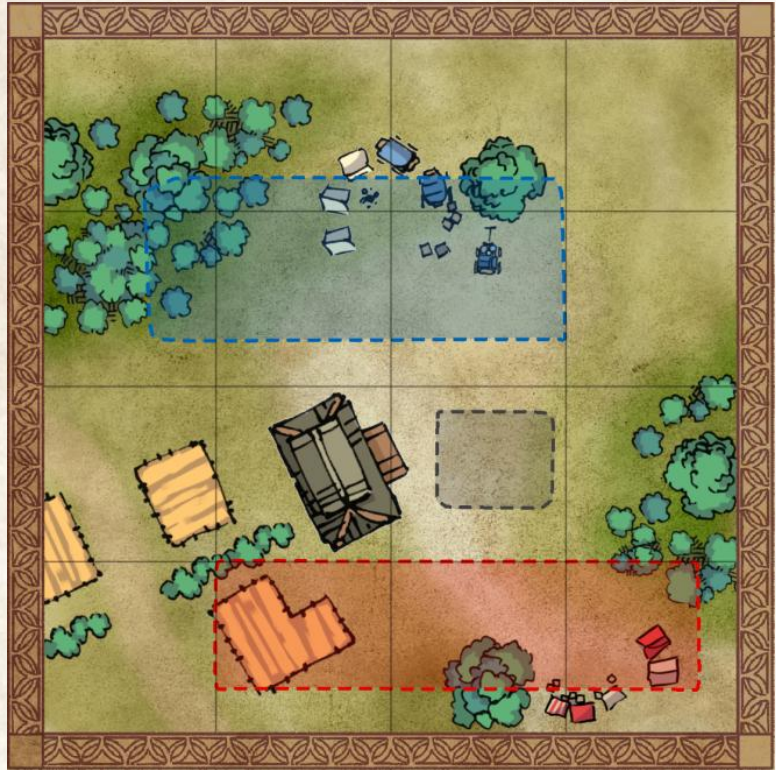


# “FIGHT FOR HONOR!”

YOU’VE BEEN DRINKING ALL EVENING AND THE MEAD IS MAKING YOUR VISION A LITTLE FUZZY. OUTRAGEOUSLY, ANOTHER JARL INSULTS YOUR HONOR AT THE FEAST AND A FIST FIGHT HAS BROKEN OUT! GRAB YOUR COMPANIONS!

## SET UP: 2 players.

Both rival Jarls are placed in between the two warbands, within 6” of each other (*in the grey map box*). The remainder of each warband deploys at least 12” apart in their respective camp area (*red & blue*).



**Forces:** Both players should have equally sized warbands (we suggest about a dozen Vikings per side, or 300 points), led by a Jarl with at least two Huskarls.

**Geld:** Both players begin the game with 3 Geld.

**Objectives:** For this scenario, both Jarls are rated with Armor 3—a night of feasting means they either are not wearing all of their armor, or their wits are a bit dull from mead! The opposing Jarls are required to charge each other and engage in single combat until at least one wound is inflicted. Whenever a Jarl is wounded, the warband of the wounded Jarl must take a morale test at the end of that phase. If the morale test is passed, the warband continues to cheer their Jarl on and the single-combat challenge continues. Roll for morale each time a Jarl is wounded. If any Viking in the warband fails his morale test, instead of fleeing (the normal reaction in the rules), the entire warband of the wounded Jarl attacks the opposing warband and a general melee breaks out! If a Jarl dies and his warband passes all of their morale checks, the honor duel is over...perhaps a grudge is held...

**Victory:** The battle is over when a duel ends with one dead Jarl. There’s bound to be a good fight and a chance to nurse a grudge for a future encounter....