

Ulric and The Free Legion

Tower of Death Tournament

New Jersey

16th November 2002

Scoring –
7 for loss.
10 for draw.
17 for win

All battles have scenario specific modifiers

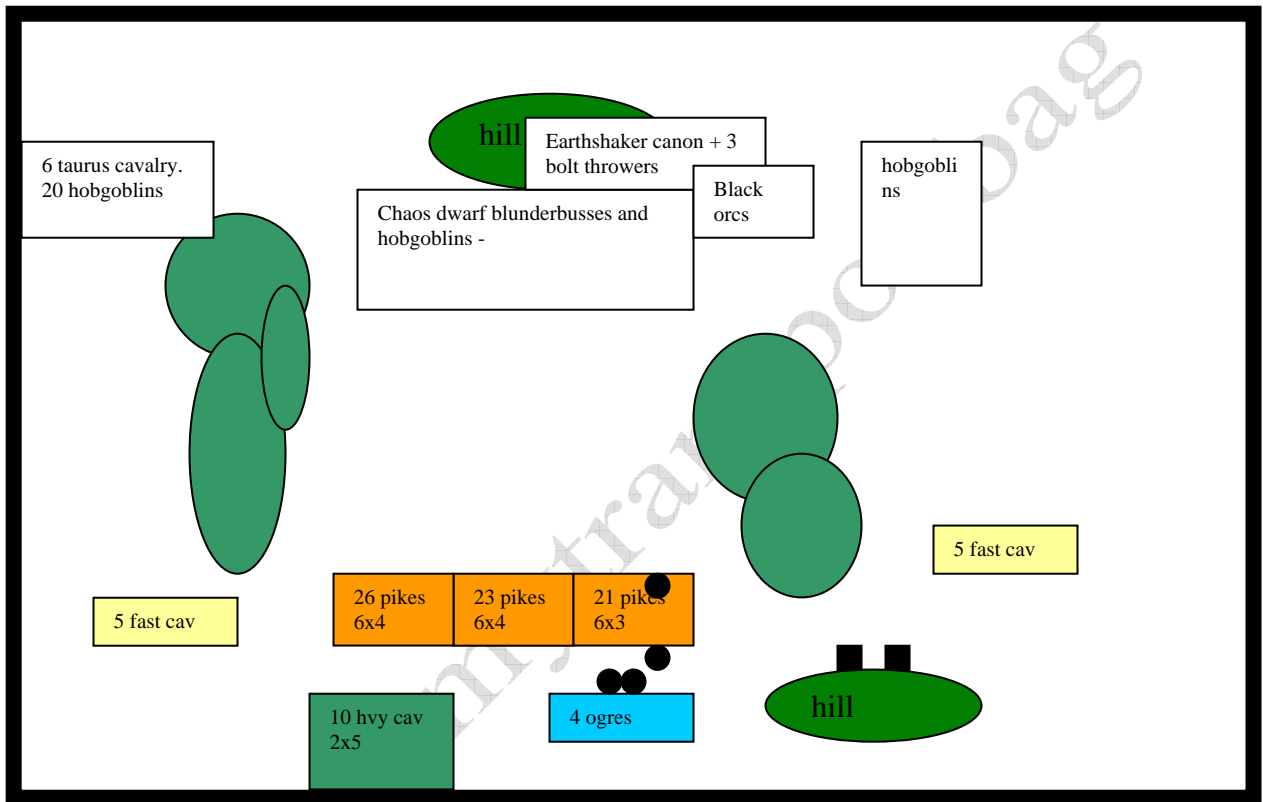
1st Battle – vs. Chaos Dwarves. Loss.

Score: 9 (General still alive and traitor still alive) vs. 19.

EDIT: up against fellow Warmonger and master painter and army designer, and I was about to discover, master Chaos Dwarf General: Matt Birdoff

Battle – Traitor! - one traitor goes to enemy camp and I must capture him or kill him while keeping my turncoat alive.

