

City States vs Nords

2000p, Conquest:TLAOK
Martin vs Oskar



The armies

City States

== Aristarch [110]: Living Breastplate

* Hoplites (5) [245]: Dorilates, Minotaur Haspist Auxiliary

* Satyroi (3) [200]:

* Hoplites (5) [235]: Lochagos, Minotaur Haspist Auxiliary

* Agema (4) [245]: Andromachos

== (Warlord) Polemarch [150]: Aristia, Atalanta's Spear, Disorienting Strikes

* Phalangites (6) [275]: Dorilates

* Hephaestian (1) [240]:

== Ipparchos [140]: Blades of Eakides

* Companion Cavalry (3) [160]:

Nords

== Shaman [80]:

* Sea Jotnar (1) [240]:

* Raiders (3) [125]: Shield Biter

== (Warlord) Blooded [115]: Crow

* Mountain Jotnar (1) [190]:

* Stalkers (3) [170]: Standard Bearer

* Ugr (3) [150]:

== Jarl [110]: Dragon, The Broken Blade

* Huskarls (5) [290]: Standard Bearer, Skald, Thegn

* Ugr (3) [150]:

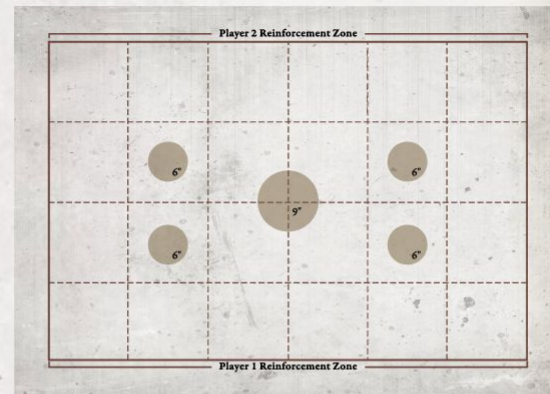
* Mountain Jotnar (1) [190]:

* Mountain Jotnar (1) [190]:





SCENARIO TWELVE GRIND THEM DOWN



SETTING UP THE BATTLEFIELD

Place one 9" Objective Zone and four 6" Objective Zones as shown in the diagram.

SCENARIO SPECIAL RULES

At the end of each Supremacy Phase, the First Player chooses one of the 6" Objective Zones that has no Friendly Regiment in range of it. Then the Second Player does the same. It is possible that the Second Player has chosen the same Objective Zone as the First Player.

Players score an additional 3 VPs if they have Seized the Objective Zone they selected at the end of that Round's **Victory** Phase.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

- Players gain 1 VP for Seizing an Objective Zone.
- Players gain an additional 2 VPs if they are Seizing two or more Objective Zones.

GAME LENGTH

The game ends at the end of the 10th Round. The Player that has scored the most VP's is declared the winner.



The forward scouts of Jarl Olafur had heard something. Wary of enemy movements as they advanced closer to the City State in the distance, the Jarl sent his Blooded and Shaman forward, hoping that they would flush the enemy out.



Turn 1 I got my Blooded+Stalkers as well as Shaman+Raiders. They Advanced up. No City State models on the field yet.



The Jarl himself followed after, taking the field in the company of his trusted Huscarls. So far the raiding of the southlands had been a great success, and if they could reach the small city ahead, the bounty would be great indeed.

In the distance, the sound of marching feet could be heard, as the Stalkers signalled that their enemy was approaching. With shields at the ready, the Huscarls advanced along the river.





As one, the City State army arrived, red cloaks billowing in the wind as they advanced.

Jarl Olafur gave the signal, and his own reinforcements took to the field. There was sword-work to be done.



As is the plan, I got all my mediums automatically, bringing in the Huscarls and two units of Ugr to support my Lights.

Martin got almost his entire army as well. Only the Satyrs, Hephaestian and Companions stayed out.


He brought the Agema on my left, and Phalangites in the middle, by the river. On either side of the pikes he added a block of Hoplites. The giant went to support his troops on my right flank.

I chose to bring one Ugr in the middle and one on the right, to support the raiders.



Ugr reinforce both flanks,
facing the redcloaks.





The battlelines are drawn
Turn 2



Strengthened by the arrival of the Ugr, the Shaman leads his Raiders forward against the spears of the Hoplites.

Martin positioned his Hoplites just on the edge of the objective zone, hoping to bait me out. I didn't bite.



Careful not to overextend himself, Jarl Olafur ordered the Stalkers and Ugr to claim the center of the field, while his own shieldwall advanced cautiously. The enemy had come out in force, and he knew the Agema were strong fighters.

On the left, I decided that the game is won by objectives, and stayed in the zone, away from Martins units. In the center, the Stalkers only moved far enough forward to allow the Ugr a toe on the objective.



Turn 3 I got my Sea Jotnar in on the left, as well as a regular Jotnar on the right. Martin took a chance, and sent his Satyrs into my backline, hoping to give the Agema, Hoplites and Companions a chance to get up the field undisturbed.

The sound of braying and guttural warcries was the only warning the Huscarls had. Jarl Olafur cursed. How had the enemy managed to get in behind them?



Not wanting to charge without support, the Phalangites moved onto the objective in the centre, while the Hoplites and Hephaestian made themselves a threat to any brave soul charging in.

A classica positional stalemate. Neither of us wanted to commit to the charge. We both had reinforcements coming in turn 4.



Companions use the Hoplites as a buffer against enemy aggression counting on their superior movement to charge anyone that dares approach.



