



Clear game board(tl) and the game board with the Vikings starting in North England(tr)

Round 1:

All players start in North England.



Green:

Chooses not to move, but stays in North England and takes the bribe(no roll needed). **+1 Gold**

STATUS: 1 gold, 1 axe, North England

Red:

Moves to South England, tries to pillage. The people of South England (represented by the Green player) roll their defense with a single dice. The result is a 5. Red player roll a single dice for attack and rolls a 3. He then adds 1 as he has less than 4 axes. The result is 4. It is still less than the people of South England, so the pillage attempt fails miserably.

STATUS: 0 gold, 1 axe, South England

Yellow:

Moves to Scotland, and tries pillage the Scots. The Scots rolls for defense (represented by Red player) and rolls a 4. Yellow player also rolls a 4 but since he has 1 axe he get a result of 5. Since the attack is higher than the defence, the pillage is a great success. **+2 Gold**

STATUS: 2 gold, 1 axe, Scotland

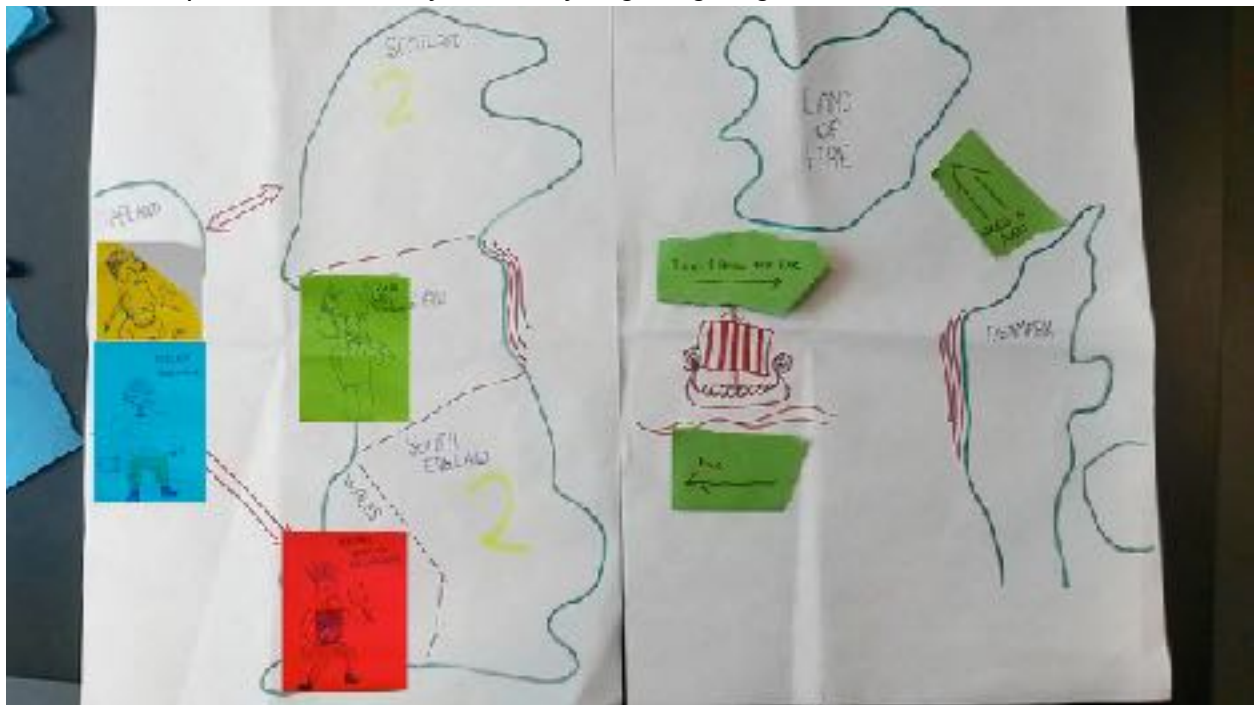
Blue:

Moves to Scotland and tries to pillage. The Scots (represented by Yellow) rolls defence and gets a 2. Blue player rolls attacks and rolls a 1, then add 1 due to amount of axes (result = 2). It is a tie and therefore the pillage fails.

