



BATTLE TROLL



The Lyme Knoll

Eyvind

You have just returned to Iceland after travelling as far as Constantinople. You have made a lot of money, and are riding to see your brother Sam at his farm, Adabol, which he took from a man called Hrafinkel in a lawsuit. This was several years ago. You are riding with four fellow comrades, two of Sam's servants, and your own servant boy, with sixteen pack-horses of cargo from your vessel. As you cross Thordale Moor the boy sees that you are being followed by a party of riders, and recognizes a tall man in black as Hrafinkel. Despite his urging that you race for Adabol, you wait at a steep knoll with a hollow beneath it, to see who is following. The boy races ahead to the farm to summon your brother and his men. The horses are hobbled in the hollow below the hill (and play no part in the fight).

Hrafinkel

You are a proud chieftain known for your bad temper and your refusal to make restitution for several killings. You have been living for a number of years with the memory of your humiliation by Sam Bjarnason, who had you outlawed, tortured you and seized your farm. When a washerwoman sees Sam's brother Eyvind arrive with a ship after several years away, she ridicules your courage, and says, "He's a worthy target for revenge". You are goaded beyond endurance by these words, so

you gather your farmhands and summon your neighbors to hunt down Eyvind as he rides across country with his travelling companions and servants.

Special Rules

Early movement

Hrafinkel's side may move one card's worth of rolled movement before players start pulling cards. The defenders on the Lyme Knoll aren't really going anywhere...

The Knoll

The edges of the knoll are quite steep and the rock face crumbles easily. Characters must stop when they reach the base of the hill. Anyone trying to climb the knoll rolls 1D6" for movement, and must roll 3 or more—on a 1 or 2 they simply slide back to the bottom of the hill. The slope takes 3" of movement to cross, after which any additional rolled movement can be used on the top of the knoll. If the top of the hill is defended, the attacker must push his opponent back or wound him, or else he'll slide to the bottom of the hill at the end of the combat. Figures must roll individually to move up the hill—a hero may lose his supporters if they don't roll high enough.

Fighters at the edge of the knoll gain a 2D6 combat bonus, rather than 1D6, for "Being uphill". They can prevent anyone from gaining the hilltop within 1" of them, forcing the climbers to fight them instead of moving onto the top of the hill.

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Eyvind	30	Hero	(3)	Shield, Cap, Jerkin	Spear, Sword or Axe	
4 Merchants	10	Huskarl	—	Shield, Cap, Jerkin	Spear, Sword or Axe	
2 Servants	1	Karls	—	Cap, Jerkin	Spear	

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Hrafinkel	30	Hero	(1)	Shield	Spear, Sword or Axe	
Sighvat	10	Hero		Shield	Spear, Sword or Axe	
Snorri	10	Huskarl	—	Shield	Spear, Sword or Axe	
Thord	10	Huskarl		Shield	Spear, Sword or Axe	
Halli	10	Huskarl	—	Shield	Spear, Sword or Axe	
5 Shield-Men	1	Karl	—	Shield	Spear	
2 Bow-men	1	Karl	—		Bow, Makeshift weapon	
6 Others	1	Karl	—		Makeshift weapon	



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If the downhill combatant manages to push his opponent back, or wound him sufficiently (Grave wound, Kill, Great Blow), he can move onto the hill (along with his supporters, if any, and if there is room).

Downhill fighters add 1 to their Body Location roll on the Damage chart (making strikes at the legs more common), while the fighters uphill subtract one (making strikes at the head more common).

