

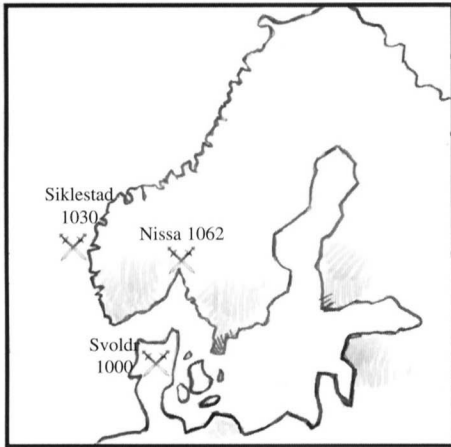
SHIELDWALL

BY STEPHEN PATTEN



A SUPPLEMENT FOR
WARHAMMER
ANCIENT BATTLES

Scandinavian Battles of Note



Early Viking Raids 789-839 AD



Later Viking Raids/Invasion
840-860 AD



Norman Invasion 1066

SHIELDWALL

WARFARE IN THE VIKING AGE: 790 – 1085 AD

'In Lewis Isle with fearful blaze,
The house-destroying fire plays,
To hills and rocks the people fly,
Fearing all shelter but the sky.

In Uist the King deep crimson made
The lightning of his glancing blade;
The peasant lost his land and life,
Who dared to bide the Norseman's stride.

The hungry battle-birds were filled
In Skye with blood of foemen killed,
And wolves on Tiree's lonely shore,
Dyed red their hairy jaws in gore.

On Sanday's plain our shields they spy:
From Islay smoke rose heaven-high
Whirling up from the flashing blaze
The King's men o'er the island raise.

South of Kintyre the people fled
Scared by our swords in blood died red,
And our brave champion onward goes
To meet in Man the Norsemen's foes.'

*Composed by Bjorn Crippleband,
skald to King Magnus Barelegs of Norway*

SHIELDWALL

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Yours truly, Stephen

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FOREWORD

My wargaming interests lie heavily in the Dark Ages – or more precisely, the ‘Viking Age’. Always have done and most probably always will. Yes, I have dabbled in other, more mainstream wargames periods but it has always been to the Dark Ages that I have returned.

When Jervis Johnson approached me to collaborate on producing a set of army lists for the period to supplement the Warhammer Ancient Battles set of wargames rules I could hardly say no! Unknown to Jervis when he contacted me was that I had already identified the Warhammer system as being ideal for recreating the rich heroic deeds as well as the brutal savagery of the Dark Ages – whether a small scale raid on an isolated settlement or a full scale battle – I was using the Warhammer Fantasy Battle rules without the supernatural beasts or magic for my Viking Age wargames campaigns. The army lists I’d created only required subtle modifications to update them following the release of Warhammer Ancient battles (or so I thought!).

The following lists are the results of my attempt to capture the flavour of the period – part historical and part saga. I’ve playtested the army lists pretty intensively and feel that they give a good representation of the way I perceive Viking Age conflict. If you disagree with my interpretations feel free to modify them to reflect your own perceptions of the period – one of the beauties of Warhammer is that although the rules themselves are simple yet quite rigid, the army lists allow for the greatest amount of flexibility.

So climb into your longships and set sail for the British Isles, and may the memory of your heroes be recounted in Sagas for years to come!

INTRODUCTION

Scholars like putting periods of history into concisely dated packages with a start and finish date. As a result they usually date the Viking Age as beginning with the raid on Lindisfarne in 793 AD and ending with the last stand of Harald Hardraada at Stamford Bridge in 1066. This is somewhat arbitrary. There is a large grey area following 1066 when the influence of feudal organisation and the use of armoured cavalry spread over Britain, Western Europe and Scandinavia. Some nations, such as England, changed rapidly whilst countries such as Ireland would hang on to the old ways for generations to come.

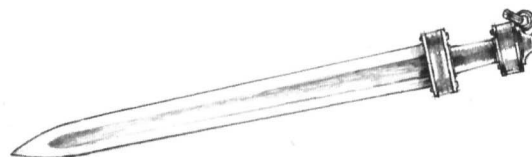
Don’t get hung up on dates! Use the prevailing organisation, tactics and arms of the nationalities involved to decide your own start and finish points to the Viking Age. There is no reason why these lists, with a little reading and some minor modifications, cannot be used to recreate conflict in Vendel Age Scandinavia, or the ‘Royal Cruise’ of Magnus Olafsson through the Isles in 1098.

When compiling these lists it was difficult to decide upon what to include and what to leave out. I wanted to include lists for all the nations that the Vikings came into conflict with but such a compilation would be a hefty tome indeed. It was with great reluctance that the army lists for Slavs, Moors, Spanish, Rus and Byzantines had to be left out – I couldn’t even find room for a little list of Skraelings! Instead, I have concentrated on the armies I felt most wargamers would want to use – in the assault and defence of the British Isles during the Viking Age.

HOW TO USE THIS BOOK

Each ‘race’ has a short, potted history, some notes about the armies it includes and, for most of you the most important thing – the list of troops.

Within each race there are details of the variations that I think best reflect the armies of the various nations that made up each race. I’ve tried to be consistent with regard to troop types and have used the idea that the equipment and fighting style of warriors reflected (or was reflected) by the warrior’s status within his society. Thus for each race the chief features are the difference in the fighting style and equipment of nobles, freemen, and semi-free & enslaved men.



To give these three major classes of society some flavour I have tried to use the correct term for them. The emphasis is on ‘tried’, and some of the terms are doubtless anachronistic (those for Ireland, for instance), some an expert might point out are probably wrong. The aim is to give the different groups some flavour Irish skirmishers, for example, doesn’t sound as good to the ear, in my opinion, as ‘Kern’; ‘Milites’ sounds better, I believe, than ‘Norman knight’. Don’t get alarmed if you are unaware of the meaning of these terms, as I have included, along with the warrior’s stats, a translation – an idea of whom the warrior represents.

Towards the end of the book there is a small list of what I’ve called ‘Dogs of War’; these were mercenaries that fought for some, or in the case of the Vikings, all of the races listed. By including them here, I’ve been able to avoid unnecessary duplication.

The army lists should be seen as being a framework upon which to base your armies. Using the lists as they are you can develop a representative army that will give a good feel for the period. However, those willing to invest some time in background reading will be able to recreate historically accurate armies (if such a term can be used for the Viking Age!).

VIKING AGE TIMELINE

In the 5th Century AD, beset by invaders from all sides, Rome began to withdraw her forces from the outlying provinces of her empire. Britain and much of France were left to their own defences. Seizing their chance the Irish and the Picts, barbaric peoples living beyond the reaches of Rome's empire, started launching heavier and heavier raids on undefended Britain.

The Romanized inhabitants looked overseas for aid and, so legend has it, hired some Saxon pirates lead by Horsa and Hengist to help fend off the raiders. These Saxons from north-west Germany were famous for their seamanship, and had long raided those areas of the Roman Empire that bordered the North Sea.

After successfully helping to defend Britain from the Irish and Picts, the Saxons turned on their employers and slew the Romano-British ruler known as Vortigern, this treacherous deed was the start of a three century long war between the Germanic invaders – the Angles, Saxons and Jutes – and the Celtic Britons.

By the 8th Century most of lowland Britain was known to the rest of Europe as England – 'the Land of the Angles'. The British had been pushed to the western edges of Britain from where they continued their resistance. 'Welsh' was the name given by the English to these remaining Britons, a term meaning in the tongue of the German conquerors 'foreigner'.

Meanwhile in Scandinavia, which bordered the ancestral homelands of the Saxons, a variety of factors led to a sudden burst of activity from the vital peoples of the region. From the fjords of Norway and the coastal regions of Denmark and Sweden, longships began to issue forth in ever increasing numbers.

Far and wide ventured the Vikings, either as traders or raiders, and often both. Sailing north-west, Norwegians and Danes settled the Faroes, the Shetlands, Iceland, Greenland, and even reached North America. Others, primarily the Vikings of Sweden, travelled east and south-east by longship, pony and foot across the vast lands of the Slavs and nomadic horse tribes, towards Byzantium and beyond.

It was the lands that lay to the south-west though, the British Isles and France, that bore the brunt of the Viking expansion. First they came as traders, but then, perhaps sensing the disorganised nature of the defences of the English, they returned as raiders, sacking the monastery of Lindisfarne in 793 AD. The Viking Age in Britain had begun!

For the next three centuries almost all of the British Isles would experience warfare at some point as the Saxons and Northmen fought for control of the land. Welsh, Irish and Scottish kingdoms became involved, either taking advantage of the Saxons' distress, or trying to fend off Viking raids. Finally, in the latter half of the 11th Century, the Normans, descendants of Vikings that had settled in north-west France, would dramatically enter the fray...

HOW TO USE THE ARMY LISTS

The army lists in Shieldwall are used in the same way as the Roman & Barbarian lists in Warhammer Ancient Battles. However, within each 'race' are a number of armies, representing the nations that made up that race. Each has its own unique force composition and additional rules. In addition, the following new rules have been developed since Warhammer Ancient Battles was printed.

A NOTE TO PLAYERS

Warhammer Ancient Battles supplements pay particular attention to the period of history they cover. The points values are adjusted to suit the historical context and may be different from one book to another. This is quite deliberate. Players who regularly play out-of-period games such as Chariot Wars Sumerians versus Shieldwall Vikings (a difference of a mere 3,000 years or so!) may wish to make their own adjustments to the point values and any period specific special rules. This is fine if you agree it with your opponent in advance. For more details go to our web site at www.warhammer-historical.com

WHAT YOU SEE IS WHAT YOU GET

Unless your opponent agrees otherwise, the models you use must show the options you take. If, for example, you want your Danish army to have raiders with additional hand weapons, then models of Vikings armed with a weapon in each hand must represent them. If it's hard to tell what a model is equipped with (eg, is it throwing or thrusting spear?) then a certain amount of leeway should be allowed. If in doubt just let history be your guide.

UNIT SIZES

The minimum size for a regiment is five infantry or cavalry models. There is no upper limit. One model per unit may be upgraded to a leader at a cost of +5 pts, one model per unit may be upgraded to a standard bearer for +5 pts, and one model per unit may be upgraded to a musician for +5 pts unless stated otherwise.

SHIELDWALL

Units may form a shieldwall instead of moving. As long as the unit is in a shieldwall, all enemy attacks from the front of the unit (shooting and hand-to-hand) suffer a -1 to hit modifier. The unit benefits from the shieldwall as long as it doesn't move or lose a round of close combat. Characters on foot in a unit with Shieldwall gain the benefits as well.

CAVALRY COUNTER CHARGES

This is a new charge reaction that may only be taken by cavalry units that are charged to the front by enemy cavalry. The unit counts as charging for the purposes of using its weapons (ie, it gets +1S if it has thrusting spears, etc). Cavalry with a move of less than 6" (Cataphracts from Armies of Antiquity, for example) may not counter-charge. Note that the unit does not move, and it does not count as charging for the purposes of deciding who strikes first. Also note that cavalry may not counter charge infantry (just try not to let them get close enough to charge in the first place!).

RANK BONUSES & DIFFICULT TERRAIN

Units may only count their rank bonus in close combat if both they and their opponent are in clear, open terrain, and neither is behind an obstacle. For the purposes of this rule hills and fords count as clear terrain and do not negate a unit's rank bonus.

REFORMING IN COMBAT

A unit that is fighting to the flank or rear may reform at the end of the Close Combat phase, as long as it did not break, and is also not engaged on another facing. Reforming takes place before the opponent laps round, if they are allowed to do so. If the option to reform is taken (it does not have to be) then the unit must reform so that it is facing the unit engaging it. In addition, the centre of the reformed unit must be placed in base contact with the centre of the enemy unit. Note that a reformed unit still loses its rank bonus for the duration of the combat if it was charged by an enemy unit which contains five or more models.

SKIRMISHERS AND RANK BONUSES

Formed units do not lose their rank bonus if they are charged by a unit of five or more models that is in skirmish formation. This also applies to cavalry in skirmish formation but not to chariots.

FALL BACK IN GOOD ORDER

Sometimes units will be forced to fall back in good order. Units can do this in the following circumstances:

- Any combat where one side outnumbered the other by over two to one gives overwhelming odds to the side with the most models. If a side with overwhelming odds loses a combat and fails their Break test, they fall back in good order instead of fleeing (this is an 'easy to forget' special rule. If you forget that one of your units should have fallen back in good order rather than fleeing, that is your own silly fault and cannot be changed later in the battle!).
- Drilled troops, units in skirmish formation, and cavalry that lose a combat but pass their Break test may fall back in good order if they wish instead of staying in combat.

The fall back move is made in the same way as when a unit flees, with the following exceptions:

1. Units falling back in good order don't cause friends within 12" to take a Panic test.
2. Units falling back in good order automatically rally at the end of the move and may immediately reform.
3. Units that fall back in good order may be pursued, but if caught they're not wiped out; instead the pursuing unit counts as having charged in the next Close Combat phase.
4. Units that fell back in good order are not allowed to declare a charge in their next turn. Apart from this, however they may move and shoot normally.
5. A unit that falls back off the table is lost.
6. Units can fall back in good order from a Ferocious Charge.

DIFFERENT WEAPONS

Some units may have figures armed with double-handed weapons mixed in with figures armed with other weapons. For example, Hirdmen may have double-handed axe men mixed with swordsmen, or the axe men may be mixed with throwing spear-armed figures.

- The normal rules apply with regard to each weapon – so double-handed axe men will hit after all other figures have struck, figures armed with throwing weapons in the second rank may strike in the first turn of combat, etc.
- As a result of the different weapons some figures may have different armour saving rolls than others. In close combat use the Saving roll of the majority of the front rank, when resolving missile fire use the Saving roll of the majority of the figures. The owner of the unit decides which figures to remove as casualties.

FURY OF THE NORSEMEN

Such units cause *fear* in any unit that has a Ld value, before modification, of 7 or less. The affected unit may use its modified Leadership value when taking the test.

MOUNTED MODELS

Note, the following rules apply only to models chosen from the army lists in this book.

1. Some models may be mounted on a horse. This increases Movement to 8" prior to armour penalties.
2. Some models may be mounted on a warhorse with the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warhorse	8	3	0	3	-	-	3	1	-	-

3. Mounted models may not use a double-handed weapon.

ARMY STANDARD BEARER

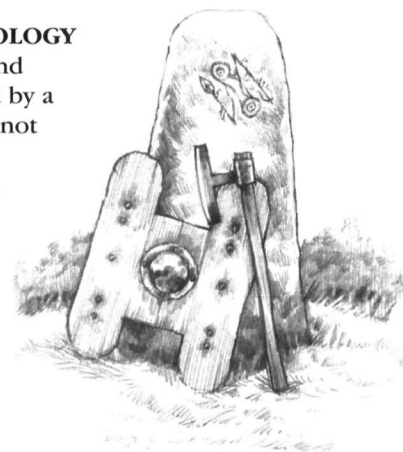
May not take double-handed weapons or additional hand weapons as options.

WEROD

If the general is killed whilst with such a unit roll a D6. On a 4+ the unit immediately tries to charge the nearest enemy unit in sight, if not engaged. The unit is immune to psychology and Break tests. If its opponent is eliminated, the unit charges the next nearest enemy unit, etc.

LEADERSHIP & WARBAND PSYCHOLOGY

If a unit with Warband psychology is joined by a character who does not have Warband psychology, the unit must use either its own Ld or the character's. It cannot use the character's Ld and add on the Warband rank bonus.



KINGDOMS OF THE NORTH

DANISH & DANELAW, NORWEGIAN, DUBLIN-NORSE, ORKNEYINGA AND ISLEMEN ARMIES, 800 AD TO 1100 AD

The sight of dragon-prowed ships emerging from the sea mists caused terror throughout Western Christendom for nearly three centuries. As harsh and rugged as their northern homelands, the Vikings, these Sons of Odin descended upon the rich and fertile lands of the British Isles, the Frankish empire and the lands of the Slavs of Eastern Europe. First as raiders, then as conquerors, the Vikings carved out new kingdoms wherever their longships could reach. "From the fury of the Northmen, O Lord, deliver us!" was a prayer often spoken by peasant, warrior and monk alike in the lands that fell under the shadow of the Raven.

OVERVIEW

The Scandinavian lands were almost entirely pagan at the end of the 8th Century, in contrast to the lands to the west which had long before embraced Christianity. This set the Northmen of Denmark and Norway apart from the other inhabitants of north-west Europe and a low level guerrilla war between Christians and pagans developed. A variety of factors, still debated by historians, led to an upsurge in Viking raids at the beginning of the 9th Century.

Most of the early raids against Britain were conducted by individual Scandinavian chieftains with little or no central planning. The establishment of monarchies in Denmark and later in Norway altered things and by the 9th Century the raids began to be better organised. Great fleets of hundreds of longships now sailed west from the coasts of Norway and Denmark led by kings and other great noblemen. The intent was now to conquer lands rather than to sack a few villages.

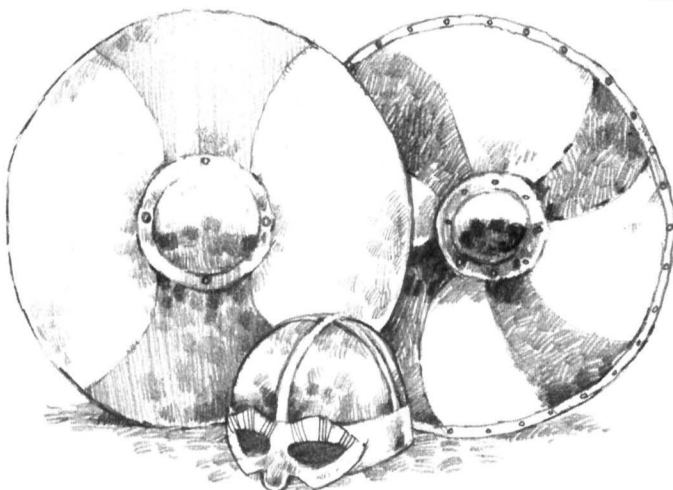
Following the (semi) successful invasions of the 9th Century, strong Scandinavian colonies were established in Britain and France, from which further

raids and invasions were launched. By the 10th Century these colonies were to all intents and purposes independent states pursuing their own aims.

As a result of their contact with their Christian neighbours many Scandinavians abandoned their pagan practices and became baptised. By the 10th Century probably a majority of the colonists in Britain and France, as well as the nobility of Denmark and Norway, were now members of the Catholic Church, like almost everyone else in north-west Europe. The 'otherness' of the Northmen as a whole had almost disappeared.

The fact that so many Scandinavians had become part of Christian Europe didn't usher in a period of peaceful co-existence with their neighbours, far from it! The rulers of the Scandinavian kingdoms now sought to increase the territory over which they ruled. Norway and Denmark became embroiled in a series of wars with each other, with the Northmen of Sweden at various times allying with one side or another. Part of the cause for these 'civil' wars was the refusal of many in Norway and Sweden to abandon their pagan practices. Just as significant were the family ties linking the Danish and Norwegian rulers with each other (and with the rulers of many of the overseas colonies). These ties meant that almost every Danish or Norwegian king (and not a few noblemen) had a claim to the throne of one or other of the Scandinavian kingdoms.

