

# Battle of Clontarf

## Viking Heroes

Sitric Silkenbeard, King of Dublin

Máel Mórda, King of Leinster

Bróðir of Man

Dubgall mac Amlaíb

Sigurðr, Earl of Orkney

## Viking Forces

Islesmen

Dubliners

Leinstermen

## Irish Heroes

Brian Boru

Máel Sechnaill, the Uí Néill King

Murchad

Donnchad

Tairdelbach

## Irish Forces

Máel Sechnaill

Connacht

Other Munster

Dál Cais

## The Battle and Campaign

- Brian Attacks Uí Gabla and Uí Dúinchada
- Brian Raids the church lands of Clondalkin and Kilmainham
- Donnchad sent to plunder Leinster
- Brian raises Fine Gall and Howth
- Dublin and Leinster force cross the Tolka to Clontaft
- The Islesmen land at Clontaft
- Full tide prevents retreat via Fairveiw Strand or to the woods toward Howth
- Brian death and beheaded by Danar

## The Rules

The mechanics are simple.

### Heroes

#### Leaders

Attack 4, Defence 3

Minor Leader/Hero

Attack 3, Defence 2

### Troops

Elites/Berserkers

Attacks 3, Defence 3

Warriors

Attack 2, Defence 2

Conscripts/Levy

Attack 1, Defence 1

Each force consists of the following

1 Leader

1 Minor Leader

1 Elites/Berserkers

2 Warriors

4 Conscripts/Levy

Each force consists of a “deck of cards” which are shuffled and drawn one at a time. When drawing the card, you can attack with the attack value against the opponent’s defence value and if equal to or higher it is defeated and the card is removed.

Or you can hold the card by placing it in front of you, this way builds of enough attack points to defeat the opponent. However, if the opponent attacks, they will attack the hold card and not the one at the top of the hand.

## Game Play

Each player has a deck of cards that will consist of their force, Heroes and Troops, and these are shuffled and placed face down staked in front of them.

To decide who goes first the players can simply reveal the first card and the highest attack goes first. If both cards are the same, reveal the next and add the values until someone has the highest attack number. Re Shuffle the cards.

Then the Attacker reveals the card and then Defender reveals theirs and The Attack can decide to Attack or Hold and place it in front of them.

## The Attack

The Attacker compares their Attack Value on their card(s) and if is equal to or

higher than the Defence Value then it defeats the card and that card is added to the discard pile.

If the Attacker Value is lower than the Defence Value than the Attacker is destroyed and added to the Attackers discard pile.

### The Hold

The Attacker, Player A, places the card down in front of themselves. On the opponents, Player B, next turn if they attack it has to be against the Hold card in play. You can only ever have two hold cards in play.

On the next round for Player A, they can choice to attack with the card they have revealed, or add it to the Hold card and add together their Attack value to attack with or place it in Hold.

If two cards are placed on Hold and Player B attacks, both cards are destroyed and placed in the discard pile if the Attacking value is greater than the combined Defence Value. If lower than the defence value then it is defeated and placed in the discard pile.

### The Campaign

Each mini battle is played by one force of 1 Leader, 1 Minor Leader, 1 Elites/Berserkers, 2 Warriors, 4 Conscript/Levy.

Each mini battle will decide which forces will be at the final Battle of Clontarf.

#### Attacks Uí Gabla and Uí Dúinchada

Irish force

1 Leader, 1 Minor Leader, 1 Elites/Berserkers, 2 Warriors, 4 Conscript/Levy

Viking force

1 Leader, 1 Minor Leader, 1 Elites/Berserkers, 2 Warriors, 4 Conscript/Levy

#### Raids the church lands of Clondalkin and Kilmainham

Irish force

1 Leader, 1 Minor Leader, 1 Elites/Berserkers, 2 Warriors, 4 Conscript/Levy

Viking force

1 Leader, 1 Minor Leader, 1 Elites/Berserkers, 2 Warriors, 4 Conscript/Levy

Donnchad sent to plunder Leinster

Irish force

1 Leader, 1 Minor Leader, 1 Elites/Berserkers, 2 Warriors, 4 Conscripts/Levy

Viking force

1 Leader, 1 Minor Leader, 1 Elites/Berserkers, 2 Warriors, 4 Conscripts/Levy

Raising Fine Gall and Howth

Irish force

1 Leader, 1 Minor Leader, 1 Elites/Berserkers, 2 Warriors, 4 Conscripts/Levy

Viking force

1 Leader, 1 Minor Leader, 1 Elites/Berserkers, 2 Warriors, 4 Conscripts/Levy

## Battle of Clontaft

The battle will consist of Irish force of 2 Leader, 2 Minor Leader, 2 Elites/Berserkers, 3 Warriors, 6 Conscripts/Levy plus what every surviving force for the build-up battles.

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