

Undead Vs Trident Realms 1k (Kill Scenario)

The Undead took the first turn and attempted to get across the battlefield as quickly as their shambling and surging could manage, knowing they would take some shots from the Heartpiercers on the way.

The Wraiths began to move out to the left flank to outmanoeuvre the shooting and the Mummies and Skellies attempted to take on the Gigas on the Undead right.

In the centre the horde of Skellie Spears and Revenants surged forward.



The Hearpiercer Unit took 10 shots at the Skellie Spears and landed an incredible 7 wounds from 10 shots. The regiment managed another 7 from 12 shots, but the Leviathan's Bane rolled a 5 and a 6 to hit, then double 3 on the blast dice, eventually inflicting 8 wounds. The Skellies already on 22 wounds took 2 more from the Centurian and this was enough to finish the unit. A terrific start for the Trident Realms.

Realising the Gigas were the targets of both the Mummies and the Skellie regiment, the Trident General sent her Riverguard to her left in support, along with her Mermaid (Thuul mythician).



With the Trident realms shooting so efficient and having his centre demolished in the first round, the Undead general attempted a pincer movement, with the Revenants making for the cover of the woods centre left, while the wraiths continued their flanking manoeuvre.

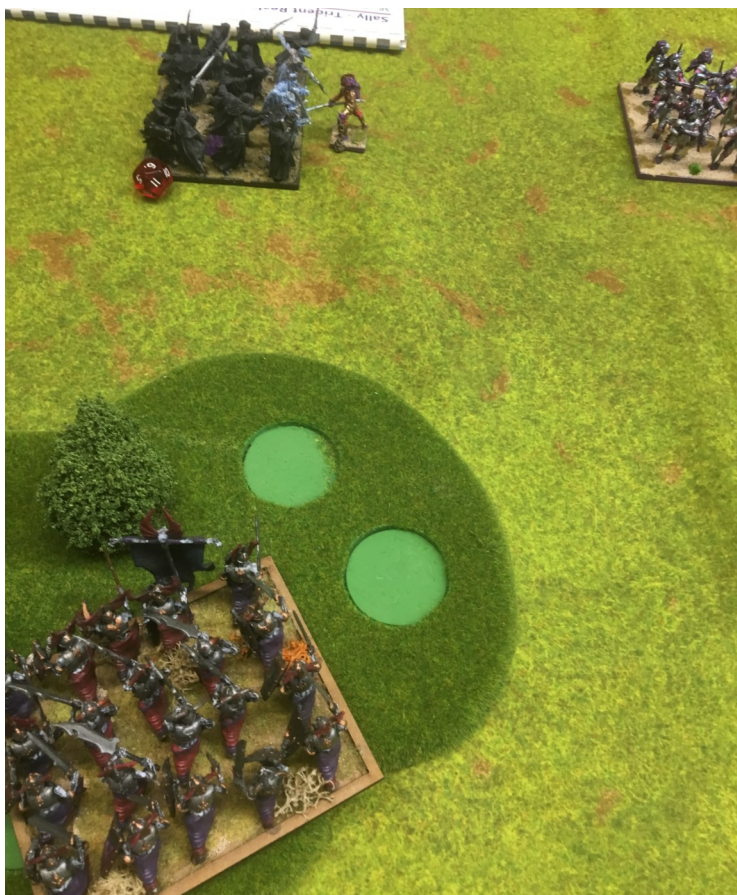


On her right, the Gigas, Riverguard and Mermaid readied themselves to hold the undead advance.

The super accurate Leviathan's Bane took 6 wounds off the Wraiths, but this not enough to prevent a side charge into the unit of Heartpiercers in the next turn.

The unit of Heartpiercers, along with the Centurion and regiment of Heart Piercers took 5 wounds off the Revenants even though they had the protection of the woods.

Finally the Undead enjoyed some success with the Wraiths flanking the unit of Heartpiercers, destroying them in one turn. The Mummies attempted to attack the Gigas, but the Liche Queen's surge was one roll short. The Skellies lined up to face the Riverguard.



The Centurian bravely charged the Wraiths and inflicted an impressive 3 wounds, followed by a very high nerve roll to destroy the very expensive Wraith regiment.

The Gigas charged the Mummies on the right and the Riverguard threw some weapons at the Skellies as they were just in throwing range, but out of the charge range of the Skellies. Only 2 wounds inflicted, but the idea was to soften them up before the melee.



The Liche Queen ran as fast as her little shambling legs could carry her to support the Mummies on the right flank as this was now the Undead's only hope. She managed to cast heal and combined with the Regeneration, the mummies were back to just 2 wounds. The Skellies advanced toward the Riverguard, tempting them into charging. The Mummies managed to breach the Gigas big shield and inflicted 3 wounds.

The Revenants, broke cover and moved towards the Trident Realms centre in the forlorn hope of breaking through.

The Gigas charge the Mummies again, while the Riverguard took on the Skellies. The Heartpiercers , Centurion and Leviathans bane had no problem dealing with the Revenants which were utterly blown away by the fearsome firepower.

The Mermaid moved into position to use the Soul Drain spell, inflicting 3 wounds on the Mummies and recovering one back for the Gigas. In combat, the Gigas dealt 6 wounds on the Mummies and the Riverguard only managed 4 on the skellies. Both held.

The final round of battle was yet another disaster for the Undead. Failing on all regeneration rolls on the Mummies and with 8 heal rolls, the Liche Queen only managed to heal 1 wound. The Gigas and Mermaid did their job with Soul Drain and Melee, successfully taking out the Undead's last elite unit.

The Skellies survived along with the Liche Queen, but it was a crushing defeat for the Undead and an impressive victory for the Trident Realms.

