mark came to me and asked if I wanted to play a game of Chronopia for a battle report I let out a whoop of joy and strode to my game room to gaze at my misused armies. I had four to choose from. As we got close to our battle a few ground rules were set up. Terrain would be randomly deployed and we were not to tell each other what army we are taking. Hmmm...with the uncertainty of what I was facing and where I decided for my favorite and most used army: House Helios Elves. Yes, this was a predictable choice, but I figured familiarity would allow me to adapt. To start my selection I started with my leader. Chronopia does not allow for a lot of fine-tuning of characters so this is a good solid place to start. My Red lotus-eater always leads my troops into combat...well at least he leads from the back. A Lotus-eater starts at a mere 39 points before spells. My first choice is the very powerful Daughter of the phoenix. Here primary assets are obviously her cheap cost (40 points), her nice damage, and her blinding speed. The lotus-eater also took engulfing flames. With this being a two-action spell I can spend one action to maintain control of the daughter while still blasting away at my opponent. To add insult to injury, engulfing flames has an unlimited range. All this brings me to the grand total of 88 points for a one wound, lightly armored, spell caster. He is always accompanied by his trusty friend the Warrior of the Sun. For a long time I felt this guy was overpriced. His bow is short range and his missile weapon skill is not very high. Then I learned a few tricks that make him worth it. 1) He is better in hand to hand than at range. 2) His flame strike attack is great. Everyone within two inches takes a hit with no dice roll. 3) His armor is very good. He is 95 points and is best run alongside the daughter of the phoenix, as she is immune to his fire strike attack. Now, with my characters set I proceeded to choose my squads. First up

for roll call would be the militia. Dirt cheap with a high attack damage, these are some of the best buys in the army. I chose 8 plus a leader. You can buy up to twelve of them in a squad, but they become unwieldy. I try to stick with the smaller squad. Now I am down 110 more points. Axemen are the mainstay of the Elven houses, and none should go to war without them so 267 points later I have a squad of four plus a leader, an Axemaster, and the standard bearer. I have yet to see a creature charged by four of these survive. Next come the archers. Many people play with scads of archers. Even though it is possible to play with one missile squad per non-missile squad, I try to be more modest. One squad of five plus leader is enough for me. 195 points gone...check please. This is a subject of disagreement among some people that I play. I do not like the optional firing rules with only one shot a turn. I think moderation keeps the game from being broken. One more squad to go and the dependable spearmen come to mind. With this

