



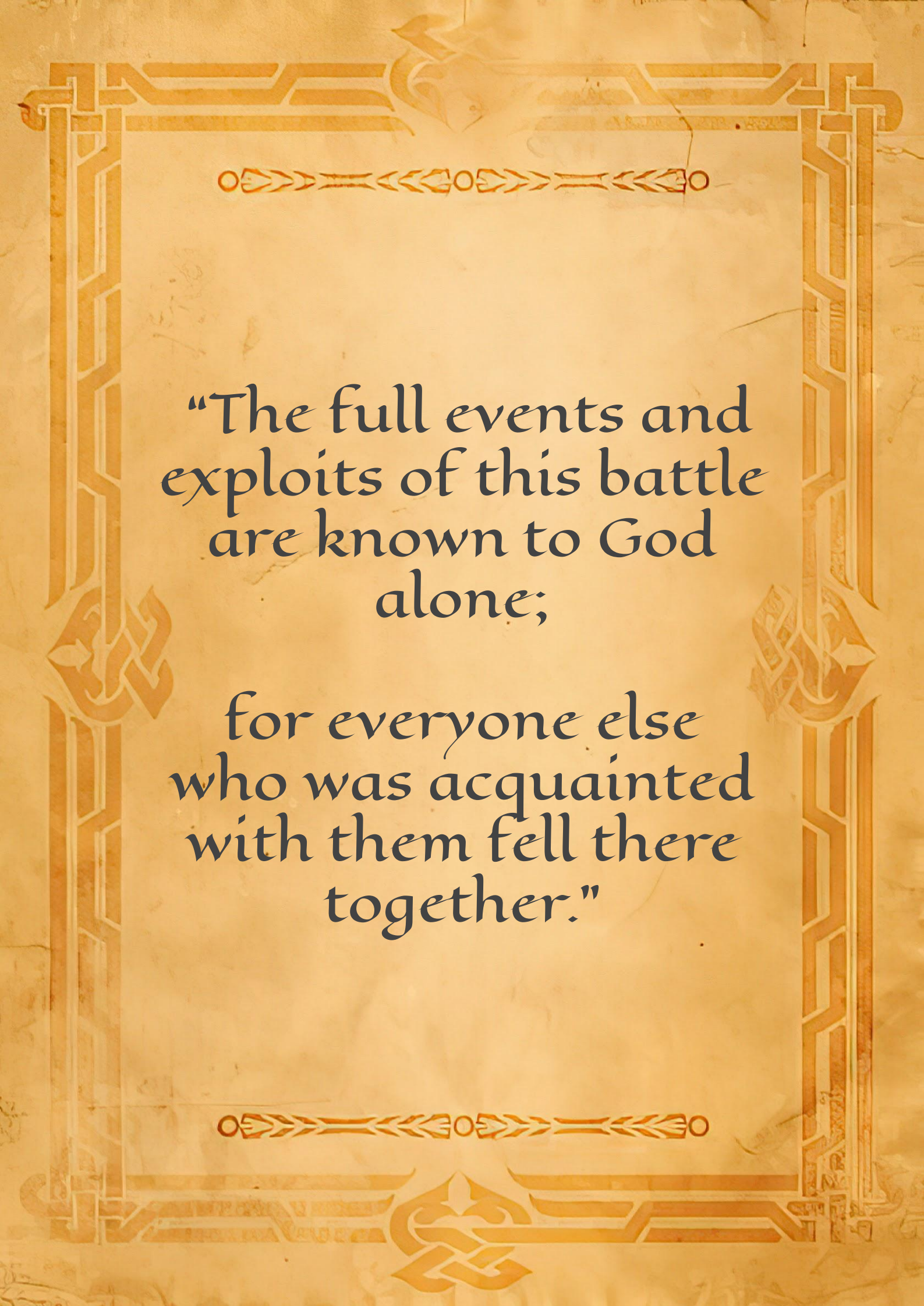
Contarf 1014

The Reaping of the Kings



the Kings





*“The full events and
exploits of this battle
are known to God
alone;*

*for everyone else
who was acquainted
with them fell there
together.”*

A Pool So Black

For over 200 years the Norse had never conquered the emerald isle. A land of over 150 tribes and as many kings proved too much for the Norwegians and later even the danes.

