



RAVENFEAST 1066

WARGAMING BIG BATTLES WITHOUT BIG BUDGETS

INTRODUCTION

Refighting big, epic battles doesn't mean you need to spend big money, paint big armies, or have room for big tables. With this free supplement, we'll help you and your friends wargame the three decisive battles of 1066 with our free **Ravenfeast** skirmish rules. In the standard skirmish game, players control warbands of 12-20 individual models. In this big battle supplement, players still command about two dozen units—but now, instead of 1 model representing one man, 1 base represents hundreds of men. We've released this free supplement to help you transition from skirmish gaming to big battles on a limited budget. So grab a horn of ale (...drink responsibly), and let's get started!



5 JANUARY 1066

EDWARD THE CONFESSOR, KING OF SAXON ENGLAND, LIES DEAD.

THREE POWERFUL, BATTLE-HARDENED WARRIORS LAY CLAIM TO EDWARD'S CROWN: THE EARL OF WESSEX, HAROLD GODWINSON; THE DUKE OF NORMANDY, WILLIAM I, AND THE KING OF NORWAY, HARALD HARDRADA. BY THE YEAR'S END, ONLY ONE CLAIMANT WILL SURVIVE....WILL IT BE YOU?

WHAT YOU NEED

You need a copy of the original **Ravenfeast** rules, the same game accessories (six-sided dice, tape measures, colored markers/counters), and miniatures. Unlike skirmish games, where 28mm figures are common, for large battles we recommend 15mm, 10mm, or even 6mm figures mounted on bases approximately 1" or 25mm square. The exact size of your bases does not matter so long as the two armies are similarly based!

The three scenarios in this PDF include orders of battle listing the historical units you need to field in your army. The exact number of models you choose to put on a unit base does not matter for gameplay—one base represents about 300 men. This allows you to represent historical armies of 5,000 to 8,000 men with a very reasonable number of unit bases.



HOW TO BUILD AN ARMY

Miniature wargamers tend to love the *idea* of playing big battles, but it can often feel intimidating to purchase and paint vast new armies—especially if you’re a new hobbyist. We want to dispel the myth that you need hundreds of figures to refight an iconic battle like Hastings. The entire Saxon army for the Battle of Hastings scenario in this supplement is just 22 figure bases. These are 6mm scale miniatures, but you could collect and paint 10mm, 15mm, or any scale figures you prefer! Visit the official **Ravenfeast** website for a list of links to manufacturers in all scales. The Saxon army you see below was painted in a single weekend and cost less than \$40 USD.



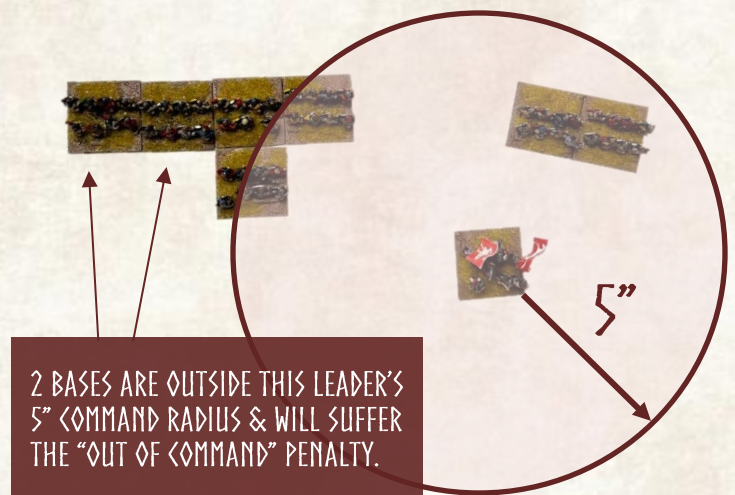
THIS 6MM SAXON ARMY FOR HASTINGS REQUIRES JUST 5 BACCUS FIGURE PACKS: (EMA01), (EMA02), (EMA03), (EMA04), & (EMA05)

