

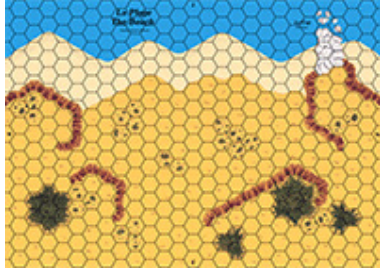
The Rolfr's Saga Campaign 3

Surprise, surprise !

Background

Rolfr and his men are determined to take their revenge. They pretended to head back to Norway, but they finally come to land on a nearby beach, determined to recover the treasure. Godwyn is not naive and he had posted men all along the coast in anticipation of such an eventuality. The location selected by the Vikings could be their last stand.

Map Layout & Starting Positions



Vikings are deployed on the beach hexes.
Saxons are located anywhere else on the map.
The game is played in 12 turns. Vikings play first.

the Counters

The Saxons		The Vikings	
 Earl	Godwyn	 Huscarls	Hereward Ealdred
 Jarl	Rolfr Harald	 Hirdmen	Sturla Gjuki Gudmundr Grettir Asbjörn Egil
 Thanes	Aelfwig Aethelric	 Berserkers	Gizurr Ögmundr
 Nobles	Wilbur	 Bowmen	Ormr Vigfuss
 Sergeant	Ralph	 Bondis	Sturla Mar Gerdr Skallagrim Skirmir Thorvald Hlöd Hafliði
 Militia	Romuald Wulfnoth Ceordred Siward Eomer Grufydd Oswulf	 Coerls	Morcar Gyrth Stigand
 Bowmen	Edmond Leofric Mauger		

Victory Conditions

The Saxons must push the Vikings into the sea. At the end of the 12 turns, count the number of Vikings remaining on the ground hexes (excluding the beach).

- > Over 15: The Vikings can already foresee that the treasure will be theirs. Move to Scenario 5.
- > 10 to 15: Rolfr raises a vengeful fist up and yells at the Saxons "You are not finished with us!" Go to Scenario 4.
- > Under 10: The Vikings get back to their longship and set sail. The raid season is over for this year. Decisive Saxon Victory.