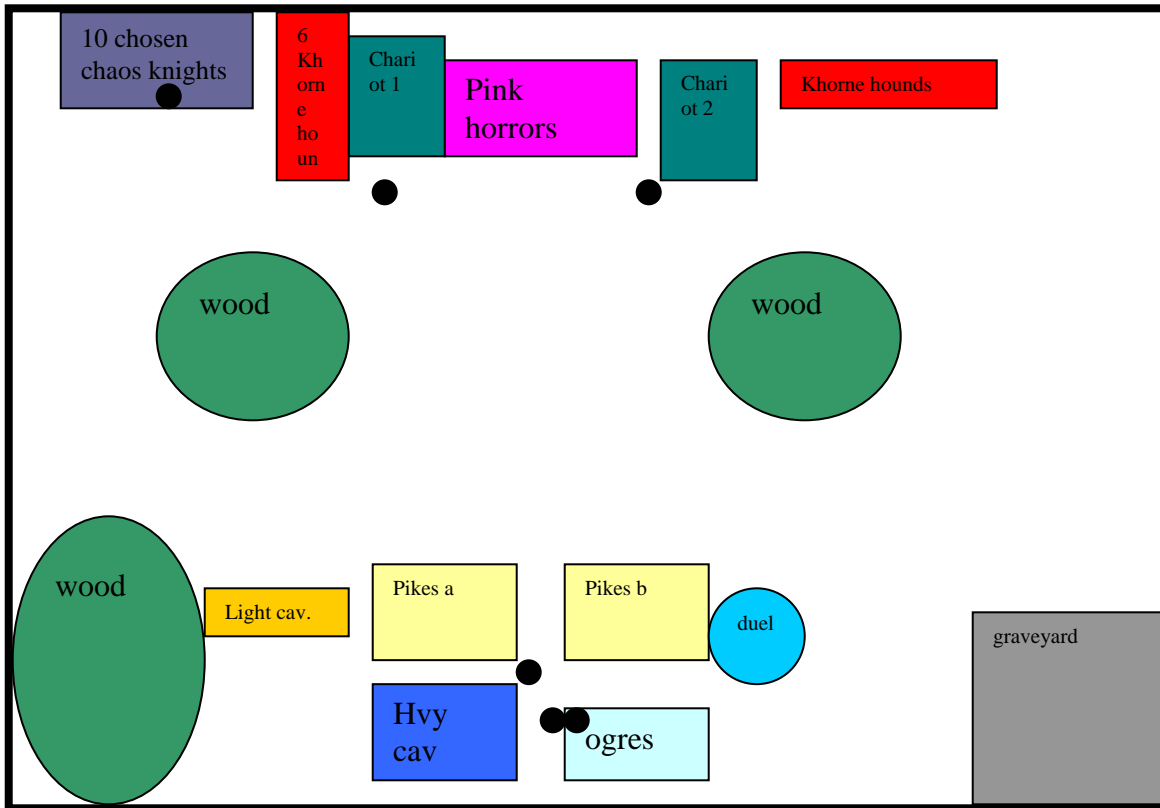


Free Legion against a Chaos Warparty

Deployment

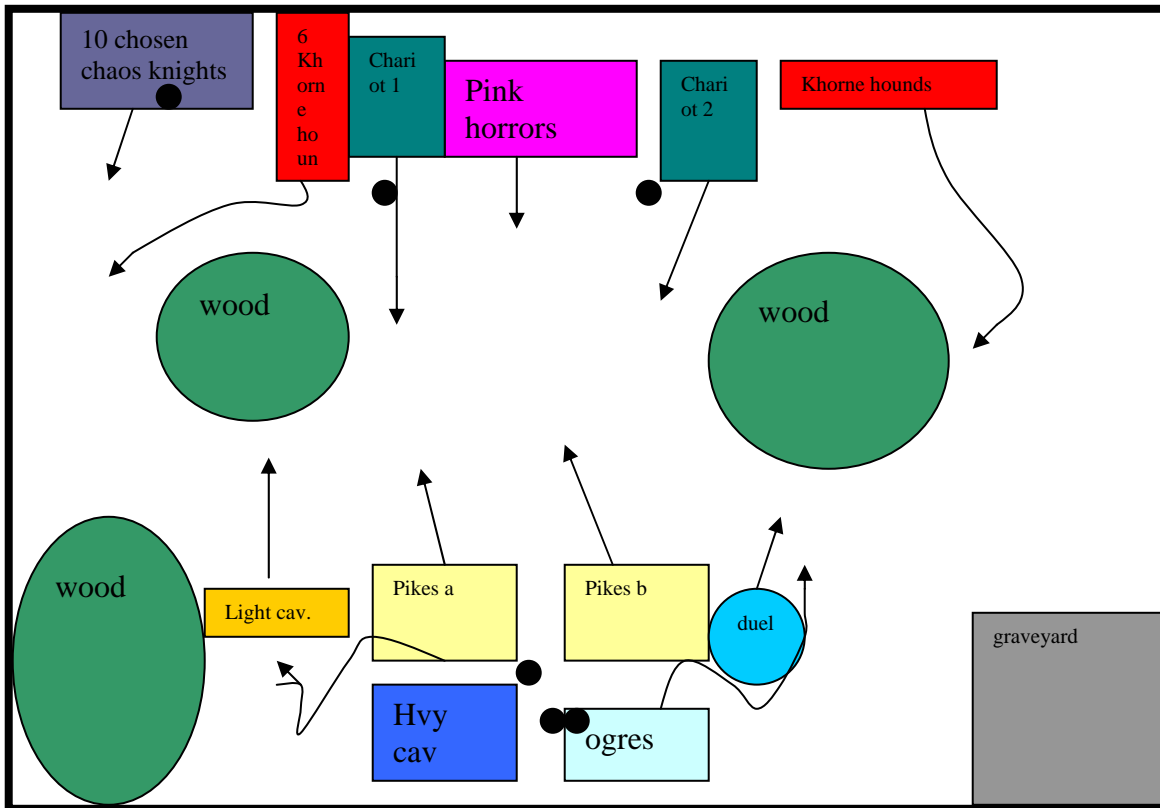


EDIT: I was playing Don, who worked at the GW store then.

So this was the deployment: he put his chosen knights down last – after I had finished – which was a bit of a bummer – and I began to worry about the strategy I had planned. In fact – looking back with hindsight I think I might have been guilty of changing tactics in response to the enemy.

