

A game of Conquerors and kings

“24 years on play test”

- This game was played on 8th March 2022.
- One army was Spartan and the other Viking.
- Rules used are the playtest version 2 of “Conquerors and Kings” (CK) by RFCM (Peter Pig).
- The first version of CK was published in 1998.

Basic information

Army size. A “pointage” exercise. Usually 16 units.

Units. Units are 3 bases and die by the half base. *i.e 6 increments.*

Skirmishers. Skirmishers are treated very differently by CK. They start the game at only 2 bases. When they die no casualty markers are placed. *i.e they do not affect morale.*

Table. 6 zones in width and 5 zones in depth. All matters are measured in zones. Thus, any sized zone or figure size can be used. The 6 zone width stops armies occupying the table “edge to edge” with a wall of units. This disadvantages armies with a lot of high quality units. The 5 zone depth prevents armies from being able to re deploy at whim.

Fights. Fights are between a zone and an opposing zone. Each zone has a pile of D6 which they roll in order to achieve scores of 5,6. Fights are won by the greater number of hits not the number of saves. This allows unarmoured troops to win fights with the shock of impact. Armour helps prevent casualties. This means that the less armoured troops die more often than armoured ones.

Game setup. Each player has an army pointed at 300 points. The troop classifications are quite generic. e.g Close order foot, auxiliary foot and skirmisher foot. On top of these there is armour, quality and other minor considerations. CK is not weapon orientated except for the allowance of bow and pike.

Zones. The table zones each have a value. These contribute toward the victory conditions. Zones nearer the defender edge are worth more points. This encourages the players to maintain a battle line and table occupancy. Zone occupancy usually contributes about 25% to the victory consideration.

Game length. The game has a variable countdown, but most games give the payers 5 turns each. Games last about 2 hours from arrival to pack up.

This game

This game is in response to Chris' thinking about Vikings versus Spartans.

CK uses very general ideas of troop classification. This makes these two armies quite similar in CK game terms.

The Spartan army.

Mainly hoplite close order foot unarmoured. Some units veteran. Plenty of foot skirmishers and 1 unit of mounted skirmishers. 2 generals.

The Viking army

Mainly close order foot. Some units armoured. Some units veteran. Only a few skirmishers. No mounted troops. 1 unit of auxiliary foot. 2 generals. *The Viking army looks more powerful in the pictures because the sabots enlarge their physical presence.*

The scenery

Each army brings 3 scenery pieces. CK puts the pieces on the flanks and the players have some ability (through D6 rolls) to bring the pieces into the battle area.

CK is a defence /attack game. This makes the victory criteria slightly different for the two players. The attacker needs to attack, and the defender needs to hold his battle line.

Battle tactics

Each army has 3 "battle tactics" that it may deploy. There are 11 battle tactics in CK.

The Spartans used "fast move", "brace shields" and "hold the line".

The Viking used "fury", "die hard" and "join the line".

These battle tactics make small differences only.

The pictures

This game had two players per side.

The game zones are marked with dots.

Picture 1

This picture shows the Spartan army all set up. The figures are not all correct, but that is not a problem when play testing all sorts of armies. The hands belong to Stewart. In the distance is a rough hill. The other two hills visible are gentle hills. Hills confer fighting and morale advantages. The Spartans have enough troops to form a solid battle line and have put a bunch of skirmishers on the near flank.

Mechanisms in use

- 1. Moving sideways or out of scenery requires a D6 roll.*
- 2. A zone has a capacity of 3 units. A first skirmisher unit, general or elephant does not count toward the number. Positions of units within the zones is aesthetic.*



Picture 2

Here are the two armies ready for the “off”.

Vikings on the left are using some sabots (by Warbases) for ease of movement.

Those are Stewart’s hands.

The Vikings (left) have put their main units into 4 zones. The near Viking zone are just a bunch of flankers.(trees by S+A).

Mechanisms in use

1. The general will allow morale to be re-rolled.
2. Shooting in only at 1 zone range i.e. the four faces.



r faces).

