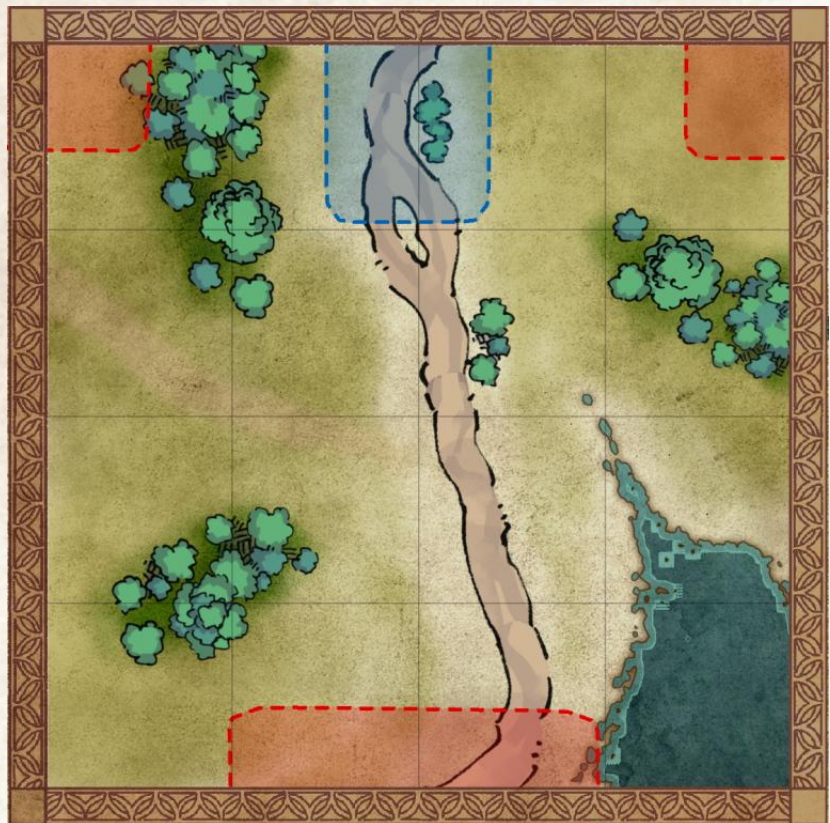


“BACK TO THE BOATS!”

SO YOU’VE MANAGED TO LOOT A LONGHOUSE. NOW YOU’VE GOT TO GET HOME TO SAFETY
SO YOU CAN ENJOY YOUR PLUNDER! UNFORTUNATELY, A RIVAL WARBAND STANDS IN
THE WAY BETWEEN YOU AND YOUR LONGBOAT....

SET UP: 2 players.

The warband attempting to escape is the defender (*blue*). The warband attempting to prevent this escape is the ambusher (*red*). The defender sets up on the road. The ambusher sets up half of his force along the escape route and half of his force split between opposite corners. If you do not have a longboat, just set up a table with one edge representing the safety of the coast.



FORCES: The defender should have a warband of no more than 300 points. The ambusher should field up to 500 points. Both forces must be led by a Jarl.

GELD: Both players start with 3 Geld.

OBJECTIVES: The defender must break through the trap and escape back to the longship. The ambusher wins if he can prevent this escape!

VICTORY: The defender wins a major victory if at least one Jarl or Hero safely reaches the longship, along with half of his men. It is a minor victory as long as a Jarl or Hero reaches the longship. Any other result is the victory for the ambusher.