



QUICK REFERENCE SHEETS



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Hero Damage Table

	3	4	5	6	7	8	9+
1—Head	Stunned	Slight Wound	Wound	Grave Wound	Killed	Killed	Great Blow
2—Shoulder	Scratch	Slight Wound	Slight Wound	Wound	Grave Wound	Killed	Great Blow
3—Body	Scratch	Slight Wound	Slight Wound	Wound	Grave Wound	Killed	Great Blow
4—Right Arm	Scratch	Slight Wound	Slight Wound	Wound	Grave Wound	— Great Blow —	
5—Left Arm	Scratch	Slight Wound	Slight Wound	Wound	Grave Wound	— Great Blow —	
6—Legs	Scratch	Slight Wound	Slight Wound	Wound	Grave Wound	— Great Blow —	

Armor Values

Armor	Protection
Quilted/Leather Jerkin	-1
Mail	-2
Byrnie, Jerkin	Body, Shoulders
Sleeved Byrnie	Body, Shoulders, Both arms
Leather Helm	Head, -1
Metal Helmet	Head, -2
Shield	Lt Arm -4; Body, Legs -2 (on Parry)

Missile Modifiers

Condition	Shift
Shooter is a karl	One column to the right
Shooter is walking	
Target is in light cover	
Firing into melee	Two columns to the right
Shooter is running (only thrown weapons)	
Target is in hard cover	

Missile Die scores need to hit a target

	1-4"	4-12"	12-24"	24-48"	Damage Modifier
Bow (aimed)	1+	2+	3+	4+	+1
Bow (hurried)	2+	3+	4+	5+	+1
Rock	2+	4+	-	-	+1
Javelin	2+	3+	5+	-	+2
Spear	2+	4+	-	-	+3
Flung sword/axe	3+	4+	6	-	+3

Blocking Missiles

Condition	Roll
Shield—Left, Front	4+
Shield—Right, Back	5+
Weapon	6

Dropping Weapons

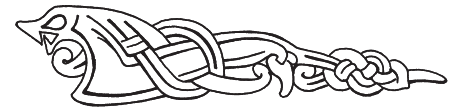
Injury	Right Arm	Other Location
Slight wound	3+	6
Wound	2+	5-6

Missile Results on Karls

1D6	Effect
1,2	No effect
3,4	Fall back 3"
5,6	Dead, or as close as we care about.



BATTLE TROLL



Hero Combat Table

	Parry	Counter-Blow	Leap Aside	Jump Back	!#%&!!!
Swing	2/1	1/2	3/1 (AA)	1/3 (AA)	4/1(DA)
Cut	1/1	2/1	2/1	1/2	3/1
Lunge	1/2	3/1	1/2(AA)	2/1 (DA)	4/1 (DA)
Jest	Ns	N 1/3	Nss	Nsss	Ns
!#%&!!!	Nd	Nd 1/4	Nds	Nds	Nd

(AA) - Attacker Accident

s - Defender -1 RP

(DA) - Defender Accident

d - Attacker -1 RP

N - No Attack

Re-Rolls

Lost Shield	1
Slight Wound	1
Lost Weapon	2
Wound	2

Weapon Special Rules

Weapon	Effects
Sword	Counterblow: +1 Die, +1 Damage
Axe	Swing: +1 Die, +1 Damage
Spear	Lunge: +1 Die, +1 Damage
2-handed Weapon	+2 Damage, no shield
Makeshift Weapon	-1 Damage

Extra Dice

Berserker	+1
Terrain advantage (uphill, behind a wall etc.)	+1
Hero/Huskarl vs. karl	+1
Hero vs. Huskarl	+1
Each supporting figure (up to three)	+1

Karl vs. Karl Combat Table

	Parry	Counter-Blow	Leap Aside	Jump Back	!#%&!!!
Swing	DF	AF	DK	AF	DK
Cut	N	DF	DF	AF	DK
Lunge	AF	DK	AF	DF	DK
Jest	N	AK	N	N	N
!#%&!!!	N	AK	N	N	N