NEW BIG BATTLE RULES

Adapting a skirmish-level game for battles with tens of thousands of troops is surprisingly straightforward. All core rules in the original game remain the same! Bases can operate independently, move 360 degrees, and otherwise behave as if they were individual models in **Ravenfeast**. But we do have to introduce four new concepts:

#1 COMMAND & CONTROL: Like the standard skirmish rules, Leaders and Heroes are combat units that share their Morale rating with nearby friendly units. But in the big battle supplement, any units outside this distance are considered “out of command.” Any Leader or Hero can command any friendly unit in the army.

Command distance is checked at the start of your Movement phase. All friendly units within the Morale rating distance (in inches) of their Leader or Hero are “in command” and may move freely, however they like. They may end their movement outside of command distance. Units that begin the Movement phase “out of command” are restricted to moving at half speed.



#2 SHIELD WALL: Forming a shield wall is more difficult in the big battle variant of **Ravenfeast**. To declare a shield wall formation, at least three infantry units (armed with shields!) must begin their movement already aligned in base-to-base contact and must also be “in command” per the above command and control rules. Once formed in shield wall, units do not need to remain “in command” to maintain the formation. Units may leave a shield wall at any time. Units in a second, rear rank of a shield wall do not contribute to combat but are allowed to automatically move forward and “fill gaps” in the first rank if a friendly unit flees or is eliminated.

#3 INDIRECT FIRE: Bow-armed units may use “plunging fire” to shoot over the heads of friendly troops as long as intervening friendly units are not within 6” of the target. Indirect plunging fire hits on a roll of “1” only.

#4 ARMY MORALE: During the Morale phase to end a turn, each side tests for morale every turn their army is above 50% casualties. Leaders and Heroes must pass their test first before lending their morale rating to friendly units within command distance. Morale tests are not cumulative within a turn—a unit must only ever check morale once, even if multiple trigger events occurred that turn. See the **Ravenfeast** rules for additional morale triggering events.



THE 1066 SCENARIOS



FULFORD GATE SEPTEMBER 20, 1066

A VIKING ARMY INVADES THE NORTH, STRIKING OFF FOR THE SAXON CITY OF YORK. EARL MORCAR AND EARL EDGAR MUSTER 5,000 MEN TO CONFRONT THE INVADERS ALONG MARSHY, DEFENSIVE GROUND AT FULFORD GATE.



STAMFORD BRIDGE SEPTEMBER 25, 1066

THE SAXON KING, HAROLD GODWINSON, RACES NORTH TO SURPRISE THE VIKINGS OUTSIDE THE CITY OF YORK. HAROLD HARDRADA'S 8,000 MEN ARE CAMPED ALONG THE RIVER DERWENT, UNPREPARED FOR THE COMING ACTION....



HASTINGS OCTOBER 14, 1066

WITH THE SAXONS DISTRACTED BY THE VIKING THREAT, WILLIAM OF NORMANDY LANDS ALONG THE SOUTHERN COAST WITH A VETERAN ARMY. BUT HAROLD GODWINSON, FLUSH WITH VICTORY, RACES BACK TO DEFEND HIS CROWN.

LINKING BATTLES TOGETHER

You can play each of the scenarios in this PDF as independent, standalone engagements. And if this is your first **Ravenfeast** experience, that may be a great way to get started. But veteran tabletop players may be tempted to link these three battles together as a sort of “mini-campaign” where one battle influences the next.

On Little Wars TV you can watch four players in our club do precisely that. To minimize book-keeping, we only tracked losses among leaders, heroes, and elite units—effectively, any unit rated with the “Tough” trait. We considered all other losses expendable and replaceable in this simplistic, easy-to-play linked format. As always with **Ravenfeast**, you're encouraged to develop and test your own ideas for campaign play. Here at Little Wars TV, we're already hard at work creating a map-based campaign system for the conquest of 1066! To stay up to date with news, free supplements like this, and more, visit us at www.LittleWarsTV.com or www.Ravenfeast.com.