But one city stood out as a viking stronghold, the greatest and mightiest city... Dubh Linn (the black pool)

Ruled by the evil King Sigtrygg II Silkbeard Olafsson this was a blight upon the glorious land. And a challenge that would eventually be taken up by the mightiest of the celts.



The High King

As integrated as the Vikings were, having taken Irish wives and settled many of the coastal villages, they were still 'The Gaill' foreigners and the divided tribes of Ireland longed for a King of Kings to purge the common foe!

Brian Boru one of the twelve sons of Chieftain of the Dalcassians would be the man who would rise to the throne of High King of Ireland.

He brought peace and stability to the island, and it was said that a woman wearing her finest jewels could walk the length of the island without fear.

A fine Warrior and victor of many battles, his greatest challenge lay ahead of him, defeating the evil vikings so they would never again invade his lands!



The Goddess of War

And armageddon was finally brought about by one woman and her hold on three kings...

Gormflaith was considered the very incarnation of the Morrigan, the Irish goddess of war, beautiful, cunning and merciless she held sway over all men.

The daughter of Murchadh mac Finn, King of Leinster, and widow of Olaf Cuarán, King of Dublin, mother of Sigtrygg, sister of Máel Morda and wife to both Malachy of Tara and finally Brian Boru, she was accustomed to power and a constant schemer in keeping it.

When Brian passed over their son Donnchadh and chose as his heir Murchadh, son of his first wife, Mor, Gormflaith broke with him, taking refuge with Sigtrygg in Dublin to plot her revenge...





The Forces of Sigtrygg

The Army of King Sigtrygg II Silkbeard Olafsson:

Total Models: 67


Hero: Máel Morda King of Leinster
(+ 14 Men)

Hero: Dubgall mac Amlaíb (Brother of Sigtrygg)
(+ 14 Men)

Hero: Sigurd Hlodvírsson the Stout of Orkney
(+ 14 Men)
Raven "Death" Banner (Woven by mother)

Hero: Brodir of Mann (Gods Dastard!, Brother of Óspak)
(+ 20 Men)
Magic armour (no steel would bite)

Hero: Plait, son of King Lochlainn



The Standards of Sigtrygg

Dubgall mac Amlaíb



Brodír of Mann



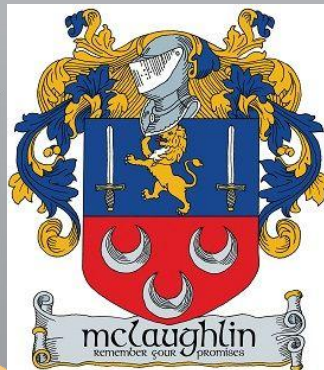
Sigurd Hlodvirsson



Máel Morda



Plaít





The Forces of Brian Boru

The Army of High King Brian Boru:

Total Models: 78

- Hero:** Murchadh (Son of Brian)
- Hero:** Toirdelbach (Grandson of Brian)
- Hero:** Ulf Hroda The Quarrelsome (Brother of Brian)
- Hero:** Domnall mac Eimín of Mar
- Hero:** Conaing of Desmonders (Grandson of Brian)
- Clan:** O'Reillys (7 Men)
- Clan:** O'Rourkes (7 Men)
- Clan:** O'Farrells (7 Men)
- Clan:** O'Kellys (7 Men)
- Clan:** O'Quinns (7 Men)
- Clan:** O'Donnells (7 Men)
- Clan:** O'Heynes (7 Men)
- Clan:** Kennedys (7 Men)
- Clan:** Phelans (7 Men)
- Hero:** Óspak of Mann, (Wiseest of Men, Brother of Brodir)
(+ 10 Men)