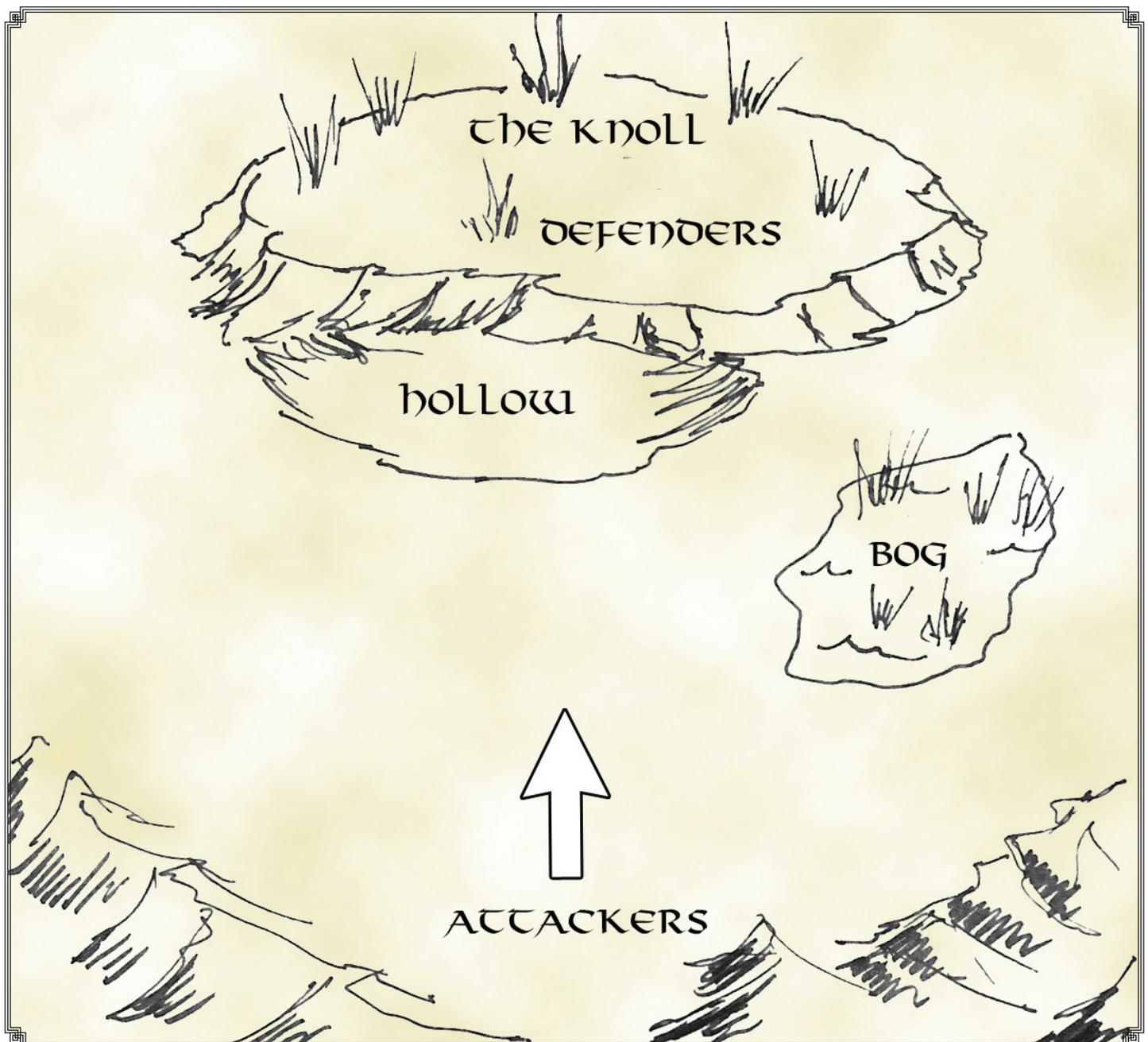
Throwing Rocks

The Defenders have managed to gather a 2D6 worth of rocks. Because they can throw downhill, the rocks

are larger than normal, doing +3 damage on the damage chart. They are too heavy to throw uphill. Any figure can spend a card looking for a suitable rock to throw, but those rocks only do normal damage.

Reinforcements

If the defenders can hold out for two turns, there is a chance that Sam will arrive with reinforcements. Each turn after turn two, roll 1D6. On turn 3, Sam appears on a roll of '6'. On turn 4, Sam appears on a roll of 5-6, etc. Sam (a hero) arrives with 4 huskarls and 16 karls.





BATTLE TROLL



THE AMBUSH OF KJARTAN

Kjartan

You are one of Iceland's leading men, a friend of King Olaf Tryggvasson of Norway, and highly regarded in all ways. As such, you cannot be bothered overmuch with the Osvifssons, and regret ever having fallen for their sister. You have sent your other travelling companions away, save for An the Black (who has strange dreams) and Thorarin Thorisson, with whom you have concluded a land sale. You expect an attack from the Osvifssons. You do not think your foster-brother Bolli will join in with them. You wish to avenge yourself on Thorolf Osvifsson, the thief who stole the sword that King Olaf gave you.

