

INTRODUCTION

Age of Blood is a skirmish-level battle game set during the Dark Ages where players take control of bands of Vikings and lead them on adventures and bloody raids in search of loot and glory. Incorporated into the game is a campaign system whereby the abilities and wealth of a raiding party can rise and fall depending on its successes and failures on the battlefield.

The game is designed for use with 25mm or 28mm miniatures, with each model representing an individual Viking warrior. A raiding party will begin with between 20 and 30 members (enough to crew a small ship), but over the course of a campaign the number will rise, possibly up to 60 or more.

THE VIKINGS

Though this game is set in an actual time period, historical accuracy is not something that has been rigidly adhered to. Age of Blood's focus is on the fantastical aspects of Viking history, more concerned with the legends and heroic sagas than trying to depict a realist view of the era.

This game takes place in the 9th Century, during the great Viking age, though the specifics of actual dates are not necessary. This is the time when the Vikings began their reign of terror across Europe, emerging from the cold lands of

Scandinavia to descend upon an unsuspecting continent.

At first the petty kingdoms of Europe could do little to resist the fast and brutal Viking attacks and with their continued successes the raiders would attack larger and richer targets. In time the raids turned to conquest and they craved out their own kingdoms in foreign lands.

The Viking age would finally come to an end in the 11th Century, the loss at the Battle of Stamford Bridge marking an end to a particularly bloody period in history. Thankfully though the two hundred years where Vikings were the scourge of Europe allows for a substantial amount of gaming.

GAME MECHANICS

All tests made in Age of Blood are attempted by rolling ten-sided dice (D10's). No other dice is used. The core mechanic for attempting actions is by trying to achieve a pre-determined Target Number (TN) by rolling a D10 and adding an appropriate modifier in the form of a characteristic. If the TN is equalled or beaten then the task is successful, if not it then the attempt is a failure.

For example: *The mighty champion Fafnir is attempting to slay a hated foe. Fafnir rolls D10+4 against the required TN of 10. A roll of 6 or higher means he achieves his goal.*

For some tests a degree of success or failure will also be decided by how much this roll exceeds or fails the TN by.

At other times the success or failure of a task will be decided by an Opposed Roll. In such instances both players each attempt the task at the same time, both rolling a D10 and add any modifiers, with whoever's total is greatest succeeding.

For example: *Fafnir is locked in a duel with Halfdan, a champion from an enemy war-band. To decide who wins an opposed roll is made. Fafnir rolls D10+5 and his opponent rolls D10+3. Fafnir total is 9 whilst Halfdan's is 11. Halfdan wins the duel.*

WARRIORS AND CHAMPIONS

A raiding party is made up of two distinct types of combatants, warriors and champions. Warrior is the universal term for all standard troops in the game and will make up the bulk of a party of Vikings.

Champions are the great fighters of the raiding party, capable of performing heroic deeds. Champions are far more potent than warriors and unique special rules are assigned to them which are unavailable to warriors.

During battles champions amass experience points depending on how well they perform. When enough experience has been gained the champion increases an Honour level. This then allows them to improve their characteristics further. Champions begin at Honour 1 and eventually can rise as high as Honour 5. A Viking who achieves such a feat is truly a hero or legendary proportions.

THE CHARACTERISTIC PROFILE

The fighting abilities of both warriors and champions are defined by seven characteristic scores, as shown in the below example.

Fafnir	Honour	4
Agility		7
Bravery		4
Deftness		2
Fortitude		10
Prowess		5
Strength		4
Valour		4

Agility represents how swift on his feet a model is, how quick his reactions are and his overall nimbleness. His Agility score is the base distance in inches he is able to move by taking a move action in the Movement phase. It is also the base TN that an enemy must equal in order to hit him with a missile weapon.

Bravery is a measure of how courageous a champion or warrior is. It represents how easily he will cower from combat when the tide of the battle turns against him and also how willing he will be to fight supernatural creatures or face sorcery.

Deftness is a model's ability to use ranged weapons, whether they

are bows or thrown weapons such as spears.

Fortitude represents the physical hardiness, health and endurance of the model and is the base TN that enemy's are required in order to injure and kill him.

Prowess is a measure of the model's fighting ability with melee weapons and is used whenever a model fights in hand-to-hand combat.

Strength represents the model's muscularity and physical stature and is used to determine whether the model can injure or kill a beaten foe.

Valour is a measure of a model's heroic nature, fate and just pure luck. Only champions have a positive value in this characteristic and unlike the other characteristics it is never used as the modifier to a D10 roll or as a TN. A champion's Valour score is the number of times he is able to re-roll a D10 during the course of a battle in order to get a higher number.

THE TURN

In Age of Blood each game is played through a number of turns, with each turn sub-divided into four phases, Initiative, Movement, Ranged and Hand-to-Hand. In each phase both sides are allowed to perform actions for all of their

models before moving on to the next phase.



ACTIONS

In each phase there are a number of different actions a model is able to perform, though during the course of a turn no model may make more than two actions. These two actions can both be taken in the same phase, though the majority of the time it will be preferable for a model to a different action in two separate turns. Taking certain actions means that a model is not allowed to take a section action during the turn. Additionally certain actions may not be taken twice by the same model.

For example: *Fafnir* is allowed to take two actions during the turn. He could take two move actions in the Movement phase, one move action in the Movement phase followed by a throw action in the Ranged phase or an attack action in the Hand-to-Hand phase or any other of the many combinations. Alternatively he could take the defensive fighting action, but only if he took no other action during the turn.

INITIATIVE

This is the first phase of the turn, during which several distinct things take place, such as establishing the order of play between the players and making Bravery tests.

FATE

During the very first Initiative phase of the game both players must first draw cards from the Fate Deck that they will be able to use throughout the rest of the game. Fate cards are special events that may be given to models to provide them with temporary bonuses or hindrances, representing the importance of destiny and fate to Viking mythology. Each player is allowed to draw a set number of cards from the Fate Deck depending upon the result of a D10 roll. See the following table for how many cards a dice roll denotes.

