

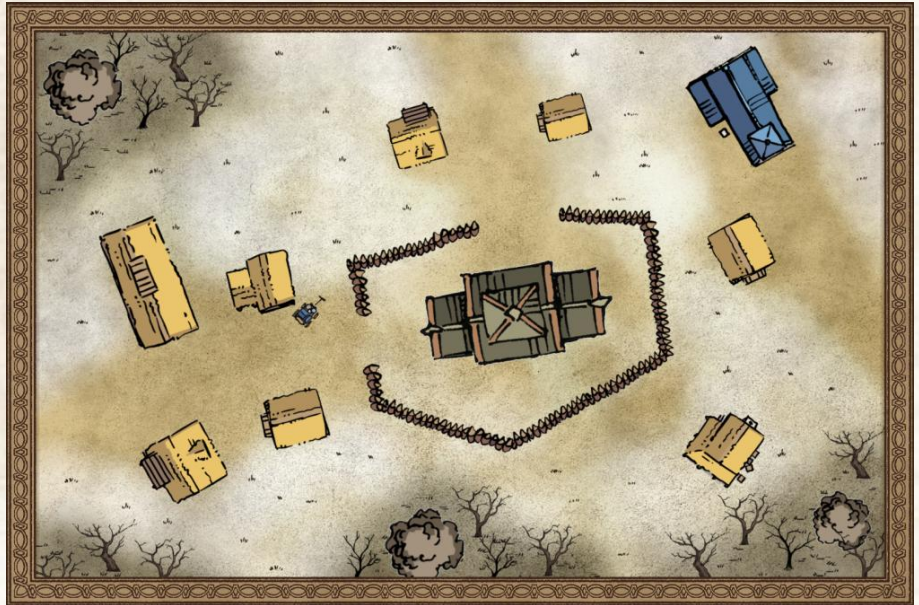
# “CAPTURE THE KING!”

IT IS EARLY JANUARY 878 AND ALFRED, KING OF WESSEX, IS ENJOYING A CHRISTMAS HOLIDAY AT HIS CHIPPENHAM ESTATE. BUT OUTSIDE THE VILLAGE, A SURPRISE DANISH ATTACK LURKS IN THE WOODS, HOPING TO CAPTURE THE SAXON KING!

## SET UP: 4 players

All Saxon forces must all begin inside the walls of the royal compound. The Vikings may deploy within 6" of any table edge. There is no turn limit and the game continues until Alfred escapes or is captured!

This is the exact scenario played on Episode 302 of Little Wars TV!



**FORCES:** This scenario is historically-based, but taken from the Bernard Cornwell's *The Saxon Chronicles* series (known to television audiences at *The Last Kingdom*). As such, two heroes from the fictional saga—Uhtred and his priest Father Beocca—are included in this scenario.

The Saxon force includes two warbands. King Alfred (rated as a Lord) leads 5 Hearthguards & 3 Bowmen. The second warband includes Uhtred (rated as a Lord with 2 Melee attacks), Father Beocca (rated as a Veteran Fyrd with Tough (2) and the Hero ability) and 4 Veteran Fyrd.

The Viking force includes three warbands. Guthrum (rated as a Jarl) leads 2 Huskarls, 1 Berserker, 5 Hirdmen, & 3 Bondi Archers. Heasten (rated as a Jarl) leads 1 Berserker and 8 Bondi. Ragnar (rated as a Jarl) leads 1 Berserker, 7 Bondi, and 3 Bondi Archers.

**OBJECTIVES:** The Saxon players must attempt to escape along the dirt road leading from the left, top, or right table edge. The Saxons may use any combination of these potential exits. The Vikings are attempting to capture or kill King Alfred, along with his two companions Uhtred and Father Beocca!

**VICTORY:** The Saxon players win a major victory if King Alfred, Uhtred, and Father Beocca all escape from the table. The Saxons can win a minor victory as long as King Alfred and one other Hero escapes. The Vikings win a major victory if they kill or capture Alfred and a minor victory if they kill or capture both Uhtred and Beocca.