You are travelling with your friend, An the Black. He has had a strange dream in which an old woman with a knife ripped his belly open, pulled out his entrails, and stuffed brushwood in their place. Then she went away. He told his friends about this, and now they call him "An Brushwood-belly". You think there must be something in this premonition.

Ospak Osvifsson

You are the eldest of the five sons of Osvif. You have endured the arrogance and insults of Kjartan long enough. Your sister Gudrun has taunted you about your failure to take revenge on Kjartan for all the disgrace he has heaped on you, saying that you and your brothers have the spirit of "peasant's daughters" and "the memories of hogs", that "you just sit at home pretending to be men, and there are always too many of you about". It is time to put this matter to rest. You wonder whether your brother-in-law Bolli will fight with you against his beloved foster-brother.

Bolli Thorleiksson

You are Gudrun's husband and Kjartan's foster-brother, and keenly feel the feud between them. Gudrun has made her position clear; "You don't have the luck to be able to please everybody—and if you refuse this journey it will be the end of our marriage." So you have travelled with her brothers, but despise yourself for doing so. Still, Kjartan has done much to dishonor you since your marriage...

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Kjartan	30	Hero	Agile, Fast	Shield, Cap, Jerkin	Spear, Sword or Axe	
An the Black	30	Hero	Iron-Won't-Bite	Shield, Cap, Jerkin	Spear, Sword or Axe	
Thorarin	10	Huskarl		Shield	Spear, Sword or Axe	

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Ospak	20	Hero		Shield, Cap, Jerkin	Spear, Sword or Axe	
Helgi	1	Karl		Shield	Spear, Sword or Axe	
Vandrad	1	Karl		Shield	Spear, Sword or Axe	
Torrad	1	Karl		Shield	Spear, Sword or Axe	
Thorolf	10	Huskarl		Shield	Spear, Sword or Axe	
Gudlaug	10	Huskarl		Shield	Spear, Sword or Axe	
Odd	1	Karl		-	Spear, Sword or Axe	
Stein	1	Karl		-	Spear, Sword or Axe	

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Bolli	30	Hero	Iron-Won't-Bite Named Sword	Shield	Sword (Legbiter +2)	



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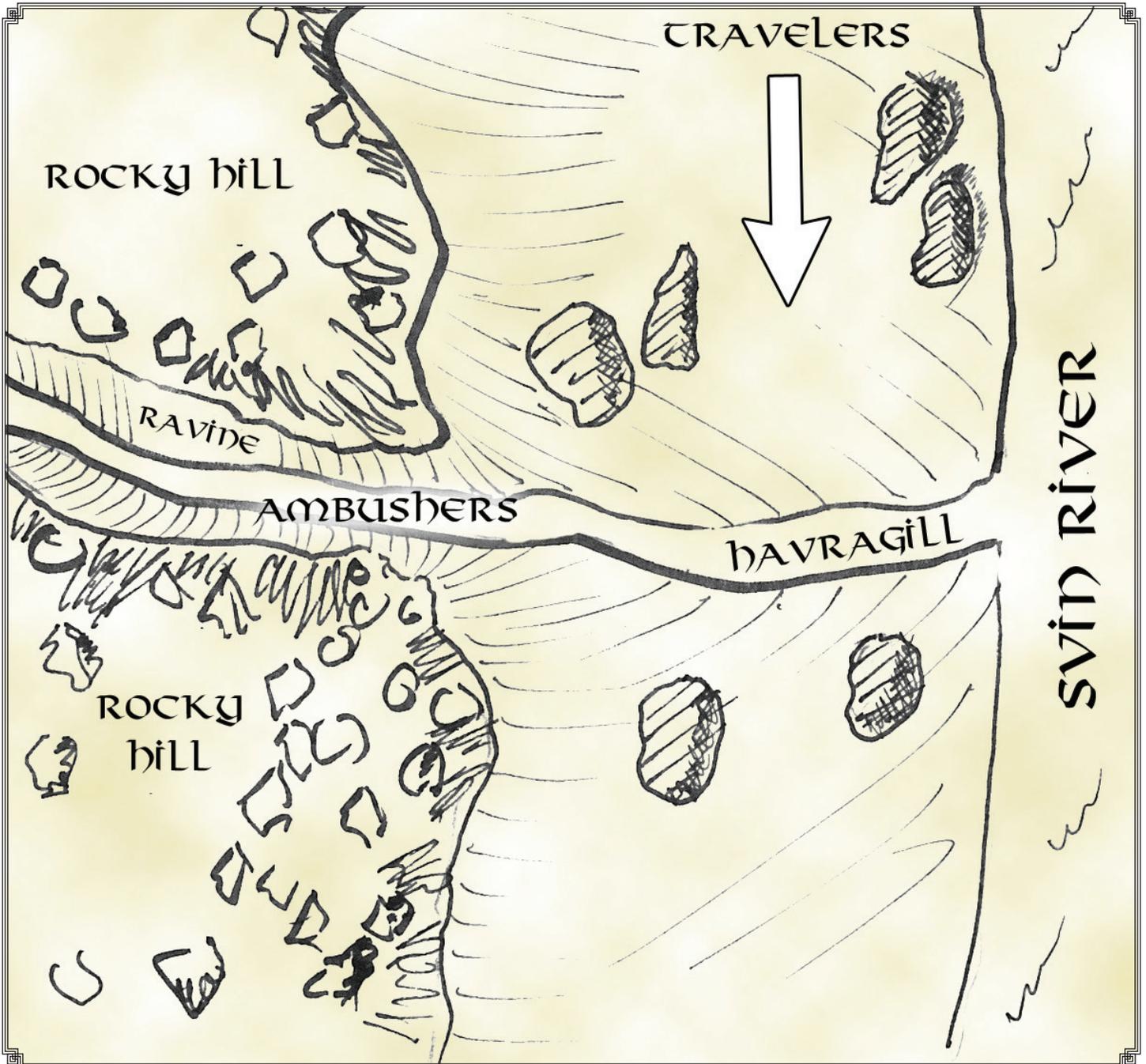
Special Rules

