

Alfred the Great Game: enables players to leave warriors on the map and then remove killed warriors after a brutal skirmish.....

SKIRMISH SHEETS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

'How to Use'

- (1) Put 1 line across the box at start of combat of how many counters you have in the hex(maximum 20), your opponent does the same for his total of counters.
- (2) On the attackers combat roll the defender marks with 1 line how many have been killed (working back from starting number).
- (3) The defender now rolls (counting all boxes including the boxes with 1 line in them)
- (4) The attacker now marks his killed with a cross creating a new balance of (Alive) Warriors.
- (5) The defender now marks the single line boxes with a cross, the balance left is the defenders new total of (Alive) Warriors.
- (6) Continue until one side wins or retreats then remove dead counters from playing map.