STATUS: 0 gold, 1 axe, Scotland

Round 2:

Already in this second round we experience the violent driven behaviour of the Vikings. Only two turns has passed and already have they begun fighting their own.



Green:

Stays in North England and takes the bribe. **+1 Gold**

STATUS: 2 gold, 1 axe, North England

Red:

Moves to Wales and tries pillages the Welsh. The Welsh rolls a 6 and Red rolls a 6, so due to the amount of axes, the pillage is a great success. **+3 Gold**

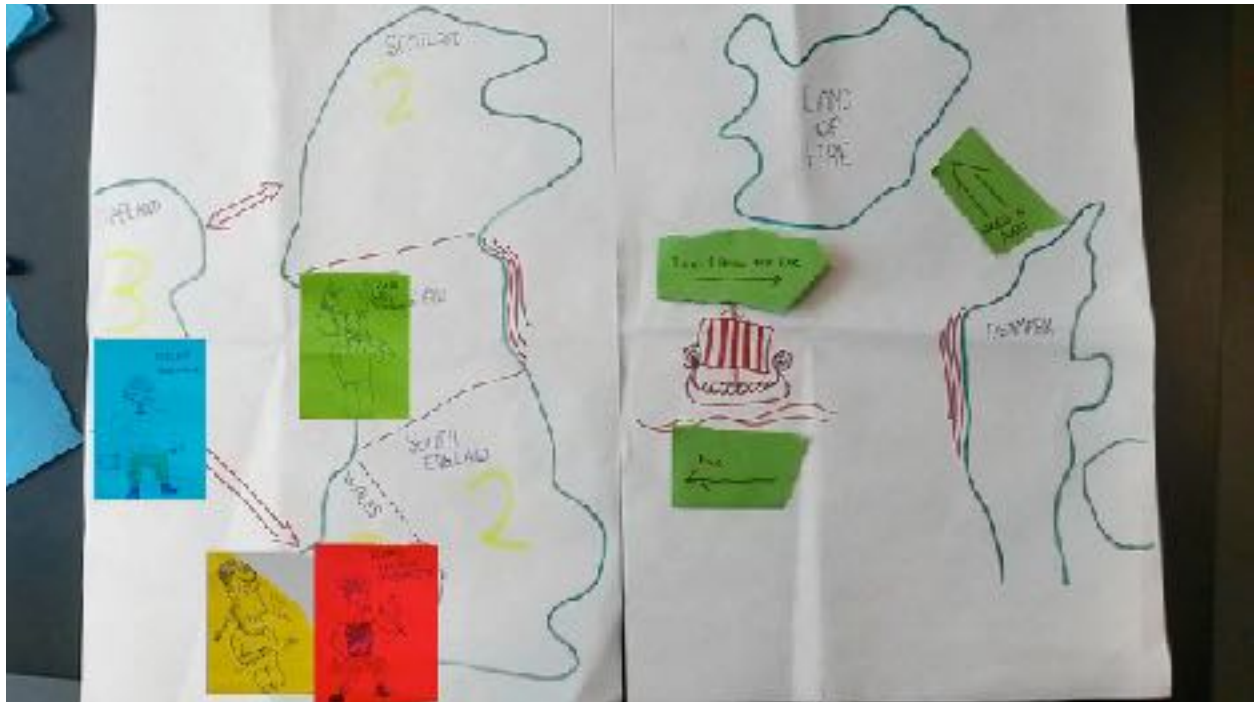
STATUS: 3 gold, 1 axe, Wales

Moves to Ireland tries to pillage the Irish. The Irish rolls a 2 and Yellow rolls a 4, so the pillage is a great success. **+3 Gold**

Blue:

STATUS: 0 gold, 1 axe, Ireland

Having been ridiculed by trying to fight each other the Vikings choose to practice what they are best at; raiding and pillaging.



