



# RAVENFEAST

VIKING AGE RULES

FAST. FUN. FREE.

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# RAVENFEAST

VIKING AGE RULES



STRATHCLYDE

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# RAVENFEAST

## VIKING AGE RULES

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### in memory of ALLEN C. HALDEN

*"A tale is but half told when only one person tells it." –The Saga of Grettir*

**Ravenfeast** was written by Al Halden in 2010, a beloved and long-time member of our historical miniature wargaming club in Pennsylvania. Al was a fellow gamer and a good friend. His love of Viking sagas and lore drove him to write **Ravenfeast** so that we could lead our own Viking warbands to glory. It was Al's firm belief that the best wargaming rules were short, which is almost certainly why he based **Ravenfeast** on a free, one-page set called "One Page Fantasy Skirmish" by John David Slor. Al's incredible enthusiasm, infectious laugh, and immeasurable knowledge of the hobby and history are sorely missed around the tables of our club. This book would not be possible without him, and it is in his honor that we are publishing this guide for beginners to the hobby.

Al, you are very much missed at the club, and we hope this book honors your dedication to the hobby.

-Keith Stine, 2019



# INTRODUCTION

“BETTER TO DIE WITH HONOR THAN LIVE IN SHAME!”  
—SAGA OF THE JOMSVIKINGS



## welcome!

Have you ever wanted to set sail with the great Viking heroes of the sagas or hear the crash of sword on shield and the cries of the ravens? Now you can create your own epic tales of heroic deeds, the likes of which will forever be told around the fires of the great mead hall on dark nights when the cold winds howl.

**Ravenfeast** is your gateway to the exciting world of historical miniature wargaming! This book includes a free set of skirmish rules for wargaming in the Viking Age. Whether you're new to the hobby or a veteran tabletop player, this game gets you swinging an axe with just a few pages of simple rules. Beyond the game, this free book also includes all the resources new players need to get started in the hobby.

## WHAT IS HISTORICAL WARGAMING?

For those new to the hobby, let all of us at Little Wars TV be the first to say—WELCOME! You hold in your hands a guide to getting started in this fun, richly rewarding pursuit. What is historical miniature wargaming? It is a hobby where scale models, or miniatures, are used to re-fight battles large and small with a system of game rules. If you've ever wanted to fill the shoes of history's great leaders and issue orders to your own army, this hobby is for you!



**The HISTORY:** First and foremost, historical miniature wargaming is about history! Anyone with an interest in the subject, whether it came from school, a movie, a book, or a television series, can enjoy the hobby. From ancient Rome to World War 2 and beyond, historical miniature wargaming spans all eras. Whether you enjoy the study of warfare on land, on the sea, or even in the air, you will find miniature games for it.

**The MINIATURES:** Chances are, you're reading this because you saw a tabletop miniature wargame being played and were immediately taken in by the visual spectacle of painted figures. Miniatures come in many sizes and styles, made by a variety of manufacturers from around the world. Sizes such as 15mm and 28mm are common and denote the height of the model. Scales such as 1/48<sup>th</sup> scale are designed to match model trains, cars, or other kits.

**Ravenfeast** can be played in any scale, though we like to use the most popular scale for skirmish wargames—28mm.



**The PAINTING:** One of the most rewarding parts of the hobby is the purchase, assembly, and painting of the miniatures. Since these miniatures represent soldiers from historical battles, painting them in the correct colors is part of the fun! To ensure the miniatures are painted accurately, a big appeal of the hobby is researching uniforms and learning about the weapons and the equipment of the armies. If you've never painted a miniature before, don't be intimidated! Later in this book, we'll show you how to get started.

**The TERRAIN:** Miniature wargames are played on a table, typically between the size of a kitchen and ping-pong table. These tabletop battlefields are created in a multitude of ways to recreate the key features of the real battle. Hills, woods, buildings, and fields are all represented using either custom-built or purchased terrain items. At the end of this book, you'll learn how to make some simple terrain at home. For those who may not enjoy hands-on crafting, there are also plenty of pre-made terrain options to buy.



*A homemade Dark Age hut built from cardboard and a cleaning scrub pad. We'll teach you how!*

**The GAME:** While it's nice to have well-painted miniatures on a great-looking wargame table, the goal of the hobby is to re-fight historical battles. To do that you need game rules! A good set of wargaming rules puts you in the shoes of the great generals of history. The troops are yours to command, and it is your strategies and your tactics they will execute against your opponent. Wargames give players a structured system to simulate the movement, firing, and combat results in a battle. Dice are often rolled to determine the chance of success or failure in combats, while tape measures and special markers are used to measure troop movements and record the conditions of units in action.

Wargame rules are as varied as the miniature manufacturers, with some rules being simple and fast to play while others dive into great detail and complexity. If you are interested in a historical period, it is *guaranteed* that there are a set of rules written for it. A quick internet search will help you find game rules for any era.

## READY TO START PLAYING?

We understand a new hobby might be intimidating, but don't worry! We'll walk you through all the basics you need to get started in an easy-to-use, fully illustrated format with supporting materials. When you're done reading this short book—or even *while* you're reading it—we encourage you to visit us at [www.Ravenfeast.com](http://www.Ravenfeast.com) for video tutorials, battle reports, and more free online resources.



# WHAT YOU NEED TO PLAY

**MINIATURES:** What is historical miniature wargaming without the miniatures? **Ravenfeast** is a game about Vikings, and each player will need about 12-20 figures to get started. These figures can be based on round or square bases and can be any scale you desire. In the last chapter of this book, "Expanding Your Horizons," we offer a list of links and resources, including some excellent manufacturers.

## Suggested models to form the core of your Viking warband:

- x1 Viking leader, or Jarl
- x2-4 Huskarls, or heavily-armed lieutenants
- x6-10 Hirdmen or Bondi with spears and shields
- x2-4 Bondi archers with bows
- x1 Berseker with whatever crazy weapon he wants!



**GAMING ACCESSORIES:** To play **Ravenfeast**, you need a handful of basic gaming accessories. These common items are needed to play most any miniature wargame. In addition to the standard items below, the advanced rules for **Ravenfeast** may require a handful of plastic gold or silver coins/counters, and a set of the Rune Cards that you can print and cut out for free on our website.

## Required game components:

- x1 Tape measure or ruler (*in inches*)
- x10 Six sided dice (*referred to as D6*)
- x20 Colored markers or counters (*red, yellow, black*)



**TERRAIN:** Setting up a tabletop battlefield can be as minimalist or as elaborate as you like. You can expand your terrain collection over time, but for your very first game we suggest a handful of essentials. Under the "Terrain" chapter of this book we'll show you how to quickly assemble the basics on a limited budget.

## Essential tabletop terrain:

- x1 4'x4' or 4'x6' plush felt cloth mat
- x1 Bag of lichen for bushes and scrub
- x1 Handful of stones, pebbles, and twigs
- x1 Longhouse or similar Dark Age building
- x20 Model trees







# HISTORICAL SETTING



In the summer of 793, the first recorded Scandinavian raiders pillaged an abbey in northeastern England, marking the start of a three-hundred year span of history known today as the “Viking Age.” The term “Viking” never appears in surviving texts from the time. Citizens of the fractured, vulnerable kingdoms of the British Isles called the Vikings “wolves among sheep,” or simply “Danes.”

The seafaring Danes exploring and raiding the British Isles hailed from the numerous, isolated kingdoms of Scandinavia and generally spoke a shared Germanic language, Old Norse. Their far-flung exploration and raiding parties reached from the Black Sea all the way across the Atlantic Ocean. Their battles to wrest control of the Saxon kingdoms in England are the stuff of legend—Alfred the Great, Guthrum, Harald Hardrada, Ragnar Lothbrok, and Harold Godwinson all rank among the famous captains of the era.

Throughout **Ravenfeast**, we use the more modern term, “Viking.” The weapons and tactics of the period are reflected in the rules, and players will need to sense the opportune moment to form up their shield walls.

The chaotic politics of the Viking Age saw Vikings fighting each other nearly as often as they clashed with the Saxons or other kingdoms of the mainland continent, so you will have plenty of flexibility in using your miniatures to fight any opponent!

## HISTORICAL ARMS & ARMOR

Warriors in this era commonly equipped themselves with round shields, spears, axes, and padded tunics. For those who could afford such luxuries, chainmail and swords were prized. Mounted soldiers were a rare sight on the battlefield, especially among the Danes.

The predominant tactical formation of the time was the shield wall, with men standing shoulder-to-shoulder and overlapping their shields to form an unbroken line. Because the shield wall relied on even ground, armies of this era constantly sought to maneuver their opponents into a disadvantage with rough, broken ground.



# RULES

“WHEN MEN MEETS FOES IN FIGHT, BETTER IS STOUT  
HEART THAN SHARP SWORD.” -VOLSUNGA SAGA



## LEARNING TO PLAY

**Ravenfeast** is a free set of skirmish rules for wargaming in the Viking Age. The rules in this book are less than six pages long, so you'll be raiding and pillaging the English coastline in no time!