By the 11th Century almost three hundred years of constant warfare had assisted in making the warriors of Scandinavia the pre-eminent military force in north-western Europe, whether they were fighting on land or at sea. Strong central government had been established in Denmark and Norway, capable of organising major campaigns against the nation's (ie, the ruler's) enemies.



At the same time as the Scandinavians were unifying into powerful nation states, many of their foes in Britain were experiencing the opposite. The English in particular were beset with internal strife and weak rule. Svein Forkbeard, king of Denmark and overlord of Norway, began a series of large scale raids against England. At first the English tried to buy off the Danes with massive payments of gold and silver; unsurprisingly the Danes happily accepted these.

When the demands for 'Danegeld' (as the payments became known) exceeded supply, the Danes invaded again. After a series of humiliating defeats the English king fled his land, and Svein Forkbeard was acknowledged as King of the English.

The Danish success in creating an empire including Norway and England was short-lived. Despite the best efforts of Svein's son Cnut, the empire fragmented and after Cnut's death in 1035 both England and Norway had re-asserted their independence. Further wars between Denmark and Norway ensued.

In the middle of the 11th Century, a former Viking mercenary in the Byzantine army, Harald Sigurdson (known also as 'Hadrada', or 'hard ruler'), established himself as ruler of Norway. Harald was a throwback to the early 'Viking' age: a freebooter who by dint of his strong sword-arm had fought his way to becoming King.

Finding common cause with a banished English Earl, Harald Hadrada led the last major Scandinavian attempt to conquer England. This time it was Norwegians that comprised the major part of the invasion force. Though at first successful, the Norwegian army was all but annihilated at Stamford Bridge in 1066 where Harald Hadrada was slain. The great Viking adventure was over.

Later in the 11th Century other invasions of England were planned by the Norwegians, and a couple of times large fleets of Northmen appeared off the British coast. But these achieved very little. For after 1066 England had new rulers – the Normans.

CHRONOLOGY

Early 700s: Norwegians begin to settle the Orkney Islands.

787-93: Scandinavian raids start to be noted by the contemporary chroniclers. Many raids are followed by the establishment of settlements in France, England, Ireland and the islands off Scotland.

804: Charlemagne the Frankish Emperor wars against the Danes.

830s: Danes and Norwegians raid coastal towns along the coasts of Britain, Netherlands & France.

839: Jarl Torgils invades Ireland and declares himself ruler of the Northmen of Hibernia.

850s: Danes and Norwegians battle for control of Ireland. Olaf, a prince from Norway, establishes himself as King of Dublin.

865: The three Ragnarsson brothers lead a Danish Viking army that ravages England. This 'Great Army' conquers Anglia and captures the Northumbrian capital of York. The 'Danelaw' (that area of England ruled by the Danes) is established.

887: Harald Finehair finally victorious in his wars against Norwegian rebels. The government of Norway starts to become centralised under royal control.

890s: Alfred the Great, King of Wessex signs treaty with Guthrum recognising the partition of England into Danelaw and English lands.

911: Hrolf the Walker becomes Duke of Normandy – that part of France settled by the Northmen.

939: Hiberno-Norse from Dublin, under Olaf Guthriffsen, invade the Danelaw, much of which was once more under English control. Allying with Scots and Strathclyde Welsh, the Dublinmen battle against the army of King Athelstan of Wessex at Brunanburgh. The Northmen and their allies are defeated.

944: Harald Finehair dies, and a war of succession begins between his eldest son, Eirik 'Blood-Axe'

Haraldsson and Harald's youngest son, Hakon. After a few years Eirik is defeated and flees west to England where he is chosen by the Anglo-Danish inhabitants of Northumbria as king.

954: Eirik Blood-Axe, having been defeated by the English, is driven from York by his Northumbrian subjects.

978: Svein Forkbeard becomes King of Denmark.

980-1000s: Viking raids against England increase in intensity. The English agree to buy off the Northmen.

1000: Olaf Trygvasson, King of Norway and brother-in-law of Svein Forkbeard dies in the sea battle of Svoldr. In the battle, fighting against him is Svein Forkbeard, plus some of Olaf's own subjects who rebelled against his attempts to convert Norway to Christianity.

1013: Svein Forkbeard successfully conquers England. Dying shortly after his coronation, Svein leaves the rule of England to his son, Cnut.

1014: Battle of Clontarf, Hiberno-Norse with Irish allies crushed by the Irish of Brian Boru.

1027: Cnut conquers Norway and unites Norway, Denmark and England into a northern 'empire'.

1035: Cnut dies.

1036?: Magnus Olafsson becomes King of Norway. With the help of a rebel Danish Jarl, Svein Estrildsson, Magnus conquers Denmark.

1047: Magnus dies and is replaced as ruler of Norway by his nephew, Harald Hadrada. Svein Estrildsson becomes King of Denmark.

1050s: Long war between Harald Hadrada and Svein of Denmark.

1066: After making peace with Svein, Harald turns his attention to England and invades Northumbria, capturing its capital, York. In the same year the Norwegians and their Orcadian allies are all but annihilated at Stamford Bridge by the English.

Whilst the Norwegians had a good record in naval warfare they were not so successful when fighting major land battles. Doubtless, part of this was down to their relative inexperience, the Battle of Sticklestead in 1035 was the first land battle on Norwegian soil. Even the saga writers acknowledged that the Norwegian hird were not quite as good as their foes. The author of 'King Harald's Saga' stating that one English housecarl was worth two of the Norwegian hirdmen.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Hirdmen and/or Bondir.

Uncommon Warriors: Up to 33% of available points may be spent on Thralls and Dogs of War (may only select Vikings, Jomsvikings, Gestir, Freebooters and Serjeants).

Special Rules

- All Hirdmen count as Light Infantry.

HIBERNO-NORSE

In the first half of the 9th Century the Scandinavians increased their raiding (and trading activity) in Ireland. Ports, harbours and trading towns were established at Dublin, Cork, Wexford, and Limerick. These places soon attracted further Scandinavian settlers and a colony of Northmen was soon established in Ireland. Almost constant war with, and alongside, the various Hibernian kingdoms ensued.

Various factors would have worked to make the Dublin-Norse armies distinctive from those of the other Scandinavian ruled territories. Inter-marriage with the

Irish and the settlers' response to the 'hit and run' tactics of the lightly armed Hibernians are but two of these factors.

Characters: Up to 33% of available points may be spent on characters. The army may not include a Konnunger or Ulfhednar.

Common Warriors: Up to 50% of available points must be spent on Hirdmen and/or Bondir.

Uncommon Warriors: Up to 33% of available points may be spent on Thralls and Dogs of War (may only select Vikings, Jomsvikings, Gestir and Amsaigh).

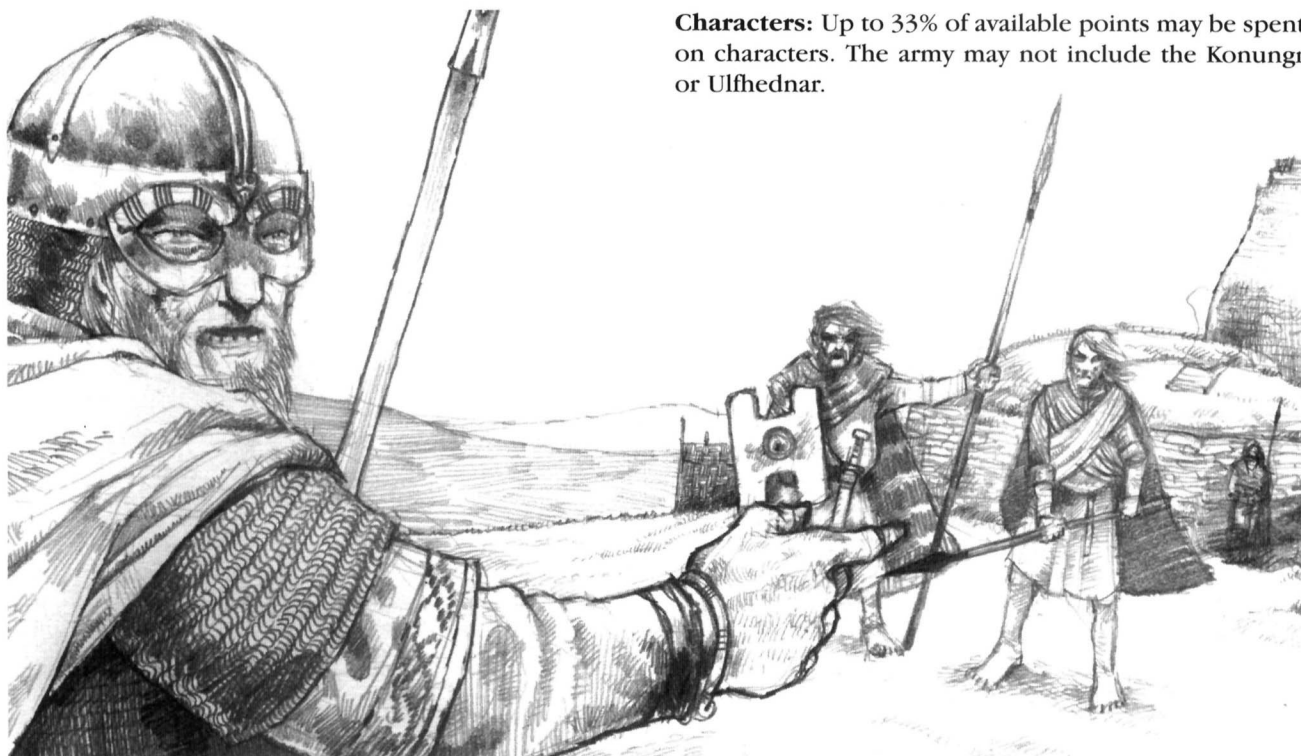
Special Rules

- All units of Hirdmen and Bondir count as Light Infantry.
- Bondir may exchange throwing spear for thrusting spear (free).
- Thralls may exchange javelins and bucklers for slings at no additional cost.

ORKNEYINGA

The Orkney Islands were one of the first parts of Britain to be conquered by the Norwegians. Originally established as an earldom, the islands often enjoyed de facto independence, and soon became involved in wars with the Scots to the south. At various times the earls of the Orkney Islands controlled large tracts of lands in northern Scotland with many Scottish nobles, including the future King of Scotland, Macbeth, acknowledging them as their overlord. Though never that numerous, the Norse of the Orkneys enjoyed a reputation as doughty warriors, and though often on the losing side, their skill-at-arms was for centuries more than a match for the Scots.

Characters: Up to 33% of available points may be spent on characters. The army may not include the Konnunger or Ulfhednar.





Common Warriors: At least 50% of available points may be spent on Hirdmen and/or Bondir. The army must not have more units of Hirdmen than it has units of Bondir.

Uncommon Warriors: Up to 33% of available points may be spent on Thralls and Dogs of War (may only select Vikings, Jomsvikings, Gestir and Gasraidh).

Special Rules

- All units of Hirdmen count as Light Infantry.
- Hirdmen may be upgraded to Stubborn (+3 pts per model).
- Thralls may exchange javelins for thrusting spears at no cost.
- Hirdmen and Bondir may exchange throwing spear for thrusting spear (free).

KINGDOM OF THE ISLES

Off the west coast of Britain, on the islands of the Hebrides and the Isle of Man, there grew up a lawless, mixed Viking/Scots peoples known as the Islemen. Most of the time there was little central control and individual chieftains pursued their own goals. Vikings from the Isles were found fighting in the ranks of most Northmen armies involved in wars in northern Britain and Ireland. They also frequently hired themselves out to Scottish and Irish kings, as they were not averse to raiding the settlements of other Northmen.

The Hebrideans gained a particularly bad reputation in Norse sagas on account of their alleged use of witchcraft and other foul practices, as well as their frequent wars with the men of the Orkneys.

Briefly, in the 10th Century, the Islemen were 'united' under the rulers of the Isle of Man and launched a number of devastating raids on Wales and Ireland. But ultimately the raids achieved very little and the Kingdom of the Isles was never a major player in British politics, though their fierce warriors were long sought after as mercenaries.

Characters: Up to 33% of available points may be spent on characters. The army may not include a Konnungr or Ulfhednar.

Common Warriors: At least 50% of available points must be spent on Hirdmen and/or Bondir. An army may not contain more units of Hirdmen than it does Bondir.

Uncommon Warriors: Up to 33% of available points may be spent on Thralls and Dogs of War (may only select Vikings, Jomsvikings, Gestir, and Gall-Gaedhil).

Special Rules

- All Hirdmen count as Light Infantry.
- Hirdmen may be *frenzied* at +4 pts each.

ARMIES OF THE NORTHMEN

SPECIAL RULES

BERSERKERS

A unit of Hirdmen can contain up to three Berserkers. They must be placed with a unit at the beginning of the battle, do not count as 'hidden', and must be represented by a suitably ferocious model in the front rank of the unit. You may choose to remove a Berserker model as a casualty if the unit suffers missile or close combat casualties, but do not have to unless the Berserker(s) is the only model(s) left in the unit or it was targeted in close combat. Berserkers may not leave their unit, other than when they go berserk.

- If there is an enemy unit visible within the charge arc of the unit containing the Berserkers at the start of a Viking turn and within 12" then there is a chance the Berserkers will go berserk. Roll 2D6 for each model. If the number rolled is equal to or greater than the distance to the nearest enemy then the Berserker will charge immediately. Move the Berserker into contact with the enemy as he charges.

- If the unit is engaged in close combat at the start of its turn, then the Berserker will automatically go berserk at the start of the Viking player's turn.

- Berserkers will always charge the closest enemy. If two enemy units are equally close then determine randomly whom the Berserker goes for.

- The Berserker automatically causes D6 S5 hits on the enemy unit which it attacks and is then removed from play. If the enemy unit suffers 25% casualties from the attacks, it must take an immediate Panic test.

In command of a great ship manned by his own retainers, King Harald moved south with his troops. Thorolf Kvedulfsson, Bard the White, Olvir Hnufa and Eyvind Lambi, the sons of Berle-Kari, were all in the prow of the King's ship. Amidships were the King's twelve berserks.

The battle fought south of Rogaland, at Hafursfjord, was fiercer than anything Harald had ever experienced, with heavy losses on both sides. The King sailed ahead of his fleet in the thick of battle, and when it was all over, Harald had won the day. King Thorir Long-Chin was killed there, and Kjetvi the Wealthy made off along with those of his men who had survived but had not surrendered to Harlad after the battle. The roll call of Harald's troops showed many dead, and many more who had been badly wounded. Thorolf's injuries were among the gravest there, but Bard's were even worse, and there wasn't a man unburnt before the mast of the King's ship apart from the berserks, who were men that iron could never bite.'

Egil's Saga

NOBLES & OTHER CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Konnungr	4	6	4	5	4	3	6	3	10	200
Jarl	4	5	4	4	4	3	6	3	9	160

Equipment: Armed with hand weapon, light armour and shield. May have throwing spear (+2 pts), javelins (+2 pts). May exchange shield for additional hand weapons (+3 pts) or double-handed axe (+3 pts). May be mounted on a horse (+8 points).

Special Rules: Army General.

The two most important kingdoms of the north were Denmark and Norway. To become a Konnungr (king) was a complicated business and being the son of a previous ruler was no guarantee of kingship

Jarls (or earls) were the semi-independent provincial rulers supposedly subordinate to a king. Into the category of jarl would also fall the 'kings' of overseas settlements. A jarl was normally able to summon his own small army of bersir and hirdmen who followed him in battle, even when the army was led by someone else. Like the kings of Scandinavia, many jarls and other major leaders had a fearsome reputation.

HERSIR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hersir	4	5	4	4	4	2	5	2	9	85

Equipment: Armed with hand weapon, light armour and shield. May have throwing spear (+2 pts), javelins (+2 pts). May exchange shield for additional hand weapons (+3 pts) or double-handed axe (+3 pts). May be mounted on a horse (+8 pts).

Special Rules: One Hersir may be made Army Standard Bearer (+15 pts).

The Hersir were the most important vassals of a konnungr or jarl. Most times they were members of the lord's household, though a powerful bersir might live on his own estates with his own band of hirdmen. They were bound by vows to defend their lord or, if their lord were slain, they were honour bound to avenge his death.

Each commander usually went into battle alongside a trusted retainer bearing the lord's standard. The most famous standard was the Raven banner of the Viking army that terrorised England during the reign of Alfred the Great and his successors.

The importance of revenge within Viking society is a constant theme of Scandinavian literature; one of the foremost sagas, Njal's Saga, revolves almost entirely around a cycle of revenge and counter-revenge spanning several generations.

BERSERKERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Berserker	4	4	3	4	4	1	4	1	8	18

Equipment: Armed with hand weapon and shield. May have throwing spear (+2 pts). May replace shield with additional hand weapon (+3 pts) or double-handed axe (+3 pts).

Special Rules: Berserkers.

Berserkers were crazed individuals who worked themselves into a homicidal fury at the sight of the enemy. Berserkers were thought to be bear-like, hence their Strength and Toughness values.

ULFHEDNAR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ulfhednar	5	4	3	4	4	1	4	1	8	18

Equipment: Armed with hand weapon. May have additional hand weapons (+3 pts) or double-handed axe (+3 pts).

Special Rules: Frenzied. Skirmishers. Different weapons. All the Ulfhednar must be grouped as a unit of at least five models.

The ulfhednar were a cult that was probably very similar to the berserkers. I've made them different in game terms as this is more fun!