THE BATTLE OF FULFORD GATE

BIG BATTLE RAVENFEAST

SEPTEMBER 1066. THE VIKING KING OF NORWAY, HARALD HARDRADA, LANDS IN NORTHUMBRIA WITH 8,000 MEN TO STAKE A CLAIM ON THE CROWN. TOSTIG GODWINWSON, URGES THE VIKINGS TO TARGET YORK.

SET UP: 2-4 players

The Saxon army deploys first, north of the tidal Germany Beck stream. The Vikings deploy Tostig's wing second. Hardrada's main column arrives starting Turn 2. The stream, marshes, and village are "rough ground." The River Ouse is impassible.

The game lasts 12 turns.



FORCES: Details about the battle are limited—we aren't even precisely sure where it occurred—but it appears the Saxon earls, brothers Morcar and Edwin, selected defensible, marshy ground about two miles south of York. This scenario assumes a Saxon force of just over 5,000 men against a larger Viking army of 7,000. Harald's main column arrives on the road from off-table. These units may arrive in any order Harald chooses, but his Huskarls must bring up the rear and be the last Viking reinforcements to arrive.

SCALE: One "unit" or base in this scenario represents approximately 300 men.

OBJECTIVES: The Saxons are outmatched but defending good terrain. They need to hold off the Viking attack as long as possible. The Saxons automatically win the battle if they reach the scenario turn limit without breaking or if Harald Hardrada is killed. The Saxons break at 12 units lost and the Vikings break at 16.

HISTORICAL OUTCOME: Tostig and his vanguard arrived to find the Saxon host drawn up along a marshy stream. The Saxons attacked, driving Tostig back but overextending their own line in the process. King Harald Hardrada arrived on the field—whether he delayed on purpose is not known—and led a furious counter-attack along the bank of the River Ouse. The Saxon right flank collapsed, and many Saxon troops were cut down as they were trapped and floundering through the marshes. In the immediate aftermath, Tostig facilitated a negotiation for the city of York to surrender hostages in exchange for not being sacked by the Viking army.

SAXON ARMY

ORDER OF BATTLE

LEFT WING, commanded by Earl Morcar of Northumbria

(10 units / 224 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Earl Morcar	x1	6"	0	4	4	5	54	Leader, Tough (2)
Hearthguard	x2	6"	0	4	4	4	36	Tough (2)
Northumbrian Fyrd	x7	6"	0	2	2	3	14	

RIGHT WING, commanded by Earl Edwin of Mercia

(8 units / 175 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Earl Edwin	x1	6"	0	4	4	5	49	Hero, Tough (2)
Veteran Fyrd	x4	6"	0	3	3	3	18	
Mercian Archers	x3	6"	2 (18")	2	2	2	18	Bows

THE VIKING ARMY

ORDER OF BATTLE

VANGUARD, commanded by Tostig Godwinson

(8 units / 159 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Tostig Godwinson	x1	6"	0	4	4	5	49	Hero, Tough (2)
Saxon Defectors	x3	6"	0	3	3	3	18	
Viking Scouts	x4	6"	2 (8")	2	2	2	14	Javelins

MAIN COLUMN, commanded by King Harald Hardrada

(16 units / 425 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Harald Hardrada	x1	6"	0	5	4	5	83	Leader, Tough (3)
Viking Huskarls	x4	6"	0	4	4	4	36	Tough (2)
Viking Raiders	x8	6"	0	3	3	3	18	
Viking Bows	x3	6"	2 (18")	2	3	2	18	Bows



