




# Battle of Harken

Starkpool Game 14

It's Better to Burn Out Than Fade Away


May 25, 2025





# Background



- After spending most of the year in a drunken stupor, Evil Jack Palance, the Baron of Braxx decided to end the campaign season of 1025 with a big throw of the dice.
  - He gathered all of his troops, except the village and town militias, and led them directly toward Castle Harken, the home of the Holy Brotherhood of Lord Protector, an order of Lawful religious knights bound to defend the Reach against Chaos.
  - Grand Master Theodoric led all but the castle garrison onto the plains in front of the northernmost guard tower to meet the chaotic army.
  - Battle was fought using Starkpool Man-To-Man rules, with each figure representing 10 men. Order of Battle will be expressed in figures not men.
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# Braxx Order of Battle (Bob L.)

- Baron Evil Jack Palance, F-8; Max Power F-4; Smash F-4, Bill Sc-4, Hork F/C-3; Sneaky Donald Plesance MU/De-3
- Hobgoblin HFC x17
- Hobgoblin Crossbows: Heavy Cx8, Light Dx5
- Gnoll A HF x4
- Ogres x2
- Hoborg HFCx8, Scouts-B x5
- Goblins LFCx20, LFD x20, Archer C x20



# Harken Order of Battle (Craig J. and Andrew S.)

- Grand Master Theodoric P-8, Sir Brastias F-4. Sir Godric F-4, Bishop Triggerio CM-4.
- Spearmen HFCx10
- Heavy Crossbow HXC x8
- Sergeants MHCx8
- Sergeants MHCx7
- Knights HHCx15
- Knights HHB x4



# TURN 1





# TURN 1

- The Brotherhood Crossbowmen, on the battlements of the guard tower, killed 3 of the Hobgoblin Crossbow as they reached a hilltop.
- The goblin archers reached the top of a wooden hill and killed 6 of the advancing Medium Horse, breaking the unit. 2 figures fled, leaving Sir Brastias all alone.
- The Hobgoblin crossbows managed to kill one figure of Heavy Knights C.
- The club-armed goblin LFD came to grips with Sir Godric and his 7 medium horse. Godric killed 2 goblins and the horsemen killed 3 more.
- A bad opening turn for the knights, losing 1 whole horse unit.



# TURN 2





# TURN 2

- While the heavy knights and the various hobgoblin and hoborg units moved around on the west side of the battle. The 2 units of goblin foot and the ogres clashed with the medium horse, spearmen and Sir Brastias and Sir Godric on the east side.
- The ogres inflicted 2 wounds on Sir Brastias who returned no wounds.
- The axe-goblins rushed into the medium horse but weren't successful. The horse killed 2 axe-goblins in return. The spearmen then charged the axe-goblins in the rear, killing 7 of them. The axe-goblins broke morale and fled, and 3 more were killed as they ran.
- Sir Godric killed 2 of the club-goblins who did not injure him.
- Sneaky Donald Plesance turned invisible and began sneaking about.



# TURN 3





# TURN 3

- Smash rallies the fleeing axe-goblins.
- Bishop Triggerio attempts to throw a hold spell on Baron Braxx, but he saves. Hork tries to throw a hold spell on the Grand Master, but he saves as well. Bill the Scout tries to shoot Triggerio, but misses.
- As the Knight HHC with Grand Master Theodoric approaches the Braxx lines, the goblin archers manage to kill one of them and the hobgoblin crossbows kill another. The knights attack the line, killing 1 and wounding 1 gnoll, and also kill 4 hobgoblin halberd-gobs. The gnolls and Max Power each kill 1 HHC.
- Sir Godric and the spearmen kill 9 club-goblins and the rest flee the field.
- Evil Jack inflicts a wound on the Grand Master.
- The tower crossbowmen kill 3 of the axe-goblins, who again flee and this time permanently.



# TURN 4





# TURN 4

- Sir Godric and the Medium Horse charge the archer-gobs, losing 3 horsemen to the arrows on the approach. The charge hits home, killing 7 of the archers, who turn to flee, losing 3 more. The archer-gobs flee the field.
- The knights HHC kill 2 gnolls, 2 Hoborg HF, and 1 Hobgoblin HF, breaking the Hoborgs who flee.
- The veteran HHB knights are brutally ambushed by backstabbing hoborg scouts and all 4 knights are wiped out.
- The charging spearmen and Sir Brastias inflict some wounds on the ogres.
- Evil Jack wounds Theodoric and Theodoric's horse "Beast of the Lord" wounds Evil Jack.
- Bishop Triggerio retreats to the safety of the guard tower, waiting there till the end of the battle.



# TURN 5





# TURN 5

- The tower crossbowmen kill 2 of the hobgoblin crossbows, who in turn kill one of the medium horse, causing them to flee.
- Sir Brastias and the spear men finish off the ogres.
- The knights wipe out the gnolls.
- Smash kills 2 knights, the halberd-hobs kill another, and Max kills yet another.
- Evil Jack wounds Theodoric.



# TURN 6





# TURN 6

- Sir Brastias rallies the Medium Horse
- Sir Godric charges the hobgoblin crossbows, with no exchange of wounds.
- Theodoric and Evil Jack each wound the other.
- Emerging from invisibility, Sneaky Donald Plesance attempts to back stab Sir Brastias, but misses.



# TURN 7





# TURN 7

- Sneaky Don P. was shot to death by a rain of crossbow bolts from the tower, just as he put 1 Medium Horse figure to Sleep by magic, causing the remaining 2 figures to flee.
- Sir Brastias whips out a Javelin of Lightning and kills Smash and 2 halberd-hobs,
- Sir Godric kills 2 light crossbow hobs and the rest flee.
- The spearmen join the press and kill 2 hoborg scouts.
- The knights kill 2 halberd-hobs.
- Max wounds Theodoric and Evil Jack wounds him twice. Theodoric wounds Evil Jack twice.



# TURN 8





# TURN 8

- Hork uses a Cure Light Wounds spell on Evil Jack
- Sir Godric kills a Hobgoblin Heavy crossbows.
- Sir Brastias kills 2 halberd-hobs
- The knights kill 3 halberd-hobs
- The halberd hobs kill 1 knight
- The two commanders hammer at each other to no result.



# TURN 9






# TURN 9

- Hork again heals Evil Jack
- Sir Godric finishes the hobgoblin crossbows
- Sir Brastias and the knights kill 4 halberd-hobs
- Max Power kills 3 spearmen
- Evil Jack wounds Theodoric
- Theodoric wounds Evil Jack twice.



# TURN 10



- Sir Godric tries and fails to cut down Hork
  - Max kills 2 spearmen
  - Theodoric and Evil Jack cut each other down. Theodoric is dead, but Evil Jack just gravely wounded.
  - Sir Brastias and Sir Godric are too badly battered to contest the field against Max Power and Hork, who are likewise in no shape to keep fighting.
  - Max and Hork take Evil Jack off to tend to him and the knights take their Grand Master's body back to the castle, to hopefully have him raised from the dead by the Bishop of Starkpool.
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