

# Nords vs 100 Kingdoms

1500p

Welcome to our second battlereport. We hope you enjoy it. This battle featured my Nords and some very speed painted 100 Kingdoms. I tried to get some paint on them just to introduce Philip, my friend who piloted them this time.

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*Following the advice of Jorbella, the Mage, Lord Freydrich summoned his troops to the old tomb. He was promised great power should they uncover what lay within. As the scouts approached they found that the Noble Lord was not the only one who coveted the supposed riches of the abandoned tomb.*

*In the distance, both Jarl Thorleif the Tall and Björn the Blooded gather their troops to claim the prize from themselves. .*

*Battle was swiftly joined.*



Turn 1 saw some Light units come on on both sides. The mission was simply to destroy the opponents.

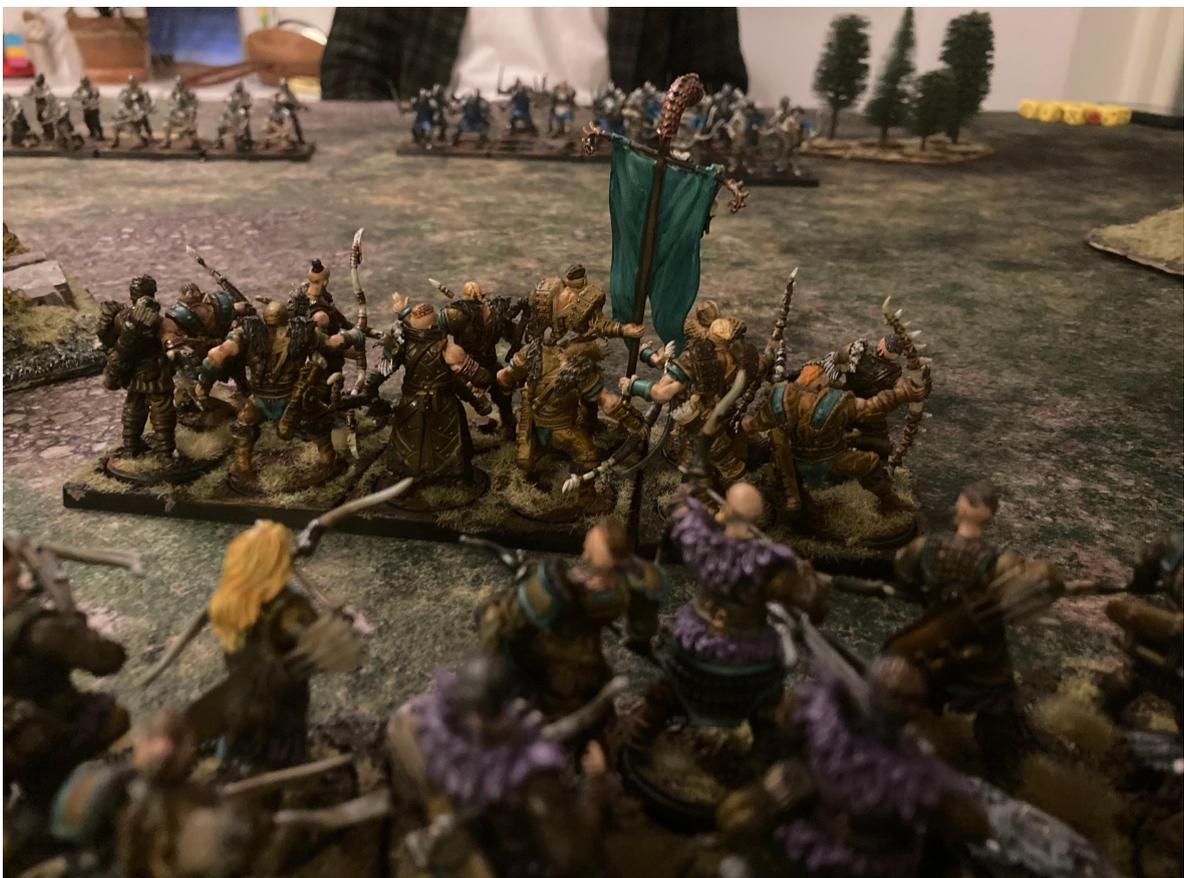


Both forces deploy their light units. The 100 Kingdoms deploy two units of crossbows on the left flank, one containing the Chapter Mage. Some militia bowmen take position in the center right. The Nords deploy Jarl Thorleif and his Raider on the left, while the Stalkers take center and right, with Björn the Blooded commanding them.





Shooting is largely ineffective, and both forces advance. Turn 2 we get some mediums. The Huskarls reinforce the Raiders as they hear the distinct sound of cavalry in the distance, heralding the arrival of the Household Knights.





The battlelines are being drawn. The Nords have a strong presence on the left flank with both of their large units being drawn to that side of the battle. They will have to contend with the Chapter Mage and her Crossbowmen, as well as some Household Knights.