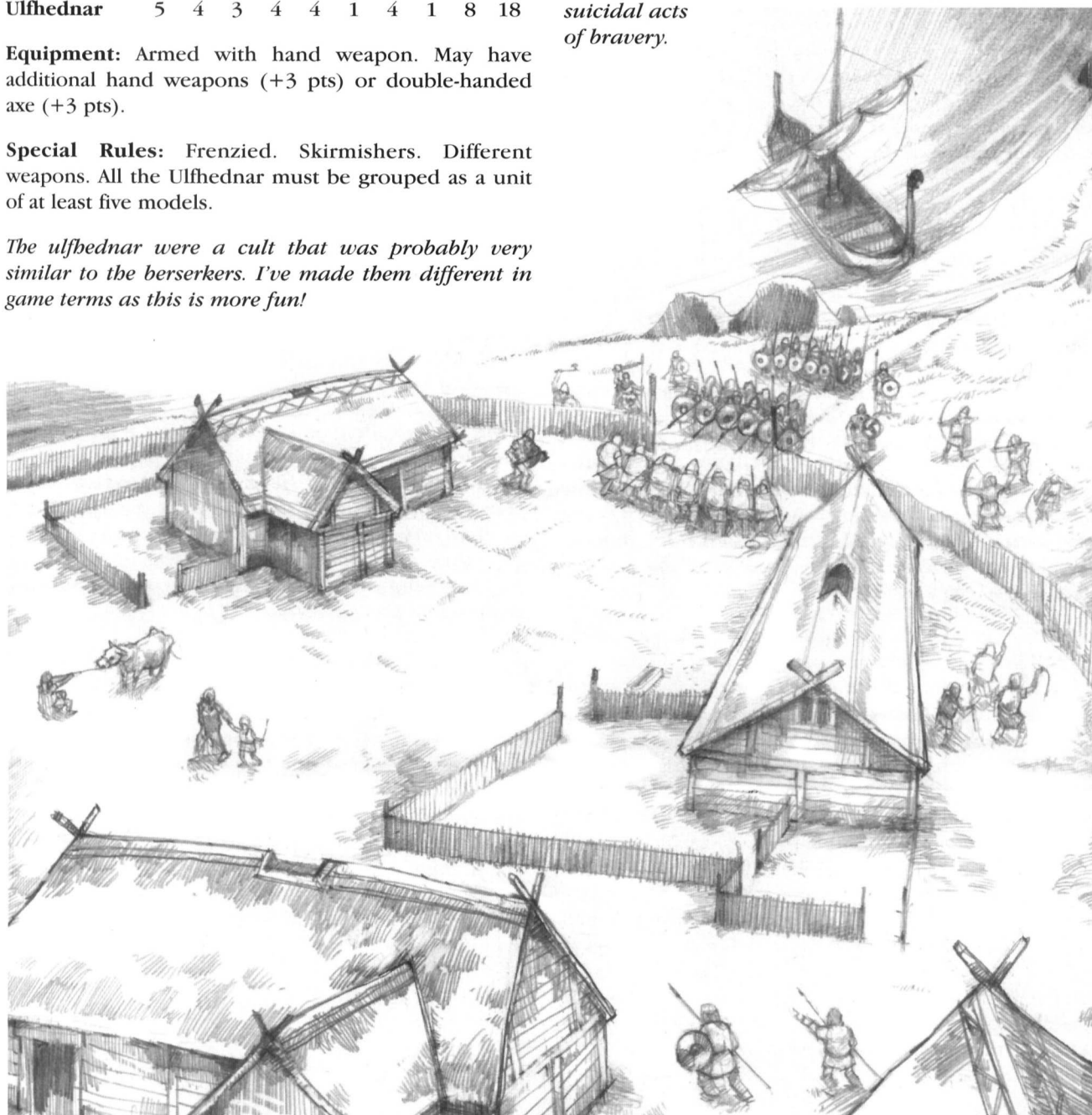
0-1 GODI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Godi	4	4	4	3	4	2	5	2	8	80

Equipment: Sword. May be mounted on a horse (+8 pts).

Special Rules: The Godi and any unit he is with is immune to psychology and Break tests. As soon as the Godi is killed the unit tests as normal.

Godi were the priests of pagan Scandinavia who led the worship of the Norse gods such as Odin and Thor. Within the Scandinavian religion one of the primary goals of a warrior was to die bravely so that he might be selected to dwell in Valhalla – Odin's great hall where the bravest of the brave fought all day and drank all night. A Godi could inspire pagan Vikings to suicidal acts of bravery.



WARRIORS

HIRDMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hirdman	4	4	3	3	4	1	4	1	8	14

Equipment: Armed with a hand weapon, light armour and shield. May have throwing spear (+2 pts), or double-handed axe (+2 pts). All may have javelins (+1 pt).

Special Rules: Different Weapons. Fury of the Norsemen.

Alongside the bersir fought the other, more numerous, professional warriors of a lord's household – the birdmen. Like the nobles and bersir, these would be well armoured infantry fighting chiefly with sword, spear and axe – the latter being particularly effective in breaking down enemy shieldwalls. Although there are accounts of birdmen using thrusting spear (as in Snorri Sturrlson's version of the Battle of Stamford Bridge) the Warhammer Ancient Battles throwing spear rules better represents the birdmen's ferocity in attack, and their poorer record in prolonged struggles.

BONDI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bondir	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapons, throwing spear, sword and shield. May exchange spear and shield for bow at no additional cost.

Special Rules: Bow-armed Bondir count as Light Infantry. A player may not have more bow-armed Bondir than he has Bondir armed with other weapons.

Supporting the nobles, their bersir and their birdmen would be armed freemen – the bondi. These farmers and artisans were organised into a militia known as the 'leidang'. Technically every bondir in the country was liable for service within the leidang, but the

obvious logistical problems involved (not to mention the cost to the 'economy') meant that usually only a fraction were called up at any time. Such levies would have been formed up in dense spear blocks to guard the flanks and rear whilst 'real' warriors got on with the task of deciding the outcome of the battle.

Though it is debatable whether the Northmen enjoyed any great technical superiority over most of their foes they did make greater use of the bow than say the English, Scots or Irish for example. Bow-armed warriors were often placed between units of spear-armed birdmen and bondi with whom the archers worked closely. The experience of the Northmen in sea battles had doubtless taught them the usefulness of such close co-operation.

THRALLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Subject warrior	4	2	3	3	3	1	3	1	5	4

Equipment: Armed with javelins. May have buckler (+1 pt).

Special Rules: Light Infantry.

Not all the bondi of the leidang would have fought with spear and shield, some probably would have gone forward and skirmished with javelins. In this category would fall the subject peoples of the Norse empire, such as the Irish and Scots.

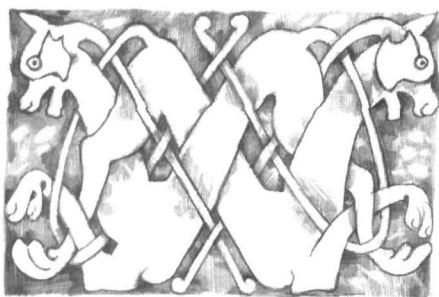
'The summer following (1050) King Harald ordered out a levy, and went to Denmark, where he plundered during the summer; but when he came south to Fyen he found a great force assembled against him. Then the King prepared to land his men from the ships and to engage in a land fight. He drew up his men on board in order of battle; set Kalf Arnason at the head of one division; ordered him to make the first attack, and told him where they should direct their assault, promising that he would soon make a landing with the others, and come to their assistance.'



MODELLING THE UNITS

The favoured colours of the Northmen were red, blue and green for tunics and breeches, with grey the common colour of cloaks. Black, white, grey and brown were also popular colours for clothing. Whilst most clothing was of one colour, the cuffs, necks and hems of tunics were often decorated with another colour. The Vikings of Ireland favoured red tunics.

Shields were painted a variety of colours, with red, blue and green again common, other colours used included black, white and yellow. The iron rims and central boss were usually left unpainted. Shields were often divided by straight lines or with curves into halves or quarters; these areas being painted alternate colours. It is also recorded that later some Northmen, having converted to Catholicism, decorated their shields with crosses of blue or red on a white background.



Hair colour varied from blonde and red all the way to near black. The darker colours would have been more common amongst the Viking inhabitants of Denmark, Scotland and Ireland, bearing in mind their mixed ancestry. Beards were very common and were worn braided or neatly trimmed.

Mail was normally a dark grey colour, and one of the simplest techniques to paint such armour is to undercoat the mail area black and then drybrush with silver. If the chainmail appears too bright then a coat, or two of black wash should do the trick.

If the unit contains mixed weapons then it is critical that each figure is armed as it should be. Unless it is clear that a figure is armed with spear, additional hand weapon or double-handed axe then it counts as being sword-armed. Musicians and unit standard bearers may only be counted as being armed with hand weapon or hand weapon & throwing spear in a unit armed with different weapons. Should the hirdmen be equipped with javelins then it is suggested that a number of the figures in a unit have additional javelins/short spears, the simplest way being to affix these behind the figure's shield, or in the case of units with double-handed axes, to include a few spear/javelin-armed figures.

Bondi may be armed with either throwing spear or thrusting spear; if the latter then the unit should be made up entirely of spear-armed troops, otherwise a mix of spear- and sword-armed figures will suffice.

WARGAMING TACTICS

On the wargames table the commander of a Northmen army should try to capitalise on the mobility and ferocity of his army. Light infantry should figure highly in his plans, either indigenous ones or Vikings (see the Dogs of War section), as should the destructive power of throwing spear-armed troops. Usually this combination will be enough to sweep most opponents away, especially if the units are strengthened with hersir and berserkers. Bondir are also very important and some of these armed with bow are essential in a battle.

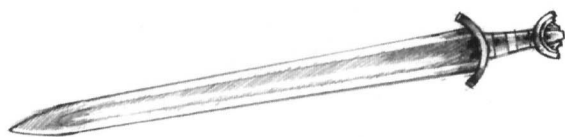
The final decision to make is with regard to uncommon warriors. There is quite a choice of destructive units for each of the nations, yet unless you are playing one of the smaller nations, the choice is limited. It is probably better to go with one, either Berserkers or Ulfhednar, rather than employ both. Don't overlook the usefulness of Thralls. Berserkers and Ulfhednar can easily be drawn out of the battle line by enemy skirmishers. Most opponents won't mind losing a unit of eight or so skirmishers to three Berserkers. If a Northmen army has *enough cheap light troops he can defeat this threat* without wasting Berserkers and Ulfhednar.

Perhaps the greatest weakness of Northmen armies is their lack of decent horsemen. So against, for instance, the Franks, the Northmen will have to adopt a different set of tactics. A defensive plan based on units of archers and spearmen, with a few units of Hirdmen, is probably the best option. The Hirdmen should be stiffened with a Berserker or three, for Berserkers love to get stuck into units of high cost troops.

One other major weakness is the expense of the Hirdmen. Although the warriors in the Northmen army are powerful, the commander of such an army will very often find himself outnumbered, especially against the likes of the Caledonians and Hibernians.

The decision about which army to take determines the overall strategy being adopted on the battlefield. The Danes are the most 'conventional' of the Northmen armies and having the option of taking thrusting spears, which when combined with the fact that Hirdmen are 'heavy infantry', means that powerful defensive units can be created. The knowledge that two ranks are going to hit back each turn, along with the extra combat rank bonus, is very unwelcome to the opponents of the Danes. To give units of thrusting spear-armed Hirdmen an even greater edge, a few double-handed axemen can be added to the unit. These, along with the Berserkers (see overleaf), should have most opposing generals reaching for the white flag as soon as the Danes deploy. Even if that is not enough, the Danes have the added advantage of being able to include Leadership 7 Bondir; so a unit or two of Danish farmers and craftsmen, the men of the leidang, should be a regular feature of any Danish army. These are very useful for securing flanks if spear-armed, and go some way to offsetting the frequent numerical disadvantage of the armies of the Northmen.

Commanders of Norwegian troops will find themselves fielding armies very similar to those chosen from the Armies of Antiquities Viking list. The Norwegians' major advantage over the Danes is the Light Infantry status of Hirdmen. In a typical Warhammer Ancients battlefield with four or five terrain features, the loss of rank bonus is normally outweighed by the ease with which light infantry can move through difficult or very difficult terrain. Players using Norwegian armies might also consider bringing along thrusting spear-armed Serjeants from the Dogs of War section. Historically, the Norwegians in the Stamford Bridge campaign are alleged to have made use of mercenary spearmen from Flanders. In wargames terms the Serjeants are very useful at holding the gaps between terrain features, leaving the more expensive Hirdmen free to romp through difficult terrain and strike at the enemy's weak points. Vikings are another troop type that the Norwegian general should consider bringing. Although not as reliable as Hirdmen, and less well armoured, they are cheaper and are very useful in driving from the field the enemy's light troops, without risking the battle winning units of Hirdmen.



The Northmen of Hibernia are even better placed to take advantage of difficult terrain, as all of the Hiberno-Norse Bondir are light infantry. A Hiberno-Norse army should almost always include a unit of Irish Outlaws – the Amsaigh – from the Dogs of War section. These Warband troops are cheap and a unit of thirty or so figures, some of which have double-handed weapons can be included in an army for less than 200 pts. A unit of these striking an enemy unit's poorly defended flank at the same time as the Hirdmen crash into the front should normally spell the end of the enemy, regardless of the enemy's numbers, equipment or Weapon Skill.

Other than the Battle of Stamford Bridge, when the men of the Orkney Islands found themselves on the losing side, there are few references to the Orkneying ever suffering a major defeat. On the tabletop it is not dissimilar, for if you thought that Danish Hirdmen armed with thrusting spears were a powerful choice then think again, for the commander of an Orkneying army has the option of making his thrusting spear-armed Hirdmen Stubborn. Mind you, given the limit of 50% available to purchase Hirdmen, and their high cost if they are Stubborn, like his real life counter-part the Warhammer Ancient Battles 'Jarl of the Orkneys' is going to find that he has only a few first rate fighters! Vikings and Scottish warriors, the Gasraidh, should therefore be selected to boost numbers. Watch the latter for you'll find they will quickly make a beeline for the enemy general, possibly wrecking overcomplicated plans.

Finally, a Viking army player could opt to field an army from the Isles. But be warned! You won't make many friends if fighting inexperienced opponents, as this army of frenzied Norse-Irish misfits will literally blow away the unwary. Later, as your opponents become more experienced they will lure your frenzied warriors into carefully laid traps, and you will find that, paradoxically, you will be playing a very cagey defensive game, desperately trying to hold back your warriors until the time is right to charge. Historically, the Northmen of the Western Isles and the Isle of Man were greatly feared, though ultimately they achieved little other than to maintain control of the islands. When the commander of an Islemen army finally tires of having little overall control of his army, he might consider the option of including Jomsvikings to represent the sons of King Harold of England and their huscarl followers.

One of the major decisions a player has to make is the choice between fielding characters, the Hersir, to stiffen his units, or whether to deploy Ulfhednar and Berserkers. Despite the high percentage of points available to spend on characters, the cost of the three different characters makes it nigh impossible to field all three together in the numbers required to make an important contribution to victory. For those that prefer greater control over their armies the Hersir, especially if they are given additional weapons, are probably the best choice.

So there you have it, five different ways to achieve a Norse victory. Confident? Well read on and see what you are up against.

Designer's Notes: One of the great strengths of Warhammer Ancient Battles is that each of the armies feels and plays in a distinct way, and this is the chief reason why the lists do not, despite clear evidence that they used shieldwalls, give the Northmen the Warhammer Ancient Battles Shieldwall rule. In playtesting, the Norsemen for many years DID benefit from -1 to hit when they hadn't moved. This encouraged rather defensive play that I felt, in the end, was 'un-Viking'. Some pre-production reviewers have also urged the introduction of rules to recreate the 'Swine-array' formation oft mentioned by chroniclers of the Norsemen. We tried, believe me, we did try! Sadly, the results were not only fiddly with regard to the rules themselves, but also, in our opinion, detracted aesthetically from the wargames table. Moreover, there is a strong school of thought that argues that the swine-array was an observer's literary flourish describing nothing more than the reckless charge of the bravest Norsemen followed, at a distance, by their less foolish comrades. In short, after extensive playtesting with swine-array rules and such like for the Northmen the Toughness 4 value worked the best. In an abstract way this can be thought of as reflecting the toughness of Norsemen in attack (using swine-array?) and in defence (using shieldwall).

KINGDOMS OF THE ENGLISH

THE SAXON ARMIES OF WESSEX, MERCIA, NORTHUMBRIA, ANGLIA, KENT AND SUSSEX, 800 AD TO 1100 AD

OVERVIEW

By the beginning of the 9th Century, the three major kingdoms of Saxon England were Wessex, Mercia and Northumbria, each being roughly equal in power. The earlier Mercian dominance of England ended in a bloody war with Northumbria and Wessex in the late 8th Century, leaving Wessex in control of southern England. The arrival of the Northmen dramatically altered the situation. In short order, Northumbria and East Anglia were conquered and Danish rulers, or Saxon puppets, replaced the existing kings. Mercia was the next target of the Northmen and by the middle of the 9th Century much of her land had been seized, disappearing within that half of England ruled by the Danes and Norwegians (a region referred to by the English as the 'Danelaw' because of its predominantly Scandinavian customs, some of which survived into the Domesday survey). Alone, Wessex and the smaller kingdoms of the south of England remained unbeaten. When it was their turn to feel the fury of the Northmen the forces of Wessex were beaten at first and even their capital was occupied. The Viking success was short lived however for under the leadership of Alfred the Great the men of Wessex struck back and drove out the invaders. By the time of King Alfred's death in 899 AD, an uneasy peace had descended on England with the land divided in two, one part ruled by Saxons, the other by Northmen.

The military reforms of Alfred had established a powerful navy and a network of fortified towns, equipping Wessex well for defence. Under the energetic rule of kings Edward the Elder and Æthelstan, son and grandson of Alfred, the areas under Scandinavian rule were conquered. Even the Scots and Welsh were subdued and forced to pay homage. From being on the brink of extinction the House of Wessex had managed, within a century, to establish themselves as undisputed kings of the English, wielding even wider authority within Britain.

For a few glorious decades in the latter half of the 10th Century there was stability in the land. Men and women probably believed that the Scandinavian scourge had been seen off for good. They were mistaken though. The dreaded Raven banner of the Northmen was to appear again. At the end of the 10th Century the Vikings returned in force, led by powerful nobles intent on enriching themselves from the famous wealth of England. Faced with fast and unpredictable raiders, military preparations seemed ineffective (as well as prohibitively expensive). The simplest solution was to use the time-honoured trick of paying the raiders to go away, testified by the thousands of coins of Æthelred 'Unraed' (lit. 'un-counselled')

found in Scandinavian hoards. The English economy survived this economic drain by reducing the silver content of its coinage, making exports cheaper and imports too expensive, stimulating domestic manufacturing industries and bringing in supplies of foreign silver to replenish the currency.

Unfortunately for the English, the kings of Denmark took an interest in the lucrative realm of England. Exhausted, poorly led and dogged by aristocratic treachery, the English finally succumbed to the hosts of Svein Forkbeard and his son Cnut. In 1016, Cnut was crowned as the first Danish king of England.

The changes under Danish rule, particularly the evolution of an Anglo-Danish aristocracy, affected the nature of the English army. Danish noblemen and professional warriors – the huscarls – now led the English thegns and other freemen into battle. By the time Duke William 'the Bastard' of Normandy invaded England, the English army once led by Alfred the Great had been transformed into an Anglo-Danish fighting force.



CHRONOLOGY

794: "...The heathens [Northmen] in Northumbria ravaged and robbed Ecgrith's monastery at Jarrow".

798: Mercians under their king, Cenwulf, conquer Kent, a valuable source of foreign luxury imports.

825: The forces of Wessex and Mercia clash at Galford, with King Ecgerht of Wessex victorious.

829: After gaining the submission of the rulers of southern England and East Anglia, Ecgerht crushes the Mercians, even briefly minting coins styling himself 'King of Mercia'.

838: The Danes, in alliance with the Dumnonians of Cornwall, first defeat Ecgerht and his followers. Later that year at Hingston Down the Danish-Welsh alliance is defeated.

853: An allied Mercian-West Saxon army subjugates much of Wales.

865: The Great Army of Northmen arrives in East Anglia. Unlike the Vikings that had raided England intermittently for the last 50 or so years this force was intent on settling the land.

