



# TRASURE OF THE RAUÐR-KUNONGR

*A Holiday-Themed Battle Troll Scenario*





# INTRODUCTION

The Rauðr-Kunongr lives far to the north – even further north than the Lapps – where the lands of man fades away and the land is inhabited only by walruses and hvítabjörninn - the great white bears. Where the sun hides for half the year, and reigns supreme the other half. Here, it is said, the Rauðr-Kunongr maintains his king's hall, surrounded by the LjossAlfar who serve as his hearth companions. His hoard is enormous, it is said; enough to give arm-rings and sacks of hack-silver to every person in the world!

Grettir Shave-head has come to your little town looking for men to join him on an epic quest – to raid the hall of the Rauðr-Kunongr and loot his treasure hoard. Grettir has managed to assemble a flotilla of ships filled with men eager to plunder the most fabulous treasure-hoard in the world – greater, it is said, even than the sack of Miklagarðr, which the Romans call Constantinople.

Call your men from the fields; bring forth armor and weapons; tell your women to pack a big food hamper, for you are off to the North!

This scenario is intended for any number of players, who take the part of chieftains who join Grettir in his quest. The gamemaster controls the forces of the Rauðr-Kunongr. The players all have the same goal: grab as much loot as you can, possibly suborning your fellow chiefs' troops in the bargain. Kill off all the other heroes, and you may just become king of the world!

Each player should build a warband with 200 Background points (Battle Troll pp. 44-46) and gets a ship to haul them in for free! As your heroes are mighty chiefs, they and their followers may have mail armor if you wish.

## Episode 1 - The Landing

Having sailed north for several days, you have reached the land where icebergs are born – in fact, several half calved while you sailed. But now you have reached the icy shore of the Northlands. But your expedition has not gone un-noticed by the Alfar that live here. They have assembled an army to oppose your landing.

Alf Heroes are clad in long coats of silver scales with golden helmets on their heads. Furred mantles of red or green hang from their shoulders. In their hands are long spears, and their gold enameled belts carry be-jeweled swords. Bright shields hang on their arms. Even the Alfar karls carry wondrously-constructed weapons. But that is not the worst – here and there among the warhost can be seen the forms of great white bears.

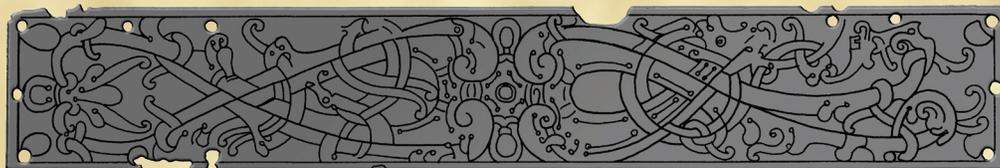




## Game Notes

### The Battlefield

One edge of the table should represent a thin strip of water, where the Vikings beach their ships and leap ashore. The rest of the board is snow-covered ice and counts as 'Rough Ground' at all times. You can include some crevasses separating ice-floes (leap them by rolling 1d6 – on a '6' the figure falls between the ice walls and is drowned in the freezing water. Wider crevasses may give a penalty to the die roll, mail reduces the die roll by -2). Pressure ridges can complicate things further.





## Alfar

**A**lfar Heroes are mantled in richly-furred cloaks of red or green or golden-yellow, armored in long coats of silver scales with golden helmets on their heads. In their hands are long spears, at their enameled golden belts hang jeweled swords. Bright shields hang on their arms. Even the Alfar karls carry wondrously-constructed weapons. But that is not the worst – here and there among the warhost can be seen the forms of great white bears.

Alfar are treated just like Humans, except they get an extra die in combat just because they are so darn cool. Alfar heroes are armored in mail with helms, Huskarls in leather with caps.

Alfar may move 2D6” walking, 3D6” running, on the ice.

The Gamemaster may spend 150 points per band to create the defenders. There are as many bands of Alfar as there are players.

## Polar Bears

**P**olar Bears are fire-and-forget weapons: they will not attack the Alfar, so they can simply be released to wreak havoc on the humans. They get an extra die in combat, and +2 Damage. They are treated as Karls in combat – they must draw cards randomly for their attack and defense and give up a die to Heroes. They have an all-over armor of 2 points.

### Alfar Troop Costs

Figure	Cost	Equipment/Notes
Hero	35	Mail armor, helm, spear, shield and sword or axe.
Huskarl	25	Leather armor, helm, spear, shield and sword or axe.
Karl	10	Spear and shield
Karl Archer	10	Bow & arrows, knife
Polar Bear	25	Fights as Karl. +1 Die, +2 Damage. Moves 1D6” walking, 4D6’ running.





## Episode 2 - The Ambush

Having successfully landed in the Northlands, you must now make your way to the Hall of the Rauðr-Kunongr, a few miles away. But there are numerous pressure ridges between your landing spot, and the Hall. Cautiously, you advance...

### Game Notes

#### The Battlefield

The terrain is mostly flat, but the raiders must cross an 18" band of pressure ridges – jagged, up-thrust pieces of ice. There is no way around them (they stretch for mile in either direction).