In the center the Imperial Officer and his Men-at-Arms are advancing behind the Militia Bowmen, who get decimated by return fire from the Stalkers.





Supremacy turns favour into fortune for the Nords, who win it in Turn 3 and manage to move and then charge the Mage and her bodyguard before they can fire. Impact hits slay them all, but leave the Raiders open to a counter-charge by the Knights.



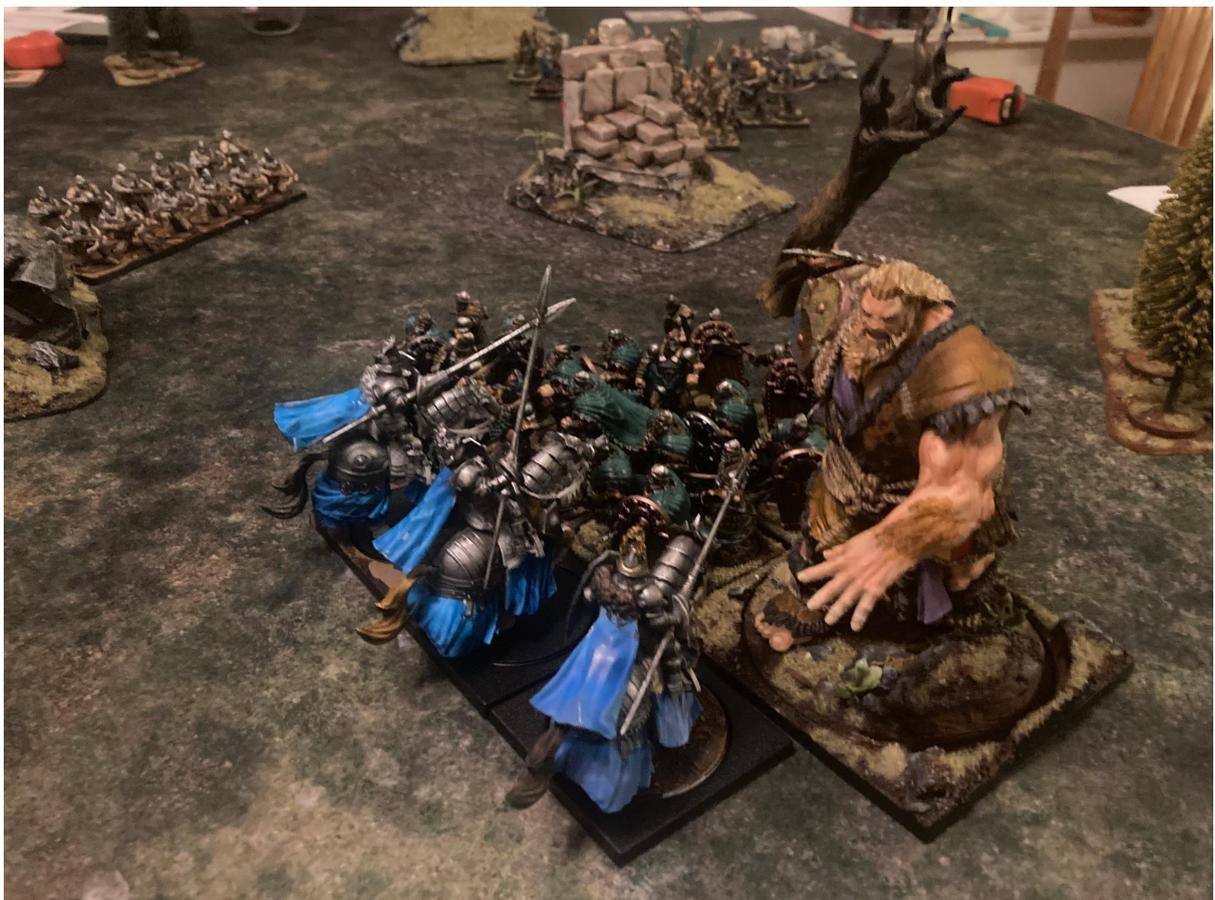


The Knights charge into the fray, but something is amiss as they do not slay the Raiders outright (terrible dice rolling on Philips part saw me survive and not even get broken). The Huskarls move up to charge when the Knights eventually triumph as the second unit arrive.





In the center, the Men-at-Arms make a daring charge into the Stalkers, only to get flanked by Björn and his unit. Better to be in the thick of it than slowly picked off my arrows, they reason. On the left the struggle continues, as both Knights and Raiders are slain. More Knights reinforce and charge into the Huskarls, but are in turn charged by the Mountain Jotnar. When the dust settles not much remains standing.