The Standards of Boru

O'Reilly



O'Rourke



O'Farrell



O'Kelly



O'Quinn

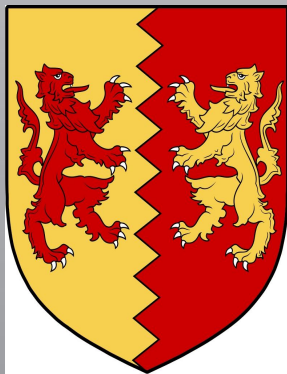


O'Donnell



The Standards of Boru

O'Heyne



Kennedy

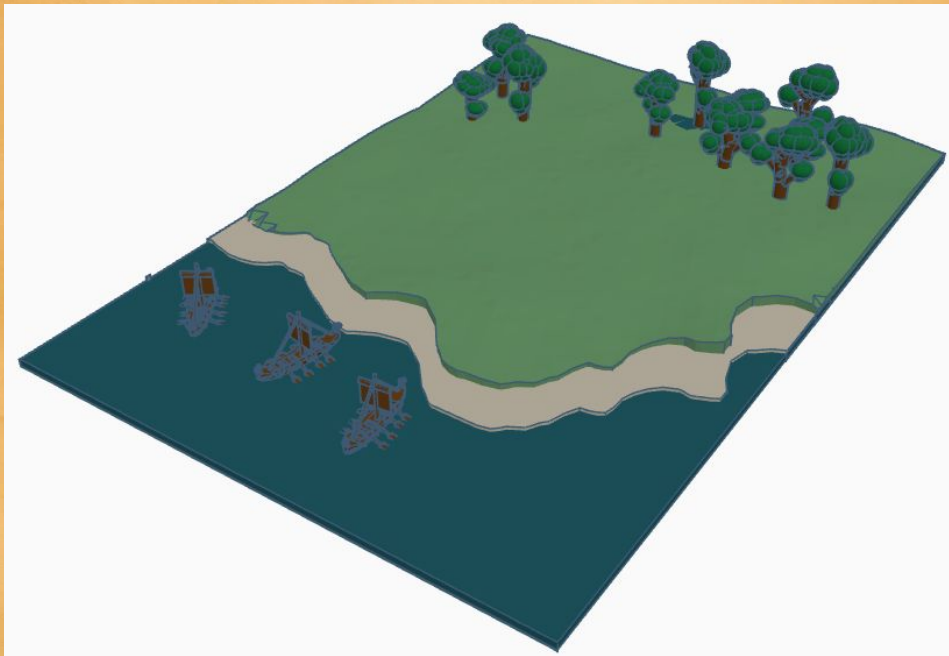


Phelan



The Meadow of the Bull

Brian and his forces laid waste to the Dublin surrounds and camped on the plain of Clontarf ("meadow of the bull"), from where they could see the walls of the city glittering with Viking helmets and the bay of Dublin bristling with the dragon-prows of their longships.



The Meadow of the Bull

The battlefield of Clontarf Consists of land sea and forest areas.





Treachery

On Holy Thursday, a Viking delegation promised Brian that if he would delay the fight until morning, they would sail away. Pious Brian was loath to fight on a fast day. He called a great war council, and it was agreed to wait until Good Friday for the battle.

Malachy of Meath chose this moment to repay Brian for usurping his throne in an earlier battle, refusing to fight at all and withdrawing with his men to await the outcome. He made a deal that if he would not attack the foreigners, the foreigners would not attack him; and so it was done, Brian had been betrayed.

The desertion of Meath was felt even more since Brian had sent Donnchad (son of Gormflaith) off with his men, ostensibly to lay waste to Leinster, but realistically to keep him from going over to his mother and half-brother in Dublin.

With his forces weakened Brian must have been relieved, as night fell, to see the Vikings board their ships, set sail and depart for home.

But was all as it seemed...

