

Alfred's Last Battle Mods for The Last Kingdom Escalation Campaign

Background

The Vikings and their allies are attempting to raid several monasteries in the coastal hexes and escape with their loot. The Saxons and their allies are attempting to prevent these raids and intercept the loot the ships.

Setup

- Place four monastery tokens in coastal hexes.
- The Vikings and their allies start in the open sea hexes.
- The Saxon's and their allies start in inland sea hexes.

Movement

Land Movement

There is no cross land movement. Units may land and fight land battles but must remain in the hex in which they land or return to their ship and the sea.

Sea Movement

All turns use the normal movement rates. Do not use the triple moves noted in the base rules for the first two turns.

Combat

Ground Combat Procedure

- Place the combating units in contact.
- Take fear test(s) as necessary.
- Both sides roll a die. The player with the higher roll decides to charge or accept the charge.
- If a unit breaks, it has been scattered and destroyed.

Grappling Viking Ships at Sea

Ships attempting to grapple with Hirdmen crewed ships must first pass a fear test.

Looting the Monastery

A crew that begins their turn in a monastery hex, is not in combat and remains stationary may attempt to loot the monastery. Roll a single die. On a roll of 4+ the monastery is successfully looted. Add +1 to the roll for each subsequent turn spent looting.

Victory Conditions

The side with the higher VP total at the end of the game wins.

- The Vikings and their allies gain 1 vp for each monastery looted.
- The Vikings and their allies gain 1 vp for each loot ship that exits the board to the open sea.
- The Saxons gain 2 vp for each unlooted monastery.
- Add +3 vp for each ship destroyed at sea.
- Add +1 vp for each ship crew destroyed on land.

Ship Crews

Before the game, each player crews their ships per the following rules. All crews, where appropriate, gain the combined unit and mixed weapon rules for missile troops allowing missile troops to form ranks with the non-missile troops. Each crew has full command.

Saxons

Thegn (Standard) Ships

Saxon Thegns and Coerls increase their leadership to 7.

10 Thegns armed with Light Armor, Shields, hand weapons, Throwing or Thrusting spears. **Shieldwall**.

5 Coerls armed with Shields, hand weapons, Throwing or Thrusting spears, and Composite bows. **Shieldwall**. **Combined unit** with Thegns.

All models on the ship must have the same spear type.

Flagship

15 Huscarls armed with Heavy Armor, Shields, hand weapons, Thrusting spears or 2-handed axes, and javelins. **Shieldwall**. **Stubborn**.

Vikings

12 Hirdmen armed with Light armor, shields and hand weapons. **Different weapons**. Hirdmen may have Throwing or thrusting spears or 2-handed axes. **Shieldwall**. **Fearsome**.

At sea, each Hirdman has a composite bow. On land, half of the Hirdmen, rounded up, may be armed with composite bows.

Normans & Bretons

Allied with Saxons

10 Knights armed with Light Armor, Shields, hand weapons, and Thrusting spears.

5 Retainers armed with Shields, hand weapons, Thrusting spears, and Composite bows. **Combined unit** with Knights

Allied with Vikings

12 Knights armed with Light Armor, Shields, hand weapons, Throwing or Thrusting spears or 2-handed axes.

At sea, each Knight has a composite bow. On land, half of the Knight, rounded up, may be armed with composite bows.

Carolingians

Allied with Saxons

10 Dismounted knights armed with Light Armor, Shields, hand weapons, and Thrusting spears.

5 Footsoldiers armed with Shields, hand weapons, Thrusting spears, and Composite bows. **Combined unit** with dismounted knights.

Allied with Vikings

12 Dismounted knights armed with Light Armor, Shields, hand weapons, and Thrusting spears

At sea, each Dismounted knight has a composite bow. On land, half of the Dismounted knights, rounded up, may be armed with composite bows.

Vikings

Crew

	M	WS	BS	S	T	W	I	A	Ld
Hirdmen	4	4	3	3	3	1	4	1	8
Oarsmen	4	3	3	3	3	1	4	1	7

12 Hirdmen armed with Light armor, shields and hand weapons. **Different weapons.** Hirdmen may have Throwing or thrusting spears or 2-handed axes. **Shieldwall. Fearsome.**

At sea, each Hirdman has a composite bow. On land, half of the Hirdmen, rounded up, may be armed with composite bows.

Ship _____

Hirdmen					

[illegible]

Ship _____

Hirdmen					

Oarsmen (minimum 6)							

Saxon Flagship

	M	WS	BS	S	T	W	I	A	Ld
Huscarl	3	4	3	3	3	1	4	1	9
Oarsmen	4	3	3	3	3	1	4	1	7

15 Huscarls armed with Heavy Armor, Shields, hand weapons, Thrusting spears or 2-handed axes, and javelins. **Shieldwall. Stubborn.**

Huscarls							

[illegible]

Saxon Ship _____

	M	WS	BS	S	T	W	I	A	Ld
Thegn	4	4	3	3	3	1	4	1	7
Coerl	4	3	3	3	3	1	3	1	7
Oarsmen	4	3	3	3	3	1	4	1	7

10 Thegns armed with Light Armor, Shields, hand weapons, Throwing or Thrusting spears. **Shieldwall.**

5 Coerls armed with Shields, hand weapons, Throwing or Thrusting spears, and Composite bows.

Shieldwall. Combined unit with Thegns.

All models on the ship must have the same spear type.

Thegns				
Coerls				

[illegible]

Breton (Allied with Saxons) Ship ____

	M	WS	BS	S	T	W	I	A	Ld
Knight	4	4	4	3	3	1	4	1	8
Retainer	4	3	3	3	3	1	3	1	7
Oarsmen	4	3	3	3	3	1	4	1	7

10 Knights armed with Light Armor, Shields, hand weapons, and Thrusting spears.

5 Retainers armed with Shields, hand weapons, Thrusting spears, and Composite bows. **Combined unit** with knights.

Knights				

[illegible]