

Battle Report



Firstborn Pre Game Thoughts

I've been playing Chronopia since it first came out back in the day, though I did shelve it for a while. With the release of the second edition by Excelsior, I've dusted it off and brought it out. In second edition, I've been playing my Stygians exclusively. However, for this battle report I'm going to field my Firstborn. To be blunt, its because I've not gotten the hang of the Stygians yet - I'm 0-5 with them to date.

Clay and I have been playing each other for years, but we've not squared off against each other for a long time. This will make things challenging as I remember how Clay played 3 years ago, but I don't know how he's changed. He was always a good player that gave me a good run for my money. This looks like its going to be an interesting and hard fought game.

We're playing the Capture the Standard scenario from the Chronopia rule book with 1,000 point armies. This is the classic capture the flag game - which means I have to play both defense (protect my flag) and offense (take his flag). To do this, I'm building a 2 part force - defenders and attackers.

First off, the Defenders (698 points):

- o Enlightened with the spells Second Chance and True Sight.
- o A unit of 4 Macemen with a Great Maceman and a Standard

Bearer with the Standard of Fright.

- o A unit of 4 Swordsmen with a Great Swordsman and a Standard Bearer with the Standard of Fright.
- o A unit of 6 Crossbowmen.

The larger of my two forces, the Defenders will set up around the standard with the Macemen and Swordsmen forming the defensive line. The Crossbowmen will be deployed to cover the best approach. The Enlightened will be deployed where he'll do the most good - close to the standard.

For a game this size, I don't think the Chronomancer is worth his points. Alone he's 10% of the force and that's without his spells. The Enlightened gets some of the spells, the same interruption trick, and the Truthbringer. Also, you may notice that there's no Repulsor Knight - this is a change for me as I usually include one. But, again, he's 10% of the force and I think the two Standards of Fright will help by causing fear.

Now, for the Attackers (296 points):

- o Nightwalker
- o War Chariot
- o 4 Desert Crusaders

No, there's not much here, but then its a fast moving force. The plan is to send the Desert Crusaders out screening the War Chariot. When the force gets close, the War chariot will break free and punch a hole in the defenders which the Desert Crusaders will then exploit. The Nightwalker will slip in and grab the standard and sneak away - using his Hide ability and high movement to best effect. So, that's the forces - the actual plan will depend on the terrain deployment.

Crystal Lotus Elf Pre Game Thoughts

Wow, I get to play a game using Crystal Lotus Elves. These guys were my first army in Chronopia and have long been my preferred army. Of course, after a while I started branching out and playing with other armies, and now it seems like an eternity since I've actually been able to play a game with them. I guess I'll find out if I still know how to use



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them. When planning my force, I started with my list of “must haves” for this scenario. That list was pretty simple to come up with:

Blue Lotus Eater with **Sky Chariot** (need I explain why teleporting entire warbands 15” is a good thing in a scenario like this... or in any scenario for that matter?). **Dragonbane Warkiller** (could function as a flanking unit or as mobile reserves). **Archers** (since the scenario called for a certain amount of defensive play, I figured archers could shut down avenues of approach better than most). And lots of grunts (we had to get across the board and back while maintaining a defensive force, which meant we had to have a fair number of troops).

My “nice to have” units I had on my wish list where: **Crystal Knight** and **Lotus Guard** (both for their punching power) and **Dream Warriors** (for their tendency to be able to advance in the face of missile fire).

