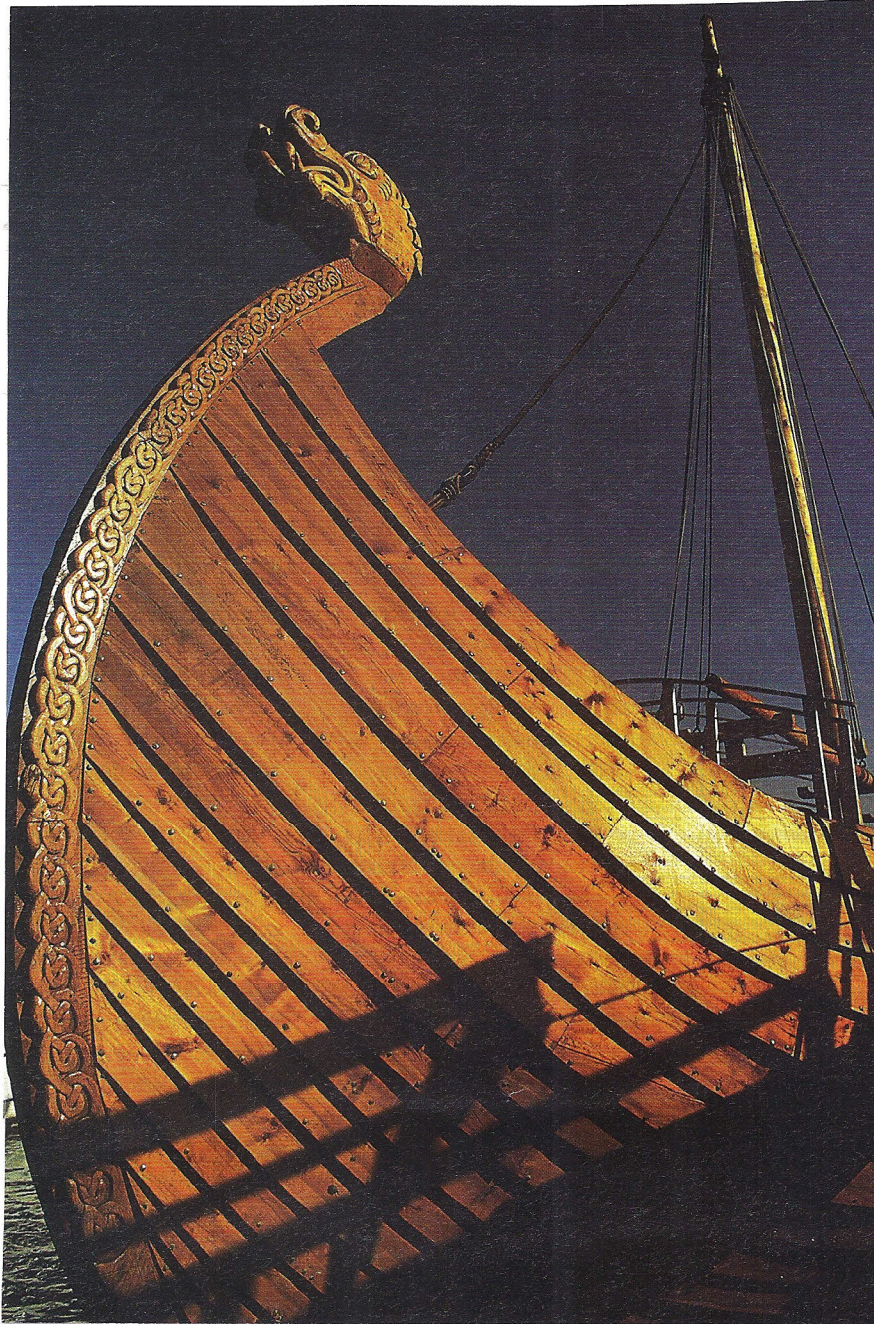


THE BATTLE OF JORVIK
OR
WILL VIKING RULE FINALLY SWAY?



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THE BATTLE OF JORVIK OR WILL VIKING RULE FINALLY SWAY?

Anno 954 A.D. mid-June two equal armies are facing each other at Jorvik. On the one side the army of King Aethlered and Sir Morgan of Lundewick (Morgan's son was knighted after his heroic defence of the manor) and on the other the Viking forces of Eric Bloodaxe and his second son Truls called "The Tormentor", in a defensive position behind the fortifications of Jorvik.

But what had happened in the meantime since the vikings were put to flight at Lundewick? One may remember that Eric Bloodaxe was utterly defeated and lost most of his crew along with his son Sven Forkbeard and his brother-in-arms Harald Boldhead. Only with six of his surviving companions was he able to narrowly escape with the viking longship followed by a hail of arrows from the defenders and the oath of Morgan's son to take revenge for his father's death and not rest until Eric's head was stuck on the end of a pike and placed outside Lundewick to warn any future raiders to keep clear of his manor.

Proud of his victorious defence, Morgan's son was called by King Aethlered to pledge his allegiance to the royal cause and join a crusade to Jorvik to expel the Vikings from Anglo-Saxon lands for ever. Morgan's son expressed his approval and was thereupon knighted by the king to become Sir Morgan of Lundewick. The army was assembled and marched northbound on the first day of June. Again the force consisted of Sir Morgan's armed peasants, King Aethlered's body guard, the remaining mercenary knights and the pikemen of the Bishop.

Eric Bloodaxe knew that the defeat of Lundewick was a serious setback for Viking rule in Britannia and on his return to Jorvik ordered his men to fortify the town against the threatening advance of Aethlered's warriors. Fortunately Eric's second son Truls "The Tormentor" had just returned from his expedition to Byzantium, where he had served in the Emperor's personal guard with a handful of companions for a number of years.

However Truls had decided that pay was not enough and plundered the Byzantine treasury before his getaway to Jorvik. A tremendous chest filled with gold, silver and diamonds was taken back to Jorvik and hidden in safe place. Along with this Truls had brought a force of fierce Byzantine mercenaries who swore to defend Jorvik to the death for pay in gold.

The goals of the Anglo-Saxons were clear. Conquer Jorvik, capture the Byzantine treasure chest, the viking longship (or if not avoidable sink the longship), as well as the heads of Eric and Truls.

The vikings aimed at defending Jorvik as long as possible, and if the town was not defendable anymore, make a getaway with the longship and the treasure chest on board. . But before the Anglo-Saxon leaders Aethlered and Sir Morgan were to be slain.

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THE BATTLE OF JORVIK

POINTS TO DETERMINE VICTORY

MAX. 290 POINTS ACHIEVABLE

THE ANGLO-SAXONS	THE VIKINGS
1) KILL ENEMIES Max. 54 points	1) KILL ENEMIES Max. 61 points
2) CAPTURE TREASURE 50 points	2) DEFEND TREASURE 50 points
3) CAPTURE VIKING SHIP 75 points (or sink the ship only 25 points)	3) DEFEND VIKING SHIP 75 points
4) BONUS FOR THE HEADS OF ERIC BLOODAXE 25 points TRULS "The Tormentor" 25 points	4) BONUS FOR THE HEADS OF KING AETHLERED 25 points SIR MORGAN OF LUND. 25 points
5) OWN SURVIVORS Max. 61 points	5) OWN SURVIVORS Max. 54 points

VICTORY CONDITIONS

According to difference in points calculated in %

- a) 0.1 - 10% Close Victory
- b) 10.1 - 25% Secure Victory
- c) 25.1 - 50 % Important Victory
- d) > 50% **TOTAL VICTORY**