

RAVENFEAST 1.1

ONE PAGE FANTASY SKIRMISH – MODIFIED FOR NORSE SAGAS

“ONE PAGE FANTASY SKIRMISH” by John David Slor
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Dice: All dice rolls are a single six-sided dice. Roll low.

Basing: 1” square minimum, or rectangles with full-inch sides.

Modifiers: A score may not be modified below 1 or above 5.

Friendly: Your figures. **Allied:** Teammate’s figures.

The Turn Sequence:

All the phases of a turn (Initiative, Rally, Movement, Shooting, Melee and End of Turn) are simultaneous. Mark any casualties, but do not remove them as they may still act until the end of the phase.

1. Initiative: Each side rolls a dice. Player subtract the current number of heroes and 1 for their leader (if alive) in their army. The player with the lowest total may go first or nominate another player to go first. Play then proceeds clockwise around the table.

2. Rally: A figure that failed their Morale roll but is still on the table must try to rally by rolling the Morale score or less. If they pass this roll, they immediately act as normal. If they fail, then they are removed from the game, and counts as killed.

3. Movement: Each side moves all of their troops in order of initiative. A figure may move its Move score in inches. Figures may move through friendly figures but not enemy figures. A figure may not end its movement with its base overlapping another figure’s base. A figure cannot move between enemy figures if there is less than 1 inch between your figure and either enemy figure. Moving a figure into base-to-base contact with enemy figures locks those figures in melee and they all forfeit any remaining Move for that turn.

Rough terrain costs 2 inches of move for each inch traversed. Obstacles such as hedges and walls cost half of a figure’s Move to cross. High walls and cliffs must be moved around.

Flying: Figures that can fly cannot mix “flying” and “normal” movement in the same turn. When flying, ignore all non-flying figures and terrain, while flying figures treat other flying figures as normal. Figures flying may be shot at by normal troops and other flying figures. Flying movement may be used to withdraw from melee and must be used to flee due to a failed Morale roll. Flyers may not form a shield wall.

Facing: A figure may attack any target forward of its rear base edge - be it in Melee or Shooting. However, it may not attack any figures to its rear.



All the other figures may attack the center figure.

The center figure may attack A, B, C, D and H, but not E, F or G.

Modifiers:

-1 to Missile score if shooting uphill.

-1 to Melee Score if attacking uphill.

-1 to Melee Score if more than 1 enemy figure in base-to-base contact.

4. Shooting: All missile weapons have a range listed in inches, and are measured from the edge of the base of the shooter to the edge of the base of the target. A figure that moved more than half its Move or in melee may not shoot. You may not shoot into melee if your troops or allies are in it. For each piece of cover (walls, hedges, trees, shield wall, etc.) between the shooter and the target, roll a dice. On a 3 or less the shot misses the cover and continues on its path. You may only shoot at a hero or leader if they are the closest target. You cannot shoot through more than 2” of woods along the edge and 4” inside the woods. First roll to wound, and then roll for any cover. Roll Missile or lower to wound. The target may ignore the wound if it rolls its Armor or lower.

5. Melee: A figure is in melee once in base-to-base contact with an enemy figure. You may withdraw a figure from Melee up to ½ of your Move score but every enemy in base-to-base contact immediately gets 1 free attack.

If one figure has multiple attackers in base-to-base contact, that figure gets to decide which attacker it’s facing. If a figure has at least one attacker on each of its four sides - or in the case of larger bases, at least 50% of each side of its base in contact with enemy bases - it may not withdraw from Melee. A figure must use at least one attack on the enemy figure directly in front of it. Any additional attacks may be used against any viable target. Roll Melee score or lower to score a wound. The target may ignore the wound if it rolls its Armor score or lower.

Death Worthy of a Song: *Melee only!* If the attacker wounds with a 1 and the defender fails his armor save with a 6, have the attacker roll their Melee again. If the attacker rolls a 2nd hit, the defender has taken a wound in a truly horrifying manner. Mark that figure with a token. Otherwise it’s a normal wound. All friendly figures within 3” of the victim with the same or lower Morale score as the victim must make a Morale check at the end of the phase. Victims with more than 1 wound left are not killed, but still require a Morale check – even for themselves.

Shield Wall: Three or more infantry figures with shields may form a shield wall. Move the figures next to each other and all facing the same way. Figures in Melee may not be used to form a shield wall. Declaring them a shield wall ends their movement for that turn.

Once formed into a shield wall, they can only move at half their Move, may only move straight forward or straight back (no turning or wheeling), and never through rough terrain or over any obstacles. A shield wall may reverse it’s facing (spinning the figures around 180), but this is the only movement it may take in that turn. Members of a shield wall may not perform any Shooting attacks or other actions.

All members of the shield wall get the benefit of +2 to their Armor, up to a maximum of 5 –from the front, left or right only. If the shield wall has more than one rank, fresh figures

may automatically take the place of fallen comrades from the front rank, and this does not count as movement. Figures armed with spears in the second rank may attack an enemy directly in front of them.

A shield wall is broken when there are less than 3 shoulder-to-shoulder figures. The player may voluntarily dissolve a shield wall at the beginning of his Movement phase, with all figures behaving normally after, but cannot use those figures to form another shield wall in the same turn.

