

The Struggle for Britannia

The Year 1065 A.L

The year 1060 was a bad year as Britannia was ravaged from the seas. They came from lands afar, savage raiders and land wasters. Proudly the tribes fought to defend the land, Savage battles raged across large areas of the land as the brave defenders of the sacred isle held firm against these usurpers.

The year 1061 saw larger conflicts and heavy raids and lands were conquered in the North, wild berserk troops came with a fury unknown demanding Gems, Gold and jewels. Tributes were paid to appease these savages or slaves were made of the inhabitants who resisted.

The year 1062 raiders approached from the east and west, though less frequent the general population could no longer support a large Fyrd, and this saw the Anglo – Saxon and Welsh inhabitants withdraw to an area of strength as the raiders laid waste and claim to more lands, settling amongst the populace were they held support, ruling with fear.

The year 1063 was relatively peaceful. As now those raiders had become settlers, farming and raising families. Warlords sat on their thrones each in their seat of power carved out by fire and conquest, subjugation and tyranny.

The year 1064 saw the start of the troubles minor warlords raising armies and raiding neighbouring lands as each laid a claim to being the true ruler of Britannia. This once peaceful Isle was now a wild and ill disciplined land. Pacts were made and broken and battles raged throughout the lands again.

***1065~** Destiny awaits you will you be able to claim the crown as High King of Britannia. You will have to wage a war to claim the throne, as no true King will be accepted unless he has proved himself on the field of battle. You must subdue your enemy and control your Empire else you will lose the throne.*

RULES:-

LOKI is the umpire for this campaign all moves, diplomacy and challenges, should be submitted by forum pm as soon as possible in order for the map to be updated and battles plotted. It is expected that each player should be able to complete 3 moves a month in the early campaign, reducing to 2 a month. The campaign will be run over many months (so we can continue with other games) battles to be fought will be posted to both the forum and website and should be completed within the time frames given above in order for the campaign to progress.

Each Warlord has a small seat of power consisting of 1 seat of power (Capital) and 2 lesser territories. **You may not use a Hero character throughout this campaign.**

You also have a small fleet of 2 longboats (each boat can carry 12 figures maximum). Your Warlord can travel with the fleet for free. The fleet enables you to launch an attack at any coastal area.

You may purchase additional Longboats at a cost of 10pts per longboat (this will be deducted from your total) if you do not have the funds you may not purchase.

If you are launching a sea born raid this needs to be declared in your pm to Loki and the composition of the force aboard as this will be the force you fight with.

Seats of power are marked on the map as a Black square. These are worth 10pts Major towns marked with a black and white square are worth 5pts the lesser seats (no square area) are worth 3pts. (YOU DONT RECEIVE POINTS FOR THE TERRITORIES YOU START WITH)

The idea is to expand, control and remain in control of the largest kingdom.

RULES QUERIES

You are grown men and should have all the information needed to sort minor problems with the Saga rule book and these campaign notes. However if you cant find the answer please refer to LOKI who will make a final decision.

BATTLES AND MOVEMENT

Each area is marked on the map by a number. Each turn you may move into a neighbouring territory. You may attempt to force march and claim two territories each turn (however this will have consequences)

Welsh or Scots may move into or out of, the 2 impassable areas on the map without penalty, although movement in and out within the same turn is still classed as a forced march.

Normal Movement

If moving to an area not controlled by another player you can claim this area freely.

If two players try to move to the same uncontrolled area this will result in a clash of Warlords scenario. If the area contains a major town it will be a 6 pt battle. If no square is present then it will be a 4pt battle.

In these battles the game will end as soon as you have eliminated the enemy warlord. However your warlord has merely suffered a serious wound for campaign purposes. The victor will now control this area.

Victory points for this are calculated as follows:-

Black and white Square territory claimed 5pts

No square territory claimed 3pts

If a battle took place the winner will score additional points equal to the difference in Vps as calculated in the official saga rulebook i.e. winners kills 6pts loser kills 4pts you gain an additional 2pts.

The loser in battle will always score 2 pts.

If more than two players try to move to the same uncontrolled area then you will fight a Feast for Crows. If the area contains a major town it will be a 6 pt battle. If no square is present then it will be a 4pt battle. Points are awarded as follows:

Warlord 4pts, Hearthguard 3pts, warriors 2pts, levies 1pt each. The points winner will gain the territory and gain 5 additional pts for a major town or an additional 3pts for a no square settlement.

If moving to an area that is under the control of another player then this will result in a homeland scenario. With the following rules:- terrain as per rulebook, the special rules are replaced below.

