

FUBAR - 1066 AND ALL THAT

INTRODUCTION

The ninth to eleventh centuries were some of the most interesting years in British History. At this time the future of the Isles really hung in the balance.

A small force of men could decide if we were to be Scandinavian, Saxon, Celtic or Norman French, and even if we were to be Pagan or Christian.

SHIELDWALLS

This was the most common trained manoeuvre of the period. Many ordinary warriors were drilled in this.

Every man in or behind the shieldwall improves their armour save by 1.

Warbands can join together to form a shieldwall.

If a shieldwall has at least two ranks and a man dies in the front rank he can be immediately replaced by a man in the second rank (no activation needed) - until there are no more second rankers.

If a gap opens in a shieldwall and cannot be immediately plugged, and an enemy can activate men to move into that gap the Shieldwall is broken and all its benefits are lost.

A Shieldwall activates as a single unit. It can only stand or walk forwards or backwards. It cannot move through difficult terrain, although it can be formed up in such terrain.

It can be straight, curved or even circular.

A warband can leave the shieldwall at any time on its activation. A typical such activation is for Huscarles to charge out of it. The men in the front rank open up the wall (no activation needed) and the Huscarles boil out. As soon as they are gone the wall closes.

VIKING

Initially the Vikings came in small raiding parties of no more than a dozen boats. For the purposes of this game each boat hold one warband.

They struck without warning at ports, isolated monasteries and villages, often far up river from the coast.

By the end of the period they were massing great armies and taking territory, especially in the north and west of the British Isles.

Force List

A Raiding Party consists of:

- 1 Jarl
- 0-2 Warbands of Huscarles
- 2-4 Warbands of Warriors
- 0-1 Warbands of Berserkers

0-1 Raven Banner

Jarl @ 15 pts

Elite, One handed Axe or Sword, Throwing Axes x2, Chainmail & Shield.

Usually accompanied by a band of Huscarles.

Huscarle - Warband of 3-6 men @ 14 pts

Veteran, Great Axe, Throwing Axes x2, Chainmail.

Warrior - Warband of 5-10 men @ 11 pts

Seasoned, One handed Axe or Sword, Throwing Axes x2, Chainmail & Shield.

Can form Shieldwall.

Berserker - Warband of 1-3 men @ 11 pts

Elite, 2 One handed Axes or Swords.

Cannot be suppressed.

Do not have to remain within 3" of each other.

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The Raven Banner @ 20 pts

This sacred artefact can be displayed by the Viking's Leader and his bodyguard. While held aloft no Viking will withdraw as he believes Odin is watching.

SAXON

At the beginning of this period the Saxons were lords of all lowland Britain. They had pushed the Picts and Welsh back into a number of highland kingdoms in Wales, Scotland and Cumbria.

Although initially pagan they soon converted to Christianity. Do not include praying monks or the Banner of St.Cuthbert until they have.

It wasn't until the reign of Athelstan that they formed a single 'English' Kingdom. Before then they warred as much with each other as with invaders.

Force List

1 Thegn

1-3 Warbands of Huscarles

2-6 Warbands of Fyrdsmen

0-2 Warbands of Archers

0-1 Bands of Praying Monks

0-1 Banner of St.Cuthbert

Thegn @ 12 pts

Veteran, One handed Axe or Sword, Chainmail & Shield.

Always accompanied by a band of Huscarles.

Huscarle - Warband of 5-10 men @ 12pts

Seasoned, Great Axe, Throwing Axes x2, Chainmail.

Fyrdsmen - Warband of 5-10 men @ 7 pts

Green, One handed Spear, Throwing Axes x2, Leather Tunic & Shield.

Can form Shieldwall.

Archer - Warband of 4-8 men @ 6 pts

Green, Bow, Hand Axe, Leather Tunic.

Can join the second or third rank of a shieldwall and fire from the cover of their comrades.

Praying Monks - Band of 3-5 men @ 3 pts

Green, unarmed & unarmoured.

While at least one monk is alive and praying all Saxon forces add one to their activation rolls.

The Banner of St.Cuthbert @ 20 pts

This holy relic can be displayed by a band of Saxon Praying Monks. While aloft all Saxon warbands within 12" gain +1 to their activation rolls.

NORMAN

The Normans were the result of the earlier invasions and colonization of northern France (Normandy) by Vikings.

Although supposedly loyal to the French King, in fact the Dukes of Normandy did as they pleased.

Before the 1066 invasion small mercenary warbands of Normans may be found in the pay of ambitious Saxon Lords.

After 1066 they spent a century taming Britain, fighting Saxon rebellions and resisting Celtic raids. Eventually they went onto meddle in Ireland, Southern France, Sicily and Southern Italy and even the Middle East.

Force List

1 Lord or Bishop

1-2 Warbands of Knights

2-4 Warbands of Soldiers

2ND EDITION

1-3 Warbands of Crossbowmen

Lord or Bishop – Mounted @ 21 pts

Elite, Lance, Sword, Chainmail & Shield.

Knight - Warband of 5-8 mounted men @ 19 pts

Veteran, Lance, Sword, Chainmail & Shield.

Soldier - Warband of 5-10 men @ 10 pts

Seasoned, One handed Sword, Chainmail & Shield.

Crossbowman - Warband of 4-8 men @ 9 pts

Seasoned, Crossbow, Sword, Leather Tunic.

WELSH/PICT/IRISH

The original inhabitants of the British Isles did not give in to the invasions of these periods without a fight. They were cunning, knew the ground and were often suicidally brave.

Though eventually unsuccessful they still had kingdoms in Wales, Scotland and Cumbria at the end of the period. In Ireland the warring Kingdoms formed occasional alliances with the Vikings.

These forces are not as well armoured as their opponents so use their missile troops to pick off the enemy and their mounted troops to deliver precise blows to wavering warbands.

Force List

A Raiding Party consists of:

1 Lord

0-3 Warbands of Horse.

2-4 Warbands of Warriors.

0-1 Warbands of Gallowglass Mercenaries.

0-4 Warbands of Welsh Bowmen/Pictish Crossbow/Irish Slingers.

0-1 Bands of Praying Monks (Celts only).

Lord @ 15 pts, or 20 pts mounted

Elite, One handed Sword, Throwing Spears x2, Chainmail & Shield.

Often mounted and accompanied by Celtic/Pictish Horse.

Horse - Warband of 3-6 men @ 17 pts

Veteran, Spear, Sword, Chainmail, Shield.

Note that Celts & Picts did not fight mounted. They dismounted once they arrived at their destination.

Warrior - Warband of 5-10 men @ 7 pts

Seasoned, One handed Spear, Throwing Spear x2, Shield.

Gallowglass Mercenaries - Warband of 3-6 men @ 11 pts

Elite, Two-handed Axe.

Although rare they did occasionally appear in the retinues of important mainland Princes.

In Ireland they can be increased to 0-2.

Bow/Crossbowmen/Slingers - Warband of 4-8 men @ 6 pts

Seasoned, Bow/Crossbow, Knife.

Praying Monks - Band or 3-5 men @ 3 pts

Green, unarmed & unarmoured.

While at least one monk is alive and praying all Welsh forces add one to their activation rolls.