

Vikings vs Saxons

2013, Jon Hather, <https://boardgamegeek.com/boardgame/148419>



the 3x3 central area is the bridge where both armies clash

Players have ten pieces each: two swordsmen, three axe-men and five spear carriers.

Initially, both players arrange their army in their first two rows.

On his turn, the player moves one friendly piece:

- Swordsmen move up to 3 orthogonally (forward/back/side) or 2 diagonally.
- Axe-men move up to 2 orthogonally or 1 diagonally.
- Spear carriers move like a knight in Chess.

Capture is by replacement, just like in Chess, and it is not mandatory.

There are three possible outcomes:

- **Greater Victory:** One player captures all the opponent's pieces.
- **Lesser Victory:** A player reduces the opponent to a single piece, but that piece manages to reach the player's first row.
- **Draw:** If both sides are unable to secure any type of victory.