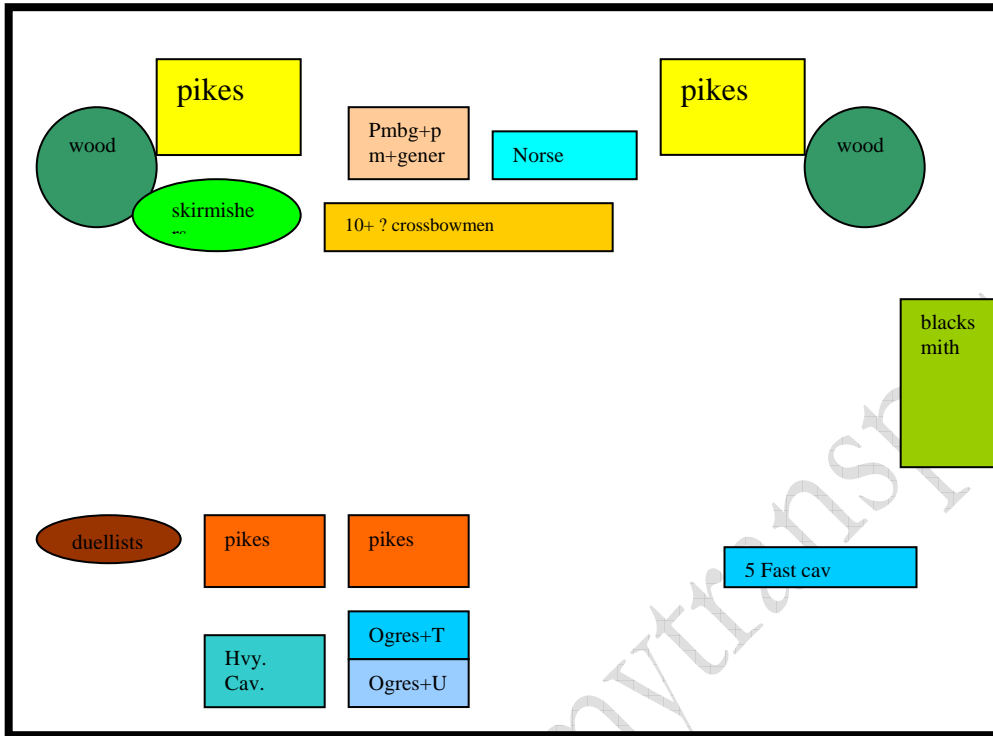


# Ulrics Irregulars vs. Count Frederigo's Mercenary Mobsters

23/11/2002

## Deployment:



EDIT: Up against the Warmonger's John Bianchi, fellow dogs general and author of many of the Warhammer Historicals supplements.

Ok – this was an interesting battle for two reasons – up against the renowned Count Frederigo and his Tilean bandits and because for the first time ever I was up against dogs for the first time – which made it seem much more tactical – basically – we each had access to whatever the other had – and we each knew the ins and outs; and we had pretty much the same armies.

I let him go first- just because I was hoping he would move and that would give him less time to react to my blind side peel. Obviously I boobed on deployment putting the hvy cav on that side – but those are the kind of little mistakes I generally make. Heh – the cavalry were on the wrong side.

