

Spires vs Nords

2000p, Conquest:TLAOK
Johan vs Oskar



The armies

The Spires

== (Warlord) Pheromancer [120]: Avatar Projection, Plaguelord

* Brute Drones (3) [170]:

* Stryx (4) [160]:

* Force-Grown Drones (3) [110]: Catabolic Node

* Abomination (1) [150]:

== Pheromancer [160]: Degenerative Aura, Master of Flesh

* Force-Grown Drones (6) [180]:

* Abomination (1) [150]:

* Force-Grown Drones (3) [110]: Catabolic Node

* Brute Drones (3) [170]:

== High Clone Executor [130]: Marksman Variant, Suppress Pain, Disperse, Eagle Eye

* Vanguard Clones (3) [185]: Standard Bearer, Assault Preceptor

* Marksman Clones (4) [200]:

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]:

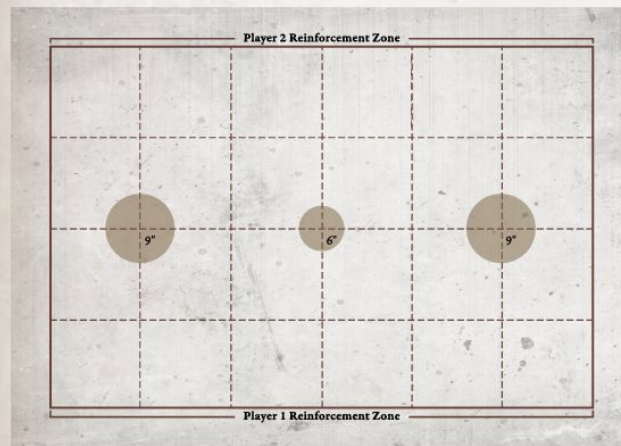
* Mountain Jotnar (1) [190]:





SCENARIO ELEVEN

MAELSTORM



SETTING UP THE BATTLEFIELD

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

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.

VICTORY POINTS

In this Scenario Objective Zones can be Seized and points scored from Round 1. At the end of Rounds 1-4 or 9-10 Players gain VP's as follows:

- Players gain 2 VP's for securing the 6" Objective Zone.
- Players gain 1 VP for securing the 9" Objective Zone.

At the end of Rounds 5-8 Players gain VP's as follows:

- Players gain 1 VP's for securing the 6" Objective Zone.
- Players gain 2 VP for securing the 9" Objective Zone.



The sound of the horns was heard across the village, as the guards posted at the perimeter sounded the alarm. Enemies. Enemies were coming.

The villagers armed themselves, and Jarl Olafur gathered his Huscarls around him. Someone was trespassing and would be made to pay for it.

The two forces met just outside the village. Stalkers and Raiders moved ahead of the main force, seeing the enemy for the first time.

“Spire drones”

The blooded spat on the ground, showing his contempt for the weakness of the enemy.

“They won’t last long”

Johan moved in all his lights, with the stryx moving on the flank and his three units of drones coming up the middle. In response, my Raiders with Shaman and Stalkers with Blooded took position opposite.





Raiders with Shaman is such a nice mainstay. Cheap, does the job and come in early. With a bit of luck you can do some real damage with them as well.



Never leave home without the Blooded and his Stalkers. I play them with the shooty configuration here, but just as often I go full missile and charge into enemy lights/MSU mediums.



Johans Spires are a new addition to the local meta, so I was quite unfamiliar with his stuff. The Stryx moved up on the left, using their fly to get up the board.

In addition, he had one big block and two small one of drones. Both the small ones had the bomb, to threaten things over their own weight.



As the enemy came on, Jarl Olafur himself took to the field, his Huskars around him. The Nord line stretched across the field, as the Spire invaders advanced, sending their light units forward while the lumbering brutes came on behind.

