

# the NORMAN CONQUEST

## NORMAN & WELSH WARBANDS IN RAVENFEAST

### WARGAMES SOLDIERS & STRATEGY

In *WS&S* Issue #123 you'll find a lovely 5-page spread on the latest **Ravenfeast** expansion for new warband lists in the **Ravenfeast** skirmish system. The article includes lists for the Normans and the Welsh and explains in detail how and why we designed certain unit types the way we did. How far could a crossbow really shoot? How slow were early crossbows? Why were Welsh bowmen in this era gaining a fearsome reputation? The article explores how we answered these historical questions in the context of a simple, fast skirmish wargame.

There's also a great new scenario based on Gruffyd ap Llywelhn's Hereford campaign. The scenario puts everything together in one raid, with the Saxons, Vikings, Normans AND Welsh all present on the same battlefield! In this brief PDF we're stripping down the bare bones to give you the Norman & Saxon lists. But if you want all the eye candy, background information, and the scenario, you'll have to check out issue #123 of *Wargames, Soldiers & Strategy*!



### THE NORMANS

Type	Move	Missile	Melee	Armor	Morale	Pts	Traits
Lord	12"	0	5	5	5	75	Leader, Tough (3)
Mounted Knight	12"	1 (8")	4	4	4	36	Mighty, Javelins
Crossbowman	6"	2 (14")	1	2	2	21	Crossbow
Flemish Mercenary Spearman	6"	0	3	3	4	20	
Norman Infantry	6"	0	3	3	3	18	
Archer	6"	2 (18")	2	2	2	18	
Norman Levy	6"	0	2	2	2	12	

### NORMAN SPECIAL RULES & ABILITIES

#### Ride-By Attack

If a mounted figure moves half its move or less before engaging in melee, they may finish their move after combat in a frontal 90-degree arc. There must be enough space for them to move through any gaps. There are no free attacks permitted by the defender when the mounted attacker disengages after combat.

#### Crossbows (+5 points)

Models carrying a crossbow cannot move and shoot in the same turn. Crossbows fire with a 14" range and reduce the target's Armor value by -1. Add +1 to Missile rating for accuracy firing at 6" or less.



# The Welsh

Type	Move	Missile	Melee	Armor	Morale	Pts	Traits
Chieftain	6"	0	5	5	5	75	Leader, Tough (3)
Teulu Guard	6"	0	4	4	4	36	Tough (2)
Helwyr	6"	3 (18")	2	2	3	28	Welsh Bows
Levy Archer	6"	2 (18")	2	2	2	23	Welsh Bows
Spearman	6"	0	3	2	3	16	
Levy Spears	6"	0	2	2	2	12	

## WELSH SPECIAL RULES & ABILITIES

### Welsh Bows (+5 pts)

Models carrying a Welsh Bow apply a -1 to their target's Armor rating when shooting at 6" or less.



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Buy the January 2023 Magazine, Issue #123, for the complete article & newest Ravenfeast scenario!