

“BURN THE LONGSHIP!”

IT IS LATE FEBRUARY 878 AND GUTHRUM NOW CONTROLS MUCH OF WESSEX. ALFRED AND HIS SAXON ALLIES HIDE IN THE SOMERSET MARSHES, PLOTTING A COUNTER-ATTACK. A RAIDING PARTY HUNTS ALFRED IN THE MARSHES...

SET UP: 4 players

Viking forces deploy within 12” of the longship, except for a 6-man warband that may enter later. The Saxons deploy anywhere on the table, at least 15” away from a Viking model.

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



FORCES: This scenario is loosely based on history but inspired by Bernard Cornwell’s *The Saxon Chronicles* series (known to television audiences as *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 4 Hearthguards, 4 Veteran Fyrd, and 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 6 Fyrd.

The Viking force includes two warbands. Tostig (rated as a Jarl) leads 3 Huskarls, 1 Berserker, 6 Bondi, & 3 Bondi Archers. A second warband is allowed to land by rowboat anywhere along the shoreline, at any time after Turn 2. This second warband is led by a Huskarl (rated with the Hero ability) and 5 Hirdmen.

OBJECTIVES: The Saxon players must attempt to burn the longship. Any Saxon model who spends his melee action in contact with the longship is assumed to be setting fire to the ship. Place a smoke marker (you can use a cotton ball). The Vikings must prevent the ship from catching fire, while also trying to kill or capture King Alfred.

VICTORY: The Saxon players win if King Alfred survives and 6 smoke markers are placed on the longship. The Vikings win a minor victory if they prevent this from occurring, and a major victory if they can kill or capture Alfred!