For those who prefer visual learning, we also offer a complete video tutorial on Little Wars TV. In just ten minutes, we'll teach you how to play a turn of the game. The last page of this book includes a one-page “quick reference sheet” with handy reminders for all the most important rules.

After mastering the basic game, we encourage you to explore a few of the optional advanced rules!



# STANDARD GAME RULES

**Ravenfeast** can be played with two or more players on any size table, with any scale models. You will simply need a couple of tape measures, a handful of six-sided dice (D6), at least a dozen figures per player, three colors of tokens, some terrain for your table, and a horn of mead (*over 21 only please!*).

**BASING:** We recommend all Viking figures be mounted on a 1" or 25mm square base. Round bases may be used if you prefer.

**GAME LENGTH:** You can fight until one side is eliminated, design your own scenario, or pick from one of the scenarios offered at the end of the rules. A typical skirmish can be resolved in 1 hour of play time.

**TURN SEQUENCE:** A turn consists of six phases. During each phase, every player completes their actions in Initiative order. Each phase must be completed before starting the next. During the Missile and Melee phases, mark any casualties as they occur but do not remove them yet, as they may still act until the End of Turn phase.

#1 initiative  
#2 rally  
#3 movement

#4 missile  
#5 melee  
#6 END OF TURN

## PHASE #1: INITIATIVE

Each player rolls a D6 and subtracts the current number of Leaders and Heroes in their force.

The player with the lowest total may go first or nominate another player to go first. Play then proceeds clockwise around the table. Re-roll any ties between players.



## PHASE #2: RALLY

A Viking who previously failed a morale roll and is marked with a Coward Token must try to rally. Roll a D6. If the score is equal to that Viking's Morale rating or less, the test passes. If passed, that Viking may immediately act as normal. If failed, that Viking is removed from the game and counted as killed.





## PHASE #3: MOVEMENT

Starting with the player who won the Initiative, each player moves all of their Vikings. A Viking may move up to their Move rating in inches and may move through friendly Vikings but not enemies. A Viking may not end his movement with its base overlapping any other. A Viking cannot move between enemy figures if there is less than its base width between them. Moving a Viking into base-to-base contact with an enemy locks both figures into melee and they each forfeit any remaining movement for that turn.

**TERRAIN:** "Rough" terrain costs double the movement distance to move through it. Obstacles, such as stone walls or passing through a building doorway, cost 2" of movement. Some terrain may be defined as impassible, like cliffs or high walls. Players should mutually agree to terrain types that affect movement before starting.

### Examples of Rough Ground

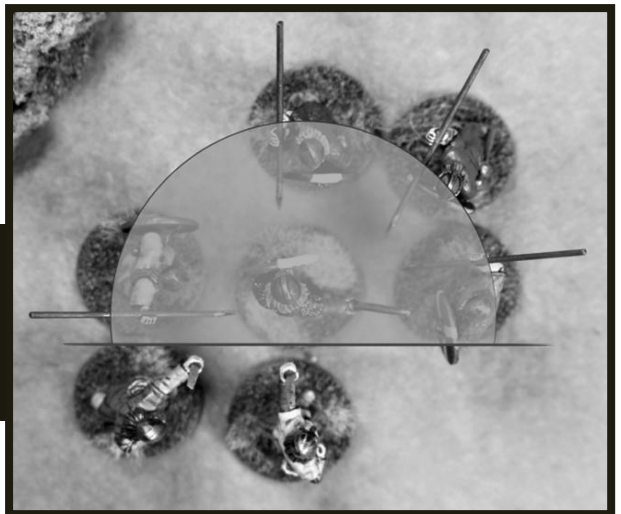
- Dense woods
- Rocky ground
- Creeks
- Steep hills

### Examples of Obstacles

- Low walls
- Fences
- Thick hedgerows
- Doorways or windows

**FACING:** A Viking may attack any target forward of its rear base edge with a ranged attack or in melee. However, it may not attack any enemies to the rear.

**EXAMPLE** *The Viking in the center can attack all four enemies to his front and sides, but cannot engage the two enemies behind his rear base edge.*





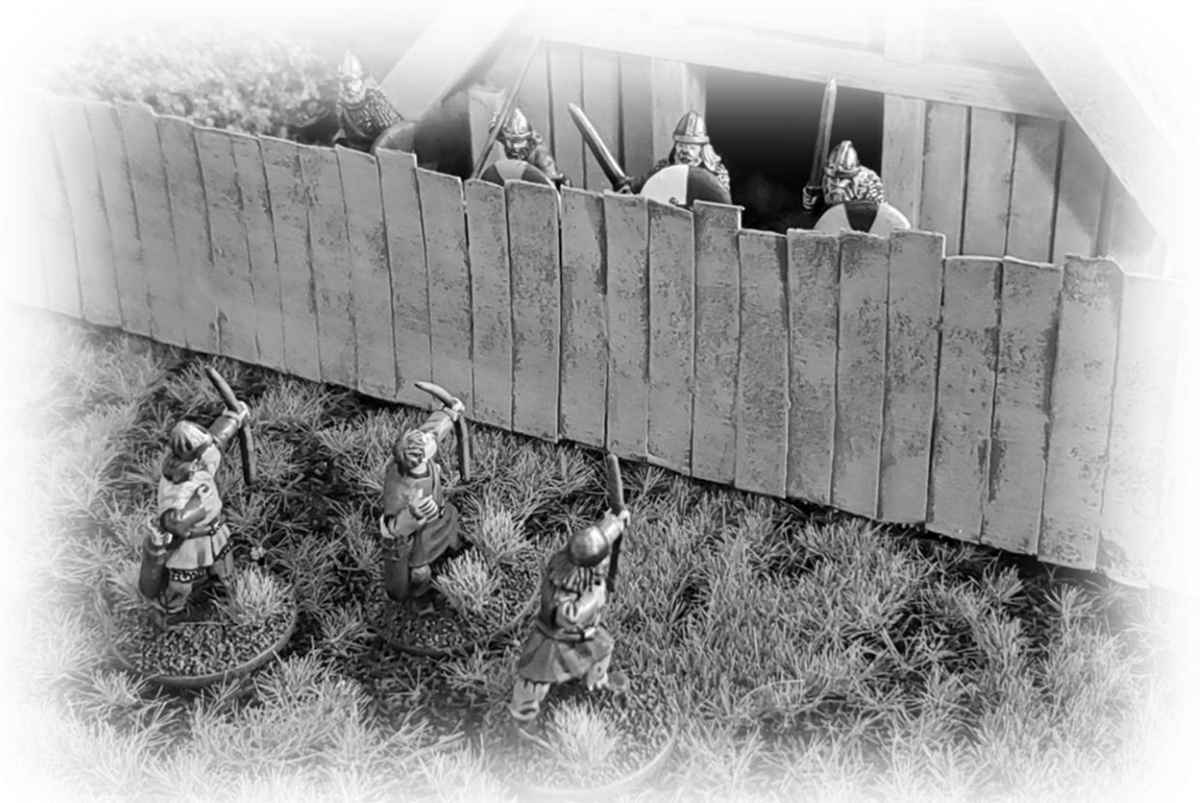
## Phase #4: missile

All shooting is simultaneous and may be resolved in any order the players choose. Bows and javelins have a range in inches (18" and 8", respectively) and are measured from the edge of the Viking's base to the edge of an enemy's base with clear line of sight.

A Viking that moved more than half of their movement or is engaged in melee may *not* shoot. Vikings may not shoot into a melee if friendly Vikings are also engaged. Vikings may not target an enemy leader or hero unless they are the closest target. Enemies more than 2" deep into woods or inside a building (and not at a door or window) cannot be targeted.

To hit with a ranged weapon, the Viking must roll a D6 equal or lower than their Missile rating. If a hit is scored, each piece of cover between the shooter and the target (walls, fences, etc), has a chance to block the missile on a D6 roll of 4+.

If the shooter successfully rolls to hit and avoids all intervening cover, the enemy must see if their armor protects them from the hit. The enemy rolls a D6. If the roll is equal to their Armor rating or lower, the hit is ignored. If this roll is higher than their Armor rating, they suffer a wound. Place a Blood Token next to the wounded as a reminder for the End of Turn.



## PHASE #5: MELEE

All melees are simultaneous and may be resolved in any order the players choose. A Viking is in melee if in base-to-base contact with an enemy. A Viking engaged by an enemy immediately turns to face their attacker and may not move for the remainder of the turn. If a Viking has multiple attackers in base-to-base contact, that Viking may decide which enemy they are facing.

A Viking may attempt to disengage from melee up to half their Move rating directly away, but every enemy in contact immediately gets one Free Attack. If a Viking has an enemy attacking to its front *and* rear, it may not attempt to disengage.