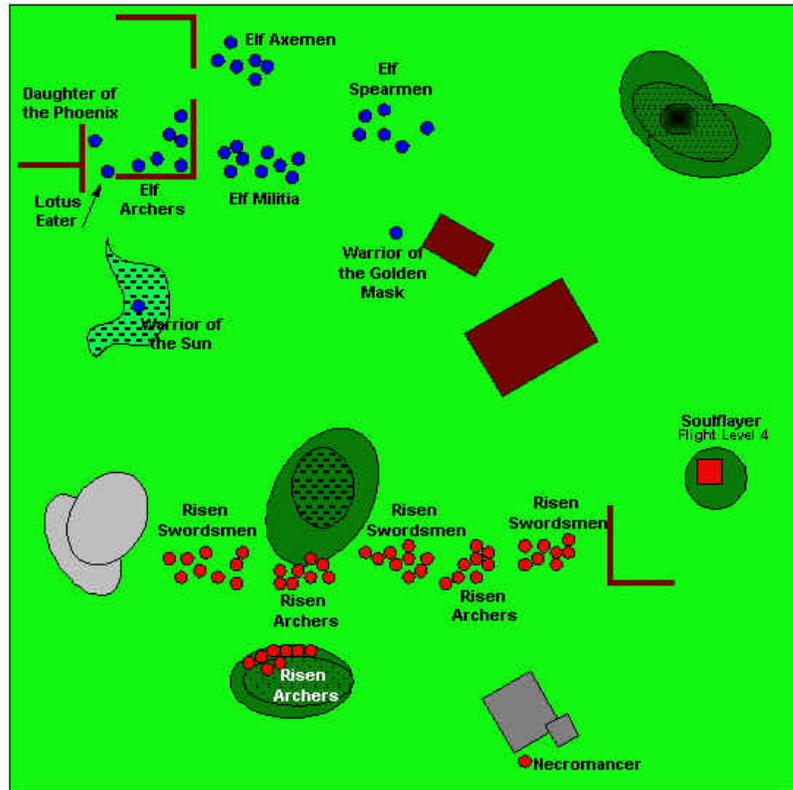
## DEPLOYMENT



choice I now have two squads that have polearms. Yeah, for attacking up to two inches away! For 187 I get a leader, standard-bearer, and 4 vanilla spearmen. Now I have reached that awkward point in army construction. If I choose an Axemen I have left over points, but not enough to buy anything else. Aha, a Warrior of the Golden Mask fits the bill just fine. A polearm, two wounds, immunity to fire, and a flame-thrower template for a mere 54 points. The only thing I wish he had was an extra wound.

## TURN 1

The first turn consisted mostly of a lot of movement and not much else.



On the Devout side of the table my Necromancer tried to summon an Undead Knight, but ended up failing and just yelling out some dirty word in frustration. Since I had also concentrated (Whole lot of good that did me! Mark) before casting Summon Undead Knight I would be unable to cast Quicken Undead, which means that all of my rotting carcasses are stuck with one action this turn. Let the slow shamble forward begin!

My Soulflayer bounded higher into the air and swept forward towards the right flank of the elves.

All three of my warbands of Skeleton Swordsmen started towards the Elven battle line. Of my three warbands of Skeleton Archers two of them advanced to get better shots and the warband on the rear hill went on WAIT, hoping to get lucky and put an arrow into some unsuspecting elf.

Christopher's first turn was similar to mine, but most of his movement was not directed towards the line of undead that was advancing towards him.

His Lotus Eater concentrated and summoned a Daughter of the Phoenix (Dammit! Mark).

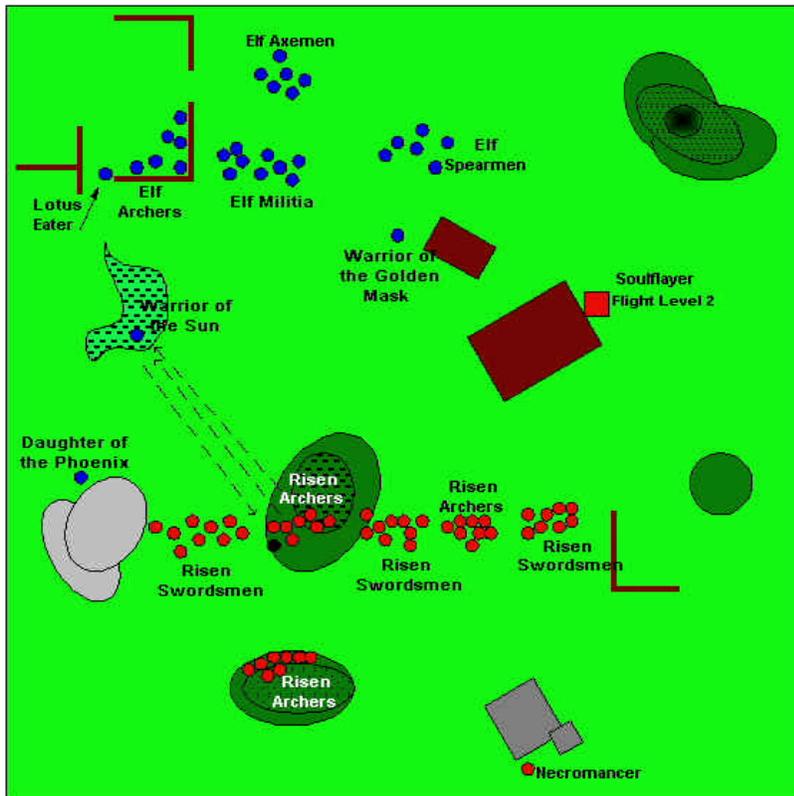
The Warrior of the Sun and the Warrior of the Golden Mask both took positions ahead of the rest of the Elven army. The Warrior of the Sun in a large patch of brush and the Warrior of the Golden Mask close to the side of a small building.

