

APPENDIX

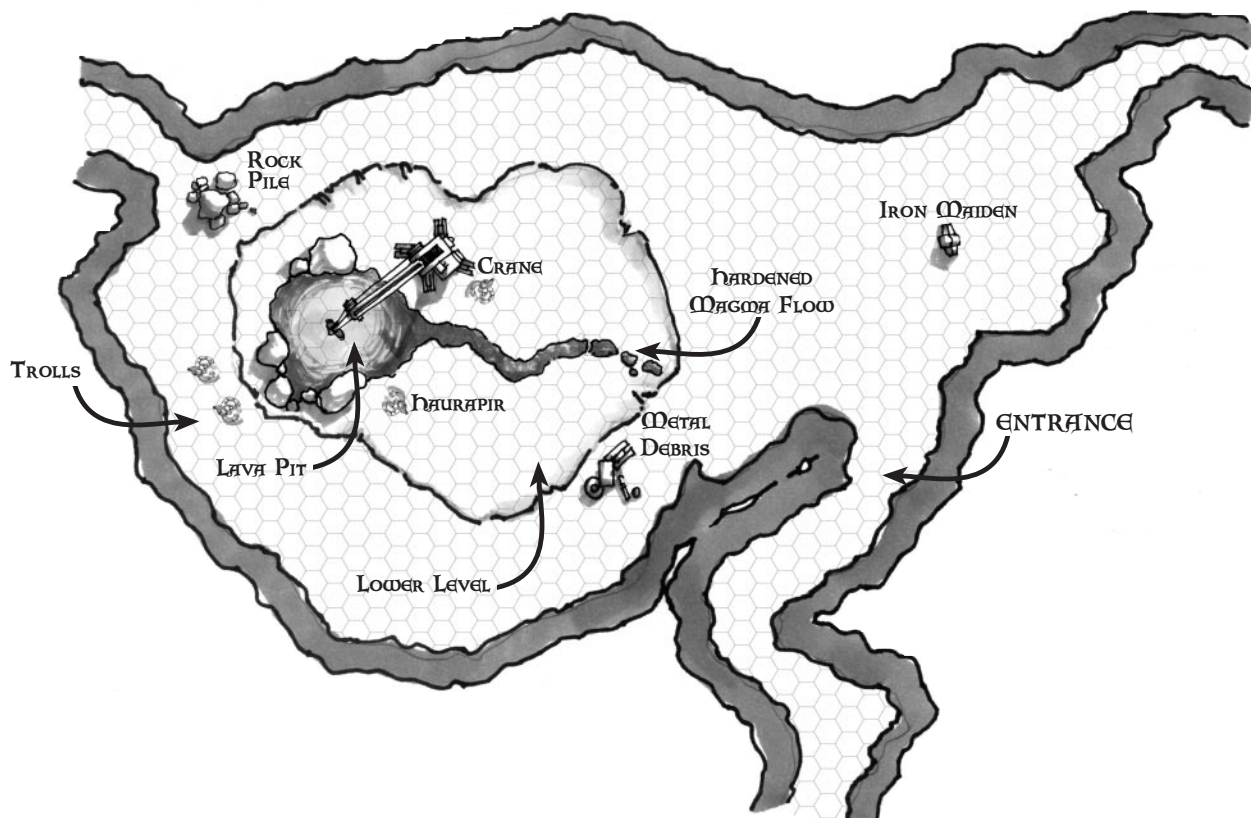
MAPS, FORMS, AND CHEAT-SHEETS

Here you will find all the maps, hero sheets, and runner's aids necessary for a proper game of Viking mayhem. Feel free to photocopy any of the material in this section for your personal use. It's also available for download at our website: www.atlas-games.com.

The first few pages of this appendix contain the maps for our sample adventure, "The Stolen Rune." Clever (and possibly Loki-touched) pillagers will notice we didn't include maps for Encounter 1 or the first combat event of Encounter 2. Since neither of these events contain terrain we didn't think special maps were necessary.