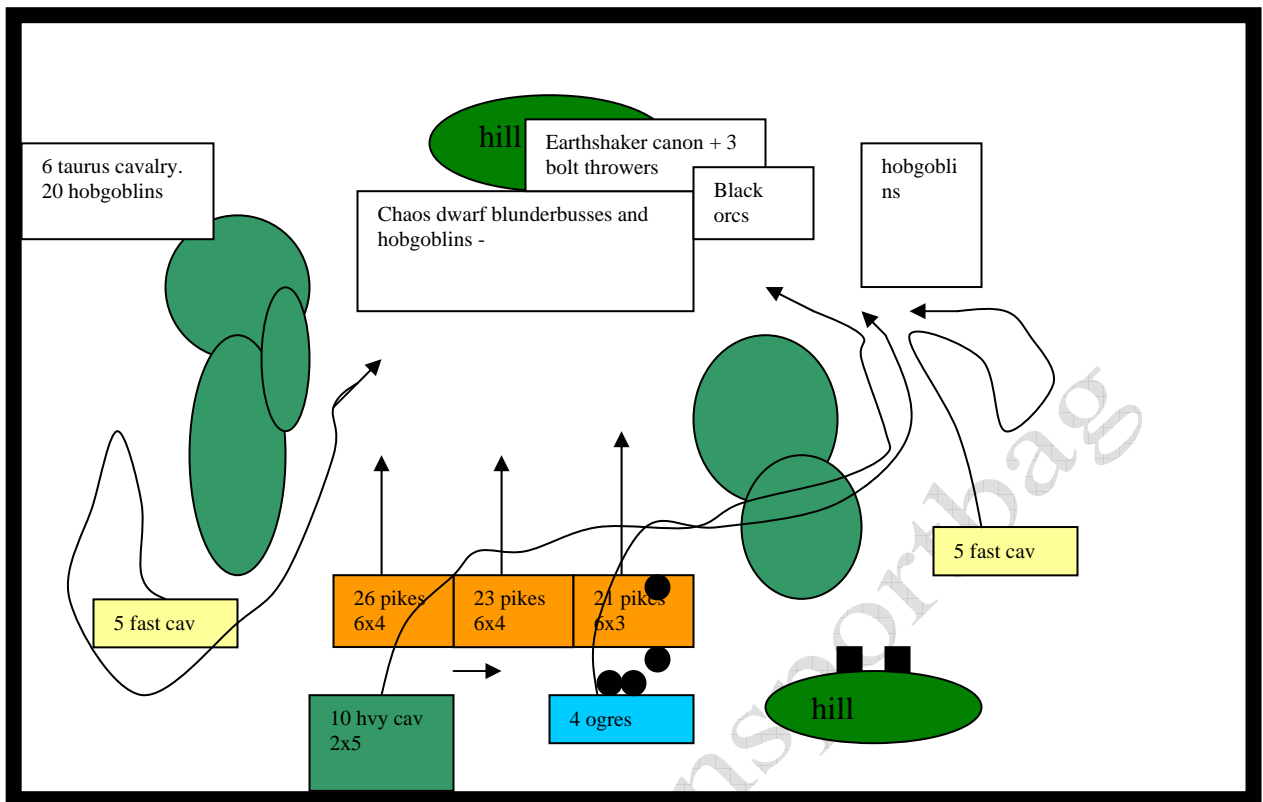
Score:



OK – I was pretty much massacred in this battle – which didn't particularly surprise me because I was up against one of the club's top players. (Winner of the Baltimore GT for Warhammer 40K).

The battlefield was heavily wooded which I knew would make the blind side peel (my favourite maneuver) difficult, but as we had decided on this tactic I thought I would stick with it and see how it did.

I didn't think I would do very well simply because of the fact that no one beats Matt's Chaos Dwarf army.



The battle pretty much hinged on the chaos dwarf blunderbusses devastating my pikemen in the centre. Blunderbusses act like templates. They cause hits on each rank within range – and have a strength equal to the number of ranks shooting (4 ranks equals a str of 4).

These shots causes so much damage to my pikes that by the time they got into combat they were severely reduced and did not win.

Still the hvy cavalry and the ogres maneuvered through the wood, while the canons were being hit by the earthshaker canon. My canons targeted the black orcs, as they looked like the hardest unit in the enemy army – and were in my death zone.

The battle ended up with the pikes being run down. The fast cavalry on the left being run down as well. The cavalry hit the black orcs in the flank and ran them down (first round of combat won!

The battle ended with the hvy cavalry hitting a unit of hobgoblin 'sneaky gits' who get an automatic wrap around (flank and rear) and also have poison.

The heavy cavalry fled and the battle ended with just the ogres still under control.

