

The Battle of Tara 980 AD

Scenario 16 for Conquerors and Kings ancient battle rules.

Setting the scene

Ireland in the 10th century is made of many kingdoms. Some of these are Viking led. Some Irish and some a mixture. The Irish are getting a bit fed up with the Vikings and their poor behaviour (raids). The Vikings (Olaf Sigtryggson; known by other names too) march out of their Dublin province to smash the locals who took the form of a federation of Irish under MacDonnell.

The Vikings find the Irish near the gentle hill known as Tara.

Tara had timber religious buildings there along with older circular non-defendable earthworks. It was a place of great importance to the Irish heritage.

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 buildings near the Irish base edge are religious in terms of occupancy and purpose.

Irish army

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

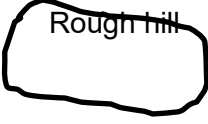



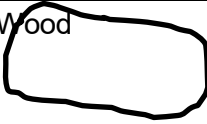
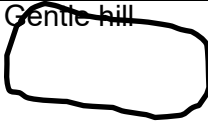
General 1= Malachy MacDonnell **Gifts** = Fight, Morale

General 2= Eochaidh **Gifts** =

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

The battlefield is in the present day Boyne valley.
 Good farming country with streams hills and woods.

Irish army (Defender)

	Rough hill 		Buildings 	Gentle hill 	
	1x close order 1x Auxiliary General 2	Gentle hill 2x Close order	2x Close order General 1	3 x Close order	2x Auxiliary
					Buildings 
Wood 				Gentle hill 	
	2x Close order General 2	2x Close order	2x Close order General 1	2x Close order	2x Auxiliary

Viking army (Attacker)

Viking army

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

General 1= Olaf Sigtryggson **Gifts** = Fight

General 2= Dublin Lord **Gifts** = Valiant

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

What really happened at the battle of Tara

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

Esta batalha não possui detalhes precisos disponíveis.

Pensa-se que os dois exércitos “se estabeleceram” na base da colina de Tara.

A linha Viking cedeu e foi severamente atacada na retirada.

Após esta batalha, o líder viking da província de Dublin abdicou e tornou-se observador religioso no mosteiro de Iona. Ele teve que deixar para trás suas esposas e filhos (bastante).

Isto permitiu aos irlandeses controlar o reino de Dublin.

Esta batalha é importante porque permite aos irlandeses acreditarem que os vikings não são imbatíveis.

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