




# THE SECOND BATTLE OF CARROTIA

Starkpool Game 13

May 11, 2025





# Players and Notes

- Bob L controlling Sinxth and Brant forces
- Craig J. controlling Lorn and Fang forces
- Dave N. judge and game master
- Campaign Date: October 31, YN 1025
- Using *Chainmail* Rules Set by Gygax and Perren, 1970 (FOR THE LAST TIME)
- 1 miniature= 5 men; order of battle lists # of minis



# Sinxth Order of Battle



- Ford Rangers HHC x10
- H-Shock AFB x10
- Housecarl HFC x3
- North Cav HHBx10
- North Rangers hobbit ARC x20
- Light Mercs: LFC x6
- Dwarf Mercs HFC x6
- Earl Ronstudd Paladin-8
- Quods Halfling Scout-4



# Brant Detachment (Ally to Sinxth)

- Dragon Unit Light Horse: LHC x4
- Dragon Unit Longbow: LBC x6
- Dragon Unit Foot: LFC x14
- Seraphina, MU-4



# Lorn Order of Battle



- Gnome Company: GARCx8
- Baron's Guard MHBx10
- Baron's Reserve MHDx7
- Frontier Guard MHCx10
- Pike Company LPBx20
- Baron Humbert F-8
- Scaramando Gnome Scout-4
- Captain Brilliant F-5



# Fang Detachment (Lorn Ally)

- Tard Crew Orc LFDx10
- Merc Light Orc LFC x12
- Merc Archers Orc ARA x6
- Sucktard Hoborg F/Del-3
- Mangus the Mad F-5



# Turn 1

- The Lorn Baron's Reserve (MHDx7) under Captain Brilliant rushes to seize Big Carrot Hill, taking 1 figure lost to pass through shots from the Brant Longbows.
- The Sinxth North Cavalry (HHBx10) rides to contest the Lorn horse on Big Carrot. The better experienced, equipped and numerous Sinxth knights shatter the Baron's Reserve, those who survive, together with Captain Brilliant, flee the battle.
- The rest of the armies move forward, looking to come to grips soon.



# Turn 2

- The Lorn Frontier Guard (MHC x10) catches the Sinxth Light Mercenaries (LFCx6) in a patch of woods on the Sinxth right flank and wipes them out. The dwarf mercenaries also cowering in the woods, take off toward the main body of the Sinxth forces.
- Baron Humbert and the Baron's Guard (MHB x10) catches the Sinxth North Cavalry on the flank at Big Carrot Hill and kills 1 figure.
- The Lorn Pike Company (LFB x20) charges the Ford Rangers (HHCx10) west of Big Carrot Hill. The pikes kill 2 horse and the horse kill 4 pike. Earl Ronstudd himself attacks the pike on the flank and kills 2 more.
- The Brant Light Horse charge and eliminate the the Fang Orc mercenary archers (Orc ARAx6), but only 2 of the light horse remain.



## Turn 3

- One continuing brawl sees the Lorn Pike vs the Ford Rangers and Earl Sinxth, joined by the remnants of the Brant Light Horse. The pikes loose 8 figures in the melee, and the Ford Rangers loose 3. The pikes loose 2 more to a sleep spell from Seraphina of Brant.
- On top of Big Carrot Hill, the North Cavalry continue fighting Baron Humbert and the Baron's Guard. The North Cav looses 6, the Baron Guard looses 3



# Height of the Battle Turns 3-4





# Turn 4

- The hobbit archers (ArC x20) on the stockade, kill 1 of the approaching Lorn Frontier Guard which does not prevent them from killing all of the Sinxth Dwarf mercenaries, vainly fleeing before them.
- The Brant longbows also kill 1 of the approaching Orc mercenaries near the big hill.
- In the pike brawl, the pikes kill or drive off the remaining Brant Light Horse and inflict a wound on the Hobbit Scout Quods.
- On the hill, Baron Humbert and his guard kill 2 of the North Cavalry, and they kill one of the guard.



# Turn 5

- As Earl Ronstudd and the Ford Rangers head up to the melee on Big Carrot Hill, the remaining Lorn pikemen rush forward to attack the Brant longbows, however all the pikemen are wiped out by volleys of arrows from the hobbits troops on the stockade wall.
- As Orcs and Frontier Guard join the melee on the hill from the Lorn side, and Ronstudd and the Ford Rangers from the Sinxth side, Baron Humbert and Earl Ronstudd spot each other and each shouts out a challenge to the other.
- The armies are silent, they depart from Big Carrot Hill, leaving the top for a mighty duel between the noble commanders.



# The Climactic Duel





# Ride for Glory

- The duel begins with the traditional three passes of the lance. Both knights miss the first, but Humbert injures Ronstudd on each of the remaining two passes.
- Both men dismount and draw swords, coming to grips straight away'
- Ronstudd strikes Humbert first, but then Humbert hits Ronstudd three times in a row, throwing the Earl into the dust/
- Ronstudd is gravely wounded and his trusty hobbit Quods leaps forward and immediately concedes the duel, the battle, the two villages and the expedition. He apologizes and promises they'll never do it again.
- Ronstudd is saved by a healing potion and his army withdraws from the Oniono-Carrotia area for the lands of Sinxth.



# Permanent Losses: Sinxth/Brant listed in Men not figures

- S6 Ford Rangers HHC 12 lost
- S20 North Cavalry HHB 12 lost
- Light Mercenaries and Dwarf mercenaries all gone
- Brant BB1 Light Horse, all gone



# Permanent Losses: Lorn/Fang

## In men, not figures

- L5 Baron's Guard 10 MHB lost, 12 MHD lost
- L14 pike: 40 lost
- L6 Frontier Guard 5 lost
- F17: Tard Crew: 5 lost
- Merc Orc Archers: All gone



# Promotions

- Sinxth/Brant
- Ford Rangers to B
- Lorn/Fang
- Sucktard to level 4





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