

# RAVENFEAST

## QUICK REFERENCE

This quick-start guide serves as a reminder for the most important rules. It is not a complete version of the game.

**TURN SEQUENCE:** Each phase is considered simultaneous. Mark all casualties with Blood or Raven Tokens, and resolve at End of Turn.

**1. INITIATIVE:** Each player rolls a six-sided dice (D6). Subtract the current number of heroes and leaders in your warband. The player with the lowest total goes first or nominates who goes first. Play proceeds clockwise.

**2. RALLY:** A Viking who previously failed a morale roll and is marked with a Coward Token must try to rally by rolling its Morale rating or less. If they pass, the Viking immediately acts as normal. If failed, remove the Viking from play.

**3. MOVEMENT:** Starting with the player who won the initiative, each player moves all of their Vikings. A Viking may move up to their Move rating in inches. Moving a Viking into base-to-base contact with an enemy locks both figures into melee and they each forfeit any remaining movement for that turn.

**Terrain:** "Rough" terrain costs double the movement distance. Obstacles, such as stone walls, or hedges, or passing through a building doorway, cost 2" of movement.

**Facing:** A Viking may attack any target forward of its rear base edge.

**4. MISSILE:** Vikings who moved more than half their movement or are engaged in melee may not shoot. To hit with a ranged weapon, the Viking must roll a D6 equal or lower than their Missile rating. The target ignores the wound by rolling their Armor rating or less.

**Cover:** Enemies more than 2" into woods or inside buildings cannot be targeted. For each piece of cover between the shooter and the target the shot is deflected on a D6 roll of 4+.

**5. MELEE:** A Viking is in melee if in base-to-base contact with an enemy. If a Viking has multiple attackers in base-to-base contact, that Viking may decide which enemy to face. A Viking may attempt to disengage from melee up to half their Move rating directly away, but every enemy in contact gets one Free Attack.

### Melee Modifiers:

- 1 if attacking across obstacles or uphill
- 1 to Armor rating if attacked from the rear
- 1 if engaged by more than one enemy

In melee, a Viking must use at least one attack against an enemy directly in front of them, but any additional attacks may be used against any other viable target. A Viking rolls a D6 for each attack. Any roll equal to or lower than their Melee rating inflicts a hit. The target rolls their Armor rating or lower to ignore the hit.

**Death Worthy of a Song:** If a Viking hits with a D6 roll of "1" and the enemy rolls a "6" for their Armor rating, the Viking rolls a second, Free Attack. A successful second hit inflicts a spectacular wound with a Raven Token.

**Free Attacks:** Roll to hit as normal, but the enemy does not roll for their Armor rating. Successful Free Attacks are automatic wounds!

**Shield Walls:** Requires at least three Vikings, armed with shields, facing the same direction, not currently in melee. Shield Walls only move at half their Move score, straight ahead or a quarter move back, and never over obstacles. All Vikings in a Shield Wall receive +2 to their Armor rating. Vikings armed with spears may fight from a second rank deep in a Shield Wall.

**6. END OF TURN:** Apply wounds. Vikings who are required to take a morale test roll a D6, equal or lower than the Morale rating to pass. Leaders and Heroes may lend their own Morale rating if within that number of inches.

### Morale Test Events:

- All Vikings test if their Leader is killed
- All Vikings test at +50% warband losses
- Any Vikings within the Morale rating range of a dead Hero from their warband
- Any Vikings within 6" of a Raven Token inflicted by the enemy this turn



## JARL

⟨CHAINMAIL, SHIELD, SWORD OR AXE

Move	Missile	Melee	Armor	Morale	Pts	Traits
6"	0	5	5	5	75	Leader, Tough (3)



## HUSKARL

⟨CHAINMAIL, SHIELD, SWORD, SPEAR OR AXE

Move	Missile	Melee	Armor	Morale	Pts	Traits
6"	0	4	4	4	36	Tough (2)



## BERSERKER

FURS, SUICIDAL BRAVERY, SWORD OR AXE

Move	Missile	Melee	Armor	Morale	Pts	Traits
6"	0	4 (x2)	3	4	30	



## HIRDMAN

SHIELD, SWORD, SPEAR OR AXE

Move	Missile	Melee	Armor	Morale	Pts	Traits
6"	0	3	3	3	18	



## BONDI ARCHER

⟨CLOTH ARMOR, BOW

Move	Missile	Melee	Armor	Morale	Pts	Traits
6"	2 (18")	2	2	2	18	



## BONDI

SHIELD, SPEAR

Move	Missile	Melee	Armor	Morale	Pts	Traits
6"	0	2	2	2	12	



## THRALL

⟨CLOTH ARMOR, JAVELIN

Move	Missile	Melee	Armor	Morale	Pts	Traits
8"	1 (8")	1	1	1	9	

**Leader or Hero:** As long as he passes his Morale test first, friendly Vikings within Morale range (in inches) may also use his Morale rating.

**Tough:** A Viking rated "Tough (2)," could sustain two wounds, while a Viking rated "Tough (3)" could sustain up to three wounds.