D10 Roll	Fate Cards
1	3
2-3	4
4-5	5
6-7	6
8-9	7
10	8

The Fate Deck is composed of a normal pack of playing cards that should be thoroughly shuffled before any cards are drawn. Players take turns to draw cards and keep them secret until they are played. Each card equates to a

different fate and can be played whenever the player chooses, as long as the requirements for the card's use are met. The only limitation on using Fate Cards is that no more than one may be used on a single model in a single phase. Once the effects of a Fate card have been established the card is discarded and cannot be used again.

In the Fate Deck each picture card has a unique Fate whereas numbered cards carry Fates that are repeated on cards of the same colour.

WHO GOES FIRST?

At the start of the Initiative phase both players make an opposed Bravery test by rolling a D10 and adding the Bravery characteristic of their respective hersir (chieftains). Whoever gets the highest result has the initiative for the rest of the turn. If the results are tied, re-roll until a winner is decided. An hersir may spend a point of Valour to re-roll the result of the Bravery test.

If a chieftain has been slain then the highest level champion makes the opposed roll, but his opponent receives a +1 Bravery bonus to account for the champion's inexperience in command.

Having the initiative means that the player may select whether his force or his opponents takes actions first in following phases. Once it has been decided who goes first this cannot be changed at a later point in the turn.

BRAVERY

During the Initiative phase it may be necessary for certain models to make Bravery tests. The circumstances for having to make a Bravery test vary but the TN for these tests is 6 for the majority of these tests. A model who fails to get this number is forced to take the flee action in the Movement phase. Models who score equal to the TN are shaken and all TN's for that turn are subject to a +1 penalty. If the Bravery test is greater than the TN then the model may act as normal.

Below are listed a number of conditions that force a model to make a Bravery test, but these conditions only become necessary when the raiding party has had 25% of its models removed as casualties. Up until this point the below conditions can be ignored. Once a quarter of the party have been lost any model that meets any of the below conditions must test for Bravery in the subsequent Initiative phase, but they do not have to test again in subsequent Initiative phases.

Wounded

If the model is wounded he must test for Bravery in the following Initiative phase.

Out-Numbered

Models that have more enemies around them than friendly models have to test. If a model has two or more enemies within 5", but no friendly models it needs to make a Bravery test.

Leaderless

Should the raiding party's leader be slain all models must test for Bravery.

Once 50% of party has been removed as casualties then each model must make a Bravery test in every Initiative phase as they struggle to keep their courage as the battle goes against them.

TERROR

Supernatural creatures can bring fear to even the stoutest of hearts, and the greater the beast the greater the terror it induces. In the Monsters section a number of creatures from Norse mythology are listed, some of which have a Terror characteristic. This provides the TN for Bravery tests that anyone fighting them must make during each and every Initiative phase.

Any model who is within 6" of such a creature must test each turn. Those who fail are forced to take the flee action. Models who equal the TN are shaken and receive a +1 TN penalty. Any model who scores greater can act as normal.

MOVEMENT

In this phase models on both sides are allowed to take movement related actions. Below are listed a number of actions that a model may select during this phase according to the rules described under Actions.

The distance a model is able to move, regardless of the action, is subject to what type of terrain they are moving across.

Models may move their full moves over terrain that is level and passable. This includes paths, fields, grasslands etc. Moving over other types of terrain will impede a model's movement to a greater or lesser degree depending on how "difficult" that terrain is classed as. Refer to the table below for examples of terrain and what level of difficulty that terrain is classed as and the effect that terrain has on the distance moved through it.

Normal (x 1")	Grassland, path, fields, plains, light woodland
Difficult (x ½")	Dense woodland, rocky ground, moderate slope, ruins, shallow water
Very Difficult (x ¼")	Steep slope, deep water, swamp

For example: *During the Movement phase Fafnir passes through a copse of trees and over a stream. He has Agility 6, so moves 6" over normal terrain. The copse classes as normal terrain so*

he moves through it at full speed, or 1" for every 1" of his movement rate. The stream, however, is difficult terrain so he moves through it at ½" for each 1" of movement. The stream is 2" wide so it costs Fafnir 4", the rest of his movement, to cross it.

MOVE

Taking this action allows a model to move a number of inches equalling his Agility characteristic. For most combatants this will be 6. This basic distance can be modified by the type of terrain the model is moving over as described previously.

HOLD

A model who selects this action sets himself to receive a charge or other attack allowing him to better defend himself when the attack comes. The model is not allowed to make any movement in this phase, but for the subsequent Hand-to-Hand phase he receives +1 Prowess. A model who is already in base contact with an enemy cannot select this action.

CHARGE

A charging model smashes into his opponent as fast as he can using pure aggression and momentum to gain an advantage. The charge allows them to move further then they would be able to normally with a move action. Make an Agility test (D10+Agility) and consult the below table. A model

may only select this action if the target of the charge is 4" or further away.

Agility Test Move

6 or lower	6"
7-8	7"
9-10	8"
11-12	9"
13+	10"

In the Hand-to-Hand phase the model receives +1 Strength on any roll to wound his opponent.

flee

This action is not selected but is forced upon a model who has failed a Bravery test in the Initiative phase. The model is now doing his best to avoid the fighting. He moves as per the charge action, but must take the most direct path away from the enemy and move the full distance rolled for.

A model who is fleeing is unable to take any other action in this phase or subsequent phases. However, if he is attacked in the Hand-to-Hand phase he may make the opposed Prowess test, but his opponent receives +1 to his Prowess score. Additionally, if the fleeing model wins the opposed roll he may not roll to wound.

withDRAW

A model may attempt to leave a combat by taking this action, falling back of his own free will instead of running away. To successfully withdraw the model

must make a successful Bravery test with the enemy model rolling a D10 and adding his Prowess to form the TN for the Bravery test. If the TN is equalled the model may take a move action to distance himself from his enemy. If the test is failed the model is unable to withdraw and still counts as having used on action. A second attempt to withdraw would be futile as the model wouldn't be able to take another action afterwards.

hide

A model who takes this action tries to conceal himself from the enemy, maybe for an ambush or just to save his skin. The benefits of this action are negated if an enemy model can see more then 75% of the model.

If an enemy cannot see more then 75% of a hiding model they must first make a Bravery test to be able to move into base contact with them or to take attack them in the Ranged phase.

The TN for the Bravery test is the model's Agility. If the enemy can see less then 50% of the model then this TN is subject to a +1 penalty or +2 if less then 25% of the model can be seen.