Stays in North England and takes the bribe. **+1 Gold**

Red:

STATUS: 3 gold, 1 axe, Wales

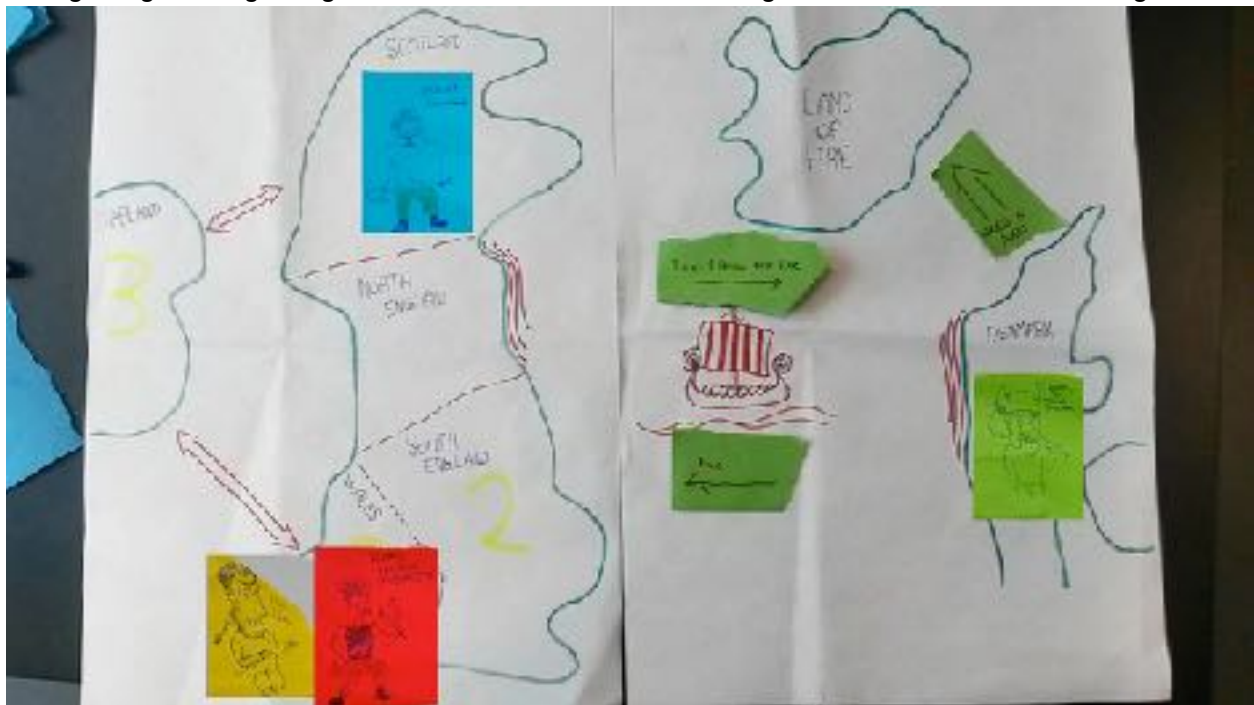
Yellow:

STATUS: 8 gold, 1 axe, Wales

Stays in Ireland and pillages the Irish. Blue rolls 6 and Ireland rolls 2. The pillage is a great success. **+3 gold**

STATUS: 3 gold, 1 axe, Ireland

The ever growing blood hunger of the Vikings has to be satisfied one way or another. The Vikings begin recognising the fact that two knives can slaughter twice the cattle of a single.



Pays the tax and travels overseas back to the great plains of Denmark to buy an axe. **-3 Gold (-1 Tax, -2 Gold for 1 Axe), +1 Axe**

Red:

Stays in Wales and tries to steal from Yellow. This time Red rolls 12 and Yellow rolls 7, and Red is the winner of the fight. This results in half of Yellows money(4 gold) is transfer over to Red.

+4 Gold

STATUS: 7 gold, 1 axe, Wales

Yellow:

Bestolen and furious Yellow choose to stay in Wales to try and steal back what belonged to him from Blue. Yellow rolls 8 for attack and Red rolls 10 for defence. Yellow loses the fight, but has only one axe, so loses nothing **-4 Gold (Bestolen by Blue)**

STATUS: 4 gold, 1 axe, Wales

Blue:

Moves to Scotland and tries pillages the Scots with great success. **+2 gold**

STATUS: 5 gold, 1 axe, Scotland

Round 5:

A Viking lord returns with a force of warriors bigger and stronger than ever seen before. Inspiring...