THE BATTLE OF STAMFORD BRIDGE

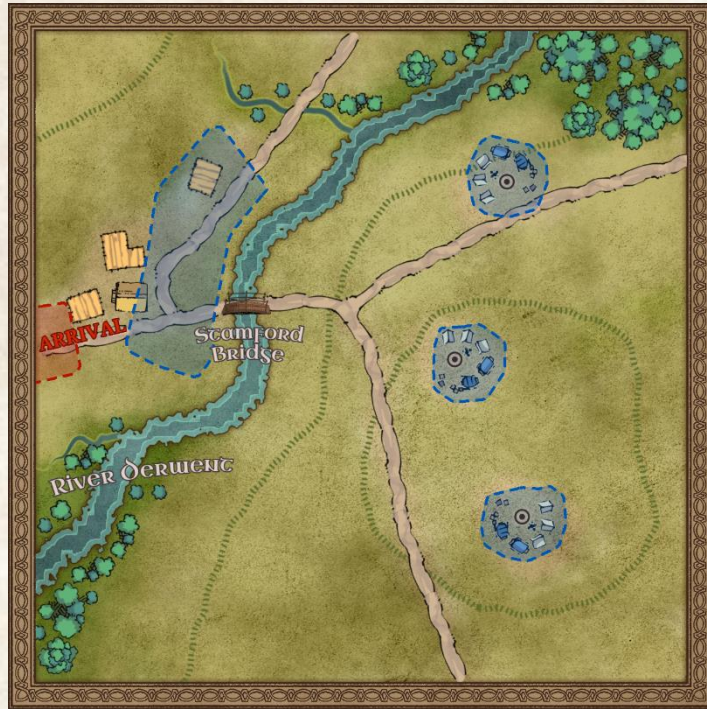
BIG BATTLE RAVENFEAST

SEPTEMBER 1066. WITH YORK'S SURRENDER, HARALD HARDRADA CAMPS HIS ARMY WEST OF THE CITY ALONG THE DERWENT RIVER TO AWAIT THE DELIVERY OF HOSTAGES. BUT THE NORWEGIAN KING IS DUE FOR A RUDE SURPRISE

SET UP: 2-4 players

The Viking vanguard deploys first, west of the river. The main Viking army appears according to the special deployment rules below. The Saxon army arrives on the western road, Vanguard first. All woods and streams are “rough ground,” and the river can only be forded per the special rules.

There is no turn limit.



FORCES: Reasonable historical estimates for Stamford Bridge are approximately 10,000 Saxons against 8,000 Vikings (3,000 of whom arrive late). The Viking army was caught by surprise—many of the men did not even have time to fully equip their armor. The main Viking host is camped on the eastern riverbank, and at the start of every turn the Viking player may deploy 1 unit next to each marked encampment. On each turn the Vikings win the initiative, they may deploy 2 units from one camp. If a camp is overrun by the Saxons, it may no longer be used to deploy units. On the first turn after a Viking camp is lost, the Viking player rolls 1[d6] and on a 1-2 the relief column enters from the southern road. This roll can be attempted every subsequent turn.

CROSSING THE DERWENT: The bridge is only wide enough for one unit. Any unit may attempt to ford the river if they start their movement along the riverbank and roll a “1” on 1[d6]. If failed, the unit does not move that turn.

SCALE: One “unit” or base in this scenario represents approximately 350 men.

OBJECTIVES: The battle is won if the opposing king is killed or if one army is broken. The Saxons break at 20 units lost and the Vikings break at 20.

HISTORICAL OUTCOME: Caught straddling the river and unprepared for battle, almost the entire Viking army was annihilated. Both King Harald Hardrada and Tostig were killed in battle.

