

SAXONS AND VIKINGS

Wargame Rules



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Saxons and Vikings Rules (version4)

Movement/Action

<i>Action</i>	<i>Basic Movement</i>
Crawl	2"
Walk	4"
Run	6"
Skimishers/Scouts	8"
Animals	Direction Dice + 1D6"
On Horseback	10"

Movement varies by a random factor (allowing for natural terrain variations). The following modifies the basic movement rate, throw 1D6 for each group or single figure:

1,2 minus 2"
 3,4 as basic movement
 5,6 plus 2"

Then apply penalties for each action:

-2" if moving in the dark
 -2" to fire
 -2" to get up or lie down
 -2" to cross an obstacle or get on/off a ship.
 -2" moving up steep hill
 -2" if carrying loot

If crossing an obstacle, throw 1D6, if roll a one then the figure has 'fallen'.

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Firing

Ranges:

<i>Weapon</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>
Bow	6"	12"	18"
Sling	4"	8"	12"
Javelin	4"		

Roll 1D6 to get see if hit:

<i>Range</i>	<i>'to hit'</i>
Short	4,5,6
Medium	5,6
Long	6

Modifiers: Behind cover: -1 on dice throw.

When hit roll 1D6 for 'Saving' throw:

	<i>'to hit'</i>
Unarmoured	6
Shield	5,6
Full Mail	4,5,6

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Melee

1 against 1 : throw 1D6, highest wins and scores a hit.

2 against 1: 1.5 D6 v 1D6

3 against 1: 2D6 v 1D6

Modifiers: On Horseback +1

Result:

Loser throws 1D6 to save as per firing 'Saving' throw table.

If man on horseback hit, then throw 1D6

1,2,3 Man is hit; 4,5,6 Horse is hit

If horse hit man then continues fighting on foot, throw 1D6 – 1,2 man falls, otherwise upright.

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Morale

Throw 1D6, result is as follow:

<i>1D6 roll</i>	<i>Action</i>
1,2	Run away
3,4	Hold ground
5,6	Attack

When to take morale:

1. 50% casualties (group)
2. Dodgy situation

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Viking Berserkers

A viking goes berserk if on a 12 after rolling 2D6. In melee a berserker gets +1, the saving hit throw is 3,4,5,6.

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Sighting Rules for Sentries

Roll 1D6, if get a 'hit' as 'bow range firing' then sentry sights the enemy.

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Night Fighting

'Orders'

Each player will write his intentions as if they were instructions to his troops. Sentry routes and positions to be recorded.

Movement

in moonlight - 6inches; in cloud/dark - 4 inches.

Each time a sentry moves he will dice, on a throw of 1 he thinks he spots something and will not move, but stop and look around in a circle.

The first move will be made in the dark, each move after that a dice will be thrown, on a 1 the moon comes out from behind a cloud for that move.

Visibility

Flame is always visible in line of site.

Monnlight 12 inches

Dark 6 inches

Spotting

When troops are within visible range and angle, an attempt is made to spot them.

Each sides throws a 1D6, if 'spotter' throws highest score then they are seen oetherwise they are not.

Factors: for each inch less than maximum moves add 1 to the dice score of the 'movers'.

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