Now I went to the books to see what my 1000 points could actually afford once I fleshed out the forces with the requisite grunts. After playing with the numbers, I found that to have a balanced force I could not get both the **Lotus Guard** and the **Dream Warriors**, so I opted for the **Dream Warriors** giving me the following list:

Blue Lotus Eater w/ Sky Chariot and Ethereal Dragon	(81 points)
Crystal Knight	(72 points)
Dragonbane Warkiller	(117 points)
Archers (4 plus leader)	(157 points)
Spearmen (4 plus leader)	(132 points)
Axemen (4 plus Standard Bearer and leader)	(145 points)
Dream Warriors (4 plus leader)	(177 points)
Militia (8 plus leader)	(119 points)

My initial idea was to have the **Warkiller**, **Dream warriors**, **Axemen**, **Militia** and **Crystal Knight** detailed to go get the enemy flag with the **Axemen**, **Militia** and **Crystal Knight** going down the center while the **Dream Warriors** and **Warkiller** went down the right flank. The **Archers** and **Spearmen** would hold the fort back home. The **Blue Lotus**

Eater was supposed to help take the middle using **Sky Chariot** offensively and **Ethereal Dragon** defensively as the situation warranted. But as everyone knows, plans rarely survive past turn 1.



Terrain Notes:

The following terrain rules were used in this game:

- The area of terrain effects is denoted by the area of the terrain's base.
- A model that touches the edge of a wood is counted as in the woods.
- Movement in a wood is at half rate, unless along a path. A path allows movement at full rate.
- The entire base of a ruin is considered hard cover.

Set Up:

Clay's Crystal Lotus Elves had 8 Unit Cards and 2 False Leads. Michael's Firstborn had 7 Unit Cards and 2 False Leads. In the roll-off to determine sides, Clay won and picked the west board edge, giving Michael the east board edge. Michael began the deployment.

Turn 1:

Michael won the initiative and chose one of Clay's Unit Cards to activate. It was the Blue Lotus Eater, who moved three times toward the Firstborn lines.

Michael next activated his unit of Crossbowmen and advanced them to the hill just in front of his deployment zone.

Clay activated his Axemen and ran them toward the Firstborn line. Michael activated his Desert Crusaders, who began a flanking move to the south.

Clay's next activation was to move the Crystal Knight forward toward the south and go onto wait. Michael activated his Mace-men who fanned out to protect the Firstborn Standard from the North side.

Clay activated his spearmen and moved them forward down the center of the battlefield. Michael activated his Swordsmen who fanned out to protect the Standard from the South side.

Clay activated his Militia who ran forward through the woods toward the Firstborn lines. Michael activated his Enlightened who went on wait next to the Standard.

The next four activations were of the False Lead cards. Clay then activated his archers and moved them up to cover the South flank approach.

Michael activated his war chariot and it followed the Desert Crusaders in their flanking maneuver.

Clay activated the Dream warriors who ran out on the Southern Flank, heading to an eventual meeting with the Firstborn flanking force.

Michael activated the Nightwalker, who skulked forward in the woods close to the southern end of the elf line.

Finally, Clay activated his Warkiller that advanced out to the south, bolstering the elf line in that area.

At the end of turn one, the Firstborn and the elves both deployed in depth to defend their standards while at the same time send out flanking forces to the south. One wonders who swiped who's playbook.

Turn 2:

Michael won the initiative again and selected the Warkiller to start. The Dragonbane moved forward and went on wait.

Michael moved the Crossbowmen onto the hill and put them on wait.

Clay's militia came out the other side of the woods and fanned out. The Firstborn Macemen shifted slightly and went on wait.

Clay moved the Spearmen in to close proximity to the Elf banner and went on wait. Michael repositioned the Swordsmen slightly and put them on wait.



Clay strengthened his Southern flank advance by running his Dream Warriors forward. Michael shifted the Nightwalker toward the center of the table and took cover behind a rock.

The Blue Lotus Eater attempted to case Ethereal Dragon but fumbled his roll. Michael ran the Desert Crusaders toward the middle of the battlefield. This brought the Elf Archers off wait. They were able to let fly with two shots, one of which hit but failed to wound.

Clay then activated the Elf Archers who brought down a Hail of Arrows on the Desert Crusaders who took one casualty. Michael continued the turning of his flanking force by wheeling the war chariot toward the center of the battle field.



Clay's spearmen advanced, leaving the standard behind while Michael's Enlightened shifted his position relative to the Swordsmen and Macemen and to end the turn Clay advances his Crystal Knight on the Southern Flank.