SAXON ARMY

ORDER OF BATTLE

VANGUARD, commanded by King Harold Godwinson

(14 units / 351 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Harold Godwinson	x1	6"	0	5	5	5	90	Leader, Tough (3)
Mounted Huscarls	x3	12"	0	4	4	4	39	Tough (2)
Veteran Fyrd	x8	6"	0	3	3	3	18	

RESERVE, commanded by Earl Morcar of Northumbria

(15 units / 289 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Earl Morcar	x1	6"	0	4	4	5	49	Hero, Tough (2)
Huscarls	x2	6"	0	4	4	5	36	Tough (2)
Fyrd	x8	6"	0	2	2	2	12	
Archers	x4	8"	2 (18")	2	2	2	18	Bows

the viking ARMY

ORDER OF BATTLE

VANGUARD [no commander]

(4 units / 96 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Legendary Berserker	x1	6"	0	4 [x2]	3	4	48	Tough (2)
Viking Raiders	x3	6"	0	3	2	3	16	

MAIN ARMY, commanded by King Harald Hardrada

(14 units / 369 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Harald Hardrada	x1	6"	0	5	4	5	83	Leader, Tough (3)
Tostig	x1	6"	0	4	4	5	49	Hero, Tough (2)
Viking Huskarls	x3	6"	0	4	3	4	33	Tough (2)
Viking Raiders	x3	6"	0	3	2	3	16	
Viking Bows	x3	6"	2 (18")	2	2	2	18	Bows
Scottish Spears	x3	6"	0	2	2	2	12	

RELIEF COLUMN, commanded by Eystein Ore

(6 units / 139 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Eystein Ore	x1	6"	0	4	4	5	49	Hero, Tough (2)
Viking Raiders	x5	6"	0	3	3	3	18	

THE BATTLE OF HASTINGS

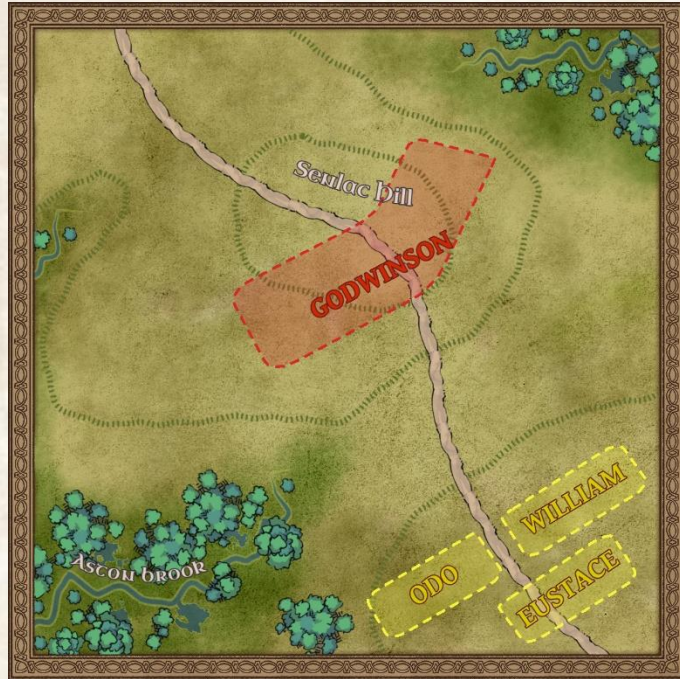
BIG BATTLE RAVENFEAST

SEPTEMBER 1066. FOLLOWING HIS STUNNING VICTORY AT STAMFORD BRIDGE, KING HAROLD GODWINSON MUST RACE SOUTH TO FEND OFF A SECOND INVASION. THIS LATEST THREAT COMES FROM DUKE WILLIAM OF NORMANDY.

SET UP: 2-5 players

The Saxon army deploys first, anywhere along Senlac Hill. The Normans deploy second, as their army advances up the old Roman road. All woods and swamps are “rough ground” for foot and impassible for mounted.

The game lasts 12 turns.



FORCES: Historians do not agree on the number of men present at Hastings in either army, but we do have a good sense of the composition of the armies. This scenario divides the Saxons into two ad-hoc “wings” to allow for a clear division between two Saxon teammates, but historically King Harold formed a single battle line. The Norman army includes two bases of Crossbows (historians debate their presence) and Crossbow special rules can be found in the free **Ravenfeast** “Norman Conquest” expansion available in WSS Magazine or at www.ravenfeast.com.

