

Battle Report



Lord Ricold was a knight of Bretonnia; he was brave, valiant, and courageous. He had a plot of land just west of the Forest of Loren, East of Quenelles. It was quite large and had a proper castle, with a very large watchtower in the middle. If the day was reasonably clear, the guard could see his entire realm from that tower.

Lord Ricold, though, had not been in his castle for the last three days, and had just returned. He had been in a small building, a few miles off his plot, in the edge of the no-mans land between Bretonnia and Loren. There he had been speaking with the wood Elves, and discussing the possibility of forming military alliances against the goblins that came up from the mountains in the south. The discussion had been going well until green skins ambushed the place. But the elves fought them off easily, having brought many more people than even the goblins had. After that, the Elves had declared they would speak again, and disappeared. Lord Ricold returned to his domain, to find the green skins had been busy there too. The castle had called for help, but by the time the surrounding knights had come, all the infantry and a lot of the villages had been destroyed. After the death of most of Ricold's men, the knights present could not find out where Ricold had gone, or, more importantly when he'd be back, so they had called in a regiment of the king's knights, and a Pegasus, to hold and protect the land until Ricold got back.



When Ricold did return, he was told the whole event. However, the next day, the morning watchman declared he could see a warning fire on one of the outer watchtowers. Lord Ricold decided to take what he could get, which was the few squires he had taken to the Elven meeting, and the Knights and Pegasus of the king's.

They rode hard that day to find a large army of green skins approaching from the south. They would not have time to call for more men, so they decided to wait till morning. Then both armies faced one another across a plain. The Bretonnians prayed to the Lady and prepared for battle.

To Battle!

With the agreement of both sides, neither is taking any wizards (or spells). It is a pitched battle over a table with a watchtower, a small forest and a lake on it (the lake is impossible terrain)

Lord Ricold's Bretonnian force.

1 Paladin on Pegasus with Sword of heroes	186
1 Paladin (BSB) on warhorse	114
14 Knights of the Realm with command group	377
1 Paladin on warhorse	70
9 Knights of the Realm with command group	252
1 Paladin on warhorse	70
9 Grail knights with command group	318
12 Squires	113
Total	1500

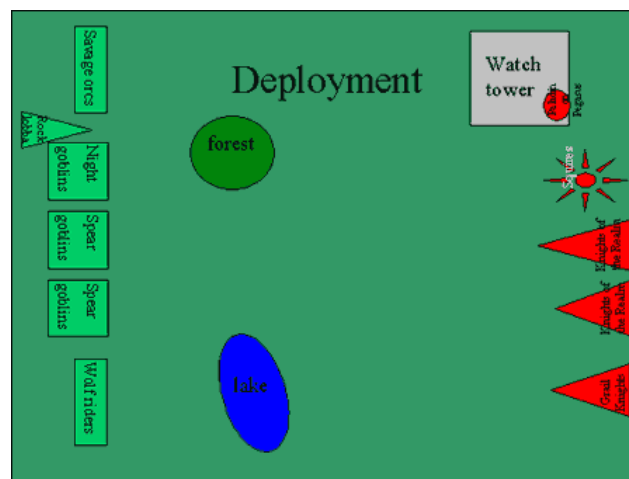
(Note: All knights are presumed to be riding warhorses, and with heavy armour, shields and barding, they all have a lance and a hand weapon.)

Lord Morsac's Orc and goblin force

1 Savage Orc big boss on War boar. With Basha's big axe, a shield and war paint	155
8 Savage Orc boar boyz, with a hand weapon, a shield and war paint. With full command group	248
1 Goblin big boss with Gork's war banner and a shield. On a wolf	83
9 Goblin wolf riders with spears and command group	138
1 Night goblin big boss with shield, and with Mad Cap Mushrooms	83
30 Night goblins with short bows and 3 fanatics and command group	245
26 Spear goblins with light armour, shield and command group	228
26 Spear goblins with light armour, shield and command group	228
1 Goblin Rock lobba, with Orc bully	87
Total	1495

