The Birth of England

This is a DBA 3 mapless campaign covering the ~250 years where the Anglo-Saxons and the Vikings vied for supremacy in England. It is divided into three periods:

- 9th Century – The Saxon Shore is Burning
- 10th Century – The Great Army
- 11th Century – The Kingdom of England

The aim of the campaign is to accrue the most prestige points. Players compare prestige points at the end of each period. In some circumstances you can either end the campaign early if you build a large enough lead or get an advantage in the next period.

Each period is divided into three Major Battles and two Minor Battles. Each battle is fought according to standard DBA 3 rules. The Major Battles yield one prestige point to the winner. In the second and third period, destroying the general element of the nation with the most prestige points going into the battle is also worth a prestige point. Minor Battles are there to create problems for the leading nation (Anglo-Saxons in the 9th Century, otherwise determined by prestige points).

The 9th Century focuses on the raiding period. The Anglo-Saxons are the landed people. They need to repel the Vikings whilst still dealing with their neighbours. The Vikings are simply trying to generate enough interest in the homeland to commit to an invasion.

The 10th Century covers the establishment of permanent Scandinavian settlements in England and the attempt of their ruling class to establish dominion over the entire land. Naturally, the Anglo-Saxons, led by Alfred the Great, will resist. Either nation could end up dominating the other but will also have to contend with the jealousy and residual enmity of their neighbours as their prestige increases.

The 11th Century covers the final period where the two people have largely merged over several generations but the question of which royal bloodline will sit on the throne of England is hotly contested. At the end of this period, the nation with the most prestige points is victorious. Finally, there is an Epilogue to cover the two battles of 1066. This can also be used if both players are tied at the end of the campaign.

The Minor Battles Table covers the possible local border or internal conflicts that can occur. Naturally, these will be limited by the armies that the players have at hand. I will leave it to the players to randomly decide which battle to fight depending on the miniatures available. There are of course consequences to fighting and/or losing these battles:

- If the Vikings are fighting the battle, then the enemy can provide Allies for the Anglo-Saxons in the next Major Battle. In addition, if the Vikings lose the battle, the Anglo-Saxon player can choose the make up of the Viking army in the next battle within the limits of the army list.
- If the Anglo-Saxons are fighting the battle, then each element of Select Fyrd (Spears) lost in the battle must be replaced by a Great Fyrd (Horde) element in the next Major Battle, up to the maximum of 4 allowed by the army list. In addition, if the Anglo-Saxons lose the battle then the enemy can provide Allies for the Vikings in the next Major Battle.

A note on timidity. The invader must force the battle. A stalemate in a Major Battle counts as a loss to the invader. A stalemate in a Minor Battle costs the invader a prestige point.

This was a time of great audacity. Only the boldest will finally sit on the throne!

9th Century – The Saxon Shore is Burning

Player armies: Anglo-Saxon (III/24b) and Viking (III/40a)

1. First Major Battle
2. Anglo-Saxon player rolls on the Minor Battle Table
3. Second Major Battle
4. Anglo-Saxon player rolls on the Minor Battle Table
5. Third Major Battle

Minor Battle Table

1. Picts (II/68b)
2. Strathclyde (II/81d)
3. Welsh (III/19a)
4. Anglo-Saxon (III/24b)
5. Scots-Irish (II/54b)

End of the period

Anglo-Saxons lead by 3 – Viking threat utterly defeated – Anglo-Saxon victory!

Anglo-Saxons lead by 1 or 2 – Vikings at bay - Proceed to next period with a bonus prestige point to the Anglo-Saxons

Equal – Vikings seek a new homeland - Proceed to next period

Vikings lead by 1 or 2 – Vikings seek a new homeland – Proceed to next period

Vikings lead by 3+ – Anglo-Saxons are in disarray! – Proceed to next period with a bonus prestige point to Vikings

10ᵗʰ Century – The Great Army

Player armies: Anglo-Saxon (III/24b) and Viking (III/40a)

1. First Major Battle
2. Player with the most prestige points rolls on Minor Battle Table (Vikings if equal)
3. Second Major Battle
4. Player with the most prestige points rolls on Minor Battle Table (Vikings if equal)
5. Third Major Battle

* A bonus prestige point is awarded by destroying the general element of the nation that enters the Major Battle with <u>more</u> prestige points.

Minor Battle Table

1. Pre-Feudal Scots (III/45)
2. Strathclyde (II/81d)
3. Norse-Irish (III/46)
4. Welsh (III/19a)
5. If Anglo-Saxons, Viking Raid (III/40a)

End of the period

Anglo-Saxons lead by 3+ – Vikings dispersed or assimilated – Anglo-Saxon victory!

Anglo-Saxons lead by 2 – Anglo-Saxon overlords - Proceed to next period with a bonus prestige point to the Anglo-Saxons

Anglo-Saxons lead by 1 – Danelaw established – Proceed to next period

Equal – Danelaw established – Proceed to next period

Vikings lead by 1 – Danelaw established – Proceed to next period

Vikings lead by 2 or 3 – Viking overlords - Proceed to next period with bonus prestige point to the Vikings

Vikings lead by 4+ – Saxons conquered – Viking victory!

11ᵗʰ Century – Kingdom of England

Player armies: Anglo-Saxon (III/24b) and Viking (III/40a)

1. First Major Battle
2. Player with the most prestige points rolls on Minor Battle Table (Viking if equal)
3. Second Major Battle
4. Player with the most prestige points rolls on Minor Battle Table (Anglo-Saxon if equal)
5. Third Major Battle.

* A bonus prestige point is awarded by destroying the general element of the nation that enters the Major Battle with <u>more</u> prestige points.

Minor Battle Table

1. Pre-Feudal Scots (III/45)
2. Strathclyde (II/81d)
3. Norse-Irish (III/46)
4. Welsh (III/19a)
5. If Anglo-Saxons, Viking Raid (III/40a)

End of the campaign

Player with most prestige points is the winner. The throne is yours!

If points are even, then the Anglo-Saxon player wins or players can proceed to the Epilogue.

Epilogue – Succession crisis

Player armies: Anglo-Danes (III/72), Vikings (III/40b) and Normans (III/52)

1. First Battle: Anglo-Danes v Vikings
2. Second Battle: Winner of above v Normans

If the Viking player won the campaign, they can choose to play as either Harold Godwinson (Anglo-Danes) or as Harald Hardrada (Vikings).

If Anglo-Danes win the first battle, then each Select Fyrd (Spear) element lost in that battle must be replaced by a Great Fyrd (Horde) element, up to a maximum of 4 as per the army list, for the next battle.

Design notes

This campaign doesn't follow one general/army over a few months or years but rather the ebb and flow of nations over several generations. Each period could be played on its own or different players could play each of the different periods representing generational change.

I have designed the system to represent my opinion that, all things being equal, Vikings will win more DBA3 battles versus the Anglo-Saxons. Therefore, there will likely be more obstacles for the Vikings and they will require larger leads to achieve rewards. The bonus prestige point for destroying the general element in the second and third period allows the trailing player to stay in the campaign and represents the strategic effect of losing the leading warlord of that time.