

Nords vs 100 Kingdoms

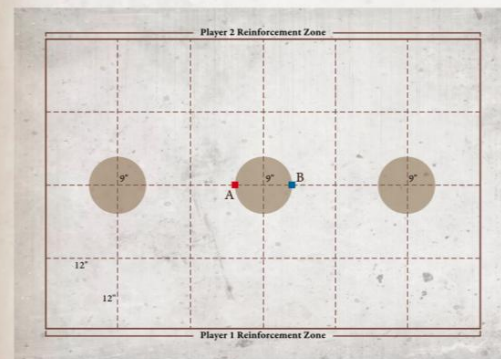
2000p, Conquest: The Last Argument of Kings





SCENARIO THREE

BREAKOUT



SETTING UP THE BATTLEFIELD

Place three 9" Objective Zones and two Objective Markers as shown in the diagram. Objective Markers "A" are considered to be friendly to Player 1 whereas Objective Markers "B" are considered to be friendly to Player 2.

VICTORY POINTS

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

- Players gain 3 VPs for destroying an Enemy Objective Marker during the Round.
- Players gain 2 VPs for each Objective Zone they are Seizing.
- Players gain 1 additional VP if they are Seizing two Objective Zones.

- Players gain 2 VPs if they have slain the Enemy Warlord this Round. This may not be scored more than once per game.

At the end of Rounds 1-4 or 9-10 Players gain 1 additional VPs for seizing the Objective Zones close to the sides of the battlefield. At the end of Rounds 5-8 Players gain 2 additional VPs for seizing the center Objective Zone.

GAME LENGTH

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

The armies





Hrefna had felt the magic in the wind. This new elemental presence called to her. It was the very reason they had come all this way, to unlock its secrets.

She started across the plains before her, heedless of the tower and the enemies it was a testament to. She would claim this prize, or die trying!

Mattias and I are back with another game for him to learn how to play. I use my Nords again, and he chose the same list as before.

Starting off, I got some raiders and Bow Chosen, while he only got his Crossbowmen. We both moved towards the middle.

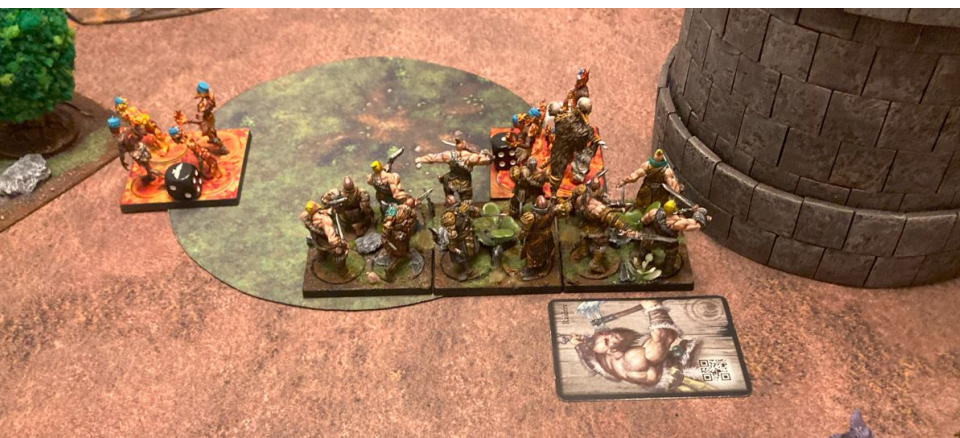


Turn 2 I made the switch I had set up on turn one, moving the Bow Chosen just ahead of the Raiders to shoot the Objective.

Then the raiders moved over the Bow Chosen, and charged the Objective. Simple, but only 1W left on the objective now. =)

Spurred on by the Volva and her oratory, the Bow Chosen and Raiders charged up the field, searching for the strange magical beings she had spoken of.

In a storm of arrows, swords and axes, they swept through the elemental beings, trying to capture their essence.

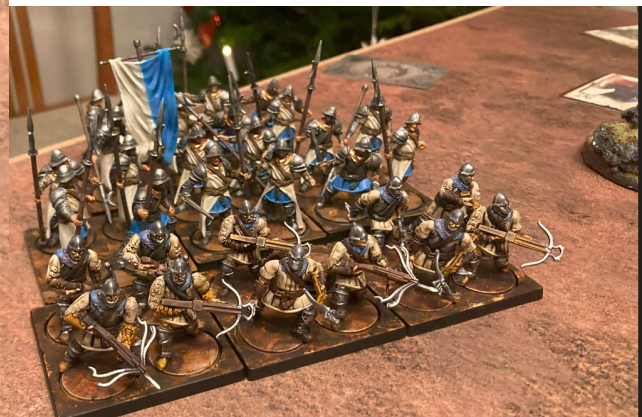




Seeing that the Nords charged headlong across the field, the Noble Lord ordered his troops into a steady advance.

