

Longships Record Sheet-raid (2023)

Campaign totals

	Total	Result
Outwards		
The sea		
England		
Inland		
Raid		

Extending the game

Maximum game length = 12 turns (Pairs).
Attacker has as many turns as he wishes,
After attacker chose to stop. Defender may
extend the game up to 5 turns (subject to
overall game length limit of 12 turns).

1 st turn (D6-2)	
2 nd turn (D6-1)	
3 rd turn (D6)	
4 th turn (D6+1)	
5 th turn (D6+2)	

Scenery (7 per player)

Compulsory 1 road per game and 3 buildings per player.

Each player chooses 4 more pieces

Stream 0-1	
Marsh 0-2	
Woods 0-4	
Rough Hill 0-2	
Gentle hill 0-2	

Challenges won

Your Man	Opponent

Game turns

Turn	1	2	3	4	5	6	7	8	9	10	11	12
Attacker												
Defender												

Raid game set up

1. Play campaign.
2. Lay out 5 foot x 3 foot table.
3. Defender deploys column road or river.
4. Vector placement of buildings. 1st touching defender's end.
5. Defender places all scenery.
6. Attacker rolls D6+2. 4,5,6 = move scenery, not buildings. Multiple D6 per piece allowed.
7. Defender chooses palisade **or** hidden unit.
8. Defender rolls D6 to determine which single unit starts on table. Places unit in any building square or in palisade if present. General must be with this unit.
9. Single off table attacker's unit is placed in his reinforcement area. All attacker's skirmish units placed in proximity to main units.
10. Attacker dice roll for unit positions (narrow edge).
11. Defender places search markers. x 12
12. Apply any event markers to units.
13. Attacker has first turn.

Unit	Leader's Name	Leader Combat status	Composition of unit
1		S F L	
2		S F L	
3		S F L	
4		S F L	
5		S F L	
General		S F L	

Campaign risks

The risk is rolled after a route is **successfully** navigated.

D6 Score	Outcome
1	Rough seas! Lose a base overboard. Owner's choice.
2,3	Fighting on the seas! Risk a base. Owner's choice. Saves as per shooting hits. 2,3,4,5,6 = save leader or general. 3,4,5,6 = save armoured. 4,5,6 = save unarmoured. 5,6 = save levy.
4,5	Blow wind, blow! A strong current, but the oars overcome (No effect)
6	Odin likes us! Add 2 more D6 to your ready pile (still max of 10).

Longships – Record Sheet-battle game

Unit	Leader S/F/L	Composition
1		
2		
3		
4		
5		
Gen		

Scenery	
1	
2	
3	
4	
5	
6	
7	

Battle game set up

1. Play battle pre-game for positions.
2. Lay out 5 x3 foot table.
3. Defender deploys road. D6 = row. (re-roll 3's)
4. Defender places all scenery
5. Attacker rolls D6+2. 4,5,6= move scenery.
6. Defender rolls D6 to determine which single unit is off table as reinforcement.
7. Attacker deploys first unit D6+2 square from his left.
8. Defender deploys first unit in square at table centre.
9. Deploy units alternately.
10. Deploy skirmishers (in proximity)
11. Carry out defender depletions.
12. Apply all campaign events to units.
13. Attacker has first turn.

Challenges won

Your Man	Opponent

Depletions	
Difference in attack points.	Effect upon defending army.
1-4	Risk 6 bases.
5-14	Risk 10 bases.
15-19	Risk 13 bases.
20+	Risk 15 bases.
Save as if shooting hit	

Game extension

Turn	Cost	Score
1st	D6-2	
2nd	D6-1	
3rd	D6	
4th	D6+1	
5th	D6+2	

Position	Event owner	Narrative	Effect	Attack-points	
14		The wind blows, the men are swift.	All own units succeed on 3,4,5,6 for actions in an owner's chosen turn. Any turn.	3D6+6	
13		This is the raven's day.	Opponent's dead leaders cannot be replaced.	3D6+5	
12		The king's champion.	A unit may have an extra +4D6 in any fight in any single turn if the owner chooses. This event can only happen once. Nominate any unit in any turn during the on table game.	3D6+4	
11		See, he claims the day.	A unit will succeed on 3,4,5,6 for all actions in turn 1. Choose which unit when turn 1 begins.	3D6+3	
10		The glint of helms has tricked them.	At the start of any turn swap the positions of any two own non-fighting units. Does include any change of formation. General may not accompany the swap even if attached. Carry this out before any movement carried out for that turn. This event can only happen once.	3D6+2	
9		Those men are afraid.	Opponent must choose one of his own units to be unsteady. They will roll a D6 every turn for their initial number of action D6 for the whole game. Re-roll allowed. Opponent may not choose his off table unit.	3D6	
8		We have trained for this battle.	Any own units may change into shieldwall on a score of 4,5,6 if assaulted and if not already in shieldwall.	3D6-1	
7		Extra arrows have been brought up my King.	Choose 1 own unit to be able to shoot one shot per 3 bases instead of the usual one per four bases. Choose this after deployment. It lasts for the whole game.	3D6-2	
6		The nobles of the land are here this day.	Each killed/routed opponent armoured base is now worth 4 victory points (maximum 4).	3D6-3	
5		The lord stands with the Iron Guard.	Choose an own unit which will claim -2 off morale whenever the general is part of the unit.	2D6-1	
4		The mist is hiding them. We are fraught.	Each unit in your army, except skirmishers, will need to roll a 4,5,6 before it may move. It may still shoot, fight etc. before the 4,5,6 is achieved.	2D6-2	
3		He is late to the line my Lord.	After deployment you must swap the positions of two own main units (i.e. not skirmishers). Opponent's choice. On table units only.	2D6-3	
2		The lord is steadying the men of the west.	Move own general to a different own unit of the opponent's choice. He joins that unit for the game start.	2D6+1	
1		Men from the shore are here my Lord.	Reduce the number of depletion rolls by 4 risks if defender.	D6+1	

Own attack points		Opponent attack points		Difference	
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