

Nords vs Old Dominion

1500p



My friend Johan came to my house for a 1500p 100 Kingdoms vs Nords showdown. New tactics were tested, and much fun was had. We tested some lists for the coming tournament in december (our first), and have tried to up our lists and tactics a bit.

The big brick of Steel Legion is counted as Order of the Sword.

Faced with a Nord invasion to the north, the Noble Lord Otto has sent his close confidantes, the Priority Commander of the Sword and an Imperial Officer stationed as his court to recapture one of the tower outposts that had been overrun by the foul northmen. Jarl Thorleif would not go without a fight, however, and the initial skirmishes proved that more force would be needed on both sides.



We played mission 11 from the OP plack. The black circles are woods, and we played the ruins as traverseable except for the actual walls. The hills are just hills, and the tower is garrisonable for up to 4 stands, and gives +2D for whoever is inside it. The door is facing the blue objective marker.



During the first turn, I brought in a unit of Stalkers with a Blooded (close combat configuration, to try and get some duels in), and a unit of Raiders with the Jarl.

I'm trying to position myself to get to both the middle and rightmost objective in turn two, as I'm quite sure his Order of the Sword, Gilded Legion and Ashen Dawn will kill me later on. So I need the points!

He rolled poorly and only got one of his units of Mercenary Crossbowmen in, and moved them up to try and whittle down my Stalkers in the middle.





The initial volley from the crossbowmen felled a stand of Stalkers, who retaliated and cut down a stand of their own.



Round two saw reinforcements on both sides. The Order of the Sword moved into the field, marching up against the middle. With them was the priory commander.

This big block was quite scary, but I had counted on them coming on to try and contend with the middle objective as it was worth more points in the first four turns of the game.



While the additional troops moved into position, the volley war in the middle continued, as another volley brought down men on both sides. Not quite enough to remove stands in either regiment though.





On the left flank, a unit of fresh raiders moved onto the objective, using the reinforcement line and the Shamans Vanguard to reach it. The Captain in there had made them Medium for the battle.

The Ulfhednar move in to support on the left, threatening the Order of the Sword in the flank should they get to move further up.

Johan brought his second unit of Crossbowmen in on the right, in support of his quickly diminishing first unit. They fired into the raiders in front of them, trying to halt them in their tracks. While some fell, most remained, still claiming the objective and threatening a charge.

I moved my rightmost Raiders up, getting the Jarl onto the objective zone there as well.

The objective zones now belonged to the Nords who claimed them all. Using the Shaman supremacy had brought them far up the field, and light units with Characters in them are just such an efficient way of getting points early.







As the game went on, the heavies started to arrive. I was lucky with my rolls, and got all my units on. Both Jotnar, as well as the Shaman and his group of Raiders with a Captain.

Johan got his Ashen dawn, but not the Gilded Legion.

Johan turned his Order of the Sword to the left, plugging the gap between the tower and the forest, counting on his extra ranks (Relentless drill) to see them through both the Raiders and the Ulfhednar.

In response, I brought a Jotnar in on that flank, to further cement my claim on the leftmost objective zone. The positioning of my units forced a standoff, as Johan did not want to go into the meat grinder. This also meant that I continued to score points. Time was running out for the 100 Kingdoms.

In the center Johan brought in his Ashen Dawn behind the now 1 wound Crossbowmen. As I had nothing that could content with them, I prepared to abandon the central objective.





A standoff, forcing the Priory Commander to make hard choices.



On the right flank, I reinforced and used my move to bring a Jotnar into the back of the 100 Kingdoms line.

The plan was to threaten his Crossbowmen and force his Ashen Dawn to turn if they did not want a Jotnar in the flank.

However, Johan still had a unit in reserve...





The half-painted Gilded Legion and their Imperial Officer came on and could just fit all their stands in front of the Jotnar. Johan was happy, and the Jotnar much less so. I had to do some quick thinking, as the right flank would now surely fall to the might of the Gilded Legion.

I gambled a charge with the Stalkers and Blooded, hoping that my close combat kit on the Character would see them through.

Much to my surprise I not just made the charge, but the Stalkers also went totally nuts.

5 wounds inflicted from the two stands of Stalkers, and a total of 9 wound from the Blooded with Vinda meant that Johan lost several stands to his abysmal saves.





After a failed duel (the Priory Commander is a beast, killing my Blooded) the Jotnar had to step in, and while the Order fought bravely, they were now down to a single wound on the Priory Commander and two wounds on the Command Stand of the Order.

In the middle, the Ashen Dawn went straight for the objective, not that the Stalkers had moved out of the way.

Johan scored his first points of the game, but as the Nords had scored all objectives for three turns already, it was a long way to go for the 100 Kingdoms.





The struggle continued, as my rightmost Raiders were shot off the board, but the Shaman and his unit could move up to still claim that objective zone.



On the left, the Raiders reformed and failed a charge, so the Ulfhednar had to step in. They couldn't fit through the gap, however, and were left standing and watching as the Prioress and Order took half the wounds on the Jotnar and killed some more Stalkers.