A model who takes this action is unable to take subsequent actions as they are too busy trying remain concealed. A model may take this action if they have taken the move action in the Movement phase.

RANGED

In this phase models armed with missile weapons may use them to attack their enemies. Models armed with bows use the shoot action, while models armed with spears or throwing axes use the throw action. A model who is in base contact with an enemy model cannot select actions in this phase.

Regardless of the action used all ranged attack TN's are subject to modifiers depending on how far the enemy target is from the attacking model. Measure the range between the models and compare the number to the range categories of the weapon used (close, medium and long) found in the Arms and Armour section.

Range	TN Modifier
Close	+0
Medium	+2
Long	+4

For example: A Saxon Bowman fires at Fafnir, who is 19" away. This distance is medium range for a bow as it is over 18" but less than 24".

To accurately attack an enemy model the attacked must have a clear line of sight. If this is blocked by other models or scenery then the TN for the ranged attack is subject to a modifier. If the target is more than 25% obscured he counts as being partially obscured, if more than 50% obscured he counts as heavily obscured. A model who is 75% or more obscured cannot be attacked.

Obscured

Partially	+1
Heavily	+2

shoot

For a bow-armed model to hit another he must make a successful Deftness test against a TN provided by the enemy model's Agility characteristic. This number is subject to any modifier from the range or cover. A model may not take two shoot actions.

For example: *Fafnir has Agility 7, which is the base TN for the Saxon Bowman, but this becomes 9 because Fafnir is at medium range. The Bowman has a Deftness of 1, so he would need to roll 8 or more in order to hit Fafnir.*

If the Deftness test equals or beats the TN then the enemy model has been hit and might be killed. Refer to the Wounds section for details.

throw

This action is performed exactly like the shoot action except it used by models armed with thrown weapons. A model may not take two throw actions.

Aim

A model who takes this action carefully prepares his shot before firing, giving him a +1 Deftness bonus to his subsequent shoot or throw action.

HAND TO HAND

In this phase models that are in base contact with one another are able to take actions from the below lists. Unlike the Movement and Ranged phases in the Hand-to-Hand phase models are considered to be acting at the same time. Therefore each fight is handled individually with both side's models taking actions simultaneously, instead of each side taking their actions separately. In each of these separate fights whoever has been going first this turn selects his actions first. The opposing player then selects his, if applicable.

ATTACK

To decide who wins between fighting models each player makes an opposed Prowess test for their respective models. Whoever scores the highest number wins the fight and is allowed to roll to wound (see Injury section). If the scores are tied both combatants fail to get the edge of their opponent and neither may roll to wound. No model may take more than one attack action.

For example: *Fafnir has charged an enemy huscarl in the Movement phase and so now both are in base contact. Fafnir has Prowess 5 and his enemy, Prowess 3. They make opposed rolls, Fafnir getting 11 and the huscarl 8. Fafnir wins and may now roll to wound his opponent.*

If a model is in base contact with more than one enemy model he makes his Prowess test as normal and the opposing player makes a Prowess test for each of the enemy models in base contact. If the outnumbered model scores greater than all his opponents he may roll to wound against the model whose Prowess test was the lowest. However, if just one of his enemies wins the opposed Prowess test then the outnumbered model loses and any models that equal or beat his roll may roll to wound him.

For example: *Fafnir has been attacked by three Saxon swordsmen. He makes a single Prowess roll, scoring 8 (D10 roll of 3 plus 5 Prowess), and his opponents roll 6, 8 and 11 respectively. Fafnir has been beaten and the Saxons who scored 8 and 11 are able to roll to wound him.*

If a model wins an opposed Prowess roll by 2 or more then the winning player may knock back his enemy 1" backwards in a 90-degree arc.

For example. *Fafnir has been beaten in an opposed roll by 2 of the Saxons. The second Saxon scored 11, 3 greater than Fafnir's 8 and so may elect to move Fafnir backwards 1".*

DUEL

Honour and glory are very important to Vikings, and no greater glory is there than that gained from defeating a worthy opponent in single combat. Only champion may select this action. The champion challenges an enemy

champion in base contact with himself to the duel. It is up to the opposing player whether the champion accepts the challenge. If he does conduct the fight as normal except that no other models, on either side may attack either of the duelling champions.

In the duel neither champion is allowed to take any other action except the attack in this phase. The duel only ends when one of the champions is removed from battle.

A champion who wins a duel receives 5 additional experience from defeating his foe. A champion who declines a duel loses 1 experience point. If the same champion challenges him again the model does not incur the penalty again.

MULTIPLE ATTACK

Only champions may take this action, and those who do can only do so if they have taken no other action in any phase. As such, only a champion already in base contact with his enemies may select this action.

A champion who multiple attacks uses his superior skills to attack several times instead of just once, but he may attack no opponent more than once. Therefore this action is used by champions who are fighting a number of opponents at the same time.

Instead of making just one opposed Prowess test, the champion makes one separate test for each opponent. For each

opposed roll he wins he is able to roll to wound that enemy model. However, the negative side of making a number of different attacks is, is that those attacks are made with less skill than a single attack. For each separate opposed roll the champion attempts he does so at -1 Prowess. A champion cannot make multiple attacks if his Prowess for each of the opposed rolls is less than 1.

For example: *Fafnir is locked in combat with three enemy Saxons. As he began the turn in Hand-to-Hand combat Fafnir takes no actions in the Movement or Ranged phase and so is eligible to take the multiple attack special action. He decides to make an opposed roll against each of the Saxons in the hope of slaying all three. Fafnir has Prowess 5, but in each opposed roll Fafnir has Prowess 2 as he is making 3 separate attacks.*

DEFENSIVE FIGHTING

A model who fights in this manner is using every ounce of his skills and abilities to defend himself, staying alive being his only concern. Perhaps he is outnumbered and awaits the arrival of friends to aid him, or maybe he is just trying to hold on until nightfall when he can slip away.

Regardless of the reason the model receives +2 Prowess, but if he wins any opposed rolls he may not roll to wound those he beats.

A model may only take this action if he has taken no other actions previously this turn.

THE RAIDING PARTY

As follows are the rules for creating a Viking raiding party to use in a campaign. For one-off battles or custom games these rules can be modified to better allow for the creation of appropriate forces.