### MELEE MODIFIERS

-1 if attacking across an obstacle or uphill

-1 to Armor rating if attacked from the rear

-1 if engaged by more than one enemy (*except when in Shield Wall*)

In melee, a Viking must use at least one attack against an enemy directly in front of them, but any additional attacks may be used against any other viable target. A Viking rolls a D6 for each attack. Any roll equal to or lower than their Melee rating inflicts a hit. If the Viking successfully rolls to hit, the enemy checks to see if their armor protects them from the hit. The enemy rolls a D6. If the roll is their Armor rating or lower, the hit is ignored. If this roll is higher than their Armor rating, mark them with a Blood Token.

**A DEATH WORTHY OF A SONG:** In melee, if a Viking hits with a roll of “1” and the enemy rolls a “6” for their Armor rating, the attacker rolls a second, Free Attack against the same target! If successful on a second hit, the enemy is wounded with a gruesome, spectacular blow! Mark the wounded enemy with a Raven Token (*any unique marker will do*). All enemy figures within 6” of the Raven Token take a morale test in the End of Turn phase.

**FREE ATTACKS:** There are circumstances in the game when a Viking receives a Free Attack (*ex: Death Worthy of a Song or against a figure trying to withdraw from combat*). In a Free Attack, a Viking rolls to hit as normal, but the enemy does not roll for their Armor rating. This makes a successful Free Attack hit an automatic wound!



**SHIELD WALL:** Three or more Vikings armed with shields, who are not currently engaged in melee, may form a Shield Wall. Move your Vikings into base-to-base contact during their Movement phase, all facing the same direction. Declaring a Shield Wall ends their remaining movement for that turn. Once formed into a Shield Wall, Vikings may only move at half their Move score, straight ahead or a quarter move back (*no turns or wheels*), and never over obstacles. A Shield Wall may reverse their facing 180°, but this requires all of their movement. A Shield Wall may have a second rank (*place the rear rank in base-to-base contact behind the front rank*).

All Vikings in a Shield Wall receive +2 to their Armor rating (*maximum of 5, and no bonus if attacked from the rear*). If the Shield Wall has more than one rank, Vikings in the rear rank may automatically take the place of wounded Vikings in the front rank. This does not count as movement and may help to preserve the formation! Figures armed with spears in a second rank may attack an enemy directly in front of them through a friendly figure in the front rank of the Shield Wall.

A Shield Wall is broken when there are less than three base-to-base Vikings. Vikings may voluntarily dissolve the Shield Wall at the beginning of the Movement phase with all figures behaving normally afterward (*those Vikings cannot join another Shield Wall the same turn*).



**EXAMPLE** *These five figures are in a Shield Wall. The two Vikings in the rear have spears and may attack from the second rank of the formation.*

**WOUNDED VIKINGS:** Vikings are assumed to only have one wound, unless otherwise noted with the “Tough” ability. Abilities are described in the next section, “Recruiting Your Warband.” During the game, any time a Viking suffers a wound from ranged missiles or melee, mark them with a Blood Token or Raven Token, respectively.

The wounded Viking may still complete all phases of the turn, including any attacks of their own. Wounds are not applied until the End of Turn!



## PHASE #6: END OF TURN

During the final phase, all Vikings marked with a Blood Token are removed from the game as killed, unless they are rated with the “Tough” trait and can sustain multiple wounds. Likewise, apply a wound to any Vikings marked with a Raven Token, but because their spectacular death is “worthy of a song,” it requires a morale test for nearby Vikings who witnessed it. There are other circumstances that each trigger a morale test when they occur in a turn, which means a Viking may need to take multiple tests!

### MORALE TEST REQUIRED

*Leader Killed This Turn*—Every Viking in the entire warband

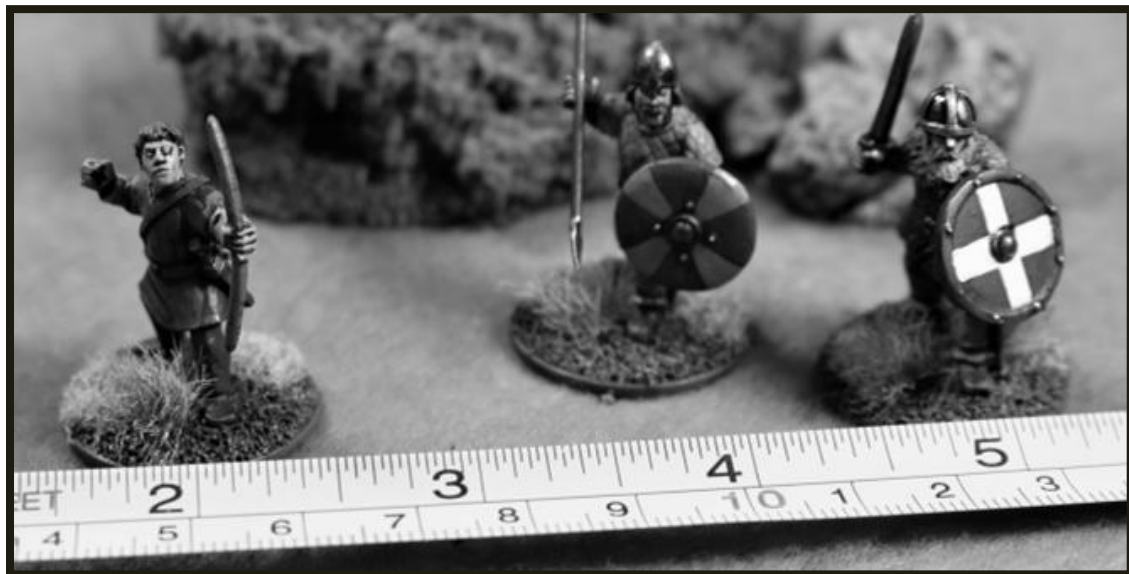
*Warband Suffers Over 50% Wounded*—Every Viking in the entire warband

*Hero Killed This Turn*—Any Vikings within the Morale Rating range of the Hero

*Death Worthy of a Song*—Enemy Vikings within 6” of a Raven Token

**MORALE TEST:** To pass a morale test, a Viking must roll a D6 and score equal to or lower than their Morale rating. Any Vikings part of a Shield Wall may add +1 to their Morale rating. Despite any bonuses, a natural roll of “6” *always fails* morale.

Leaders and Heroes have the ability to inspire nearby Vikings in their warband. And friendly Vikings within the Morale rating of a Leader or Hero in inches may use that Morale rating to make Morale tests. Vikings not within the Morale distance of a Leader or Hero use their own Morale rating.



**EXAMPLE** *With a Morale rating of 5, the Jarl can share his leadership with both friendly Vikings within 5” of his base for any morale tests.*

**FLEE!:** Vikings who fail their morale test are marked with a Coward Token and immediately turn directly away from the nearest enemy, fleeing their full Move rating away. All enemies in base-to-base contact with a fleeing Viking receive an immediate Free Attack! Vikings who flee off the table are removed. Vikings who attempt to flee but find themselves surrounded to their front *and* rear are immediately captured or killed—enemy’s choice.

**WINNING the GAME:** Once the End of Turn phase is complete, proceed to another turn with the same sequence. How do you eventually win the game? Your Viking skirmish can end in a number of different ways—you may be playing a “fight to the death,” or you and your opponent could agree on a turn limit.

**Ravenfeast** is most enjoyable when you play a scenario with specific objectives, liking raiding a settlement. If you need inspiration for a scenario, try reading a period book or watching a Viking-age movie or TV show. And if you’re still at a loss for ideas, we have three fun scenarios ready for you to try in the book, plus more online for free! Visit us at [www.Ravenfeast.com](http://www.Ravenfeast.com) for free resources to help you play.



## RECRUITING YOUR WARBAND



Reference the chart below to recruit your Viking warband before each game. The point values are the cost to recruit the Viking. Players may also choose to upgrade Vikings with special traits. The point value of your Jarl and Huskarls already include special traits, but others may also be purchased. Figures can be given multiple traits. The exact weapons your figures carry are up to you, but historically appropriate suggestions are listed on the next page.

Players may agree upon any warband point total they prefer, but 300—400 points is a good start!

Type	Move	Missile	Melee	Armor	Morale	Pts	Traits
Jarl	6"	0	5	5	5	75	Leader, Tough (3)
Huskarl	6"	0	4	4	4	36	Tough (2)
Berserker	6"	0	4 (x2)	3	4	30	
Hirdmen	6"	0	3	3	3	18	
Bondi Archer	6"	2 (18")	2	2	2	18	
Bondi	6"	0	2	2	2	12	
Thrall	8"	1 (8")	1	1	1	9	

## ABILITIES

**Leader (+15 points):** The head man. Every army is required to have one—and only one—leader. Leaders may inspire nearby Vikings by allowing them to use his Morale rating if the Leader passes his morale test first.

**Hero (+10 points):** Add +1 Morale. Modified Morale ratings may never exceed 5 and multiple heroes do not stack cumulative bonuses. Heroes may inspire nearby Vikings by allowing them share to his Morale rating if the Hero passes his Morale test first.