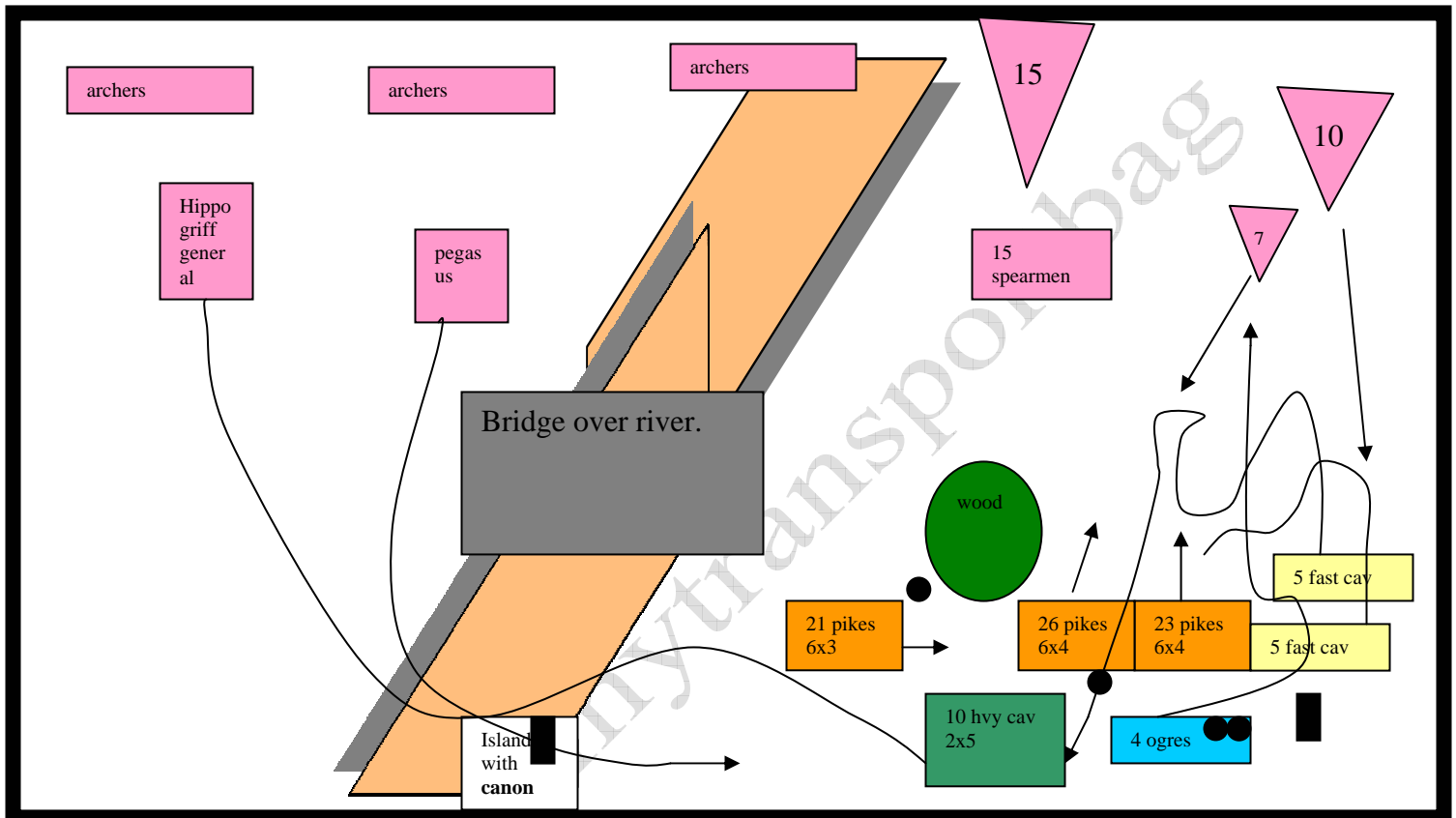
Learning – mostly battle lost because of the rules of chaos dwarves.

EDIT: If I remember I tried a rather dodgy manoeuvre by sneaking some fast cavalry between two units less than 2" apart. Not too au fait with the rules at this time and Matt let me do it. Didn't make the slightest bit of difference to the battle. And felt guilty about this ever since and have always wanted to be such a good general I could let other people cheat without worrying about a solid win.

Battle Two: Bretonnians. Lost.

Battle Theme: Kill, Kill, Kill

Score: 9 (1 for general still alive, +1 for having unit in the enemy deployment zone) vs. 18

