



AEGIR'S FIRE

Viking Raider Campaign Game

by Jim Wallman 2003

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Introduction

This game starts in the year 830 ad. It is a time when the Vikings (a collective term for various Norse peoples - Danes, Norwegians, Swedes and Finns), started their raiding of the coastlines within reach of their longships. Their control of the oceans eventually meant that they also became a major trading force, as well as the discoverers and colonisers of places like Iceland and Greenland.



In this game, you are a minor Viking village leader (think up a suitable name). You have managed to stretch the village's resources to the point of building a longship, to the latest and most fashionable design. You will be able to equip and man the ship from your village initially, and dependent upon success or otherwise in your first voyages, you will be able to recruit more experienced fighters from outside the village. Success is measured in two ways, status and treasure. These are self-evident.

1. Ship Types

There are three types of ship:

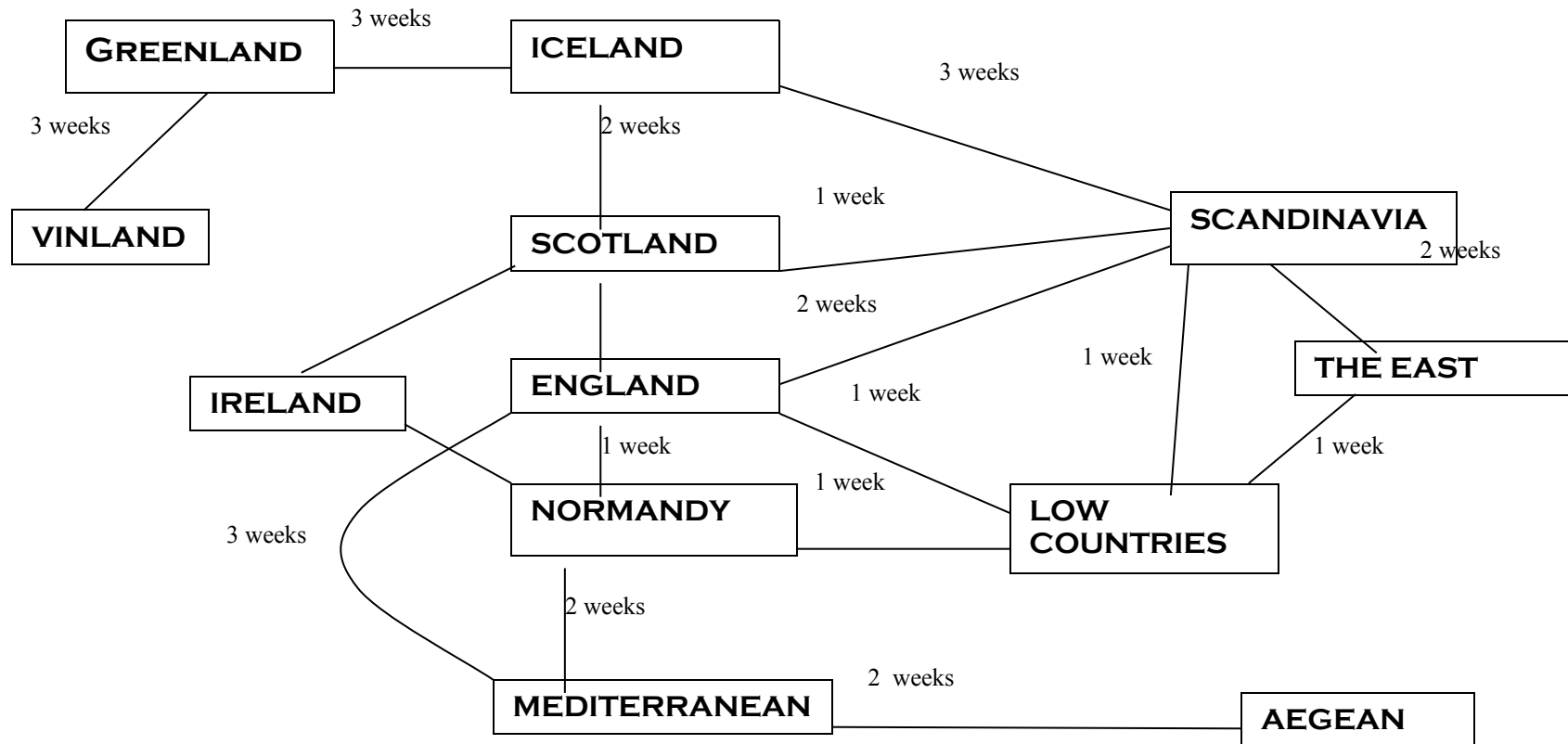
	Min Crew to operate	Max crew capacity	Max weight limit
Standard Longship	10	50	150 units
Norse Merchant Ship	5	30	200 units
Saxon Warship	20	100	n.a.