Turn 3



The Polemarch orders his men forward, the Stalkers taken by surprise at the speed of the pikemen. While the Blooded takes a few with him to Valhalla, the Stalkers are all slain quickly, the Ugr suddenly unsure about what to do.

Martin got supremacy tun 3 and made his move, charging into the middle. I thought he was going with the Satyrs first, and had arranged my deck accordingly. But perhaps this would work just as well...



Jarl Olafur was shouting, trying to get his men into position to repel the enemy who advanced in their rear. His curses carried over the shouts of his men, when suddenly a large spear, larger than any man, tore into the enemy. Offering his quiet prayers to the gods, Olafur watched as the Sea Jotnar waded into the enemy formation, keeping them in place. The Jarl turned once again to the enemy regiments, content that the Jotnar could handle the enemy beasts.

Counting on the Agema not reaching me, the Sea Jotnar went into the flank of the Satyrs. Since I had to reform and charge, I did basically no damage, even with the Barrage attack. But at least he could not charge my Huscarls in the rear.



His Satyrs came next, doing a combat reform to face the Jotnar. However, without *Inspired* they did little damage, leaving the Jotnar on almost full health.

On the other side of the table, I charged the Raider and Shaman into the Hoplites, managing to pin them in place and removing two and a half stand. A sacrifice to buy the Jotnars and Ugr time to move up.





The Ugr moved, up, counting on the Raiders to die soon, and then charge in next round to clean up the Hoplites. On the right, out of the picture, is one of my Mountain Jotnars who has spent 2 turns double-marching up the flank, and is now positioned to charge into the flank of the Hoplites as well.



In the center, things went crazy as his Hoplites was within march-charge range of my Ugr. They went into their flank, pinning them down and thereby giving the objective to the Phalangites.

Martin counted on the threat of Companions in the flank and Agema in the rear to prevent my Huscarls from helping out. It was a gamble, but it gave him some much needed victory points.

Suddenly it was very much a game of what card we had where in our decks. Would the Companions or Huscarls be forced to go first?



In an effort to put some hard choices on Martin as well, I brought my last Jotnar in on the right, ready to go either for the objective zone or into the Phalangites, should they choose next turn to charge my Ugr right in front of them.

Meanwhile, his Hoplites cleared out the Raiders and Shaman.

(You can also see my rightmost Jotnar having taken the long trek to get around the impassable tree)



Jarl Olafur roared as he launched himself into the enemy formation. His spear found the weak spots in the enemy armour as his axe split their shields asunder. His men around him, they pressed through, obliterating the enemy.

In the end, the Companions had to move first. As the Huscarls were too far away to charge reliably, the cavalry just moved to secure the objective.

This freed the Huscarls to go into the rear of the Hopllites, killing them all.





Turn 4

Jarl Olafur looked around. His men were in a precarious situation. The enemy cavalry was preparing to charge. He shouted for his men to reform, hoping they would be quick enough.

It all came down to supremacy. If Martin won it, he would probably charge my Huscarls in the flank, leaving the Agema free to roam.

Sadly for him, I won supremacy. A reform and charge did a couple of wounds on the Companions as the Huscarls did what they could to avoid being run over.





Martin then had to go with his Companions, who killed a few stands of Huscarls, but not enough to break them.

In response, I managed to rescue my Ugrs from the Phalangites, also netting me an objective. It was an “Oskar-play”, as Martin called it, referencing our local OD player who is a great strategist. I was very happy =)

This left his Phalangites standing in the middle, not being able to do much. In the end, he went to my right, threatening the Jotnar and objective there.



With Martin now having the classic Conquest bad luck of being one step behind on all draws, I managed to get my Jotnar into the flank of the Hopliters, killing them.

His Hephaestian stood ready to murder my Ugr. However, the cards were not with him, and he was forced to act with other units first.



His Satyrs once again failed to do much damage to my Sea Jotnar, as both units would have been a welcome addition to the rest of the battlefield. Yet their struggle continued.



With battle happening all over the field, my leftmost Mountain Jotnar managed to pin the Agema in place with a move-charge. While this kept the flank of my Huscarls secure as they sought to dispatch the Companions, it almost proved to be a fatal mistake as the Agema took 11 wounds off my Jotnar in the counter-activation.



Continuing Martins streak of back luck with the deck my Ugr went before his Hephastian.

In a very un-Nordlike move the Ugr moved up but did not charge. Instead I placed them so he would be unable to reach the objective, and would have to use both his activations to kill me (charge-clash).

This also set my double jotnar up to charge him next turn.

In the end, there was not much Martin could do to recover. In the final turns, he lost his Satyrs, the Companions and the Hephaestian and almost all his Agema. That meant that I had free reign, getting onto objectives. By the end of turn 6 (or perhaps 7) we decided to call it, as the score was 18-9 in favour of the Nords, and I would outscore him every turn.

A fun game that came down to Martin losing supremacy on turn 5, as well as the bad luck of how our decks were made that specific turn.

Another win for the Quad Jotnar.



Aftermath

Jarl Olafur watched as his men went around the field, searching for riches among the corpses. It has been a hard fight, no doubt about that. But the road was now clear.

As the last of the enemy retreated along the river, Olafur gave to order to light the funeral pyres. They would not attack the city today. It's riches would still be there tomorrow, and they all needed rest. He wiped the blood off his spear with a red cloak, it's gold details already lost among the mud. Tomorrow, he thought. Tomorrow we grow rich.

Final score was 18-9 in favour of the Nords.



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