

The Monks of St. Columba

Ships on the horizon- to the walls! Your peaceful Scots-Irish abbey of St. Columba is under attack; you must protect your divine treasures and make the pagans pay for this.

Deployment: Troops start anywhere in the fort, except for 2 monks deployed with the sheep

Game end: The game **ends after turn 9**. The game also ends if all Irish troops are dead, or all viking berserkers, huskarls, and jarls have been killed or left the board.

Victory: The Scots-Irish achieve their objectives if they get **10 victory points**

- 4 victory points for saving the Book of Kells
- 1 VPs for each building with 1 loot token, 2VPs for each building with 0 loot tokens
- 1 victory point per berserker, huskarl, or jarl slain

Divine Inspiration: you get one token to make themselves or an opponent to re-roll one d6.

Capture: If a viking is slain, all captives under control by that viking return to your control.

Save the treasure: If the monk did not shoot a missile, the monk (and only a monk) in base contact with one of the four buildings in melee may roll a d6, on a 1-3 remove a loot marker.

Save the book: The monks have been working on a true relic, *The Book of Kells*. A monk in base contact with the church at the start of their movement may elect to carry the book. To score, this monk must move into base contact with the marker at either end of the road to escape with this tome and score the victory points. If slain, the book is lost.

Fortifications: The fortifications of the monks may delay the vikings, but it won't stop them!

- When a model reaches the outside of the wall, their movement stops
- The Scots-Irish may melee attack vikings at the base of their wall section without penalty. The viking may also be targeted by missiles from other wall sections.
- A model who starts their turn at the wall may move to the top of an **empty** wall section.
- Movement from the top of the wall to either side, or inside to the top of the wall, costs 3"
- Two vikings may attack one gate in melee. The gate has armor 4 and is removed if it takes a blood token. **Scots-Irish may move through the gate freely.**

Animals: the scots-irish initially control 6 sheep and 2 cows. If a monk is within 6" of an animal in the movement phase, you may move the sheep/cow 2", otherwise they may not move

Black Squad - 8 Javelin Warriors + 4 monks

Green Squad- 2 huskarls + 5 wardogs + 2 Bow Warriors + 2 monks

Brown Squad- The Abbot + 2 huskarls + 4 Defenders of the faith + 2 Bow Warriors + 2 monks

Scots-Irish are immune to morale tests - it is a last stand!

	Move	Missile	Melee	Armor	Morale	Traits
Abbot	6"	-	4	4	5	Tough (3), Leader
Huskarl	6"	-	4	4	4	Tough (2)
Warriors	6"	2 (8")/ 2(18")	3	3	3	Javelin (8") or Bow (18")
Wardogs	6"	-	3	2	2	
Defender	6"	-	3	3	3	
Monk	8"	1 (8")	2	2	1	

