

The Rolfr's Saga Campaign 1

Strange Parishioners

Background

September 1020 - Aldemar, Bishop of Lindsey, brought the inhabitants of a small coastal village in the chapel of the parish. He is the bearer of good news: The Viking raids that ravaged other surrounding villages have stopped for the year. Earl Godwin himself came to confirm the information that King Knut the Great shared with him. The doors are about to close as the Thanksgiving mass is beginning, when a group of strange parishioners burst: The Rolfr Jarl and his band decided to work overtime this year!

Map Layout & Starting Positions



Aldemar, Godwyn and 5 militiamen are positioned in the chapel, at least one hex away from the door.

The treasure is located in the apse of the chapel.

Godwyn's guard, which is made of Huscarls, rests at the market.



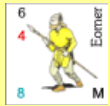
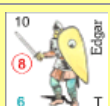
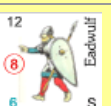
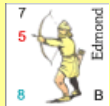



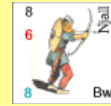


The other Saxons are deployed within 2 hexes of the hamlet houses or within them.

Rolfr and 5 Hirdmen are placed on the 7 hexes around the parvise of the chapel.

The other Vikings are placed within 2 hexes of the side 4 (close to the orchard).

The game is played 15 turns. The Vikings play first.

The Counters

The Saxons		The Vikings	
 Bishop	Aldemar	 Earl	Godwyn
 Militia	Romuald Ceordred Eomer Grufydd Oswulf	 Huscarls	Ansketil Hereward Ealdred Leofwinc
 Thanes	Egbert Aelfwig	 Sergeant	Eadwulf
 Bowmen	Edmond Leofric Mauger	 Coerls	Morcar Gyrth Stigand
		 Jarl	Rolfr
		 Hirdmen	Snorri Sturla Gjuki Atli Budli Asbjörn Egil Gisli
		 Bowmen	Njall Ormr Grimskald
		 Bondis	Bodvar Mar Olsen Gerdr Leif Thorleif Sven Kveld Hafliði Saemundr
		 Treasure	1 treasure

Special Rules

Carrying the treasure: Two characters must be adjacent to the treasure counter without any further action to carry it. Given its weight, the speed of the carriers is reduced by one movement point.

Victory Conditions

The goal of the Vikings is to seize the treasure that Bishop Aldemar carries wherever he goes. Vikings must capture the treasure and bring it back to their longship through side 4.

- > Move to scenario 2 if Vikings succeed,
- > Move to scenario 3 if Vikings fail.