Deployment

The deployment went a bit like this:



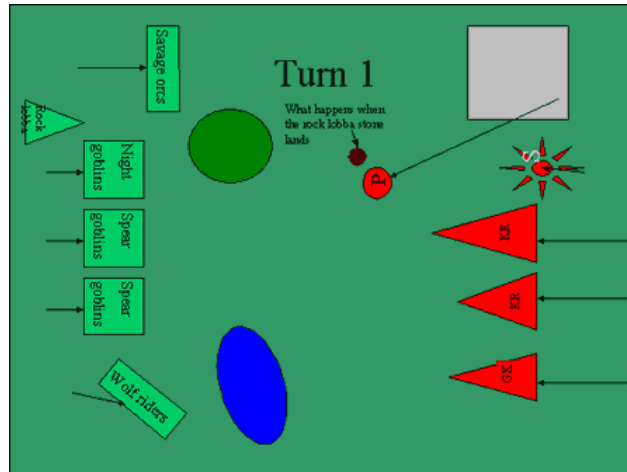
Due to the planned meeting of the battle, The Bretonnians get to choose the table edge and get to deploy first. The Orc player gets to choose who goes first, because the Bretonnians have taken the blessing.

And so the battle was to begin. The Morsac nominated that the Bretonnians should go first.

Turn 1



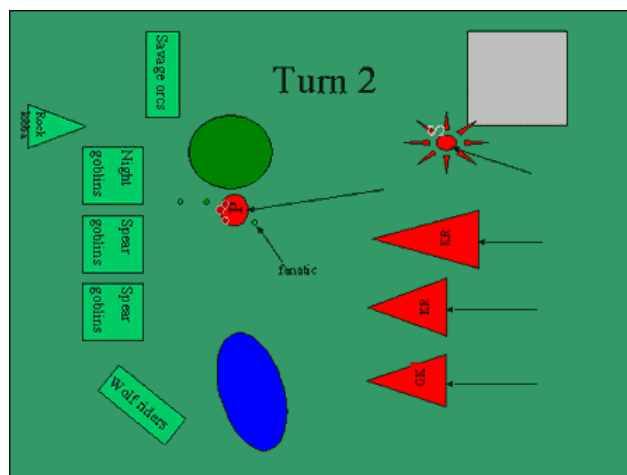
Lord Ricold decided just to move forward, while Morsac looked to be setting an obvious trap for the knights. All of the Green skins were taking orders today, with no units under animosity. And the Rock lobba fired without fault and apparently without anyone standing under the receiving end of the stone either.



Turn 2



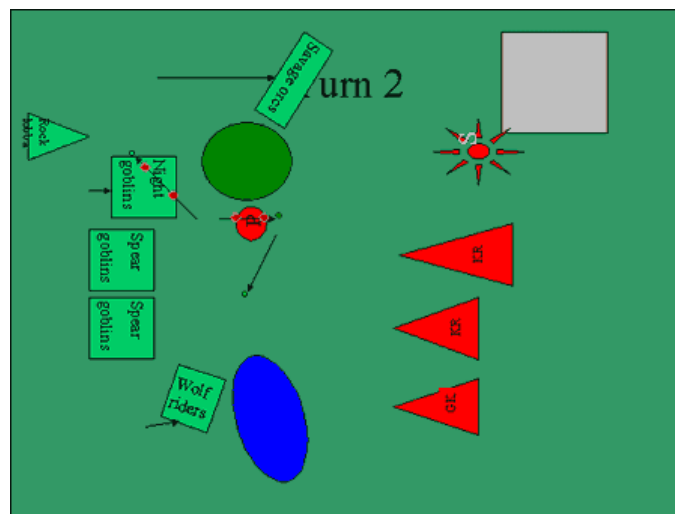
For his second go Ricold decided to draw out the Night goblin fanatics with his Pegasus, but he never betted on one actually reaching him, and taking all but one wound off of both him and the Pegasus. The remaining knights then moved forward, and the squires marched to keep up with their mounted friends.





