

The Battle of Clontarf 1014AD

Scenario 15 for Conquerors and Kings ancient battle rules.

Setting the scene

The background to this battle is many smaller campaigns carried out by the various Kings and lords in Ireland. Ireland was made up of many small kingdoms. Larger battles such as this would feature alliances. In this battle there are Irish on both sides and Vikings on both sides. However, for simplicity the army of Citric is mainly Viking whilst the army of Brian is mainly Irish.

Brian Boru was the elderly leader of the Irish army sacking the area closing on Dublin.. Brian himself was not on the field of battle but onlooking from a close hill (less than half a mile away). Although the armies only numbered about 600 each this is still large battle in Dark age Irish terms.

Brian's son Murchad along with other lords was attacked by a Viking force led by Sigurd the Stout. The overall Viking leader, Citric, stayed in his castle at Dublin so that he could see the battle but "distance" his actions if it all went wrong.

The battle begins with the King of Leinster being reinforced by Vikings coming up from their ships to join him.

There are many lords and kings (and spellings) present, the named ones are representative. This battle was long and hard fought.

ADVICE

Do not read up on this battle. Enjoy playing it and **then** look up the details.

Deployment

- ◆ Skirmishers can be deployed in any zones wished by the players. Subject to the normal zone capacity and army deployment area.
- ◆ Where units have extra qualities such as armour, veteran etc the player can **choose** which particular units these are applied to.
- ◆ Generals do not roll for gifts. They must use those listed in the army make up. Replacement generals have the usual 1D6 per gift.
- ◆ No scenario generator is applied to this battle.
- ◆ Lates and losses are not applied.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ The given battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained and have shield unless specified otherwise.
- ◆ The battle layout uses a normal CK battle table.

Special scenario rule

The blue bits on the battle map represent the sea coastline from where the Vikings came from. They are for decoration on the map, but also prevent any flanking arrival from the right hand hill.

Irish army

1 mounted skirmisher
 5 x Foot skirmishers
 2 x Auxiliary (spear and shield)
 8 Close order foot (2x armoured and veteran, 1x Elite (armoured no shield) , 2x levy)

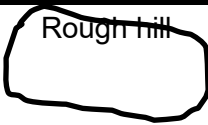
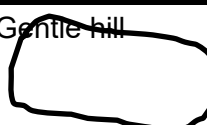
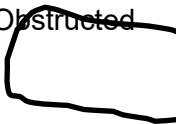
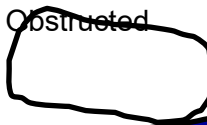
General 1= Murchad **Gifts** = Fight, Valiant

General 2= Conaing **Gifts** = Fight

Battle tactics= Die hard x2, Brace shields x1, Fury x2

The battlefield was fairly flat and open on the raised ground above Dublin bay.

Irish army (Defender)

			Rough hill 	Gentle hill 	Auxiliary x2
Close order x2	Close order x2 General 2	Close order x2 General 1	Close order x2		
					Obstructed 
			Close order x2 (Vikings) General 1		2x Auxiliary
	Close order x2 General 2	Close order x3	Obstructed 		

Viking army (Attacker)

Viking army

7 x Close order (3 x Veteran, 4 x armoured)
 2x Auxiliary(Spear and shield)
 2x Foot skirmishers

General 1= Earl Sigard of Orkney

General 2= King of Leinster

Gifts = Valiant, Fight

Gifts = Fight

Battle tactics= 2x Brace shields, 2x die hard, 1 x Fury

What really happened at the battle of Clontarf

This is written in Portuguese so that you are less tempted to read the result and try to emulate it.

After the game ends put this text into a translator program and see what happened. Also you can read up on this battle through Wikipedia or similar.

Portuguese

A batalha começou pela manhã. O exército Viking esperou que os Vikings saíssem de seus navios no açude/baía. Os dois exércitos se alinharam e cada um enviou um campeão.

Os campeões lutaram muito e ficaram tão feridos entre si que a luta foi declarada inconclusiva.

As duas linhas de batalha se chocaram e o trabalho árduo começou. Após pausas e combates corpo a corpo, os irlandeses abriram uma brecha na parede de escudos do exército viking. O exército Viking se dividiu em partes separadas e cada uma seguiu seu próprio caminho. Seguiu-se uma estrada sangrenta. Estando perto de seus navios, os vikings sofreram muito, pois não conseguiam percorrer uma distância suficientemente grande da perseguição.

Murchad morreu na batalha. Seu pai, Brian, foi atacado em seu local de exibição por um grupo de vikings (Brodar et al), que o matou ali mesmo. Coisas horríveis aconteceram com aqueles vikings após serem capturados pelos guarda-costas de Brian.

Sigurd foi morto enquanto reunia seus homens na confusão.

De alguma forma, Citric evitou mais perdas após a batalha, alegando que não foi obra dele. Ele continuou poderoso e rico, embora um pouco diminuído.

Muitos líderes e nobres morreram naquele longo dia.

A batalha marcou uma nova era para a Irlanda.

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