Boulders

The boulders are too big to climb easily. They do, however, prevent more than two men from attacking you. Any figure against a rock can only be attacked by 2 figures at a time.

Bolli

With only two players, Bolli starts as part of the men of Laugar, but initially will not attack any of Kjartan's men, though he can be moved normally. Ospak may roll a D6 every time his "Noncombatants" card is pulled; on a '6' Bolli will join in and can be played normally thereafter.





BATTLE TROLL



The Shieling

Thorgerd

You are here to make sure that your worthless sons do their duty to their dead brother Kjartan. If you don't spur them on, they'll lose heart and go home.

An the Black

You fought with Kjartan, were wounded there, and have your own strong reasons to seek revenge against Bolli this day.

Bolli Thorleiksson

So, at last they have come for you. If you are to die today, you will make a good stand and make sure you are remembered.

Special Rules

Defending the Doorway

As long as Bolli holds the doorway, only one figure can attack him at a time. If he is pushed back into the hut, one other attacker can move in, as long as the cards fall that way.

You Don't Hit Women!

It is a -5 RP penalty for attacking a woman that does not attack you first.

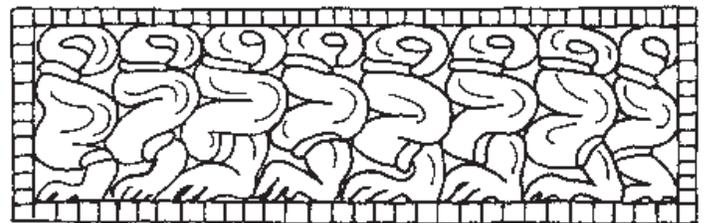
