

Valhalla

The Combatants

Each player has 1 Hero and a pot of 2 or 3 coins each to pay for the following from available figures:

1 coin Warrior on foot

1 coin Archer or slinger

2 coins Mounted warrior

1 coin to mount hero on horseback

There may be 1 or 2 players on each side.

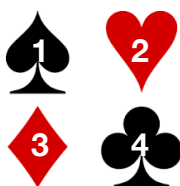
Turn Sequence

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 1st 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.

Move up to 6 inches, 9" if mounted. Stop 2" from enemy. ½ speed in woods, village or uphill. Must dismount to enter woods, buildings etc.

Charge 2" into contact with enemy

Cross fence/hedge or other obstacle.

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 not in contact with enemy. Remove 1 shock marker.

Shoot if archer or slinger.

Mount or dismount from horse.

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.

Wagons etc may move up to 6" at end of turn.

Shooting

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

Range: 12 inches. 6 inches is close range.

Roll one D6 per shooting action:

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

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

+1 if target mounted

Target hit roll Saving Throw for result of each hit.

Combat

If an activated figure charges opponent or is already in contact then combat is fought.

Roll 1 dice for each figure: **D10** for hero, **D8** for warrior, **D6** for archer/slinger. Adjust die roll as follows:

+1 if charging on foot

+2 if charging on horseback

+1 if on foot 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 then 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 his figure is activated.

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

Saving Throw

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

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 or Slinger goes to Valhalla

+3 Achieve objective

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

Valhalla