

Nords vs Old Dominion

1500p

My friend Oskar and I met up for a 1500p Old Dominion vs Nords showdown. New tactics were tested, and much fun was had. .

Jarl Thorleif the Tall brought his raid into unknown lands, searching treasure. What they found in the abandoned graveyards and villages were something much worse. The Old Dominion had already laid claim to the area. The Nords does not back down from a fight however, and the prospect of gold in those crypts proved too strong a temptation. War followed.



The Konungyr proxied as my Jarl this game, and my Jarl conversion counted as a blooded. My opponent also proxied some empty bases and GW ghosts as the Prodrmoi light cav, to try them out. They bring some early pressure to an otherwise quite slow OD list.

The mission was OP pack mission 12.



Dual stalkers, each with a Blooded advance up the field. In the distance are the empty bases representing the Proromoi and a Mounted Strategos. Raider advance on the left flank.



His first block of praetorians behind his cavalry is not yet deployed.



The double pretorian blocks including the Xiliarch advance on the left flank, coming in behind the woods to shelter from some of the shooting.



His Prodrromoi with the Strategos takes som wound coming in, but charge and kill one of the Stalker units and their attached Blooded. Just a single stand of the cav remains, after the other stalker unit takes revenge. On the right flank more light cav face off against a unit of bow chosen. On the left more raiders move in to support.



A contested objective, with a charge looming. A bad roll meant that the Stalkers are safe for now.



The Raiders are outmatched by the Praetorians, but still try to set the trap up for a flank charge, should the Praetorians go for the stalkers.





On the right flank, the Varangians join the fray while the Prodromoi reach the Bow Chosen.





As reinforcements arrive on both sides, a Mexican standoff begins on the left. In the middle, the Praetorians murder the Stalkers, and take a bunch of Raiders to the flank for it. In a great display of flurry rolls the raider actually kill several stands of the enemy, losing their Jarl to a duel.



The Bow Chosen in the middle foolishly choose to fire into the Praetorians for too long, and then fail to take the last wound of the Prodrmoi and the Strategos. They are charged and killed. The right flank belongs to the OD.



The Xiliarch gets tired of the raiders hammering his flank, so he reforms and kills them, freeing his unit to go after the left flank, breaking the stalemate there.





After seeking new escort into the larger block of Praetorians, the game ends with the Xiliarch killing the Jotnar, while his troops clear up the remaining Nord warriors.

A fun game, that was a lot closer on points than the battle showed. I tried hard to get points early, but made some positional mistakes costing be a total of 7 VP that could have been mine. In the end, my initial VP lead was too small, and the OD player managed to catch up and pass me.

Hope you enjoyed this brief and not very detailed report. I forgot to write it out the week after the battle, and now it's been too long for me to remember the details.

Until next time!

// Oskar, Valleyville Gaming