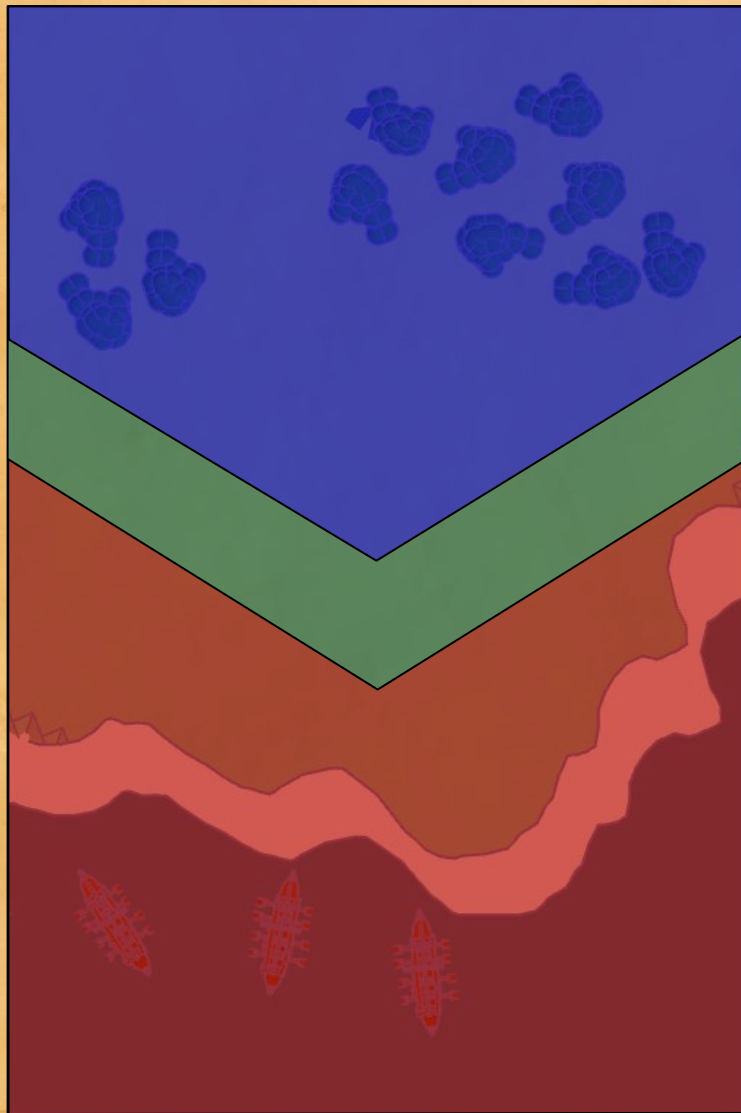
1 - 3 Deployment A

4 - 6 Deployment B



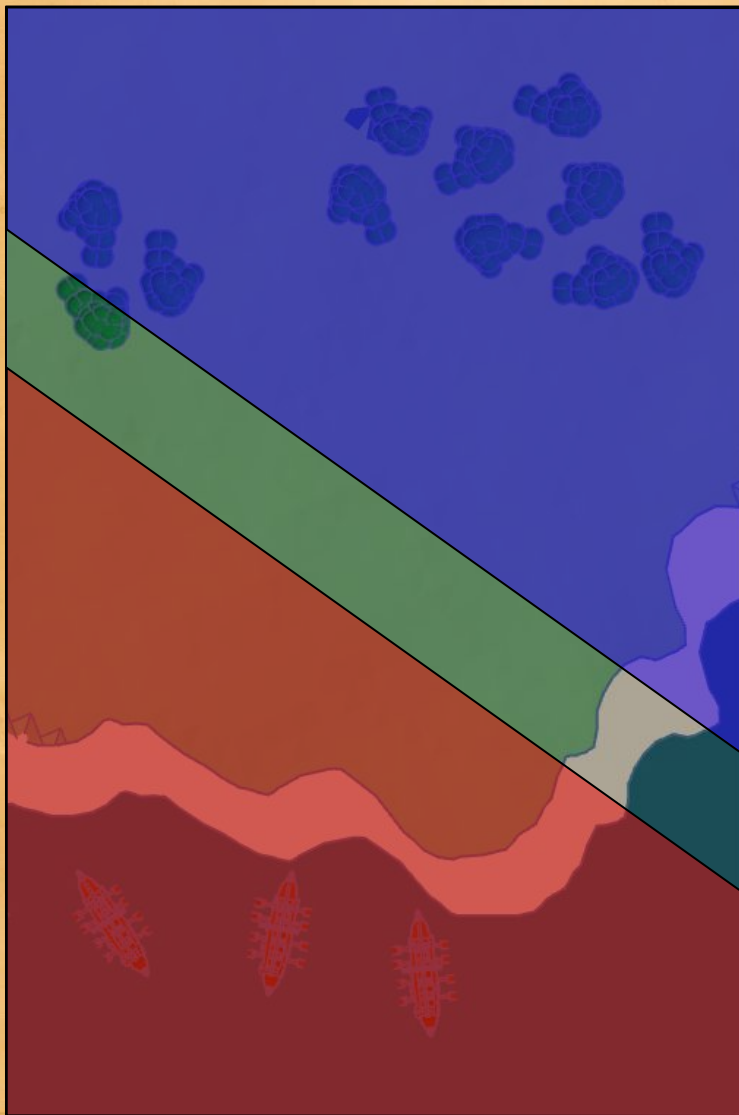
Deployment A

The forces of Sigurd Hlodvirsson the Stout of Orkney have tricked the High King and returned for the battle on the eastern shore. Deploy them in turn 1 anywhere in the red area.



Deployment B

The forces of Sigurd Hlodvirsson the Stout of Orkney have not made it to the eastern shore. This unit must be deployed within the red zone on turn 4.





Borus' Secret Objectives

Turn 1: Domnall mac Eimín, thinks Plait is a total arse (You may call him a reptile!) and fancies guffing him in front of everyone in a time honored champions duel. Kill him!

Turn 1: 100pts, **Turn 2:** 75pts, **Turn 3:** 50pts

Turn 2: The O'Rourkes & O'Farrells are itching for a fight get them into a combat!

Turn 2: O'Rourkes 50pts O'Farrells 50pts

Turn 3: O'Rourkes 25pts O'Farrells 25pts

Turn 3: Óspak of Mann and his unit are fierce warriors, but can you keep them alive while still fighting? Every combat you undertake with this unit where you finish the combat with 3 or more models alive you get 100pts

Turn 4: Conaíng King of the Desmonders wants to kill Máel Morda King of Leinster and his men.

Turn 4: 75pts, **Turn 5:** 50pts, **Turn 6:** 25pts



Borus' Secret Objectives

Turn 7: Ulf Hroda (The Quarrelsome) has been directed to slay Brodir of Mann, catch him and kill him!