For a standard campaign each player receives 1,000 silver pennies (sp) with which to recruit and equip his raiding party.

HERSAR

Cost 80 sp **Upkeep** 8 sp

In Age of Blood parties of Vikings are lead by a single individual, the hersar or chieftain, who is a respected landed man, perhaps a petty noble of sorts, or maybe simply a charismatic Viking who others will trust and follow.

Hersir begin a campaign with the following characteristic profile.

Agility	6
Bravery	2
Deftness	1
Fortitude	8
Prowess	2
Strength	2
Valour	1

In addition all chieftains have a single Birthright, which is a one-off bonus unique to the hersar. To determine the Birthright roll a D10

and consult the Birthright for the corresponding result.

Finally all hersir begin with Renown, which represents the chieftains achievements and how widespread his fame is. Renown is important as it allows the hersar to recruit more huscarls and champions into his raiding party.

All hersir begin with 10 Renown, which allows them to have a maximum of two champions and 20 huscarl. It also allows him to "hire" 10 carls. As a chieftain wins battles and gains personal Honour his Renown will increase, increasing the maximum amount of huscarls and champions he is able to have at anytime. However, as battles are lost Renown goes down and if it goes lower then 10 it will mean champions and huscarl will being to leave his service in seek of employment elsewhere.

If the hersar is killed then the highest Honour champion becomes the hersar.

Hersir begin at Honour level 1, meaning they have 4 points to spend increasing their characteristics.

BERSERKER

Cost 80 sp **Upkeep** 12 sp

The battlefields of Viking legend are full of accounts of half-mad warriors who shun armour and go into an insatiable killing frenzy in combat where they sometimes find it difficult to tell friend from foe.

When not in battle berserkers spend much of their

RENOWN

As previously mentioned a raiding party cannot contain more troops than are allowed by the chieftains Renown. This is shown in the below table.

RENOWN	CHAMPIONS	HUSCARLS	CARLS
1	0	4	0
2-3	0	8	2
4-5	1	12	4
6-7	1	16	6
8-9	2	18	8
10-11	2	20	10
12-13	3	24	12
14-15	4	28	14
16-17	5	32	16
18-19	6	36	18
20-21	7	40	20
22+	8	44	22

time doing their best of draining the hersir's mead and ale.

A beginning raiding party may take a berserker as one of its two champions. A raiding party can only recruit one berserker for every two conventional champions.

Berserkers begin a campaign with the following characteristic profile.

Agility	6
Bravery	2
Deftness	0
Fortitude	8
Prowess	2
Strength	3
Valour	0

Berserkers often enter battle stripped to the waste and are never allowed to use any armour other than a shield. In addition they may be equipped with spears or

throwing axes but are not allowed to use bows.

A berserker's battle frenzy is represented by their Strength 3 characteristic. Unlike other model's a berserker's maximum Strength is 7, not 6.

Lastly berserkers are famed for being able to shrug all but the most severe injuries in battle. Because of this Berserks ignore the +1 TN penalty for being wounded. In addition if they are removed as a casualty they may only be wounded instead if they can make a Bravery test with the Strength test of the wounding blow as the TN. If the test is successful they can continue, but with the +1 TN modifier for being wounded.

Berserkers begin at Honour level 1, meaning they have 4 points to spend increasing their characteristics.

BIRTHRIGHTS

D10 ROLL

BIRTHRIGHT

1

Wealth

The chieftain's treasure stores are uncommonly large. The raiding party receives an additional 150 sp.

2

Renowned

The hersar has already accomplished deeds of worth that have given him some small fame. He receives +1 Renown.

3

Honourable

This hersar has already witnessed much conflict and his experience of war is more than most. He begins the campaign already with 10 experience.

4

Fated

Some say this hersar has more than his fair share of luck. Draw an additional card when drawing from the Fate deck.

5

Agile

The chieftain's reactions of a cat. He receives +1 Agility..

6

Brave

Few indeed are the times when this chieftain's courage fails. He receives +1 Bravery.

7

Deft

When axes are thrown or bows shot few are able to out-do this chieftain. He receives +1 Deftness.

8

Fortitudinous

This chieftain has never yet been drunk under the table and he is unlikely ever to be him. He receives +1 Fortitude.

9

Strong

Some whisper that the chieftain's great stature comes from some monstrous heritage. He receives +1 Strength.

10

Godsborn

If a Viking god descends from Aesgard to visit the realm of men he may take to the affections of a mortal A child born of such a union is truly blessed from his godly heritage. The chieftain receives +1 to his Valour characteristic.

CHAMPION

Cost 60 sp **Upkeep** 6 sp

Raiding parties begin the campaign being able to recruit two champions, though over time they will acquire more. Champions are the greatest Vikings who resides at the chieftains hall and they have achieved their status after many duels and other conflicts.

Champions begin a campaign with the following characteristic profile.

Agility 6
Bravery 2
Deftness 1
Fortitude 8
Prowess 2
Strength 2

Valour 1

Champions begin at Honour level 1, meaning they have 4 points to spend increasing their characteristics.

HUSCARL

Cost 20 sp **Upkeep** 2 sp

Huscarls are those warriors who have a permanent residence at the chieftain's hall. They serve him with unquestionable loyalty and are highly proficient fighters, more capable than most other warriors of the time.

Huscarls begin a campaign with the following characteristic profile

Agility 6
Bravery 2
Deftness 1
Fortitude 8
Prowess 2
Strength 2

Valour 0

CARLS

Cost 5 sp

Carls are freemen in Viking society, who are not permanent residents of a chieftains hall but neighbouring farmers or personal friends. As they are not permanent retainers to the chieftain they do not have an Upkeep cost like huscarls and are not recruited. Instead a chieftain may spend his wealth to employ them for the duration of a single battle, spending a single one off payment. Historically locals would have participated in raids for a share of the treasure, but a one off cost is easier to implement.

Carls are created with randomly generated characteristics. Roll a D10 once for each unit.

Agility 5 (1-4), 6 (5-10)
Bravery 0 (1-2), 1 (3-10)
Deftness 0 (1-9), 1 (10)
Fortitude 6 (1-5), 7 (6-10)
Prowess 0 (1-3), 1 (4-10)
Strength 0 (1-3), 1 (4-10)

Valour 0

EQUIPMENT

Chieftains, champions and huscarls all need weapons to fight with and armour to protect them. From the raiding parties beginning wealth such items can be purchased. The Arms and Armour list states the abilities and prices of various items of equipment available to a raiding party.