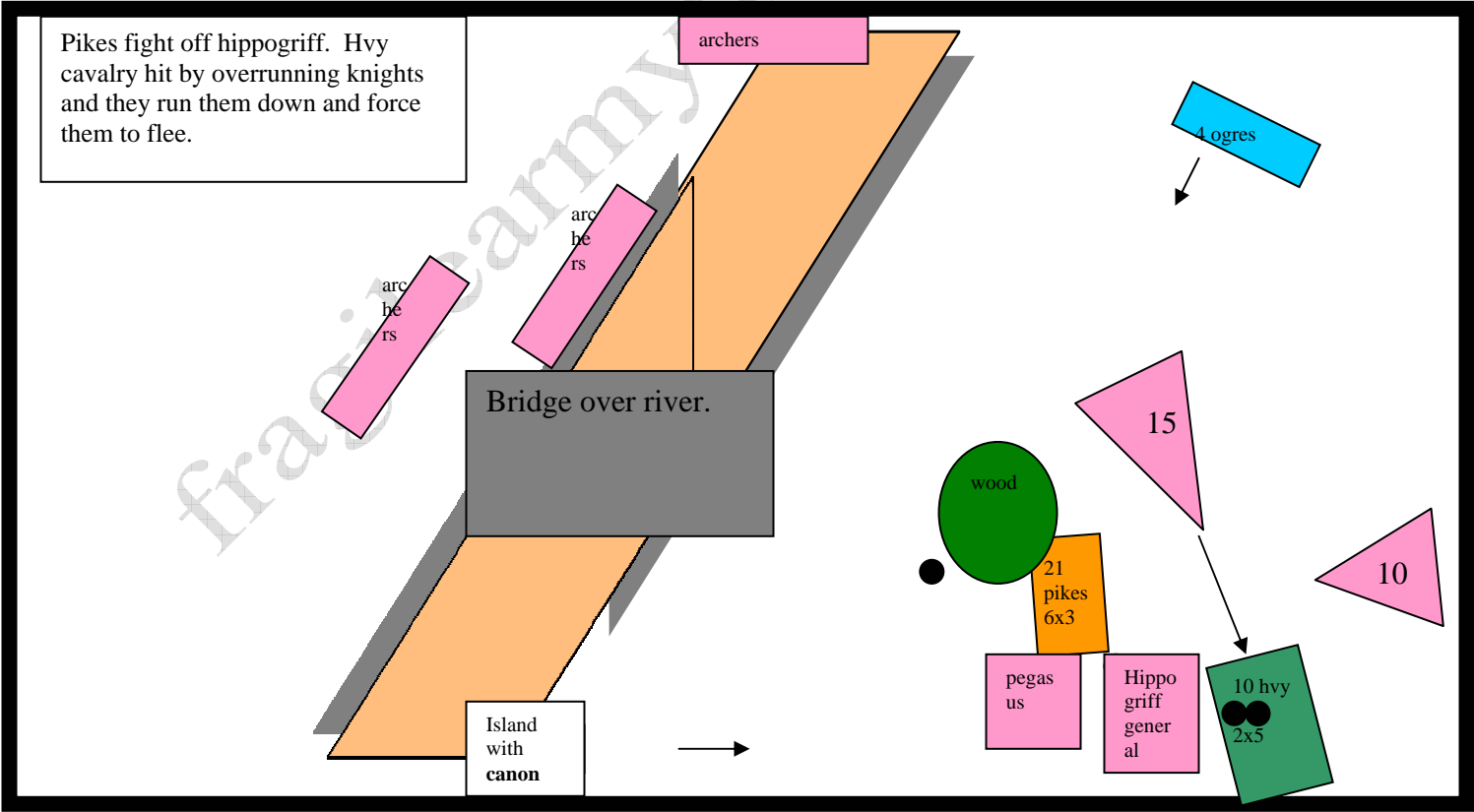
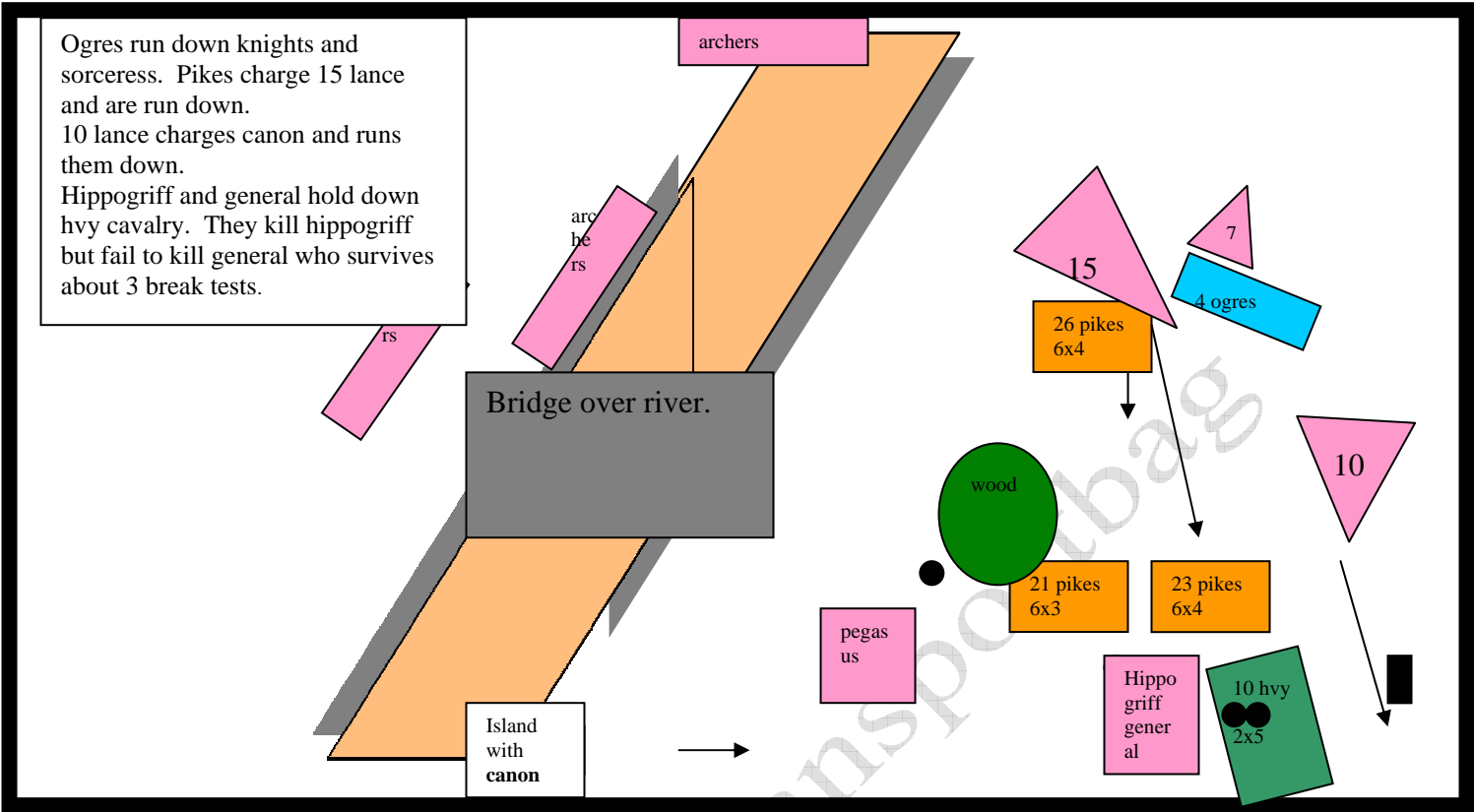


