

## Claymore 2 – Scenario 3 for Croisades / Vikings

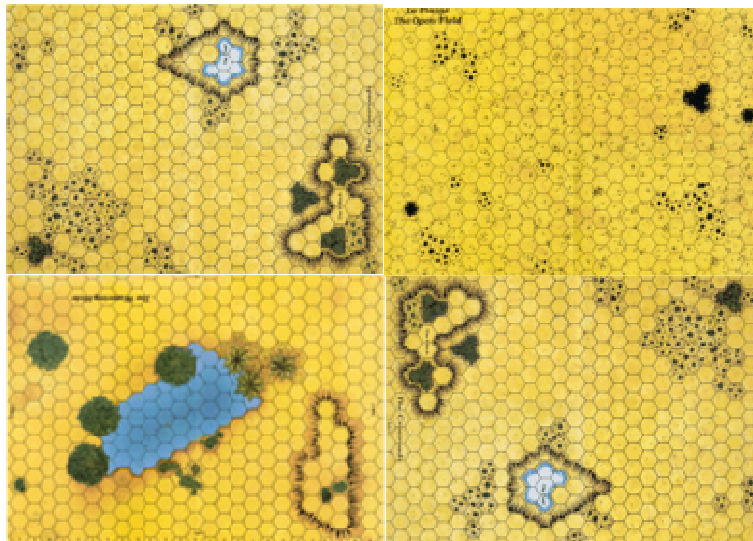
### Gold And Blood

#### Background

In years 920-930, a group of Varangian merchants (Vikings of the East), accompanied by a small escort, returns to Russia with trade goods and bargains from Baghdad. However, their road will cross that of a group of nomads controlled by Seljuq (the founder of the tribe of Turkish Seljuks). Will they succeed in escaping these terrible plunderers?

#### Map Layout & Starting Positions

##### Seljuq Entrance



The scenario begins with the entrance of the Seljuqs, then the Varangians.

##### Varangian Entrance

#### The Sides

##### The Seldjuks

 <b>Mamluk light cavalry</b>	Baha Taki Yaghi (*) Fa'iz Vezelay	 <b>Horse archers</b>	Ayub Fakr Qutuz Rashid Usamah	 <b>Seljuk infantry</b>	Shammin Farhad Mohammad Ageel	 <b>Slingers</b>	Jalil
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##### The Varangians

 <b>Jarls</b>	Eirik Svein	 <b>Hirdmen</b>	Ivar Agnar Torberg Skule Klemet Hallstein	 <b>Berserkers</b>	Björn Torgrim Ulv Dag Blotolf	 <b>Shortbows</b>	Gandalf Yngrar Lodin
 <b>Bondis</b>	Grim Glum Runolv Askjel Otto Vagn Hermod Domar	 <b>Animals</b>	6 Mules				

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### ***Victory Conditions***

To win the Varangian player must exit by the side #2 of The Oasis map with the majority of the mules. The goal of the Seljuk player is to stop the Varangian player and to capture a majority of the living mules.