As it was my first time playing my Ugrs, and Johan being quite new to his army, we were both pretty hesitant to advance too far up. He sent his small drone units up to bait and speedbump. I brought Ugrs on either side of the Stalkers to counter.



The Ugr hide in the forest, ready to move towards the center zone.



Jarl Olafur leads his men towards the objective.





The Shaman and his Raider risked a long charge into the forward drones and were rewarded when they not only got in but easily slew all the drones before the bomb could go off.

Now they were pretty exposed, but they also kept the enemy forces back, as they had to be deal with. This gave me time to move my heavies and medium up.



We both got a lot of reinforcements on turn 3, as all but one of my Jotnars turned up, and all of his forces came to play.

(the white note is an abomination that he forgot at home).

The Stryx went into the side of the raiders, but fluffed their rolls and didn't manage to kill them. He would be forced to use the Brute Drones as well.



The Stryx found themselves in quite a bad position, potentially getting Huskarls in the rear and a Jotnar in the flank.

Johan moved in his Vanguard Clones to support.





In the middle, the large block of Drones moved in to the objective zone and managed a charge on my Ugrs, keeping them out of the zone. However, a gamble and good roll on my part brought the Stalkers and Blooded into the flank of the Drones, and the combined effort with the Ugrs slew the whole unit.

A severe blow for Johan, as his middle was now wide open for basically no losses on my part.



On the left, the Brute Drones went into the Raiders while the Huskarls went into the Stryx. Both light units perished, leaving their killers to face off.

The Brutes managed to go first, and charged into the Huskarl. While not killing them, they managed enough damage to keep them off the objective.

Then the Jotnars came, and the Brutes were no more.



While the right flank was now firmly in Nord hands, the middle and left were hotly contested.

In the middle, the Abomination went into the stalkers in a bid for the objective, and on the right the Brute Drones claimed that zone in front of two Jotnars.

The Marksmen in the backfield continued taking stands and putting wounds on Jotnars, supporting their frontline units.



The double Jotnar on the right tried to bait the Brute Drones, but were themselves forced to advance. The threat of mass shooting from the Marksman forced the Jotnars to charge, but the rolls were not enough and they failed.

Still, the battle had clearly swung in favour of the Nords.



As the battle seemed lost for the Spires, dice came to the rescue. The Marksmen and Abomination cleared out the Stalkers and left the charging Ugr on a single stand left.

The Nords Jarl decided that objectives matter, and moved back to claim the zone while the Sea Jotnar dealt with the Vanguard Clones.