OK – the wood forced me to split my pikes – but the first rounds went well with my fast cavalry moving to the front – and luring the enemy onto my pikes. The ogres came around as planned and trounced the knights and ran them down.

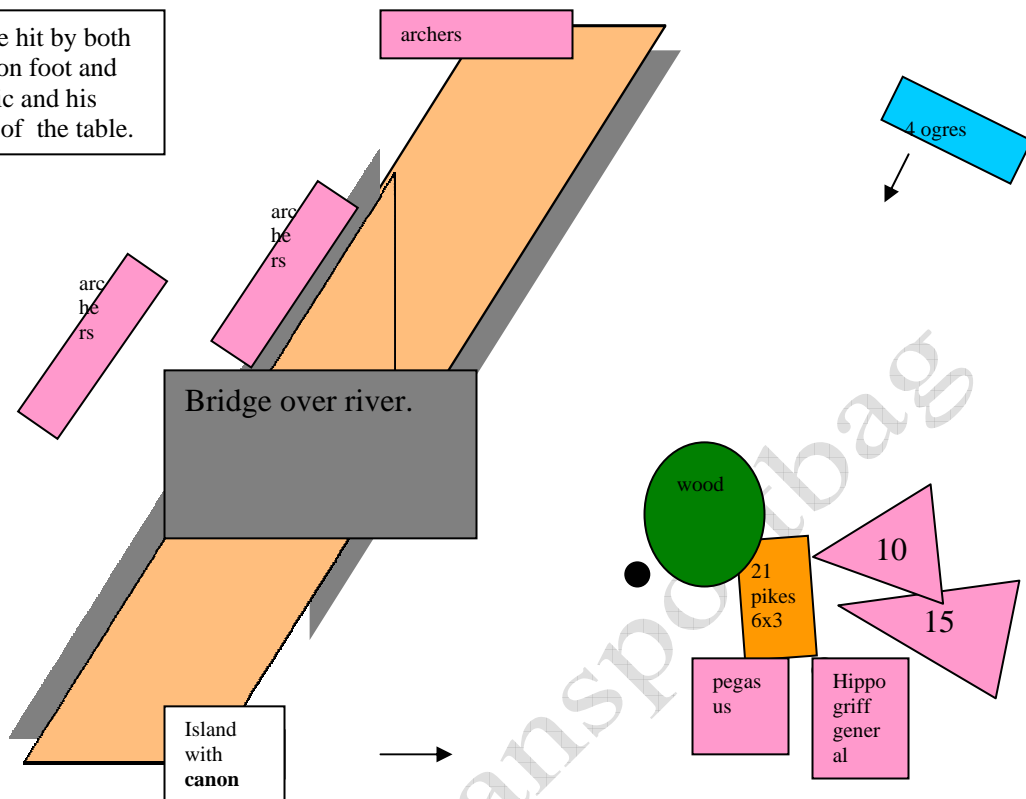
The unit of 10 knights charged my canon at the same time as the general on his hippogriff charged my heavy cavalry in the flank and prevented them from completing the peel and engaging the lance of 10 – who were forced to fail their charge by another unit of fast cavalry. The general ended up keeping the heavy cavalry engaged right up until the 4th round. His spearmen charged a unit of pikes and were massacred and run down. They then charged the unit of 15 pikes and were defeated and run down in turn. At this point I had the other unit of pikes in behind them. The pikes on the right were charged by the 15 lance and fled. The other lance turned to attack them and were held in combat by the hero on his Pegasus.

In the last round they were charged by two lances and fled. Leaving – again – Ulric and his ogres.

Lessons....? - not sure really – the other guy was lucky with a lot of key roles. Bretonnians are obviously a hard enemy to beat, but I think with two characters on flying creatures it's a fairly hard army.



