

Viking Raiders

Your warriors arrive at the abbey of St. Columba at Iona, seeking glory and treasure! With Odin's blessing, you will raid the abbey, loot the buildings, and bring captives back to your ship.

Deployment: Each viking squad starts on one of the landing beaches.

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 boarded the ships.

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

Odin's gift: each player gets one token to make themselves or an opponent to re-roll one d6.

Capture: A viking who defeats a monk in combat captures 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, the viking must move into base contact with a ship; both captives and viking are removed, but do not count as slain.

Looting buildings: A viking in base contact with a building may spend their melee attack looting. Roll a D6, on a 1-3, place a loot marker. Each building may have up to 2 loot markers.

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

- When a viking reaches the outside of the wall, their movement stops
- A viking at the wall in melee may attack troops on their wall section (with a -1 penalty)
- A viking who starts their turn at the wall may move to the top of an **empty** wall section for their entire move.
- Movement from the top of the wall to either side, or inside to the top of the wall, costs 3"
- Two vikings may attack a gate in melee. The gate has armor 4 and is removed if it takes a blood token

Red Squad- 8 hirdmen, 2 berserkers, 2 huskarls

Blue Squad- 8 hirdmen, 2 berserkers, 1 huskarls, 1 Jarl

Grey Squad- 8 hirdmen, 1 berserkers, 2 huskarls, 1 Jarl

Vikings are immune to morale tests from losing their leader

	Move	Missile	Melee	Armor	Morale	Traits
Jarl	6"	-	5	4	5	Tough (3), Leader
Huskarl	6"	-	4	4	4	Tough (2)
Beserker	8"	-	4 (x2)	3	4	Two attacks
Hirdman	6"	-	3	3	3	