

Nords vs 100 Kingdoms

1700p

Welcome to our first battlereport. We hope you enjoy it. This battle featured all of our painted models at the time (and a few unpainted standard bearers). More battles to come as we get more models, and the Old Dominion, Spires and City States players in our local group paint their armies.

Growing tired of getting raided, Lord Otto takes his forces to the Nords village erected just by the northern shore of his lands. He managed to convince Priory Commander Hubertus to join him in the punitive expedition, bringing some much needed heavy troops.

As the enemy closes in, King Fjodor the Foul rallies his troops in defence, being reinforced by both Jarl Thorleif the Tall and Björn the Blooded and their troops.

The stage is set.



Mission was to capture the objective zones in the middle, as well as the enemy Old Dominion model. Characters also gave 2VP and Warlord and additional 2VP when slain.



Turn 1

Nords reinforce with Stalkers+Blooded, Bow Chosen and Raiders+Jarl.
100k reinforce with Militia and Mercenary Crossbowmen

True to form, Lord Otto sent his peasants and mercenaries forward to scout, probing the defences. In response, Thorleif and Björn led their war bands out between the village buildings.



Björn the Blooded is always first to the fray, his Stalkers as keen as he is.



Jarl Thorleif leads his raiders forward, eager to close with the enemy.



Bow Chosen position themselves on the left flank, ready to defend their homestead.



No strangers to battle, veterans all, the crossbowmen and militia advance cautiously. They know the enemy have prepared defences, and await their more heavily armoured allies.





Round 2.

Nords reinforce with Konungyr and Huscarls, as well as second unit of Bow Chosen.

100 Kingdoms reinforce with Household Guard+Noble Lord Otto and Household Knights.

Both forces advance with caution, careful not to reveal their battle plans to the enemy.





King Fjodor leads his Huscarls into the fray, rushing to get to grips with the enemy.





Round 3

Nords reinforce with both Mountain Giants.

100 Kingdoms reinforce with Order of the Ashen Dawn and Order of the Sword, including Priory Commander Hubertus.

With both forces committed in full, the Nords start raining arrows on the invaders. The Militia suffer casualties, but continue their advance through the barrage. On the right flank, the Household of Lord Otto advances, eager to get to grips with the enemy Stalkers. Using the speed of the Knights, they position themselves to charge.





The Orders join the fight.

Both the Ashen Dawn and Swords were new units, and very scary. The prioress commander is an awesome conversion made by Johan, the 100k player.



Heavy footfalls herald the arrival of the Jotnar, they reinforce the left and centre respectively, leading some much needed support to the light Nords battle line.

The double Jotnar seems to me as almost mandatory for Nords. Some heavies with good speed, high damage output and cleave is lacking unless you take them. Very happy to field both mine.



With a cry "For glory" the household Knights spurred their steeds into action, charging headlong through the arrows into the Stalkers.

The Stalkers put a couple of wounds on the knights and then backed up, but to no avail. The Knights marched and charged, rolling a 6 and therefore getting in. Their impact hits slew a stand and put some wounds on the next.





Round 4 / 5

On the top of the field (Nords left flank) the Ashen Dawn moved forward, and the Jotnar made a daring move and charge. This proves to be a mistake, as the Ashen Dawn went first next turn, slaying the Jotnar outright. As revenge, the other Jotnar charged the Household Knights in the flank, breaking them and gaining a VP for a secondary objective (Ambush).





Jarl Thorleif and his Raiders cut through the Militia with ease, forcing their way towards more prominent foes.

In the middle, Thorleif and his Raiders finished off the Militia, while taking a few wounds in return.





Turn 6 / 7

As the battle raged, we forgot to take pictures ;). The household guard charge in and manage to whittle down the second Jotnar with Lord Otto once again taking the last wound himself. A barrage from the Bow Chosen and charge from the Stalkers and Blooded finished the Guard, and the right flank belonged to the Nords.





In the middle, the Order of the Sword charged into the Jarl and Raiders after taking some heavy casualties from arrow fire. The Bow Chosen on the left spent several turns hammering them from the side.





On the left flank, the combat between the Ashen Dawn and the Huscarls ground on, and in the end Fjodor and his guard fell to the might of the religious Knights. A single Knight remained, but even alone he is a force to fear.

Off camera the Blooded and his last Stalker stand made it onto the objective zone, only to be charged by the Order of the Sword and Priory Commander with another good charge roll. They slew the Blooded and his Guard, and were in turn cut down by the charge of the Bow Chosen.





A last charge took the remaining Ashen Dawn into the Bow Chosen, but he did not manage to break them. Holding firm, they managed to score a few wounds. The second unit of Bow Chosen managed to move in from the side and bring the Knight down with arrow fire, freeing the charged unit to put arrows into the last stand of Mercenary Crossbowmen.

Every single soldier of the 100 Kingdoms was slain, and a total of 5 stands of Bow Chosen was all that remained of the Nords.

The field belonged to the Nords in the end, with every single warrior of the enemy being slain. But the price had been steep, and the few remaining warriors of the Nords were forced to abandon their holdings and return north.

Despite being wiped out Johan and his 100 Kingdoms managed to squeeze out a 15-14 win.

After the battle we also realised that I had a unit of Bow Chosen too much, so I guess it's an even more fair win on his part. :)

Thanks for reading. More reports to come as we play more games. I hope you enjoyed it.

Oskar, Valleyville Gaming