Green:

Travels back to North England and is immediately bribed. **+1 Gold**

STATUS: 1 gold, 2 axes, North England

Red:

Moves to South England, takes the bribe. **+1 Gold**

STATUS: 8 gold, 1 axe, South England

Yellow:

Moves to Ireland, pillages the Irish with great success. **+3 Gold**

STATUS: 7 gold, 1 axe, Ireland

Blue:

Moves to North England, takes the bribe. **+1 gold**

STATUS: 6 gold, 1 axe, North England

Round 6:

Double the axes, double the confidence. Berserk is the right word.



Green:

Moves to South England, tries to steal from Red. Green rolls 7 and so does Red. However since Green has two axes he adds 2 to his dice roll while Red only has one axe and thereby only adds 1, so in the end Green wins and steal half the gold Red possess. **+4 Gold**

STATUS: 5 gold, 2 axes, South England

Red:

Moves to North England and takes the bribe. **+1 Gold**

STATUS: 5 gold, 1 axe, North England

Yellow:

Moves to Scotland, pillages the Scots with great success. **+2 Gold**

STATUS: 9 gold, 1 axe, Scotland

Blue:

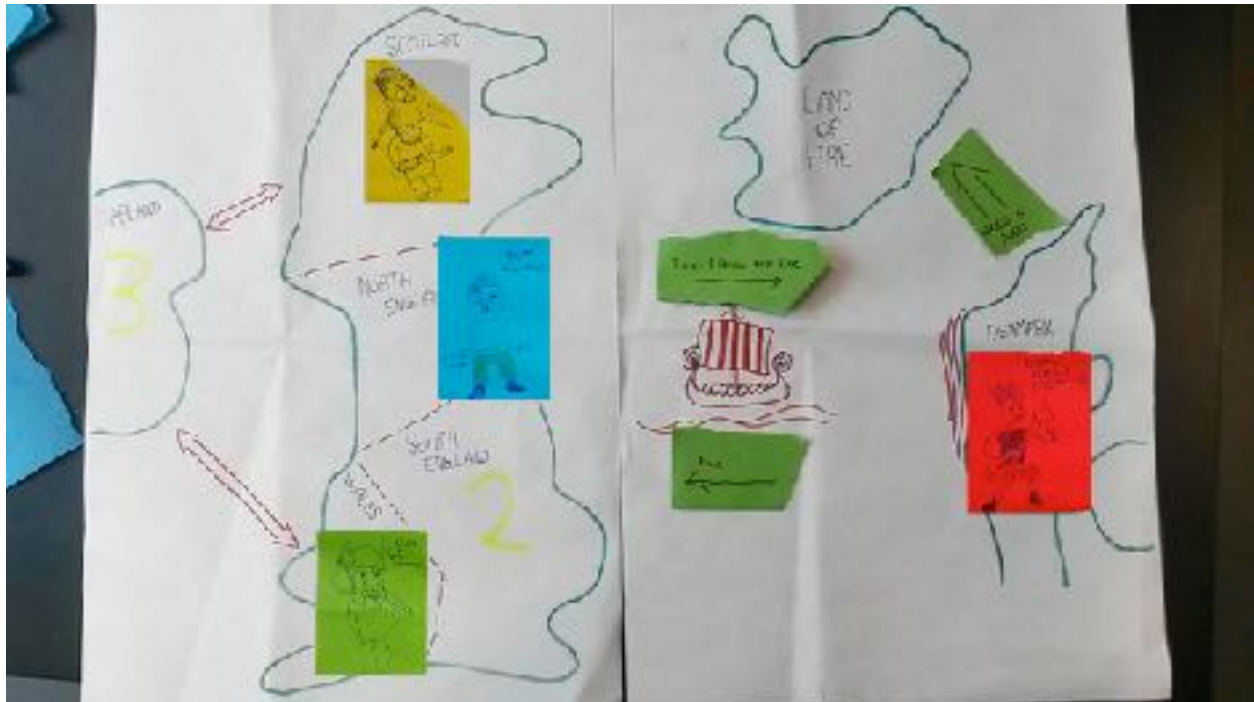
Pays the tax and travels overseas back to the great plains of Denmark to buy axes. **-5 Gold(-1**

