

# Valhalla

## The Combatants

Each player has 1 armoured hero, 1 unarmoured warrior and 1 archer (or slinger). There may be several players on each side.

## Turn Sequence

Shuffle a deck of cards and deal one per figure still alive to each player at the start of each turn. When all cards are played the turn is over.

### Cards activate figures.

Ace goes 1<sup>st</sup> then 2, 3 ... J, Q, K.  
If both players have same number then go in suit order.



## Activation

When your card comes up, choose one figure, *not previously activated*, to take up to **two** of the following actions: **Shocked or wounded** may only take **one** action.

**Baggage** may move up to 6" at end of turn.

**Move** up to 6 inches. Stop 2" from enemy.

½ speed in woods, village or uphill.

**Cross** fence/hedge or other obstacle.

**Charge** 2" into combat.

**Withdraw** 2" from combat.

**Continue fighting** if in combat — no other action allowed in this case.

**Pick up** something or drop it off.

**Recover** from shock if beyond 2" from enemy.  
Remove 1 shock marker.

**Shoot** if archer or slinger.

**If carrying something** other than weapons must drop it to shoot or charge.

**May do two of the same** — move twice or shoot twice for example.

## Shooting

Only archers and slingers shoot. No shooting at figures in combat

**Range:** 12 inches. 6 inches is close range.

Roll one 6 sided die per shooting action:

**Hit** 4-6 at short range, 5-6 at long range.

-1 if target in cover (woods or village).

**Target hit** roll Saving Throw for result of each hit.

## Combat

If a figure charges an opponent then combat is fought immediately.

Roll 1 dice for each figure in combat: **10 sided** for hero, **8 sided** for warrior, **6 sided** for archer.

Adjust die roll as follows:

+1 if charging

+1 if uphill or defending village/woods

-1 for each point of shock

-2 if wounded

**Highest roll** = Hit.

Two Hits if more than twice opponent's score. If equal no hits scored.

Roll Saving Throw for each hit.

If no one killed then remain in contact.

Fight again if one player chooses to continue fighting when activated.

The player may instead choose to withdraw from combat. In which case there is no combat.

## Saving Throw

If hit in shooting or combat, roll the **Dice of Death**:

**1** = Goes to Valhalla (killed).

**2** = Wounded.

**3** = 2 Shock.

**4-5** = 1 Shock.

**6** = No effect.

+1 to die roll if Hero (due to armour)

**Shock** = may only take one action until fully recovered from shock.

**Third shock** = wounded.

**Wound** = may only take one action. May not be recovered. Wounded a second time = killed.

## Winning and Losing

Gain coins for each of the following

+1 Enemy Hero withdraws from combat

+1 Enemy Hero wounded

+3 Enemy Hero goes to Valhalla

+2 Enemy Warrior goes to Valhalla

+1 Enemy Archer goes to Valhalla

+3 Achieve objective

When one side has 3 coins per player on their side they have won.