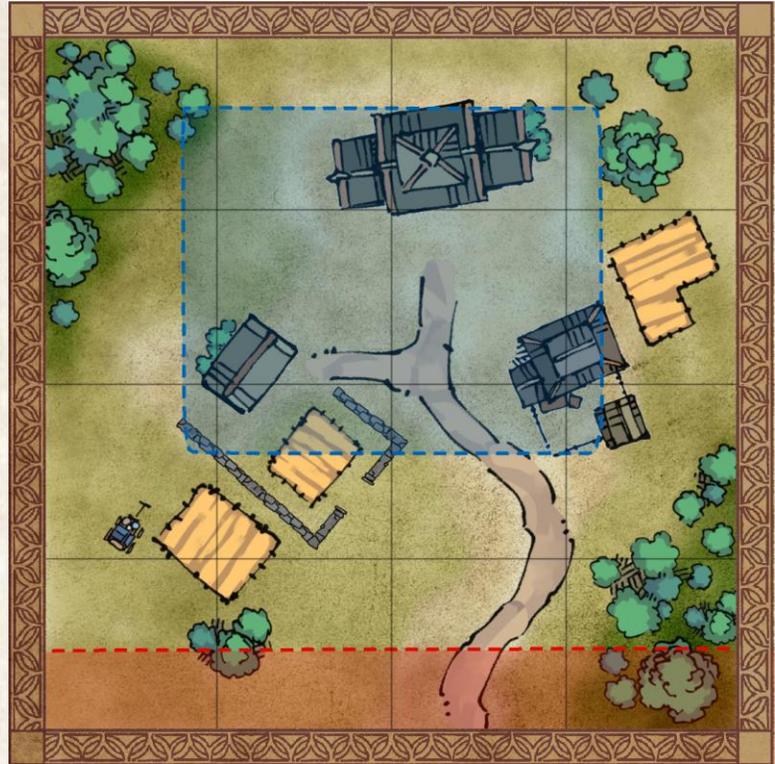


# “PILLAGE & BURN!”

LAST SEASON’S RAID WAS NOT AS SUCCESSFUL AS YOU HAD HOPED. BUT WHILE SAILING ALONG THE COAST ON YOUR RETURN HOME, YOU SPY A PROMISING LOOKING SETTLEMENT RIPE FOR PLUNDER. GRAB YOUR SWORD AND SHIELD!

**Set up:** 2 or more players.

One side is the attacker and one is the defender. If you have an uneven number of players, there should always be more attackers than defenders. Both sides roll a D6 to begin and the highest roll wins. The winning side may deploy first or second. Three buildings are required for set up (see scenario map).



**Forces:** The defender should have a warband of no more than 300 points that includes at least three Thralls. The attacker should field up to 500 points. In a game with 3 or more players, keep the point ratio between the defenders and attackers the same.

**Geld:** Zero to start, but players may earn Geld during the game (see Objectives).

**Objectives:** The attacker must attempt to loot the village and capture Thralls. To loot and burn the longhouse, the attacker must occupy the longhouse with one or more Vikings. For each complete turn an attacking Viking is inside an undefended building, earn 1 Geld by looting. If inside the main longhouse, earn D3 (a six-sided die divided in half) Geld per turn. To capture a Thrall, the attacker must defeat a Thrall in combat, in which case the Thrall is automatically captured and moves with the unit (they may do nothing else while captive). If a defending Viking defeats an attacker with a captive, they may liberate them, allowing the freed Thralls to move and fight as normal.

**Victory:** The attacker wins by exiting the table with as much Geld and as many Thralls as possible. Only Vikings who safely exit the table keep the Geld and Thralls they looted! The defender wins 3 Geld for each attacking Jarl, Hero, or Huskarl who does not successfully escape the table. The side with the most Geld wins the scenario.