Free Attacks: When the enemy does something stupid, you get free attacks. That means you get to roll your figure's Melee score or less to hit, but the defender doesn't get to roll their Armor score. If you hit: they take a wound. As most things in this game have only one wound, it's usually killed.

6. End of Turn: This is where turn triggered events or any other actions happen. When they're done, the turn is over and the next turn begins.

Morale: Use the highest Morale score of the surviving Leader or Hero (in that order) of the group. You will want to gather your troops around these figures.

Who's in the group? Measure from a Leader or Hero out to that its Morale score in inches. Any friendly figures within that range are in his group. You may have more than one group on the table at one time – Leader with one, a hero with another, etc. Figures not in a group use their own Morale score. Groups may be formed or dissolved at any time during the Movement phase.

When to roll for Morale: When any of things below happen, roll for Morale at the end of the current phase.

- ▶ **Overall leader of your side dies** - Every figure in your army.
- ▶ **Death Worthy of a Song** – All friendly figures within 3 inches.
- ▶ **Hero in a group dies** - Only members of *that* group.
- ▶ **When you lose 1/2 of the number of figures you started with** - Every figure in your army.

Morale Roll Modifiers

- +1 if your overall leader is still alive.
- +1 if you have one or more Heroes on your side.
- +1 for being behind/in cover or part of a shield wall.

The Morale Roll: Roll vs. Morale score, with equal or less being a success and a roll higher than the Morale score being a failure. Maximum modified Morale score cannot exceed 5.

Success - Nothing happens. Carry on.

Failure – Flee! The figure immediately turns around and moves directly away from the enemy at its full Move - enemies in base-to-base contact get 1 free attack. Any figures that run off the table are out of play. A figure cannot flee because it's surrounded by opponents is either captured or killed – opponent's choice. Captured figures must be in base-to-base contact with at least 1 enemy figure, and must be escorted off the table. Neither figure may attack, but defend normally. If a captured figure is unescorted at any time, it is removed from play as it has run off and counts as killed.

| "Buying" a Figure's Scores | | | | | |
|----------------------------|--------|---------|-----------------|--------|--------|
| Move | | Missile | Range In Inches | | |
| | | | 18" | 12" | 6" |
| Score | Points | Score | Points | Points | Points |
| Fly 18" | 5 | 5 | 15 | 10 | 5 |
| 18" | 4 | 4 | 12 | 8 | 4 |
| 15" | 3 | 3 | 9 | 6 | 3 |
| 12" | 2 | 2 | 6 | 4 | 2 |
| 9" | 1 | 1 | 3 | 2 | 1 |
| 6" | 0 | 0 | 0 | 0 | 0 |

| Melee | | Armor | | Morale | |
|--|--------|-------|--------|--------|--------|
| Score | Points | Score | Points | Score | Points |
| 5 | 10 | 5 | 10 | 5 | 10 |
| 4 | 8 | 4 | 8 | 4 | 8 |
| 3 | 6 | 3 | 6 | 3 | 6 |
| 2 | 4 | 2 | 4 | 2 | 4 |
| 1 | 2 | 1 | 2 | 1 | 2 |
| Multiple Melee and Missile attacks may be purchased. | | | | | |

Hero (+50% points): Add +1 to the Morale score of every friendly figure within Morale range. Modified Morale may never exceed 5. Multiple Heroes will not stack bonus. Only one Hero is allowed for every 500 total points of troops.

Leader (+100% points): The head man. Any friendly figures within Morale range may use the Leader's Morale value IF the Leader passes a Morale test. A Leader may do this at any time. Only one Leader is allowed for any army.

Mighty (Optional, 5 points): Very powerful figures hit so hard that the target's armor is less effective. Enemy figures get -1 to their Armor score from both melee and shooting attacks from Mighty figures. It has no effect on other figures with Mighty. So, if everyone is Mighty, then no one is Mighty.

Additional Wounds (optional): Every figure starts with one wound. Additional wounds must be purchased after all the stats and everything else has been paid for. A second wound would cost an additional 50% of the base point value of the figure. Any additional wounds would cost 20% each. So, if 4 wounds were desired for a figure, it would cost an additional 90% (50% + 20% + 20%) of the base cost.

| Type | Move | Missile | Melee | Armor | Morale | Pts |
|---|---------|-------------|-------|-------|--------|-----|
| Thrall | 6" | 0 | 1 | 1 | 1 | 6 |
| Bondi | 6" | 0 | 2 | 2 | 2 | 12 |
| Bondi Archer | 6" | 2 / 18" | 2 | 2 | 2 | 18 |
| Berserker | 6" | 0 | 4 x 2 | 4 | 4 | 32 |
| Two Melee attacks at a score of 4! | | | | | | |
| Huskarl | 6" | 0 | 4 | 4 | 4 | 72 |
| Hero with 2 wounds! | | | | | | |
| Jarl | 6" | 0 | 5 | 5 | 5 | 102 |
| Leader with 3 wounds! | | | | | | |
| Troll | 9" | 2 / 6" | 4 | 5 | 3 | 46 |
| 3 Wounds! | | | | | | |
| Dragon | Fly 18" | 5 / 18" x 3 | 5 x 3 | 5 | 5 | 284 |
| 3 Missile attacks, 3 Melee attacks, Mighty and 8 wounds! | | | | | | |