Any carls participating in a battle bring their own weapons. Instead of rolling for each individual model, split them up into equal groups and roll once for each group Roll a D10 once to determine what weapons they

carry and a second D10 once to determine what, if any, armour they have.

D10 Roll	Weapon
1-4	Sword or spear
5-6	Sword or battle Axe
7-8	Sword and spear
9-10	Sword and bow.

D10 Roll	Armour
1-5	Shield
6-9	Light armour and shield.
10	Chain hauberk and shield.

ARMS AND ARMOUR

WEAPON	COST	STRENGTH			
Sword/Spear	5 sp	+1			
Battle Axe	6 sp	+2			
Throwing Axe	3 sp	+1			
Knife	1 sp	+0			
Bow	10 sp	+1			
RANGED WEAPON	CLOSE	MEDIUM	LONG	MAX	
Throwing Axe	3"	6"	9"	12"	
Spear	2"	4"	6"	8"	
Knife	1"	2"	3"	4"	
Bow	12"	18"	24"	30"	
ARMOUR	COST	FORTITUDE		AGILITY	
Great Helmet	15 sp	+1		0	
Light Armour	10 sp	+1		0	
Chain Hauberk	30 sp	+2		-1	
Shield	5 sp	+1		0	

SAMPLE RAIDING PARTY

Below is listed a pre-made raiding party designed with the above rules. As well as the standard troops the party includes 6 hired Carls who will only be available for the next battle only. The 58 sp Upkeep will have to be paid after every battle.

TYPE	EQUIPMENT	COST
Hersar	Sword, throwing axe, chain hauberk, great helm and shield.	138 sp
Berserker	Battle axe and shield.	91 sp
Champion	Sword, throwing axe, chain hauberk, great helm and shield.	118 sp
Huscarls (x6)	Sword, light armour and shield.	240 sp
Huscarls (x3)	Spear, light armour and shield.	120 sp
Huscarls (x5)	Battle axe, light armour.	180 sp
Huscarls (x2)	Bow, sword and shield.	80 sp
Carls (x6)		30 sp
Total Cost	997 sp	Upkeep 58 sp



POST-BATTLE

After a battle a number of things need to be resolved. Firstly the fate of all injured models should be decided. Models who have been killed are removed from the raiding party along with all their equipment. Viking burials always included the deceased's personal effects.

After that has been resolved any loot gained should be rolled for and noted, as described in the scenario and the upkeep cost of the raiding party immediately deducted. Experience should then be calculated

HONOUR

The champions of the raiding party, including the chieftain, will have amassed experience during the battle that will take them closer to achieving the next Honour level, having started at Honour 1.

For surviving a battle all champions receive 2 experience, plus more depending how well they performed in the battle. Different scenarios carry different experience awards.

For example: *Fafnir survives the raid on the Saxon village. He receives 2 experience for surviving plus 8 for the four Saxon warriors he slew (2 each). His total experience is therefore 10.*

The below table lists the experience required to achieve the various Honour levels. Each time a champion gains an Honour level his Valour is increased by 1.

Honour	Exp.	Points
1	0	4
2	10	5
3	20	6
4	40	7
5	80	8

Once a champion has reached the next Honour level he is awarded a number of points that can be spent improving his characteristics. The below table lists the various points for spending at each Honour level.

Champions may increase all characteristics except Valour by spending these points and no characteristic can be increased by more than 4. The table below lists the points required to increase a characteristic by 1. No characteristic may be increased more than once each time a new Honour level is achieved.

Characteristic	Points
1 st	1
2 nd	2
3 rd	4
4 th	8

For example: *Hrolf is a champion who has just achieved Honour 2. He therefore has 4 points to spend increasing his characteristics. He increases his Agility, Fortitude, Prowess and Strength all by 1. When he gets to Honour 3 he has 5 points to spend. As he has already increased his Agility, Fortitude, Prowess and Strength to increase any of those four a second time will cost 2 points. He increases his Prowess and Fortitude by 1 for 4 points. He has 1 left which he spends to increase his Bravery.*

SCENARIOS

In this section a selection of different scenarios are briefly described. In a campaign it is suggested that each player takes it in turn to use his raiding party and select a scenario he wants to play. Then, if appropriate the opposing player uses his raiding party or alternatively uses a force as described in the scenario. The players then alternate. Players who consistently fight each others raiding parties will quickly find their numbers depleting.

In the first scenario, The Raid, a raiding party fights a randomly determined amount of troops depending on what type of location is attacked. These are listed as either as Light, Moderate, Significant or Heavy and these rankings can be used in custom scenarios for determine the strengths of defenders.

Light consists mainly of non-combatants this amount of resistance should provide no threat for even a small raiding party.

Non-Combatants	10+1D10
Militia	1D10
Soldiers	1

Moderate is similar to Light except with a stronger militia presence. However, even with additional warriors this shouldn't be much of a challenge to a typical raiding party.

Non-Combatants	10+1D10
Militia	10+1D10

Soldiers	1D10
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Significant is comprised of a solid group of militia with possibly better warriors. There will be few non-combatants. A raiding party should expect a serious fight.

Non-Combatants	5+1D10
Militia	15+1D10
Soldiers	10+1D10
Elites	1D10
Champions	1

Heavy represents a serious challenge to a raiding party and only the largest bands of Vikings should feel comfortable regularly taking on such an enemy force.

Non-Combatants	1D10
Militia	10+1D10
Soldiers	20+1D10
Elites	5+1D10
Champions	1D10

Below are listed generic statistics for the five troop types already listed. These can be modified to better represent the inhabitants of a particular country.

LOOT

After each scenario a raiding party is eligible for loot. Depending on the scenario type they may only get any loot if they are victorious or should they lose they might still get a small amount of treasure to take home. Roll a D10 and multiply it by the modifier given in the scenario for the amount of loot gained.

NON-COMBATANT

These statistics represent any non-fighting man or woman.