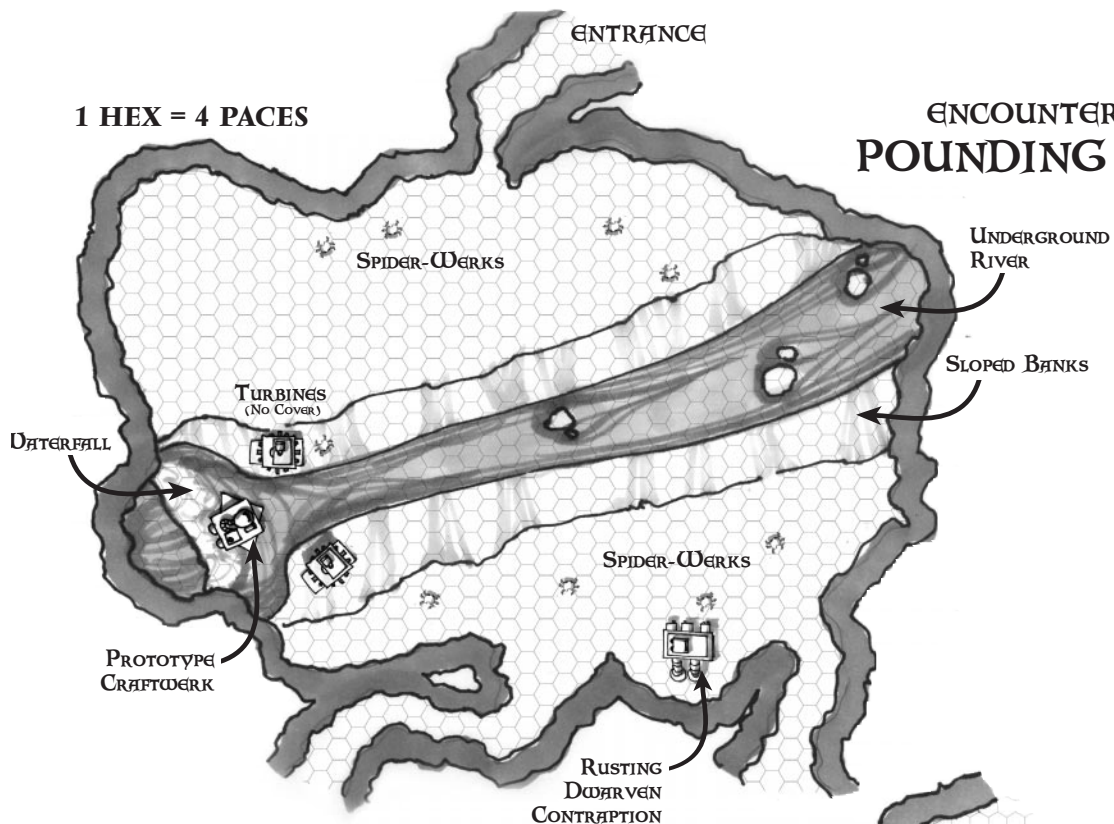
The final section is devoted to Hero Sheets, Foe Sheets, and several forms to help you design and run encounters.