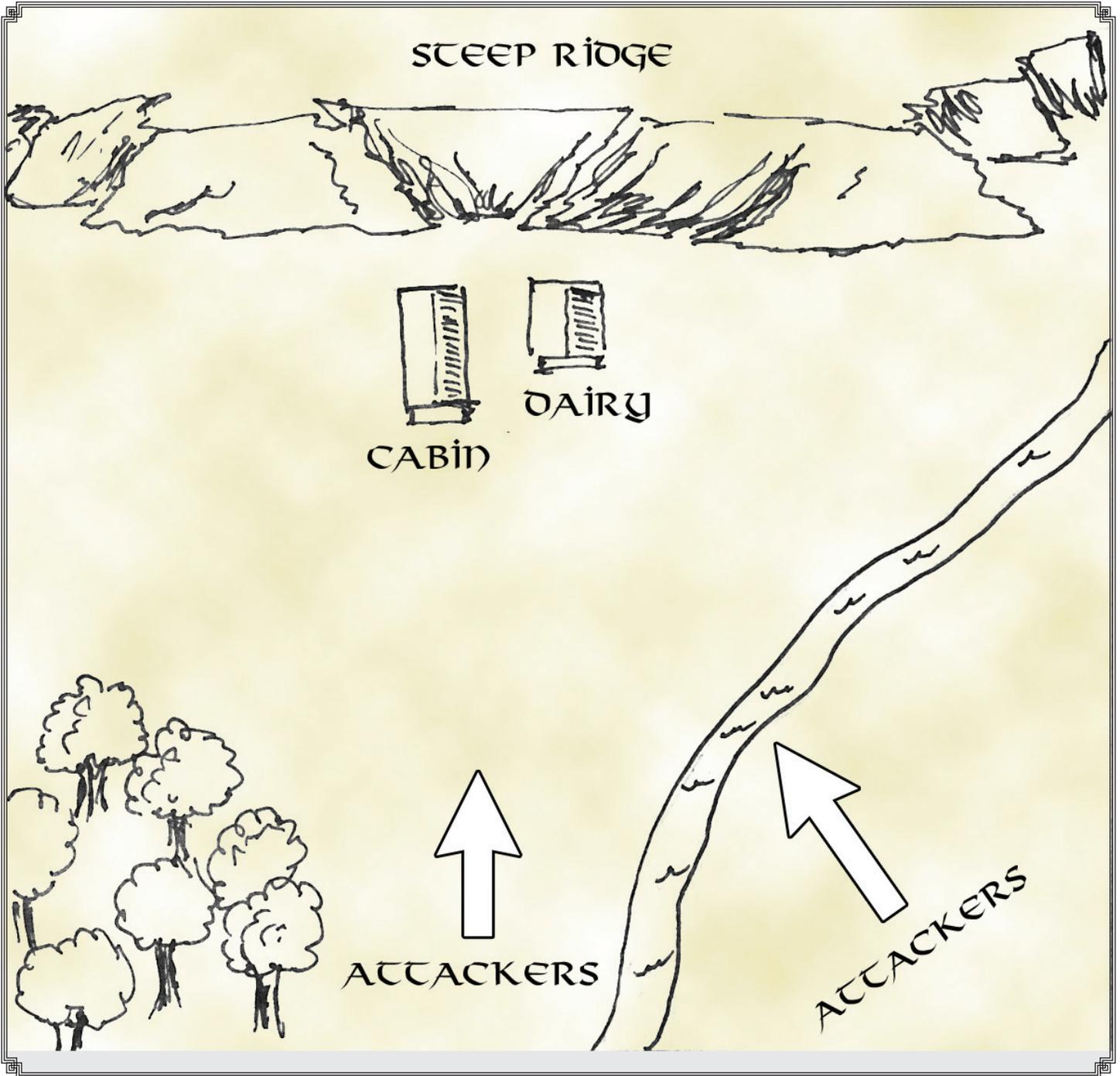


Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Halldor	30	Hero	Eagle-eye	Shield, Cap, Jerkin	Sword, Spear	
An the Black	30	Hero	Iron-Won't-Bite	Shield, Cap, Jerkin	Sword	
Steinthor	10	Huskarl		Shield	Sword	
Helgi Olafsson	10	Huskarl		Shield	Spear	
Hoskuld	10	Huskarl		Shield	Axe	
Bardi	15	Hero	Troll-Blooded	Shield	Sword	
Lambi	10	Huskarl		Shield	Spear	
Thorstein	10	Huskarl		Shield	Spear	
Helgi Hard-beinsson	10	Huskarl		Shield	Spear	
Thorgerd	10	Vengeful Mother		-	-	

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Bolli	30	Hero	Iron-Won't-Bite Named Sword	Shield	Sword (Legbiter +2)	
Gudrun	10	Hero, Vengeful Wife		-	-	
Shepherd	1	Karl			Staff (makeshift weapon)	



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BATTLE TROLL



The Ice Floe

The Njalssons

You have had enough of the taunts of Thrain and his men. Thrain was once a friend but chose to offend Jarl Hakon of Norway, who had given him fine gifts and gracious hospitality, by aiding the murderer Hrapp, and then permitting the jarl's anger to fall on Helgi and Grim Njalsson. Thrain has refused all requests to make good this injustice, and his men—especially the wicked Hrapp and the young whelp Grani Gunnarsson—do nothing but insult you and your family. Settlement will be made in blood.