Turn 7: 75pts, **Turn 8:** 50pts, **Turn 9:** 25pts

Turn 8: Murchadh seeks his destiny to destroy Jarl Sigurd the Stout of Orkney, this will be a fight to the death!

Turn 8: 75pts, **Turn 9+:** 50pts

Sigtryggs' Secret Objectives

Turn 1: Plait is a fine warrior and is up for a champions duel, challenge and defeat your opponent in one on one combat!

Turn 1: 100pts, **Turn 2:** 75pts, **Turn 3:** 50pts

Turn 2: Destroy the O'Rourkes & O'Farrells no one ever liked them anyway!

Turn 2: O'Rourkes 100pts O'Farrells 100pts

Turn 3: O'Rourkes 50pts O'Farrells 50pts

Turn 4: O'Rourkes 25pts O'Farrells 25pts

Turn 3: Destroy Óspak of Mann and his entire unit!

Turn 3: 100pts

Turn 4: 50pts

Turn 5+: 25pts

Turn 4: Máel Morda King of Leinster and his men must try to kill either Murchadh or Conaing to sway the battle in Sigtryggs favour!

Turn 4: 100pts,

Turn 5: 75pts,

Turn 6: 25pts



Sigtryggs' Secret Objectives

Turn 6: Brodir of Mann, the individual must escape! Have Brodir separate from his unit and reach any of the wooded areas where he will be safe from all attacks.

Turn 6+: 100pts

Turn 7: Brodir of Mann's Unit must reach the boats, for every model from this unit that reaches a longship until the end of the game earn 50pts.

Turn 8: Jarl Sigurd the Stout of Orkney, must kill the heir to the throne! Destroy Murchadh!