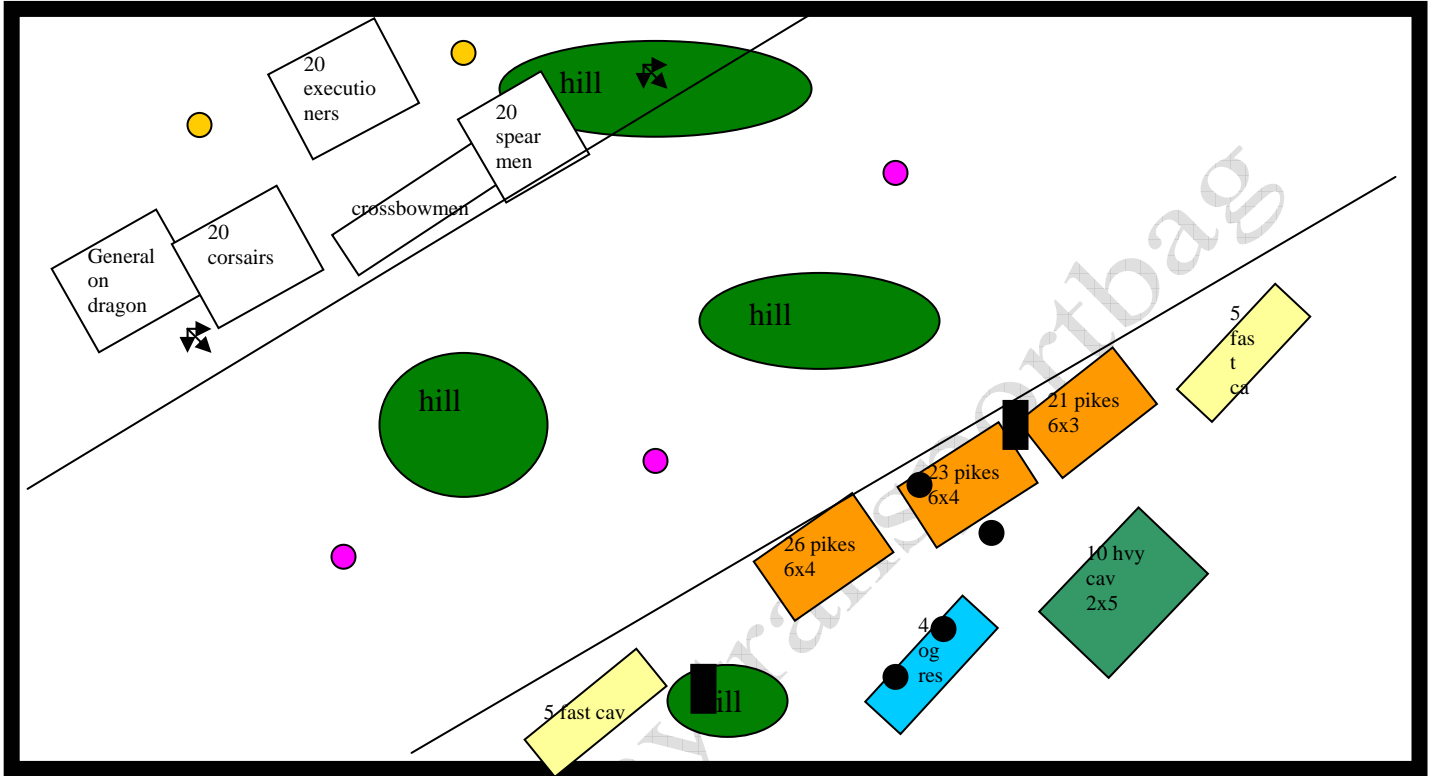
Last round the pikes are hit by both lances and the general on foot and they flee. Leaving Ulric and his ogres on the other side of the table.



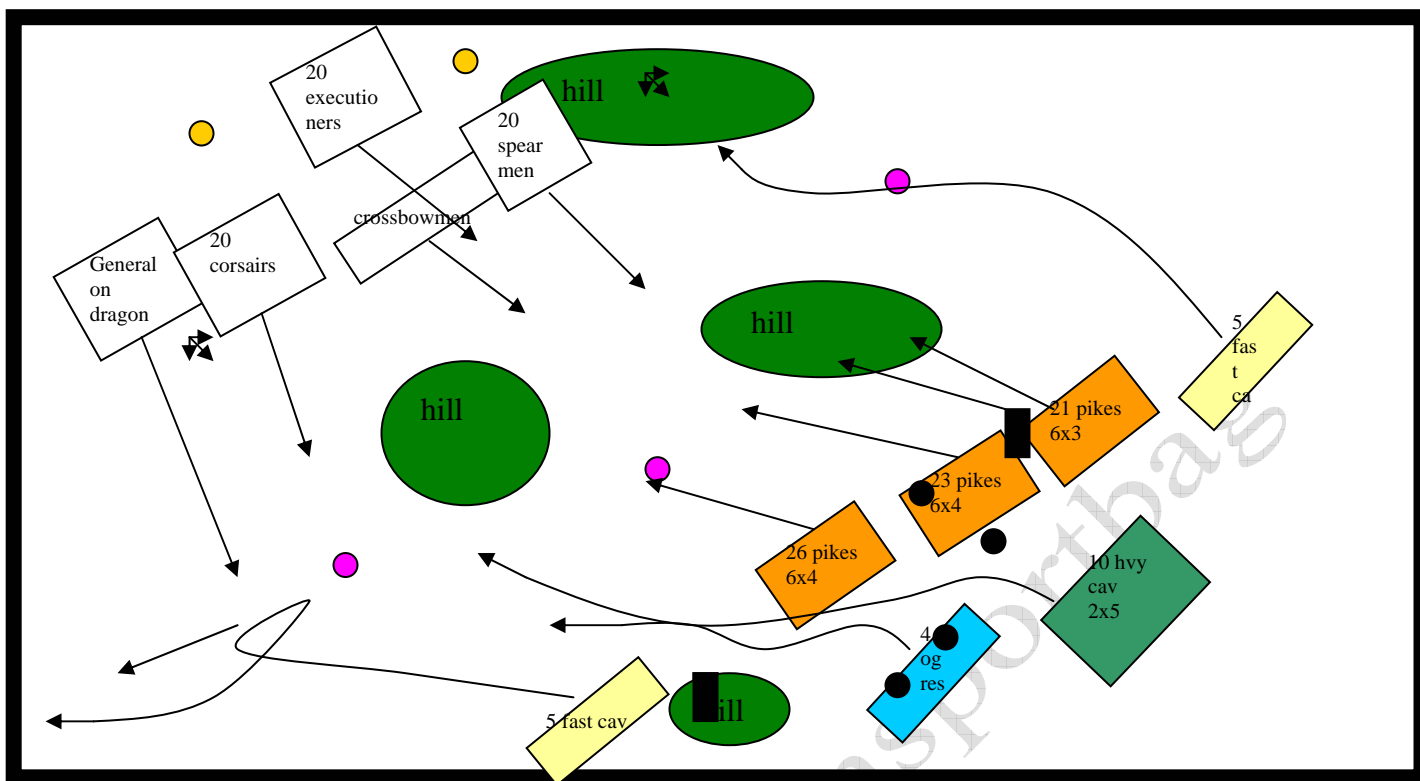
Battle Three: Dark Elves. Win.

