

The Rolfr's Saga Campaign 2

Almost there!

Background

Rolfr's band hastens to the coast despite the weight of their loot. His men his men who stayed by the longship to guard it are ready to set sail as soon as they board. Just a ford to cross and the beach is in sight. Alas, Godwyn was smart enough to ambush a group of men near the river to stop the Viking raiders!

Map Layout & Starting Positions



Viking survivors from scenario 1 with their treasure are deployed within 3 hexes of side 3.

The Saxon ambush party is placed on the opposite bank of the river. From Turn 3, the longship guards who heard the sound of fighting can come into play from side 1.

At the same time, the Saxon survivors from scenario 1 and who are pursuing the Vikings can also come into play from side 3.




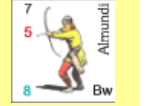






Each group will be activated between the 3d and 6th turn on a result of at least 5 with a roll of 1D10, and at least 3 between the 7th and 10th turn: If

they have not already done so, they are automatically activated on turn 10.

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

The Counters

All survivors from Scenario 1, plus:

The Saxon Ambush Party		The Viking Longship Guards	
 Salomon Ingulf Wilder Malcolm	 Herfast	 Harald	 Almundi Vigfuss
 Edgar	 Gontard	 Gudmundr Grettir	 Storla Skallagrim Skirmir Thorvald Hlöd
 Aethelmaer Haakon	 Waltheof Regenbald		

Special Rules

Crossing the river: The ford hexes have the same characteristics as the Shallow Water hexes. River hexes have the same characteristics as the Deep Water hexes. Hexes of rapids can be crossed at a cost of 2PM by foot soldiers only, but with a risk of falling in each hex: Roll 1D6 for each character wishing to cross a rapids hex. He loses his balance and falls into the river on a result of 6. Any character in armor adds +1 to the die roll. Once fallen into the water, the character cannot get back on the rapids and should instead reach the edge through the river hexes if he didn't sink.

Victory Conditions

Vikings can't turn back: They must bring the treasure back to their longship, in exiting it through Side 1 before the end of the game.

- > Move to scenario 4 if Vikings succeed,
- > Move to scenario 3 if Vikings fail.