866-68: After defeating the East Anglians the Great Army in turn invades Northumbria and Mercia, smashing the Northumbrians and conquering York.

868: A combined Mercian-West Saxon force corners the 'Great Army' at the city of Nottingham. The Mercians make peace with the Northmen.

870: Martyrdom of King Edmund of Anglia. This king is later canonised and becomes the patron saint of the English until replaced much later by St. George.

871: Battle of Ashdown. King Æthelred of Wessex and his brother Alfred defeat the Northmen. Later that year Æthelred dies and Alfred becomes king. The Anglo-Saxon Chronicles record that there were nine battles that year against the Northmen. Alfred makes peace with the Great Army (ie, pays them to go away!).

878: During the Christmas celebrations the heathen Great Army break the peace and occupy much of Wessex. Alfred escapes, and after rallying his troops he defeats the Great Army at Edington. Guthrum, 'King' of these Vikings, makes peace with him.

880-884: The remainder of the Great Army sails east and raids northern France and the Low Countries.

899: King Alfred dies. Although the Danes now rule much of England, the southern half acknowledges Alfred of Wessex as their ruler and protector. King Alfred is later accorded the title 'the Great' (the only English monarch to be so named).

902-921: King Edward the Elder, son of Alfred, begins the conquest of the Danelaw – by 921 AD most of England south of York is back in English control. To many, however, it seems that they have merely exchanged Danish overlords for rulers from Wessex.

937: Æthelstan, the son of Edward (although possibly illegitimate), proves that he is just as competent a commander as his father, and his grandfather Alfred the Great. At Brunanburgh Æthelstan, leading a combined Mercian and West Saxon army, defeats an alliance of Scots, Welsh and Dublin-Norse led by King Olaf Guthfrithsson of Dublin.

946-955: After Æthelstan's death in 937 AD, he is succeeded by his brother, Edmund. Edmund receives the submission of much of northern Britain, including Northumbria and Strathclyde. Edmund

'the Magnificent' is murdered and succeeded by another brother of Æthelstan, Eadred. He then defeats the independent kingdom of York led by Eirik Blood Axe, and Northumbria becomes an earldom of Wessex.

959: Edgar, son of Eadred, becomes simultaneously ruler of Wessex, Mercia and Northumbria. The other Welsh, Scottish and Danish kings of Britain acknowledge his supremacy. His reign sees monastic revival reaching its peak and a reform of the currency.

978: After Edgar's death, the throne passes briefly to his son Edward. Edward is murdered and the throne passes to Edward's brother Æthelred 'Unraed' ('Un-counselled').

982: After almost thirty years of peace the Northmen start raiding again.

991: Battle of Maldon. A Viking army defeats an English force led by ealdorman Brythnoth of East Anglia. The Northmen were led by Olaf Trygvasson, who later became King of Norway.

992-1013: Various Scandinavian leaders, including Olaf Trygvasson, Svein Forkbeard and Thorkell the Tall battle the English (and, on occasion, each other). English resistance begins to collapse. Time and again the English armies suffer as ealdormen switch sides. One in particular, Eadric 'Streona' (lit 'the Acquisitor') of Mercia manages to turn treachery into an art form.

1016: Æthelred passes away. He is briefly succeeded by his son Edmund Ironside. Edmund divides England with Svein Forkbeard's son Cnut, with the latter taking all of England, save Wessex.

1016: Later that year they fall out and in one battle, Ashingdon, Cnut refuses the challenge of Edmund Ironside. Eadric 'Streona' (on the English side) treacherously puts out the rumour that Edmund was slain, and the English flee the field. In the same year Edmund Ironside is murdered, possibly by Eadric who'd struck a deal with Cnut, who wisely had him executed once securely on the throne!

1043: After almost 30 years of Danish rule, Edward the Confessor, son of Æthelred, is crowned King of England after years of exile in Normandy.

1054: Earl Siward of Northumbria leads an army, that includes Scottish exiles, deep into Scotland where he defeats the forces of King Macbeth.

1055: Battle of Hereford. A combined Welsh and Dublin-Norse army, possibly with Mercian exiles, defeats an English army led by Earl Ralph 'the timid'.

1056-1063: Earl Harold Godwinsson campaigns against the Welsh. The Welsh murder their leader Gruffydd ap Llywelyn and sue for peace.

1066: Edward the Confessor dies without heir and Earl Harold is proclaimed King. That year King Harold defeats a Norwegian invasion by King Harald Hardrada at Stamford Bridge. A few weeks later King Harold is slain at Hastings by Duke William of Normandy.

1067-75: William battles for control of England. At various times he takes on Mercian and Northumbrian rebels, the sons of Harold Godwinsson at the head of a fleet of Dublin-Norse pirates, Danes, Scots, and a mutinous band of Bretons and Normans led by his half brother Oddo. William defeats them all and England remains under the Norman dynasty.

ENGLISH ARMIES

The English armies were led by a king or earl. Following him into battle would be the lesser nobility of his realm, other ealdormen and thegns. Among the latter would be the leader's personal bodyguard of chosen thegns, men who spent almost all their time in their lord's company. Like the hirdmen serving Scandinavian noblemen, thegns, were (almost) full-time warriors, with a plentiful supply of arms and armour provided by their lord.

Supporting these would be the freemen of the realm, the ceorls (pronounced 'churls') and the less wealthy geburs. The kingdoms of England had a well-organised system of conscription, and each farmer, townsman or craftsmen had an obligation to support their lord in time of war. For organisational and fiscal purposes the shires were divided up into administrative units known as 'hundreds', each with its own court further subdivided into (theoretically one hundred) hides. A hide was notionally the area required to support an extended family (including slaves and dependents), ie, roughly 40 acres, though in areas of poorer soil or in towns this might vary.

The idea of hereditary land ownership was a concept introduced into Anglo-Saxon England by the Catholic Church, replacing the earlier system of tenure for life. Such permanent alienation of land reduced the reserves used by kings to reward their nobles' military service; especially once a grasping nobility began to acquire charters granting them hereditary ownership (often by posing as monastery founders!). To get around the problems posed in raising armies, kings came to expect military service from hereditary land as a requirement of continued tenure. Even when land received exemptions from royal rents and requirements, three 'common burdens' were still insisted upon: service in royal armies (the fyrd), fortress building and bridge building.

Alfred of Wessex used this fyrd-service obligation to summon one fully equipped soldier from every five hides of land, supplied with two shillings from each hide (a pound in total) to pay the fyrdman's wages for two months campaigning. Because these troops were levied from the rural classes, some historians have assumed that it was a full peasant levy. In fact, the fyrd was

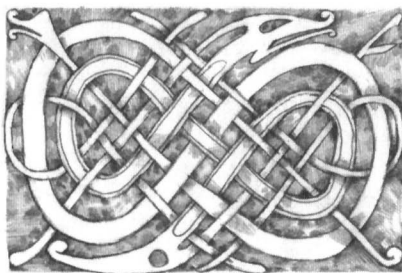
composed of relatively wealthy landowners and heads of houses, who would have slaves and labourers to actually run their farms so they could be absent without destroying the subsistence economy. The expectation on the fyrd was for well armed, well motivated men with sword, shield, spear, helmet and horse being the usual minimum equipment.

With the conquest of England by the Danish armies of Svein Forkbeard and his son Cnut the Great, many of the established English ruling class were slain, fled, or reduced in status, being replaced by a new Anglo-Danish aristocracy. The thegns who had been the cornerstone of English armies were relegated in importance, supplanted by a new warrior elite – the huscarls. These had their origins as the hirdmen of the Danish conquerors, kept on by Cnut for regular pay. Later the huscarls' ranks were swelled by Scandinavian adventurers and English thegns keen to elevate their status. So popular did these professional, stipendiary warriors become that by the middle of the 11th Century earls are also recorded as having huscarls in their retinues.

The English also made use of mercenaries, sometimes employing Welshmen, but more commonly raiders and pirates from Scandinavia, as well as from Frisia (modern day Netherlands). Towards the end of the period covered by the lists some use was made of Norman knights and other troops.



The thrusting spear was the favoured weapon of the English warrior, be he king, thegn or ceorl. Anglo-Saxon burials containing weapons show an overwhelming preponderance of spears, even when combined with other weapons. Swords and throwing weapons such as javelins were also employed but do not seem to have been anywhere near as popular as the trusty spear. Later, following the Scandinavian settlement, the double-handed axe became a popular weapon in English armies. A variety of factors were probably at work here. One might have been the inclusion of large numbers of Anglo-Danes, especially amongst the ranks of the huscarls, in later English armies who favoured the axe. Alternatively, the 'true' English warriors might have adopted the weapon after being impressed with its effectiveness in the hands of their Viking enemies.



English armies were geared primarily for close combat and were made up almost exclusively of infantry. Excepting Snorri Sturrlson's account of the Battle of Stamford Bridge (a saga composed in the 13th Century and so viewed sceptically by many historians), there is little evidence of purely missile-armed troops forming a significant part of any army. Doubtless some use was made of skirmishers and the Bayeux Tapestry and other written accounts of the Battle of Hastings reinforce this. With regard to cavalry, while there is plenty of evidence that the wealthier warriors rode to and from battle, the prevailing belief is that they rarely fought as mounted warriors. The few accounts of engagements where Saxons did fight as horsemen, such as the Battle of Hereford, record that they were invariably beaten.

*'Then Æthelstan, king,thane of earls,
ring-bestower to men, and his brother also,
the ætheling Edmund, lifelong honour
struck in battle with sword's edge
at Brunanburgh. Broke the shieldwall,
split shields with swords.
Edward's sons, the issue of princes
from kingly kin, oft on campaign
their fatherland from foes defended,
board and home. Crushed the hated ones,
Scots-folk and ship-men
fated fell. The field flowed with blood,
I have heard said, from sun-rise
in morningtime, as mighty star
glided up overground, God's bright candle,
– the eternal Lord's – till that noble work
sank to its setting.'*

Battle of Brunanburgh

In battle the English would normally form up with the better troops, including the nobles, thegns and huscarls to the fore, possibly with the latter units interspaced between the ceorls and geburs. Much use was made of the shieldwall formation, and this barrier of shields proved difficult for foes to break down. The victories of the English successes owed a great deal to their stubbornness and determination to wear down their foes in order to win.

ARMY COMPOSITION

WESSEX

This was the most successful of the Saxon kingdoms of England between 800 AD and 1066 AD. The kings of Wessex eventually became the sole rulers of England and extended their hegemony over many of the Welsh, Scottish and Northmen living in Britain. So complete was the Wessex dominance of southern Britain, that by the 9th Century the formerly independent English kingdoms of Kent and Sussex were effectively absorbed, along with London, into a 'greater' Wessex.

Characters: Up to 33% of available points may be spent on characters; 25% if the army includes Huscarls. The army may be led by either a Cyning or an Eorl.

Common Warriors: At least 50% of available points must be spent on Huscarls, Thegns, or Ceorls.

Uncommon Warriors: Up to 25% of available points may be spent on Geburs and Dogs of War (may only select Vikings, Freebooters and Stipendarii). No more than half the Gebur models may be bow-armed.

Special Rules: Veterans. All units of Thegns may, once per battle, choose to re-roll all its to hit dice for close combat or for shooting. However, the unit must re-roll all of its dice (not just the failures) and must abide by the result.

The army may not have more units of mounted Thegns than it has dismounted Thegns.

MERCIA

Mercia was the central region of England and was sometimes a kingdom, other times an earldom. Almost half of Mercia was at some time within the Danelaw, that area of England that was ruled by the Vikings. The Mercians were jealous of their independence and unless the authority of a Wessex king was strong, the Mercians could prove difficult to control. The influence of the Welsh meant that Mercian armies tended to be more manoeuvrable than other English armies.

Characters: Up to 33% of available points may be spent on characters; 25% if the army includes Huscarls. The army may be led by either a Cyning or an Eorl.

Common Warriors: At least 50% of available points must be spent on Huscarls, Thegns or Ceorls.

Uncommon Warriors: Up to 33% of available points may be spent on Geburs and Dogs of War (may only select Vikings, Freebooters and Bradwr).

Special Rules

- Any unit of Thegns may be designated as Light Infantry. Such a unit can't combine with Ceorls.

NORTHUMBRIA

The borders of the old Anglo-Saxon kingdom of Northumbria sometimes stretched as far north as Edinburgh, now part of Scotland, and as far south as Nottingham and the Midlands of England. Viking influence was perhaps stronger here than anywhere else in England and even after the Saxons reconquered Northumbria there were still strong contacts with Scandinavia. The Northumbrians made more use of cavalry than Saxons from the other regions and on at least one occasion fielded an almost exclusively mounted force. Unlike the southern Saxon kingdoms the peasantry of Northumbria played a lesser part in warfare, those that did take up arms were probably poorly trained.

Characters: Up to 33% of available points may be spent on characters; 25% if the army includes Huscarls. The army may be led by either a Cyning or an Eorl.

Common Warriors: Up to 50% of available points may be spent on Huscarls or Thegns.

Uncommon Warriors: Up to 33% of available points may be spent on Geburs and Dogs of War (may only select Gasraidh, Vikings, Gestir, and Freebooters). No more than half the Gebur models may be bow-armed.

Special Rules

- Thegns and Huscarls may exchange their thrusting spears for throwing spears at no additional cost.

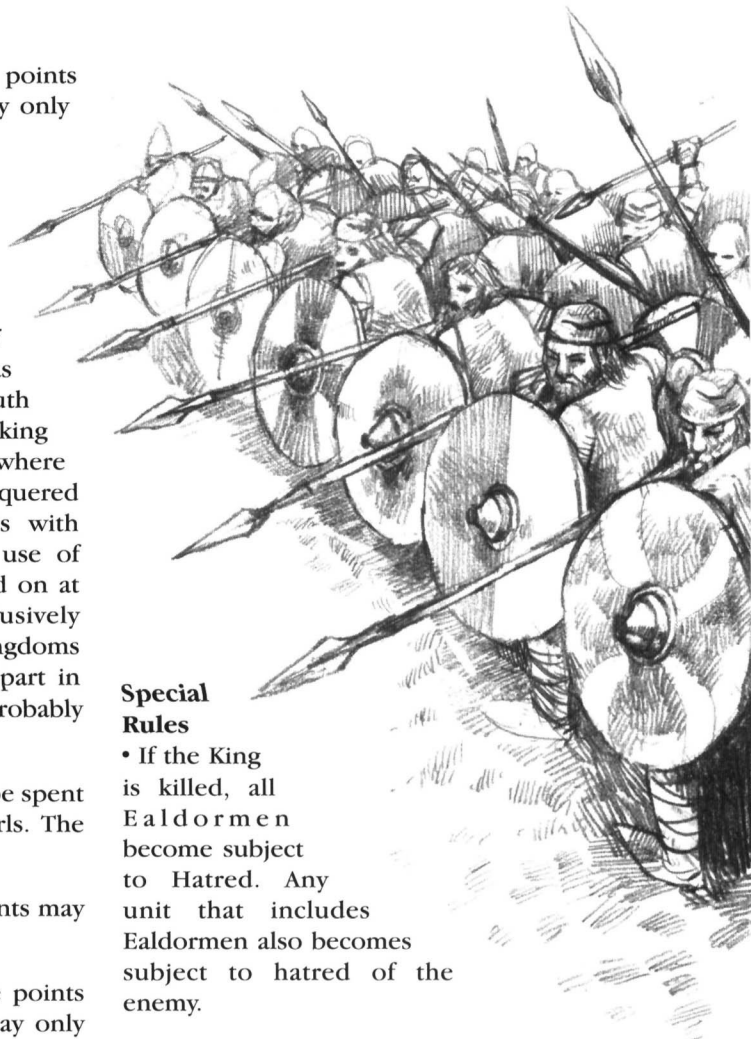
ANGLIA

Anglia, on the east coast of Britain, was heavily settled by the Germanic Angles when they first arrived in Britain – hence the name. It was also one of the first to succumb to Vikings attacks in the 9th Century, being part of the Danelaw for much of the period. Many Vikings in the Great Army settled there and Viking influence in Anglia was strong thereafter. The record of the Anglians in their struggles consists almost entirely of heroic defeats, the most famous being that at Maldon, immortalised in a poem.

Characters: Up to 33% of available points may be spent on characters; 25% if the army includes Huscarls. The army may not be led by a Cyning.

Common Warriors: Up to 50% of available points may be spent on Huscarls or Thegns.

Uncommon Warriors: Up to 33% of available points may be spent on Geburs and Dogs of War (may only select Vikings, Gestir and Freebooters). No more than half the Geburs may be bow-armed.



Special Rules

- If the King is killed, all Ealdormen become subject to Hatred. Any unit that includes Ealdormen also becomes subject to hatred of the enemy.

KENT & THE HOME COUNTIES

In the south-east corner of England lay the small, but wealthy, kingdoms of Kent, Sussex and the great city of London. During the Viking Age the formerly independent men of the Home Counties were gradually assumed into 'Greater Wessex'. Despite their loss of independence the warriors from the south-east were renowned for their aggression: the men of Kent reputedly had the right to strike the first blow in any battle where the King was present; whilst the citizens of London provided the King's bodyguard. The Jutes, who settled Kent, also had the greatest contact with the Continent.

Characters: Up to 33% of available points may be spent on characters; 25% if the army includes Huscarls. The army may be led by either a Cyning or an Eorl.

Common Warriors: Up to 50% of available points must be spent on Huscarls, Thegns or Ceorls.

Uncommon Warriors: Up to 33% of available points may be spent on Geburs and Dogs of War (may only select Vikings, Freebooters and Serjeants). No more than half of the Geburs may be bow-armed.

Special Rules:

- Any Thegns or Ceorls may exchange their thrusting spears for throwing spears for no additional points cost.

ARMIES OF THE ENGLISH

SPECIAL RULES

HUSCARL HATRED

If the Army General dies, then Huscarls become subject to Hatred for the rest of the battle as described in the Warhammer Ancient Battle rules.

COMBINED UNITS

Prior to deployment, the English army may split up the single unit of Huscarls, and any units of Thegns, and combine them with units of Ceorls such that no more than 25% of the unit are Huscarls, or 50% are Thegns. Thegns and Huscarls may not be mixed.

Huscarls and Thegns must be positioned in the front ranks. If the unit then contains more than one leader, musician or standard, the excess models are replaced by rank & file figures.

As long as half or more of the front rank are Huscarls or Thegns, the unit uses the Leadership and Psychology rules of these figures rather than the Leadership and Psychology rules of the Ceorls.

Half of all missile hits inflicted on a combined unit count as being inflicted on the Huscarls or Thegns. In close combat,

enemy models in base combat with a Huscarl or Thegn must fight against them, with the exception of challenges. If excess casualties are inflicted, these 'carry over' to lesser troops. The last Huscarls/Thegns removed are the leader, musician and standard; this occurs even if there are other models remaining in the unit.

The armies of Anglia and Northumbria may combine spear and shield-armed Gebur with Thegns and Huscarls in the same way as Ceorls.

