

Reaping of the Kings



The Battle of Clontarf 1014AD

Battle Rules

17 CORE RULES

1. Players Choose a side. If you cannot agree Oldest Player Plays Boru! - If your both Oldest, f*****g grow up you should know better! (I cannot believe we had to waste a rule on this!)
2. To win you must try to complete the scenario objectives and score the most points.
3. Each player starts a game turn with 10 command tokens.
4. After Turn One where Sigtrygg activates first, players may blind bid command tokens to secure first activation in subsequent turns. (In a tie Boru player always activates first)
5. Each player takes turns to make a single activation.
6. The game starts with no units on the table, each player pays a command point to activate a unit and deploy that unit within the designated deployment zone in the scenario.
7. Once all command points are spent, each player receives 10 new points, all effect tokens are removed from the battlefield and bidding may begin again for first activation.
8. Heroes and Champions can join a group of Clansmen or Norsemen. In each case they merge into the stats of that unit and cannot utilise their own stat line again until they detach from the unit. Joining units is a defensive tactic. If a unit is wiped out the Hero or Champion are the last to be affected by the wounds etc. Only one Hero or Champion may join a unit.
9. Combat is triggered when any unit reaches base contact with any other unit. (The *Combat Resolution Matrix* shows the results of a combat.)
10. If a combat cannot be accomplished (the option is greyed out on the Combat Resolution Matrix) the attacking unit stops 1" from the defending unit.
11. BOUNCE BACK may occur after a combat occurs and a defending unit survives the combat. It will state on the Combat Resolution Matrix whether its the Defender (Def.) or Attacker (Att.) that bounces back and by how many inches.
12. If a unit BOUNCE BACK causes the unit to come into base contact with another enemy unit, combat is triggered again and the enemy unit is considered the Attacker. If its a friendly unit it stops 1" away. If its a piece of terrain it stops in base contact with the terrain.
13. Unused damage is converted into bonus movement for the victorious unit. (e.g. Norsemen attack the flank of a weakened unit of Clansmen with only 3 models left. This deals 5 Damage, 3 Damage defeats the Clansmen so the additional 2 Damage can then be used for up to 2" of additional movement.)
14. Any unit that is PINNED (e.g. by a HAIL OF JAVELINS) Cannot be activated in the current turn.
15. All measurements are in inches and are taken from edge of base to edge of base (of the closest miniatures in each unit).
16. Only Heroes and Champions may **PASS THROUGH** other units (friend or Foe) all other units cannot move through any other unit.
17. Any unit which chooses to 'cast' or 'apply' any command effect to another unit must have a complete unobstructed view of at least one whole miniature of the target unit.

RESOURCES AVAILABLE

UNIT	MOVEMENT	HEALTH	VALUE	SPECIAL RULES & COMMANDS
HERO	6" (PASS THROUGH)	4	10 pts	PASSTHROUGH, JOIN A WARBAND, COUNTER ATTACK
CHAMPION	8" (PASS THROUGH)	3	10 pts	PASSTHROUGH, JOIN A WARBAND, COUNTER ATTACK
CLANSMEN	8"	1	5 pts	HAIL OF JAVELINS
NORSEMEN	6"	2	5 pts	SHIELDWALL