ENCOUNTER 2, EVENT 3 ELDGRIM AND THE LAVA PIT

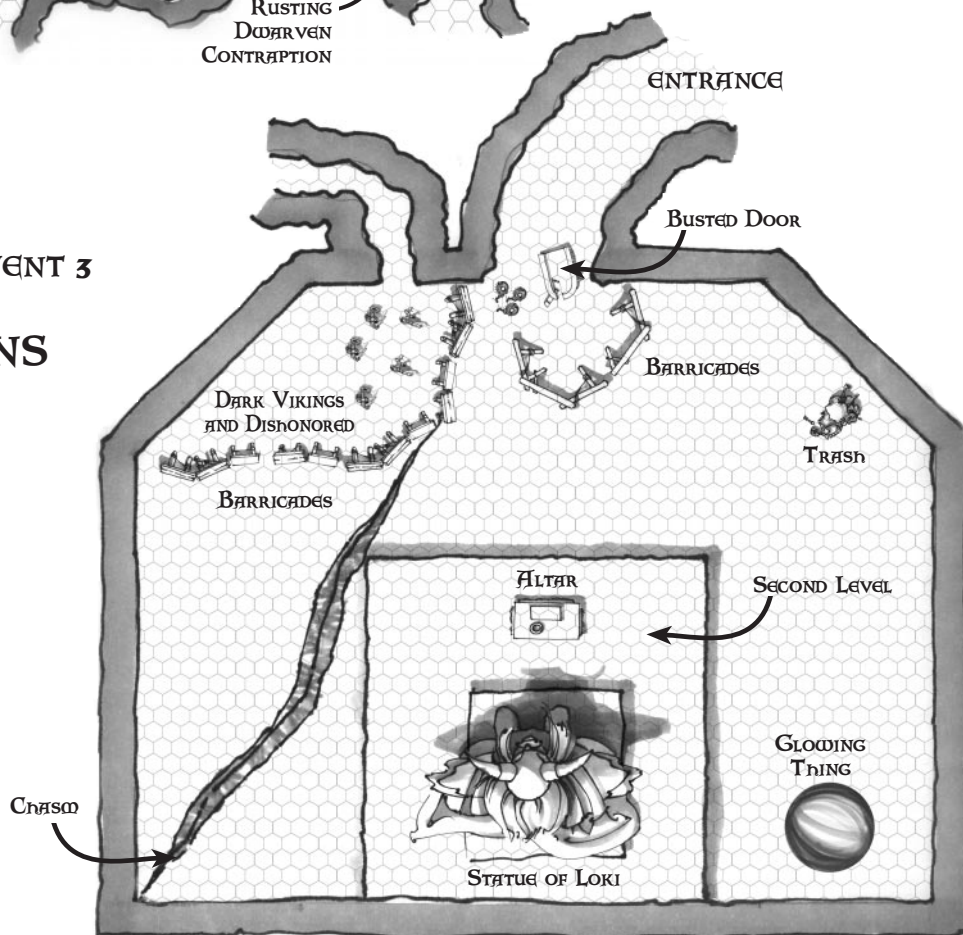


1 HEX = 4 PACES