NOBLES & OTHER CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cyning	4	6	4	4	4	3	6	3	9	170
Eorl	4	5	4	4	4	2	6	3	9	150

Equipment: Armed with hand weapon, thrusting spear, light armour and shield. May exchange thrusting spear and shield for double-handed axe (+1 pt). May have javelins (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: Army General. Any friendly English unit within 12" of the Army General ignores Warband Psychology rule 2.

As with most Germanic societies the King and nobles were expected to lead the armies of the English. Early in the period the different regions such as Mercia, Northumbria and Wessex had their own kings. However, from the reign of Alfred the Great, and the division of England into Saxon ruled lands and the Danelaw, the effective rulers of the whole of Saxon England were normally the kings of Wessex, sometimes styling themselves 'King of the Anglo-Saxons', 'Basileus' (Emperor), or simply 'King of England'.

After the conquest by Cnut in 1016 and the appointment of Danes to such important regional offices, the term 'Eorl' (Earl) was used to describe those noblemen second only to the King in regard to power and authority. This term embraced both the most powerful ealdormen and the rulers of the former independent kingdoms of Mercia, Anglia and Northumbria.



EALDORMAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ealdorman	4	4	4	4	4	2	5	2	8	60

Equipment: Armed with hand weapon, thrusting spear, light armour and shield. May have double-handed axes (+3 pts). May have javelins (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: One Ealdorman may be made Army Standard Bearer (+15 pts).

In terms of authority, below the King and eorls were the ealdormen. Originally, these were trusted retainers appointed by the King, acting as deputies in ruling the shires, or even members of a displaced local royal house retaining regional authority under the West Saxon kings. As time passed, the title became hereditary and influential ealdormen came to have authority over several other ealdormen and their shires.

The most trusted of the Cyning's or Eorl's ealdormen would have had the honour of bearing the army's standard.

0-1 ABBOD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Abbod	4	3	3	3	3	2	5	2	8	60

Equipment: Sword. May be armed with light armour (+3 pts), shield (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: A unit that the Abbod accompanies may re-roll any misses in the first round of any combat.

The Church held its lands semi-independently of the King. Sometimes a bishop or abbod would be required to gather together local forces to oppose a raid, often leading their devoted flock against the enemy. This was quite wise as churches were usually used as a bank vault and were high on the hit list of most raiders. Not all abbods were pious non-combatants though; some were warriors of experience.

WARRIORS**0-1 HUSCARLS**

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huscarl	4	4	3	3	4	1	4	1	9	20

Equipment: Light armour and shield. Double-handed axe or thrusting spear. May have javelins (+1 pt).

Special Rules: Shieldwall. Stubborn. Combined Units.

With the conquest of England by the Danish armies of Svein Forkbeard and his son Cnut, many of the established Saxon ruling class were slain or fled and a new Anglo-Danish aristocracy was born. The thegns who had been the cornerstone of Anglo-Saxon armies were replaced in importance by a new warrior elite – the huscarls. These had originally been the birdmen (or possibly the Jomsviking mercenaries) of

the Danish conquerors, used to control the conquered lands. Later their ranks were swelled by Englishmen and other adventurers. An estimated 5,000 such troops were maintained at the English King's expense, stationed near London and York. At the time of Hastings these warriors had attained almost legendary status and were considered as the finest infantry of their day.

THEGN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thegn	4	4	3	3	3	1	4	1	6	11

Equipment: Hand weapons, thrusting spears, light armour and shield. All may be equipped with javelins (+1 pt). May be mounted on horses (+8 pts).

Special Rules: Shieldwall. Warband. Combined Units.

Early Anglo-Saxon armies were formed from a core of retainers held by kings and their nobles. The wealthiest of these retainers, the thegns (minor noblemen) and geneats (wealthy peasants), along with the later huscarls, would have been the best troops in the fyrd. A common tactic was for the better trained and equipped thegns to lead the less martial ceorls.

CEORLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ceorl	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapons, thrusting spears and shield.

Special Rules: Shieldwall. Warband.

Grants of permanent, hereditary land reduced the opportunities for kings to raise soldiers from their lords' gift-obligations, and so the concept of service in return for continued land tenure was introduced. This involved every five 'bides' of land, providing a soldier, his equipment and a pound's wages. Alfred used this to create a standing army serving two months at a time, with never more than half serving, to provide a reserve.

GEBURS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gebur	4	2	3	3	3	1	3	1	5	4

Equipment: Hand weapons, and javelin. May exchange javelin for sling (free). May exchange javelin for bow (+1 pt). May exchange javelin for shield and thrusting spear (+1 pt).

Special Rules: Geburs armed with javelin, sling or bow count as Skirmishers. Shield-armed Geburs have Shieldwall.

Less wealthy ceorls, the geburs, would have fought as lightly armed skirmishers. The Bayeux Tapestry depicts some of these fighting with sling and bow. The paucity of accounts of the English fighting with bow would suggest that this weapon was uncommon in most armies.

MODELLING THE UNITS

There are a large number of manufacturers of English figures, normally listed as Saxons, Anglo-Saxons or Anglo-Danes, so the collector of an English army should have no difficulty in acquiring the figures he wants.

Clothing, such as tunics, trousers and cloaks could be coloured red, scarlet, brown, dark green, deep blue, white, purple and indigo. For the ceorls some items of clothing, such as the tunics, would have been left undyed so creams and off-whites would have been common. As with the Northmen, the borders of tunics and cloaks were sometimes embroidered different colours.

Armour, helmets and swords would have been almost identical to those used by the Northmen. One peculiarity of the English warrior was the item of headgear known as the 'Phrygian cap'. This may well have been made of leather, reinforced with iron.

Shields were painted a variety of colours, though unlike the Vikings a single colour was more frequently used. The most common decorations for the shields were simple crosses or curves. However, as many of the shields were leather covered, the illustrators of the period may have been depicting no more than the stitching holding the leather together.

Hair colouring varied from dark brown to fair, the latter being more common in the north and east which were most heavily settled by the Danes and Norwegians. The English were proud of their moustaches and many are depicted on the Bayeux Tapestry.

The device on the standard of English armies varied from region to region. Later, heralds gave each of the English

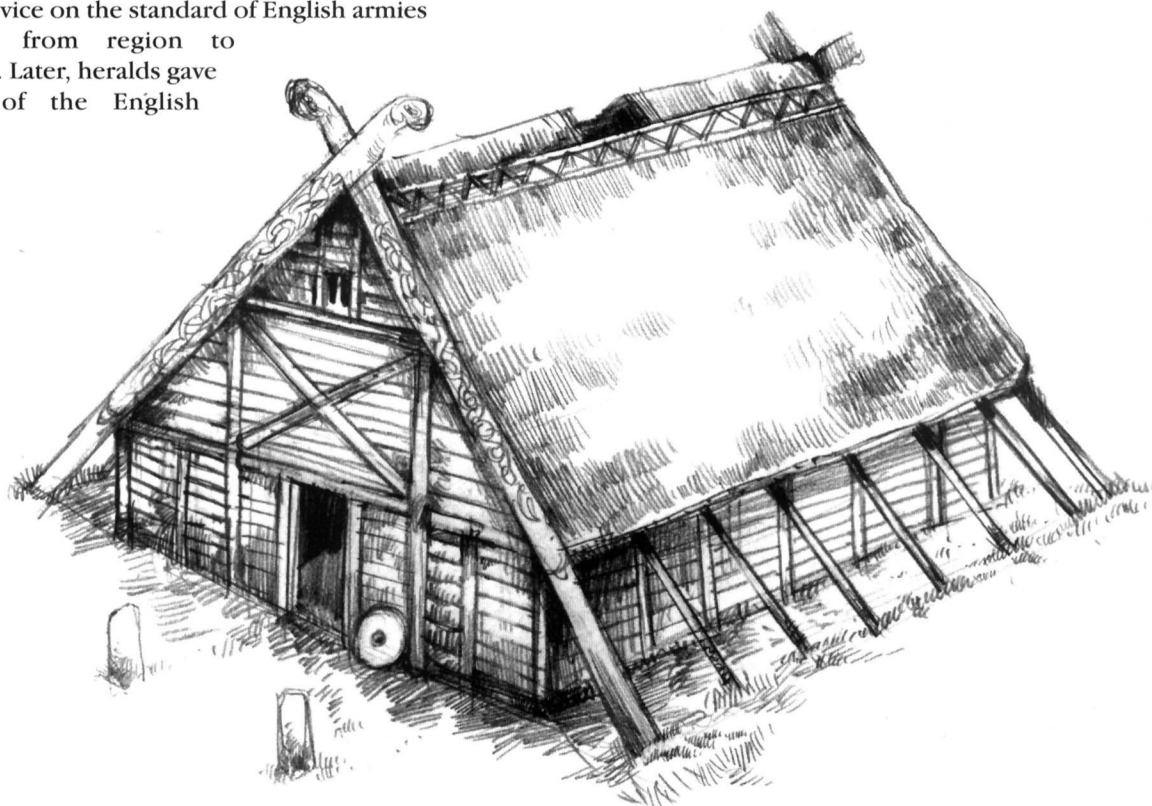
kingdoms their own heraldic symbols, although these may not have been the actual designs that they fought under. The Mercian banner was a simple saltire, a diagonal cross like that of St Andrew of Scotland. The East Anglian banner was supposedly three crowns, whilst the men of neighbouring Essex, which remained outside the Danelaw, had three horizontal swords as their symbol. The banners of the men of Wessex normally contained a dragon, and in the Bayeux Tapestry the dragon is golden.

Most of the units in an English wargames army will be thrusting spear-armed, and the models in such a unit should (almost) all be bearing spears. If the unit represents troops that have also been armed with javelins then it is suggested that extra short spears be glued to the back of some of the models' shields.

Huscarls should have a good mix of figures depicting Northmen in their ranks. Characters can be distinguished by mounting them on different bases; circular ones separating them from the lesser mortals.

SAXON RIDDLE

*I'm the world's wonder, for I make women happy
– a boon to the neighbourhood, a bane to noone,
though I may perhaps prick the one who picks me.
I am set well up, stand in a bed, have a roughish root.
Rarely (though it happens)
a churl's daughter more daring than the rest
– and lovelier! – lays hold of me, and lays me in larder.
She learns soon enough, the curly-haired creature who
clamps me so,
of my meeting with her: moist is her eye!*



WARGAMING TACTICS

The tactics that the commander of a Warhammer Ancient Battles English army employs depends very much upon the foes he is facing. What works against the Northmen may well prove disastrous when fighting the Welsh or the combined-arms armies of Normandy.

Against the Northmen the English have clear advantages: their spearmen are 'heavy' infantry, and the Thegns are cheaper than Hirdmen. Despite the Toughness values of the Northmen, the English, if they can survive the first turn of close combat, should win any prolonged struggle.

Although the defensive Shieldwall confers advantages, the English should consider attacking on occasions; for unless the first round is disastrous, the two ranks of thrusting spears and the extra rank bonus that heavy infantry normally have against light troops should prove sufficient to defeat the Viking Hirdmen in the second or subsequent rounds of combat. The attacking option becomes even more attractive if an 'early' English army with lots of Ealdormen is selected. At Brunanburgh the English swiftly advanced against their foes and smashed through the shieldwalls of the Scots and their Norse allies.

Skirmishing troops are also very important against the Northmen, and these should primarily be used to 'draw out' Berserkers and Ulfhednar. The latter, despite their fearsome attacks, can normally be beaten by Thegns or Ceorls in a shieldwall if strengthened by Ealdormen or Huscarls.

The Welsh are a different proposition to the Northmen and the commander of an English army can expect real headaches as he tries to catch these fleet footed raiders. The English army's chances of success are very much determined by how the Terrain dice rolls pan out. If God is against it, and the battlefield is festooned with hills, especially steep hills, then the battle is halfway lost! When fighting the Welsh, the English army should include large numbers of light troops; the English commander should consider mounting a unit of Thegns, to counteract the numerous Welsh skirmishers.

Against horsemen such as Norman Milites, the lack of manoeuvrability of the English is a real problem. An experienced Norman player will know better than to frontally assault a shieldwall and will either spend turns whittling the English down with missile fire or will try and work his horsemen around the flanks of the English battle line. The English commander will need to take as many missile troops as he is allowed, and must use these to force the Norman knights to attack before they are in position (or before the missile fire has weakened the English formations).

When choosing which English army to fight with, players are spoilt for choice. The seemingly most attractive choice is an 11th Century army with Huscarls

leading large bodies of Ceorls. Such units are excellent in defence, and with the Ceorls so cheap, large units that can benefit from 'Fall Back In Good Order' are an option. On smaller gaming tables the large numbers of figures also go some way to offsetting the lack of manoeuvrability mentioned earlier – the player should be able to fill the board from left flank to right flank with his figures.

What of the other choices such as a 9th or 10th Century army without Huscarls? The forces of Wessex have much to offer especially as the Thegns are veterans. When these are baulked out with the cheaper Ceorls, the commander of the Wessex troops will find that he has a very large army indeed. Moreover, these units will function to all intents and purposes as WS 4, armoured spearmen throughout most of the battle – if the units have the right number of Thegns. The Thegn/Ceorl combination, unlike the Huscarl/Ceorl one, also retains its Warband ability and thus gives it real potential when charging.

The Mercian army differs from the Wessex one in that more units of archers are available, giving a Mercian general greater likelihood of forcing the enemy to attack his rock solid shieldwalls. There is also the additional attraction of being able to deploy some half decent light troops so that Mercian armies, unlike the armies of Wessex, are not as discomforted by difficult terrain.

Northumbrian armies are hybrids, with a strong Norse feel to them. The combination of throwing spear-armed Huscarls, Thegns and Viking mercenaries gives a Northumbrian general a very powerful attacking force. The major drawback is that WS 3 'line' troops are not available other than as Dogs of War and most players of a Northumbrian army will be forced to draft in some fairly useless spear-armed Geburs to guard the flanks against the enemy's light troops.

If a player is going to use an Anglian army then he should really plan on 'refighting' the Battle of Maldon every time, with his Army General dying a (hopefully) glorious death. Ealdormen that don't flee off the table when the General dies are affected by Hatred, and the unmodified Leadership value of 10 they gain may be used when taking any Psychology tests affecting them or any unit they are with.

Finally, a few words about the armies of Kent. Such a force at first looks like it differs little from a Wessex army. However, the option of taking throwing spears for both Thegns and Ceorls, and the greater availability of characters, means that the difference is far greater than at first imagined. In most instances Kentish armies are better able to turn defence into attack. For the aggressive English player they, like Northumbrian armies, are probably a more attractive proposition than the armies of Wessex.

KINGDOMS OF CALEDONIA

THE ARMIES OF DAL RIATA, THE PICTISH LANDS, STRATHCLYDE, ALBA AND SCOTLAND, 800 AD TO 1100 AD

OVERVIEW

In the 9th Century four races were warring for control of Caledonia in the north of Britain: the Scots of Dal Riata, the Picts (or Cruithne) of Pictavia, the Britons (North Welsh) of Strathclyde and the English settlers of Lothian and Northumbria. One of these would triumph and by the close of the 11th Century, the cultural identity of the others would be all but obliterated.

Into this stepped the Norwegians, who began to raid the islands to the north of Britain. Quickly taking the Orkney Islands they then settled along the northern tip of mainland Britain, and the Western Isles. The Norse rulers of the Orkneys were particularly aggressive and soon had taken much of the territory of the Picts.

Although the Scots of Dal Riata were nominally their subjects, the Norse invasion encouraged the Scots to rebel against the Picts. In 834 AD under their king, Alpin, the Scots won a bloody victory against their rulers. Encouraged by this, King Alpin and his men marched north deep into Pictish territory. That same year, the Picts, under the ruler Oengus II, struck back and crushed them, capturing Alpin who they beheaded.

The Norse attacks continued and the Picts continued to experience reverse after bloody reverse. In 839 AD, in one particularly disastrous defeat, the Pictish king and many of the leading Pictish noblemen were slain. This acted as a signal for a further Scots rebellion, and in 841 AD, under Alpin's son, King Kenneth MacAlpin, the Scots army overcame the forces of the Picts. Kenneth MacAlpin invited the Picts and their new king, Drust IX to parley. Kenneth, who was half Pictish on his mother's side, had a claim to the kingship of the Picts and it was this as well as a possible peace that Kenneth claimed he wished to discuss. Legend has it that the Scots came secretly armed and slew their hosts, including King Drust and most of the Pictish nobility. Afterwards Kenneth proclaimed himself king of both Scotland and the Pictish lands. Despite one or two minor rebellions during his reign the union of the two nations was complete, and thereafter little was heard of the Picts. The Britons of Strathclyde did not escape the fury of the Northmen; raids against the western coast of Strathclyde were followed by invasions, and a Norse realm, Galloway, was established there.

In the early 10th Century the threat from the Northmen diminished, in part as a result of the resurgence of Wessex and the conquest of the Scandinavian settlements in England by Alfred the Great's descendants. The rise of Wessex alarmed not only the Northmen, but also the Scots of Alba and the Britons of Strathclyde. In the 930s AD a coalition of Hiberno-

Norse, Scots and Strathclyde was formed, intent on breaking the power of the ambitious English king, Æthelstan. The coalition's armies clashed with those of Wessex at Brunanburgh in 937 AD, where the Scots, Britons and Northmen were beaten, maintaining Æthelstan's political dominance within his lifetime.

The Scots of Alba improved relations with their neighbours in the 10th Century, and even the Orkney Northmen were at times their allies (when not raiding them, of course!). In 977 AD, King Edgar of England recognised the Scots as rulers of Lothian. Until then, Lothian had notionally been a province of Northumbria and had been the cause of much warfare between the English and the Scots. That it was now 'legally' part of Alban wasn't to change matters much though!

The kings of Strathclyde were, by the 11th Century, almost permanent allies of the Scots; indeed, it was a combined Briton-Scots army that defeated the Anglo-Scandinavian English of Northumbria at Carham in 1018. That same year the King of Strathclyde died, and Duncan, grandson of Malcolm, the Scottish king, became the new ruler. Later in 1034, King Duncan slew his grandfather and seized the throne. In doing so he united Strathclyde and Alba. With Lothian more or less a province, and the former kingdoms of the Britons, Picts and Scots united, it may be fair to say that in 1034 Scotland as we know it was born.

The creation of modern Scotland was quickly followed by another series of wars with the English of Northumbria. During this period King Duncan was murdered and his throne taken by Macbeth (of Shakespearean fame). Macbeth in turn was murdered in 1054 by the sons of Duncan, who had received the backing of the Northumbrian earl, Siward.

The year 1066 was a momentous time for all of Britain. The sudden collapse of the English sent shockwaves throughout the land. Many Englishmen sought help from the Scots and it was to the court of the Scottish king, Malcolm, that most of the surviving members of the English royal family fled, including Edgar Ætheling, briefly proclaimed King in 1066. It wasn't long before the Scots were drawn into conflict with the Normans, especially as they were giving aid to the rebellious English of Northumbria. Over the next few decades the Scots and Normans clashed repeatedly, though it was the Normans that ultimately prevailed. Following Malcolm's death, a succession of weak kings allowed the Normans, increasingly aided by their English subjects, to start to conquer much of Scotland. By the 12th Century the Normans had become the ruling class of most of southern Scotland.