COMBAT RESOLUTION MATRIX

ATTACKING UNIT

HERO

6" MOVE
4pt HEALTH

CHAMPION

8" MOVE
3pts HEALTH

CLANSMEN

8" MOVE
1pts HEALTH

NORSEMEN

6" MOVE
2pts HEALTH

DEFENDING UNIT

HERO

6" MOVE
4pt HEALTH

2 FRONT
3 FLANKS
3 REAR
Defender Bounces Back 2"

1 FRONT
2 FLANKS
3 REAR
Defender Bounces Back 1"

4 MODELS OR MORE

2 FRONT
3 FLANKS
4 REAR
Defender Bounces Back 2"

4 MODELS OR MORE

3 FRONT
4 FLANKS
4 REAR
Defender Bounces Back 4"

3 MODELS OR LESS

FRONT
1 FLANKS
2 REAR

3 MODELS OR LESS

1 FRONT
2 FLANKS
3 REAR
Defender Bounces Back 2"

CHAMPION

8" MOVE
3pts HEALTH

2 FRONT
3 FLANKS
3 REAR
Defender Bounces Back 2"

2 FRONT
2 FLANKS
3 REAR
Defender Bounces Back 2"

4 MODELS OR MORE

2 FRONT
3 FLANKS
4 REAR
Defender Bounces Back 2"

4 MODELS OR MORE

3 FRONT
3 FLANKS
4 REAR
Defender Bounces Back 4"

3 MODELS OR LESS

FRONT
1 FLANKS
2 REAR

3 MODELS OR LESS

1 FRONT
1 FLANKS
2 REAR
Defender Bounces Back 2"

CLANSMEN

8" MOVE
1pts HEALTH

3 FRONT
4 FLANKS
5 REAR
Defender Bounces Back 4"

3 FRONT
3 FLANKS
4 REAR
Defender Bounces Back 4"

4 MODELS OR MORE

3 FRONT
4 FLANKS
5 REAR
Defender Bounces Back 4"

4 MODELS OR MORE

4 FRONT
5 FLANKS
5 REAR
Defender Bounces Back 4"

3 MODELS OR LESS

2 FRONT
2 FLANKS
3 REAR
Defender Bounces Back 4"

3 MODELS OR LESS

3 FRONT
3 FLANKS
4 REAR
Defender Bounces Back 4"

NORSEMEN

6" MOVE
2pts HEALTH

FRONT
3 FLANKS
3 REAR
Defender Bounces Back 2"

FRONT
2 FLANKS
3 REAR
Defender Bounces Back 2"

4 MODELS OR MORE

2 FRONT
4 FLANKS
5 REAR
Defender Bounces Back 2"

4 MODELS OR MORE

3 FRONT
3 FLANKS
4 REAR
Defender Bounces Back 2"

3 MODELS OR LESS

FRONT
2 FLANKS
3 REAR
Defender Bounces Back 2"

3 MODELS OR LESS

1 FRONT
2 FLANKS
3 REAR
Defender Bounces Back 2"

Special Rules & Commands

HAIL OF JAVELINS

Usage: Clansmen
Cost: 2

This unit is going to unleash a torrent of Javelins upon their enemy. Range is measured between the closest models of each unit. Can be thrown over friendly units, but cannot be thrown into wooded areas.

4 MODELS OR MORE

18" RANGE
5 DAMAGE
UNIT PINNED ON ROLL OF 4+

3 MODELS OR LESS

18" RANGE
2 DAMAGE
UNIT PINNED ON ROLL OF 6+

SHIELDWALL

Usage: Norsemen
Cost: 1

This unit braces itself ready for an attack by another unit. 1) Place a brace token to mark the unit is braced. 2) This unit may no longer be activated this turn. 3) Any attacking unit deals -3 Damage when attacking this unit.

COUNTER ATTACK

Usage: Hero, Champion, Clansmen, Norsemen
Cost: 3

This unit will retaliate to any attack by another unit. Both units deal damage to one another simultaneously. Place a Counter Attack Token by this unit. Additional damage is not converted into free movement. If both units survive they each '*Bounce Back*' 3".

PASS THROUGH

Usage: Hero, Champion
Cost: -

This Hero or Champion when acting alone may pass through any friendly unit during movement.

JOIN A WARBAND

Usage: Hero, Champion
Cost: -

This Hero or Champion can join a group of Clansmen or Norsemen. In each case they merge into the stats of that unit and cannot utilise their own stat line again until they detach from the unit. Joining units is a defensive tactic. If a unit is wiped out the Hero or Champion are the last to be affected by the wounds etc. Only one Hero or Champion may join a unit.