Anyway – we decided to play a scenario which was break thought, which meant he had to get into my deployment zone. An easy task for a bunch of pikes huh!! Well – read on!!

Round One



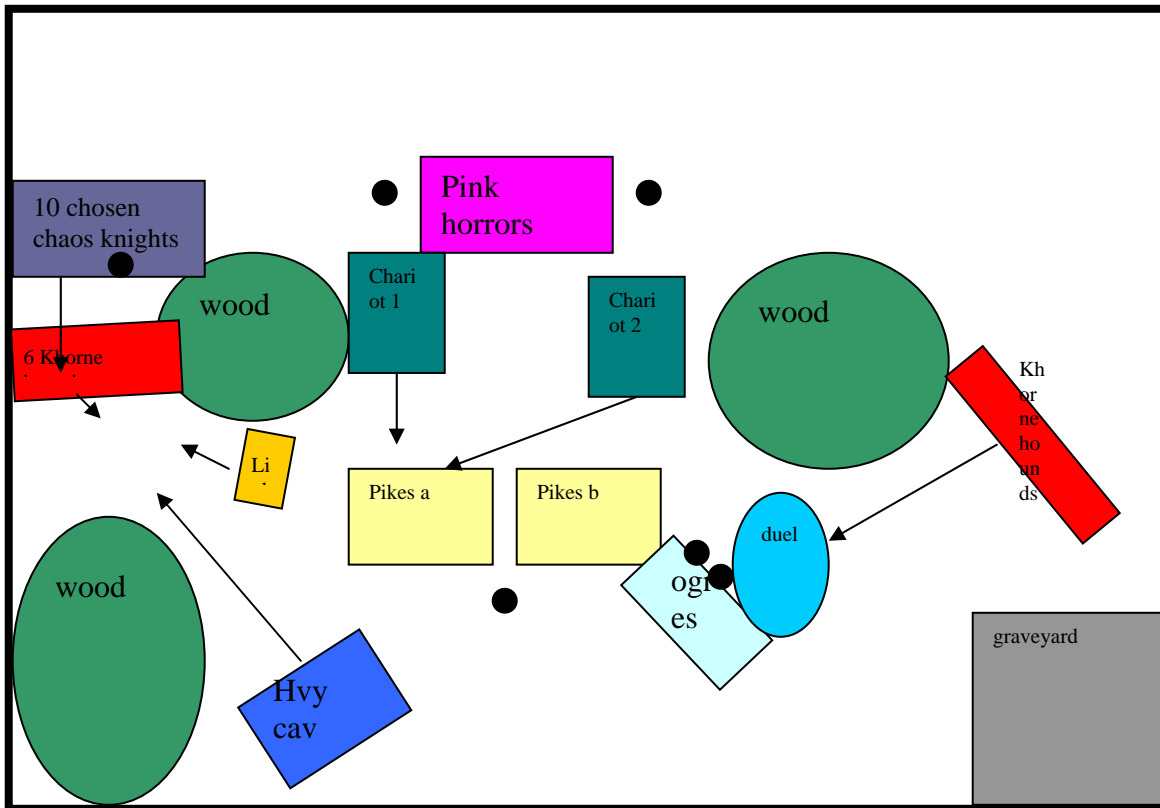
I was playing one of the guys who worked in the store – and when he told me that this was his favourite style of playing and that this was what he called the horns of the demon then I began to realise how well he had set up the terrain for himself – effectively cutting the battlefield into three and giving himself three avenues of attack.