Turn 8: 100pts, **Turn 9+:** 75pts

Hell Hath No Fury

The presence of Gormflaith at the battle was surely the tipping point that would make this battle above all the ragnarok of its time. Considered the embodiment of Morrigan the goddess of war by the Irish and known as Kormlada by the Norse, she would be feared and written about in sagas for centuries.

A strong, capricious woman who was a practitioner of black magic her very presence would instill further chaos to the bloodiest battle of them all. Before the start of every turn roll a D20 to determine the effect of the Morrigan upon the battle.

And good luck... you're gonna need it!





Hell Hath No Fury

- 1 Increase Tide By 2
- 2 O'Reillys take a loyalty test
- 3 Brodir of Mann gains 1 armour token
- 4 Óspak of Mann has a vision
- 5 O'Rourkes take a loyalty test
- 6 O'Kellys take a loyalty test
- 7 Jarl Sigurd's Banner Holder Dies
- 8 Murchadh regains 1 health
- 9 O'Quinns take a loyalty test
- 10 Increase Tide By 1
- 11 Ulf Hroda regains 1 health
- 12 O'Donnells take a loyalty test
- 13 Óspak of Mann has a vision
- 14 Brodir of Mann gains 1 armour token
- 15 Increase Tide By 1
- 16 Kennedys take a loyalty test
- 17 O'Heynes take a loyalty test
- 18 O'Farrells take a loyalty test
- 19 Phelans take a loyalty test
- 20 Increase Tide By 1



Loyalty

Loyalty is an expensive commodity in these times. And the clans could be very fickle about who they fight for as can be seen by the treachery of Malachy and the warriors of Meath.

And with Gormflaith doing all in her power to twist and manipulate the loyalty of the High Kings allies, there is always a risk of desertion or even worse defection!

Before the game begins Brian Boru needs to roll a D6 for each of the clans to establish their loyalty you can then give each clan a corresponding number of loyalty tokens (printable ones are in this pack).

If a clan has to take a loyalty test, roll a D6 and compare with the number of Loyalty tokens.

Roll less than or equal to the number of Loyalty Tokens – the Clan Stays Loyal

Roll 1 more than the number of loyalty tokens and the clan must miss its next activation.

Roll 2 more than the number of loyalty tokens and the clan leaves the battlefield and neither player benefits from its pts value.

Roll 3 or more than the number of loyalty tokens and the clan switches side to fight for King Sigtrygg!