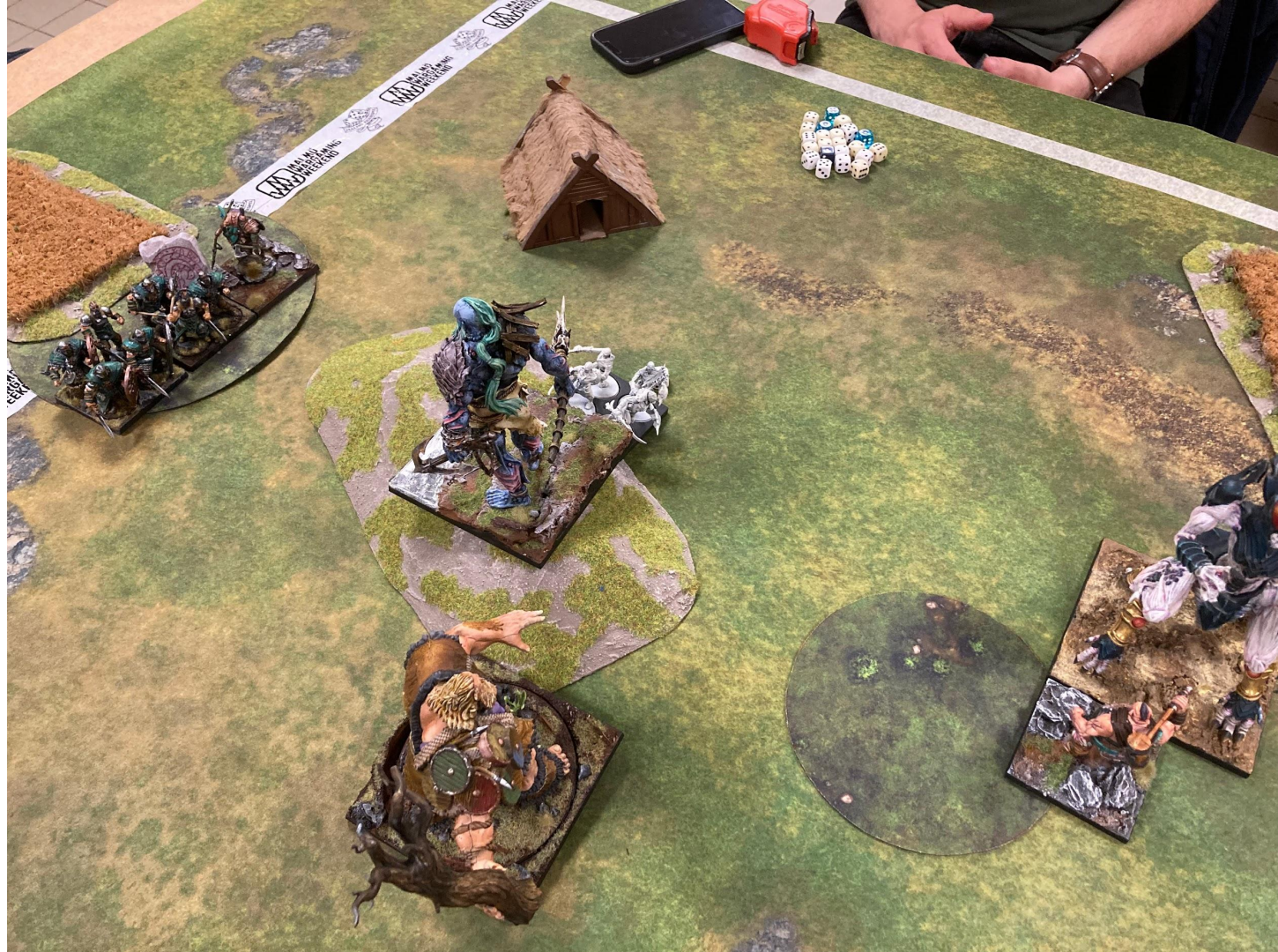
The Brute drones were forced to cede the objective to the Jotnars, hoping that the Marksmen would sort them out before the inevitable charge.

In the end, one of the Jotnars fell, but it was too little to late. The other one made it into the Brutes.

On the left flank, Jarl Olafur kept his cool and let his Jotnars deal with the threats.

The Vanguard Clones, left on a single stand, were slain by the Sea Jotnar and the Abomination, left on a measly two wounds in the previous round, was finally slain.

This left the Spires with only the Marksmen and a regiment of Brute Drones, and the game was lost for them.



Aftermath

Jarl Olafur sat down, his back against the runestone. His men gathered around him, shields up and ready to protect their Jarl. It had been a hard fight against the foul Spire creations, but now it was time to wipe the blood from his sword and celebrate.

In the distance he could see the Jotnars give chase, putting down the last of the large creatures the enemy had brought. The village was safe for now.

But new battles would come. And they would be ready, just as they always were.

This game really turned in the last couple of rounds, as the lack of good pictures is a testament to. In turn 6 or so, we concluded that Johan could probably not win anymore.

On turn 7, his dice went wild, and a few key things went his way. Suddenly he was back, and I was a bit hard pressed.

The Jotnars prevailed, however, despite failed charges they do still have a defence of 3 and a lot of wounds. The points lead I built in the earlier turns was sufficient in the end.

A Nords victory!



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