The Elven Axemen came out of their cover behind some ruined walls and shifted over.

The Elven Spearmen backed up a bit and the Militia milled around and reformed their lines.

Christopher's Archers shifted about, but stayed in their positions of cover and went on WAIT.

Except for Christopher summoning the Daughter of the Phoenix the first turn was pretty uneventful. As soon as he saw all of my Risen warriors Christopher knew that walking forward and getting into hand-to-hand was going to be the bulk of my actions for a good while.



## TURN 2

Turn two started with me winning Initiative and selecting Christopher's Elven Axemen to be activated first. They shifted over to the right some more.

The Lotus Eater tried to hit the Risen Archers on the hill with Engulfing Flames, but failed to successfully cast the spell (Whew! Mark).

His Warrior of the Sun moved farther up in the brush and went on WAIT. My Risen Archers that were also on WAIT decided to take a shot at him, but ended up being out of range.

The Daughter of the Phoenix plugged in a fresh battery and moved waaaaaay! Up towards my line of bones.

The Warrior of the Golden Mask got a bit closer to the small house and went on WAIT.

The Elven Spearmen shuffled around and went on WAIT and his Elven Militia thought that was a good idea and did the same.

My Necromancer again failed to summon the Undead Knight, but I decided not to concentrate so I could also try Quicken Undead. I was successful at quickening some Risen Archers, but had I concentrated instead, my Summon Undead Knight would have been successful.

Again, all three of my Risen Swordsmen moved up towards the Elves. What, am I going to wait for them to come to me?

As one warband was moving up the Warrior of the Sun took a shot from WAIT and killed it. Christopher and I

decided before the game started that since he does not use a 'regular' bow that he would be able to wound the Risen, but at regular damage, not x2.

My Risen Archers that are on the back hill stayed put and went back on WAIT. The quickened ones on the right side of the hill towards the center of the board got onto the hill and took some shots at the Warrior of the Sun, missing of course!

The remaining Risen Archers simply moved forward and my Soulflayer swooped down by the larger building, ready to get into it.

Again, the summoning abilities of my Necromancer fizzled. This was a bit disheartening, especially since he has a really decent PW rating.

Christopher's strategy of milling around and repositioning his main force is taking shape. I cannot blame him for not wanting to get stuck in with lots and lots of guys that are already dead.



*Nominated for the 2001 Origins Award for  
Best Science-Fiction Miniatures Rules of 2000*

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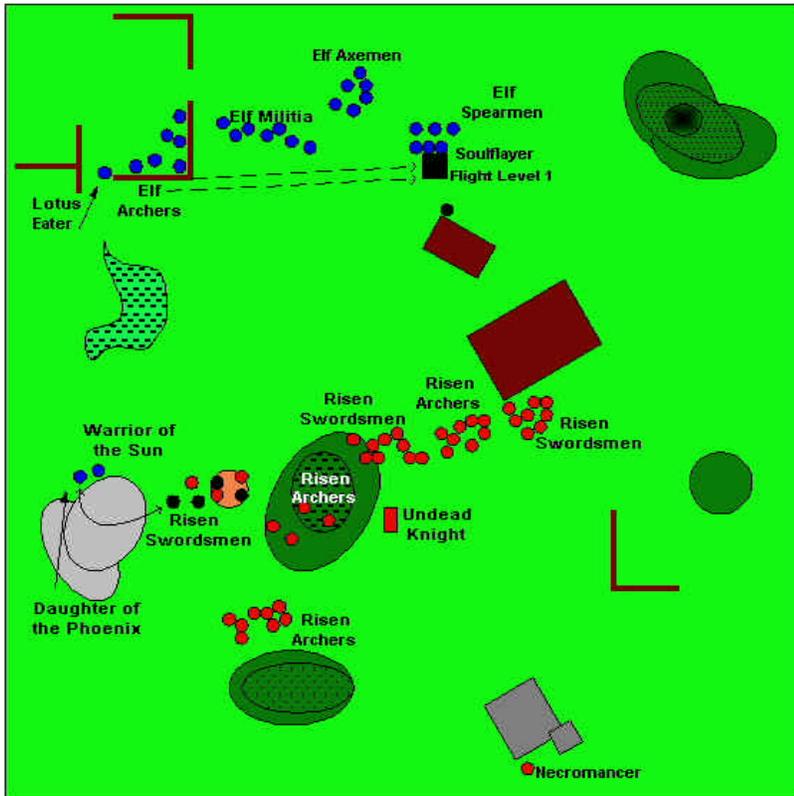