**Mighty (+5 points):** A man of legendary strength. Enemy figures reduce their Armor rating by -1 when hit in melee by a Mighty figure.

**Tough (variable cost):** Vikings can normally only suffer a single wound, but additional wounds may be purchased at a cost of 50% of the figure's base point value per wound. For example, a Viking rated "Tough (2)," could sustain two wounds, while a Viking rated "Tough (3)" could sustain up to three wounds.

# unit types

**JARL**  
*Chainmail, shield,  
sword or axe*



**HUSKARL**  
*Chainmail, shield, sword,  
spear, or axe*



**BERSERKER**  
*Furs, suicidal bravery,  
sword or axe*



**HIRDMAN**  
*Cloth armor or chainmail,  
shield, sword, spear, or axe*



**BONDI ARCHER**  
*Cloth armor, bow*



**BONDI**  
*Cloth armor, shield, spear*



**THRALL**  
*Cloth armor, javelin*

## OPEN POINTS ARCHITECTURE

**Ravenfeast** includes a number of standard unit types pre-designed and already calculated for your convenience, but players who want to build their own special units are welcome to use the open design architecture below. Missile attacks can be purchased for long range (bows at 18") or short range (javelins and thrown weapons at 8"). Note that multiple melee or missile attacks may be purchased—a Berserker, for example, has 2 melee attacks.

Movement		Missile		Melee		Armor		Morale	
Score	Points	Score	Points (18" or 8")	Score	Points	Score	Points	Score	Points
14"	8	4	12 / 4	5	10	5	10	5	10
12"	6	3	9 / 3	4	8	4	8	4	8
10"	4	2	6 / 2	3	6	3	6	3	6
8"	2	1	3 / 1	2	4	2	4	2	4
6"	0	0	0	1	2	1	2	1	2

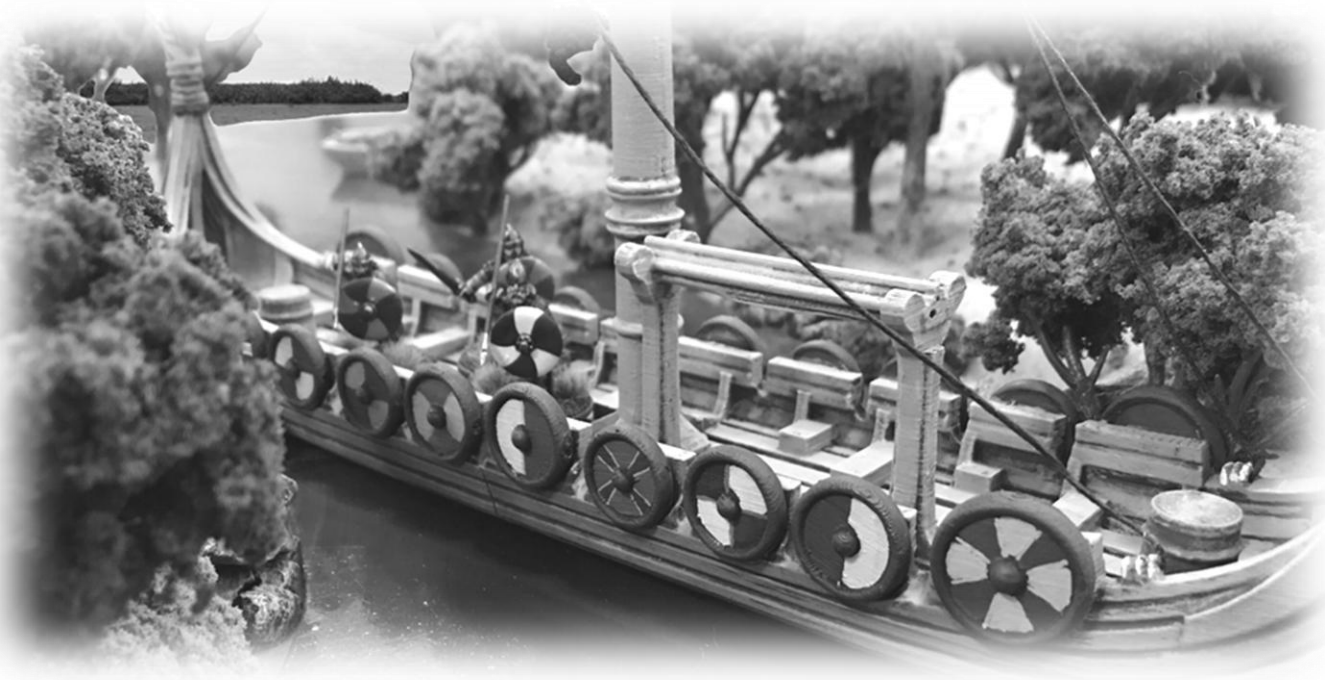
*EXAMPLE: Let's design a unique Viking! Our customized Viking will be a Berserker wielding a sword and a throwing javelin. We'll upgrade his Move to 8", which costs 2 points. Then we'll assume he's quite skilled with a javelin and rate him with a Missile score of 3, costing 3 points for the shorter range javelin. A bow would have cost 9 points had we chosen that instead. Berserkers typically have two melee attacks, so we will buy two attacks at a rating of 4, costing 8 points each. Finally, we'll give our Berserker a rating of 4 in Armor and Morale. These each cost 8 points.*

*The total value of our unique model is 37 points (2+3+16+8+8). Adding any special traits would increase this cost.*



## ADVANCED OPTIONAL RULES

Once you've mastered the basic game concepts and played a few times, we suggest experimenting with some advanced rules. You are welcome to use as many of the optional rules as you want in your games, including the use of Rune cards for unpredictable twists or the introduction of Saxons as opponents. There are also game adaptations for Norse mythology if you want to battle monsters and trolls, as well as a "big battle" option for those of you who want to graduate beyond skirmish gaming into famous Dark Age battles like Stamford Bridge!



### RUNE CARDS

You can go online to [www.Ravenfeast.com](http://www.Ravenfeast.com) to download a deck of Rune cards, print them at home, and cut them out. There are no duplicates in the deck and most cards have two possible effects. Some cards target figures, others terrain, and a few even target opposing players. Effects of a Rune card are immediate and may last a phase, a turn, or the entire battle. The text of each card explains all effects and many of them "break the rules" in a unique way, making your games less predictable and more fun!

Before the game begins, players agree on how many Rune cards will be randomly dealt to each player (*we suggest one or two*). If you choose to deal Rune cards, players may secretly study their own cards but should not share that information with other players—including their allies in a multi-player team game. If you are dealt a card that does not pertain to the scenario for any reason, show it to all other players, discard it, and draw a replacement.

## GELD

Introducing the concept of money adds a new layer of strategy to your games! When using the optional Geld rules, players should gather a horde of trinkets to represent currency. These could be costume jewelry, plastic gold or silver coins, or whatever tokens you have. Each player begins the game with the same agreed-upon amount of Geld (*between 3-6 coins generally works well*). Based on the scenario, it may also be possible to earn additional Geld for achieving game objectives.

It is assumed that your leader carries your unspent Geld, and if your leader is slain during the game, the opposing player may assign one figure to spend a full turn “searching the body” to loot your Geld. Looted Geld becomes the possession of the victor! In the case of a tie game at the end, the player with the most Geld wins. Geld may be used to purchase rerolls or other fun things. Geld won during a game may be spent to purchase items at any time from the start of the game onward.



- 1 Geld:** One reroll of your own or force any opponent to reroll
- 2 Geld:** Receive one additional Rune card (*if using the optional rule*)
- 3 Geld:** Add 1 Berserker to your warband (*immediately deploy within 3” of a friendly leader or hero*)

## SAXONS & other FACTIONS

Units in **Ravenfeast** are described with Viking terminology, which assumes players in your game are fielding a warband of Viking warriors. But the Danes did not always fight each other! The Saxons were a common opponent as Danes raided and conquered the various independent Saxon kingdoms of modern-day England.

Saxon infantry typically fought with spears and fielding a Saxon army introduces a new unit type to the game—cavalry. The Saxons and Danes did occasionally field small numbers of mounted troops, but the use of mass cavalry did not truly emerge until the arrival of the Normans in 1066. Mounted figures may never form a Shield Wall.

Type	Move	Missile	Melee	Armor	Morale	Pts	Traits
Lord	6”	0	5	5	5	75	Leader, Tough (3)
Mounted Spearman	14”	0	3	4	4	50	Mighty, Tough (2)
Hearthguard	6”	0	4	4	4	36	Tough (2)
Veteran Fyrd	6”	0	3	3	3	18	
Bowman	6”	2 (18”)	2	2	2	18	
Fyrd	6”	0	2	2	2	12	

## BIG BATTLE RAVENFEAST

**Ravenfeast** is a skirmish game, where one figure represents one man, and a player might normally command a warband of 12-20 models. But what if you want to lead an army of 12,000 to 20,000 men, instead? This is quite simple to do using the same set of rules—it is only a matter of adjusting the figure scale. Instead of gluing one 28mm figure to a 1" base, try gluing four 15mm figures to a 1" square base! This new base can be used to represent a formation of 100 or 200 men. The exact number of figures you place on a unit base does not impact the game—the “base” is simply an abstract representation of a group of soldiers.

