

Based on Pillage and Burn!

The vikings are trying to raid the abbey, and the Monks are trying to protect their treasures and make the vikings pay dearly.

Deployment: The vikings start in the ships. The monks start in the fort, except for 2 monks from squad 1 who are deployed outside the fort with the sheep

Game end: At the end of turn 9, the game ends. 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 vikings achieve their objectives if they get 10 victory points

- 1 victory point for each captured animal or monk returned to the ship
- 1 victory point per loot token on a building
- 2 victory points if the abbot is slain

The Irish achieve their objectives if they get 10 victory points

- 4 victory points for saving the Book of Kells
- 2 victory points for each building with no loot tokens on the building
- 1 victory point per berserker, huskarl, or jarl slain

Both sides, or neither, may achieve their objectives and succeed

Odin's gift/divine inspiration: each player gets one re-roll token to allow themselves or force their opponent to re-roll any one single d6.

Capture: A viking who defeats a monk in combat may capture the monk instead of inflicting a blood token. The monk now moves with the viking and must remain in base contact, and may do nothing else. If the viking is slain, all captives under control by that viking are freed. Animals are captured automatically by moving into base contact. A viking may have two captives at once. To score victory points, the viking must move into base contact with a ship, the captives and viking are removed from the game- but do not count as slain by the Irish.

Looting: A viking in base contact with one of the four buildings may spend their entire turn looting. On a 1-3, place a loot marker on the building. Each building may have up to 2 loot markers.

Putting out the fires: A monk in base contact with one of the four buildings may spend their entire turn saving their treasures. On a 1-3, remove a loot marker on the building.

Save the book: The monks have been working on a true treasure, *The Book of Kells*. A monk in base contact with the church at the start or end of their movement may elect to carry the book. 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 walls count as an obstacle/uphill in combat from either side of the ridge. On top of the wall, it costs 3" of movement to move to the bottom; from inside the wall it costs 3" to move to the top of the wall. Outside the wall, movement stops when a wall section is reached, ending the viking's turn. A viking who begins their turn in contact outside a wall section may 1) if the section is empty, move to the top for their entire move, or 2) if occupied, fight a warrior at the top of the wall section- if the defender receives a blood token, the warrior is placed next to the defender. Defenders may make melee attacks against vikings in contact with the bottom of their wall section, or make ranged attacks as normal.

Scots-Irish can move through the gates as if they were not there. Up to 2 vikings can melee attack the gate at once. The gate has Armor 5. If the gate receives a blood token, it is removed from the game.

Vikings

Squad 1 Red- 8 hirdmen, 2 beserkers, 2 huskarls = $72 + 60 + 144 = 276$

Squad 1 Blue- 8 hirdmen, 2 beserkers, 1 huskarls, 1 Jarl = $75 + 36 + 60 + 144 = 315$

Squad 1 Grey- 8 hirdmen, 2 beserkers, 1 huskarls, 1 Jarl = $75 + 36 + 60 + 144 = 315$

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Scots-Irish

Squad 1 - 1 huscarl + 8 Warriors + 4 monks = $36 + 160 + 36 = 232$

Squad 2- 2 huskarls + 5 wardogs + 2 Bows + 2 monks = $60 + 36 = 72 + 96 = 168$

Squad 3- The Abbot + 1 huscarl + 4 Defenders of the faith + 2 bows + 2 monks = $36 + 72 + 36 + 51 = 195$

Animals- the irish initially control 6 sheep and 2 cows, which can move 2" a turn

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Monks	Missile	Melee	Armor	Morale	Pts	Traits
8"	1(8")	2	2	1	9	

Warriors	Missile	Melee	Armor	Morale	Pts	Traits
6"	2(8")/2(18")	3	3	3	20	

Wardogs	Missile	Melee	Armor	Morale	Pts	Traits
6"	0	3	2	2	12	

Defender	Missile	Melee	Armor	Morale	Pts	Traits
6"	0	3	3	3	18	

Huscarl	Missile	Melee	Armor	Morale	Pts	Traits
6"	0	4	4	4	36	Tough (2)

Abbot	Missile	Melee	Armor	Morale	Pts	Traits
6"	0	4	4	4	51	Leader, Tough (2)