Even with the fanatics causing damage, Morsac suddenly realised he had a major problem. One of the goblins had obviously decided to have a bit of a laugh, and cut the top off of the spear of another, and then drop the spear tip in the others foot, all for a laugh. Before Morsac knew it, a fight had broken out, between the two goblins and a few of their mates. Not only did this stop the unit as all the other gobos watched, but the other unit of spears also decided to watch. But the first unit did not like this, and all hell broke loose. No goblins died, but neither unit moved as heads were cracked together all round.

This was not the first of his problems though. Two of the crazed fanatics had decided they wanted to return, and were moving towards the goblins, and when one hit the night goblin bowmen, and two died, Morsac started to get really irritated. There was one redeeming fact though, to cool his temper, one of the fanatics went headlong into Ricold on his Pegasus, killing it, and Ricold outright. That was 186 VP's that Morsac was not going to reject.

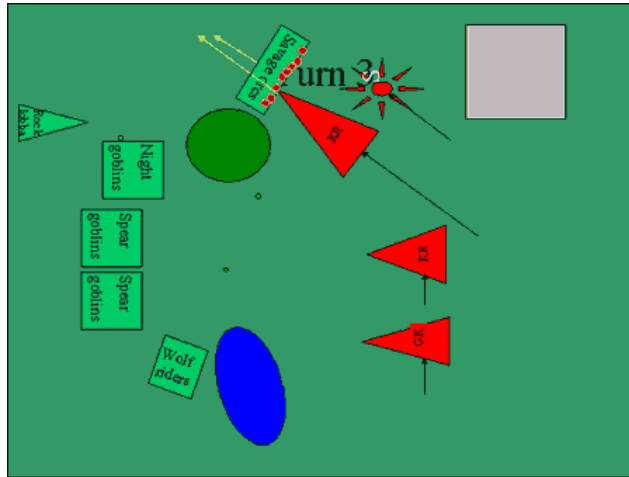


Turn 3



Now that Ricold was dead, the Grail paladin, by the name of Montgomery, took control. After much deliberation, it was decided that the knights of the realm, could just see, and therefore charge the Savage Orcs. That was declared, and the rest of the knights moved into better positions in the field.

Sadly for Morsac, the combat went rather like, 9 knights attack, 4 Orcs dead. The paladin challenged Morsac himself, and in the first round, killed him dead. The 8 horses then took out 4 more Savage Orcs, leaving one rather bemused Orc after the first part of combat. That Orc decided to avenge all his friends, and killed off 3 knights in the process. The remaining Orc lost combat by 8, and, needing a -1 on 2D6, he fled, and was caught by the Knights of the Realm.

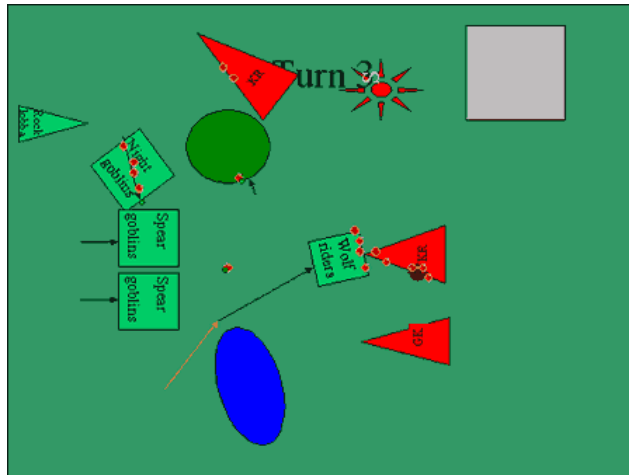


Now the second in command, a large wolf rider champion called Gutcha, took over. His wolf riders were so crazed by those pousy knights that animosity took over the boyz and they moved into charge range of the Knights of the realm, and charged!



Two of the fanatics got themselves killed, and the third ran havoc in the night goblins.