Playing a “big battle” version of the game functions much like the original skirmish rules. To introduce some command friction, only units within the Morale rating distance of a Leader or Hero are allowed to create or disband a Shield Wall. This means, for example, a Leader/Jarl with Morale of 5 must be within “5” of a friendly unit to command them into a Shield Wall. In all other respects, the game proceeds in the same manner.



### EXAMPLE

*15mm figures mounted on group bases for a “big battle” game.*

## MYTHOLOGICAL RAVENFEAST

The men and women who lived through the Viking era widely believed in magic and Norse mythology. Players can use **Ravenfeast** to adventure in this more fantastical setting, hunting monsters and clashing with trolls! Use the open point architecture earlier in this book to let your imagination run wild when designing Nordic monsters or creatures.

Visit us at [www.Ravenfeast.com](http://www.Ravenfeast.com) to download a free list of creatures and monsters for your next mythological adventure! Trolls, dragons, wolves, and the undead Draugar await you on the road to Valhalla!





# SCENARIOS

“HEATHEN MEN DESTROYED GOD’S CHURCH IN LINDISFARNE BY FIERCE ROBBERY AND SLAUGHTER.” —SAXON CHRONICLES, 793



## SAMPLE SCENARIOS

**Ravenfeast** can be played without a specific scenario. You and your opponent(s) are always welcome to agree upon a point total and simply throw down your Vikings on a kitchen table and fight to the death! But after a few games like this, you may want a more challenging tactical experience and a more narrative, story-driven scenario.

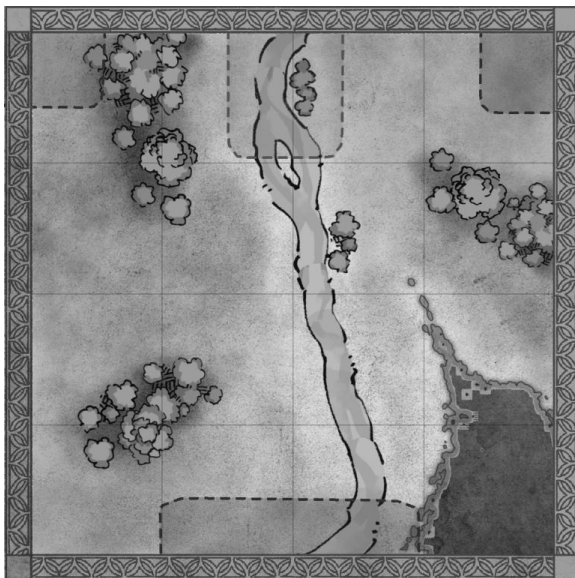
Each of the three scenarios offered in this chapter portrays a different aspect of Viking warfare. A 4'x4' table space is suggested for these games. Each scenario includes a map, a list of starting forces, the objectives, and victory conditions. Players may even wish to play these scenarios linked together, tracking their Geld and casualties between games!

# “BACK TO THE BOATS!”

SO YOU’VE MANAGED TO LOOT A LONGHOUSE. NOW YOU’VE GOT TO GET HOME TO SAFETY SO YOU CAN ENJOY YOUR PLUNDER! UNFORTUNATELY, A RIVAL WARBAND STANDS IN THE WAY BETWEEN YOU AND YOUR LONGBOAT....

## **SET UP:** 2 players.

The warband attempting to escape is the defender (*blue*). The warband attempting to prevent this escape is the ambusher (*red*). The defender sets up on the road. The ambusher sets up half of his force along the escape route and half of his force split between opposite corners. If you do not have a longboat, just set up a table with one edge representing the safety of the coast.



**FORCES:** The defender should have a warband of no more than 300 points. The ambusher should field up to 500 points. Both forces must be led by a Jarl.

**GELD:** Both players start with 3 Geld.

**OBJECTIVES:** The defender must break through the trap and escape back to the longship. The ambusher wins if he can prevent this escape!

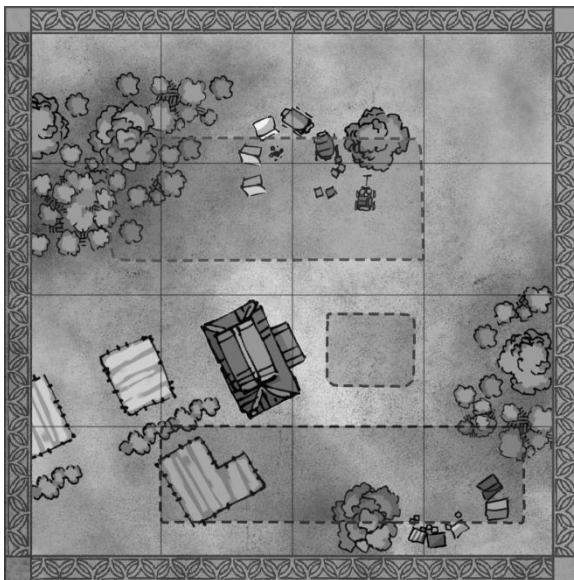
**VICTORY:** The defender wins a major victory if at least one Jarl or Hero safely reaches the longship, along with half of his men. It is a minor victory as long as a Jarl or Hero reaches the longship. Any other result is the victory for the ambusher.

# “FIGHT FOR HONOR!”

YOU’VE BEEN DRINKING ALL EVENING AND THE MEAD IS MAKING YOUR VISION A LITTLE FUZZY. OUTRAGEOUSLY, ANOTHER JARL INSULTS YOUR HONOR AT THE FEAST AND A FIST FIGHT HAS BROKEN OUT! GRAB YOUR COMPANIONS!

## **SET UP:** 2 players.

Both rival Jarls are placed in between the two warbands, within 6” of each other (*in the grey map box*). The remainder of each warband deploys at least 12” apart in their respective camp area (*red & blue*).



**Forces:** Both players should have equally sized warbands (we suggest about a dozen Vikings per side, or 300 points), led by a Jarl with at least two Huskarls.

**Geld:** Both players begin the game with 3 Geld.

**Objectives:** For this scenario, both Jarls are rated with Armor 3—a night of feasting means they either are not wearing all of their armor, or their wits are a bit dull from mead! The opposing Jarls are required to charge each other and engage in single combat until at least one wound is inflicted. Whenever a Jarl is wounded, the warband of the wounded Jarl must take a morale test at the end of that phase. If the morale test is passed, the warband continues to cheer their Jarl on and the single-combat challenge continues. Roll for morale each time a Jarl is wounded. If any Viking in the warband fails his morale test, instead of fleeing (the normal reaction in the rules), the entire warband of the wounded Jarl attacks the opposing warband and a general melee breaks out! If a Jarl dies and his warband passes all of their morale checks, the honor duel is over...perhaps a grudge is held....

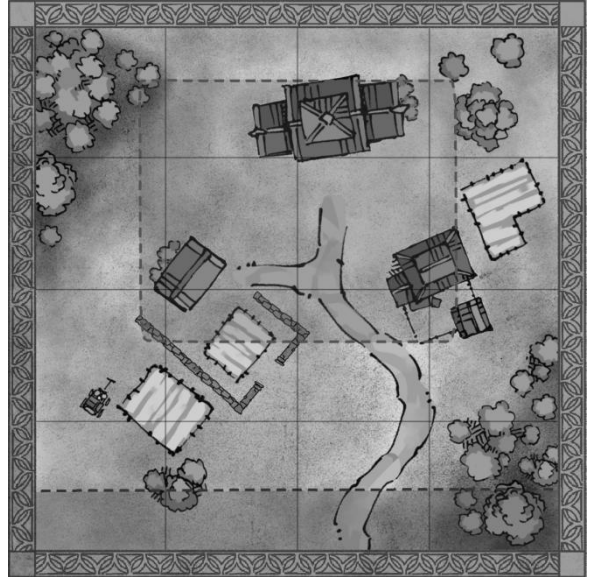
**Victory:** The battle is over when a duel ends with one dead Jarl. There’s bound to be a good fight and a chance to nurse a grudge for a future encounter....

# “PILLAGE & BURN!”

LAST SEASON’S RAID WAS NOT AS SUCCESSFUL AS YOU HAD HOPED. BUT WHILE SAILING ALONG THE COAST ON YOUR RETURN HOME, YOU SPY A PROMISING LOOKING SETTLEMENT RIPE FOR PLUNDER. GRAB YOUR SWORD AND SHIELD!

**Set up:** 2 or more players.

One side is the attacker and one is the defender. If you have an uneven number of players, there should always be more attackers than defenders. Both sides roll a D6 to begin and the highest roll wins. The winning side may deploy first or second. Three buildings are required for set up (*see scenario map*).



**Forces:** The defender should have a warband of no more than 300 points that includes at least three Thralls. The attacker should field up to 500 points. In a game with 3 or more players, keep the point ratio between the defenders and attackers the same.