ENCOUNTER 3, EVENT 3 POUNDING WAVES



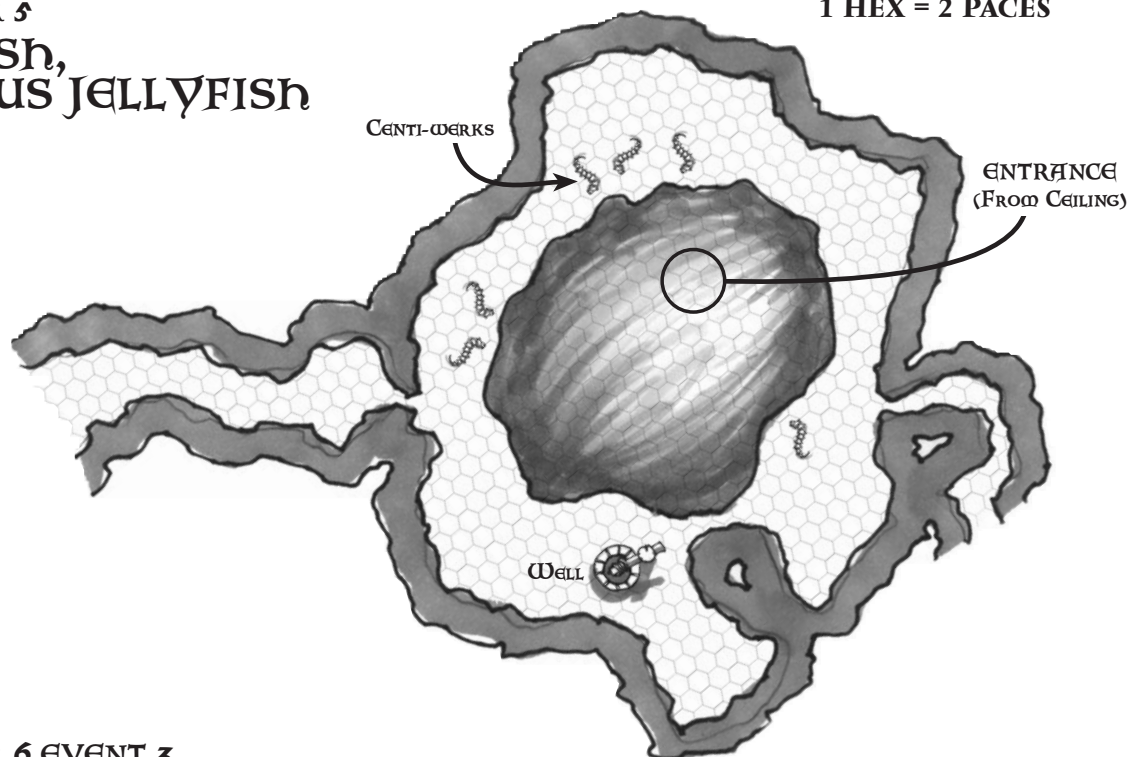
ENCOUNTER 4, EVENT 3 HARD DAYS FOR MINIONS