CHRONOLOGY

Late 700s: Beginning of the Norwegian invasion of Scotland.

Early 800s: Strathclyde wages successful war against the English of Northumbria and gains much territory from them.

802: The monastery at Iona is plundered by Vikings.

834: King Oengus the Pict slays King Alpin of Dal Riata, the latter leading a rebellion of Oengus' Scottish subjects.

839: Oengus, ruler of the Picts and Scots is slain in battle with the Northmen.

843: The process of uniting Scotland is begun when Kenneth MacAlpin joins the kingdom of Dal Riata and the Picts under his rule.

c. 890: Sigurd is appointed Jarl of the Orkney Islands and the other Norse territories in Scotland.

937: King Constantine of Alba, along with his Dublin-Norse and Strathclyde allies is defeated at the Battle of Brunanburgh.

962: Edinburgh (Edwin's castle) is taken from the Northumbrians by the forces of Alba.

971: Kenneth II of Alba is given Lothian by King Edgar of England.

1005: Malcolm II becomes king.

1015: After losing control of some regions to Alba, Strathclyde is, for a short period, annexed by her Scottish neighbour.

1018: King Malcolm II, at the head of a combined Scots and Strathclyde army, defeats an Anglo-Danish army at the Battle of Carham.

1034: Alba and Strathclyde are united under the rule of King Duncan.

1030s: Alba regains much of the territory lost by Strathclyde to the Northmen. Scotland is united.

1040: Macbeth becomes king of Scotland after murdering his lord, King Duncan.

1054: Macbeth is slain by the sons of Duncan, aided by Earl Siward of Northumbria (according to Shakespeare, anyway!).

1066: Norman conquest of England.

1069: Malcolm III, who had avenged his father by murdering Macbeth, marries the English princess, Margaret.

1072: A combined land-sea campaign by the Normans forces Malcolm III to pay homage to William I.

1093: Malcolm III is defeated and slain at the Battle of Alnwick by the Norman Earl of Northumbria.

CALEDONIAN ARMIES

Throughout the early Medieval period spear-armed infantry were the most predominant troop type in a Caledonian army. Both the nobility (mormaer and thanes) and the tribal warriors would fight with spear and shield; the richer warriors usually having a sword as a secondary weapon. In this respect the armies of Caledonia were not dissimilar from their English foes. Missile-armed troops would have been in a minority, with the javelin the most popular such weapon; bows were not used in great numbers and were normally used by only the poorer warriors or by Norse mercenaries.

Caledonia was not a wealthy area and, apart from the nobility, few troops could afford to enter battle with both missile and mêlée weapons. Armour was also in short supply and most freemen considered themselves fortunate to own more than shields.

There were few, if any, regular troops in Caledonian armies and when a king or noblemen went to war he would summon his retainers, both thanes and farmers who owed military service. Depending upon the wealth

of a man (assessed at how many cattle he owned) he was legally required to arrive at the muster with certain items of military equipment.

Irregular armies, such as those of the Scots, were difficult to keep in the field for long periods. The freemen farmers were losing money each day they were absent from their farms (they normally had to bear the cost of feeding themselves on campaigns) and unless there was the prospect of some financial gain on the horizon, such as the sacking of town, they would start to drift home after a month or so. Of course, a king or lord could pay them out of his own pocket, but the cost of this could quickly empty the treasury.

Tactics were uncomplicated, probably a good thing bearing in mind the lack of discipline and training. Careful selection of terrain or the decision to set an ambush was probably as sophisticated as it got.

Once battle began, the commander had only a few decisions to make, such as when to order the charge (and with irregular armies, such as the Scots, this decision was sometimes made for him by his troops) or when and/or where to deploy any reserves.

ARMY COMPOSITION

DAL RIATA

Before Alba, the Scots probably fought the same way as their Irish forebears. An early Scots army would mainly have had javelinmen; later armies of Dal Riata probably had more archers and horsemen; reflecting the armies of their Pictish and Welsh foes. The élan and aggression of early Irish warriors of Dal Riata was frequently the only thing that gave them victory against the odds.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Toisech, Soer-chele and Doer-chele.

Uncommon Warriors: Up to 25% of available points may be spent on Eoachraidh and Dogs of War (may only select Vikings, Amsaigh and Gasraidh).

Special Rules

- The unit of Toisech may be Stubborn (+3 pts).
- All Soer-chele cost 6 pts and have a Ld of 6. Any unit of Soer-chele may be designated as Light Infantry for free.
- All Soer-chele use throwing spears, not thrusting spears.

ALBAN

After Kenneth McAlpin's union of the thrones of Dal Riata and that of the Picts, the armies of the burgeoning kingdom of Alba began to resemble those of their English foes to the south.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Toisech, Soer-chele and Doer-chele.

Uncommon Warriors: Up to 25% of available points may be spent on Eoachraidh and Dogs of War (may only select Vikings, Amsaigh, Gall-Gaedhil, and Gasraidh).

Special Rules

- Every other unit of Doer-chele may have bows (+1 pt).

THE PICTS (THE CRUITHNE)

The lack of written documents left by the Picts makes the matter of their equipment and fighting style one of even more conjecture than that of other peoples. What little evidence historians do have raises the possibility that a long thrusting spear, used double-handed like the pike, may have been used. There is also pictorial evidence the Picts used crossbows, for hunting at least.

Characters: Up to 33% of available points may be spent on characters. May not include the Righ.

Common Warriors: At least 50% of available points must be spent on Toisech, Soer-chele and Doer-chele.

Uncommon Warriors: Up to 25% of available points may be spent on Eoachraidh and Dogs of War (may only select Vikings and Gasraidh).

Special Rules

- All Toisech and Soer-chele count as Light Infantry, they may be equipped with pike (+1 pt).
- Every other unit of Doer-chele may have bows (+1 pt) or hunting crossbows (free). These count as crossbows for all purposes, except have a range of 24" and are S3.

SCOTLAND

By dint of conquest Irish immigrants from Dal Riata eventually forged a powerful, and for the era, a very cohesive empire known as Scotland. This was despite the threat from north, south and west presented by the Northmen, English and Hibernians. Although their empire never economically matched the Saxon English (Sassenachs) to the south, the fierceness of the Scots, and their never-say-never attitude meant they retained their independence whilst the English lost theirs.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: Up to 50% of available points must be spent on Toisech and Soer-chele.

Uncommon Warriors: Up to 33% of available points may be spent on Doer-chele, Eoachraidh and Dogs of War (may only select Vikings, Gall-Gaedhil, Freebooters and Stipendarii).

Special Rules

- The Toisech may exchange throwing spear for thrusting spear (free). They may pay an additional +1 pt per model and use Shieldwall.
- The Soer-chele cost 6 pts, are equipped with shields and may use Shieldwall.
- Every other unit of Doer-chele may have bows (+1 pt).

STRATHCLYDE

The Welsh of Strathclyde were by all accounts accomplished horsemen, and probably fought as elite skirmishing cavalry using javelins and throwing spears to wear down the enemy. The footmen, at least in the early part of the period, fought in the same style as their Welsh counterparts in the south of Britain.

Characters: Up to 33% of available points may be spent on characters. The army may not include the Righ. One Mormaer may become Army General for +25 pts.

Common Warriors: At least 50% of available points must be spent on Toisech, Eoachraidh, Soer-chele and Doer-chele.

Uncommon Warriors: Up to 25% of available points may be spent on Dogs of War (may only select Vikings).

Special Rules

- The Toisech count as Light Infantry if not mounted, Light Cavalry if mounted.
- Units of Eoachraidh may exchange javelins for throwing spears (free).
- All units of Soer-chele count as Light Infantry.

ARMIES OF CALEDONIA

SPECIAL RULES

RAIDERS

Although strategically the Caledonians were more often than not on the defensive, tactically they were frequently the attackers. To reflect this, and to highlight the aggressive nature of most Caledonian armies, the commander of a Caledonian army may always choose whether he moves first or second.

*'At Loch Vatten my leader
left marks of lordhood;
great perils I passed through
with that warrior-prover.
Sharply from the ships
was borne the shieldwall,
over the wounded, agape,
walked the grey wolf.*

.....

*The warrior laid waste
now the Welsh, now the Irish,
now feasted the Scots
with fire and water.'*

Orkneyinga Saga

NOBLES & OTHER CHARACTERS

0-1 RIGH

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	5	6	4	4	4	3	6	3	7	140

Equipment: Armed with hand weapon, thrusting spear, light armour and shield. May have javelins (+2 pts) and may have double-handed axe (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: Army General. Warband.

The kings of Scotland became, after 843 AD, the rulers of the Picts as well. This combination of the two thrones created the Scots-dominated kingdom of Alba. In general, the descendants of Kenneth MacAlpin managed to establish very thorough control of the peoples absorbed into their 'empire': there were to be no major Pictish or British rebellions. In fact, apart from kinsmen, the kings of Alba were rarely threatened by their subjects, in contrast to the trouble that England, Scandinavia and France gave their rulers.

MORMAOR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mormaer	5	5	4	4	4	2	5	3	6	75

Equipment: Armed with hand weapon, thrusting spear, light armour and shield. May have javelins (+2 pts) and may have double-handed axe (+2 pts).

Special Rules: Warband. One Mormaer may exchange shield for Army Standard Bearer (+15 pts).

The Mormaer were the Scottish noblemen, second only to the King. The Scots that founded Dal Riata were originally a grouping of three or so tribes, each with its own chieftain (ri), ruled over in the Irish fashion, by a rui ri (over king), normally the chieftain of one of the tribes as well (the tribe that was most dominant politically). On Kenneth MacAlpin's succession he murdered his rivals, probably Scottish ones as well as Pictish, and for a period thereafter the threat to the king from his subjects was negligible.

Those appointed to assist the king in important roles were normally kinsmen. Alternatively, estates could be controlled directly by the monarch via his thanes. While in the short term this policy was successful, in the long run it stored up trouble; for the kinsmen appointed to control the land, who often took the title 'mormaer', had almost as much claim to the throne as the king (by their common descent from Kenneth MacAlpin). This problem reared its head in the early 11th Century when the ineffectual King Duncan was murdered by Macbeth, 'Thane of Cawdor' and Mormaer of Moray.



0-1 SAGART

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	5	4	4	4	4	2	5	2	6	80

Equipment: Sword. May be armed with light armour (+3 pt\$), shield (+2 pts).

Special Rules: Warband. Hatred. Any unit the Priest is with gains Hatred.

The northern part of Britain had been converted to the religion of Christianity during the 6th and 7th Centuries. The Church in the north of Britain had, over time, retained disciplines (such as those with regard to celibacy, dating of important holy days, and so on) that were out of touch with those accepted by the rest of the Church.



To the majority of the churchmen in the south, the clergymen of Caledonia would have seemed almost heretical. This separate religious identity in the north was reinforced by the influence of the Irish clergy, who had been at the forefront of evangelisation. The peculiar monasticism of the Irish religion set them apart from their co-religionists in the rest of Europe.

The differences in Church discipline reinforced the separate identity of the Celtic peoples. The clergy were drawn from the local populace and the prejudices and hatreds of the laity were partly reflected in the attitudes of their churchmen. The Caledonians, the English and later the Norse may all have worshipped the same God, may all have acknowledged the Bishop of Rome as their spiritual leader, but this definitely didn't alter their attitude to each other in times of war.

WARRIORS

'AD 1054. Earl Siward went with a great force into Scotland, with both ship forces and land troops, fought with the Scots, put to flight the king, Macbeth, killed all the best in the land, and brought back much plunder, such as no man had ever obtained. But his son Osbern and his sister's son Siward, with some of his huscarls and also the King's, were killed there on the Day of the Seven Sleepers. The same year Aldred went overseas to Cologne on the King's errand, and was received with much honour by the Emperor; there he stayed for nearly a year, and was given entertainment by both the Bishop of Cologne and the King. He allowed Bishop Leofwine to hallow the Minster at Evesham on October 10th. This year Osgood died suddenly in his bed; the holy Pope Leo passed away, and Victor was chosen Pope in his stead. This year there was much death among cattle that men remembered its like only many years before.'

From the Anglo-Saxon Chronicles

0-1 TOISECH/THANES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Warrior	5	4	3	4	3	1	4	1	6	13

Equipment: Hand weapons, throwing spear, light armour and shield. May have javelins (+1 pt). May be mounted on a horse (+8 pts).

Special Rules: Warband. Werod. If included in the army the Righ must accompany this unit at all times.

The common title for a noblemen of western Scottish extraction in Caledonia and, later, Alba was 'toisech'. When the influence of the English spread amongst the lowlanders these noblemen were referred to as 'thanes'. This martial class of Caledonians were the best troops available to a general, and although many would have entered battle at the head of the warriors they'd levied to fight for the King, others would have fought together as the King's bodyguard. Assisting them would have been the King's kinsmen, courtiers and the palace troops/mercenaries. These warriors would have been the only unit in which there would have been a sizeable number of armoured troops.

SOER-CHELE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Wealthy freeman	5	3	3	3	3	1	3	1	5	5

Equipment: Soer-chele are armed with thrusting spears and bucklers.

Special Rules: Warband.

Originally, the Scottish raiders of Dal Riata would have been virtually indistinguishable from their Irish kinsmen across the water. Armour and shields were unlikely to have been in great supply but by the 930s AD the Scots are recorded as fighting in shieldwall at the Battle of Brunanburgh and the evidence suggests that, apart from their lack of equipment, the Scottish warriors of the lowland areas were fighting in a similar style to the English of the south.

DOER-CHELE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Poor freeman	5	2	3	3	3	1	3	1	5	4

Equipment: Hand weapons, javelins and buckler.

Special Rules: Skirmishers. Warband.

As with most armies of the period the less wealthy and younger warriors would have been employed as skirmishers and missile men. The Scots are not recorded as having made much use of the bow, and the lack of long range missile troops in the later Middle Ages reinforces the hypothesis that there would have been few such troops in an Alban army of this period.

EACHRAIDH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsemen	8	3	3	3	3	1	3	1	5	17

Equipment: Hand weapons, shield and javelin.

Special Rules: Light Cavalry. Warband.

Details about the organisation of the armies of Alba are scant to say the least. There is some likelihood that the Picts were considered fine horsemen. Probably those Picts dwelling in the south and certainly the Britons of Strathclyde were horse warriors. Taken together this suggests that horsemen may not have been uncommon in the armies of Alba. The raiding and counter-raiding endemic in the border region with England would have encouraged the use of horsemen.

MODELLING THE UNITS

Again, a collector may have to fall back on generic Celtic figures for his Caledonian army. The chief requirement is lots of wild looking spear- and javelin-armed figures, ideally with the majority of them barelegged.

Although of doubtful historical accuracy, simple 'tartans' and checks help give the army a suitably Scottish feel. Colours that would be common amongst the warriors of a Caledonian army would be grey in various shades (for the line tunics and cloaks), creams (for those garments made of unbleached wool), green and browns. The cloaks that soldiers wore also doubled as their blanket/tent, suggesting a suitably weathered and grubby feel.

Shield designs would have been simple; probably many would have left their shields undecorated.

Beards and long hair would have been common. Helmets would not.

Woad was probably not a common feature by this period, though we don't know for sure. Nor do we know whether the warriors of the Alban army would have had tattoos or not.

If the army contains both thrusting- and throwing spear-armed units, then the former should have far more figures with spears in it than the latter. Picts can be distinguished by having a large number of figures that are armed with double-handed spears. Lowlanders can be differentiated from Highlanders by the inclusion of some English warriors in the former, and some wild Northmen in the latter.

WARGAMING TACTICS

The Caledonian army is a hybrid force which has decent hand-to-hand capabilities as well as the ability to cope with difficult terrain. Cavalry are also available to it. Of course no army has everything and what it lacks, unlike its Norse foes, is decent long range missile men.

Certain Caledonian nations have the option of using Shieldwall. Although the benefits of this are substantial, the penalty, ie, restricted mobility, is harsh. A player who becomes too concerned about his defensive bonuses is going to lose as his enemy outmanoeuvres him.

The ideal overall strategy is a counter-attacking one, using the spears and shieldwall to soak up the enemy's first assault and then using the Caledonian's mobility to exploit weaknesses in the enemy line. The rank and file warriors are relatively cheap compared with those in both the English and Northmen lists, so numbers should not be a problem. Harrying and trying to disrupt the enemy's advance should be undertaken by horsemen and javelin-armed skirmishers. By concentrating on one enemy unit the skirmishers should be able to weaken it sufficiently enough so that a gap is created in the enemy's attack line, a gap to be exploited by the Caledonians. Mercenary Vikings help in this task.



If the enemy refuses to attack then the skirmishers can be used to win an advantage which will either force their opponent to attack or else, if sufficiently great an advantage, makes attacking by the Scots attractive.

Despite the spears and pikes of the Soer-chele, these troops, thanks to their speed and mobility, can be effective on the offensive. The common warriors of Pictish or Strathclyde armies, being Light Infantry, must counter-act their penalty in close combat (they have a maximum rank bonus of +2) by using woods and other terrain to their advantage. Even though many troops are Light Infantry, the Ld value of their characters plus the two ranks should see most Caledonians enter combat on a Ld of 8 or 9, sufficiently high so troops can survive the first turn of combat. In subsequent turns the Caledonian spearmen can use their two ranks. Combined with their numerical advantage this should cause problems for all but the most hardened enemies.

The inclusion of Stipendarii, as in Macbeth's army, increases their offensive capability. That combination of hard-hitting knights and swift spear- or pike-armed footmen is going to cause any foe headaches!

The bane of a Caledonian army is an enemy with large numbers of missile troops. Buckler-armed troops aren't going to survive long; so one solution is to equip most of the infantry with shields. This has the drawback that the usual numerical advantage is lost and diminishes the mobility of the Caledonians. Archers should be defeated, if possible, by horsemen; though this is easier said than done against a competent enemy commander.

One obvious weakness of the Caledonians is their lack of control. Inevitably, one of the units is going to break out of shieldwall as that dreaded 1 appears. It will probably be at exactly the wrong moment if the luck of the playtesters is anything to go by! But accept it – after all, if it weren't for this drawback the Caledonians would be, in the words of one playtester, a 'super army'!

An army of Dal Riata will contain large numbers of throwing spear-armed troops, and together with the Righ, Sagart and as many Mormaer as the points allow, these, especially the unit of Toisech, will provide a powerful cutting edge. The option to count some Soer-chele as Light Infantry means that difficult terrain, common in the north of Britain, should pose no problems. The seemingly innocuous special rule for Caledonians, the option to always go first, gives this aggressive army even greater potential. For by going first, and with the base move of most of the infantry being 5", a Dal Riattan army can be in amongst the enemy by Turn two. The lack of good protection against missile fire is clearly not such a big problem. To give such an army even greater potential a unit of Vikings, and perhaps even Amsaigh, may be used.