#### Negotiating the Pressure Ridges

The pressure ridges are impassable terrain – unless you can scout a way through. One or more figures from each band may scout the way. Roll on the Scouting Table at the beginning of the Scout's Action. The rank of the Scout is important – Heroes can find a way relatively easily, Karls, not so much (and they have a chance of dying, as well!).





### Scouting Table

Roll	Hero	Huskarl	Karl
1	Must backtrack. Go back 1D6"	Must backtrack. Go back 1D6"	Whoops! Fell down a crevasse! Lose this scout...
2	No way forward. Look again next action	Must backtrack. Go back 1D6"	Must backtrack. Go back 1D6"
3	No way forward. Look again next action	No way forward. Look again next action	Must backtrack. Go back 1D6"
4	Found a way. Move 1D6" through the Ridges.	No way forward. Look again next action	No way forward. Look again next action
5	Found a way. Move 1D6" through the Ridges.	Found a way. Move 1D6" through the Ridges.	No way forward. Look again next action
6	Found a way. Move 1D6" through the Ridges.	Found a way. Move 1D6" through the Ridges.	Found a way. Move 1D6" through the Ridges.

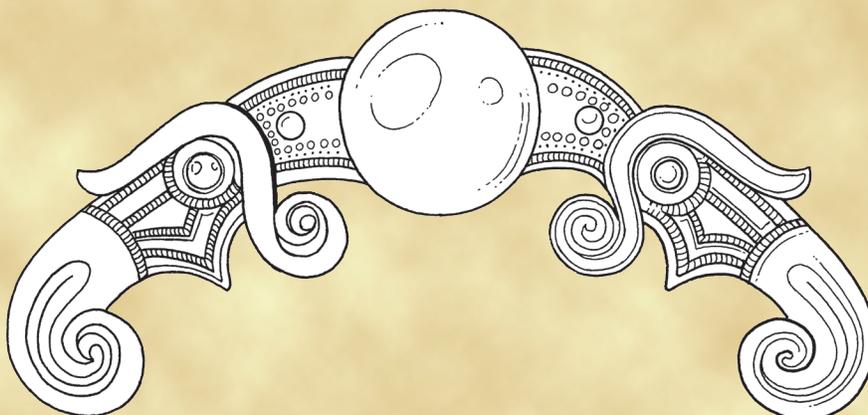
### Ambushers

hiding in and among the slabs of ice are more Alfar. While they know the paths through the ridges, they still can't move more than 1D6" a turn. They are perfectly happy to ambush unwary scouts. Every time a roll is made on the scouting table, roll on the ambush table as well:

#### Ambush table

Roll	Ambush
1	None
2	1 Alfar karl
3	2 Alfar Karls
4	1 Alfar huskarl
5	1 Alfar Huskarl, 2 Alfar karls
6	1 Alfar hero, 4 Alfar karls

Once an Alfar ambusher is placed on the table and survived the combat, he may move 1D6" through the pressure ridges, or may move normally on the flat ice.





## Episode 3 - The Hall of the Rauðr-Kunongr

Once through the pressure ridges, the warband is within a quick march of the Rauðr-Kunongr's Hall. The main building rises high into the sky (probably 20 feet or more!), its roof shining gold under all the snow on it. The hall is surrounded by a palisade of 6' high upward-thrusting icicles.

Inside the palisade are the remnants of the Alfar army, ready to defend the hall to their deaths.

### Game Notes

#### The Battlefield

The hall and its palisade should occupy the center of one half of the table. We will want to fight inside the palisade and the Hall, though we can fight on a floorplan for the hall kept separate from the battlefield.

The remainder of the table is a snowy, flat, ice field.





## Defending the Palisade

The palisade is made of ice, about 6' tall with a fighting platform; it is formidable obstacle 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.

## The Defenders

There is about a 2/3 ratio of defenders to attackers (taking into consideration the losses incurred so far). There is one polar bear per attacking band, and the Rauðr-Kunongr.





## The Rauðr-Kunongr

The Rauðr-Kunongr is a large alfar, nearly the size of a troll or small jotun. He fights as a hero, +2 dice. His alfar are so dedicated to him, that any alfar, not just a karl, will willingly throw himself in the way of danger to save him (See the “Trading Wounds for Karls” rule, page 22).

He is armored in red and green scale armor, enchanted cap and boots, which gives him an all-over protection of -3 on the wound chart.

He is armed with a sack and a red and green striped crozier (shepherd’s crook), which counts as a Spear for the purposes of combat. Anyone hit with the crozier is pulled towards the Rauðr-Kunongr and stuffed into his sack. Amazingly, it can hold as many victims as are put into it. Victims may only be rescued once the Rauðr-Kunongr is defeated.

For the purpose of this scenario, we’ll ignore the Rauðr-Kunongr’s flying chariot-sled pulled by two reindeer – it and they are in a barn behind the main hall.

### Victory!

If the players manage to defeat the Rauðr-Kunongr and his alfar allies, they may loot the hall. Each figure will find a set of alfar chainmail, helm, and weapons, plus assorted loot worth 50 Treasure points. Karls and huskarls, of course, turn this over to their lord, who is expected to give most of it back – but that’s a story for another day.

Heroes and Huskarls also gain 5 Reputation points for taking part in the expedition, plus 2 points for each battle in which they participate. This is in addition to any RP they gain for defeating enemies.