In the end, however, the Jotnar finished them off, freeing my left flank from enemies.



On the right, the Gilded Legion were keen on charging the Jotnar, but last turns gamble and the need for Johan to get some finals swings out of the Order and Priory Commander gave me the chance to go before the Gilded with the Jotnar.

Clashing first cleared the Crossbowmen, and the second action March took the Jotnar out of the charge arc of the Gilded. They would have to march to reach an enemy.





Feeling a bit ashamed of myself, I went the objective way, and moved my Shamand and his Raiders backwards. This meant that neither of us could claim the rightmost objective (after the Gilded had moved forward), but it also meant that he would not be able to charge and clash me next turn.

So instead, come next turn, he just double marched against my Raiders who once again had been backing off. Now he claimed the objective, as well as having an easy charge regardless of what I would do.



In the middle, the somewhat stranded Ashen Dawn had used their move to try and come around the tower, threatening the right flank once again. I positioned myself to surround them, but one can not account for the eagerness of the Ulfhednar...





I failed my Bloodlust check, forcing the Ulfhednar to charge the Ashen Dawn head on. Not the best for me, but not the worst either. I rolled a long charge, meaning I got to clash with my blessed 25 attacks right away and managed to kill one of the knights, and severely wound a second one. I was quite happy with that =)



Johan then struck back, killing all of the Ulfhenars, but taking wounds in return thanks to Lethal Demise. In the end, he had one knight on full wounds, and one with just a single wound remaining.

And he was no closer to the objective.



On the left, Johan used just his supporting attacks (!) to utterly annihilate my Raiders. The big gilded block with Relentless drill just has such an incredible number of attacks.

My Stalkers shot the last Crossbowman, and the middle Jotnar move in to claim the center.



At this point, the score was 17-6 in favour of the Nords, and with only two turns remaining there was no way for Johan and his 100 Kingdoms to catch up. We decided to play it out anyway, having some fun rolling dice.



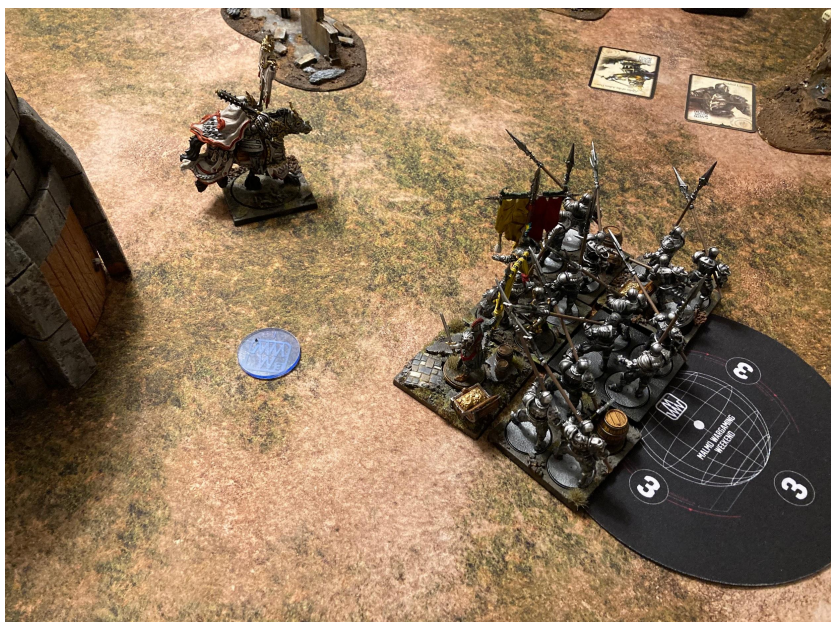
He turned and marched his Gilded Legion up, and I could not resist trying to smash some with my Jotnar so I went in. I managed to put some wounds on them, but got murdered in return, just as we predicted. In the center, some units played hide and seek ;)





My wounded Jotnar then went in to try and finish off the Ashen Dawn, but bounced and was then killed in turn. Apparently being twice the size of the enemy does not matter when the enemy is blessed and clad in full plate armour. =)





In the end, the only surviving Nords units were the Raiders on the left, having stood on an objective for the entire game. The 100 Kingdoms had a single Ashen Dawn and a big unit of Gilded Legion, with the Imperial Officer.

That did not matter, as the Nords still won by 24-10.

We talked about it afterward, and concluded that my list had done exactly what it was supposed to, namely to claim lots of points early on and then just hold out and block the enemy from getting to the zones.

His force was too invested in units that are very good at killing the enemy, but when facing my army it was just too much points invested into killing power, compared to scoring.

Some really bad luck with the dice also meant that his Order of the Sword got hammered early, and his Gilded came on too late.

All in all a very enjoyable game for both players, and we're looking forward to trying it against other factions in the future.

Hope you enjoyed this battle report.

All the best!

Oskar
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