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### Counters or Miniatures?

The Alfred the Great Games series are a print and play game designed as either a complete stand-alone game with counters (Map suitable in A4 or A3 size)or for those players that like the visual look and feel of miniatures the game can be played with 1/72 scale soldiers (not supplied). For more information (on using miniatures) please go to [www.redkinggames.com](http://www.redkinggames.com)

#### Credits

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Map Icons: Are the alternate icon set from Hexographer by Artist Keith Curtis

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## Alfred the Great: The Great Heathen Army 871AD

### 1.0 INTRODUCTION

Welcome to the first Game in the Alfred the Great campaign series.

Alfred the Great: *The Great Heathen Army* commences in January 871AD when King Aethelred (Alfred's brother) and Prince Alfred have to face the might of the Viking Army led by Kings Halfdan and Bagsecg.

The Viking Army, having previously defeated the East Anglians and subdued Saxon Mercia moved into the Royal Estate of Reading and were now poised to attack the kingdom of Wessex which at this time was the Last Kingdom of the Saxons not under Viking subjection.

The game is as much strategic as tactical, while there will be pitched battles you will have to make the decision when and where to fight, and how best to maximize your strengths whether you are the Viking or Saxon player.

The Viking strength was in their professional and aggressive soldiery skills, their weakness was often in re-supply of fighting men and the fact the West Saxons were fighting for their home.

Kings are of great importance in the game, when they are leading the warriors in combat your moral and thereby fighting ability is increased, without them weakened.

The Saxons have a number of strengths, fighting on home soil made easier re-supply and greater access to troops from the Shires, the flipside was that the Fyrd as the local militia was called had their immediate loyalty to their Earl and Shire, and the defeat of their home Shire would mean a lessening of their commitment to the Kings Forces.

In a time of strong and aggressive Kings there was no greater leader than the indomitable Alfred (to be eventually known as the Great), his leadership with his brother Aethelred in this dark period made the Saxons of Wessex a formidable foe.

The game commences with the Vikings having captured the Royal Estate of Readingum and the Saxon Warriors spread around Western Wessex being called to service by King Aethelred.....

# Alfred the Great: The Great Heathen Army 871AD

## 2.0 GAME SET-UP

- (1) Place all counters on board as per Figure set-up
- (2) Place game turn counter on game turn chart on "Start" #1
- (3) Saxon player always moves first.
- (4) Both players are allocated their respective Combat Boards.

## 3.0 FIGURE SET-UP

### *Vikings-*

Readingum Hex-

Kings: Halfdan and Bagsecg

8 Jarls

60 Warriors

Lundene Hex-

1 Jarl & 5 Warriors

### *Saxons-*

Wintanceaster Hex-

(Prince Alfred)& Aethelred, 2xEarls and 40 Warriors

Wilton, Basengas, Welengaford and

Cippanhamm Hex's -

1 Earl & 10 Warriors each Hex.

## 4.0 VICTORY CONDITIONS

### *Vikings-*

#### Major Victory

(1) Is achieved if both Alfred and Aethelred are killed and Wintanceaster has been captured.

#### Minor Victory

(1) At the completion of the 15<sup>th</sup> turn Viking victory points are greater than the Saxon victory points.

### *Saxons-*

#### Major Victory

(1) Is achieved if both Kings Halfdan and Bagsecg are killed and Lundene is

captured before the arrival of the Great Summer Army (turn 10)

*Note: if Kings Halfdan and Bagsecg have been killed there must be a Viking Jarl present in Lundene, Otherwise the Vikings immediately surrender.*

(2) All 5 Viking Kings have been killed before end of turn 15

#### Minor Victory

(1) At the completion of the 15<sup>th</sup> turn Saxon victory points are greater than the Viking victory points.

## 5.0 COMBAT BOARDS (CB)

Combat boards are used when there is a large battle being conducted; both sides remove their counters from map and place on their respective CB.

You can place a Combat Marker on the hex to mark where the battle is happening.

For smaller battles you can leave the counters on the map and conduct combat as per combat rules.

### 5.1 Using the Combat board (CB)

-Place your Warrior counters on the warrior section, Earls in the Earl Section and Kings on King Section.

-Roll the Die and check the Earls/Jarls & Warriors Hit or Miss Table (on your CB) to see if you Hit or Miss your opponent, (you will have a better chance if a King is leading the attack).

-If a "Hit" by your Warriors & Earls/Jarls count how many warriors you have in the combat and check the Warriors killed Table (on your CB) to see how many enemy you have killed. Do the same with the Earls/Jarls killed table.

-Kings: roll a separate die and check the charts under their Kings Name for result.

-Add together the killed results from Warriors & Earls/Jarls and any Kings present for a total number of enemy casualties






## Alfred the Great: The Great Heathen Army 871AD


### 6.0 GAME COMPONENTS

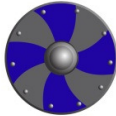





#### Dice

You will need (minimum) 1 die to play the game, or if you have 2 dice (one for Warriors& Earls/Jarls and one for Kings) of a different color you can roll both dice at once.