A - Attacker

F - Fall Back

D - Defender

K - Killed

N - No Effect



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Accident Chart

Roll	Effect
11	Our man drops his weapon and chops off a toe, lose 2 RPs, counts as Slight Wound.
12	Our man drops his weapon and falls over it, losing 1RP and falling headlong.
13	Our man drops his weapon and, in doing so, sees a silver ring in the grass. Assuming he gets the chance to pick it up, it will bring good luck! Counts as <i>Lucky</i> from now on.
14	The weapon flies from our lad's right hand and hits the 1st figure within 2" who rolls a '1', starting from character's right and going counter-clockwise. That character takes a 1D6 damage injury.
15	The weapon flies from our lad's right hand and hits the 1st figure within 2" who rolls a '1', starting from character's left and going clockwise. That character takes a 1D6 damage injury.
16	Glare from your opponent's blade blinds you: make no attack on your next card.
21	Our man slips on cow dung. Gets up immediately. Lose 1 RP.
22	Our stalwart Norseman steps on his own shield and destroys it. Lose 1 RP and his shield
23	Our stalwart Norseman steps on his own shield and puts his foot through it. -1 for all rolls connected with the use of this shield.
24	Character lets go of shield grip, lands 2" away. Use an action to pick it up next card.
25	Character's breeches fall down. Cannot use Leap Aside or Jump Back defenses until he has a card to pull them up. Lose 2 RPs'
26	Character loses a shoe in a boggy patch. Hop on one foot (1D6" Move) until retrieved. Lose 1 RP.
31	A passing arctic tern craps in our man's eye—lose 1D6 in combat or movement the next round
32	Character drops his purse. Take a card to pick it up or lose it.

33	Character pitches headlong forward and stuns himself: lose 1D6 for every die roll next 3 turns.
34	Character falls backward and stuns himself: lose 1D6 for every die roll next 2 turns.
35	Character falls over own scabbard and lands on his back, stunned; lose 1D6 for every die roll next turn.
36	Helmet slips over his eyes. Halt immediately to adjust, lose 1D6 per die roll next turn.
41	It starts to rain heavily. No bow fire from now on,—1D6 Movement for everyone.
42	If raining, it stops. Sun comes out. Bowmen may use two cards to re-string.
43	Heavy rain begins, slanting from the west. No missile fire in this direction, no bow fire at all; opponent can demand one re-roll against a man facing into the rain. -1D6 Movement
44	A rabbit runs across the field in front of the character. Any bowman aiming at a target will shoot at rabbit instead (6 to hit).
45	A deer runs across the field in front of the character. Any bowman aiming at a target will shoot at deer instead (5-6 to hit). In Iceland, where there are no deer, it's a hare.
46	Any one figure on your side within 6" of cover imagines (determine randomly) he sees a bear (black, brown or polar) and runs 3D6" backwards in fear. Anyone who sees him will do the same on a roll of 1. But is there <i>really</i> a bear?
51	If you are riding a horse, it bolts 5D6" straight ahead, with you on it! Lose 2 RPs.
52	If you are riding a horse, it throws you, causing a slight wound to the, er, legs. Lose 1 RP
53	If you are riding a horse, it throws you—check as receiving a wound for location and damage.

54	You break wind in spectacular fashion, propelling you 1D6" forward!
55	A fly gets down your shirt. Or was it a wasp? Either way, no movement next card while you carefully undo your tunic or take a Slight Wound to the body!
56	If you are a Christian character, you are rewarded by the protection of St Columba of Iona, and gain an extra re-roll each turn against an enemy attack.
61	If you are a Christian character, you are rewarded by a bolt from heaven: pick an opponent and count a the attack as a javelin (which automatically hits if he fails to deflect with shield or weapon)
62	If you are a Pagan character, you are rewarded by Thor with lightning speed; add extra 1D6" to your movement (though not for your surprised followers!)
63	If you are a Pagan character, you are rewarded by Odin with a moment of cunning; in the next round of combat you will trip up your opponent and inflict an accident on him!
64	The wind picks up: -1 from all missile fire from now on.
65	A flatulent individual nearby breaks wind; you and all within 2" fall back 3" to catch your breath.
66	Our man stabs himself with his own dagger, carelessly unsheathed in his belt, and receives a Grave Wound to the stomach.