Tax, -4 for 2 Axes), +2 Axes

STATUS: 1 gold, 3 axes, Denmark

Round 7:

In the faint distance, the brave Viking lords can hear the Valkyrie's cry. Only those who die by their axe will be fortunate enough to feast in the great halls of Valhalla.



Green:

Moves to Wales, tries pillages the Welsh and succeeds. **+3 Gold**

STATUS: 8 gold, 2 axes, Wales

Red:

Pays the tax and travels overseas back to the great plains of Denmark to buy axes. **-5 Gold(-1**

Tax, -4 for 2 Axes), +2 Axes

STATUS: 0 gold, 3 axes, Denmark

Yellow:

Stays in Scotland and pillages the Scots but fails miserably.

STATUS: 9 gold, 1 axe, Scotland

Blue:

Travels back to North England and is immediately bribed. **+1 Gold**

STATUS: 2 gold, 3 axes, North England

Round 8:

The puny Brits does not offer a challenge great enough for the Viking lord. They must engage in greater, bloodier, more honourable battles in order to satisfy the gods.



Green:

Moves to South England, pillages the English and succeeds. **+2 Gold, - 1 Axe(Attacked)**

STATUS: 10 gold, 1 axes, South England

Red:

Travels back to North England and is immediately bribed. **+1 Gold**

STATUS: 1 gold, 3 axes, North England

Yellow:

Moves to North England and is immediately bribed. **+1 Gold**

STATUS: 10 gold, 1 axe, North England

Blue:

Moves to South England, tries to attack Green. Both players roll two dices. Green rolls 11 while Blue rolls 9. Due to the number of axes, Blue wins the battle and destroys half of Green's axes.

STATUS: 7 gold, 3 axes, South England

Round 9:

An honourable Viking fears no force too big. The gods favour those who fight against all odds.



Green:

Moves to North England, tries to steal from Yellow and succeeds. **+5 Gold**

STATUS: 15 gold, 1 axes, North England

Red:

Stays in North England, tries to steal from Green. Green rolls 7, while Red rolls 4. Even with modifiers from axes, Red is caught during the act of stealing and loses half of his axes, which are destroyed. **-1 Axe**

STATUS: 1 gold, 2 axes, North England

Yellow:

Pays the tax and travels overseas back to the great plains of Denmark to buy axes. **-5 Gold(-1 Tax, -4 Axes), -5 Gold(Bestolen), +2 Axes**

STATUS: 0 gold, 3 axes, Denmark

Blue:

Moves to Wales, pillages the Welsh and succeeds. **+3 Gold**

STATUS: 10 gold, 3 axes, Wales

Round 10:

In the 'Land of Fire' the Vikings will find what they desire the most. The glorious godworthy battlegrounds from where the rainbow bridge will bring those honourable enough to the gates of Valhalla.



Green:

Pays the tax and travels overseas back to the great plains of Denmark to buy axes. Now Green is ready to move to the Land of Fire next turn. **-11 Gold(-1 Tax, -10 Axes), +5 Axes**

STATUS: 4 gold, 6 axes, Denmark

Red:

Moves to Scotland, pillages the Scots but fail miserably.

STATUS: 1 gold, 2 axes, Scotland

Yellow:

Stays in Denmark, tries to attack Green but fails miserably. **-1 Axe**

STATUS: 0 gold, 2 axes, Denmark

Blue:

Moves to South England, takes the bribe. **+1 Gold**

STATUS: 11 gold, 3 axes, South England

Round 11:

FASTER FASTER KILL KILL!!



Green:

Moves to the 'Land of Fire', engages in the glorious battles of heathen divinity. He throws the first set of dice on his own turn, resulting in a 1 and a 3, so he does not die gloriously in battle at this time.