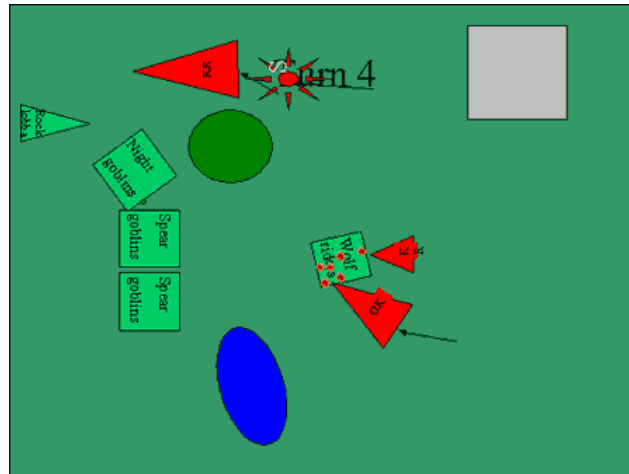
The Rock lobba took careful aim at the grail knights, and hit the Knights of the Realm, killing three. The night goblins were also in luck today, managing to kill two Knights of the Realm. The wolf riders managed to kill two knights, but the knights managed to kill 3 wolf riders, and take one wound off of Gutcha. This meant the wolf riders lost combat by two, but a double 1 ensured they went nowhere.



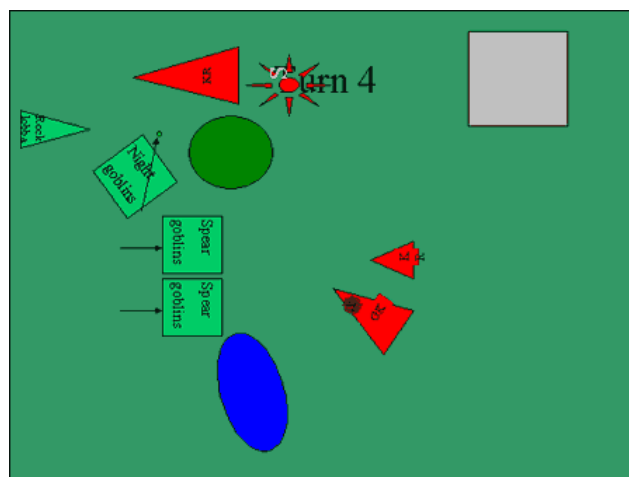
Turn 4



Upon a large horn call, Montgomery's grail knights charged the wolf riders, and a challenge was issued. Montgomery struck his lance straight through Gutcha, and killed him before he could flinch to retaliate. The rest of the Grail knights killed five more goblins, but the knights of the Realm could not hit anything while watching the Grail knights in awe. Despite this, the Paladin leading them was made of better stuff, and killed the last goblin easily.



Now that there was definitely no goblin leader, every unit fought it's own war, and even without a leader, none of the goblins were infighting at the moment. The night goblins finally managed not to take any casualties from the Fanatic that still was not dead, but rolling a one for the D6 hits, and then a one to wound is quite impressive. But that was nothing on the rock lobba, which managed to hit, and kill, 6 grail knights, leaving them with only four left.