Agility	5
Bravery	0
Deftness	0
Fortitude	6
Prowess	0
Strength	0

Equipment Tools (count as knife.)
For every 3 non-combatants 1 may be armed with a sword or spear.

militia

These statistics are for those with some combat ability but who are not proper fighters.

Agility	6
Bravery	0
Deftness	0
Fortitude	6
Prowess	1
Strength	0

Equipment Sword or spear and shield.

SOLDIER

The following statistics represents capable warriors.

Agility	6
Bravery	1
Deftness	1
Fortitude	7
Prowess	1
Strength	1

Equipment Sword or spear and light armour and shield or sword and bow.

elite

These highly skilled warriors might be a local lord's retinue. They are able to fight man-to-man against the Vikings.

Agility	6
Bravery	2
Deftness	2
Fortitude	8
Prowess	2
Strength	2

Equipment Sword or spear and chain hauberk and shield or sword and bow and light armour.

CHAMPION

These statistics could be used for a local lord or a town's best warrior.

Agility	7
Bravery	3
Deftness	3
Fortitude	9
Prowess	3
Strength	3

Valour 1

Equipment Sword or spear and chain hauberk, shield and great helmet or battle axe, throwing axe and chain hauberk and great helmet.

NATIONS

Above are listed a selection of generic troops that can be used as opponents to Viking raiding parties. Below are listed a few special rules that can be used to modify the above statistics if desired.

The Irish

During the era, like England, Ireland was divided into a number of petty kingdoms. The Vikings conquered several coastal towns and ports earlier in the period, the Irish not being able to withstand the superior equipped Scandinavian forces.

Armour

Any Irish model equipped with light armour counts as not having armour and those in chain hauberks counts as having light armour.

Agility

All Irish models have a +1 bonus to Agility, so they have Agility 7, not 6 as standard.

Kerns

Irish militia models may have javelins (treat as multiple throwing axes) in exchange for sword or spear and shield.

The Saxons

England was a prime target for Viking raids throughout the era thanks to its many rich targets. At the time England was divided into

a number of small kingdoms wrapped in their own internal struggles. In time many of the raiders would settle in lands taken from the Saxons and made their own. Saxon huscarls were reputed to be the finest warriors of their day.

Huscarls

A player controlling a Saxon force may exchange soldiers for elites at a ratio of 1 elite for every 2 soldiers exchanged and may exchange 2 elites for 1 champion.

Militia

Saxon players may equip militia models with bows instead of shields.

The Welsh

The Vikings who settled in Ireland were fond of raiding the kingdoms of Wales, the close proximity making such forays less hazardous than those of their cousins having to brave the brutal North Sea to raid.

Armour

Any Welsh model equipped with light armour counts as not having armour and those in chain hauberks counts as having light armour.

Agility

All Welsh models have a +1 bonus to Agility, so they have Agility 7, not 6 as standard.

Bowman

Any Welsh model may exchange their shield for a bow.

THE RAID

This is the quintessential Viking adventure. The raiding party sets off to foreign lands to strike quickly, grab as much loot as possible and escape before adequate resistance can be formed.

One player takes control of his raiding party whilst the other is in control of the village raided, the troops under his command determined at random.

The raiding player gets to choose what type of target he is going for. The larger the target the more loot he will gain from being successful, but the stiffer the resistance will be.

Location	Resistance	Loot
Farmstead	Light	x 15 sp
Hamlet	Moderate	x 20 sp
Village	Significant	x 30 sp
Town	Heavy	x 60 sp

THE BATTLEFIELD

This is left up to the discretion of the participating players, but a representation of the type of location should be tried for.

The defenders should be able to use the terrain to their advantage, offering them cover and places they can defend.

SETUP

Once it has been established which troops the Viking raiding party will face each side must roll a

D10 to see who sets up first up. A chieftain may spend a point of Valour to re-roll this if he chooses. The highest roll chooses who sets up first.

ENDING THE BATTLE

The game is played until one of the following conditions are met. If the Vikings kill half of the defenders then the rest abandon the fight resulting in victory for the raiding party.

The raiding party may withdraw from the battle by declaring a retreat at the start of the Initiative phase, resulting in a loss.

Should half of the raiding party be slain or fleeing the rest retreat at the start of the next Initiative phase, resulting in a loss.

HONOUR

Champions gain experience for each kill they make, as followers.

Troop	Experience
Non-Combatant	0
Militia	1
Soldier	2
Elite	3
Champion	6

REOWN

The raiding party's hersar receives 1 Renown for a victory, and loses 1 for a loss.

BLOOD FEUD

In this scenario both player's raiding parties meet one another to fight it out for glory, honour or vengeance.

As both players are using their raiding parties the likelihood of casualties is very high on both sides.

THE BATTLEFIELD

Pitched battles such as the Blood Feud can be fought pretty much anywhere. Both players should agree on what type of terrain they want to include and then set up the battlefield appropriately.

Whichever side is fielding a smaller or less experienced raiding party counts as the defender and the terrain should be set up allowing him a small advantage to exploit.

SETUP

The larger of the two sides sets up his raiding party first as the attacker and afterwards the more inexperienced side is then allowed to set up.

ENDING THE BATTLE

The game is played until one of the following conditions are met. If one side has half its number killed or routing then the opposing side is declared victorious. Alternatively either player may declare a retreat

when they feel they have lost enough of their troops.

Otherwise the two players are able to agree on a particular victory condition, such as when one Hersar has been removed as a casualty.

HONOUR

Champions gain experience for each kill they make, as followers.

Troop	Experience
Carl	1
Huscarl	3
Champion (1)	6
Champion (2)	10
Champion (3)	14
Champion (4)	18
Champion (5)	22
Berserker	As champ. +2.
Hersar	As champ +5.

RENOUN

The raiding party's hersar receives 2 Renoun for a victory, and loses 1 for a loss.



THE SLAYERS

In this scenario a raiding party of hersars and champions venture off into the wilderness to defeat a monstrous beast such as a troll or giant.

The player using his raiding party is allowed to take his champions (including the hersar and berserkers) but no huscarls or carls. The opposing player takes control of whatever monster they choose to fight. The larger the beast the more to be gained from slaying it, but the greater the risks incurred.