In this turn, Michael turned his flanking force toward the center while Clay continued to move his forward. The center of the elves advanced while the center of the Firstborn prepared for the coming assault.

Turn 3:

Michael again wins the initiative and chooses to move his Desert Crusaders into the ruins in the center of the board. Clay activates the Archers who again bring down a Hail of Arrows on the Desert Crusaders, killing 3 of them. The survivors panic.

Michael activates the War Chariot and continues to move it across his front toward the North end. Clay activates the Warkiller and presses his Southern Flank movement.

Michael pulls the Nightwalker back toward the woods on the South while Clay send the Dream Warriors after the Warkiller.



Michael rotates the Swordsmen to provide a defense in depth against the Elf Southern thrust. Clay advances the militia out of the woods, putting the front rank on wait.

Michael shuffles the Macemen to backup the Swordsmen. Clay moves the Crystal Knight after the Dream Warriors but slips him into the same woods as the Nightwalker.

The Enlightened remains on wait while the elven spearmen reform their line a bit. Michael then advances the crossbowmen off the hill to get better coverage on the ruins in the middle of the battlefield. Clay then advances the Blue Lotus Eater and the Axemen, the later moving into the ruins in the center of the battlefield.

With this turn, the Elves continue their flank advance while the Firstborn try to pivot the force - and manage to loose their first unit in the process.

Turn 4:

Yes, Michael wins initiative again and activates the Nightwalker. The Nightwalker slips out of the woods and throws his dirks at the rear of the Warkiller. He scores a hit but fails to wound. Knowing the Crystal Knight is behind him, the Nightwalker goes on wait.

Clay activates the elven archers who attempt to shoot the War Chariot. They miss and then advance to close the range.

Michael activates the Crossbowmen; two of which fire on the Axemen in the ruins bringing one of the elves down. The rest of the Crossbowmen go on wait.

Clay moves his spearmen forward toward the center of the board while Michael runs the Chariot toward the North end of the battlefield.

Clay activates the Warkiller who turns and spots the Nightwalker. The Warkiller charges and the Nightwalker countercharges. The Firstborn swings first but misses. In the return attack, the Warkiller kills the Nightwalker.

Michael activates the panicked Desert Crusaders who flee toward the First Born lines. Clay continues to advance the Dream Warriors.

Michael slightly repositions the Swordsmen and then the Macemen. Meanwhile The Crystal Knight advances along the flank and the Blue Lotus Eater fails to cast Sky Chariot.

The Enlightened shifts along with the Swordsmen while the Militia advance. Then both the Militia and Axemen go one wait.

The round sees the Firstborn take another casualty while trying to shift the attack to the North Flank. The Elves are resolute and advance on the center and south.

Turn 5:

Yet again Michael wins the initiative and forces the Elven militia to activate. They stay on wait. Michael then retreats the Desert Crusaders into the Firstborn Deployment Zone where they will rally next turn.

Clay then advances the Dream Warriors, the Crystal Knight, and the Warkiller along the Southern flank. While this is going on, Michael advances the crossbowmen to get a better view of the ruins and put them on wait. The Swordsmen and Macemen go on wait.

The Blue Lotus Eater successfully casts Sky Chariot and whisks the Elven Archers into the upper level of the ruins in the middle of the battlefield. Two of the Firstborn crossbowmen react and manage to kill one of the elven archers.

Michael lines up the War Chariot to charge into the Elven militia while the newly repositioned Elven Archers fire into the Firstborn crossbowmen, who take one casualty.

The remaining forces on both sides go on wait.

The turn sees the elven attack forming up while the Firstborn are still milling about helplessly. Hey, I can be hard on the Firstborn,



I was playing them!

Turn 6:

Breaking with tradition, Clay wins initiative. He nominates the Swordsmen to move first - and they slightly reform and go on wait. The Elven crossbowmen now fire on the Firstborn Crossbowmen resulting in 3 casualties which panics the unit.

