

RAVENFEAST

myth & magic



A mythical new world

Ravenfeast is a free set of Dark Ages skirmish rules, produced by Little Wars TV to help provide new players a gateway into tabletop miniature wargaming. This free, four-page supplement expands the historical nature of the original game into the mystical world of Norse mythology! You'll encounter magic, enchanted items for your heroes, and a new list of fearsome beasts for your warbands to battle. Now you can use **Ravenfeast** to hunt monsters and adventure into the wild, untamed wilderness at the far edges of the world...

MAGIC

All aspects of the **Ravenfeast** rules remain the same, except that spells can be cast as a ranged attack during the Missile phase of each turn by a figure with the "Magical" ability. In addition, any Leader, Hero, or Magical character has the option to wield one Enchanted Item. When recruiting your warband, add the following three abilities to the list of standard game options:

Magical (+15 points): A witch or sorcerer with mystical powers. Only one figure in a warband may possess this ability (it cannot be the Leader), allowing them to cast spells.

Enchanted Item (+10 points): A weapon or artifacts with mystical, legendary powers. Each Leader, Hero, or Magical character may have no more than one Enchanted Item.

Fated (+5 points): Any figure can be Fated, and when this figure is killed, they may conduct one Free Attack against each enemy model in base-to-base contact.



SPeLLS & MYSTICS

After recruiting your warband, but before starting the game, any figure with the Magical ability rolls two six-sided dice (2d6) and consults the list of spells below. These are the only two spells the figure can cast during the game. A roll of “doubles” allows a figure to select any spell as their second option.

SPELL LIST

Spells may be cast during the Missile phase up to 12” and are unaffected by cover or intervening terrain. The Magical character may attempt to cast one spell per turn, rolling their Morale rating or less for success.



- (1) **CURSE**—Target suffers a permanent -1 reduction to their Melee or Missile Rating for the rest of the game. May only be cast once per target figure.
- (2) **DESTINY**—Target suffers an immediate hit with a -1 penalty against their Armor Rating, or -2 Armor against Draugr.
- (3) **MADNESS**—Target rolls an immediate morale test at -1 to their Morale Rating and may not utilize the morale of any other nearby Hero or Leader.
- (4) **BLESSING**—Target gains +1 Melee & Morale Rating for this turn only.
- (5) **BLOOD LUST**—Target may now take an extra free move. Gain 1 additional attack if Melee combat occurs.
- (6) **HEAL**—Previously wounded target recovers one wound. May only be cast once per target figure.

enchanTEd items

As a player, you are always welcome to use your imagination to create your own list of enchanted items, or you can start with the list provided below. These are weapons or artifacts with mystical or superstitious powers that inspire awe and wonder by all who have heard of its legend. After recruiting your warband, but before starting the game, any figure who equipped with an Enchanted Item rolls a single d6 for a random item from the list below.

During the course of the game, figures who are killed are assumed to have “dropped” their Enchanted Item. Any Leader, Hero, or Magical character from any warband who comes in base-to-base contact of the dropped item may acquire it immediately.



- (1) **SACRED SHIELD**—Only one enemy may attack in melee per turn, even if multiple enemies are in contact.
- (2) **GILT-AMBER BELT**—Immune to magic spells.
- (3) **ARMRING of POWER**—First successful hit in melee hits all enemies in base contact, not just the primary target.
- (4) **OBSIDIAN DAGGER**—Gain +1 attack in Melee, and +2 attacks in Melee against Draugr.
- (5) **SEALSKIN BOOTS**—After the Missile phase, may elect to take a 3” bonus move. May disengage from Melee without suffering any Free Attacks.
- (6) **RUNE SWORD**—Gain +1 Melee Rating and +2” Move Rating.

NORSE MONSTERS

The open architecture point system in **Ravenfeast** allows you to design any creature you want, but we've taken the liberty to highlight the most popular beasts from Norse mythology, ranging from everyday wolves descended from Fenrir to terrifying, winged dragons!

The Vikings also believed in trolls and giants. Large trolls were said to dwell in forests and mountains, while their smaller, gnome-like cousins could be found underground. Far more intelligent and dangerous than trolls were giants known as Jotnar, roughly translating to "devourers." The massive Jotnar represented chaos in Nordic culture. Burial sites—particularly those with treasure—were protected by the horrifying Draugr. These undead zombies excluded the stench of rotting flesh and possessed superhuman strength.