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## TURN 4

Turn four saw Christopher winning the Initiative roll and picking a warband of my Risen Skeletons to activate first. They, along with the rest of my Risen Swordsmen, advance towards the Elves.

Christopher's Warrior of the Golden Mask takes a swing at the Soulflayer and manages to hit the beast twice, but both are saved. In response, the she-demon swings back and cleaves the Elven warrior in two (Rolled a natural 1.). As soon as the Elf hits the ground the Elven Archers that are on WAIT open up on the Soulflayer. Three archers plus the leader let fly and score two hits, one being a natural 1. My bad mama is down to two wounds. Being quite pissed off now, the Soulflayer moves up to the Elven Spearmen and flames away on them. Being on WAIT helps them as one of the two that was hit jumps out of the way and the other makes his save.

My Necromancer's magical powers fizzle as I try to summon a second Undead Knight. The Knight moves up towards the center of the board, hoping to see some action before it's too late.

Two of my Risen Archer warbands kept moving towards the Elves, while the third took some shots at the Elven Militia and missed.

When Christopher's Elven Archers activated they again shot at the Soulflayer. Five arrows struck her and she saved against all but one.

The Elven Spearmen, seeing that the Soulflayer is near death, passed their FEAR test and charged into the hellspawn. It took a couple of them to do it, but they managed to bring the winged monster down.

Again, the Lotus Eater unleashed Engulfing Flames upon the walking dead. This time targeting the Risen Swordsmen that the Daughter of the Phoenix had been harassing. Two skeletons crumbled in the magical fire.

The Warrior of the Sun moved up to the rocks and took a shot at a Skeleton. He hit, but somehow the Risen Swordsman saved.

The Daughter of the Phoenix decided to stay and kick some more undead booty. She ran over and dropped two more before retreating to her rocky cover.

The Elven Militia fell back a bit, hoping to get out of missile range and the Elven Axemen continued to shift over to the right.

OK, we're starting to close in on the end of the game and my shambling hoard is proving to be less than useful. For this and the sixth turn we'll report in more of the standard Chronopia back-and-forth style.

To start off the turn I win the Initiative test, which is a little bit of good news.

My Necromancer uses an action to maintain control of the summoned Undead Knight and is able to successfully cast Quicken Undead on the group of Risen Archers that are on the (almost)central hill.

Chris' Lotus Eater maintains control of the Daughter of the Phoenix and attempts to cast Engulfing Flames, but he says the magic words backwards. Damn Elven public magic academies!

The quickened Risen Archers on the hill all shoot at the Warrior of the Sun and all but one misses. Yes, he saved on the one hit that nailed him.

The Warrior of the Sun leaves open his can of whoop ass as he rushes in and hacks up two more Risen Swordsmen.