Turn 5

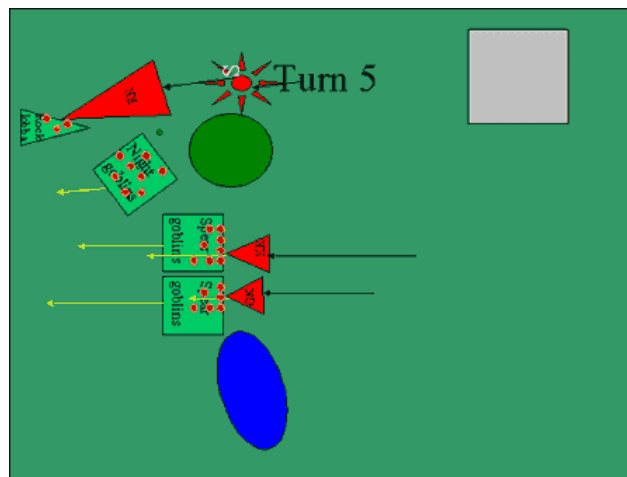


The ability to roll good dice looks like it will determine this game. This was not more keenly shown than when the Bretonnian bowmen shot at the night goblins. They were over half range, and had moved already, and so needed 6's...and rolled 8 out of the 12 dice. This was followed by 6 of those shots wounding, and killing. The combat was less exciting though. The paladin attacked the Rock lobba killing the Orc. The knights killed two of the goblins, and the horses managed not to kill anything. This left a single goblin valiantly standing by his machine.

The other knights seemed to be faring a bit better, the Knights of the Realm killed 7 goblins and the goblins killed one knight. The goblins lost combat by 3 and fled.

The grail knights only killed 6 goblins, but the goblins failed to kill any knights. This meant the goblins lost by two and they also fled.

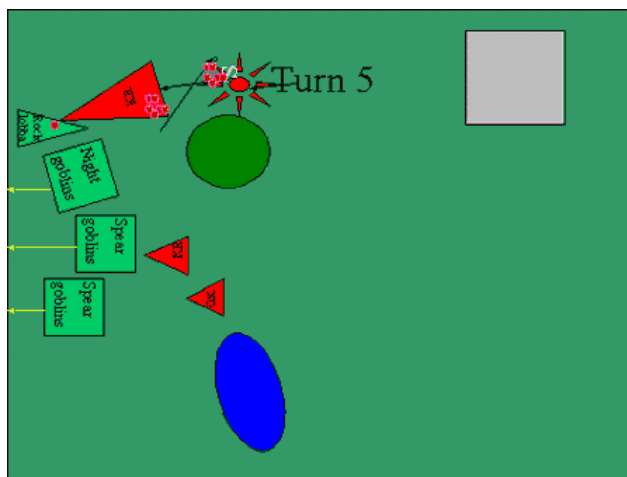
The wide spread panic was too much for the night goblins and they too fled. Sadly no knightly units caught the goblins



Some troops are such cowards, especially goblins. All three goblin units proceeded straight off the table leaving the fanatic and the last rock lobba crew still around. The fanatic decided the battle was not yet lost, killing the maximum 6 knights and then 6 squires. The Rock Lobba crew, though, could not stand up to so many knights, and died.



I see no point to go into the last turn as it consisted of a bowman shooting the fanatic in the foot. It tripped him and causing his chain to swing the ball such that it hit him clean on the head while he was on the ground



The end of green skin raids? Not likely

Brettonnia won, eliminating 1495 points of Green skins, while the green skins caused 794 points of damage to Brettonnia. It was a tough win for the knights.

Use the dice Luke



Wow, that was a tough battle. I was seriously disheartened by the early loss of my Pegasus. I completely forgot about those pesky fanatics until they came out. The Rock Lobba was also completely devastating, responsible for most of my casualties. But I think that battle could have been very different if there hadn't of been so many extreme dice rolls. The most notable was in the last turn, where each of those rally and flee tests scored 10, 11, or 12. Unbelievable. I suspect, had those goblins not run, that 700 point win would have been a fair bit smaller.

If I had to repeat this battle, I would probably take two Pegasus, and 3 units of 10 knights (two Realm, one Grail) as it would give me more chance to pin down that rock lobba and maybe some of the other troops.

Take a tip, never take so many Goblins



I can see where it all went wrong. When that pesky Pegasus forced out my fanatics, and they tore through my lines. It devastated those Night Goblins, and halted my advance. Had I moved further away from my deployment zone, those goblins would have taken longer to reach the table edge at the end, and might not of just fled.

I also had some interesting side effects from animosity. Two of my goblin units decided to just stop at one point and the wolf riders moved about 26" in one go. That was lovely to see the look on Ricolds face when I charged him at that range.

After about turn three, I started to notice the lack of magic in the game. Not that I wasn't happy to play without magic, it one less thing to worry about, but I would have liked some help from Gork and Mork.