

# City States vs 100 Kingdoms

## 2000p

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Martin brought his City States to play a game in our Spring League. We built a farming outpost with a river close by. The mission was Bulwark, from the tournament pack.

For the terrain, we played both buildings as impassable and non-garrisonable. The farmlands are hindering, with the addition of any stone wall being Size 1 obscuring. The river is a river, and the forest to the left is hindering and obscuring.

An incredibly close and fun game that cam down to th every last die rolls.

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*The 100 Kingdoms and City States clash over a farming outpost at the edge of the land of Lord Autenbach. Mounting his favoured warhorse, the Lord himself led the brave defenders as they sought to punish the trespassing column of City States.*



*Lord Autenbach sent his mercenaries and Squires ahead of the main force, taking positions to punish the enemy as they arrive.*

Two units of mercenary crossbowmen and a unit of mounted squires deployed against nothing on the city states side. Each unit of crossbows take a wound from the objective marker in front of them, while the Squires move up to push the enemy back around their friendly objective on the right.



*The rhythmic sound of marching feet and the shouts of their officers heralded the arrival of the City States forces. Having pushed ahead of the bulk of the force, the Polemarch lead his elite Phalangites towards the Squires and the entrance to the keep they had been set to guard.*



*Seeing as they were severely outmatched, the Squires give a sigh of relief as trumpets behind them herald the arrival of Lord Thalen, a vassal of Autenbach. Supported by his personal guard, he is a match for the enemy elites.*



*The squires move to safety behind the keep, clearing the way for the Household Guard to advance.*

*With the enemy still hardly in sight, the defenders bolster their line with even more infantry. The Chapter Mage leads her Men at Arms towards the old mill and the river crossing, while another unit of crossbowmen move in to support them.*



Both units of crossbowmen that had already deployed fire into the objective markers once again, scoring another wound on each.



*Lord Autenbach's forces take positions to hold the river crossing.*

The Men at Arms continue their advance, seeking to control the narrow passage between the river and forest as holding that vital ground could prove to secure their victory.



Lord Thalen and his guard move up as well, forcing the enemy into a difficult position. With their formation being too wide, they can not engage the halberdiers and a stand-off ensues, with Thalen and his men holding the gate, for now.



The Squires spot enemy infantry on the other side of the keep and are ordered to charge. The task proves to be too much for them as they only move slightly forward, not keen on engaging enemy elite Agema.



Instead the Lord Autenbach himself arrives with his entire cavalry. Both units of knights move into the middle, hoping to keep the enemy at bay long enough for the infantry on the flanks to secure their vital positions.



Meanwhile the enemy has arrived in force, with Hoplites moving into both the left and centre, supported by a unit of brute Thyreens.

The Agema shield a small unit of Companion Cavalry that takes up position behind the keep, ready to strike in either direction.



At the end of turn 3 the Hundred Kingdoms held the rightmost objective, but engagement was hindered by the objective in its center. A general standoff across the field came into effect, as neither side had the means or position to press on through.



*The impetus nature of their commander mirrored in his Knights, they charge headlong into the spears of the closest unit of hoplites. While the field prevents them to use the bulk of their horses to crush the enemy, lances and swords do their work and the formation of hoplites are almost destroyed. Only the brute and his commanders remain to challenge Lord Autenbach's finest.*



On the right, both Household Guard and Phalangites shuffle, eager to come to grips with each other. With the Guard occupied the Companions move in to secure the gate.



The Squires are directed back, to keep the rear of the Guard clear, as enemy Satyroi are said to approach.





The Satyroi instead move into the left flank, threatening the mercenaries there. Panic ensues as they hasten to turn their formation and fire into the oncoming beasts.





At the end of turn 4, battle is joined in the middle and right flank. The Phalangites and Household Guard face off, while the Companions move in to destroy the objective. In the middle of the field, the Knights await the inevitable charge of the Thyreans. On the left, the Men-At-Arms claim the river crossing.



While the mercenaries manage to keep the initiative, their bolts fail to slay the incoming force, and the front unit realises that their doom is at hand.



Meanwhile the Chapter Mage and her men have taken a commanding position just behind the old mill, forcing the enemy into the river to engage them.



In the centre, the Knights slay their opponents, but not before one of their number is pulled down by the enemy spears.