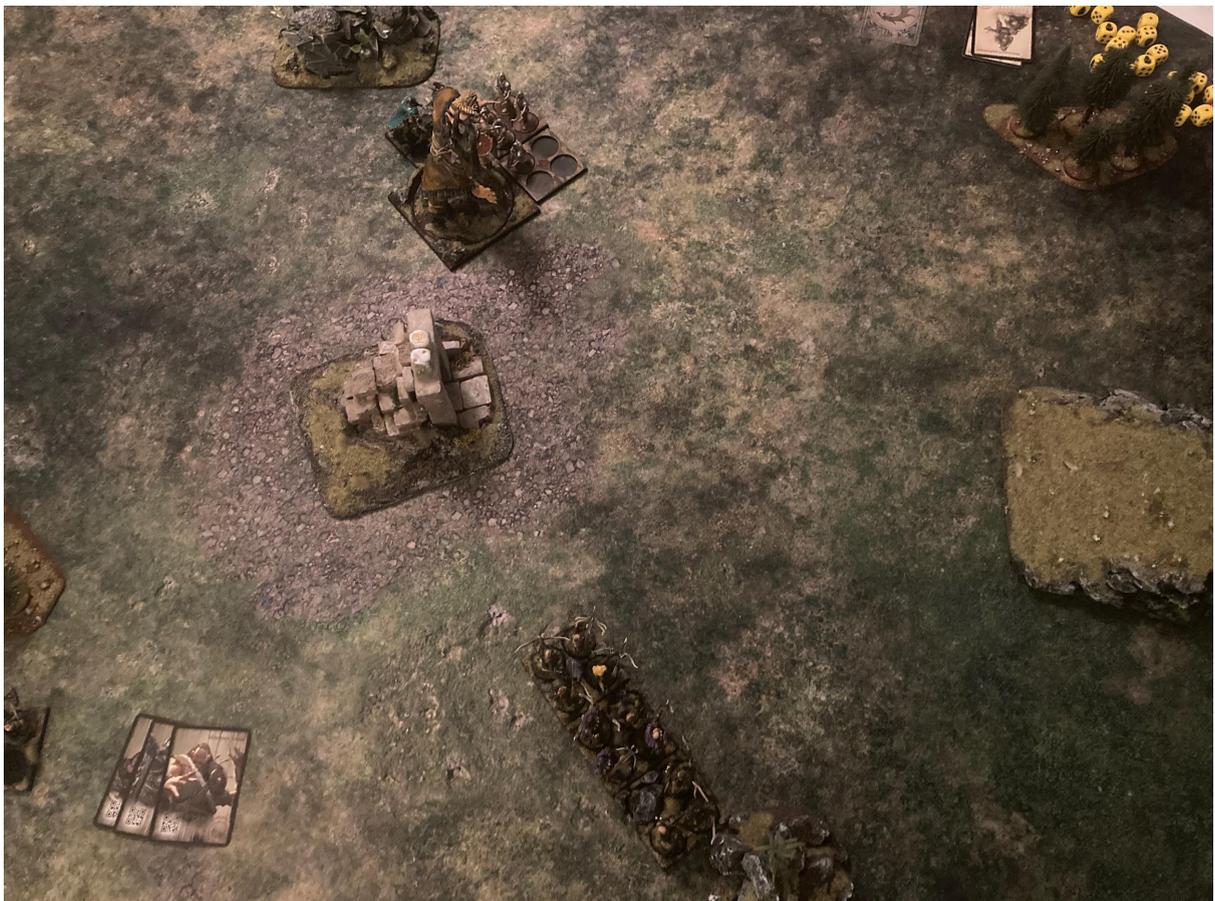
The Huskarls and Jotnar manage to slay all the Knights, but are in turn decimated by the Crossbowmen firing into their flank. Many fall to the armor piercing bolts.

On the right flank the Stalkers and Bow Chosen finally overcome the Men-at-Arms, slaying them all. But their victory is short-lived, as Lord Freydrich and his Household Guard have been marching steadily, using the sacrifice of the Men-at-Arms to pin the Nord archers in place.





Now they clash into the rear of Björn's unit, slaying them all outright. Their ferocious advance takes them swiftly into the next unit of Stalkers as well, slaying them also. Only the Bow Chosen remain to pose any threat to the Lord. Their arrows are true, however, and with volley after volley they manage to slay all of the Household Guard before they can charge.





With the field almost empty, the last surviving Huskarls and the Jotnar make short work of the few crossbowmen that are left. The field belongs to the Nords, but the losses have been great.

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A great introductory game for Philip, and he almost make it out on the other side with a win as well. Some horrible dice rolling with his Knights combined with the Nords winning supremacy in the last turn sealed the deal. No 100 Kingdom soldiers survived.

On the Nords side, I only had 3 stands of Bow Chosen, 1 stand of Huskarls and the Jotnar left. And had I not won supremacy on the last turn, his Lord and Guard would probably have killed my Bow Chosen instead of me doing him in. I rolled really well with a lot of 1's on that last Volley, doing just enough wound to kill the last of the decimated regiment.

Thanks for reading! I hope you enjoyed it.

// Oskar, Valleyville Gaming