Score: 19 vs. 8

Special Deployment rules. Magic Item: searching for magic item – worth 300 victory points by end of battle. Numerous tokens on field. Deployment in diagonal corners.



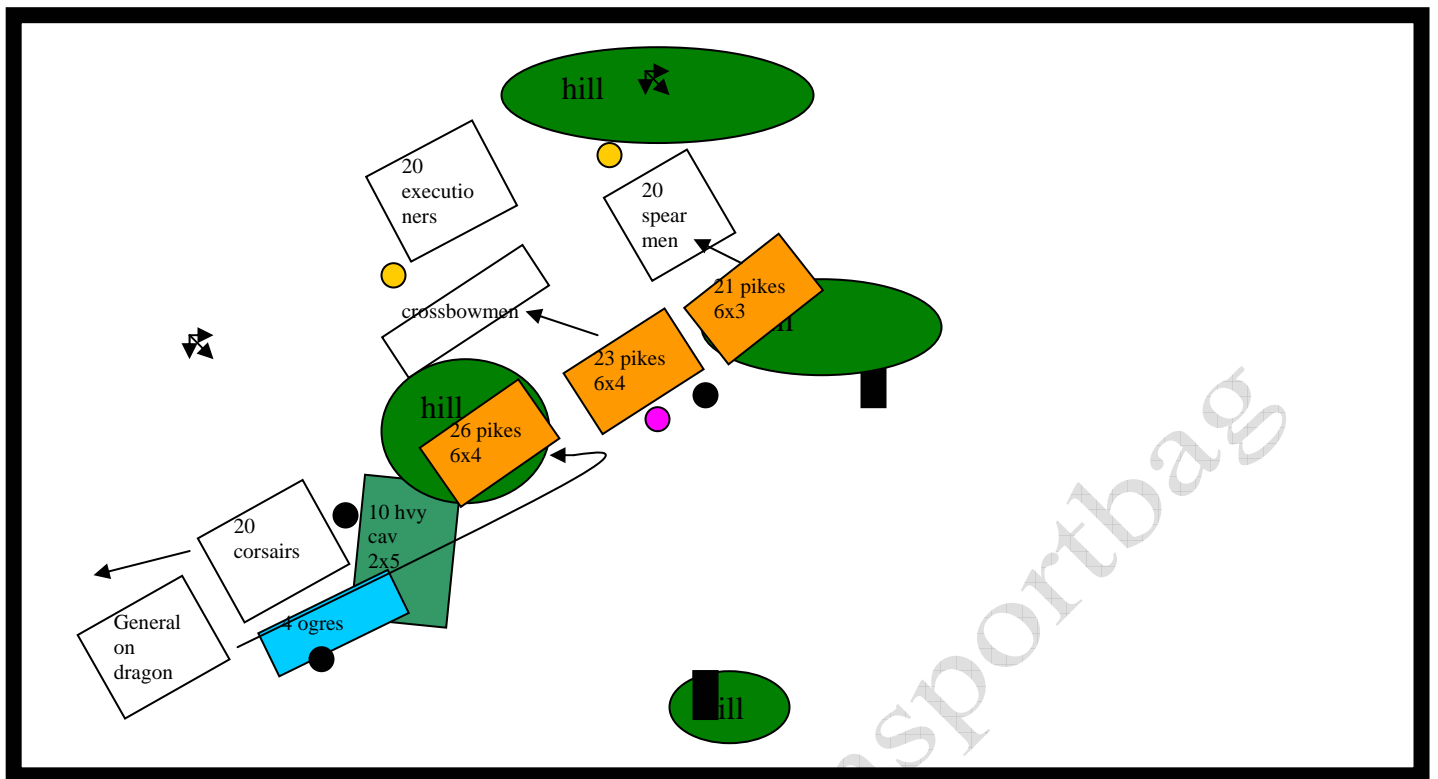
The enemy was a 14 year old kid – and I did tell myself that this was a battle I was not going to lose, even though I had no idea how to kill a general on a dragon (tooled up with 2+ save and ward save) with my army other than popping him with canons.