I looked at my army and worked out what I could do – as it was obvious that I needed to destroy the middle before the flanks hit me. Instead of sitting back and letting him attack – in true Ulric style I knew that I had to press forward because he had two mages and the pink horrors gave him bound spells – which he proceeded to use all battle long to shred my units. I won't go into all the spells (all models take str 3 hit/ conflagration of doom/lots of others – all very dull and no fun at all!)

The first round of magic he killed four of my 6 light cav. I thought about swinging my pikes out to cover each flank – and charging up the middle – but thought that the right wing was fairly secure – as there were only some hounds to beat – and I've beaten them before in combat. So – I thought I would turn on that wing – smash the centre and hope I had enough on the left to hold up the enemy and allow me to kill him.

I pushed my pikes forward because I didn't want to have the chaos knights on my flank at the same time as the chariots charged my front. So I pushed my guys forward – which actually postponed the chaos knights charging because they needed another round to get LOS.

Round Two

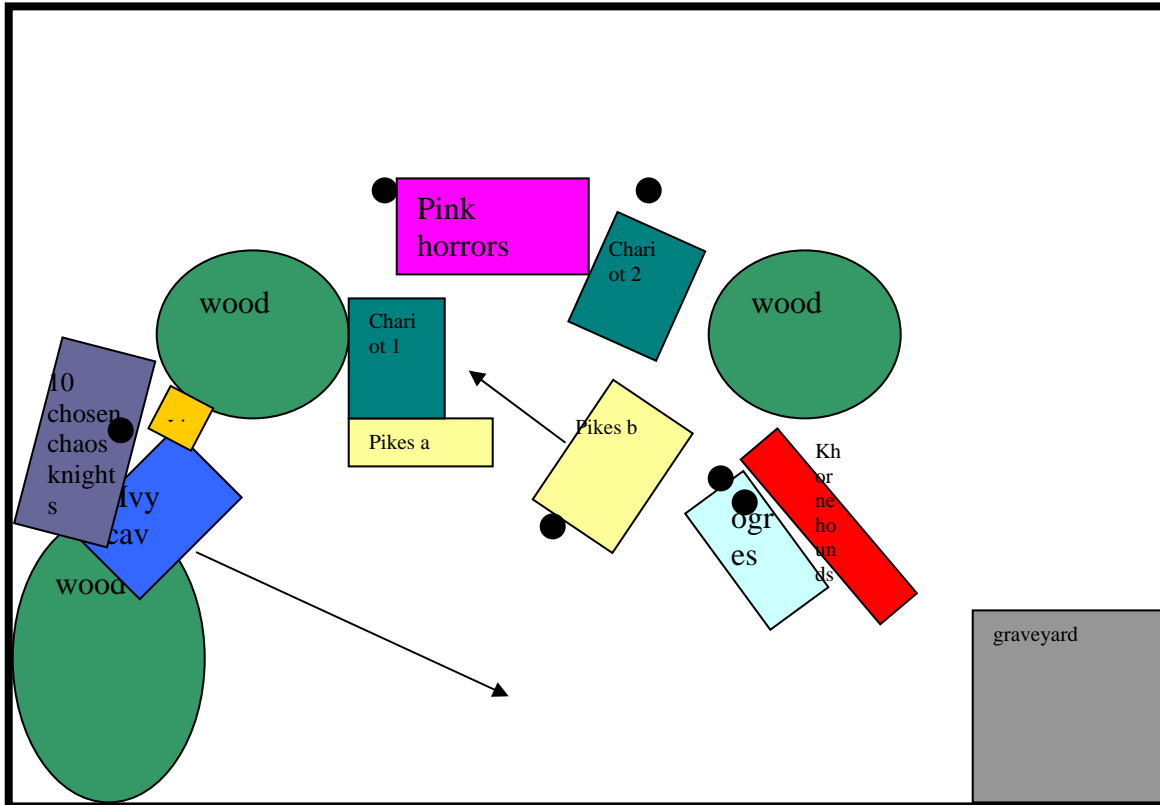


The Khorne hounds charged, my duellists stood and shot, and caused two wounds that were both saved. The hounds killed 7 of the eight duellists, and left only the champion – who caused one wound (saved) and fled. The hounds pursued into the ogres.

The chariots caused a lot of hits. Pike A was hit by the spell that causes a str 3 hit onto each member – and despite this they won the combat, routed one chariot but not the other.

In return my light cavalry and heavy cavalry charged the Khorne hounds, killed them all and overran into the chaos knights.