FEIGNED FLIGHT: Each Norman commander can order “Feigned Flight” once after any Norman Movement phase. This order forces any Saxon unit within 6” of any Norman Mounted Knight unit to take an immediate Morale test. Saxon units that fails may be moved—by the Norman player!—up to a full move toward the nearest Norman unit.

SCALE: One “unit” or base in this scenario represents approximately 300 men.

OBJECTIVES: There are two ways to win the battle: (1) The death of Duke William or all three Godwin brothers immediately ends the game; (2) Break the opposing army. The Saxons break at 16 units lost and the Normans break at 18. If the turn limit expires before either condition is met, the Saxons win a minor victory.

HISTORICAL OUTCOME: Ineffective arrows and multiple mounted charges failed to dislodge the Saxon line. It was only after a series of feigned flights that some over-zealous Saxon infantry charged downhill to pursue what they believed to be a broken Norman wing. Duke William ordered a counter-charge and shattered the vulnerable Saxon infantry. Hastings ended in a complete rout when, late in the day, Harold Godwinson was killed. Popular legend holds that he was hit in the eye with an arrow.

SAXON ARMY

ORDER OF BATTLE

LEFT WING, commanded by King Harold Godwinson

(13 units / 324 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Harold Godwinson	x1	6"	0	5	5	5	90	Leader, Tough (3)
Huscarls	x3	6"	0	4	4	4	36	Tough (2)
Wessex Fyrd	x9	6"	0	2	2	3	14	

RIGHT WING, commanded by Lord Gyrth Godwinson

(9 units / 224 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Gyrth Godwinson	x1	6"	0	4	4	5	49	Hero, Tough (2)
Leofwyn Godwinson	x1	6"	0	4	4	5	49	Hero, Tough (2)
Veteran Fyrd	x5	6"	0	3	3	3	18	
Archers	x2	8"	2 (18")	2	2	2	18	Bows

THE NORMAN ARMY

ORDER OF BATTLE

RIGHT BATTLE, commanded by Count Eustace II

(8 units / 205 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Eustace II	x1	12"	0	4	4	4	55	Hero, Tough (2)
Mounted Knights	x2	12"	1 (8")	4	4	4	36	Mighty, Javelins
Flemish Spearmen	x3	6"	0	2	2	3	14	
Archers	x2	6"	2 (18")	2	2	2	18	Bows

CENTER BATTLE, commanded by Duke William I

(9 units / 293 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Duke William	x1	12"	0	5	4	5	89	Leader, Tough (3)
Mounted Knights	x3	12"	1 (8")	4	4	4	36	Mighty, Javelins
Norman Infantry	x3	6"	0	3	3	3	18	
Crossbows	x2	6"	2 (14")	1	2	2	21	Crossbows

LEFT BATTLE, commanded by Bishop Odo

(7 units / 191 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Bishop Odo	x1	6"	0	3	4	5	29	Hero
Mounted Knights	x3	12"	1 (8")	4	4	4	36	Mighty, Javelins
Norman Infantry	x3	6"	0	3	3	3	18	

PUTTING IT ALL TOGETHER

EVERYTHING YOU NEED TO KNOW ABOUT MAKING YOUR OWN TINY, BIG BATTLES

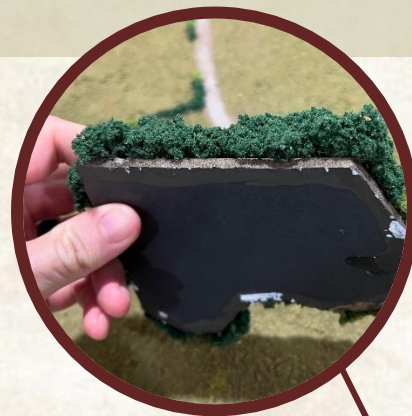
BUILDINGS

These are blocks of excess scrap insulation board with strips of cardboard planking. The roof is teddy bear fur coated in watered-down craft glue.