**Geld:** Zero to start, but players may earn Geld during the game (*see Objectives*).

**Objectives:** The attacker must attempt to loot the village and capture Thralls. To loot and burn the longhouse, the attacker must occupy the longhouse with one or more Vikings. For each complete turn an attacking Viking is inside an undefended building, earn 1 Geld by looting. If inside the main longhouse, earn D3 (*a six-sided die divided in half*) Geld per turn. To capture a Thrall, the attacker must defeat a Thrall in combat, in which case the Thrall is automatically captured and moves with the unit (*they may do nothing else while captive*). If a defending Viking defeats an attacker with a captive, they may liberate them, allowing the freed Thralls to move and fight as normal.

**Victory:** The attacker wins by exiting the table with as much Geld and as many Thralls as possible. Only Vikings who safely exit the table keep the Geld and Thralls they looted! The defender wins 3 Geld for each attacking Jarl, Hero, or Huskarl who does not successfully escape the table. The side with the most Geld wins the scenario.

# MODELING

“I DESIRED TO LIVE WORTHILY AS LONG AS I LIVED.”  
—KING ALFRED THE GREAT



## HOBBY CRAFTING

Miniature wargaming is a hobby with many facets, with modeling, painting, and crafting representing just a few of them. Some players find these creative elements of the hobby exciting, while others find them intimidating when starting from scratch. This chapter will help get you going with no prior experience required.

We'll teach you basic skills for painting and terrain construction, and we encourage you to visit Little Wars TV on YouTube for more detailed video instructions. We have lots of modeling tips and tricks for new and veteran players alike!

# PREPARING YOUR VIKINGS

X-Acto knife, scalpel, or fine file  
Super Glue or CA glue  
White glue or PVA glue  
Disposable paintbrush or toothpick  
1" metal washers, plastic, MDF, or wooden bases  
Sand or fine model railroad ballast  
Flat black primer or spray paint

TOOLS



1. Remove your Viking miniatures from their package and check for missing parts. If the spears, swords, or other parts are bent, gently bend them back into position slowly so the part does not break.
2. If preparing a metal miniature, scrape off the excess mold lines or “flash,” but be careful not to damage the detail of the miniature. If assembling a plastic miniature, Super Glue the pieces together per the manufacturer instructions.
3. Place a drop of Super Glue or CA glue on the center of a 1” base to affix the miniature. Allow the glue to fully set. Metal washers can be used as bases, or you can purchase plastic, wood, or MDF bases if you prefer.
4. Holding the miniature upright and level, use a small disposable paintbrush or toothpick to dab white or PVA glue around the base, being careful not to cover the feet. Make sure the glue covers the whole base. Once applied, keep the miniature level and dip it into a container of sand or model railroad ballast and then tap off the excess into a bowl or can. Allow the glue to fully set.
5. Prime your miniatures using flat black spray paint. Use short bursts of spray in a smooth motion, making sure not to spray too closely to the miniature. Several light and even coatings are preferable to one thick coat. If you are unsure of your ability to spray paint a miniature evenly, use a paintbrush to apply a thin coat of black acrylic paint by hand. It is slower, but easier to control the final result.

# PAINTING YOUR VIKINGS

Small, high-quality paintbrushes (*1, 0, and 00 sizes recommended*)

Acrylic paints (*flesh color, metallic silver, and muted earth tones*)

Black and brown acrylic wash (*available at hobby stores*)

Cup of water

Static grass or model railroad flock

A clean, very well-lit table surface for painting (*natural light is ideal*)

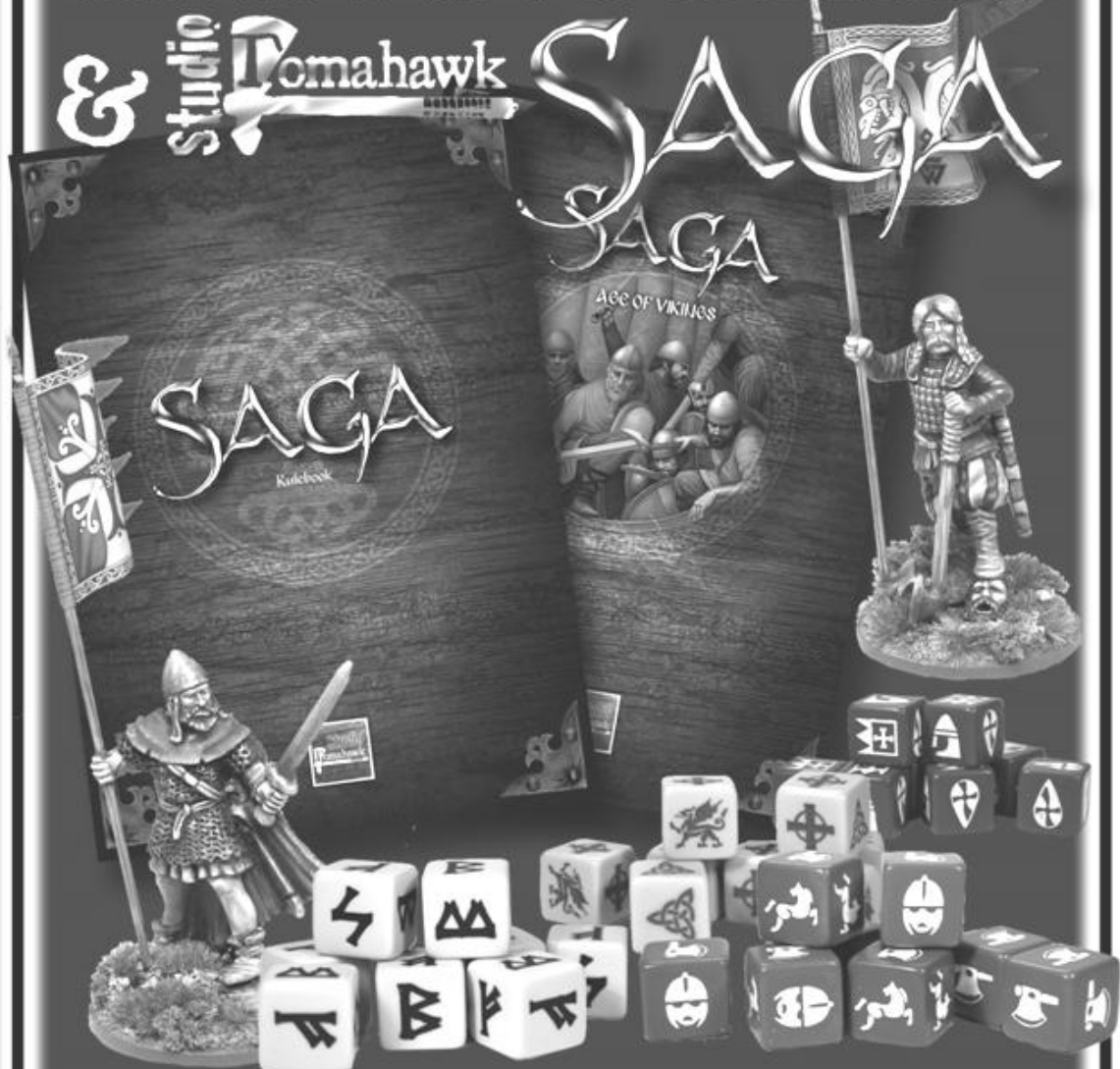


1. Once your Viking is primed black, paint any armor, swords, or metal with metallic silver. Chainmail can be dry-brushed. Dry-brushing is a fast and easy technique that will help you get your Vikings painted quickly. See our YouTube video tutorial to learn how to dry-brush.
2. Paint the pants and shoes a neutral color, like brown or gray, and paint the tunic a brighter color.
3. Paint the shield in at least two contrasting colors.
4. Paint the skin a European skin tone.
5. This step is optional, but recommended. Wash metallic areas and the shield with black wash. When dry, proceed to wash the pants, tunic, and flesh with brown wash. See our YouTube video tutorial to learn how to apply washes.
6. Paint the base in a dark brown color and then drybrush a lighter earth brown (*see dry-brushing above*).
7. Put several drops of white or PVA glue on the base in patches around the feet.
8. Sprinkle on flocking or static grass and lightly blow or tap off any excess.
9. If desired, seal your Viking with matte spray sealer in a well-ventilated area. Make sure you do not spray outside if it is cold, wet, or humid.

# GRIPPING BEAST

& studio Tomahawk

# SAGA



**SAGA! The historical skirmish game!**

Featuring simple and innovative rules, SAGA is immersive and addictive. Lead your Warband of 30 or so figures, smite your foes, write your own saga!

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**[www.GRIPPINGBEAST.com](http://www.GRIPPINGBEAST.com)**



# FREE PAPER VIKINGS

Our goal in publishing **Ravenfeast** is to get you and your friends playing a fun, historical wargame right away! Maybe you don't own any suitable Dark Age miniatures, or maybe you'd just like to try playing before taking the plunge and ordering some figures of your own. In either case, we have an affordable, immediate solution for you—paper figures!