Round Three

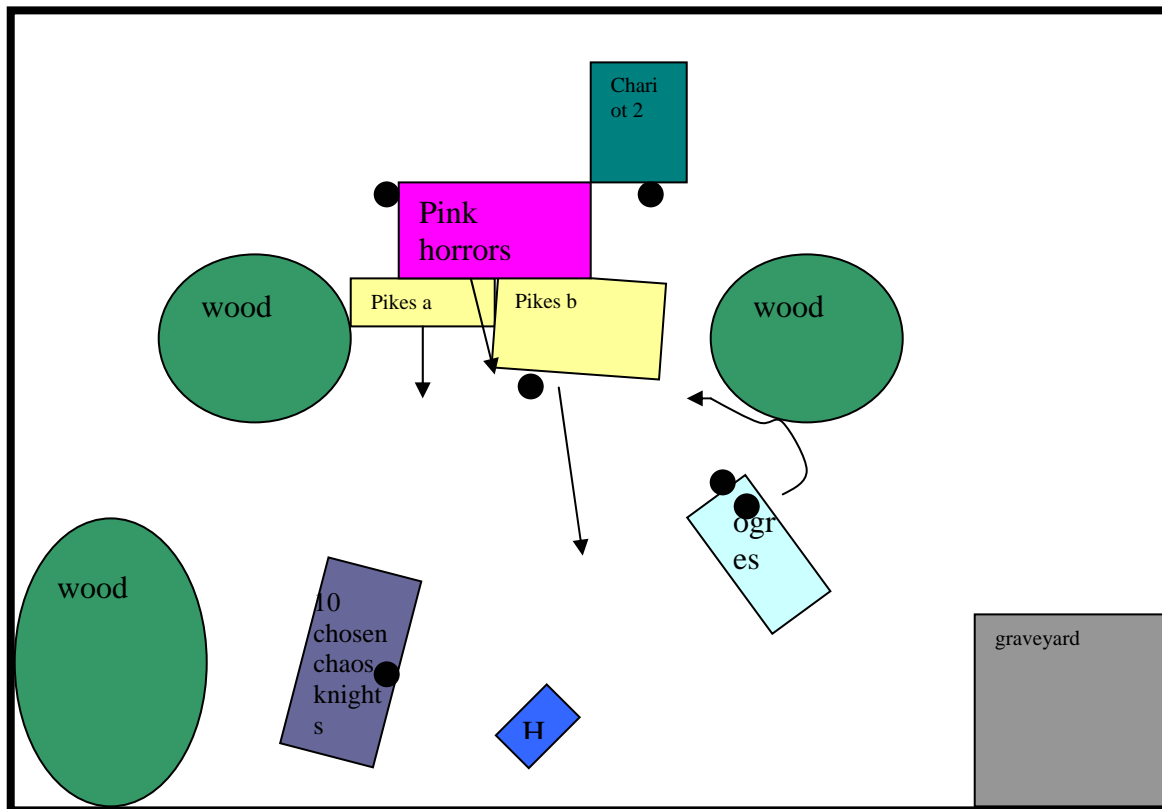


The Magic rounds were taking a huge toll on my troops. The combat was drawn between the chaos knights and my troops. I killed three of them!! His general scored three wounds onto my champion killing him very dead. The pikes won the combat and the chariot did not flee. The fleeing chariot fled again.

The next round of combat – the chaos knights decimated my knights – the last two of which broke and fled. The ogres and Ulric killed the last hounds.

