

Scenario Fortified Saxon Harbor 1

The Sack of Southampton

Background

980. A Danish fleet enters the harbor of Southampton. Its goal is simple : sack the city, kill or ransom its inhabitants.

Map Layout & Starting Positions



The Danes are in both drakkars. The ships enter the harbor one after the other.

The Saxon men at arms are positioned in the city and on the walls.

The traders and the women are located in the various houses.

The clergymen are in the church.

The animals are in the courtyards with fences.

All 3 bags are in the wharves.

One treasure is located in the church, the other one in the keep.

The game is played in 15 turns.

The Danes play first.

Counters

The Saxons				
 Earl	Godwyn	 Noblemen	 Huscarls	 Thanes
 Militia	Romuald Salomon Wulfnoth Ceordred Ingulf Siward Eomer Kevin	 Bowmen	 Traders	 Clergymen
 Women	Ealdgyth Emma Gytha	 Animals	 Bags	 Treasures
The Danes				
 Jarl	Harald	 Hirdmen	 Bowmen	 Bondis
 Drakkar	2 Drakkars			

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Spécial Rules

If during a combat phase an attacking Dane or an attacking Danish party has combat odds of 8-1 or more against a defending Saxon who has none of his side in any hex adjacent to him, the defender may surrender. To ascertain if the attacker accepts the Saxon's surrender, he throws 1D6.

- > 1 – 4, the Saxon surrenders;
- > 5 – 6, the Saxon does not surrender and combat may take place!

After a surrender, a Dane must stay adjacent to his prisoner for one full turn to attach him. The prisoner counter is flipped to show its Stun face. This counter can no longer move or act until the end of the game.

Animals, bags and treasures must be brought back to a quay hex adjacent to one of the drakkars to be considered captured. Only one character is necessary to carry a bag or a treasure or to drive an animal.

Victory Conditions

The Danes must simply sack, capture and kill as many people as possible. The Danish player wins points each time a Saxon target is either killed or captured. The difference between both relies on the « trade » value of each target.

	Killed	Captured
Earl	6	8
Nobleman	5	4
Huscarl	4	2
Thane	3	2
Militia	2	1
Bowman	2	1
Trader	1	3
Clergyman	2	1
Woman	1	2
Animal	1	2
Bag		2
Treasure		5

At the end of the game, the Danish player sums up his results:

- > More than 80 points: Awesome victory - Southampton will not survive such a raid. There is almost anybody left to tell what happened.
- > From 60 to 79 points: Beautiful victory - The survivors will remember the horror of this day for a long time.
- > From 40 to 59 points: Lukewarm result - The resistance of the Saxons was stronger than anticipated.
- > From 20 to 39 points: Honorable defeat – The Danes will soon return with reinforcements to complete the job.
- > From 0 to 19 points: Humiliating defeat - The exile road is preferable to a return to Denmark!