Michael activates the surviving Desert Crusaders who rally and turn to face the eventual Elf advance. While this is happening, the Dream Warriors finally complete their end run and begin forming up for the attack on the Firstborn Swordsmen.

Michael flees the Crossbowmen into the Firstborn Deployment zone while Clay advances the Crystal Knight up to the line formed by the Dream Warriors.

Michael redeploys the Macemen to receive the coming attack of the Axemen while the Elven Warkiller positions itself parallel to the Crystal Knight.

Michael advances the chariot but swings it wide of the Militia and their pointed sticks. This ends the Firstborn activations.

Clay moves his remaining units. The militia charge the rear of the Chariot and attack it, doing some wounds. The Axemen advance out of the rubble and in sight of the Firstborn line. The Lotus Eater fails to cast the Sky Chariot spell, so the spearmen have to advance on foot.

The turn sees the Elven forces form up for their last assault. The Firstborn are still shuffling around.

Turn 7:

Clay maintains initiative and activates the militia which finish off the chariot. Michael activates the Crossbowmen who fail to rally and plunge headlong into the Firstborn Deployment zone.

The Elven archers let fly a Hail of Arrows into the Firstborn Macemen who stand there and take it - their leader obviously forgot about diving for cover. This costs the Macemen 2 comrades, but their morale holds. The remaining Desert Crusaders move up behind the Swordsmen and go on wait - hoping to blend in.

The Elf spearmen advance while the Macemen, continuing their ineffective synchronized shuffling, fall back.

The Blue Lotus Eater fails to cast Sky Chariot again while the Swordsmen advance toward the Elven Flanking force. Their pride forces them to do something, unlike the Macemen.

The Axemen advance further out of the ruins while the Enlightened follows up behind the Swordsmen.

Now the elves cut loose with their attack on the South flank. The Crystal Knight charges first only to be counter-charged by a Swordsman. The Swordsman manages to wound the Crystal Knight before the elf kills him. The Crystal Knight then charges the Great Swordsman, who also counter charges. However, the Crystal Knight easily dispatches the Firstborn.

Clay then activates the Dream Warriors who follow the lead of the Crystal Knight. They charge the Swordsmen, who counter charge. After the dust clears, one swordsman is down and one is still fighting with three Dream Warriors around him.

Finally the Warkiller charges into the swordsmen and manages to kill the Leader, Standard Bearer, and the last unengaged Swordsman while taking only one wound in the process.



At the end of turn 7, the elves are rolling up the south flank while pinning the center. The Firstborn have discovered that the one thing they do really well is die.

Turn 8:

Clay wins the initiative and forces the activation of the Crossbowmen, who rally in the deployment zone. Clay announces he will activate the Dream Warriors, but the Enlightened interrupts and charges the Warkiller. With a swing of the Truthbringer, the Enlightened kills the Dragonbane. He then follows up into the Dream Warriors surrounding the lone Swordsmen and kills one.

Clay continues with the activation of the Dream Warriors who manage to kill the lone Swordsman and eventually pull down the Enlightened. Michael activates the Desert Warriors and moves them up to slow the advance of the Elves from the south.

The Elven archers let fly with another hail of arrows against the Macemen, killing the standard bearer. The Macemen react by pulling back some more! Cowards!

Clay moves his Axemen forward while the Blue Lotus Eater successfully casts Sky Chariot on the Militia. The Militia now charge the crossbowmen and manage to kill only one. The spearmen advance and finally, the Crystal Knight charges and kills the Desert Crusader.

At the end of this turn, with only the shuffle-step Macemen surviving, Michael concedes the game.

Firstborn Post Battle Analysis

That was horrible! I mean I've had some bad games in my time, but I've not played this badly in years. Writing this up, I can see just how horrible it all went - so where to start?

Okay, what did I do right? My deployment was exactly what I wanted - but after that everything went into the toilet. I started second guessing myself - rather than meeting the elves in the middle of the field, I tried to turn my advance. This only resulted in slowing my attack and placing my units in the line of fire of his archers.

