

NEW LEGENDARY OFFICER

JONATHAN STRANGE 255 POINTS

This new Legendary Officers is intended for use in a British army, and may be fielded in accordance with the rules on page 266 of the Waterloo rulebook.



England’s Second Magician after the celebrated Mr. Norrell, Jonathan Strange was ever a troublesome student to his erudite master. Sent to the Peninsula at the request of the Prime Minister, Strange met Arthur Wellesley at the Lines of Torres Vedra, distinguishing himself by means of his elemental magic, which owed more to the ancient traditions of the Raven King than the academic and respectable teachings of Norrell. In the Peninsula, Strange was said to have created mists to obscure British soldiers from French patrols, raise long, straight roads from bare rock to aid in long marches, and even, it is whispered, raise the dead in order to learn vital intelligence from departed enemy soldiers.

Though his arrival in Wellesley’s camp had initially been met with suspicion and doubt, when Napoleon re-emerged in Paris, Lord Wellington once more sent for his ‘Merlin’, Jonathan Strange, who fought with distinction at Waterloo, before almost meeting his end in the defence of Hougoumont. Though his career as a magician back in London was destined to be a chequered one, Strange was able to count many in Wellington’s army as friends and allies.

	Type	F	A	R	C	TAC	STG
Strange	Officer	2	2	3	4	-	3

Jonathan Strange is an independent officer.

Special Rules:

Wellesley’s Magician: Jonathan Strange is able to use powerful old magic in battle, for a variety of purposes. He may perform a spell exactly as if he were executing a Grand Strategy, and has the following spells to choose from:

- **Tangling Thorns.** Play this strategy at any point during your turn. Choose one occupied defensible feature within 12” of Jonathan Strange. The feature adds an extra +1 Resilience Bonus to its occupiers for the duration of the turn. If it is siege terrain, enemy ladders erected this turn are automatically pushed down.
- **Hand of Clay.** Play this strategy in your Shooting phase. Choose a target within 12” and line of sight of Jonathan Strange. This target may be an Independent Officer, even if it is within 6” of a friendly unit. The target unit immediately takes D3 points of resilience damage.
- **English Weather.** Play this strategy at any point during your own turn. All shooting by units within 24” (friend and foe) of Strange this turn suffer Difficult Shots. In addition, any burning defensible terrain within 24” is immediately extinguished.

Disclaimer: The character of Jonathan Strange was created by Susanna Clarke, and I do not claim any ownership over them or the world of Jonathan Strange and Mr. Norrell – its usage here is just for fun! The image used of Jonathan Strange is from the 2015 BBC television adaptation, all rights reserved, and was found in the public domain.

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