Our free paper models are hand-drawn, double-sided Vikings you can use to represent a variety of unit types in the game. An example of a spear-armed Bondi warrior appears below! For an introductory game, we recommend about one dozen figures per player.

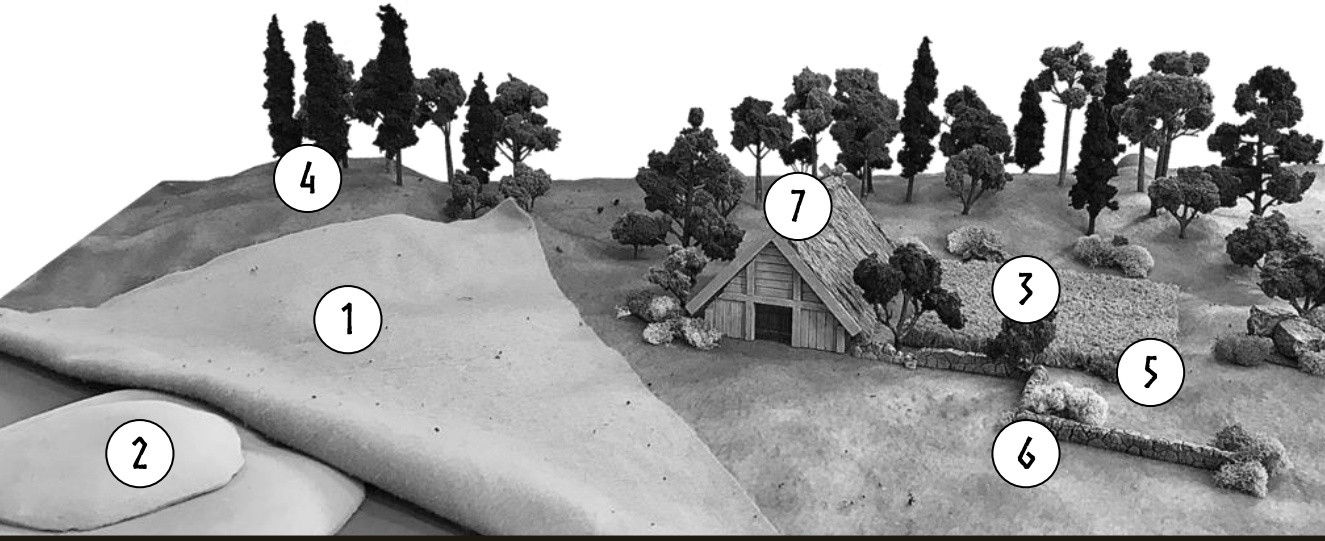
## ASSEMBLY

1. Download the free PDF at [www.Ravenfeast.com](http://www.Ravenfeast.com) and print as many copies as you want!
2. The free paper figures are offered in beautiful, stylized full color and also in black and white for those who might prefer to customize and color their own models. Pick whichever option is best for you!
3. Use scissors to cut out each figure and fold them where indicated. With a glue stick, glue the halves of each figure together.
4. Your Viking warband is ready to pillage the countryside! But if you'd like to enhance your figures a bit more, you can add grass to the paper bases with flock or static grass.



ARTWORK BY  
ZACH HERSHBERGER

# TERRAIN ESSENTIALS



- 1** A cloth **GAME MAT** is the foundation of your miniature tabletop battlefield. You can make your own mat by purchasing plush felt from a local craft store. Alternatively, you can buy a professional mat from a manufacturer.
- 2** **HILLS** are placed underneath the ground cloth. You can cut and shape hills from Styrofoam or polystyrene insulation board. The hills pictured above are 1" polystyrene, with the edges cut on an angle and sanded down smooth. You can stack various shapes and sizes of hills to create dramatic, rolling contours.
- 3** There are many creative ways to represent **FIELDS**, but the tall wheat shown above is made from cutting up an outdoor doormat. Visit us on YouTube for video tutorials on other affordable, easy field ideas.
- 4** **TREES** are a key feature on most battlefields, and while there are ways to hand-make them from scratch, we strongly recommend buying your trees. Links are provided in the next chapter.
- 5** **SCRUB** and **BUSHES** can be modeled with lichen, sold in bags at most craft stores. Model railroad suppliers make bushes in various types and colors, as well. Rocks and twigs from your backyard can also serve as rough ground.
- 6** These simple **STONE WALLS** are home-made by indenting polystyrene insulation with a ballpoint pen! We have a full video tutorial on YouTube to teach you how to make stone walls on a budget.
- 7** Every village needs a **LONGHOUSE!** Are you ready to build your own?

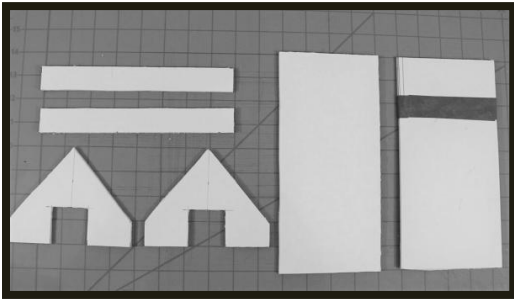
# BUILDING A Longhouse

Flat black or dark brown primer or spray paint  
Acrylic paints (*grays, browns, and earth tones*)  
Basswood or balsa strips in various sizes  
Several sizes of stiff-bristle paint brushes  
Thin cardboard (*like cereal boxes*)  
White glue, PVA glue, or hot glue  
Foamcore or cork tile  
Teddy Bear fur/fabric  
Sharp pencil or pen  
X-Acto knife  
Ruler

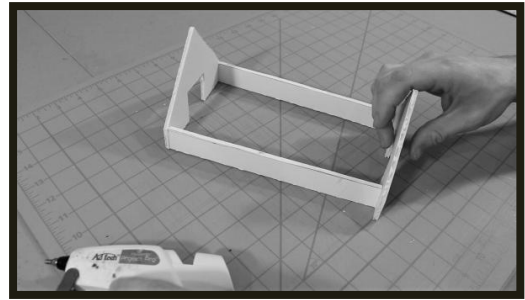
TOOLS



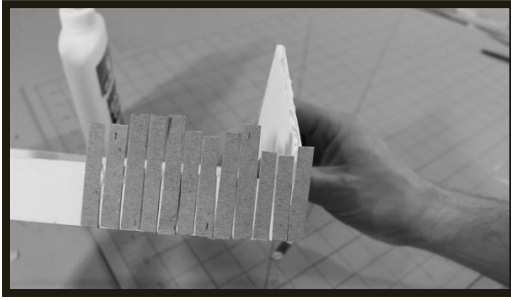
## STEP-BY-STEP CONSTRUCTION GUIDE



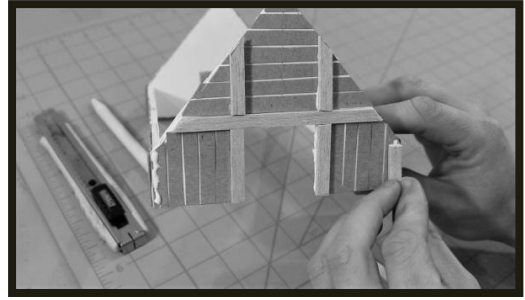
**STEP #1:** Determine the size and shape of your longhouse. Trace four wall sections and two roof sections onto foam core or cork tile. Remember to visit us on YouTube for a complete video tutorial on how to make this longhouse, including the exact dimensions used.



**STEP #2:** Cut out the wall sections using a sharp X-Acto knife. Make several passes rather than one deep cut and change the blade as soon as it starts to become dull. Then glue the wall and roof sections together to form the structure. Hot glue is recommended!



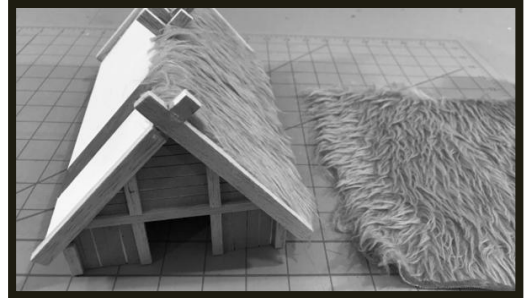
**STEP #3:** Glue strips of thin cardboard planking to the walls. Using scissors, trim the edges evenly once dry.



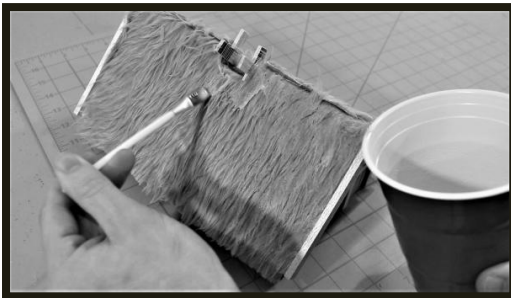
**STEP #4:** Attach basswood or balsa strips to represent structural beams on the ends of the longhouse and roof edges.