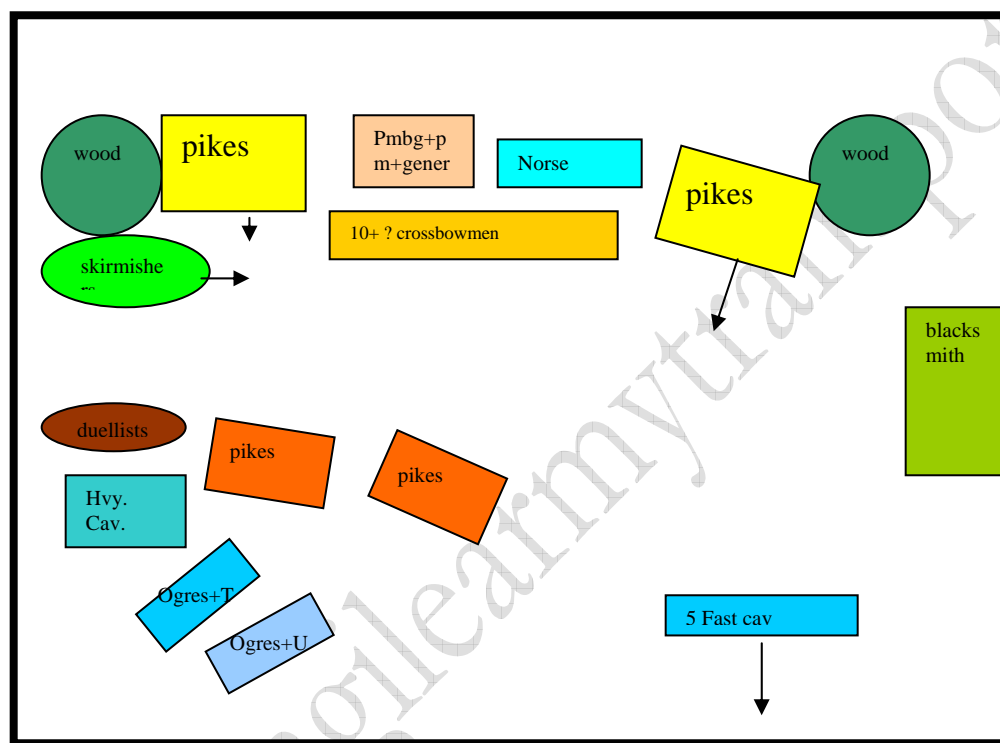
**Round One:**

He shot some crossbows and killed two fast cavalry and they panicked and fled. Hmm: I was hoping to stop his pikes marching on that wing. Yet again – low levels of fast cavalry seem to make the units practically useless.

Anyway, I moved up and he was worried. There was that tense smell in the air of one worried general. I tried to make polite conversation – asking him about the GT he had been to and he had come second on best painted army with his dogs of war – and he said he hadn't come up against any really cheesy armies and that people were really nice.

EDIT: knowing John much better now, I imagine he'd messed up his deployment. ;-)

My plan was to take his centre and wing on with the pikes, while the heavy cavalry and the ogres combined to demolish his pikes on the left. I think this was when he started to get really nervous because he began to see how the deployment was going – i.e. onto one of his wings. Ah! The blind side peel!!