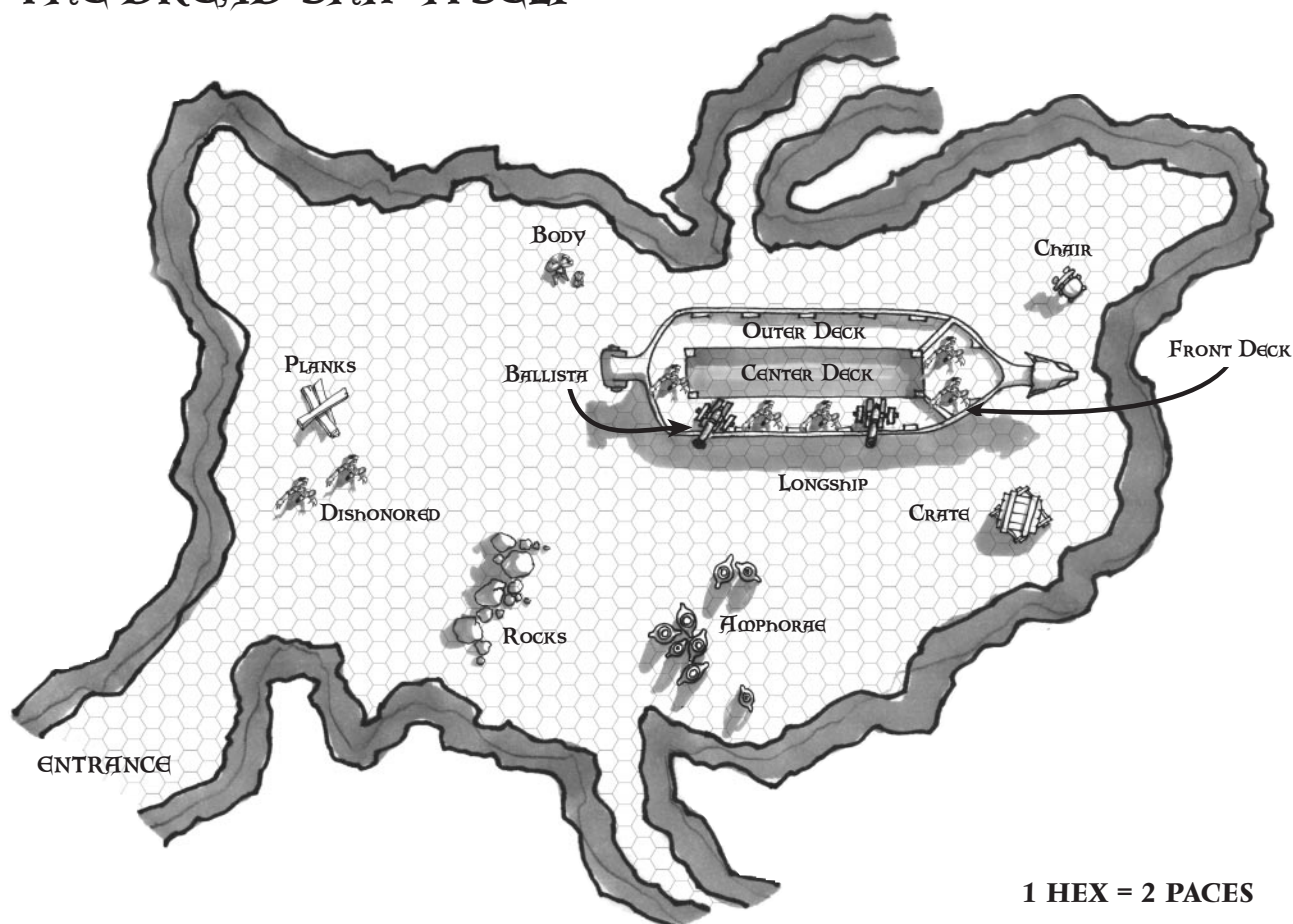
1 HEX = 2 PACES

ENCOUNTER 5
JELLYFISH,
GLORIOUS JELLYFISH

1 HEX = 2 PACES



ENCOUNTER 6 EVENT 3
THE DREAD SHIP ITSELF

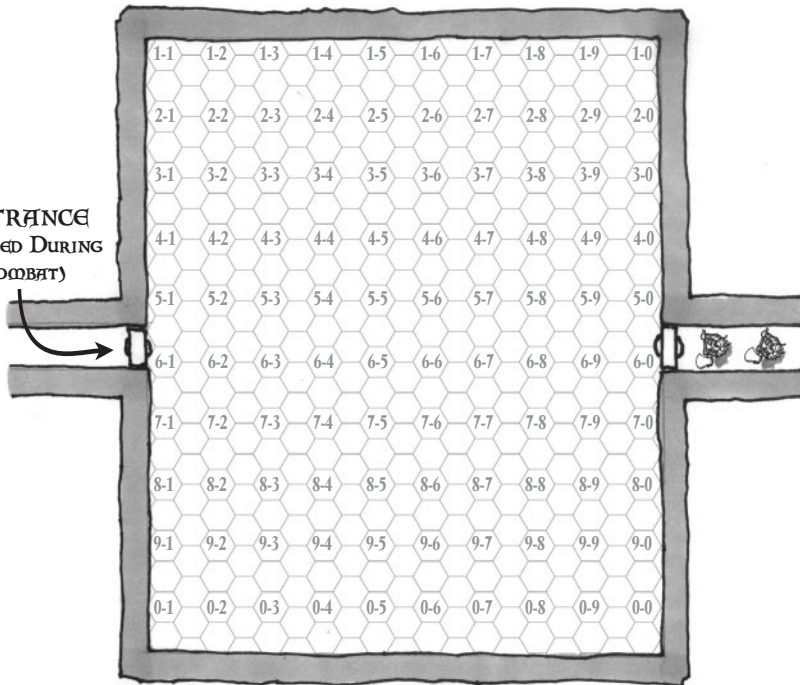


1 HEX = 2 PACES

ENCOUNTER 7 EVENT 2 SHAKING ROOM

ENTRANCE
(LOCKED DURING
COMBAT)