Loyalty

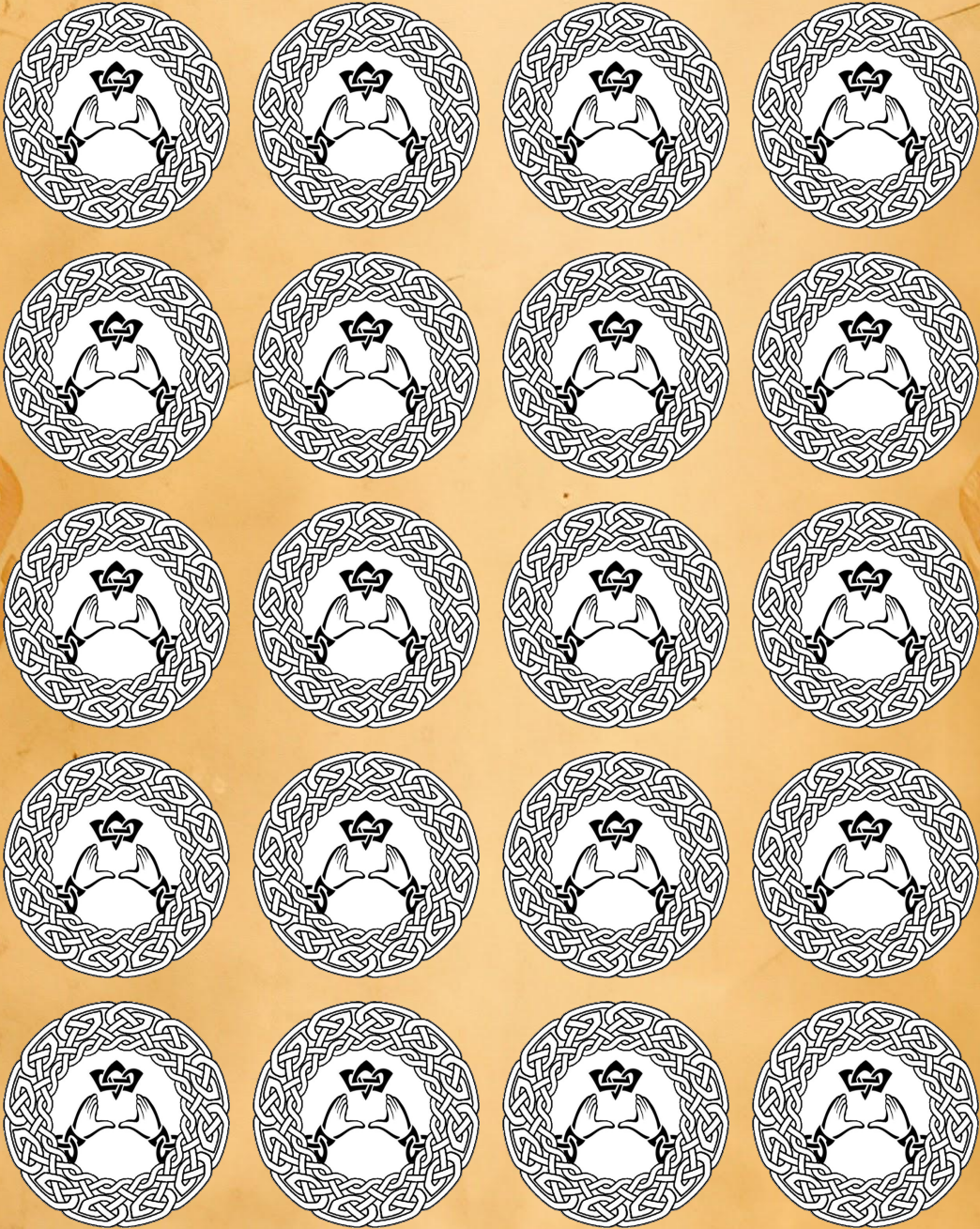
**Loyalty has one additional important use,
encouraging your allies to double down!**

Each unit with more than one Loyalty token can spend one of their Loyalty tokens once per turn to have an additional activation on behalf of the High King.

