

THE BATTLE OF FULFORD GATE

BIG BATTLE RAVENFEAST

20 SEPTEMBER 1066. IN A RACE FOR THE CROWN OF ENGLAND, KING HARALD HARDRADA ALLIES HIMSELF WITH THE ENGLISH KING'S BROTHER, TOSTIG GODWINSON. THE PAIR LEAD A NORSE ARMY TO ENGLAND TO CLAIM THE CROWN BY FORCE. THE PLAN: TO CAPTURE YORK TO SUBDUCE THE NORTH.

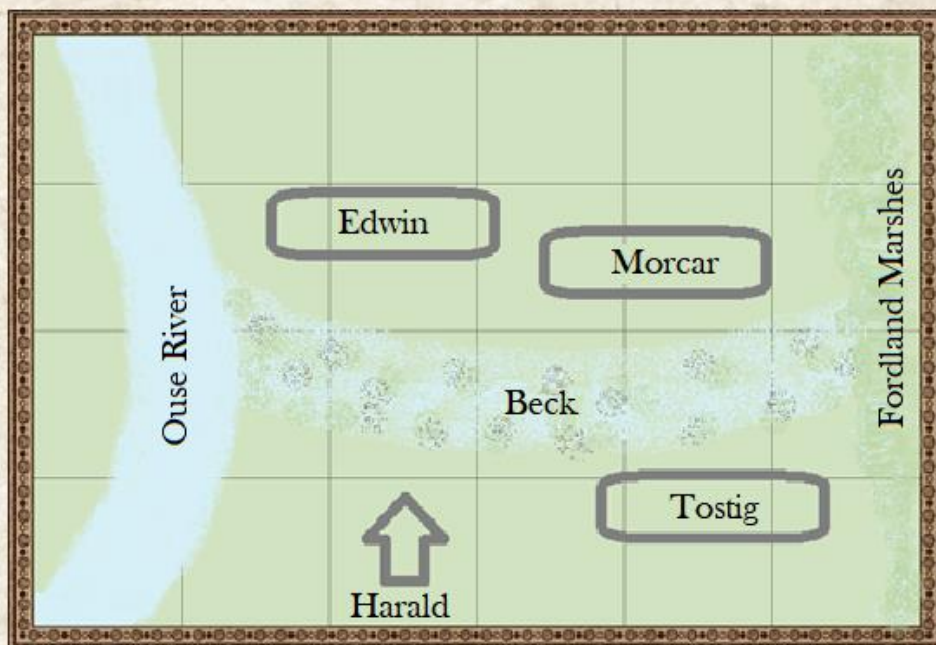
Set Up: 2-4 players

First the Saxons deploy their units as they wish in the approximate areas shown.

Then the Norse deploy Tostig's units in the approximate area shown. Harald's units are off board at the start of the game.

The Beck was flooded due to high tide and is only now fordable at the start of the game. It is Rough Terrain and shield walls are automatically broken by moving in it. The Ouse River and Fordland Marshes are not traversable.

There is no turn limit!



Forces: The Norse, led by King Harald Hardrada and Earl Tostig Godwinson, land their ships and begin to unload and move north to York. They are soon confronted by Godwinson's earls of the north, Edwin of Mercia and Morcar of Northumbria. Edwin and Morcar are anxious to attack the Norse before all their swelling numbers can join the battle. They are unfortunately held back due to the beck being flooded by high tide. By the time the water recedes enough to cross, Tostig's units are in place and the first of Harald's best units will soon be arriving on the field. Each turn, Harald or one of his units will enter the board edge where indicated on die roll of 1 on the first turn, 1-2 on the second, 1-3 on the third, and 1-4 on turn 4 or later. Roll one die for each unit off board each turn.

Scale: One "unit" in this scenario represents approximately 500 men.

Objectives: Battle continues until one side yields the field. Greatly outnumbered, the Saxon Earls need to inflict massive casualties early on and hope to break the moral of the rest. The Norse must rout the Saxons so they can march on to York. If the winner of the field has lost more the 4 units, the game is only a minor victory; 8 or more, it is a draw.

Historical Outcome: The armies of Edwin and Morcar were routed and many Saxons downed while fleeing. Approximately 4,000 Norse do not get the opportunity to join the battle. Tostig and Harald move on to York which surrenders. After taking hostages and supplies from the city, the Norse move their army to Stamford Bridge and demand additional hostages and supplies be send to them there.

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SAXON ARMY

ORDER OF BATTLE

Saxon Army of Mercia commanded by Earl Edwin

(5 units / 157 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Earl Edwin	x1	6"	0	5	5	5	75	Leader, Tough (3)
Hearthguard	x1	6"	0	4	4	4	36	Tough (2)
Veteran Fyrd	x1	6"	0	3	2	3	16	
Bowman	x1	6"	2 (18")	2	2	2	18	
Fyrd	x1	6"	0	2	2	2	12	

* Earl Edwin includes a unit of Huscarls

Saxon Army of Northumbria commanded by Earl Morcar

(7 units / 219 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Earl Morcar	x1	6"	0	5	5	5	75	Leader, Tough (3)
Mounted Spear	x1	6"	0	4	4	4	50	Mighty, Tough (2)
Hearthguard	x1	6"	0	4	4	4	36	Tough (2)
Veteran Fyrd	x1	6"	0	3	2	3	16	
Bowman	x1	6"	2 (18")	2	2	2	18	
Fyrd	x2	6"	0	2	2	2	24	

* Earl Morcar includes a unit of Huscarls

NORSE ARMY

ORDER OF BATTLE

Norse Army commanded by King Harald Hardrada

(14 units / 237 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
King Harald Hardrada	x1	6"	0	5	5	5	45	Leader
Huskarl	x2	6"	0	4	4	4	72	Tough (2)
Berserker	x1	6"	0	4 (x2)	3	4	30	
Hirdmen	x2	6"	0	3	3	3	36	
Bondi Archer	x3	6"	2 (18")	3	3	3	54	
Bondi	x2	6"	0	2	2	2	24	
Thrall	x3	8"	1 (8")	1	1	1	27	

* King Harald Hardrada includes a unit of Huskarls

Norse Army commanded by Tostig Godwinson

(8 units / 142 points)

Name	Units	Move	Missile	Melee	Armor	Morale	Pts	Traits
Earl Tostig Godwinson	x1	6"	0	5	5	5	34	Hero
Hirdmen	x4	6"	0	3	3	3	72	
Bondi Archer	x2	6"	2 (18")	3	3	3	36	
Bondi	x1	6"	0	2	2	2	12	

* Earl Tostig Godwinson includes a unit of Huskarls