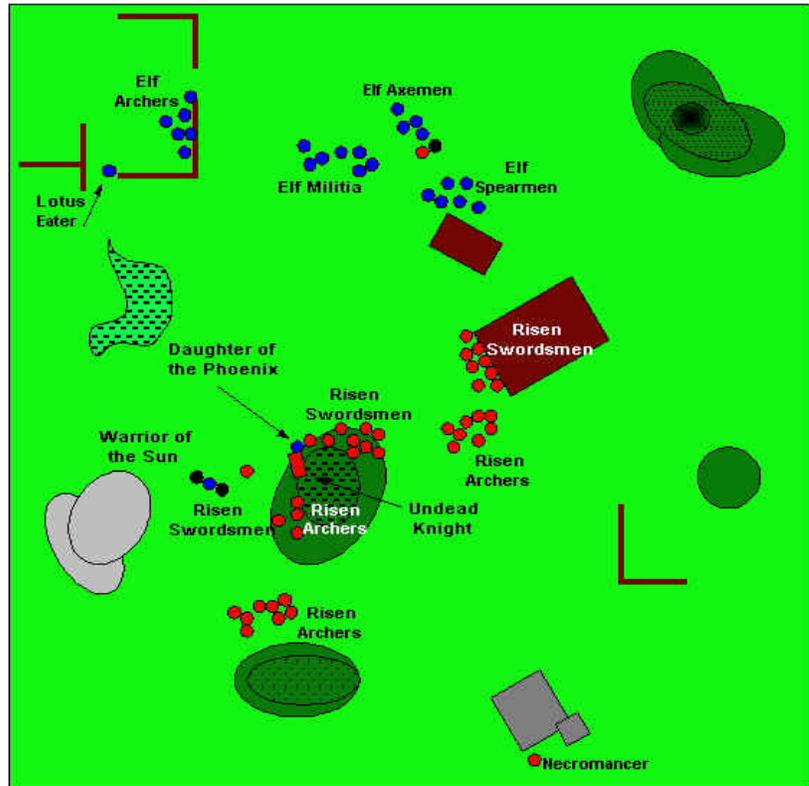
In retaliation, the Risen Archers in the clearing behind the hill shoot and manage to hit him twice, but he saves against both of those hits too.

Chris' Spearmen take some baby steps up towards the smaller of the two houses.

The Risen Swordsmen by the large house make slow tracks towards the smaller house as the smell of fresh meat wafts in the air.

Wanting to back up their pointy-eared brothers the Elven Axemen also head towards the house.

The Risen Swordsmen on the hill make some more slow forward progress and the Elven Militia also shift to the right, following the Axemen.



## TURN 5

The Risen Archers to the right let fly at the Elven Axemen and, miracle or miracles, they manage to kill one. Before the blood can run out of his dead body he is raised as a Risen Swordsman.

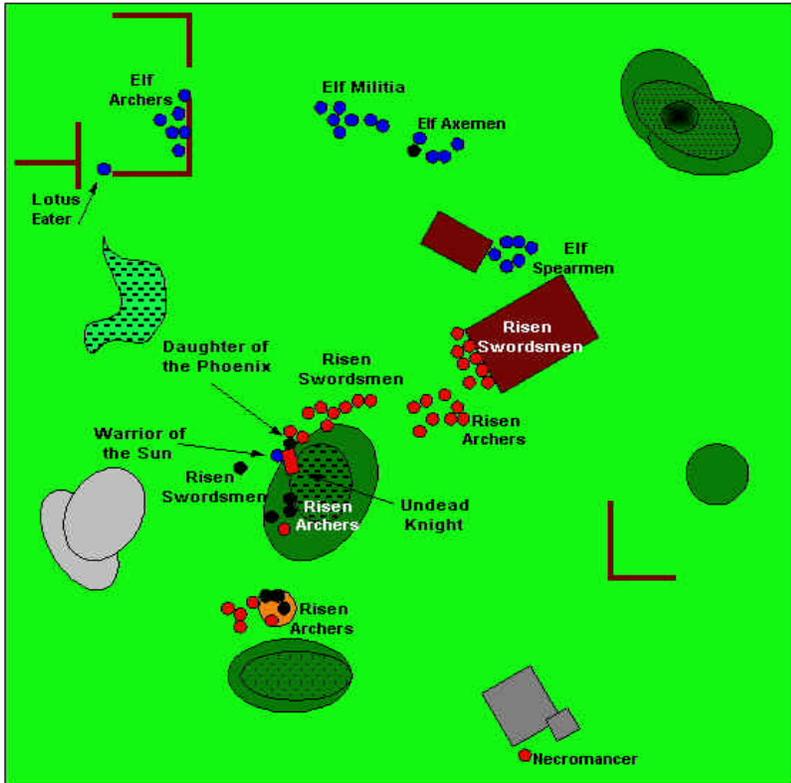
The Elven Archers, without any targets within a mile, shift their formation around a bit.