Monster	Loot
Troll	x 20 sp
Giant	x 40 sp
Dragon	x 80 sp

THE BATTLEFIELD

This should be representing of the monster's hunting grounds. The battlefield should not be especially large and could even be set in an underground area representing the monster's lair itself. Though the latter is likely to increase the dangers to the raiding party.

SETUP

The player sets up his monster first and then the raiding party is allowed to deploy the champions and huscarls.

ENDING THE BATTLE

The game is played until one of the following conditions are met. If the monster is killed then the raiding party is victorious. If half the raiding party is killed or routing then the monster has driven them off and they have been defeated. Alternatively the raiding party may retreat if the battle is not going their way.

HONOUR

All champions who survive gain share the experience of the monster equally between them. The champion who makes the killing blow gets a double share.

Troop	Experience
Troll	40
Giant	80
Dragon	160

RENOUN

The raiding party's hersar receives Renoun depending on the monster fought. Hersir do not lose Renoun for being defeated in this scenario.

Troop	Renoun
Troll	1
Giant	2
Dragon	4

MONSTERS

Below is a small selection of monsters from Viking mythology that can be used either as part of the Slayers scenario or in custom scenarios.

TROLL

Trolls are hulking creatures similar to humans in appearance only far uglier. They are rightly feared for their great strength and murderous temperament.

Agility	4
Bravery	1
Deftness	0
Fortitude	15
Prowess	3
Strength	6
Terror	6

Reach

Trolls are able to attack enemies up to 2" away. Enemies who win such opposed Prowess rolls are unable to roll to wound. They ignore the rules for fighting multiple opponents, that is they may roll to wound anyone who they beat in the opposed Prowess test.

GIANT

In Norse mythology there are numerous types of giants, the most powerful of these, the Joten are stronger enough to be a threat to the Viking gods themselves. As such the following statistics are for

lesser of the giant-kind, but they are still highly dangerous to unsuspecting Viking champions

Agility	4
Bravery	3
Deftness	1
Fortitude	16
Prowess	4
Strength	6

Terror	8
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Rocks

Giants carry large rocks that they can throw in the Ranged phase, treat as throwing axes.

Reach

Trolls are able to attack enemies up to 4" away. Enemies who win such opposed Prowess rolls are unable to roll to wound. They ignore the rules for fighting multiple opponents, that is they may roll to wound anyone who they beat in the opposed Prowess test.

DRAGON

The most awe-inspiring and powerful of all the monsters champions might face is the fire breathing dragon. The dragons of Norse mythology do not have wings but this does not detract from their lethality. Only the mightiest group of champions could hope to slay such a beast.

Agility	8
Bravery	5
Deftness	3
Fortitude	18
Prowess	5
Strength	6

Terror 10

Reach

Dragons are able to attack enemies up to 2" away. Enemies who win such opposed Prowess rolls are unable to roll to wound. They ignore the rules for fighting multiple opponents, that is they may roll to wound anyone who they beat in the opposed Prowess test.

Natural Weaponry

Claws, teeth, tail - dragons have many natural weapons at their disposal which they can use against their foes. When performing the multiple attacks action they are able to attack 2 enemies for each -1 Prowess penalty they take. A dragon fighting 5 opponents could attack each one with Prowess 3.

Fiery Breath

A dragon may use this in the Ranged phase, but if they do so they may take no other action in the turn. Roll to hit as per a shoot action. Any enemy model within 2" of the target model can also be rolled to hit. Use the dragons Strength 6 when rolling to wound. Fiery Breath has 24".

Weak Spot

Somewhere on the dragon's body there is a point where the monster is vulnerable. If an attacking model rolls a 10 when making an opposed Prowess test he finds this weak spot and when rolling to wound he receives +2 Strength.

DRAUGR

Sometimes the dead do not rest easy. The Draugr are hellish undead creatures that resemble the deceased but with swollen, misshapen features.

Agility 3
Bravery 1
Deftness 0
Fortitude 10
Prowess 1
Strength 4

Terror 4

Undead

Draugr ignore the +1 TN penalty for being wounded.

MAAHISER

These are short, stocky, bearded folk, who live under the earth. They are suspicious of other races and can be aggressive.

Agility 5
Bravery 2
Deftness 1
Fortitude 9
Prowess 1
Strength 3

Equipment Battle axe, light armour and throwing axe.

THE FATE DECK

CARD	FATE	DESCRIPTION
King Clubs	Thor's Might	The Viking god of Thunder is a great warrior whose hammer, Mjolnir, has been the bane of many giants. Thor respects all brave men and will at times aid them on the battlefield. Play this card at the start of the Hand-to-Hand phase to give a model +1 Prowess and Strength for the duration of the phase.
King Hearts	Tyr's Valour	Tyr is the god of Battle and Justice. He lost his right hand in a conflict with the great wolf Fenris. Those of strong heart and courage sometimes receive his blessing. Play this card at the start of the Movement phase to give a model +1 Agility and Fortitude for the duration of the turn.
Queen Spades	Sif's Excellence	The goddess Sif is an accomplished warrior who may lend a part of her skill to those she considers worthy. Play this card at the start of the Hand-to-Hand phase to give a model +1 Prowess until the end of the phase.
Queen Diamonds	Hel's Wrath	Hel is the much feared goddess of Death who resides in Nilfheim, the icy underworld realm. On the battlefield she enjoys hastening the demises of those who displease her or are favoured of her enemies. Play this card to give a model +1 Strength to a subsequent roll to wound.
Queen Clubs	Frigga's Blessing	The goddess of the Sky is the wife of Odin and the mother of many gods, including Tyr. Her knowledge is vast and it pleases her to lend some of her store to valiant mortals. Play this card to automatically gain the initiative in the Initiative phase, <u>before</u> the Bravery test is rolled for.
Queen Hearts	Freya's Aid	Freya is the goddess of love and passion and at times she will aid a mortal who reveres her at their moment of need. Play this card to give a model +1 Fortitude before the opposing player rolls to wound them.