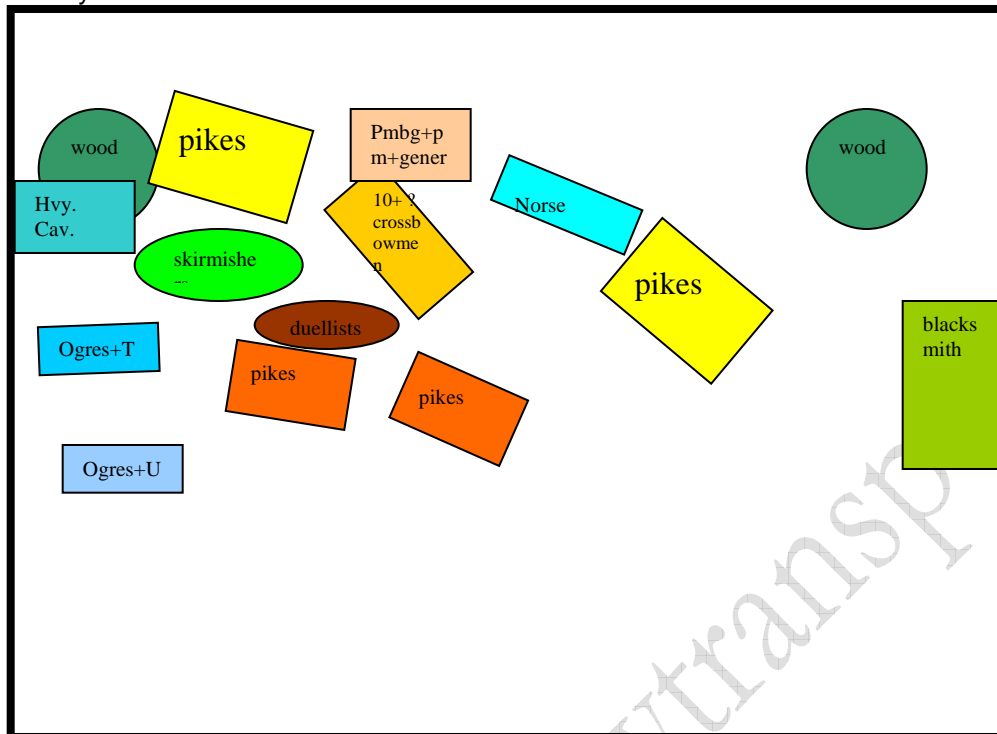


**Round Two:**

I was hoping he would leave his skirmishers where they were then my heavy cavalry could charge, rout and pursue and get the extra movement to take them through the woods. As it was he moved them to in front of his pikes and I thought – I'm not charging them anytime soon as they'll just run and leave me charging pikes.

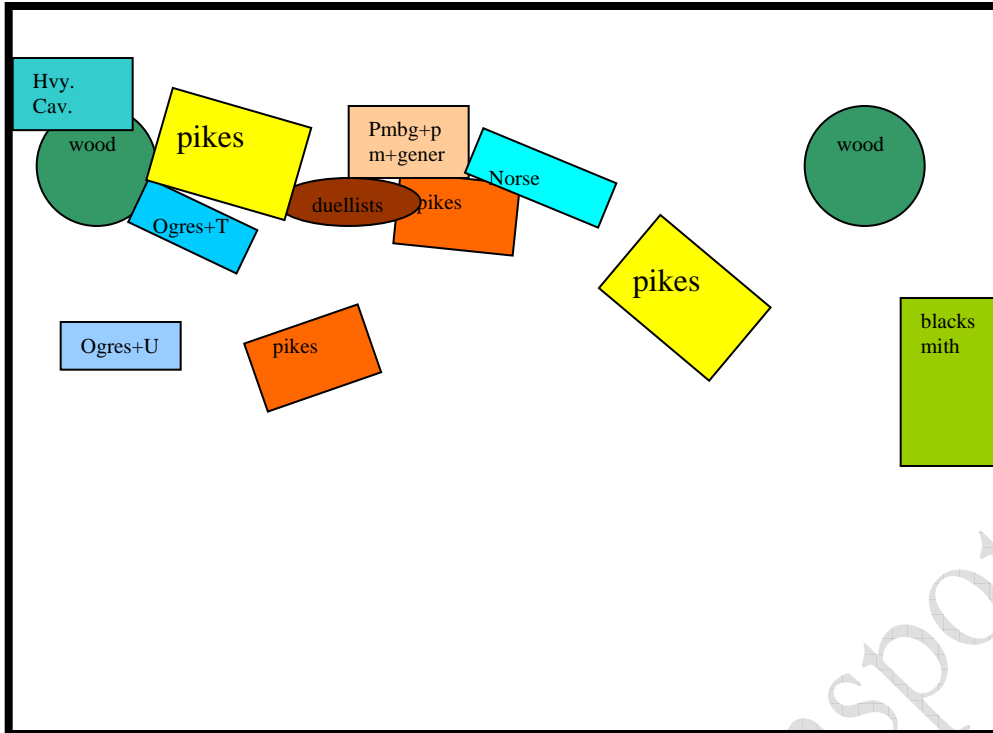
**Round Three:  
Not much happened here: more manoeuvring.**

He manoeuvred his pikes a little more- my skirmishers moved in front of the pikes and then as my heavy cavalry went into the woods his skirmishers hit them in the side.