The rest of my army basically stood around and waited for the elves to come. The Enlightened did nothing until it was too late and the chariot managed to run up to the enemy and give him a free shot at its rear.

Looking back even farther, I can see I also had problems with my army composition. There were too many points tied up in grunt troopers - the swordsmen or the Macemen alone would have been sufficient. I should have bought more elites for my assault force. With a larger assault force, I probably wouldn't have run from the Elven assault force.

Well, I guess I'll be putting these guys back on the shelf for a while. They're embarrassed to be seen with me.

Crystal Lotus Elves In-Game Analysis

Well my initial plan changed pretty quickly, or at least was modified. Luckily deployment was so crowded that it hardly mattered where a unit was initially placed and could easily change its plan without much lost time. Both Michael and I deployed with the idea to move down my right flank (his left). The other flank was essentially ignored. I was also surprised that his forces seemed to be almost all grunts, and with the exception of the Chariot, he didn't have any of the fast movers that I was expecting. That was going to give me a little bit more latitude in my movements. The bad news is that I thought he outgunned me on the flank I was intending to move down, so I diverted my **Crystal Knight** to go beef up the **Dream Warriors**. Also with his crossbowmen covering the center, that looked too dangerous so I sent the **Militia** around the left to try and utilize the cover there and the relative safety due to lack of enemy troops. The **Axemen** still went up the center, and the **Spearmen** took up guard duty.

But then Michael evidently decided that he was outgunned so diverted most of his flanking force to the center. In my mind, that was probably a costly error. In his shift, I was able to drop a couple "hail of arrows" on his **Desert Crusaders** all but annihilating them. It also left his **Nightwalker** all by his lonesome with Crystal Lotus Elves all around him clamoring to take home his ears as trophies. However, he did manage to get a couple of wounds on my **Warkiller** before he gave up his ears. Michael's **Chariot** also made a run all the way across the battlefield from right to left (from my perspective) and never made it into combat until much later when I attacked it from the rear and took it out with my **Militia**.

After the **Desert Crusaders** stopped trying to catch arrows in their teeth and started running for the hills, my **Blue Lotus Eater** was able to get off a Sky Chariot (after failing to get off a single spell in several turns) and put my **archers** in a commanding location in the center of the board. They proceeded to trade shots

with the Firstborn **Crossbowmen**. Being in hard cover while the **Crossbowmen** where in the open proved to be too much of an advantage to be overcome and the surviving **Crossbowmen** turned to catch up with the fleeing **Desert Crusaders**. That left me in control of the center and the right flank. The rest is history.

Crystal Lotus Elves Post Battle Analysis

Well this game was a perfect example of “all offense” vs. “all defense”. Though I doubt Michael intended to play an all defensive game (that would hardly be like Michael) that was the position that he was forced into. And as in most games, being all defense when you are not in a prepared position or a choke point of some sort, it is a difficult position to be put into.

I was very disappointed in my magic for the game, seeing that Elven magic was supposed to be my strong suit, but when the dice won't cooperate what can you do? The **Lotus Eater** did manage to get off the one Sky Chariot for the archers which proved very helpful so I guess I can't complain too much.

The stars of the show (from my prospective at least) where my **Archers** and my **Crystal Knight/Dream Warriors** combo. The **Archers** scored a bunch of kills (some of them happened to be my own guys... oops) and were single handedly responsible for taking the center. The **Crystal Knight/Dream Warriors** combo was something I've never tried (but is mentioned in the Chronopia FAQ, which is what gave me the idea) and found it to be a potent match-up. When they did finally bowl into a warband of **Swordsmen** on wait, they came away unscathed (though they did finally lose one of their number to the Firstborn **Enlightened** who then promptly offered up his own ears in apology). My **Warkiller** did his duty and helped escort my forces into the enemy Deployment Zone. But in the end, his previous wounds from the **Nightwalker** proved to be his undoing and he too fell. All in all I was happy with the way things went and looking back on it, the final execution actually had some resemblance to my initial plan, and that is something you can't always claim.

Game played by J Michael Tisdell and Clay Richmond



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