For reference:

- One warrior and his equipment weighs 2 units
- Food for one man per week weighs 1 unit
- A non-combatant (slaves/women etc) weighs 1 unit
- Treasure weighs 1 unit per 20 pts worth.

2. Sea Areas.

There are a number of general areas that you may operate in. They relate to each other as follows:



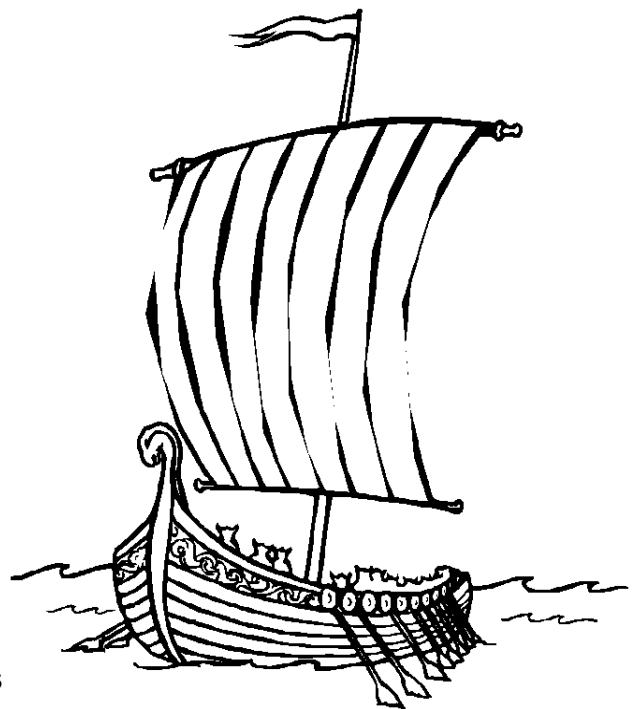
The different sea areas have different tribes dominant within them, as follows:

Area	Tribe	Features
Scandinavia	Norse	Home base. Your village is here, as are all the other players
Scotland	Scots	Ferocious men, like Vikings in many ways
Ireland	Irish	Make much use of archers and horsemen
England	Saxon	Mostly low quality foot soldiers, with a few tough noblemen
France	Franks	Determined, mostly foot soldiers.
Low Countries	Saxon	Mostly low quality foot soldiers, with a few tough noblemen
The East	Slavs	Mixed quality infantry and rapacious light cavalry
Mediterranean	Arabs	Locals are poor quality infantry, but the chiefs have large numbers of frightening efficient horse archers and cavalry
Aegean	Byzantine	Remnants of Roman Empire. Mainly fearsome heavy cavalry and weak infantry. They have a Navy! So watch out.
Iceland	Norse colonists	
Greenland	Norse colonists	
Vinland	Scraelings	Poorly armed and badly organised tribal people. But numerous.

Not all the above are known to you, since you still have to learn the routes to some places. Scotland, England, France and the Low Countries have all been visited before, and you may attempt to visit them from the beginning of the game. Other locations have greater risks attached to first time voyages, but once you get there you can always go there again.