The pikes advanced and found the magic item, and then they took the hills to give them a defensive advantage while the fast cavalry charged the repeated bolt thrower (were shot down and fled off field) while on the other side the dragon charged the fast cavalry who fled and then he charged them again and killed them all. In the centre of the battle field it seemed apparent that he was not going to charge me but to stand off and shoot so I charged him.

The canons got a couple of good shots in but then the dragon had moved to much it made guessing difficult and they switched to other targets.

Ogres and cavalry got a flank and front charge onto the corsairs and there was utter carnage. Killed about 12 of them – and they fled.



Remember how you were young and one of the figures in the army was *you* – and you kept him out of combat at all costs in case he got killed? Well this kid – short, dumpy, spotty – was the dark elf general sitting on top of the dragon.

As soon as I guessed this it was apparent that the kid was never going to put his dragon into combat – and he sat at the rear of my pikes and breathed on them twice. The pikes routed the crossbowmen and overran into the sorceress and killed her. The other pikes defeated the spearmen in the second round of combat and overran into the other sorceress. The heavy cavalry ran the corsairs down and the ogres moved into the table but didn't reach any more enemy. The only thing that happened was the pikes, whilst fighting the sorceress on the right were charged in the flank by the executioners. They held, fought one round of combat, and in the next the hero moved onto the executioners and killed three, forcing a break test which they failed and then were run down.

It was about now that the kid's parents turned up and stood over him watching the battle and waiting to take him home. Felt really sorry for him, felt really bad that I'd beaten him, (but also very relieved) and that he'd come away from the loser's table by losing a third time. I was in the process of killing the last sorceress when I said 'Let's leave it at that.'

Chatting with him afterwards he told me it was his first tournament and he had been studying the other army lists on the internet for 4 weeks!! – and I offered him a few pieces of advice.

Final Tournament events

To finish the tournament we had a pub quiz of 10 questions on rules and background fluff on the warhammer world.

During the day our armies had been assessed on painting and composition. After each battle we marked the enemy on sportsmanship and also their army composition – painting and what they had and cheesy it was.)

At the end the ranks were announced. Of the 14 players, I came 5th!! The people who bet me came (chaos dwarves – 2nd, and bretonnians – 3rd) so I was quite happy with that.

Also – there were three awards – winner, best painted army, best army and best tactician – I can't really remember what the last one was.

When best painted army went to someone else I was shocked, but then I won the best army award (which I was told afterwards is the more coveted award – being a combination of painting and composition).

I was so touched and really pleased to see I lost to the 2nd and 3rd best players.

The winning army was empire. They won the best painted award – all fitting together in a scheme and looking nice. There were 10 inner circle knights, 10 knights, 10 pistoliers, 10 musketeers, 10 musketeers, 30 swordsmen with griffon banner, volley gun, canon canon. The other players said it was a dull army – designed to win rather than be flavourful and rather lacking in character. The guy was pretty experienced I think. He beat the chaos dwarves. The army was so shooty that you were forced to charge it, but then also there were heavy units of cavalry to chase you down as well the griffon banner guys.

Things I learnt:

- Large units have advantages – but I really feel the need to have more units in battle. Too often the army was overwhelmed by the number of enemy units. The ogres never lost a round of combat – but were so destructive they spent their time charging off in overruns.
- I think 2 heroes and 4 ogres is too much in one unit. I think one hero with 3 ogres will be pretty much the same – giving them more manoeuvrability and meaning I have two hard units that can charge into the sides. I was also considering getting rid of one unit of pikes and getting a couple of units of something else. Almost never did all three units of pikes get into combat.
- I'm thinking of another army list with a bit more tactical flexibility through more units and an Arabic theme. But otherwise I think the army is sound. I'm learning to play it better, and learning how to win better. The blind side peel is a great move. Matt chaos dwarves complemented me on that saying it was a great move and threw his army off balance. (EDIT: make a sentence with 'clutching' and 'straws')
- Also had some good kills of the day – the black orc unit, the corsairs and the knight lance were all great rounds of combat.
- A notable thing was the third game I used a different set of dice and they seemed to give me more luck – so I'm going to stick with them for the moment and see if they bring me good luck.

EDIT: Have since replaced these blue translucent dice with red translucent dice when the blue dice stopped working, but at Conflict Galway the red dice stopped working and the blue dice seemed to have recharged somewhat. Am planning to collect my Warmonger dice at some point