Mattias brought lots of stuff on, with Squires and Knight taking my right flank, and Household Guards marching in behind the Crossbowmen.

In the distance, the Men at Arms and their Mage took aim on the middle. Only the Lord and his bodyguard of Knights, and the Imperial Officer and his Steel Legion remained off the field.





Having done the early moves I wanted to, I brought the rest of my army in. Raiders and Fenr went on the left to claim that zone next turn, while Bow Chosen and Ugr, as well as some Fenr, countered his horsemen on the right.

Both Blooded+Ugr and Volva+Huskarls kept their aim on the middle, with the Volva angling slightly to give me the option of going right if needed.

The Raiders, consumed by their hunt for the elemental, seemed unconcerned as their number dwindled. Crossbow bolts found their mark, yet they kept to their task. Magical vials and amulets were brought out, trapping the fire-beings in front of them. Soon the Raiders were alone, bent on revenge for their fallen.

My Raiders cleared the objective, but lost a stand to the Crossbowmen for their troubles.

At the same time, my Bow Chosen on the right took a stand and a few wound off of the Squires, hoping to dissuade them from charging in.







The charge of the Knights plowed into the Half-Bloods, lances piercing through their thick skin and hooves smashing into flesh. Despite their size, the Ugr fell quickly, as the Household Knights made their presence on the battlefield known.



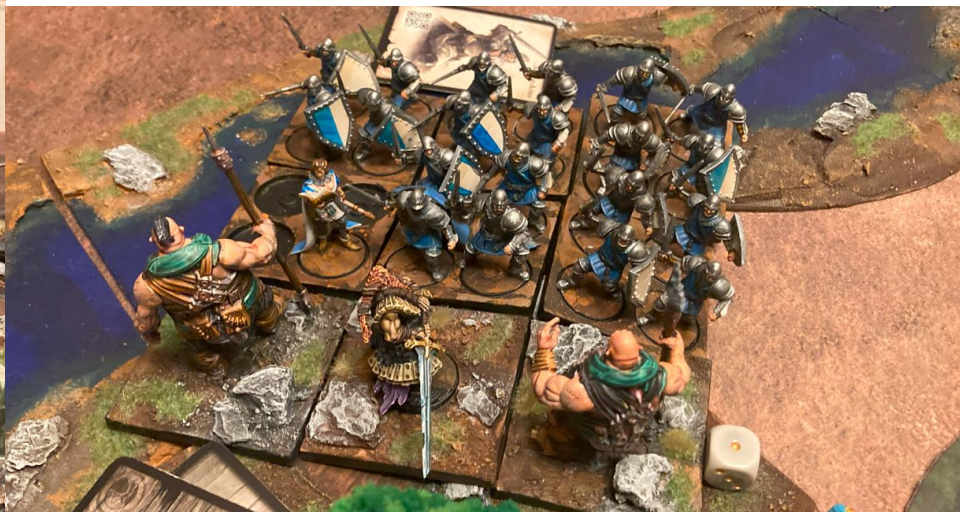
Since Mattias decided to slaughter the Ugr on my right, I went with my Blooded and his unit, trying to charge the Men at Arms to keep them away from any objectives. The dice abandoned me, and I failed the charge, leaving them in a precarious position.



Bent on revenge, the Raiders ran headfirst into the Crossbowmen, hoping that their charge would stun them so that axes could do the rest.

I move-charged my center Raiders into the Crossbowmen to prevent them from shooting me, as well as keeping the Household Guard standing behind them for another turn.

Meanwhile my rightmost Fenr ate the Squires, and the Men at Arms charged in and almost took out two stands of Ugr. They still held, meaning he couldn't get the zone.





Lord Guiseppe ordered his men forward at a trot, the barding on their horses forcing him to keep the pace low until the moment of the charge. Before him the wild Northmen and their beasts came on, bent on the flank of his mage.

Mattias finally brought his Lord and Knights in on the left, after I had already moved up my units to help the Ugr. This will end badly.