3. Voyages Within The Known World

All voyages have an attendant risk. Being bold and brave Vikings (and hence not knowing the meaning of the word 'fear'), this leaves you undaunted. Note that irrespective of whether other Vikings have already been to a location, the first time you attempt to go to a new place, you have an increased chance of getting lost.



Roll percentage dice per weeks voyage - Score is percentage chance of remaining on course:

Navigational Skill	Known Destination	First Voyage	Voyage of Discovery
Uncanny	100%	95%	30%
Ace	85%	70%	20%
Average	75%	55%	10%
Bad	60%	40%	5%
Blind as bat	40%	20%	0%

If the navigator fails the 'on course' roll then the ship remains where it is for one week. Of course you can always turn back - home is a known destination!

4. Worse Things Happen At Sea.

There is always a chance that you will run into a storm.

Areas: Aegean, Mediterranean, or The East: 1% per week voyaging.
 All other areas: 2% per week.

If you hit a disaster, roll 2 percentage dice:

Score	Results
1 - 10	You lose everything. Your ship goes down with all hands, and they are never seen again. You are personally shipwrecked in the last area you visited, with only your trusty sword. Any Raiders that arrive in that area have a 70% chance of meeting up with you. It is up to them whether they employ or rescue you.
11 - 50	Severe damage to the ship. Roll one d6 per man, score 1 or 2 and he is lost overboard. You manage to limp back to the last location and beach your ship. It will take 80 man weeks to repair.
51 - 90	Damaged Ship. Roll 1d6 per man for men overboard, score 1 to lose the man. You may choose to move or or back, provided you are not at sea for more than a week. Damage will take 40 man weeks to repair.
91 - 100	Light damage. Ship still seaworthy. 10 man weeks to repair. This damage is cumulative

If the ship has survived the storm with damage or light damage, then it must dice to see if it was blown off course, there is a 50% chance of this.

5. The Fighting Men.

There are five qualities of men: Hard (+2), Tough (+1), Average (0), Weak (-1), and Wimps (-2).

The type and quality of men you can recruit will depend upon the success or otherwise of your raiding missions. There are five 'bands' of success, based on the 'loot to casualties ratio'. This is as follows:

- Band I At start, or a ratio of 1 cas per 20 points
- Band II Ratio of less than 1 per 20 or up to 1 per 50
- Band III Less than 1 per 50 up to 1 per 100



- Band IV Less than 1 per 100 up to 1 per 150
- Band V Less than 1 per 150 up to 1 per 200
- Band VI Less than 1 per 200

The number of men you may recruit when you return home will depend upon your success as a raider. Big hauls will mean many men flocking to be in on it. However, if you habitually take heavy casualties, only the wallies will come forward.

Total treasure in last trip	Total Potential recruits
Less than 100	5
100-200	10
201-300	15
301-400	20
401-500	25
over 500	30

You may refuse to recruit a man after you have seen what he is like, but once refused, you cannot get him to come back. Roll for each potential recruit one at a time using the table below.

Roll for each recruit, deciding whether to accept or reject immediately. Once accepted, you are honour bound to take that recruit on the trip. You can turn loose any men after one trip.

		LOOT PER CASUALTY BAND					
QUALITY	TYPE	I	II	III	IV	V	VI
Berserk	Warrior	00	00	00	99-00	98-00	97-00
Hard	Warrior	97-99	94-99	91-99	88-98	86-97	83-96
	Archer	96	93	90	87	84-85	81-82
Tough	Warrior	82-95	79-92	75-89	71-86	67-83	63-80
	Archer	81	77-78	73-74	69-70	65-66	61-62
Average	Warrior	63-80	55-76	48-72	40-68	33-64	25-60
	Archer	61-62	53-54	45-47	37-39	29-32	21-24
Weak	Warrior	34-60	29-52	23-44	18-36	13-28	8-20
	Archer	31-33	26-28	21-22	16-17	11-12	6-7
Wimp	Warrior	4-30	4-25	3-20	3-15	2-10	2-5
	Archer	1-3	1-3	1-2	1-2	1	1



6. Types of Victim.

There are several types of place where a viking can earn a dishonest living. These are summarised as follows:

Class A Village

A large village. Roll 4 average dice for number of houses. The village will have a circular fence around it.