**STEP #5:** Cut a swatch of teddy bear fur (or similar fabric) to fit the roof and glue it down with PVA or white glue.



**STEP #6:** Make sure the direction of the fur runs from the top ridge of the roof down to the bottom edges.



**STEP #7:** Coat the fur in PVA or white glue, thinned with water. Allow time to dry. Then, use craft paint to prime the longhouse black or dark brown.



**STEP #8:** Drybrush the building with gray or grayish-brown. Then heavily drybrush lighter shades of gray to represent worn wood. The roof should be drybrushed with tan colors to represent thatch.

**VICTRIX** LTD



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# EXPANDING YOUR HORIZONS

“...THE DANES GAINED VICTORY AND SLEW THE KING, WHEREUPON THEY OVERRAN ALL THE LAND...” —SAXON CHRONICLES, 870 AD



## GRADUATING TO NEW GAMES

There is a wide world of historical wargaming beyond **Ravenfeast**. You can play more advanced rules in the same era, or you can venture to a different chapter of history. We hope this free book starts you on the path to a long journey into the hobby of historical miniature wargaming. If you want to meet thousands of other players from around the world who gather for large conventions, visit the Historical Miniatures Gaming Society ([www.hmgs.org](http://www.hmgs.org)) to see a schedule of future events.

After mastering **Ravenfeast**, you may find yourself looking for a more complex, more advanced game. Luckily for you, those options exist in abundance! Consider these Dark Age-era games as the next stop on your adventure to Valhalla:

**SAGA** or **Strandhogg**: Viking skirmish games

**Lion Rampant** or **Tribal**: Generic skirmish rules through early medieval eras

**Hail Caesar**: Mass battle system for larger engagements, with a Viking supplement

**Dux Britanniarum**: Skirmish gaming in pre-Viking, Arthurian Britain

Of course, you may also be itching to leave the Dark Ages altogether and explore a new era of history. For some inspiration wargaming other periods, visit us at Little Wars TV on YouTube or our official website, [www.LittleWarsTV.com](http://www.LittleWarsTV.com). We've staged some spectacular games, like Gettysburg, Agincourt, Trafalgar, and much more!

# LINKS & RESOURCES

There are many more companies than the ones listed here, but we've had good experiences with these suppliers. Little Wars TV receives no commission on sales—we simply like to support independent businesses whenever possible, as miniature wargaming largely remains a “cottage industry.” As new companies emerge, we will keep a fully updated list of links on the official **Ravenfeast** website!

## ONLINE RESOURCES

Official Ravenfeast website: [www.Ravenfeast.com](http://www.Ravenfeast.com)

### 28mm VIKING MINIATURES

Brigade Games: [www.brigadegames.3dcartstores.com](http://www.brigadegames.3dcartstores.com)  
Footsore Miniatures: [www.footsorenorthamerica.com](http://www.footsorenorthamerica.com)  
Gripping Beast: [www.grippingbeast.co.uk](http://www.grippingbeast.co.uk)  
Victrix Miniatures: [www.victrixlimited.com](http://www.victrixlimited.com)  
Warlord Games: [www.warlordgames.com](http://www.warlordgames.com)  
Wargames Foundry: [www.wargamesfoundry.com](http://www.wargamesfoundry.com)

### 15mm VIKING MINIATURES

Essex Miniatures: [www.essexminiatures.co.uk](http://www.essexminiatures.co.uk)  
Khurasan Miniatures: [www.khurasanminiatures.tripod.com](http://www.khurasanminiatures.tripod.com)  
Peter Pig: [www.peterpig.co.uk](http://www.peterpig.co.uk)  
Old Glory 15s: [www.oldglory15s.com](http://www.oldglory15s.com)

### GROUND CLOTH MATS

Cigar Box Battle Mats: [www.cigarboxbattlestore.bigcartel.com](http://www.cigarboxbattlestore.bigcartel.com)  
Deep Cut Studios: [www.deepcutstudio.com](http://www.deepcutstudio.com)  
Geek Gaming Mats: [www.footsorenorthamerica.com](http://www.footsorenorthamerica.com)  
The Wargame Company: [www.thewargamingcompany.com](http://www.thewargamingcompany.com)

### TREES (all scales)

Woodland Scenics: [www.woodlandscenics.com](http://www.woodlandscenics.com)  
The Wargame Company: [www.thewargamingcompany.com](http://www.thewargamingcompany.com)

### 28mm DARK AGE BUILDINGS

Acheson Creations: [www.achesoncreations.com](http://www.achesoncreations.com)  
Things from the Basement: [www.thingsfromthebasement.com](http://www.thingsfromthebasement.com)

### 15mm DARK AGE BUILDINGS

The Wargame Company: [www.thewargamingcompany.com](http://www.thewargamingcompany.com)



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[www.thingsfromthebasement.com](http://www.thingsfromthebasement.com)

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- WW2
- Spies and Patriots
- Western
- Mob Wars
- Swashbucklers & Musketeers
- Pirates
- China at War
- Atomic Cafe & Apocalyptic
- Victorian
- Caribbean Empires
- Gnome Wars
- Fantasy Hockey
- Terrain, buildings and vehicles
- Rules by Sinister Labs, FBF, BBB



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- Rangers of Shadow Deep
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- Gaslands
- Muskets and Tomahawks
- Sinister Labs
- Skirmish Campaigns
- Fireball Forward
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Wargame Rules and Scenario Books

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# RAVENFEAST

## QUICK REFERENCE

This quick-start guide serves as a reminder for the most important rules. It is not a complete version of the game.

**TURN SEQUENCE:** Each phase is considered simultaneous. Mark all casualties with Blood or Raven Tokens, and resolve at End of Turn.

**1. INITIATIVE:** Each player rolls a six-sided dice (D6). Subtract the current number of heroes and leaders in your warband. The player with the lowest total goes first or nominates who goes first. Play proceeds clockwise.

**2. RALLY:** A Viking who previously failed a morale roll and is marked with a Coward Token must try to rally by rolling its Morale rating or less. If they pass, the Viking immediately acts as normal. If failed, remove the Viking from play.

**3. MOVEMENT:** Starting with the player who won the initiative, each player moves all of their Vikings. A Viking may move up to their Move rating in inches. Moving a Viking into base-to-base contact with an enemy locks both figures into melee and they each forfeit any remaining movement for that turn.

**Terrain:** "Rough" terrain costs double the movement distance. Obstacles, such as stone walls, or hedges, or passing through a building doorway, cost 2" of movement.

**Facing:** A Viking may attack any target forward of its rear base edge.

**4. MISSILE:** Vikings who moved more than half their movement or are engaged in melee may not shoot. To hit with a ranged weapon, the Viking must roll a D6 equal or lower than their Missile rating. The target ignores the wound by rolling their Armor rating or less.

**Cover:** Enemies more than 2" into woods or inside buildings cannot be targeted. For each piece of cover between the shooter and the target the shot is deflected on a D6 roll of 4+.

**5. MELEE:** A Viking is in melee if in base-to-base contact with an enemy. If a Viking has multiple attackers in base-to-base contact, that Viking may decide which enemy to face. A Viking may attempt to disengage from melee up to half their Move rating directly away, but every enemy in contact gets one Free Attack.

### Melee Modifiers:

- 1 if attacking across obstacles or uphill
- 1 to Armor rating if attacked from the rear
- 1 if engaged by more than one enemy

In melee, a Viking must use at least one attack against an enemy directly in front of them, but any additional attacks may be used against any other viable target. A Viking rolls a D6 for each attack. Any roll equal to or lower than their Melee rating inflicts a hit. The target rolls their Armor rating or lower to ignore the hit.

**Death Worthy of a Song:** If a Viking hits with a D6 roll of "1" and the enemy rolls a "6" for their Armor rating, the Viking rolls a second, Free Attack. A successful second hit inflicts a spectacular wound with a Raven Token.

**Free Attacks:** Roll to hit as normal, but the enemy does not roll for their Armor rating. Successful Free Attacks are automatic wounds!

**Shield Walls:** Requires at least three Vikings, armed with shields, facing the same direction, not currently in melee. Shield Walls only move at half their Move score, straight ahead or a quarter move back, and never over obstacles. All Vikings in a Shield Wall receive +2 to their Armor rating. Vikings armed with spears may fight from a second rank deep in a Shield Wall.

**6. END OF TURN:** Apply wounds. Vikings who are required to take a morale test roll a D6, equal or lower than the Morale rating to pass. Leaders and Heroes may lend their own Morale rating if within that number of inches.

### Morale Test Events:

- All Vikings test if their Leader is killed
- All Vikings test at +50% warband losses
- Any Vikings within the Morale rating range of a dead Hero from their warband
- Any Vikings within 6" of a Raven Token inflicted by the enemy this turn



# HMGS

## HISTORICAL MINIATURES GAMING SOCIETY

HMGS hosts three annual conventions:

Cold Wars® in the Spring

Historicon® in the Summer

Fall In!® in the Fall

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