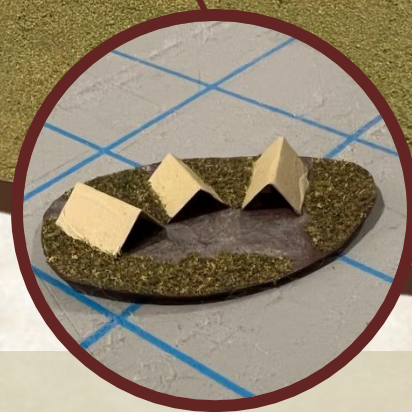
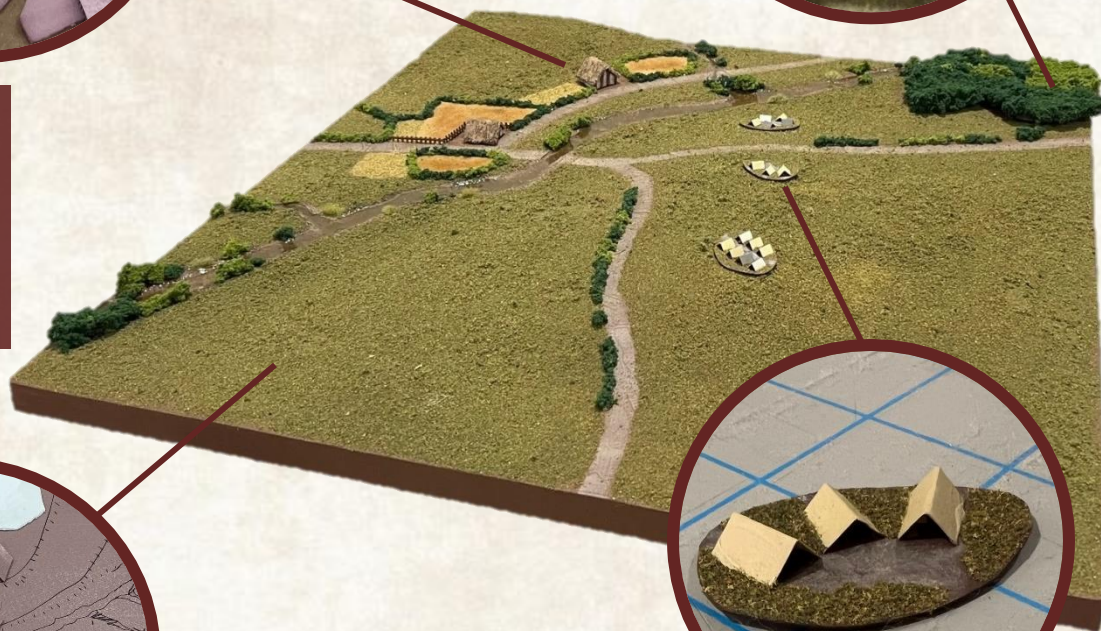


FORESTS

Our forests are Woodland Scenics clump foliage clusters, hot-glued to black foam core. This creates a moveable "tree canopy" suitable for 6mm (or smaller!) scale.



OUR 6MM NORMAN ARMY USES THE FOLLOWING BACCUS PACKS: (EMN01), (EMN04), (EMN07), (EMN06), & (MFE05). THE VIKINGS ARE: (EMV01), (EMV02), (EMV03), (EMV05), & (EMV06).



BATTLEFIELD

The boards are constructed with 2'x2' precut polystyrene insulation project panels (1" thick), with additional layers added for hills. The insulation is then painted brown and flocked with Woodland Scenics fine turf.

CAMPS

Our camps are nothing more than folded bits of cardboard, painted off-white, and glued to a scrap of cereal box cardboard!

 **RAVENFEAST**
VIKING AGE RULES