The recently raised Risen Swordsman (former Elven Axeman) charges into his brethren and manages to drop one of them.

The Daughter of the Phoenix charges headlong into the Risen Swordsmen and rolls a natural '20' for her first attack. Sucks to be her!

To finish off the turn my Undead Knight gallops towards the Daughter of the Phoenix and plants a nice big kiss on her, causing one wound.

My lone Risen Swordsman on the left moves a little bit away from the Warrior of the Sun.



and casts Engulfing Flames on the Risen Archers in the clearing. Three more skeletons crumble to dust.

The Risen Archer on the hill shoots into the combat between the various risen troops and the Warrior of the Sun and from about 5 feet away he misses.

The Elven Axemen, with a tear in their eye, are forced to charge their undead brother (risen last turn) and hack him into many pieces.

The Necromancer mutters his magic words, that sounds like many 4-letter words, and while maintaining control of the Undead Knight he also quickens him.

Cautiously, the Elven Spearmen move around the corner of the small house, being careful not to stray too close to the risen troops.

## TURN 6

As the end of the game begins the outcome is less than a mystery to me. My chances of getting my mass of troops into close combat is about zero, so I have to minimize what casualties I may suffer this turn and try as hard as I can to score some points.

Chris wins Initiative and his Warrior of the Sun moves around the Risen Swordsman and charges the Undead Knight, who saves against his hit, and then he goes critical and drops a Flame Strike. Boom! Three dead Risen Archers and one dead Risen Swordsman.

The Risen Swordsmen on the hill charge in and kill the Daughter of the Phoenix. A few others get to move up and one gets a charge off on the Warrior of the Sun, but cannot hurt him.

The Lotus Eater, not needing to control the Daughter of the Phoenix anymore, concentrates

The Undead Knight attacks the Warrior of the Sun and hits once, but then his sword-arm rots off and he rolls a natural '20' to just suck a lot. The Warrior saved off of the first hit though.

The Elven Archers stand around and gauge the wind direction and speed just in case any targets decide to present themselves.

My Risen Archers in the back take a few, very few, steps forward and Chris' Militia decide that being caution is better than being dead and try to stay out of bow range.

My Risen Archers on the right did not have LOS to the combat going on over on the hill so they had to move forward for the little good that it would do.

My remaining Risen Swordsmen step around the large house to see some Elven faces looking back at them from around the small house.

# EPILOGUE

## Mark's View...

Well, that could have gone better. With an edge on points killed Chris took the game, but it wasn't too lopsided. Sometimes too much of a good thing can lead to your downfall, and in this case it did. After the game Christopher commented that the three units of Risen Archers is what kept his stationed pretty firmly on his side of the board. Fewer archers would have presented less of a ranged fire threat to him and he could have met the advancing hoard without suffering a brutal number of casualties. Of course, this would have given me more foot troops to use in hand-to-hand combat, but I don't think that would have spooked Chris like the huge bank of archers did.

So, what did I learn here? Well, I already knew that an all (mostly) risen army is as slow as molasses, but combining their slow speed, a turn-limit game, and a reason for your opponent to stay away from you just spells disaster. There's really not too much you can do about the speed of the Risen except for Quicken Undead, but that only affects one warband, not the whole army. In a last man standing scenario I think that I would have come out on top, but Chris did everything right. There was no reason for him to commit his troops to the grave by heading headlong into masses of bow fire. Presenting less of a threat from missile fire was probably the better way to go.

