

BATTLE Troll II -

Rules for Foreign Things

Horses

Unlike the little ponies that the Icelanders ride, men in the lands to the south ride true horses – maybe not the knightly destriers of the later Middle Ages, but respectable-sized mounts. The vikings never really were cavalry, but the southerners have fought from horses for millennia.

New Skill - Horse Warrior

Riding a horse is a relatively simple affair, but fighting from one is another matter entirely. Unless a Hero learns the Skill of Horse Warrior, fighting from horseback suffers a 2 dice penalty, in addition to any other penalties.

Without Horse Warrior, you can't get all the speed out of your horse that others do. A horse travels at 2 dice while walking, 3 dice trotting, and 5 dice when galloping. Without Horse Warrior, you may only move 4 dice when galloping.

Fighting from Horseback

A hero on horseback gets a 1 die "terrain" bonus against men on the ground. A hero may use any normal attack maneuver on horseback.

Only heroes with Horse Warrior may use the Jump Back or Leap Aside Defensive maneuvers on horseback.

Men on horseback moving at 5D6 get a +1 Damage bonus against all foes – +2 if using a spear – in addition to any other damage bonuses they may receive.

New Skill - Horse Bow

Heroes with the Horse Bow skill can use missile weapons from horseback (Bows or Javelins, only). This skill is almost exclusively the domain of the Eastern Mediterranean – the Byzantines and Arabs. They may fire on the move, adding the following Modifiers:

Horse bow Missile Modifiers

Condition	Shift
Shooter is Trotting	One column to the right
Shooter is Galloping	Two columns to the right

New Weapons

The vikings are a simple people, and their weapons reflect that simplicity. But the people in the rest of the world have a variety of weapons available, that they use with relish

Weapon	Effect
1H Mace/Warhammer	Swing: +2 Damage
Maul	Swing: +2 Damage
Horseback	+1D "terrain" advantage
Spear on Galloping horse	+2 Damage (in addition to Lunge bonus)
Other weapon on Galloping horse	+1 Damage (in addition to "Correct Weapon" bonus)

Missile Weapon	1"-4"	4"-12"	12"-24"	24"-48"	Damage
Staff Sling	N/A	3+	3+	3+	+2
Sling	N/A	2+	2+	-	+1
Crossbow	1+	1+	2+	4+	+2

Maces and Mauls: the next evolution in clubs: adding a metal head of any of a variety of forms. Maces and Warhammers grant no additional dice in combat, but do more damage than normal when using the Swing maneuver.

Sling: That with which David slew Goliath. A simple leather thong with a pocket for a stone. Whirled around the head, to build momentum, then released, a slingstone is perfectly capable of cracking bones. Slings are unwieldy at close quarters. A Staff sling is simply a sling attached to a 5' pole to give it extra energy. A staff sling counts as a makeshift weapon in melee.

Crossbow: a bow mounted on a handle, it allows the archer to keep the bow ready to shoot without having to hold back the string. A bit stronger than a regular bow, it takes one action to reload between shots. It cannot be fired or reloaded while moving.

Stone Walls

The Vikings didn't grow up with fortifications – the best they normally had was a wooden stockade around a farm or town. But when they raided southern lands, they ran up against real stone fortifications. The only siege equipment of any note that the vikings used were ladders and battering rams. The rest of the siege arsenal – towers, catapults and the rest, were not used by Vikings.

Climbing Ladders

Huskarls and Karls need both hands to climb a ladder, so can't have a weapon or shield ready when they reach the top. Heroes are heroes, so may climb with only one hand, holding either a shield or a weapon in their hand. Ladders are rated in inches by how long a climb they represent. A ladder (or a wall) is 1 inch tall for each 5 feet or so of vertical wall. A figure may climb a ladder at 1D6" per card. If the figure can't reach the top of the wall, it is stuck on the ladder until it's next card.

A figure that reaches the top of the wall may fight with a -2 Dice disadvantage while still on the ladder. It may not use the Leap Aside or Jump Back defensive maneuvers, nor the Lunge attack (and the Jest attack is just silly in the middle of climbing a ladder, so you can't use *it*, either). The ladder-bound figure must have a clear spot to gain the top of the wall – either because no-one was there in the first place, or because he managed to Gravelly Wound, Kill, or Great Blow the defender.

Example: Ragnar and his men are climbing a ladder to assault a small walled city in England. The wall is 25' high, so the ladder is 5" tall. On the first movement, Ragnar rolls 3" – he is stuck on the ladder until his next action, which, fortunately, comes with the next card. He rolls 4", enough to reach the top of the ladder. There is a Saxon carl waiting for him at the top of the ladder, so he must fight to reach the wall.

Despite the handicaps of fighting on a ladder, he manages to Gravelly Wound his opponent, and moves to the top of the wall. As there are more Saxons on the wall, he can't immediately move out of the way of the next man on the ladder, he'll have to fight to clear a space on the wall for the rest of his men.

Breaking Doors

There are two ways to get through a barred door or gate: chop it down, or ram it.

Doors have a both an armor value, and a body value. The armor reduces the damage done to a door, just as the armor a figure wears reduces the amount of damage it takes. The Body of a door is how many times it can be damaged and still remain as an obstacle.

Vikings with axes may attack a door in an attempt to reduce it to splinters – or, at least, chop through the locking bar or the hinges. To chop a door, roll 1D6 (1 hand axe) or 3D6 (two-handed axe), reduce the amount rolled by the armor of the door, and subtract the remaining points from the Body of the door. When the door reaches Zero Body, it is no longer a hindrance to movement.

Typical Door Values

Type	Armor	Body
Hovel Door	0	3
Interior castle door	0	10
Exterior Castle door	2	20
Castle gate	5	30

A band of figures may use a battering ram to break down a door – the easiest expedient is to chop down a convenient tree and simply bash it against the door. Clever vikings may add wheels to make it easier to transport.

A battering ram does ½D6 damage per figure carrying it. Wheeled battering rams are larger, allowing more figures to carry it. In Hollywood fashion, you may run the wheeled ram forward, then let it go before hitting the gate, creating a heavy unguided missile that almost always seems to work.