If no square is present the attacker uses a 4pt war-band (if you have two areas under control directly next to this area) you may take an extra point but this must be levies. The defender will have a 3pt war-band to use for the defence (if the defender has two areas under control directly next to this area) they may take an additional point however this must be levies.

If a black and white square is present the attacker uses a d6 on a roll of 1,2,3 you get a 4pt war-band on a 4,5,6 you get a 5pt war-band (if you have two areas under control directly next to this area) you may add an additional point of your choice. The defender will have a 4pt war-band to use for the defence (if the defender has two areas under control directly next to this area) they may take an additional point their choice.

The attacker loses immediately if his warlord is killed.

Victory points for this are calculated as follows:-

Attacker seizes or defender holds a black and white square territory 6pts

Attacker seizes or defender holds a No square territory 4pts

bonus points are gained equal to the difference in Vps as calculated in the official saga rulebook i.e. winners kills 6pts loser kills 4pts you gain an additional 2pts.

The loser in battle will always score 2 pts.

If two or more players move into an area under the control of another player, They will fight the following scenario. Hold the Ground the game will last 6 turns the winner is the player who scores the most VP's.

The defender will have a 4pt war-band if they have two territories under control next to this area they can take an extra point of their choosing.

The attackers will each start with a 3pt war-band each player rolls a d6 at the beginning of the game before deployment. On a 1,2,3,4 they no extra troops on a 5,6 they get an extra point of their choosing. The attackers lose immediately if their warlord is killed.

Victory points will be allocated as follows:

warlord 6pts, hearthguard 4pts, warriors 2pts, levies 1pt each

Additional Victory points for this are calculated as follows:-

Attacker seizes or defender holds a black and white square territory 6pts

Attacker seizes or defender holds a No square territory 4pts

Both losers will score an additional point for playing.

FORCED MARCHING

You may not force march through an occupied territory. Due to the effort involved in pushing your borders, you have to have a good supply line. If you are engaged whilst on a forced march you will have to fight an escort scenario. (this overrules the type of battle mentioned earlier for a meeting in an unoccupied area) however the rewards can be great!

As the defender you will only have a 4pt war-band to safely escort your baggage regardless of the area you are in.

The attacker will have 5 points if there is no major town in the area, if there is a major town the attacker will have a 6pt war-band (attacking armies must field 1pt of levies in a 5 or 6pt war-band)

The defender wins if he gets 2 or more pieces of baggage off the table scoring 6pts for each piece safely escorted, and 2pts for each surviving figure in his war-band If the defender loses he will lose 5pts from his current score.

The attacker wins if he destroys all the baggage and will receive 10pts plus 1pt for every figure killed and an additional point for every 2 figures of his own war-band that survive.

If the combat results in a draw both sides are locked in a bitter struggle and they will fight a clash of warlords scenario with 4pt war-bands only on the next turn to resolve the dispute with the same victory conditions as stated previously for this scenario.

DIPLOMACY

You may seek a diplomatic relationship with your neighbour and work towards a common goal. Both parties must submit an agreement to LOKI.

Rules for agreements are in place but will only be issued to those in a pact. Should you be attacked by a pact nation you will be informed and given options.

ATTACK FROM THE SEA

PLEASE NOTE:

If your Warlord is killed in this scenario he is out of the game and you have to relinquish two areas under your control. (this reflects a period of unrest whilst a new Warlord is chosen to lead) if you do not have two territories (not including your capital) then you will forfeit 8pts per territory from your total.

You may move freely along the coast, landings will always result in The Challenge scenario if the area is occupied.

The attacker will be the landing force you will deploy last, the defender will be able to field a force equal to the number of points landing but must deploy all his troops first. However the attacker will have the first turn.

This game has a 9 turn limit if no warlords have been killed then the warlord with the least wounds is the victor.

Winner gains 1pt for each enemy figure killed and 1 for each wound inflicted on the enemy warlord.

Loser gains 1pt for every two enemy figures killed and 1pt for each wound on the enemy warlord.

If the attacker loses he is forced back into the sea and will lose 5pts from his total. If the attacker wins he may claim a 3pt area from his opponent next to the one he has just won thus securing a foothold in a new territory.

If you land in an unoccupied area you must force march as you cannot hold a single territory away from your capital. If the force march ends in an occupied area then you will deploy first, the defender will deploy last. The defender will have the first turn.

This game has a 8 turn limit if no warlords have been killed then the warlord with the least wounds is the victor.