The skirmishers fled and I stopped myself from pursuing – and the next round I charged his skirmishers with my front unit of ogres, and they ran then down and then pursued onto the pikes. I was hoping for a good roll here – as I thought I might just be able to break these pikes. I think my duellists also charged his crossbowmen and they routed them and ran then down. Hmm – I'm a bit confused here – maybe this was it – the pikes charged his duellists and my duellists charged his crossbowmen. Yes – I think that was it. No – I am wrong – what happened is the duellists and crossbowmen were in combat and then my pikes charged his crossbowmen in the side – also meaning that they effectively put his pikes on that wing out of the game because they could never manoeuvre that far to me.

Either way round 5 started like this:



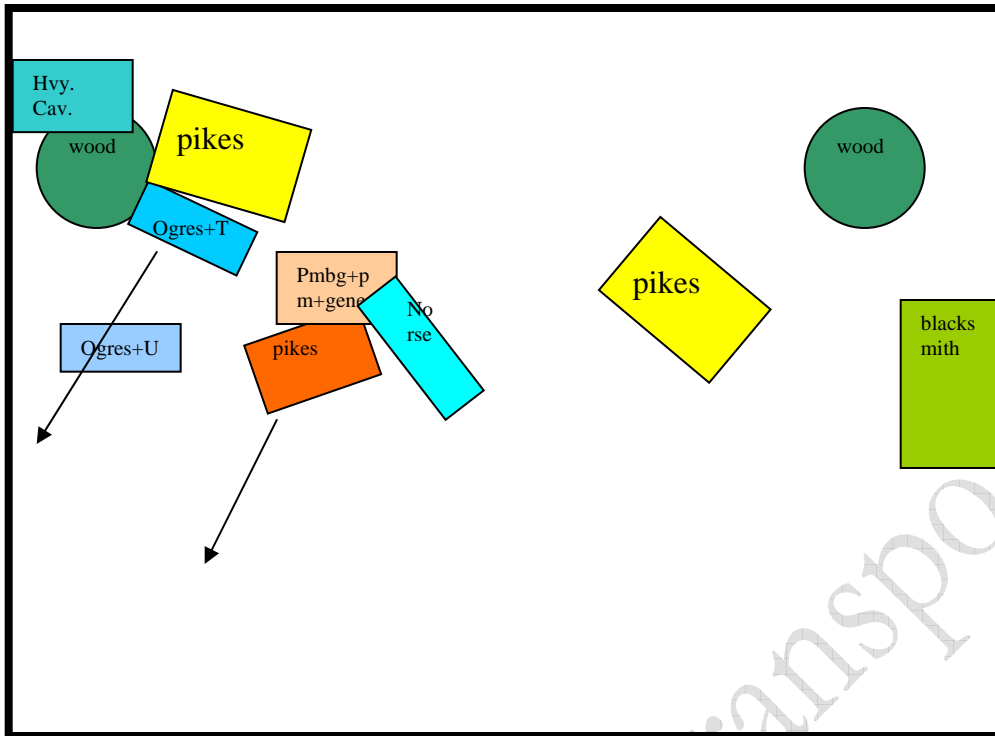
This is where it got interesting: my cavalry were out of the woods. There were two big combats – with the Norse also charging in as they were frenzied.

His pikes beat my ogres, who fled. I rolled terribly there. Really terribly. My pikes and duellists beat his paymaster BG and Norse – who failed two ld tests, panicked and fled and I over ran and the death of the paymaster meant there were panic tests all round and he failed them all. Blotto army.

A massive victory for Ulric – gaining the prize as the best mercenary general this side of Tile!!!

We started packing. As the shop was taking a massive interest – everyone came over and was asking questions. Then I remembered – we had forgotten the stubborn rule. His initial break test was a pass. We had packed most of the casualties away and I didn't want this victory marred by the enemy forgetting a rule – so I told him – and the units were all still in play – and we continued.

Round 6: Take Two



He won the combat against the duellists and pike men and ran them down: they overran into he paymaster who was behind them and already panicked by the defeat of Ulric and his ogres. He was also overrun and I faced panic tests. OK OK – so I literally pulled defeat from the jaws of victory. I counted it as a half win for me – or at least good karma.