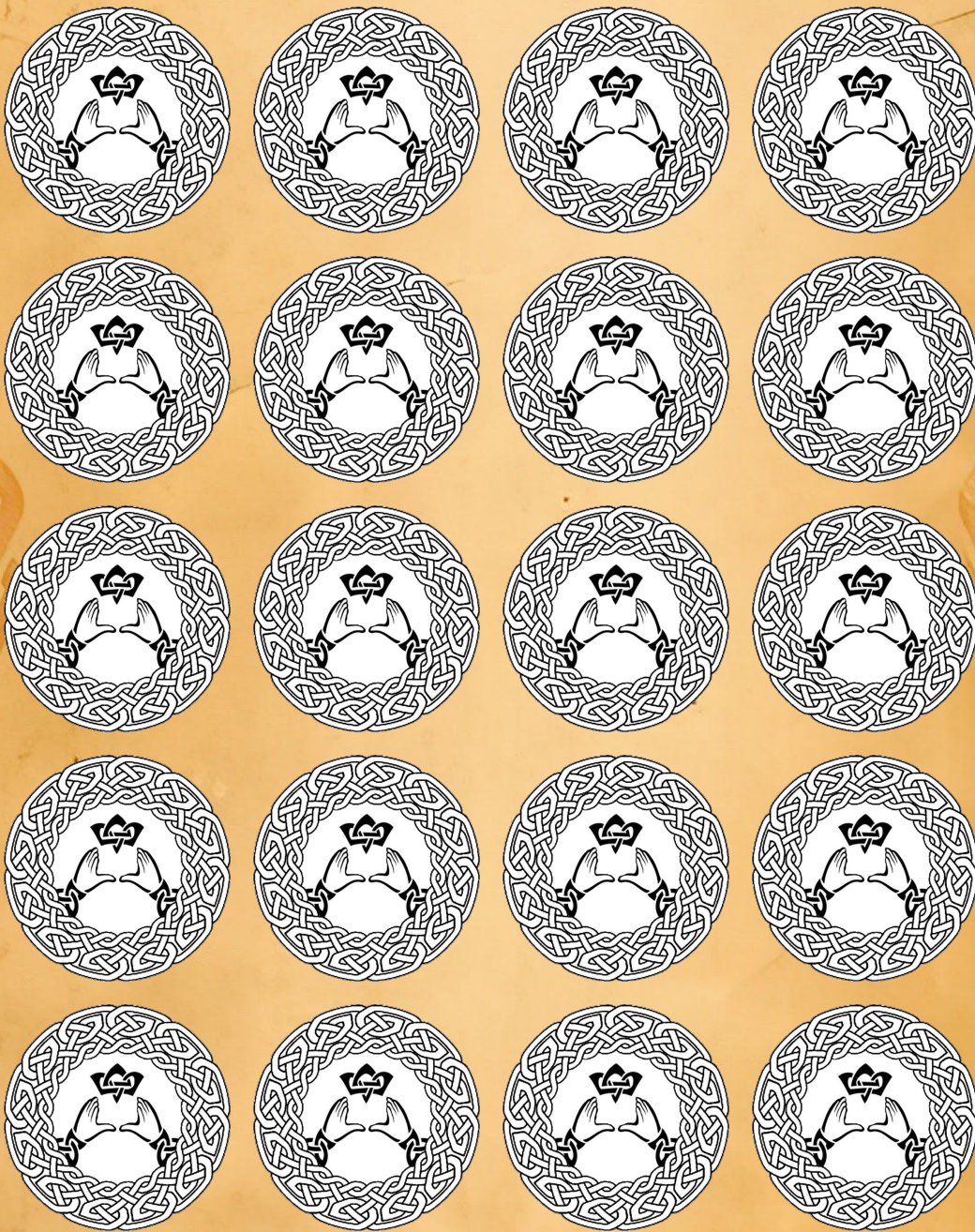
But beware the harder you press a unit the more you will stretch its Loyalty.

Any unit that is reduced to one loyalty token must make a loyalty check before any of its activations for the rest of the game.

Loyalty Tokens



Loyalty Tokens



The Brothers of Mann

Brodír's Armour Tokens

Brodír starts the game with two armour tokens (he may gain more courtesy of the Morrigan!). He can spend an armour token to completely ignore an attack while he is not attached to any units.



Óspak's Visions

If Óspak (The Wisest of Men) is granted a vision by the Morrigan, he may grant a free activation to any unit (including his own) within 12" of himself. As he guides them to victory!



Embarking and the Tide

Nothing is static in this world and the sea especially so. Both nature and the curse of Gormlaith may conspire to raise the sea to claim its desired souls!

Place a token each time the sea level rises to track its level. Also...

Turn 7; Raise the Sea Level by 1

Turn 8; Raise the Sea Level by 1

Turn 9; Raise the Sea Level by 1

Maximum Sea Level is 6

Every Model who tries to embark back onto a longship rolls a D6 and must score equal or higher than the number of tokens to survive.



Embarking and the Tide





F'inal Outcomes

History suggests that its difficult to determine the winners of the Battle of Clontarf.

Boru and his heirs were all slain yet their sacrifice of the throne of the High King is indeed credited with the end of viking invasions into Ireland.

However the High Kings army although winning the battle lacked the strength to rally and go on to take the city of Dublin which continued under the rule of Sigtrygg.

Brodír the slayer of Brian Boru was captured by Ulf the Quarrelsome who nailed his entrails to a tree and marched him around it until all were drawn out of him.

Perhaps the real winners were those who refused to fight... as Malachy who sat at the sidelines of this King Killing Battle went on to reclaim the High Kingship.

And as for Gormlaith, she disappears from the records after 1015 but you can bet your ass she continued to manipulate the hard men of Ireland for many years, and indeed saw her son Donnchadh crowned King of Munster!

Here's to the Goddess of War!



