

## Bretonnians versus Lizardmen 1000 points

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My Army:

Sir William: Barded Warhorse, Lance, Shield, Morning Star, Virtue of theJoust, Cuirass of Fortune

Sir Robb: Barded Warhorse, Virtue of Impetuous, Banner of the Lady

7 Knights Errant with full command and the Errantry Banner

7 Knights of the Realm with full command and the Conqueror's Tapestry

6 Knights of the Realm with full command and the War Banner

5 Mounted Yeomen

His Army:

Saurus Oldblood: unsure of equipment, but seemed to be hand-weapon shield

10 skirmished skinks with blowpipes

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~20 Saurus Warriors with full command and spears

Stegadon

3 Terradon Riders

Battlefield:

There was a forest in the far left corner of the table. Hills extended from that forest to my deployment zone. In the right corner of my deployment zone I had a hill and a larger hill was about 12" from my deployment zone on the right side of the field. The effect was there was a valley between the hills on either side of the board.

Deployment:

I deployed my 7 Knights of the Realm in the lance formation directly to the right of the hills on the left side of the field. My mounted yeomen went to the right of the knights. To the right of the mounted yeomen went my 6 Knights of the Realm. I put my Knights Errant behind the Mounted Yeomen to prevent them from being forced into a charge. Sir William joined the Knights Errants while Sir Robb led the 7 Knights of the Realm.

My opponent deployed his skink units in the forest. His Saurus Warriors deployed to the right of the forest (from my perspective) with his Stegadon right next to them, just barely on the left side of the hill. He deployed his terradons behind the hill. The Oldblood joined the Saurus Warriors.

Turn 1:

I prayed, so my opponent took the first turn. He moved his skinks onto the first of the two hills next to the forest. He moved his Stegadon and Saurus Warriors up a little bit. His terradon riders moved around the hill so that they were on my right flanks. He shot the Stegadon's great bow at my unit of 6 Knights of the Realm and missed.

I moved my Mounted Yeomen out and to the right so that they were 13" from the terradons. I moved all of my knight units up a little bit, but made sure to stay out of my opponent's charge range. My Mounted Yeomen fired at the terradons and did one wound.

#### Turn 2:

The terradons charged the mounted yeomen. I chose stand and shoot and caused 2 wounds which panicked the terradons who proceeded to run off the board. The skinks moved onto the closer of the two hills. Wanting revenge for killing his terradons, my opponent shot his great bow into the flank of my mounted yeomen. He killed 3 yeomen and they panicked and fled 4". His skinks shot at my BSB's unit, but failed to kill a knight.

My unit of 6 Knights of the Realm charged his Saurus unit and were joined by my BSB's unit. My Knights Errant charged the stegadon. The effect was that my 6 Knights of the Realm crossed in front of the Knights Errant before those knights charged. My Mounted Yeomen managed to rally with two 3's. In combat, my general wounded the stegadon twice. My Knights Errant got their customary 2 hits and caused an additional wound to the oversized dinosaur. The stegadon attacked and killed two knights. The skinks on top also managed to kill a knight. I won combat and he stayed on his stubborn leadership 6. My BSB and unit champion directed their attacks against the Oldblood but couldn't wound him. My other knights and horses attacked the Saurus Warriors and killed 5 of them. His Oldblood attacked my BSB, hit me twice, and wounded me twice. I managed to save one wound and keep Sir Robb alive. Apparently it was too cold for the rest of the Saurus though, because they failed to kill a single knight! He lost combat and rolled an 11. My knights proceeded to run down the remaining saurus.

#### Turn 3:

I technically won here, because my opponent tried to concede, but I convinced him that he should try playing on. He moved his skink units closer to my BSB's unit. They shot at the knights and killed a knight. In combat, we failed to wound each other and I won on static combat resolution but his cold-blooded leadership pulled through yet again.

I turned my BSB's unit to face the skink threat and turned the unit of 6 Knights of the Realm to face the rear of the stegadon. I left my yeomen where they were and shot at the closest skink unit. I managed to kill one of the little guys. In combat, I wounded the stegadon again with my general for a grand total of 4 out of 5 wounds necessary. My knights and horses failed to do anything. His stegadon killed two more knights and I failed my break check. The knights along with Sir William fled and were caught by the rampaging dinosaur.

#### Turn 4:

My opponent left his units where they were. He had the skinks on the stegadon throw javelins at the mounted yeomen and dealt a wound, but the 6+ armor save from being mounted payed off and saved a yeoman from death. His skink units

shot at my BSB's unit and killed another knight.

I charged the first unit of skinks with my BSB's unit. I moved the unit of 6Knights of the Realm closer to the stegadon and moved the Mounted Yeomen to thestegadon's flank. I massacred the skink unit and pursued the survivors,catching them.

Turn 5:

My opponent shot his remaining skinks at my BSB's unit and failed to cause a wound. His skinks atop the stegadon threw javelins at my yeomen which failed to have any effect.

I charged the stegadon with my 6 Knights of the Realm in the rear and my mounted yeomen in the flank. I was quite proud that the leadership 6 yeomen had passed their second leadership test this game! My BSB left the knights of the realm, went past the skink unit which was directly to the right of his former unit (my perspective) and turned to face them. The Knights also turned to face the skinks, so that I would be able to charge the skinks with either my BSB or my Knights of the Realm. In combat, my Knights of the Realm killed the stegadon and my Mounted Yeomen overran and stopped right next to the skink unit!

Turn 6:

My opponent shot at the mounted yeomen and wiped them off the board.

I charged the skink unit with both my BSB and his former unit. I killed 8 of the 9 skinks. His remaining skink failed to wound my BSB and fled. My knights ran him down.

Overall, it was a very good game, and I killed my first stegadon since the new edition. I didn't calculate the points, but I know that I achieved a massacre because I only lost Sir William, my Mounted Yeomen, and my Knights Errant. I killed his entire army and captured the Saurus unit's standard with the Conqueror's tapestry.