An Alban army has a lot in common with an English army; with thrusting spear-armed Soer-chele needing the same handling as Ceorls. But where the English can

stiffen the Ceorls with Thegns or Huscarls, the owner of an Alban army can have Mormaer, with their WS5 and three attacks at S4, in front of his spearmen. He can field the frenzied Norse-Irish Gall-Gaedhil alongside his warriors, as well as a unit or two of light horsemen, the Eoachraidh. The latter work well with the Gaedhil and can drive enemy skirmishers from the field. The Gall-Gaedhil can then attack the enemy's main troops, without being lured away by cheap enemy light troops.

Pike-armed Soer-chele, available to a Pictish army, make excellent defensive troops, and an average sized unit should inflict three or four casualties before the attacker gets a chance to strike (pike-armed troops hit first even when charged if the opponent has shorter weapons such as thrusting or throwing spears). As Pictish Soer-chele are Light Infantry, and the Caledonian player is guaranteed to go first against almost all opponents, these warriors should be deployed at the outset in skirmish order. With the free skirmish move, and a subsequent move of 10", such warriors can begin their Turn two forming up on key terrain features deep in the opponent's half of the battlefield. Pictish armies can also field large numbers of horsemen. Skillfully used these should be able to drive most hostile light troops and missile men from the battlefield. The latter half of the battle should see the enemy forced to attack the well positioned 'hedgehogs' of Pictish pikes.

Forcing the opponent to attack is likely to be a tactic favoured by the warriors of Scotland. Unlike an English army, which this Caledonian army resembles, the Scots may have 'real' horsemen in the form of mercenary knights, the Stipendarii. The threat of these and their fearsome charge should force the enemy to hold back in their own half. With the enemy on the defensive the Scottish footmen can advance deep into enemy territory and form a shieldwall. The opponent must then either concede two battlefield quarters or attack. A large unit of thrusting spear-armed Soer-chele with a Mormaer to the fore can hold its own against most attacks, and will enable the Eoachraidh or Stipendarii to get into a position to deliver a battle winning flank attack.

Finally, a Caledonian general could decide to use an army from Strathclyde. Large units of character-led light infantry with throwing spears will give the opponent plenty to think about, especially if the terrain contains a steep hill or two. In fact if the terrain reflects the rugged nature of the Lake District, the heart of historical Strathclyde, a successful result on the tabletop should be all but guaranteed. Although the glory days of the famous horse armies of the north-west were well in the past when the Northmen appeared at the beginning of the 9th Century, a wargamer using Strathclyders should still consider the option of deploying the Toisech as mounted troops, together with a few mounted characters. The mounted Toisech supported by the lightly armoured Eoachraidh could cause real problems against the infantry dominated armies of the Northmen and English.

Armies of Normandy

Left: Norman infantry stand ready for battle.

Below left: A Norman knight assisted by a retainer, mounts his horse.

Below right: Norman Dux and his entourage.



Villagers flee from the might of the Norman army.

Armies of the Vikings



Viking Hirdmen.



A Viking Jarl or Konnungr.



One way to stop a Viking Berserker!



Viking last stand around the Raven Banner.



Viking Hirdmen or Gestir.



Brian Boru about to be struck down by Brodir at the Battle of Clontarf 1014. For more details turn to page 45.



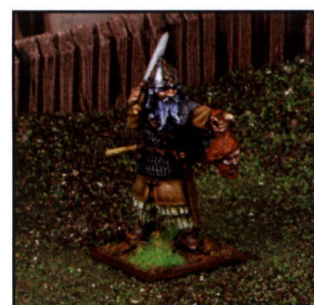
"Hail Odin!"



Vikings from Orkney and Mann assemble at Dublin Bay.



Viking Hersir.



Sven Forkbeard.

Armies of the English



Above: A unit of Gebur slingers - note the way these skirmishers have been based.

Below: English Ceorls prepare to defend their village.

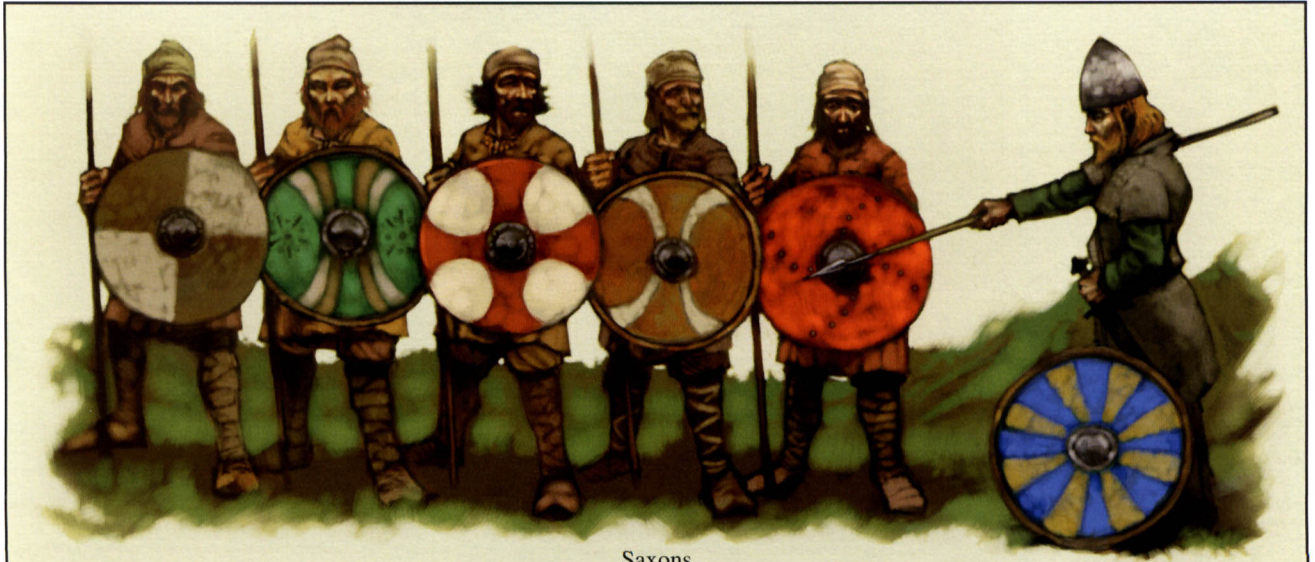


Alfred the Great
of Wessex.



English shieldwall.

Shield Designs



Saxons



Vikings



Normans

Battle of Hastings





Top Left: A view down the battleline at Hastings on impact.

Bottom Left: A view from behind the English shieldwall.

Top Right: The English await the final Norman assault. The dead men and horses would have provided an additional obstacle to the attack up the ridge.

Middle: The English battleline.

Right: King Harold, his Standard, and his younger brothers. All three brothers were slain during the battle.

Armies of Hibernia



Above: Bonnachts from Munster and Leinster prepare to fight.
Below: Irish warriors defend their homes.



A Ri Ruirech or Ri Tuathe along with Fianna and the Madadh, plus their warhounds!

Armies of Caledonia and Wales



Pictish Eachraidh.



Above: Bow armed Doer-chele.

Left: A Teyrn and Uchelwyr.



The Teulu of Gwynedd array for battle.

The Sagas

The Sagas

As well as archaeology, the Sagas give us many details about the Vikings. Two of the best to read are Egil's and Njal's Sagas.

The Jomsvikings

There is no real archeological evidence for Jomsvikings, although they have their own Saga.

Ulfhednar

It's probable that Ulfhednar (or Wolf warriors) and Berserkers were one and the same.

In Egil's Saga they are described as the men who iron could never bite. They probably wore bear and wolf skin to represent the temperament and ferocity of the those beasts. We just like the models!



Egil looks for plunder.



Jomsvikings.



Individual figures from the Jomsvikings.



Ulfhednar, "that iron cannot bite".

The Hiberno Norse



Hiberno Norse looking for trouble.

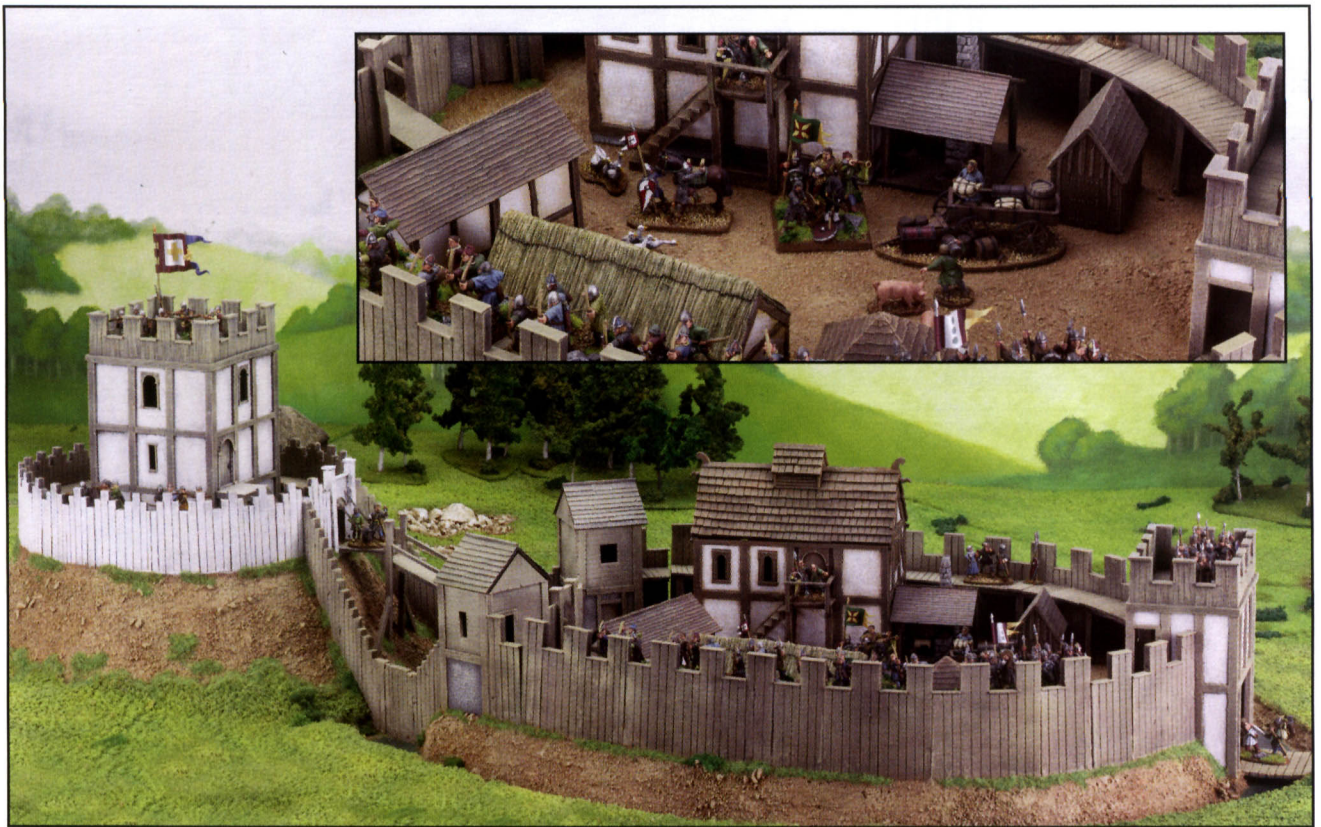
Architecture of the Age



A village scene in England sometime after 1066.



A church.



11th Century Norman motte and bailey.



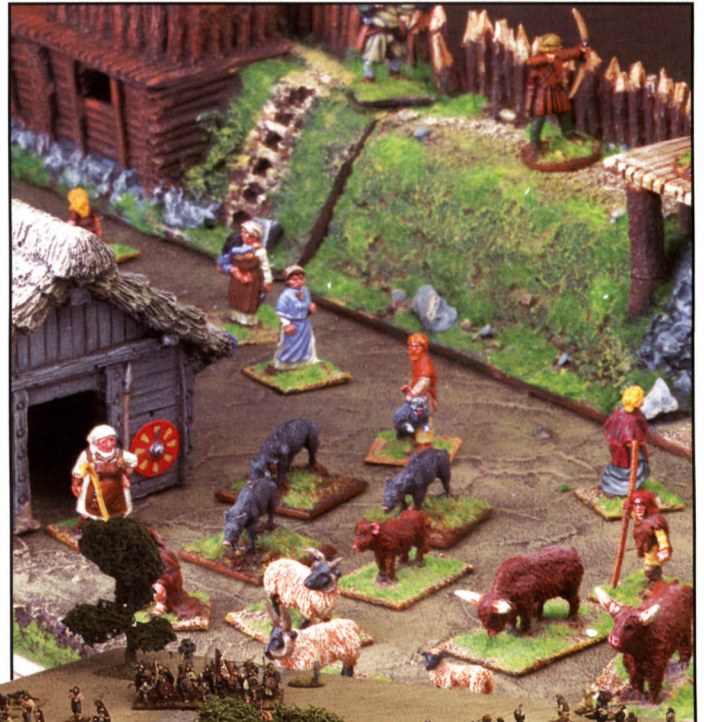
Living accommodation of the age.

The Battle Of Clontarf

23rd April 1014

The battle itself was brought about by the rebellion of Mael Morda, King Of Leinster, against the rule of High King and living legend, Brian Boru. With the help of Sihtric 'Silky Beard', Viking king of Dublin, Mael Morda collected a force of rebel Irish warriors from his own province and sought alliances with Brodir's Viking raiders from Mann and with Sigurd 'The Stout' from the Orkneys. Against them, Brian brought the might of the Irish High King's army, fielding contingents from all the provinces in his sway, plus of course, the obligatory Norse mercenaries! The High King gave command of his army to his son Murchad and retired to the short-lived safety of the shieldwall of his personal retinue. Chroniclers claim that as the battle was fought on Good Friday, Brian, a devout Christian, refused to lead the battle himself. Personally, I feel that as he was now between 73 and 88 years old, this was a good enough excuse to let the young ones have their fun!

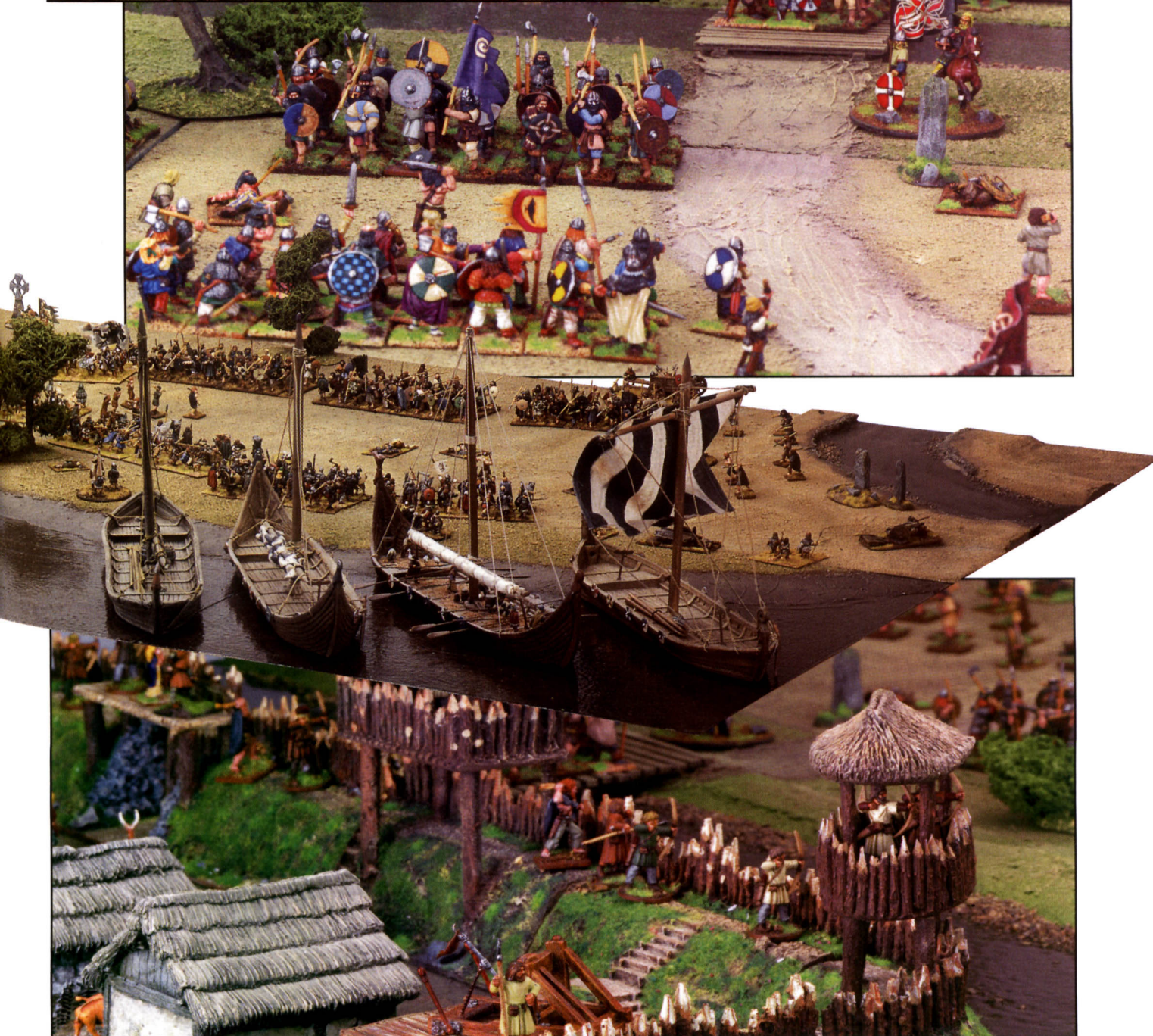
The battle was by all accounts a blood-bath, with the High King's forces eventually triumphing. However, Brian himself was cut down by the fleeing Brodir, who was in turn killed by the King's lax bodyguards and as the sun set, most of the nobles from both sides lay dead.



Top: Herding the livestock to safety in Dublin. **Bottom:** The two armies engage.



Left: The Vikings disembark from their longships.
Below: Ospak of the Isles faces off against the Hiberno Norse, while Sihtric looks on from the gates of Dublin.



The defenders of Dublin.

The Battle Of Clontarf



Top: The defenders of Dublin look out on the battle.

Left: A close up of Sihtric 'Silky Beard' at the gates of Dublin.

Below left: Irish Fianna and Bonnact warriors closing for battle.

Below right: A view from the longships as the Battle of Clontarf rages on.



KINGDOMS OF THE WELSH

THE ARMIES OF GWYNEDD, POWYS, DUMNONIA, AND THE SOUTHERN KINGDOMS, 800 AD TO 1100 AD

OVERVIEW

The Welsh were the remnants of the British peoples that had dwelt in southern Britain from before the time of the Romans. In the chaos that followed the collapse of the Roman Empire in the 4th and 5th Centuries Teutonic tribesmen from northern Germany invaded Britain. In a series of wars, these German immigrants drove most of the British from the rich lowlands of eastern Britain into the less hospitable uplands of the west. To the English, as the German invaders became known, these British people were 'Welsh' (a Germanic term for 'foreigner').