DRAGON

WINGED, FIRE-BREATHING TERROR

Move	Missile	Melee	Armor	Morale	Pts	Traits
16"	4 (8")	4 (x3)	5	5	146	Fly, Tough (3)



FROST GIANT

TOWERING ICE MONSTER

Move	Missile	Melee	Armor	Morale	Pts	Traits
10"	0	4 (x2)	5	4	100	Mighty, Tough (4)

TROLL

BOLDER-THROWING MENACE

Move	Missile	Melee	Armor	Morale	Pts	Traits
8"	3 (8")	4	4	4	47	Mighty, Tough (2)

DRAUGR

ROTTING, UNDEAD CORPSE

Move	Missile	Melee	Armor	Morale	Pts	Traits
6"	0	4	4	n/a	36	Specter, Fearless



WOLF

SWIFT, FANGED HUNTER

Move	Missile	Melee	Armor	Morale	Pts	Traits
12"	0	3 (x2)	2	3	28	

NEW CREATURE ABILITIES

Fearless (+15 points): This creature feels no fear and never takes a morale test.

Fly (+15 points): Allows for 16" movement each turn, ignoring all terrain penalties.

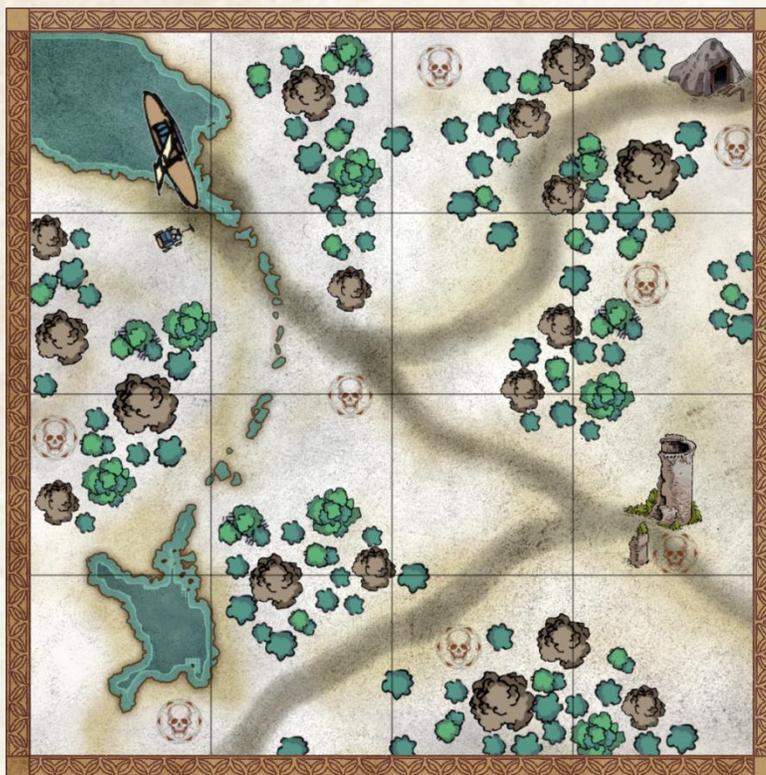
Specter (+5 points): May pass through building walls without a door or window

“HUNT THE BEAST!”

YOU AND YOUR COUSINS HAVE VENTURED WEST ACROSS THE SEA AND MADE LANDFALL ON A HEAVILY FORESTED, FOGGY ISLE. THERE ARE TALES OF GREAT TREASURE ON THIS MYSTERIOUS LAND, BUT FEW HAVE EVER RETURNED TO SPEAK OF IT....

SET UP: 2 or more players.

The scenario begins as a co-operative game but will likely end in carnage. Refer to the scenario map and set up 8 “hidden encounter” markers around the table to represent possible monsters. All players deploy within 6” of the boat. Players are not allowed to attack each other’s warbands until after the dragon is slain.



FORCES: Each warband should be no more than 250 points per player.

GELD: Players begin with zero Geld and may earn Geld during the game (*see Objectives*).

OBJECTIVES: Players must find and kill the dragon, but they do not know where it lurks. Each time a Viking comes in contact with a hidden encounter marker, roll a 2d6. 1 = Wolf, 2-3 = Draugr, 4-5 = Troll, 6 = Dragon. Only one dragon can be encountered in this scenario, and once it is located, any future rolls of “6” will result in a Wolf. If the dragon is not found by the last hidden encounter, the final encounter is automatically the dragon. All monsters that are encountered in the game are immediately placed in combat with the Viking who discovered them. In subsequent turns, any monsters that are not in contact with a Viking automatically move to engage the nearest possible Viking. Vikings from opposing war-bands may choose to cooperate by attacking the same monster, assuming they each have enough physical space to make base contact with the monster.

VICTORY: Killing any monster is worth d3 Geld (a six-sided die divided in half). Killing the dragon is worth 2d6 Geld. After the dragon is killed, players have 5 turns to race back to the ship with any Leader or Hero in their warband. The player who returns to the ship with the most gold wins the scenario. Remember, when racing back to the ship, players are free to slow down their cousins by any means necessary, including a sword in the back....