Some of the villagers will attempt to defend themselves: Roll 1d6 for number of weak warriors with swords

Roll 2d6 for number of weak warriors with spears (None have armour)

Roll 3d6 for number of wimp warriors with spears

Roll 1d3 for the numbers of the above permitted to have bows.

Class B Village

Medium sized village. Roll 2 avd for the number of houses. There is no fence around the village.

Defenders: (No armour) 1d3 for no. of weak warriors with sword

1d6 for no of weak warriors with spear

2d6 for no. of wimps with spears.

Class C Village

Small village. Roll 1 avd for no. of houses. There is no fence.

Defenders (no armour) 1d6 weak defenders with spear

1d6 wimps with spears.

General Points on villages:

There are 4 points of treasure per house.

Slaves/captives: This depends upon the speed at which the attack takes place, or whether a specific part of the raiding force is detailed to round up captives.

To work out the potential number of captives, multiply the number of houses by 2.

A captive-taking party can capture one captive per member, total.

If the action is finished within 15 moves, then the combat force can claim up to half their own strength in captives (subject of course to the maximum potential captives for the village).

Town

This really only refers to a small town, since important towns are really out of your league.

Towns are always have 30 houses and are fenced with a strong palisade, and gates.

Local townsfolk raise the following force: 1d6 weak warriors with swords

1d6 weak bowmen

2d6 weak warriors with spears

There will also be a standing force of warriors present, which will vary according to according the type of local tribe.

There is a treasure rating of 6 pts per building.
The maximum number of captives is 50.

Monastery/Temple Etc

Religious settlements of whatever type are usually very wealthy, and offer rich pickings. They will be able to muster local peasantry to defend them when raided. These will always have 12 buildings. They have the same defenders as a Class A village. There is a treasure rating of 15 pts per building. There is a maximum number of captives of 45.

Local Defence Forces

The local noblemen or chieftains will maintain certain forces whose intention is to limit your depredations.

Clearly such forces will be more likely in wealthy areas than poor areas. When assessing the strength of a place, the defending player will secretly roll for the chance of a local defence force actually being on the spot (ie. they saw you coming), and the chance of subsequent reinforcements.

The composition of such forces will depend upon the tribe dominant in the area.

Type of Place	Defenders in Position	Chance of Reinforcement
Class A Village	5%	10%
Class B Village	2%	5%
Class C Village	1%	2%
Town	Automatic	25%
Monastery etc	10%	25%

Unless specified elsewhere, roll 1d6 x 10 for the number of moves to arrival of reinforcements.

If reinforcements occur, make a further roll for defenders of the type normal for that place. So a Class C Village would roll 1d6 weak defenders with spear and 1d6 wimps with spears.

7. The Annoyance Factor.

Eventually, the powers-that-be in the areas you're attacking will get fed up with you (and your chums) ravaging, raping and pillaging, and will take steps to prevent it.

This is calculated based on the total depredations of ALL PLAYERS in the campaign, by map area. So if everyone is concentrating on one area the local will get annoyed very quickly.



Score points every time a raid takes place.

Type of Place	
Class A Village	3
Class B Village	2
Class C Village	1
Town	6

Monastery etc	7
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Keep a running cumulative record of the number of points per month.

This is modified as time goes on :

Points scored more than 3 months ago HALVE VALUE

Points scored more than 1 year ago QUARTER VALUE

Points score more than 2 years ago are ignored (people forget).

Result

Annoyance Factor of	Effect
Less than 50	No effect
51-100	All reinforcements are DOUBLED
101-200	all reinforcements are doubled.
201-300	Chance of reinforcements is doubled, and reinforcements consist of 3d6 Armoured Huscarles and 1d6 archers or the local equivalent.
301+	Chance of reinforcements is doubled, and reinforcements consist of 4d6 Armoured Huscarles and 2d6 archers or the local equivalent. 10% chance of being intercepted at sea by local naval forces.