At the beginning of Reds turn Green throws again: a 2 and a 5, so he is still in.

On Yellow turn: a 6 and a 3

On Blue turn: a 1 and a 2

STATUS: Land of Fire

Red:

Stays in Scotland, pillages the Scots but fails miserably.

STATUS: 1 gold, 2 axes, Scotland

Yellow:

Travels back to North England and is immediately bribed. **+1 Gold**

STATUS: 1 gold, 2 axes, North England

Blue:

Moves to North England, takes the bribe. **+1 Gold**

STATUS: 12 gold, 3 axes, North England

Round 12:

An honourable Viking does not stop when the battle has been won. To win the war he must fight till death.



Green:

On Green turn: Rolls again and gets double 6, so although he is slaying enemies left and right, there is no death in sight.

On Red turn: a 4 and a 5,

On Yellow turn: a 3 and a 3

On Blue turn: a 6 and a 2

STATUS: Land of Fire

Red:

Moves to North England, tries to steal from Blue and succeeds. **+6 Gold**

STATUS: 7 gold, 2 axes, North England

Yellow:

Moves to South England, pillages the English and succeeds. **+2 Gold**

STATUS: 3 gold, 2 axes, South England

Blue:

Moves to Scotland, pillages the Scots and succeeds. **-6 Gold(Bestolen), +2 Gold**

STATUS: 8 gold, 3 axes, Scotland

Round 13:

In the faint distance the Viking lords can hear the Valkyrie's cry: "A brother is feasting alongside Odin in the halls of Valhalla".



Green:

STATUS: IN VALHALLA!

Red:

Red travels back to North England and tries to steal from Blue. Red rolls 2, while Blue rolls 3. Due to the modifiers, this results in a tie and therefore none of the sides loses anything.

STATUS: 1 gold, 4 axes, North England

Yellow:

Move to South England and pillages the Londoners successfully. **+2 Gold**

STATUS: 8 gold, 2 axes, South England

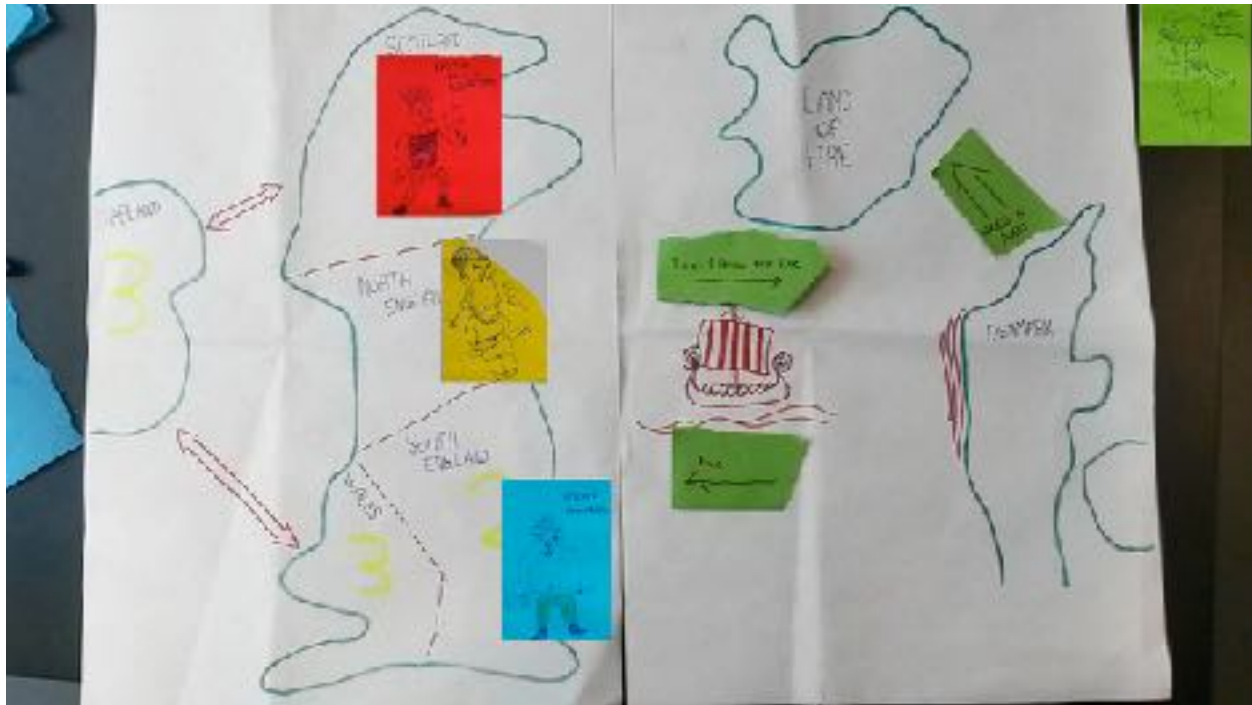
Blue:

Moves to South England to steal from Yellow. Yellow rolls 10, while Blue only rolls 4. Even though Blue has more axes than Yellow, he loses the battle and thereby half of his axes. As he has an odd number of axes, the number lost is rounded down, in this case to one. **-1 Axe**

STATUS: 9 gold, 2 axes, South England

Round 15:

The gods demand blood, the blacksmith wants gold, the puny Brits cries for peace. The Vikings just do what has to be done...



Green:

STATUS: IN VALHALLA!

Red:

Red travels to Scotland and tries to pillage the population - successfully. **+2 Gold**

STATUS: 3 gold, 4 axes, Scotland

Yellow:

Moves to North England and takes the bribe. **+1 Gold**

STATUS: 9 gold, 2 axes, North England

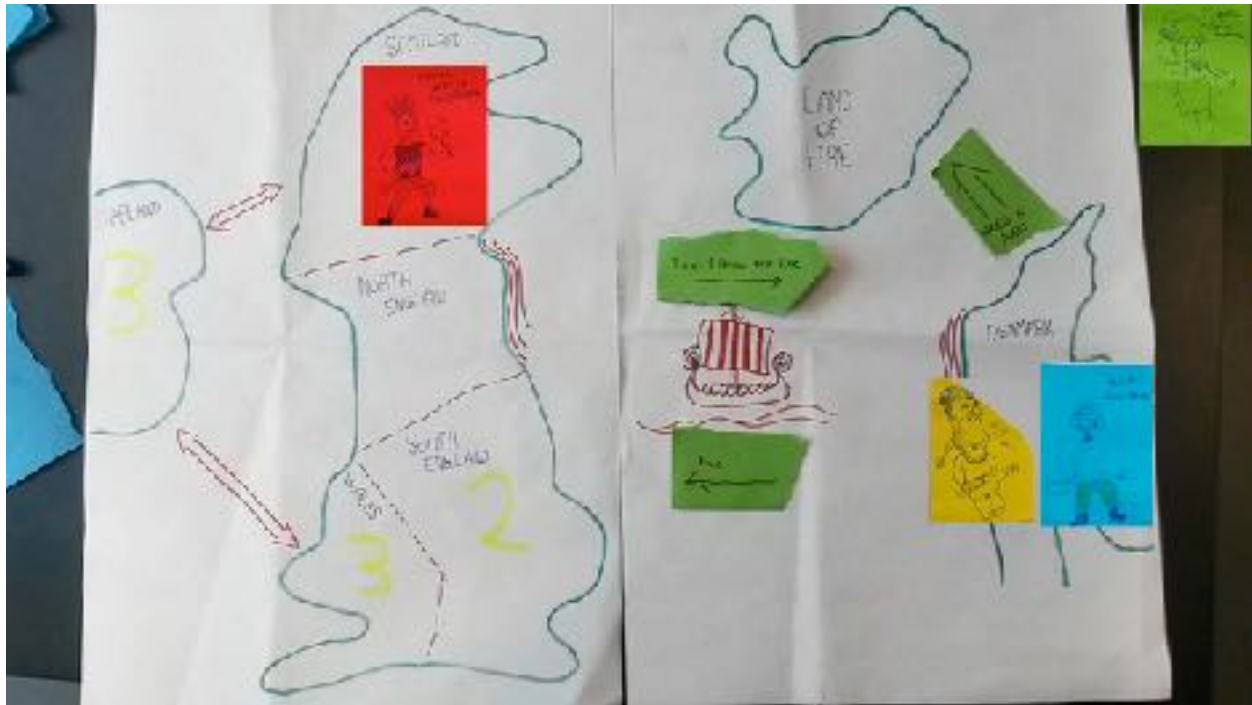
Blue:

