

Old Dominion vs Nords

2000p, Conquest:TLAOK
Oskar vs Oskar



The armies

The Old Dominion

== (Warlord) Archimandrite [125]: Devoted to Hazlia

* Kheres (4) [210]:

* Praetorian Guard (5) [285]: Standard Bearer, Profane Reliquary

* Kheres (4) [210]:

== Archimandrite [175]: Consecrated Mitre, Unholy Mastery

* Kheres (4) [210]:

* Praetorian Guard (5) [285]: Standard Bearer, Profane Reliquary

== Hierodeacon [90]:

* Legionnaires (4) [160]: Standard Bearer, Dark Cenotaph

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* Legionnaires (4) [160]: Standard Bearer, Dark Cenotaph

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]:

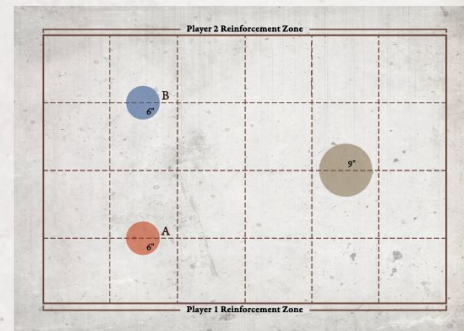
* Mountain Jotnar (1) [190]:

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SCENARIO TEN HEAD-TO-HEAD



SETTING UP THE BATTLEFIELD

Place one 9" Objective Zone and two 6" Objective Zones as shown in the diagram. Objective Zone "A" is considered to be friendly to Player 1, whereas Objective Zone "B" is considered to be friendly to Player 2.

- Players gain 2 VPs for every Enemy Character Stand that has been destroyed during the Round.
- Players gain 2 VPs for every Enemy Regiment that has been destroyed during the Round.

VICTORY POINTS

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

- Players gain 3 VPs for Seizing the 9" Objective Zone.
- Player 1 gains 4 VPs for Seizing Objective Zone labeled "B".
- Player 2 gains 4 VPs for Seizing Objective Zone labeled "A".
- Players gain 2 VPs if they have slain the Enemy Warlord this Round. **This may not be scored more than once per game.**

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.



As the Nord raiders came across an old village of unknown origin, they eagerly searched for treasure. Surely there must be some, buried among such an old culture. What they found instead was not what they had bargained for.

Turn 1 saw us both bring in our lights. The three Kheres spread out across the board, while my Raiders and Stalkers took a flank each.

(The Legionnaires on the left moved in turn 2)





The Shaman smelled foul magic in the air, his wisdom staying the eagerness of his raiders as they spotted ghostly shapes on the other side of the village.





Realising that the enemy was more than a small skirmish party, the Shaman called for reinforcements.

I got all my mediums (as is the plan with this list), and Oskar got two units of Legionnaires and a single Praetorian block. I decided to spread my Ugrs between the flanks, and go for the big zone with my Huskarls. Oskar countered with Prets on the big zone, and Legios on the left.



On the left, Raiders and Ugr moved up a little, not wanting to go full steam ahead into the arms of the waiting ghosts and Hierodeacons.

On my right flank, the Stalkers shot a took a few wounds off the Kheres, and lost a stand to the return magic. The war of positioning had begun.





The Sea Jotnar came in to reinforce the right, together with a Mountain Jotnar.

The raiders were unwilling to commit into the Kheres, and moved sideways instead, hoping to get out of Insanity-range.





In Turn 4 everything was on the field.

The Old Dominion had brought more Legionnaires on the left, as well as the second Praetorian block in the middle.

In response I move up all my Jotnars, and the Huskarls moved over the now insane Stalkers to get a full 6 stands onto the objective zone.





On the left, with two Jotnars threatening the far flank, the Ugrs risked a long charge into the Kheres to force keep them in place, and block the Legionnaires behind.

The Sea Jotnar move up in support, but I made a mistake and didn't measure properly, so in the end he couldn't fit through the gap to charge the Legionnaires.





The Nords position on the right relied heavily on the Huskarls and their ability to withstand both Kheres and Praetorians. Oskar rolled incredibly poorly on his magic, giving my Huskarls a fighting chance.

The Ugrs lost one to Insanity as well, but were still ready to support if needed.

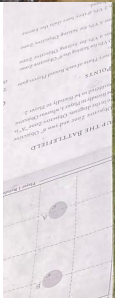




A heavy Nords contingent on the left, aiming to flank and take the small zone from the Old Dominion, and through that secure victory.



The middle. Not much of value here, but both forces moving some units in the threaten the flanks of the more important fights.





Battle was joined on the left. The Hiearadeacon managed to kill one of the incoming Jotnars, but the other crashed into the Legionnaires, leaving them on a single wound. The other Legionnaires reformed to ready themselves and keep the objective, while the Ugr killed some Kheres.



On the right the combined efforts of Kheres and Praetorians brought the Huskarls down to four stands, not losing much in return. The Ugr sadly failed their charge, and were left out.



The Sea Jotnar shot the last wound from the small group of Legionnaries facing the Mountain Jotnar.

I then made a big mistake, and reformed and moved to go into the middle with him.

The Praetorians then charged the flank of the Ugr, effectively blocking my Sea Jotnar from doing anything worthwhile.





The Nords found themselves hard pressed. While the Huskarls had held ground and managed to unearth significant treasures, the press of the undead had cost them many men. Soon they feared being overwhelmed, as more and more brave northmen succumbed to insanity.

The Nords had scored the large zone several rounds, but the Old Dominion was still racing ahead on points thanks to them destroying regiments.



On the left, the Ugr fell to the Praetorians, and while the Jotnars cleared out the Legionnaires on the objective zone, they soon perished in the face of such terrible magic.



On the right, the Huskarls were slain to Aura of Death, swiftly followed by the Ugr. In a last ditch effort to get some damage in, the surviving Mountain Jotnar charged into the objective.



Hot on his heels were the rest of the Old Dominion forces, moving in to secure the field.



The final gamble did not pay off, as the Kheres made the Jotnar insane, forcing him to kill himself with his tree.



Aftermath

Jarl Olafur spat blood as he defended himself against the men who had once been his most trusted warriors. The foul magic of the undead had turned them against him, twisting their minds.

From the corner of his eye he saw another of the Jotnars fall, and he cursed loudly. This whole raid had been a mistake, and they would pay for it with their lives.

Finally clear of his own men, he leapt into the approaching ranks of enemy soldiers, intent on taking them with him on his path to Valhalla.

A fun game that hung in the balance for a few turns. Oskar rolled very poorly with his insanity a few times, saving me from some of my own mistakes. His characters made up for it with lots of hits with their magic, but all in all it was a great game.

I had a blast playing my Jotnars (as always) and one day I might even manage to defeat Oskar and his cured Old Dominion magic. =)

Final score was 32-18 in favour of the OD.



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