

Another battle report in PDF format for you to (hopefully) enjoy.

This time it was a game that's part of our spring league, a league style tournament where we play a game a week, with each week being against a new opponent until all players have played all others. Simple and effective way of getting a bunch of games in, with the added bonus of glory if you manage to place on top overall after all the games.

Anton brought his W'adhrun and I brought my 100 Kingdoms that I've been trying out during the league.



Slingers face off against some Crossbowmen, fighting over the remains of a Nords village.





More Crossbowmen join the fray, as I try to keep some shooting on both sides of the central house, covering two of the three objective zones.

Anton didn't like that, and sent his Hunting Pack down the left, gambling that he would get supremacy on turn two. He got it, and went straight into a unit of Crossbows, killing them.





Return fire brought the hunting pack down to a wounded stand, and as the Men at Arms and their Chapter Mage came on, she finished them off with a Minor Elemental Missile.

In response, the Slingers moved up and killed the central unit of crossbows, as I had miscalculated how far they could reach with their extra move from chanting.





I decided to leave the right flank be, and brought my Squires and Household Knights onto the left flank, forcing his Raptor Riders to move into the middle.

The Men at Arms turned to face the middle, in anticipation of more troops arriving.

His small unit of Blooded took position to go either to my left or into the central zone, keeping their distance from the long charge of the knights.





I then brought my second unit of Knights, including the Noble Lord, into the middle to go up against his slingers. In response, he put the thunder riders and raptors in position to counterattack.



Next turn the Knights in the centre cleared the objective as I didn't really know what else to do. In hindsight I probably should have deployed them on the right flank instead, as the Slingers were a bit stuck in the middle and could possibly been handled by the Men at Arms and chapter mage.







On the left I scored some points as my Knights were on the objective, but his Warbred countered that by claiming the rightmost zone.



I put my leftmost knights on the objective, and had to keep them there as Anton would just continue to score with the Warbred on the opposite flank. My squires went into the Blooded to try and free my left for movement.

In the centre, his Raptors and Thunder Riders cleared out the Men at Arms, leaving him in firm possession of two of the three zones.

We ended the game there, as it was turn 6, with the score being 4-2 in favour of the W'adhrun. I had no chance of catching up, as I had to kill his units on the objectives to prevent him from scoring, and that meant leaving my own zone and taking some chances with movement.



A sad day for the 100 Kingdoms, but a great experience as always when playing Anton. His army looks amazing, he's a friendly dude and a great player. I learned a lot. =)

Until next time!

// Oskar