The chariot broke from combat and my pikes pursued into the pink horrors.

Round Four

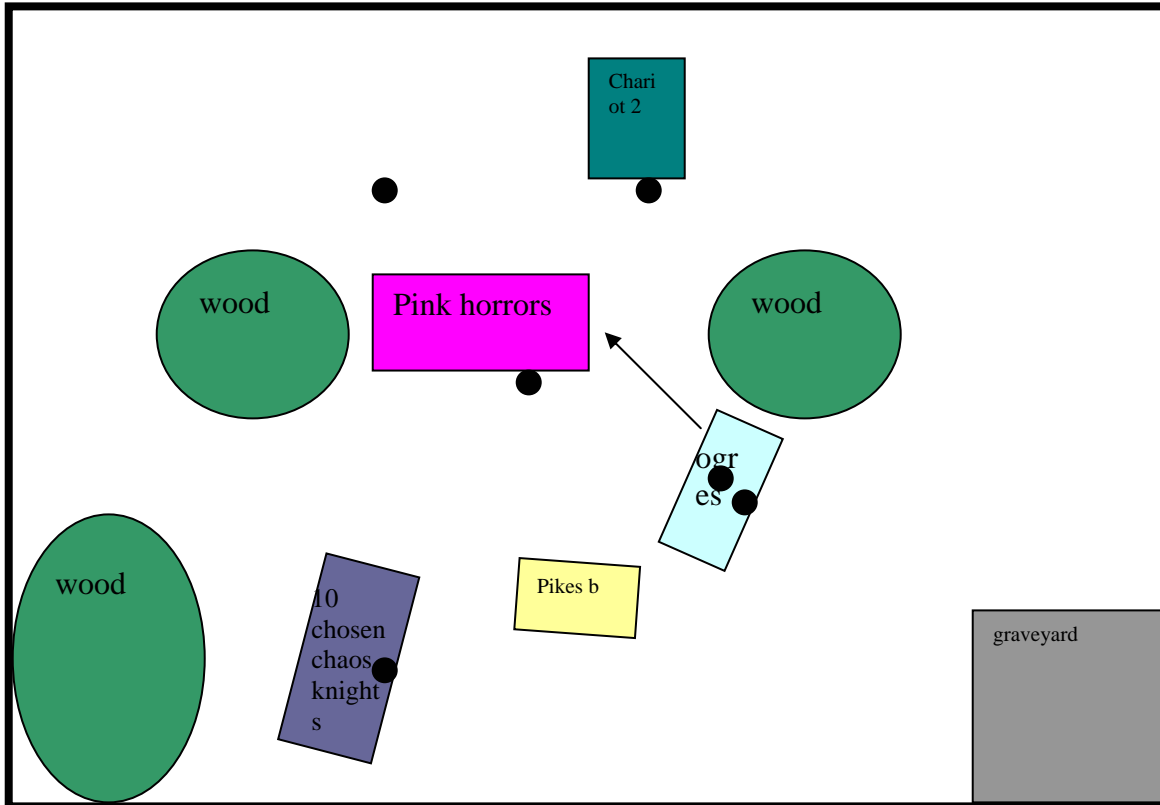


All was looking good: his pink horrors were about to be decimated. And I could over run into his sorcerers. Then he cast the spell that caused a str 3 wound on all troops and he killed enough to force a panic test – they failed and fled.

There were only 5 pike A left – who stood but were outnumbered at the end of the combat by fear causing enemy and also fled. The pink horrors over ran into my paymaster. Hmm – here we go again I thought.

