

BATTLE REPORT

HORDES & HEROES - 10MM FANTASY

BIG battles on SMALL tables

Terrain: Hexon II terrain from Kallistra.

Table Size: 6ft x 4ft (approx), 1800 x 1200mm(approx)

Rule system: Hordes and Heroes, 10mm Fantasy rules (Download free from www.kallistra.co.uk)

Miniatures: 10mm Hordes & Heroes from Kallistra.



Introduction to the Scenario

A large Barbarian army has advanced towards the bridge over the river Tanark, which marks the boarder of Hallagorian lands. Prince Valdar waited with his strong, but numerically inferior force, ready to smash the invaders. The river provides a strong defensive line, but is still vulnerable to a determined attack.

The opposing armies

BARBARIANS	Number of Units	Points Cost
Horde	6	42
Archers (8+)	4	24
Bison Riders	2	18
Chariots	7	56
Mammoth Riders	4	48
Birdmen	7	70
Ballistae	2	10
Giants	1	15
Horsemen	6	54
Magician	1	20
Hero	3	30
Foot General	2	16
Mounted General	2	20
TOTAL POINTS		423



HALLAGOR	Number of Units	Points Cost
Warriors	4	28
Spearmen	6	42
Archers (8+)	7	42
Peasants	1	2
Cavalry	4	40
Horse Archers (8+)	1	9
Chariots (8+)	0	0
Catapults	4	20
Giants	1	15
Eagles	5	50
Treemen	2	24
Magician	1	20
Hero	2	20
Foot General	3	24
Mounted General	2	20
TOTAL POINTS		356

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The Commanders



Prince Valdar
Aristoricus Hallagoricus
(Paul)



Angmar Yokah
Barbaricus Brutallicus
(Alex)

The River Tanark

Despite the points advantage enjoyed by the Barbarian army, the river disrupts any units attempting to wade across. This reduces their effectiveness in combat and slows down their movement. Because the Hallagor have the tactical advantage of defending the river, the opposing sides are about equal in strength.

Let play begin....

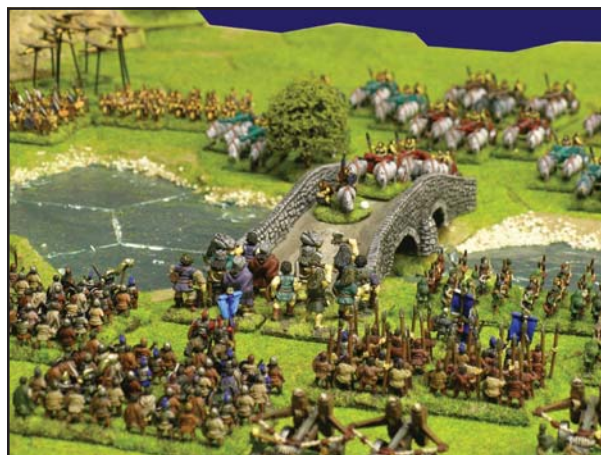


The massing Hallagor army

Hallagor Deployment

The Hallagor were defending the river crossing, I was therefore obliged to deploy my forces first. The Barbarians had a substantial number of chariots which could only cross the river at the bridge. It was vital that the bridge should be held by a strong and substantial force - I placed my giants accordingly.

Archers are a major strength of the Hallagor army. I placed all but one unit of archers in the centre of the army, in direct defence of the river, and supported them with eight elements of catapults (4 units). This, I hoped, would provide a devastating level of missile fire on the centre of the Barbarian army, if Alex was crazy enough to try an all out frontal assault. I placed my treemen and a substantial infantry force to the right of the archers to bolster my right wing, and placed my cavalry on the far right, at the furthest point from the bridge. My five units of eagles I kept to the rear of my centre, to act as a very fast mobile reserve. With all troops positioned, I stood back in confident anticipation to watch the Barbar's deploy.



Giants defending the bridge over River Tanark

Barbarian Deployment

Alex predictably positioned his substantial chariot force opposite the bridge - there was no where else for them to go! His flyers were split into two wings; one to the left and one to the right of his army! The bulk of his archers and hordes were in the centre along with plenty of mammoth riders and a unit of giants.

One key strength of the Barbarian army is its mobility and I was concerned to see all the horsemen and bison riders concentrated on the left wing, together with a Magician, a Hero and a Mounted General. This force was therefore directly opposite my substantially weaker cavalry contingent.



Confrontation across the river

Let Battle Commence.....

Alex wasted no time in throwing his centre and right wing into the fray. On his right a horde of barbarian warriors and a unit of archers advanced to the river supported by squadrons of Birdmen. The Barbarian centre reached the river only to be hammered by my archers and catapults, which inflicted many casualties and caused two units to flee disrupted. The Barbarian archers were completely outnumbered and out-shot. I had created a killing zone!

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To the left of centre massed hordes and mammoths advanced into the river, again to be met with a murderous fire from my archers and catapults. One Barbarian Horde did make contact with a unit of Hallagor Spearmen, but had already lost two elements through missile fire and quickly turned to flee.

I knew that if this unfair fire-fight could be repeated for a few more game turns, the Barbarians would lose their numerical advantage, and I would have the opportunity to go on the offensive.



Defending the Castle

On the Hallagor left wing things were not going so well. The Hallagor Spearmen and Warriors had been pushed back by a Barbarian Horde, Shooters and Birdmen. The small castle in which I had placed a unit of archers was set back too far from the river to offer any real support. I brought my Eagles across to intercept the Birdmen, but I knew they were in for a tough fight.

On my right wing I moved my cavalry to the river bank in response to Alex moving his mounted troops forward. It was a mistake! His Magician evoked a Water Elemental in a river hex adjacent to two of my cavalry units, sending them fleeing towards my table edge. (I had been trying to evoke Elementals using my Magician through out the game without success, partly due to harassment by the Barbarian Birdmen.) Now my right wing was extremely exposed with three Hallagorian Cavalry units facing eight Mounted Barbarian units - real danger! If this wasn't enough, his second wing of Birdmen moved across in support of this attack.

At this stage of the game the Hallagorian centre remained unassailable. However, I was being hard pressed down both wings. With only three of my Eagle units now left on the table (after the defeat by the Birdmen), I lacked sufficient mobile troops to react quickly enough to the unfolding scenario. I moved my formidable (but slow moving) Treemen units, supported by infantry, towards the right wing.



Fire Elementals attack the Treemen

Sometimes, when you need a little luck, you just don't get any! The Barbarian Magician successfully evoked a Fire Elemental directly in front of my Treemen, (Treemen are instantly destroyed by Fire Elementals). With my archers still engaged in the centre, and my Giants finally being pushed back from the bridge, having been outflanked by a Barbarian Horde, the Hallagor were facing encirclement. I played on for two more game turns, but the situation became untenable. By the end I had lost 12 units and my centre was surrounded. I decided to accept defeat, and surrendered. Congratulations to Alex - well fought!



The Hallagor surrounded

Game Analysis.

On reflection, if I had followed up the initial success of my mass Archers and Catapults against Alex's centre by pursuing his fleeing units across the river, I believe I could have forced him to commit his troops from both wings to stop my advance in the centre. Throughout the game Alex used his mounted troops, Flyers and Magician very effectively. More importantly he took greater risks, was willing to make sacrifices and made a very fast and mobile assault on my position. I was basically out-maneuvred, and, in the end, out-fought.

Written by
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