Thrain

You are a proud man, hardly to be bothered with these loutish sons of the beardless Njal. If they wish to fight, let them come on.

Killer-Hrapp

You are a wicked, troublemaking man with a sharp tongue and a general desire to make fools of anyone you wish—in this case the sons of Njal, who took the blame for your escape from Norway, the hapless dolts!

Special Rules

Slippery Ice

If any movement die comes up '1', the figure falls down on the ice, sliding the full distance rolled.

Anyone who chooses to run *must* move the full distance rolled (sliding on the ice) whether he falls or not. If he stays on his feet, he may strike an opponent as he passes by! (Only one opponent per action, no matter how many he passes...)

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Skarp-Hedin	30	Hero	Iron-Won't-Bite, Named Axe	Shield, Hauberk, Helmet	2-Handed Axe (Battle-Troll +2)	
Grim	25	Hero	Troll-Blooded	Shield, Hauberk, Helmet	Spear, Sword	
Helgi	25	Hero	Agile	Shield, Hauberk, Helmet	Spear, Sword	
Hoskuld	15	Hero		Shield, Jerkin, Cap	Sword	
Kari	15	Hero	Lucky	Shield, Jerkin, Cap	Sword	

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Thrain	30	Hero	Spear +1	Shield, Hauberk, Helmet	Sword, Spear +1	
Killer-Hrapp	25	Huskarl or Hero	Clever-Tongued, Boastful	Shield, Hauberk, Helmet	Axe	
Gunnar	10	Huskarl	Feeble	Shield, Jerkin, Cap	Spear	
Lambi	10	Huskarl	Eagle-Eyed	Shield, Jerkin, Cap	Spear	
Grani	10	Huskarl	Boastful, Feeble	Shield, Jerkin, Cap	Axe	
Tjorvi	10	Huskarl or Hero	Agile	Shield, Jerkin, Cap	Spear, sword	
Lodin	1	Karl		Shield	Spear	
Unnamed man	1	Karl		Shield	Spear	



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BATTLE TROLL



THE FARM ON HISING ISLAND

Thorolf

It's time to let your enemies know that Thorolf is not a man to trifle with, and burning their farm seems like a good starting place!

Thorgils

You follow your lord Thorolf eagerly. His foes are your foes.

Thorgeir

You drank a gallon of ale and went to bed with a comely wench (as the term is) and all of a sudden you are under attack! To arms men! Defend the hall!

Thord

You have a terrible headache from a cargo of Frankish wine and suddenly there are enemies all around. Best run for the woods to rally and make a stand against these unknown attackers!

Special Rules

Defending the Palisade

The palisade is made of sharpened stakes about 6' tall with a fighting platform; it is formidable obstacle (well, at least to vikings, who don't have siege equipment). Defenders get a +1 terrain modifier, and may prevent anyone within 1" from climbing over it.

There is a gate in the palisade, three figures wide. It starts closed (since the attackers have been seen). Figures inside the wall can bar or un-bar the gate using one action, and open or close it using one action. Figures outside the gate can't affect it.

To climb the palisade (or the gate), a figure must start the movement already in contact with it. Roll 1D6—on a '3' or better, the figure may move to the other side of the wall, but may not move any remaining distance.

