

# RAVENFEAST 1.3

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, Missile, Melee, and End of Turn) are considered 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 its morale or less. If they pass, they immediately act as normal. If they fail, then they are removed from the game, and counted 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 its base width between them. Moving a figure into base-to-base contact with enemy figures locks those figures in melee and they all forfeit any remaining movement 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 missile. 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.

## Missile and Melee Score 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 *except* when in shield wall.

-1 to armor score if attacked from the rear.

**4. Missile:** All missile weapons have a range 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. If one figure has multiple attackers in base-to-base contact, that figurer gets to decide which attacker it’s facing.

You may withdraw a figure from melee up to ½ of your move but every enemy in base-to-base contact immediately gets 1 free attack. 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 or lower to inflict a wound. The target may ignore the wound if it rolls its armor or lower.

**Death Worthy of a Song: *melee only!*** If the attacker wounds with a 1 and the defender fails his armor with a 6, have the attacker roll their melee again. If the attacker rolls a 2<sup>nd</sup> hit, the defender has been wounded 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 as the victim must make a morale check at the end of the phase. Victims with at least 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. Shield walls may not form in rough terrain or across walls, ditches or other obstacles. Declaring figures as part of a shield wall ends their movement for that turn.

Once formed into a shield wall, figures can only move at half their move straight forward, or one quarter move 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 missile 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 through a friendly figure.

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 afterwards, 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 or less to hit, but the defender doesn't get to roll for their armor. 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 special actions happen. When they're done, the turn is over and the next turn begins.

**Morale:** Use the highest morale 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 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. 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** – Just members of *that* group.
- ▶ **When an army loses 1/2 of the number of figures it started with** - Every figure in that army.

#### Morale Score Modifiers

- A modified morale score cannot be below 1 or exceed 5.
- +1 if your overall leader is still alive.
- +1 if you have one or more heroes on your side.
- +1 for being behind or in cover, or part of a shield wall.

**The Morale Roll:** Roll vs. morale, with equal or less being a success and a roll higher than the morale being a failure.

**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 that 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 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 from both melee and missile attacks from mighty figures. It has no effect on other figures with mighty.

**Additional Wounds (optional):** Every figure starts with one wound. Additional wounds are 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
Viking	6"	0	3	3	3	18
Berserker	6"	0	4 x 2	4	4	32
Two Melee attacks at a score of 4!						
Huskarl	6"	0	4	4	4	54
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, <b>Mighty</b> and 8 wounds!						