

Battle at Sea Phase 1

The Battle at sea phase 1 was really nice. It did not take long and it was fun to do.

Just one thing could be nice to add since it is so difficult to hit a ship. We could put a small marker (coin) in the middle of the ship and if somebody could hit it the ship would sink (automatically the last to be chose for battle) and it would loose the 200 pt automatically.

Battle at Sea Phase 2

This was fun. But being in a ship should make all shooting more difficult so that the ballistic skill of these unit should have -1 to hit. Also monster (like the Hydra), cavalry units and monstrous infantry should automatically start in the hull and could come only has reinforcements since no captain would allow such things on the deck of his ship. #Go bellow ya freaks#

Beachhead

I was the attacker and so take that into consideration.

First the boats. Miscast are ok but the losses should not be automatic but the models could try to swim ashore, or back to the boat as long as they do not have heavy armour or are war machines or chariots.

This should be like a 6+ ward save, or in this case a 6+ swim save. If the units are aquatic then they do not have to save and they just swim back to the boat.

The rest was really nice.

Capture the fort. The last battle.

We already discussed this but to sum up what I remember:

a) it was clearly too long - take only the SOM or the siege options but not both.

In my opinion the siege without the SOM would be nicer since then we could have had 1500 pt each making things more manageable.

b) Another option would be to make a 2 vs 1 in the saturday afternoon with one battle with two defenders and one attacker and the other with two attackers and one defender (defender 2500 pt + 1250 siege) and attackers 1500 pt + 750 siege and vice versa for the other.

Then on Sunday do a 3 vs 3 with SOM but with armies of 1500 pt per person but with the SOM items chosen collectively (4500 pt + 1125 SOM) for each side.