

Session/Game: Starkpool-6a **Date:** January 19, 2024
Game 6a Rumble 1: Grassland Rumble
Campaign Date: April 6, YN 1025
Chainmail Battle: 1 figure=5 men scale

Forces:

Starkpool Army:

Captain Rathbone, F4 (Bob)
MHC x100 (Bob and Quinton) 50 killed

6 fig escape
(10 figures dead, 4 return)

Barlburg Army

Ingvar, BE-9 (Pete)
Sigurd BE-4 (Andrew)
Sven F4 (Craig)
Magnus (Craig)
HFBx50 (Craig) 10 killed
BEBx38 (Andrew) unit advances to BEA
BEDx37 (Pete) -6 figu 15 killed; unit advances to BEC
Wolfmen-A x10 (Pete)

Sven F4 hack mortal wound, healing potion 3 weeks to recover
Magnus MU4 hack loses 1 pt Con

Scenario:

Jarl Ingvar and his raiding force of berserkers and heavy foot had just plundered the village of Grundor, a half-orc settlement with allegiance to Starkpool City. Captain Rathbone of the nearby Lake Side Tower led out the Scout Cavalry company to punish the raiders, catching them in the open grasslands.

Action:

Rathbone separates his horsemen into 2 units and rush forward to try to prevent the raiders from escaping. The Barlburg Berserkers D charge one unit of horse but are defeated and take heavy losses. The Werewolves do some damage to that horse unit in response.

Captain Rathbone himself cuts down the wizard Magnus; but himself is wounded in return by Sigurd. Rathbone and the second horse unit drive the heavy foot back in disorder.

Jarl Ingvar and the werewolves are swarmed by MHC unit 1. Although Ingvar takes a large number of wounds, he and the werewolves defeat MHC 1 and drive them off.

Rathbone rides around to the northern flank and hacks down Sven. But, Sigurd and the BEB unit manages to get behind MHC 2 and charge them from the rear, removing half the figures and driving off the rest.

Rathbone gathers the survivors and withdraws back to Lake Tower. Both Sven and Magnus are tended to and survive their wounds.

Owlbear Rodeo

https://www.owlbear.rodeo/room/jla-6oJNd7iN/StarkpoolGameplay

Players

- Judge (you)

19°F Partly sunny

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