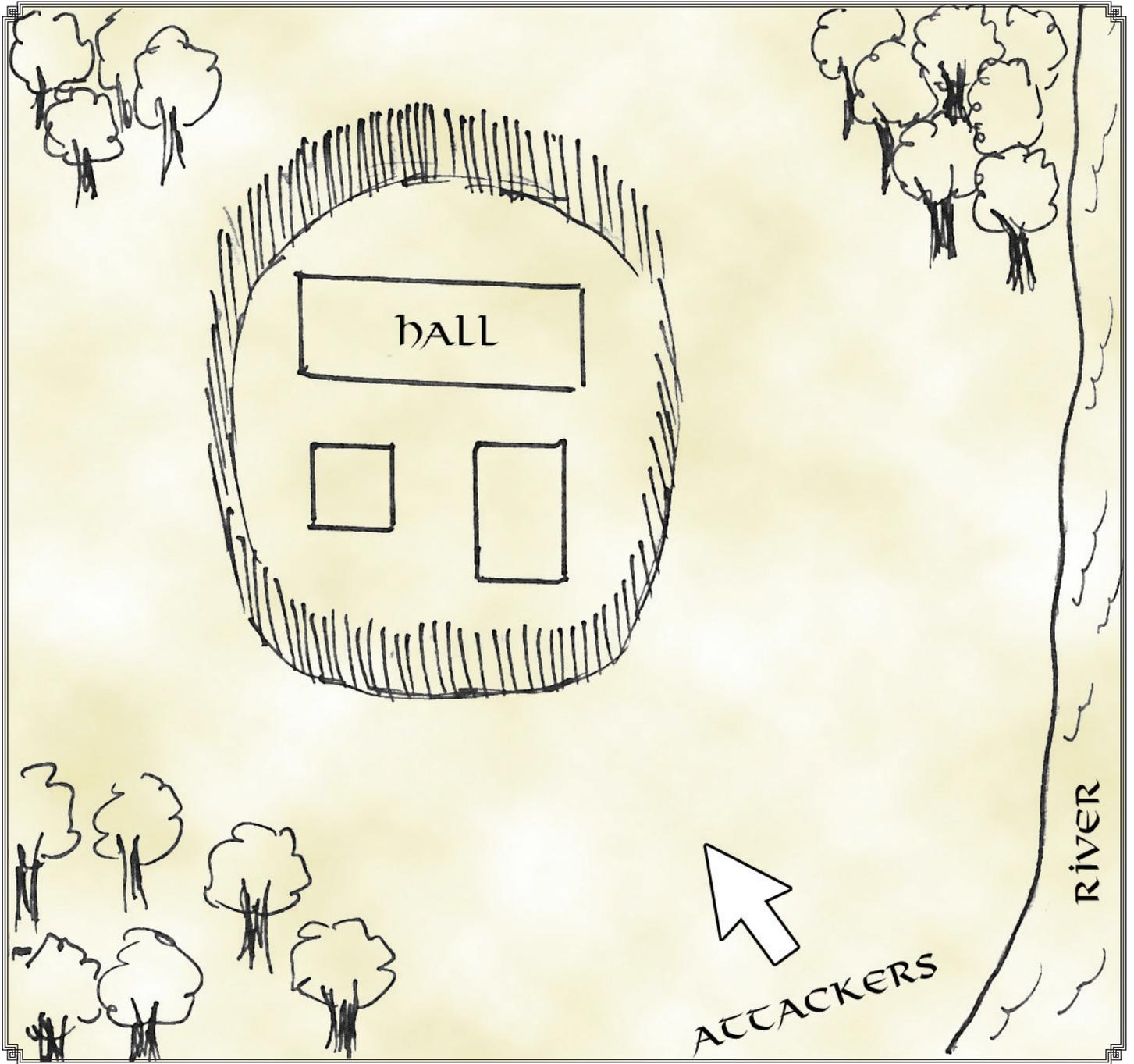


Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Thorolf	30	Hero	(2)	Shield, Hauberk, Helmet	Spear, Sword	
Thorgils	25	Hero	(2)	Shield, Hauberk, Helmet	Spear, Sword	
Huskarls (8)	10	Huskarl		Shield, Jerkin, Helmet	Spear, Sword or Axe	
Karls (90)	1	Karl		Shield, Jerkin, Cap	Spear	

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Thorgeir	25	Hero		Shield, Jerkin, Helmet	Spear, Axe	
Thord	20	Hero		Shield, Jerkin, Helmet	2-Handed Axe	
Huskarls (5)	10	Huskarl		Shield, Jerkin, Helmet	Spear, Sword or Axe	
Karls (15)	1	Karl		Shield, Jerkin, Cap	Spear	



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BATTLE TROLL



A DUEL OF HONOR

Egil

This pale-skinned berserker needs to be taken down a peg. Odin will aid you in killing him. Gain extra RPs by making up a poem about the affair!

Ljot the Pale

You have made a fortune challenging farmers for their lands, killing a lot of them. Now you want the woman. Who is this ugly beggar they've sent to fight you, anyway?

Special Rules

Use the rules for Dueling on page 22.

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Egil	50	Hero	Thick Skull; 2 Named swords (each +2)	Shield, Thick Skull	Sword (Adder +2) Sword (Slicer +2)	

Figure	RP	Type	Abilities	Armor	Weapons	Re-rolls
Ljot	10	Berserker	Berserker	Shield	Axe	

