

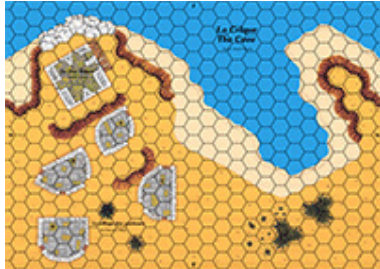
The Rolfr's Saga Campaign 4

Challenging Rolfr has its consequences!

Background

Capturing the treasure was supposed to be a walkover, and yet the Saxons gave much of a headache to Rolfr. Enraged, he wants to put this to an end and decides to knock on the head: his scouts told him that Godwyn lives in a tower overlooking the sea a few miles away. His skull accented with gemstones taken from the treasury will make an excellent cup to drink mead, thinks Rolfr.

Assemblage des cartes & positions de départ



Godwyn and his huscarls are deployed within a hex of the tower or into it. Other Saxons are placed on the left half of the map, in the village. The Vikings are deployed within 2 hexes of Side 2. The game is played in 15 turns. The Vikings play first.

The Counters

The Saxons		The Vikings	
 Earl	Godwyn	 Militia	Wulfnoth Ceordred Siward Eomer Grufydd Malcolm
 Jarl	Harald	 Hirdmen	Snorri Sturla Gudmundr Grettir Asbjörn Egil
 Mounted Huscarl	Ansketil	 Mounted Thane	Egbert
 Mounted Jarl	Rolfr	 Bondis	Bodvar Storla Mar Olsen Gerdr Leif Skirmir Thorleif Thorvald Hlöd Sven Kveld Haffidi Saemundr
 Thanes	Aethelric	 Nobles	Eudes
 Berserkers	Ögmundr Vargr	 Bowmen	Njall Almundi Vigfuss
 Sergeant	Eadwulf	 Huscarls	Hereward Ealdred Leofwinc
 Coerls	Waltheof Morcar Regenbald	 Bowmen	Aethelmaer Leofric Haakon

Victory Conditions

The Vikings must kill Godwyn, plain and simple!

- > Decisive Viking victory if Godwyn is killed,
- > Move to scenario 5 if Vikings fail.