Winner gains 1pt for each enemy figure killed and 1 for each wound inflicted on the enemy warlord.

Loser gains 1pt for every two enemy figures killed and 1pt for each wound on the enemy warlord.

If the attacker loses he is forced back into the sea and will lose 5pts from his total.

If the forced march takes you into one that is being marched into by another player then clash of warlords is played, but the attacker (the player who came from the sea) will have 1pt less than his opponent to field.

Victory points for this are calculated as follows:-

black and white square territory claimed 5pts

No square territory claimed 3pts

If a battle took place the winner will score additional points equal to the difference in Vps as calculated in the official saga rulebook i.e. winners kills 6pts loser kills 4pts you gain an additional 2pts.

The loser in battle will always score 2 pts.

If the attacker loses he is forced back into the sea and will lose 5pts from his total.

ATTACK ON YOUR CAPITAL

Loss of your Capital unless you hold another Major town will see your war-band destroyed and your lands seized by the enemy. All battles in a players Capital will be fought using the following scenario.

Last stand of the Brave. This scenario lasts 8 turns.

A Large hill is deployed exact centre of the table Each player may now deploy one additional terrain feature within M of the hill (a river cannot be taken). The defender then places 2 buildings within L of his table edge.

The Hill is a mystical place imbued with Pagan Magic and as such plays a part in the defence of your realm.

The Capitals defender deploys a full 6pt war-band on the hill from the centre line back. The attacker deploys a full 6pt war-band L from his long table edge (unless he has attacked from the sea in which case he is restricted as per the longboat capacity rules). Each unit deploys 1 unit at a time in any order they choose starting with the Attacker.

The attacker has the first turn.

In each defenders turn roll a D6 the following effects apply until your next turn as long as you have a unit on the hill.

- 1 - Rain effects movement/shooting all units on both sides move/shoot one band less than normal
- 2 – The Gods are not pleased you lose 1 saga dice this turn
- 3 - Fog allows you to move 2 units S without using a saga dice or gaining fatigue. (this is a free activation as does not count as a move) you may not use this move to engage in melee.
- 4 – Your Warlord is inspired by the presence of the ancestors... all armour values increased by 1 for the defenders army only
- 5 – The druids look upon you favourably and you may choose any 2 enemy units to receive 1 fatigue.
- 6 – Lightning your enemies tremble at at this sign of the Gods all attackers armour values are reduced by one for this turn.

If the attackers warlord is killed the game ends immediately with a victory for the defender.

The defender wins if no buildings are occupied by the attacker at the end of turn 8.

The attacker wins either by complete destruction of the enemy war-band or occupation of a building at the end of turn 8

Victory points for this scenario are calculated as follows:-

For a Warlord Killed 4pts.

For every Hearthguard you kill 2pts.

For every warrior you kill 1pt.

For every levy you kill 1/2pt.

Loss of Capital a deduction of 10pts from your total score so far.

Capture of Capital 10pts

RULES FOR BUILDINGS

the maximum number of models per building is small buildings/ medium buildings 8 figures and large buildings 12 figures.

A unit may not throw javelins from a building.

Units firing bows or crossbows do so with half the normal number of dice.

Rules for exiting a building as at present only if there are no enemy within S of the building, if an enemy is within S and you wish to exit you must attack that unit on exit in melee and you cannot use any battle board abilities.

Attackers who are shooting or attacking the building may choose to fight the occupants as normal; however they also have the option to set the building on fire.

If they choose to set fire to the building, declare this at the start of the combat. Calculate dice as normal although the attackers (only) may not use Battle board abilities; hits and saves are also calculated as normal (including building bonuses). Buildings are hit on 3+ if wood and thatch; 4+ if stone and thatch; 5+ if stone and tile/slate (Defenders make No Saves as the building is the target no casualties are being inflicted only damage to the building).

Attackers suffer casualties as normal; however for each hit the attackers inflict mark a fire token on the building. Attackers ALWAYS retire M after an attempt to set a fire. As with a normal melee, both attackers and defenders will gain a fatigue marker.

For each Fire token on the building, all occupants are considered to have a level of fatigue. Fire tokens act in every way as fatigue except that a unit which leaves a burning building will leave the fire markers behind (so they can be removed by 'resting', or if their opponents chooses to use them to their own advantage).

At the end of each game turn roll a D6 for each fire token: on a roll of 6, add another token

Buildings are destroyed, and all figures inside killed, when a small /medium building has 6 fire tokens or a large building has 8 fire tokens.

If a building has more than 50% damage defenders will not receive a cover bonus in melee.