At the same time, my Konungyr and his Bow Chosen shot and charged the other unit of Knights, hoping that denying them the charge would be enough to survive.



In the following turn, the rightmost Knight unit decided that they didn't need charge bonuses, and just murdered all my Bow Chosen. At least the Kony got one of them as revenge while he died.

As this happened, the Volva had already led her Huskarls to the center, meaning all I had to clear the Knights on the right was my Fenr.

This also meant that the Knights claimed the zone, but I was still far ahead on points. It might be enough.



Meanwhile, the Knights on the left murdered that Fenr unit, but couldn't catch the Raiders who went in to save the Ugr. My plan now was to clear as many of his mediums as possible, to make it impossible for him to claim the needed objectives to catch up on points. His Lord and Knights would claim the leftmost zone, but the longer I could keep him out of the center, the more certain my victory would become.



The Men at Arms managed to slay the last of the Ugr, but lost all but one wound to the Raiders. who were then cleaned up by the Steel Legion. The left now belonged to the 100 Kingdoms, while the center and right were still up for grabs. I managed to get my Fenr into the flank of his rightmost Knights, taking them down to a single stand and, more importantly, claiming the objective.

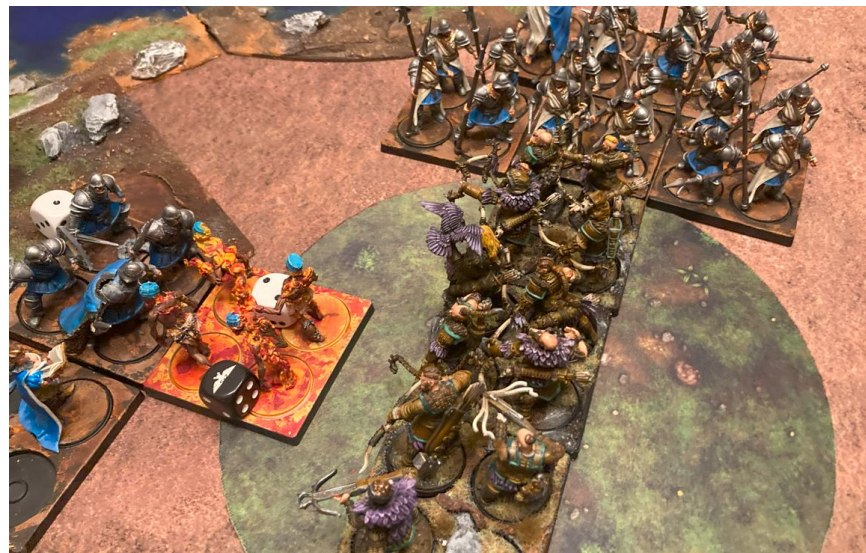


Hrefna ordered her Huskarls to advance, keen on getting her hands on the elemental samples left by the Raiders. With the bow chosen shielding her advance, she picked up the vials, feeling the magic pulse through the glass.

Feeling a bit surrounded in the middle, I moved the Huskarls onto to zone, to try and keep getting some points.

In response, Mattias healed his Men at Arms, and charged the objective. It would take a while to kill, but I could do very little to stop him.

I reformed my Bow Chosen and tried to shoot the Men at Arms, but again they survived with just a single wound. The Bow Chosen took some Household Guard in the flank for their troubles.






Things were looking rather grim for the Nords as the enemy closed in, but time was on their side. I had a large points advantage, and if I could delay Mattias in the middle, I should be victorious. Even if I had to sacrifice all my units to do so.



“Brace!” The call went out across the battlefield as the Huskarls hefted their shield, leaning into the charge of the enemy Knights. The hardened warriors stood firm as the enemy lances found their mark, hooves crushed into their shields and swords cut into limbs. Many of the Huskarls fell, but the remaining ones regrouped around the Volva, shielding her with their bodies. Lord Guiseppe, frustrated by the enemies inability to die, pressed his charge, eager to wipe out the northmen.



With the 10th turn fast approaching, Mattias slew my Huskarls and the objective, and moved his Knights to get the rightmost zone. I played like a gamer and placed my Fenr in the way, making it impossible for him to claim the objective on the last turn.



In the end, the game came to a close as the last of the Nord forces were slain on turn 10. Yet their sacrifice meant that Mattias could not score enough points, and the final score was 36-27 in favour of the Nords.

Another great game with Mattias, who is really getting into the game now. Soon he will also have his own City States army to play with. =)

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