The Soulflayer died much sooner than usual, but this was probably due to her not having any back up to assist after she got stuck in. Her speed is one of her big points to exploit, but with a mostly slow army coming in behind her she would have to take care of her own backyard and, unfortunately, could not.

I still think that an all-risen army can work, but it will take more tweaking on my part. I had fun (most important) and learned a few things (also important) that should help me next time out.

## From Chris' Corner...

What could have been billed as being the grudge match of the century after our

Warhammer Fantasy game last issue turned out to be a HBO flop.

Every other squad of Mark's was armed with a bow. With the ability to raise dead troops no matter the distance there was not a snowball's chance in hell I was crossing the middle of the board. We set up terrain before revealing our armies, and we had both chosen to make the terrain rather sparse. When his army was revealed three things came to mind. 1) The Warrior of the Golden Mask is immune to fire so he should be where the Soulflayer is. 2) Only two things in his army can be affected by my archers. Congratulations on army selection 20% of my army is now almost totally useless. 3) Flame strike with a Warrior of the Sun and a supporting Daughter of the Phoenix rocks.

The game was very slow. Only one disagreement came up. Are the risen immune to the Runebow of fire? It is a 9x2 weapon so we split the difference and said it was a straight up normal 9. No dice rolling. Just common sense compromising. I pretty much spent the entire game staying out of range of his archers, except for a few exceptions. I used my Warrior of the Sun to flank Mark's army. He attracted some fire, but he could shrug it off. The Daughter of the Phoenix could easily catch up with him. On the other flank I baited Mark's Soulflayer into flaming the Warrior of the Golden Mask. Bum, bum, bum, Teflon Man!!! (sung to the sound of the Trojan commercial) He was an acceptable sacrifice. It resulted in the Soulflayer becoming the primary target of...hmmm...everything in my army!!! She fell quickly! Most of the casualties happened at the end of the game. I had basically considered the game over and did not back up my troops. A few lucky shots (well statistically they should have happened, but hey we will call them lucky) followed up with a murderous rampage of what used to be one of my troops closed the gap to make the game very close indeed. The unlimited range of engulfing flames help out a bunch as the Lotus Eater slowly cooked the archers while he stayed out of range. Mark and I both wished the game had been a bit more exciting, but I enjoyed playing none the less. Sometimes the best games are just ones in which you sit and chat as you play along. Good game Mark.

# CONTEST #1

Back with a new contest, how cool is that?!? Actually, this is the first of two in this issue.

The guys from Mastabas V (see below) have generously donated a free paint job of a character at a Level 2 rating. Check out their site for further details on what that gets you.

All you need to do is match up all ten games, listed below, with the weapon that appears in them. All entries must be sent to me at [mark.theurer@netzero.net](mailto:mark.theurer@netzero.net) and only the first entry per person will be accepted.

The contest will run from the time this issue comes out until June 30, 2001. During that time all correct entries will be saved and on the 30<sup>th</sup> I will randomly draw one winner from those that got all ten games/weapons matched up correctly.

You can match up the numbers and letters or the full names of the games and weapons. As long as I can identify which you have paired together and you have all ten correct you are on your way to winning. If there are no entries with all ten correct I'll draw a winner from those that have nine right, and so on from there.

## GAMES

1. Warzone
2. Car Wars
3. Warhammer 40K
4. Warhammer Fantasy
5. Trinity Battleground
6. Chronopia
7. Flashpoint!
8. Battlefleet Gothic
9. Clan War
10. VOID

## WEAPONS

- A. Nova Cannon
- B. Sword of Might
- C. Horsefly Missile
- D. Cestus
- E. Nazgaroth
- F. Splinter Rifle
- G. Vulcan Machinegun
- H. Yumi
- I. Boar Head Pick Axe
- J. Aris Sonic Rifle



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