THE FATE DECK

CARD	FATE	DESCRIPTION
Jack Spades	Aegir's Might	The god of the Ocean dwells in a castle on the sea floor where he watches the waves and moulds them to his desires, at times for good, at times for evil. Those who have proved their worth on the seas can receive aid from Aegir on the battlefield, but like the ocean this aid is unpredictable. Play this card when a friendly model has tied an opposed Prowess test in the Hand-to-Hand phase. You may re-roll the Prowess test but so does your opponent, abiding by the new result, whether it is good or bad.
Jack Diamonds	Frey's Sight	Frey is the god of Hunting and he favours all those who use bows. Play this card to give a model +1 Agility for the duration of the Ranged phase.
Jack Clubs	Bragi's Gift	Bragi is the god of Skalds (bards) and he enjoys heroic tales of courage and great deeds. On the battlefield he may lend aid to one who he believes a verse should be written for. Play this card when a friendly model successfully makes a Bravery test. From that point on his courage is unwavering and he automatically passes any additional Bravery tests he might need to make.
Jack Hearts	Heimdall's Courage	Heimdall guards the Bifrost Bridge that links the realm of mortals (Midgard) to that of the gods (Asgard).. In his guardianship his courage is unwavering and at times he lends this steadfastness to worthy warriors. Use this card to automatically pass a Bravery test <u>before</u> you roll. .
Ten Black	Disarm	Using exotic swordsmanship this model knocks aside an enemy's weapon, sending it into the midst of battle, lost and useless. Play this card when a friendly model fails to wound an enemy in the Hand-to-Hand phase. The enemy model loses their weapon and is forced to recover it or grab a new one. In either case if the enemy model wins the opposed Prowess test in the next Hand-to-Hand phase he may not roll to wound.

THE FATE DECK

CARD	FATE	DESCRIPTION
Nine Black	Ferocious Charge	This model throws himself into combat, maximising the speed of his charge to lethal effect. When performing the charge action he receives +1 Prowess for the subsequent attack action.
Eight Black	Gruesome Death	A warrior is slain in a particularly gory manner that churns even the hardest of stomachs. Play this card when an enemy warrior is removed from the battle. All enemy models within 4" must make a Bravery test in the following Initiative phase, TN 6.
Seven Black	Battle Edge	Fighting multiple opponents this model employs brilliant cunning and skill. When using the multiple attack special action this model ignores the first penalty for attacking another opponent, so that if fighting two he may attack each of them without penalty. If fighting a third enemy, he would receive -1 Prowess and so on.
Six Black	Vengeance	Vikings often fight alongside their siblings and other kin, and witnessing the death of a loved one can send a man into a fit of bloody rage. Play this card when a friendly model is removed from play, the closest friendly model to the removed model is a blood relation who now thirsts for vengeance against the one who defeated his kinsman. If the model attacks the enemy either in the current Hand-to-Hand phase or the following phase he receives a +1 Strength bonus to his first roll to wound.
Five Black	Head Wound	The model receives a blow to the head which renders him temporarily unconscious. Play this card when an enemy model is wounded, but not removed from play. For the duration of the next turn he is unable to take actions as he is struggling to regain consciousness. During this turn other models believe him to be dead and so are not able to attack him in the Ranged or Hand-to-Hand phases and he is not considered to be in base contact with any other models.

THE FATE DECK

CARD	FATE	DESCRIPTION
Four Black	Shield Break	In the fury of battle the model's shield is rendered useless by a skilled blow or pure attrition. Play this card when a friendly model has won an opposed Prowess roll, but failed to wound. His weapon strikes the enemy's shield making it useless for the rest of the battle. The enemy loses the shield's +1 Fortitude bonus.
Three Black	Swift Legs	Quicker than the wind this model runs, out pacing evener the strongest of runners. Play this card when a model takes a move action. He is able to move an additional 2".
Two Black	Keen Eye	Though others may miss their mark at distance this model's arrows fly true. Play this card when a model using a ranged weapon is trying to hit an enemy at medium or long range. When using either the shoot or throw actions the TN penalty for long range is reduced to +3, not +4 and the penalty for medium range becomes +1 instead of +2..
One Black	Tough	Iron seems to mark more easily than this model. Play this card when a friendly model is wounded, but not removed from battle, he continues to fight without the +1 TN penalty as he shrugs of anything but the most serious wound.
Ten Red	Lightning Reflexes	The model reacts exceptionally quick in an incoming attack. Play this card when an enemy model attempts a throw action. The model he targets receives +1 Agility.
Nine Red	Shield Mastery	The model uses his shield to great effect, deftly blocking all but the most skilled attack. Play this card when a model equipped with a shield uses the fighting defensively special action. They receive a +3 Prowess bonus instead of the normal +2.
Eight Red	Mighty Strike	The blow delivered by this model is powerful enough to fell even the hardest of foes. Play this card when an enemy model has been wounded, but not removed from play. You may re-roll Strength test, keeping the best result.

THE FATE DECK

CARD	FATE	DESCRIPTION
Seven Red	Blood Lust	The model's thirst for carnage is unquenchable and his delight in barbarism is a horror to behold. Play this card on a friendly model who has wounded an enemy and they have been removed from the battle. From now until the end of the next Hand-to-Hand phase any enemy's who wish to move into base contact with the model must first take a Bravery test (TN 6).. Model's already in base contact have no choice but to carry on fighting him.
Six Red	Impetuous	In the heat of battle it is easy to make the wrong choice about which course of action to take. Play this card when the opposing player goes to move one of his model's in the Movement phase. The model is forced to take a move action in a direction chosen by the opposing player. He can be moved into base contact with enemy models.
Five Red	Empty Quiver	Those who are wasteful with their ammunition may find their quiver empty when they least need it. Play this card when an enemy model has made a shoot action in the Ranged phase. They discover they have used the last of their arrows, rendering their bow useless for the rest of the battle.
Four Red	Pride	It is unwise to accept every challenge as sometimes there is more at stake than simply glory. Play this card to force an opposing champion into a duel.
Three Red	Armour Damage	A good chain hauberk may save a man's life but the blow it turned can sometimes cause it severe damage. Play this card when a friendly model fails to wound his foe. The armour the enemy model is wearing is ruined, reducing the Fortitude bonus by +1.
Two Red	Doubt	Even the stoutest of hearts can sometimes know irrational fear when faced with the unpredictability's of battle. Play this card when an enemy model is about to make a Bravery test. The TN for that test is subject to a +1 penalty.
One Red	Stumble	On the muddy field of battle one who is careless with his footing may find his feet betraying him. Play this card when an enemy model takes a second move action. The model slips and falls over and may move no further distance, negating the second action.