Picture 3

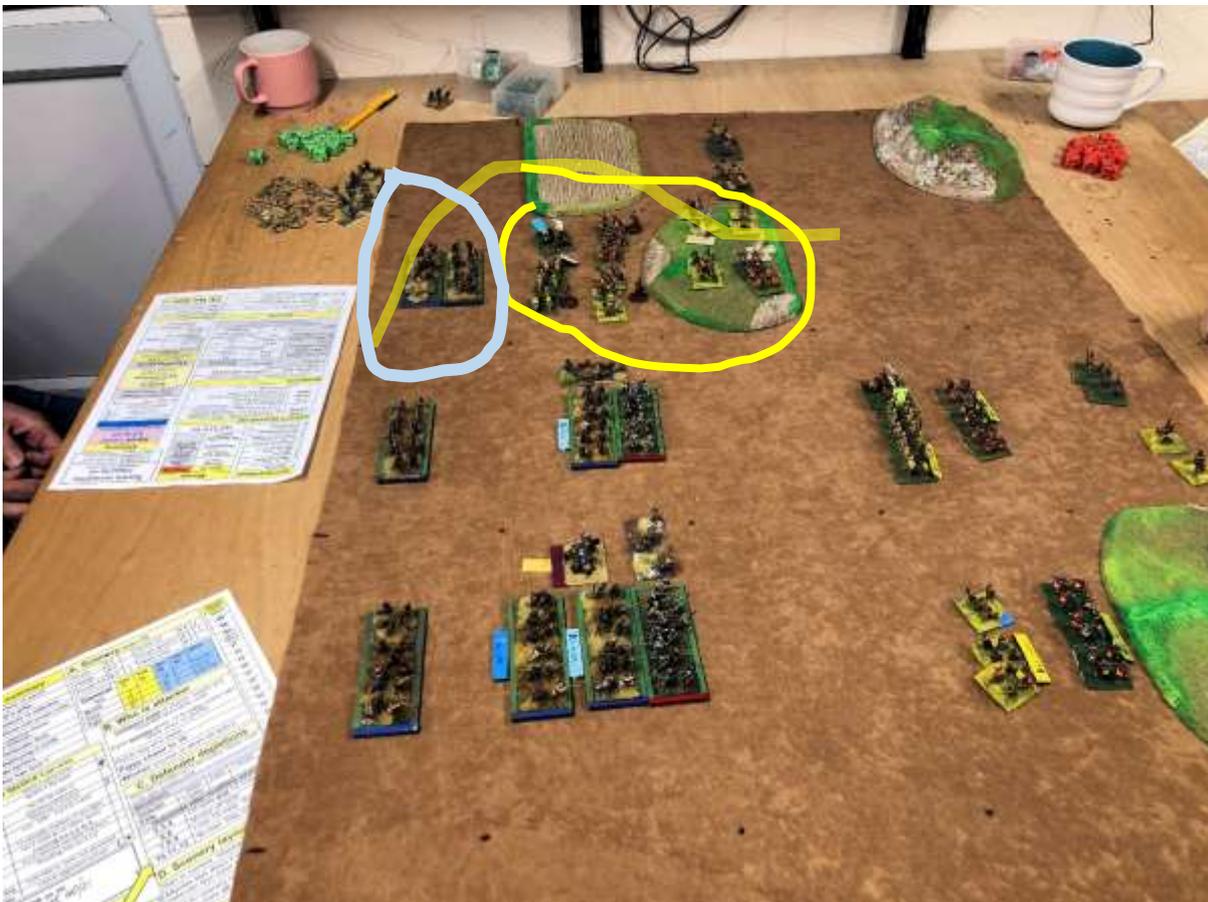
The Spartans (right) have pushed their right flank forward to seize the hill (Buford ?). The units immediately to the left of the hill are also Spartans who have moved on from the top flank edge (Spartans are yellow looped). Only the left of the top three zones (looped) with figures is occupied by Vikings.

Mechanisms in use

1. *Fighting* . A big fight might use up to 15 D6. Modifiers include rear support, unit quality, general, previous wins, direction of fight.

Target zone rolls and re-rolls first. Assaulter rolls and re-rolls second. This gives advantage to assaulter in knowing what he needs to achieve for a win. Small fight win = 1 more hit than opponent. Bigger win = 2 or more hits extra to opponent's.

Only loser places casualty markers . These directly cause morale. Winner also applies "pursuit" mechanism, which can be quite bloody.



Picture 4

Picture of the battle centre.

Upper yellow loop shows Vikings in sabots being bashed by Spartan foot.

Lower loop shows Viking foot killing large amounts of Spartans

After this point the Vikings failed to capitalise on the Spartan deaths.



Mechanisms in use

1. Both sides lose the valuable "close order units to side or rear" modifier as their lines are becoming fractured.

Picture 5

Viking right flank sweeping unopposed up the Spartan's skirmisher flank. The skirmishers are no big threat, but they have kept the Viking units busy. The Vikings are gaining zones by pushing toward the Spartan base edge.

Mechanisms in use

1. *Opponents on flank cause a zone morale problems.*



The game ended with the Spartans having pushed forward their own right flank (top of picture) and holding their centre. The Spartan left flank (bottom of pictures) disintegrated.

The Vikings held a big part of the table centre, but their own left flank (top of pictures) had wrapped in against the Spartan flanking moves.

On kills (including generals) and zones the Spartans achieved a good victory.