The struggle on the right flank continues, as neither side gives ground.



*A challenge is issued over the crash of battle, as the voice of the Polemarch carries far. Lord Thalen, keen to prove his worth presses himself into the frontline as a small circle opens up around the two commanders.*



*The clash of swords drowns out all other sounds and Thalen and his adversary cross blades. Without his guidance however, many of the Guard fall to the enemy pikes. Thalen himself is severely wounded, but victorious. As his men reach him, he gathers them into formation once again as their now confused and leaderless enemies lose momentum.*



Bolts find their mark, slaying some of the incoming bred, but it is not enough. The Satyroi crash into the crossbowmen as they try to reload, slaying them all. Their victory is short lived, as more crossbows snap in the distance, their bolts finding their target, killing the Satyroi.



In the river, battle is finally joined as the Hoplites engage. Swords meet spears as the two shield walls press into each other. The steady voice and healing arts of the Chapter Mage keep the edge for the Men at Arms who keep the initiative.



In the middle, the Thyreans crash into the knights, eager for revenge. Their great axes reap a heavy toll, as not even the full plate armour of the knights can stand up to the terrible strength of the brutes. All the knights perish before they even have a chance to turn and run.



With the Satyroi engaged on the left, the Squires make ready to sell their lives dearly against the Companions. But hearing the cries of Lord Thalen, they instead charge into the pikes of the Phalangites, slaying several.



With casualties mounting in both sides, the veteran Men at Arms suffer less from fighting in the water, managing to slay several of their opponents. They retain control of the crossing, keeping the field for the Lord Autenbach.



In the middle, Agema move up, as the Thyreans charge into Lord Autenbach and his knights. With their momentum stolen from them, they lose two of their number and only the lead bull stands firm, albeit wounded.





On the right flank, the combined effort of Lord Thalens guard and the Squires manage to wipe out the remaining Phalangites. The tattered remains of the Guard regroup around their Lord who can barely stand from the wounds taken.



The last Thyrean is slain, opening the way for the Aristarch to lead his Agema into the knights.



On the right, the Ipparchos leads his cavalry into the squires, slaying them all easily.



The crossbowmen move up to support the knights, firing into the Agema as they advance.



Despite some falling to the crossbow bolts, the Agema manage to charge the knights who are still reeling from the battle with the Thyreans. Sharp swords and elite training proves why the Agema are feared across the world of Ea as they slay the knights.



Having dispatched the knights and Lord Autenbach the Aristarch orders his troops into the crossbowmen. Many fall as they advance, but the crossbowmen can not stand against them.

On the right flank, Lord Thalen makes a last attempt at securing the keep, slaying two of the Companions before being slain together with his Guard.



The Agema move past the crossbowmen in a last effort to secure the field, taking them by surprise. This proves worthwhile as the Men at Arms fall to the combined forces of Agema and Hoplites.



Despite the mercenaries slaying the Aristarch and Agema, the Hoplites secure the river crossing and the Companions claim the keep.

The field is lost for the 100 Kingdoms, and both sides retreat to tend to their wounded.



Such a fun game, with both of us being on a losing streak in the Spring League we were playing. Sadly (for me) my streak continues.

The last turn was so decisive. At the start of it, the score was 26 (100K) to 21 (CS). We both had three cards, and I opted to start with my crossbowmen, because for some reason I figured I'd go first and could kill the Agema before they struck.

Now Martin won the supremacy roll, and the Agema murdered a lot of Men at Arms. Then my crossbows killed the Agema, and his Hoplites manages the last wounds on the MaA, denying them the opportunity to strike and, more importantly, heal.

This meant Martin scores both zones for a total of 7 points, as well as 2 point for killing my Chapter Mage warlord.

Had I put my mage first instead, his Agema would still have gone first, but I could then have healed back a stand, as well as clashed against the Hoplites, probably killing them and thus securing that objective, robbing Martin of a total of 6 points, as well as getting me 2 points for the zone.

Alas, I was an idiot and Martin gained a much deserved victory with the end score being 26 (100k) to 30 (CS). With only a total of 7 stands remaining between our two armies, the battle was indeed a bloody affair.

I hope you enjoyed this (a bit longer) read.

// Oskar