Stays in South England and pillages the English - successfully. **+2 Gold**

STATUS: 11 gold, 2 axes, South England

Round 16:

Denmark is merely a pitstop on the way to the glorious battlegrounds of the 'Land of Fire'. The race to Valhalla is nearing its end. A final bloody sprint will separate the wheat from the chaff.



Green:

STATUS: IN VALHALLA!

Red:

Red moves to Scotland and tries to pillage the population - yet again successfully. **+2 Gold**

STATUS: 8 gold, 4 axes, Scotland

Yellow:

Travels to the great plains of Denmark and purchases four axes. **-10 Gold (-2 Tax, -8 Axes), +4**

Axes

STATUS: 0 gold, 6 axes, Denmark

Blue:

Follows in Yellow's footsteps - to Denmark, for more axes! **-11 Gold (-1 Tax, -10 Axes), +5**

Axes

STATUS: 0 gold, 6 axes, Denmark

Round 18:

"Baptised in blood and steel! Holy war!" - Manowar



Green:

STATUS: IN VALHALLA!

Red:

Red moves to North England and takes the bribe. **+1 Gold**

STATUS: 9 gold, 4 axes, North England

Yellow:

Moves to the land of Fire and begins fighting in the glorious battle. On his turn, Red rolls a 1 and a 3. On Blue's turn, he rolls a 2 and a 6.

STATUS: *Land of Fire*

Blue:

Follows in Yellow's footsteps yet again, and joins him in glorious combat! On his own turn, Blue rolls a 5 and a 6.

STATUS: *Land of Fire*

Round 19:

VALHALLAAAAAAAAAAAAaaaa...



Green:
STATUS: IN VALHALLA!

Red:
 Red pays to cross the sea to the great plains of Denmark in pursuit of axes. **-8 Gold (-4 Tax, -4 Axes), + 2 Axes**
STATUS: 1 gold, 6 axes, Denmark

Yellow:
 On Red's turn, rolls a 3 and a 2.
 On his own turn, rolls a 5 and a 1 - but, since Blue rolls snake eyes, Yellow now has to wait for Red to play again.
STATUS: Land of Fire

Blue:
 On Red's turn, rolls a 5 and a 2.
 On Yellow's turn, rolls snake eyes - a 1 and a 1! Victory (through glorious defeat) at last!
STATUS: IN VALHALLA!

Round 20:
 ...aaaaaAAAAAAAAAAAAHHHHH!!!!!!



Green, Blue:
STATUS: IN VALHALLA!

Red, Yellow:

Red joins his fellow player, Yellow, in the Land of Fire, thereby triggering the final confrontation between the two - in the form of speed-rolling!
 Both players roll frantically, and a few times, they even cast their die with too much strength (like real Vikings were known to do), and they have to spend precious seconds to retrieve it from the floor. Here is the tally of their efforts:

Red:

2, 5, 6, 5, 3, 3, 2, 6, 4, 3, **1**, 2, **1**, 3, 5, 6, 5, 6, 3, 3, 4, 6, **1**!

Yellow:

4, 5, **1**, 3, 3, 4, 6, 6, 2, 3, 6, 2, 4, 5, 4, 4, 3, **1**, 5, 6, 5, 3, 2...

Red emerges as victorious, and is the last of his brethren to go to Valhalla! Yellow curses his luck - in vain! Still, after a while, he realizes that he is now the sole ruler of Northern Europe, and takes solace in the fact! "Who wants to be a warrior in Asgard, when they can be a king in Midgard?"

FINAL TALLY

1st Place - Green!
 2nd Place - Blue!
 3rd Place - Red!

Last Place - Yellow!

