

# LONGSHIPS – RECORD SHEET-RAID

## Campaign totals

	Total	Result
Outwards		
The sea		
England		
Inland		
Raid		

## Extending the game

(after the attacker has had at least 5 turns)

1 <sup>st</sup> turn (D6-2)	
2 <sup>nd</sup> turn (D6-1)	
3 <sup>rd</sup> turn (D6)	
4 <sup>th</sup> turn (D6+1)	
5 <sup>th</sup> turn (D6+2)	

## Scenery

1	Building
2	Building
3	Building
4	
5	
6	
7	

## Raid game set up

1. Play campaign.
2. Lay out 5 foot x 3 foot table.
3. Defender deploys road. D6 = row/column (or river).
4. Vector placement of buildings.
5. Defender places all scenery.
6. Attacker rolls D6+2. 4,5,6 = move scenery, not buildings.
7. Defender choose palisade or hidden unit.
8. Defender rolls D6 to determine which single unit starts on table. Places unit in any building square or in palisade if present. General must be with this unit.
9. Single off table attacker's unit is placed in his reinforcement area. All attacker's skirmish units placed in proximity to main units.
10. Attacker dice roll for unit positions.
11. Plunder. Defender places search markers.
12. Apply any event markers to units.
13. Attacker has first turn.

## Challenges won

Your Man	Opponent	

Unit Number	Leader's Name	Leader Combat status	Composition of unit
1		S F L	
2		S F L	
3		S F L	
4		S F L	
5		S F L	
General		S F L	

## Campaign risks

The risk is rolled after a route is **successfully** navigated.

Die Score	Outcome
1	Rough seas! Lose a base overboard. Your choice.
2,3	Fighting on the seas! Risk a base. Your choice. Saves as per shooting hits. 2,3,4,5,6 = save leader or general. 3,4,5,6 = save armoured. 4,5,6 = save unarmoured. 5,6 = save levy.
4,5	Blow wind, blow! A strong current, but the oars overcome.
6	Odin likes us! Add 2 more D6 to your ready pile (still max of 10).

# LONGSHIPS – RECORD SHEET-BATTLE GAME

Unit	Leader S/F/L	Composition
1		
2		
3		
4		
5		
Gen		

Scenery	
1	
2	
3	
4	
5	
6	
7	

## Battle game set up

1. Play battle pre-game for positions.
2. Lay out 5 x3 foot table.
3. Defender deploys road. D6 = row. (re-roll 3's)
4. Defender places all scenery
5. Attacker rolls D6+2. 4,5,6= move scenery.
6. Defender rolls D6 to determine which single unit is off table as reinforcement.
7. Attacker deploys first unit D6+2 squares from left.
8. Defender deploys first unit in square at table centre.
9. Deploy units alternately.
10. Deploy skirmishers (in proximity)
11. Carry out defender depletions.
12. Apply all campaign events to units.
13. Attacker has first turn.

## Depletions

Difference in attack points.	Effect upon defending army.
1-4	Risk 6 bases.
5-14	Risk 10 bases.
15-19	Risk 13 bases.
20+	Risk 15 bases.
Save as if shooting hit	

## Game extension

Turn	Cost	Score
1st	D6-2	
2nd	D6-1	
3rd	D6	
4th	D6+1	
5th	D6+2	

## Challenges won

Your Man	Opponent

Position	Event owner	Narrative	Effect	Attack-points
14		The wind blows, the men are swift.	All own units succeed on 3,4,5,6 for actions in an owner's chosen turn. Any turn.	3D6+6
13		This is the raven's day.	Opponent's dead leaders cannot be replaced.	3D6+5
12		The king's champion.	A unit may have an extra +4D6 in any fight in any single turn if the owner chooses. This event can only happen once. Nominate any unit in any turn during the on table game.	3D6+4
11		See, he claims the day.	A unit will succeed on 3,4,5,6 for all actions in turn 1. Choose which unit when turn 1 begins.	3D6+3
10		The glint of helms has tricked them.	At the start of any turn swap the positions of any two <b>own</b> non-fighting units. Does include any change of formation. General may not accompany the swap even if attached. Carry this out before any movement carried out for that turn. This event can only happen once.	3D6+2
9		Those men are afraid.	Opponent must choose one of his own units to be unsteady. They will roll a D6 <b>every</b> turn for their initial number of action D6 for the whole game. Re-roll allowed. Opponent may not choose his off table unit.	3D6
8		We have trained for this battle.	<b>Any</b> own units may change into shieldwall on a score of 4,5,6 if assaulted and if not already in shieldwall.	3D6-1
7		Extra arrows have been brought up my King.	Choose 1 own unit to be able to shoot one shot per 3 bases instead of the usual one per four bases. Choose this after deployment. It lasts for the whole game.	3D6-2
6		The nobles of the land are here this day.	Each killed/routed opponent armoured base is now worth 4 victory points (maximum 4).	3D6-3
5		The lord stands with the Iron Guard.	Choose an own unit which will claim -2 off morale whenever the general is part of the unit.	2D6-1
4		The mist is hiding them. We are fraught.	Each unit in your army, except skirmishers, will need to roll a 4,5,6 before it may move. It may still shoot, fight etc. before the 4,5,6 is achieved.	2D6-2
3		He is late to the line my Lord.	After deployment you must swap the positions of two own main units (i.e. not skirmishers). Opponent's choice. On table units only.	2D6-3
2		The lord is steadying the men of the west.	Move own general to a different own unit of the opponent's choice. He joins that unit for the game start.	2D6+1
1		Men from the shore are here my Lord.	Reduce the number of depletion rolls by 4 risks if defender.	D6+1

<b>Own attack points</b>		<b>Opponent attack points</b>		<b>Difference</b>	
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