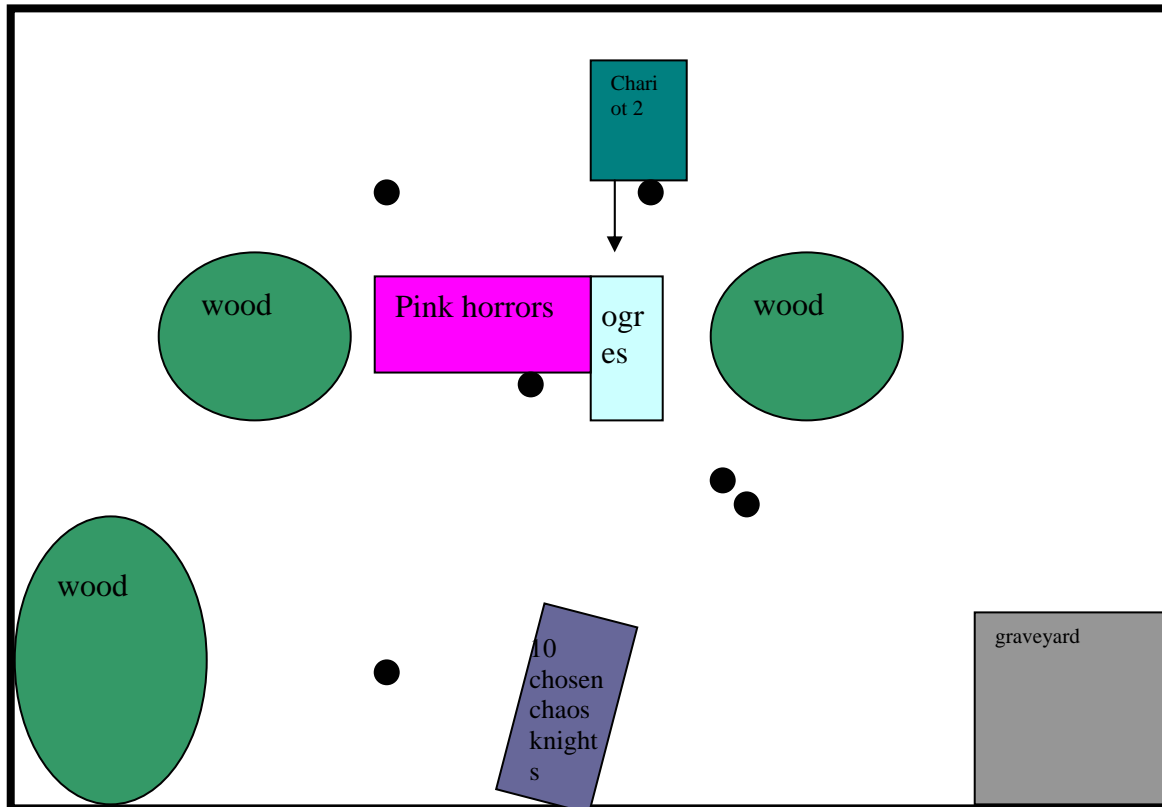
Ominously the chariot rallied.

Round Five



The chariot rallied. My ogres and Ulric charged the flank of the horrors. Ulric failed his fear test, while the ogres happily slashed their way through the pink monsters. His knights chased my pikes off the table. I failed to rout the pink horrors, and another blast of spells toppled one more ogre. Only one unit left on the board: Ulric and the ogres.

Round Six



The chariot charged my ogres in the flank, killing the last ogre. Ulric was badly wounded by the chariot himself, and the paymaster was the last man standing – but outnumbered by a fear causing enemy – he fled and was run down.

And I was just lecturing the people in the club that magic is not much to fear and really not that destructive. I think I'm going to have to bring Omer the Fat back from the pleasure quarters of Samora and put him back on his carpet.

My Scorecard is currently – 2 wins, 4 losses. I need some wins here. The size of the tables at GW is so small though, and doesn't really give enough room for the peel. Excuses excuses excuses.

Maybe I'll have more luck with the Crinan Defence Fleet!! **EDIT: the Crinan Defence Fleet was my first venture into BFG, which was actually extremely successful and has left me with the conviction that I am a natural born fleet admiral.**