

Claymore 1 – Scenario 3 for Vikings

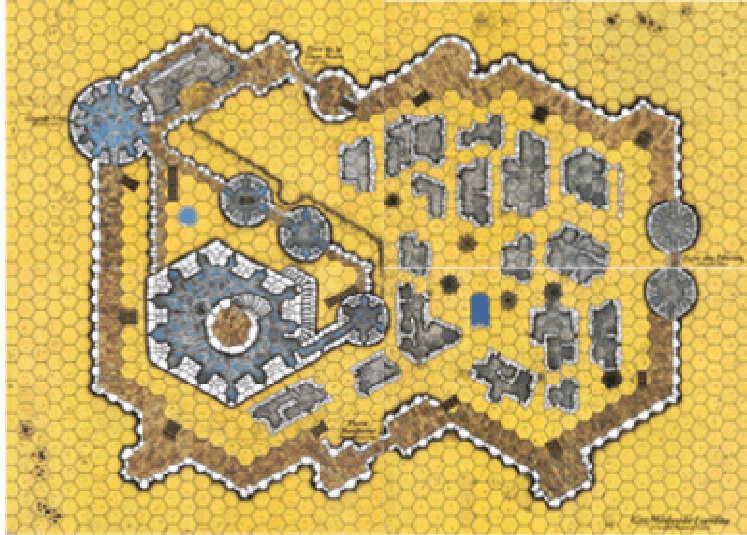
The Alliance

Background

At the end of the Ninth Century, in an English town, the Celts [Welsh?] and the Vikings were allied. The Celts of the town had rebelled and were trying to open the gates to the Vikings, hoping that they would liberate their town from the Saxon yoke.

The English garrison has been warned of the danger and are on their guard...








Map Layout & Starting Positions









The garrison must be placed in the citadel and/or on the battlements of the town. The Celtic rioters must be in the houses of the town.

The Vikings enter only on turn 4, but they must be placed on turn 3 on the map edges through which they will enter. They can enter through one or more map edges.

The Sides

The English garrison				The Celtic rioters			
 <p>Huscarls</p>	<p>Aethdred Kola Tostig Osmed Edward Ceolred Wulfgar Hygeberht</p>	 <p>Thanes</p>	<p>Osgar Sigulf Athelferth Alfred</p>	 <p>Shortbows</p>	<p>Aelfgar Aelle Osric Aldred</p>	 <p>Peasants</p>	<p>Hugh Aelfere Eadred Cerdric Orlac Wilfrid Ecgulf Eadwig Adrian Eanulf Walter Ralph Harold Dunstan</p>
 <p>Earl</p>	<p>Aethelwulf</p>	 <p>Mounted Thane</p>	<p>Wulfric</p>	 <p>Coerls</p>	<p>Ordheh Aelfric Godwine Eadric Weohstan Oswald Eardwulf Aelmear</p>		

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The Vikings							
 <p>Jarls</p>	<p>Eirik Svein</p>	 <p>Hirdmen</p>	<p>Agnar Hallstein Klemet Torstein Tryggue Torberg Skule</p>	 <p>Shortbows</p>	<p>Reidar Hvsing Yngrar</p>	 <p>Berserkers</p>	<p>Alrek Brynjolf Dag Gaute Olav Torkjel Ulv Ragnvold Ragnar (à pied)</p>
 <p>Bondis</p>	<p>Askjel Balder Domar Glum Grim Runolv Stig Torleik Torodd Vagn Yngve</p>	 <p>Grappling hooks</p>	<p>6 grappling hooks</p>				

Special Rule

The Viking player can use the grappling hooks to climb the battlements. The throw succeeds on a die roll of 5-10. [Throws that fail can be repeated the following turn. Successful throws mean that a climb can start immediately.] The Anglo-Saxon player may cut away the grappling hooks (see the rules in "Vikings" [Use the same rules as for toppling ladders, but a successful cut needs 1-3 on 1D10. A grappling hook that has been cut away is destroyed and removed from the map.]). The feat of climbing up a rope to a grappling hook costs 4 movement points. [It then costs 4 MPs to climb over the battlements onto ramparts (as with scaling ladders). In combat, the character climbing a grappling hook is in position - and the character on the battlements is in position +.

Victory Conditions

The Viking player wins if he controls the town outside the citadel. The Anglo-Saxon player wins if he prevents the other player(s) from controlling the town.