#### Playing Pieces

	<i>Saxon Counter represents approximately 50 warriors. Movement: 4 hexes per turn. Re-supply Pts. Cost 1</i>
 <b>S/5</b>	<i>These counters are only used to represent 5 individual counters and reduce congestion on board.</i>
 <b>S/10</b>	<i>These counters are only used to represent 10 individual counters and reduce congestion on board.</i>
 <b>Earl</b>	<i>Saxon Earl represents Earl and his mounted household troops. Movement: 10 hexes per turn. Re-supply Pts. Cost 5</i>
 <b>E/3</b>	<i>This counter is only used to represent 3 individual Earl counters and reduce congestion on board.</i>

 <b>King</b>	<i>Saxon King represents the King and mounted household Troops, they use the "King combat table." Movement: 10 hexes per turn.</i>
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	<i>Viking Counter represents approximately 50 warriors. Movement: 4 hexes per turn. Re-supply Pts. Cost 1</i>
 <b>V/5</b>	<i>These counter are only used to represent 5 individual counters and reduce congestion on board.</i>
 <b>V/10</b>	<i>These counter are only used to represent 10 individual counters and reduce congestion on board.</i>
 <b>Jarl</b>	<i>Viking Jarl represents Jarl and his mounted household troops. Movement: 10 hexes per turn. Re-supply Pts. Cost 5</i>
 <b>J/3</b>	<i>This counter is only used to represent 3 individual Jarl counters and reduce congestion on board.</i>
 <b>King</b>	<i>Viking King represents the King and mounted household Troops, they use the "King combat table". Movement: 10 hexes per turn.</i>

# Alfred the Great: The Great Heathen Army 871AD

## 7.0 GAME MAP

### 7.1 Factor numbers on hexes [+]






Each Castle, Royal Estate, Religious Area and Village has a factor number, they are used for-




- Re-supply points
- Victory points
- Combat (except Villages)

### 7.2 factor number in combat

As long as you're Warriors&Earls/Jarls or any King present rolls a "hit" you add on the factor number of the Fortified Hex to how many enemy figures you have killed.

### 7.3 Map icons

 <b>Castle</b>	+4 on Combat Result, Victory points and re-supply. 1 movement Pt. (They are a Fortified Hex :FH)
 <b>Royal Estate</b>	+3 on Combat Result, Victory points and re-supply. 1 movement Pt. (They are a Fortified Hex :FH)
 <b>Religious Area</b>	+2 on Combat Result, Victory points and re-supply. 1 movement Pt. (They are a Fortified Hex :FH)
 <b>Village</b>	+1 on Victory points and re-supply has no Combat value. 1 movement Pt.
 <b>Ancient Roads</b>	No combat value, Takes 1 Movement Pt. to move into and through any Hex that the Road passes through.

 <b>Hills</b>	No Combat value, takes 2 movement pts. to move through.
 <b>Forest</b>	No Combat value, takes 2 movement pts. to move through.
 <b>River Temes</b>	No Combat value, Vikings have unlimited movement on Temes for no movement points

## 8.0 THE SEQUENCE OF PLAY

- [1] Re-supply (If Applicable)
- [2] Movement
- [3] Combat

Once both players have completed this the turn is over

### 9.0 RE-SUPPLY

Re-Supply takes place when designated on the game turn chart.

If any Re-supply points are not used they are **not** carried forward to next re-supply turn.

Counters cannot be re-supplied into a Fortified Hex that is under siege.

### 9.1 Re-supply Saxons-

There must be at least one Royal Estate or Wintanceaster not held by Vikings otherwise Saxon re-supply is cancelled for this turn.

Add the Re-Supply points (RSP) of all Villages, Religious areas, Royal estates and Castles that are **not** held by Vikings.

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From this total it costs-

***5 pts. For an Earl/Jarl  
1pt For Warriors.***

They can be placed in Wintanceaster or any Royal Estate not held by Vikings.

### **Total of Re-supply points on Map**

Villages	11
Religious Areas	9
Royal Estates	12
Castles	8
Total points (available)	40

### **9.2 Re-supply Vikings (excluding the Great Summer Army GSA)**

Vikings must have a minimum of 1 Warrior stationed in any Village, Religious area, Royal Estate and Castle to count the re-supply point, there must be no Saxon counter present in these hexes.

Any Hex with a RSP returns to Saxon control once the Vikings have moved out, the Saxons do not have to have a counter present. (Except Lundene)

Vikings are always re-supplied only into a FH on the River Temes. (This includes Lundene) if they do not hold a FH on the Temes, Viking Re-supply for this turn is cancelled until they control either Lundene or a FH on the Temes.

**10.0MOVEMENT**.....  
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