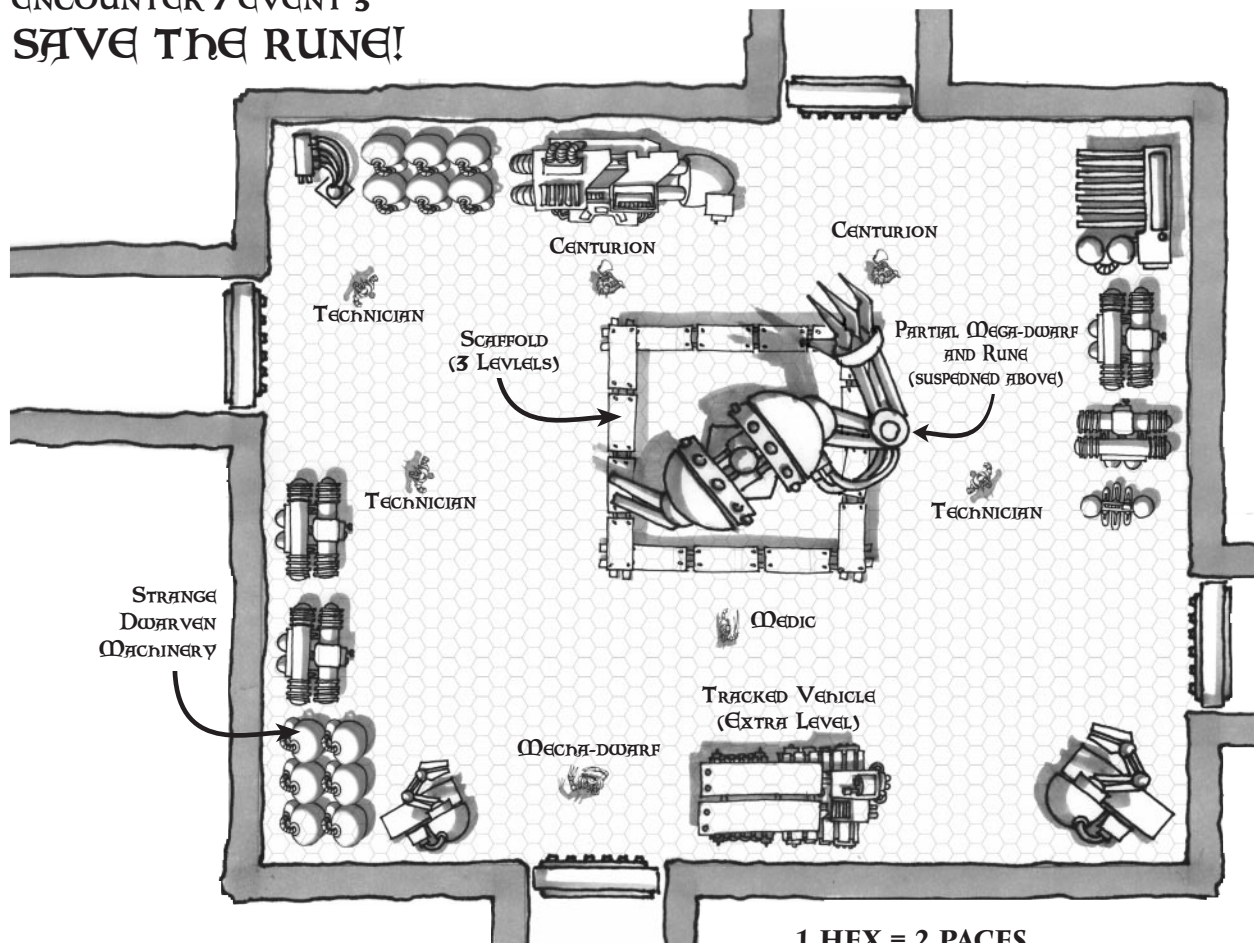
CENTURIONS
ENTER HERE



1 HEX = 2 PACES

ENCOUNTER 7 EVENT 3 SAVE THE RUNE!

ENTRANCE



1 HEX = 2 PACES