Even before they were driven westward the British peoples of the former Roman territory of Britannia were a divided people. The chaos of the wars with the German invaders (themselves only later to be united into the English) and the nature of the hilly lands to which they were expelled increased this division. Three major groupings of Welsh, based on their location, rather than political unity, existed by the end of the 8th Century: those of the north-western uplands, those in the central-western uplands, and those in the uplands of south-western Britain.

The north-western Welsh had originally been divided into a number of kingdoms, the Welsh of Rheged-Cumbria, Goddodin and Strathclyde but by the 8th Century only Strathclyde existed as an independent kingdom. The loss of much of the land linking these 'Northern Welsh' to those of the centre-west meant that Strathclyde was increasingly drawn into Scottish politics to the exclusion of events in the rest of Britain.

The centre-western mountainous lands of Britain still bear the name Wales, and it was from here that the Welsh waged their most effective wars of resistance against the English, and later the Normans. This area was rarely unified under a Welsh high king and a large number of independent and semi-independent kingdoms existed in this relatively small area of Britain. To the north of this area was the kingdom of Gwynedd, in the centre Powys and to the south a variety of even smaller kingdoms: Gwent, Dyfed and Glamorgan being perhaps the most important.

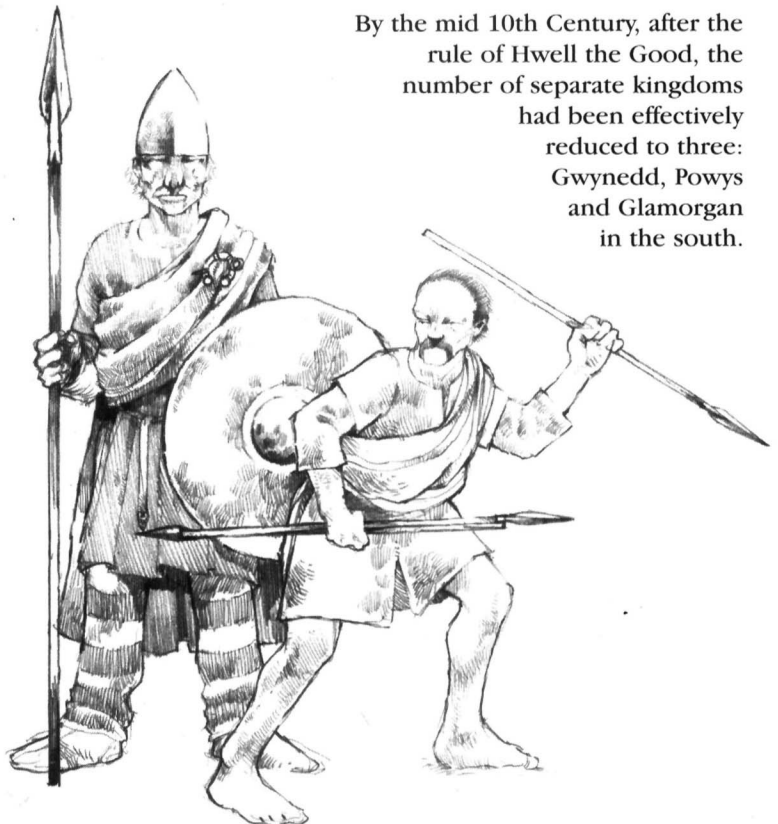
Finally, there were the Welsh of south-western Britain dwelling in the modern day counties of Cornwall and Devon. These Welsh formed the kingdom of Dumnonia. By the early part of the 9th Century these Dumnonians had

been conquered by the English of Wessex. The stubbornness with which the Cornish at least clung to their separate identity, as well as rebellions in the 820s and 830s AD suggests that the English had difficulty subjugating these peoples.

During the 9th to 10th Century the Welsh managed to halt the westward drive of the English. At first it was the Mercian English that were the chief enemy, but the rise of Wessex meant that the Welsh kingdoms had to battle them as well. The Welsh also fought frequently amongst themselves, and during these wars one or other of the warring kingdoms might seek assistance from the English to the east. Most of the time little was achieved politically but on a few occasions one or other of the central Welsh kingdoms managed to achieve hegemony over the others. It was during these periods, when strong central government had been established, that the Welsh enjoyed their greatest successes against their English enemies.

Though the English were the chief foes (and occasional allies) of the Welsh, the Northmen also raided their lands. Attacks by Norwegians and Dublin-Norse became particularly frequent in the early 10th Century, which led many of the Welsh kings to seek the protection of the kings of Wessex.

By the mid 10th Century, after the rule of Hwell the Good, the number of separate kingdoms had been effectively reduced to three: Gwynedd, Powys and Glamorgan in the south.



It was during this period that relations with the English improved, though not to the extent of ending the endemic 'border wars' that afflicted both peoples.

The end of the first millennia saw Wales once more ravaged by warfare: internal strife plus ever more frequent raids from the Dublin-Norse and the Islemen of Man and the Western Islands. With the English distracted by their wars with the Danes of Svein Forkbeard, the Welsh managed to recover some of their losses.



Gruffydd ap Llywelyn, King of Gwynedd managed to defeat the other Welsh kings and halted the raids of the Northmen. Uniting the Welsh kingdoms, Gruffydd waged war on the English to the east, inflicting a number of heavy defeats on their forces. The rivalry for

power amongst the Welsh kings was to lead to Gruffydd's downfall and his fellow Welshmen murdered him in 1063. It was believed to be members of his own bodyguard that handed his body over to the leader of the English armies, Harold Godwinsson (the future ruler of England, and last Saxon king). Harold's triumph against the Welsh boosted his standing amongst the other English noblemen, and partly on the strength of this it was Harold that was chosen king in 1066 when King Edward the Confessor died. King Harold died that same year, only three years after Gruffydd, the last high king of Wales.

*'Stauell gyndylan ys tywyll beno
Cynddylan's ball is dark tonight
heb dan heb wely.
without fire, without a bed.
Wylaf wers. tawaf wedy.
I will weep a while, be silent later.
Stauell gyndylan ys tywyll y nenn
Cynddylan's ball, dark its roof
gwedy gwen gyweithyd.
after its fair company.
Gwae ny una da ae dyuyd.
Alas not to do good as it comes.'*

*Extract from Canu Heled, a 9th Century poem
mourning the defeat of Powys in the 7th Century*

CHRONOLOGY

784: Offa of Mercia constructs Offa's Dyke and Wales acquires an eastern boundary.

814: Last Dumnonian stronghold in Cornwall falls to the armies of Wessex.

825: Dumnonians of Cornwall clash with English settlers at Galford.

838: A Northmen fleet allies with Dumnonians and harries Devon. Ecbyrht of Wessex defeats this Danish-Welsh army at Hingston Down.

844-78: Rhodri Mawr (Rhodri the Great) rules Wales and unites it for the first time. During this period the Northmen began to raid Wales in earnest.

900-950: Hywel Dda rules most of Wales. Peace treaty is signed by Hywel with Edgar, King of the English. Under the pressure of Viking attacks, the Welsh kings became vassals of the English king.

937: The northern Welsh of Strathclyde ally with the Scots of Alba and the Hiberno-Norse to try and check the growing power of English Wessex. At the Battle of Brunanburgh the allied coalition is defeated.

954: Battle of Conwy Hirfaur. Sons of Hwell leading a southern Welsh army are defeated by the kings of Gwynedd.

989: Maredudd ap Owain, of south Wales buys off a Northmen raid by taxing every citizen of his kingdom 'one penny'.

1015-34: The northern Welsh of Strathclyde intermittently war and then ally with the Scots of Alba. Finally, the crown of Strathclyde is inherited by the Scottish King of Alba.

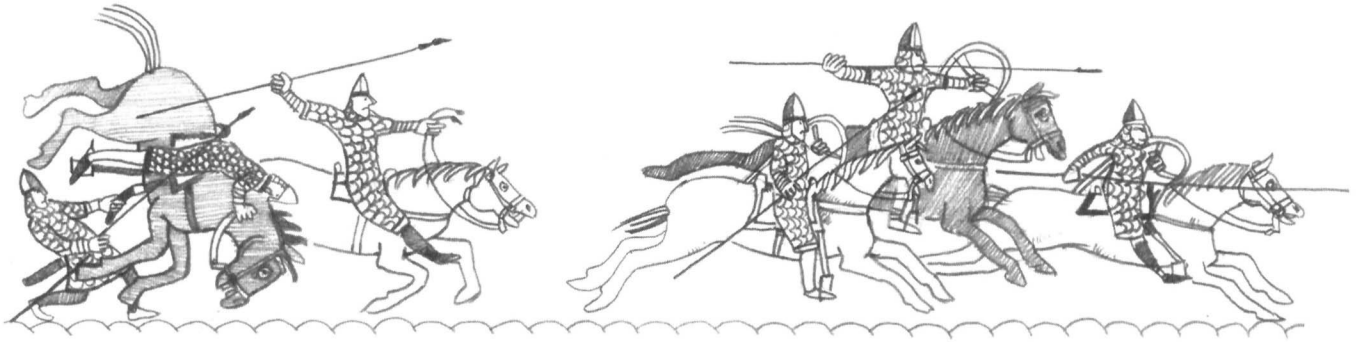
1022: The southern kingdoms of Wales, led by an Irish noblemen, wage war on Gwynedd but the men of Gwynedd manage to prevail. Gruffydd ap Llywelyn, the last of the Welsh high-kings, re-unites most of Wales.

1044: Battle of Tywi. Gruffydd defeats a large force of Hiberno-Norse and Islemen at the mouth of the river Tywi.

1055: Battle of Hereford. Gruffydd with Hiberno-Norse allies and Mercian rebels defeats an English force just outside the town.

1060s: Jarl Harold, the future king of England, drives his army into Wales in 1063. Gruffydd is killed.

1066: The Norman conquest of England. Harold is killed at Hastings and the Norman Marcher Lords are established along the Welsh borderlands.



WELSH ARMIES

Welsh law recognised three broad categories of freemen: the landless freeman, the boneddig; the priodaur who owned land; and finally the uchelwyr, who owned much land.

Leading a Welsh army would normally be the king, the teyrn, and the uchelwyr. The uchelwyr, along with the royal families of Wales, were the Welsh nobility. Each Welsh kingdom was divided into a large number of trefs, or clan groupings, lead by a member of the uchelwyr. Uchelwyr would either fight alongside the king(s) or at the head of their own clan's freemen. Protecting the King would be his own bodyguard, his teulu. This was usually led by a close kinsmen and would normally contain members of the King's family. On the few times when Wales enjoyed a 'high king', other allied, or subject kings might be present with their own teulu.

Other than raids the freemen of a kingdom were called upon to aid the King, with the wealthier freemen – the priodaur, providing the most effective force. Normally, such warriors would be led by their own chieftain, typically a member of the uchelwyr. In dire emergencies the other freemen, and occasionally even the unfree, the taegog, might be called upon to bear arms.

The Welsh were renowned for hit and run tactics, and saw little shame in leaving if things were not going their way. As they were mainly fighting on their own territory great use of terrain was made to discomfort the enemy. The Welsh were not disciplined troops, and a commander would have had great difficulty controlling his men once the battle began. As with most tribal armies, the Welsh were capable of great ferocity and courage; but were just as capable of quitting the field if things started going wrong. An attitude not enhanced by favouring the hit and run tactics mentioned earlier.

Although the teulu may have been mounted, acting either as cavalry or mounted infantry, the majority of Welsh troops in this list would have been javelin- or spear-armed infantry. The spear was more often used alongside javelins as a throwing weapon, rather than a thrusting mêlée weapon. Some troops would have used bows, the role of archery in early medieval Welsh armies being one of those 'grey areas' like Saxon cavalry. Whilst they undoubtedly made use of the long bow in later Middle Ages, the evidence for widespread use of archery any earlier, let alone use of the longbow is uncertain.

Armour was scarce and limited to the noblemen or King's teulu. A wealthy freeman would be fortunate if he owned a shield, whilst the poorer freemen often had little more than a knife and handful of javelins.

Welsh armies were frequently made up of troops from one or more Welsh kingdoms especially when a 'high king', such as Rhodri Mawr, ruled. Outside of troops from other Welsh kingdoms use was made in limited numbers of Northmen mercenaries and English allies from Mercia.

ARMY COMPOSITION

GWYNEDD

This was probably the most important Welsh kingdom militarily. Almost all the important victories by the Welsh against the English were when the men of Gwynedd were involved. During the latter part of the period covered by this book, the men of north Wales gained a reputation as effective spearmen, which, in the eyes of the author, suggests they fought with thrusting spear.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Priodaur and Bonnedig.

Uncommon Warriors: Up to 25% of available points may be spent on Taegog and Dogs of War (may only select Vikings and Freebooters).

Special Rules

- Teulu and Priodaur may exchange throwing spear for thrusting spears (free).

POWYS

Powys didn't have a great record in its wars, and was occupied by the English in the 820s AD. The successes that Powys forces did enjoy were when they were acting as a raiding force, tormenting English settlers on the Welsh border. The warriors of Powys, like the Welsh of the neighbouring southern kingdoms, made more use of the bow than other Welsh troops.

Characters: Up to 33% of available points may be spent on characters. The army may not include any Teyrn.

Common Warriors: At least 50% of available points must be spent on Priodaur and Bonnedig.

Uncommon Warriors: Up to 25% of available points may be spent on Taeog and Dogs of War (may only select Vikings and Freebooters).

Special Rules

- Every other unit of Priodaur may exchange shield and spear for bow (free).



THE SOUTHERN KINGDOMS

The southern kingdoms (Dyfed, Gwent, Glamorgan, etc) of Wales, despite their disunity, were frequently capable of banding together. Hywel Dha, one of the three high kings of Wales, was from these southern lands, and it was in the south that he established his court, uniting some of the Welsh into the kingdom of Deheubarth. The armies of south Wales gained a reputation as effective bowmen, a reputation strengthened by their descendants' exploits later in the Middle Ages. Earlier, in the 5th and 6th Century, the Hibernians settled parts of south Wales. Although they were quickly driven from these settlements there is plenty of evidence to suggest that the Welsh in the south had strong links with the Irish to the west.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Priodaur and Bonnedig.

Uncommon Warriors: Up to 25% of available points may be spent on Taeog and Dogs of War (may only select Vikings and Amsaigh).

Special Rules

- Priodaur may exchange their spear and shields for bows (free). The Teulu may have bows (+3 pts).
- At least half of the units of Priodaur must be bow-armed.

DUMNONIA

The Welsh of Dumnonia were the first of the Welsh nations to be defeated, ceasing to be a kingdom at the end of the 8th Century. Thereafter, they mainly appear as disaffected subjects of Wessex or allies of Viking raiders. Dumnonia also maintained contact with the folk of Brittany, offering the possibility that some Bretons may have fought for their distant British cousins in Dumnonia.

Characters: Up to 33% of available points may be spent on characters. The army may not include the Teyrn.

Common Warriors: At least 50% of available points must be spent on Priodaur and Bonnedig.

Uncommon Warriors: Up to 25% of available points may be spent on Taeog and Dogs of War (may only select Vikings and Devroet).

Special Rules

- One unit armed with javelins may have poisoned javelins at an additional cost of +2 pts per model. Such weapons count as S4, armour saves are not modified.

ARMIES OF THE WELSH

SPECIAL RULES

CHOICE OF TERRAIN

Although they launched many raids into the territory of their enemies, most battles fought by the Welsh were defensive ones on their own territory. Here their knowledge of the landscape put them at an advantage. If players agree to randomly choose the terrain, the player commanding a Welsh army may always select one additional item of terrain which he may place anywhere other than the opponent's deployment zone.

NOBLES & OTHER CHARACTERS

0-1 TEYRN

	M	WS	BS	S	T	W	I	A	Ld	Pts
High King	5	5	4	4	4	3	5	3	8	140

Equipment: Armed with hand weapon, throwing spear, javelin, light armour and shield. May exchange throwing spear for thrusting spear (free). May be mounted on a horse (+8 pts).

Special Rules: Warband. Army General.

A High King represents the sole ruler of Wales, such as Gruffydd ap Llywelyn. Only rarely did such a man rule Wales. However, when she did enjoy his rule her fortunes (initially) improved.

UCHELWYR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Minor King	5	5	4	4	4	2	5	3	7	85

Equipment: Armed with hand weapon, throwing spear, javelin, light armour and shield. May exchange throwing spear for thrusting spear (free). May be mounted on a horse (+8 pts).

Special Rules: Warband. One figure, other than one designated as Army General may exchange its shield for the Army Battle Standard (+15 pts).

The Welsh were rarely united and more often than not a member of the uchelwyr (Welsh nobility) such as a minor king or prince would be in charge of a Welsh army. Even when the army was drawn chiefly from one



kingdom, such as the Gwynedd armies of Gruffydd ap Llywelyn before he became 'high king' of Wales, there were still powerful nobles who followed the commander as an ally rather than ruler. This disunity hampered the Welsh in their campaigns against the English, and was ultimately to prove disastrous when they were confronted by the more ruthless Normans.

Perhaps more so than any other army in this list, the Welsh minor kings or princes followed their leader because of 'what he could do for them'. The leader, even a successful one like Gruffydd ap Llewellyn, could only count on the loyalty of his powerful followers for as long as things were going well. When defeat loomed the fragile unity collapsed.

0-1 OFFEIRIAD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	5	4	4	3	4	2	5	2	7	65

Equipment: Sword. May be armed with light armour (+3 pts) and shield (+2 pts). May only accompany Teulu, Priodaur and Bonnedig.

Special Rules: Warband. You may re-roll rally attempts of any unit the Priest is accompanying.

The Welsh Church, as in Ireland, became separated geographically from the rest of the Catholic Church by the invasion of the pagan English in the 5th to 6th Century. Its distance from Rome, and communication problems the successful pagan invasion caused, meant that the Church in Wales was 'out of touch' with many aspects of Church discipline. Although never schismatic, some of the practices of the Church in Wales did arouse the accusation of being heretical. As with many of the clergy of the period, priests could be found in the ranks of a Welsh army ready to inspire their flock against the enemy – pagan or Catholic!

WARRIORS

0-1 TEULU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bodyguard	5	4	4	4	3	1	4	1	7	12

Equipment: Hand weapons, javelin, and shield. May have light armour (+3 pts), throwing spear (+2 pts). All in a Teulu may be mounted on horses (+8 pts).

Special Rules: Warband. Werod. Light infantry.

The teulu was the King's bodyguard, made up of blood kin, fosterlings, hostages and others drawn from Welsh nobility. They were probably the only armoured warriors in the army, other than foreign mercenaries.

PRIODAU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Freeman	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapons, and shield. May have javelins (+1 pt) and/or throwing spears (+1 pt).

Special Rules: Warband. Light Infantry.

The freemen (priodaur) of Welsh society were expected to take part in raids or defend their settlements in times of war. Javelins were their favoured weapons and numerous accounts attest to the difficulty their opponents faced in bringing the Welsh to battle.



BONNEDIG

	M	WS	BS	S	T	W	I	A	Ld	Pts
Poor freeman	5	2	3	3	3	1	3	1	6	5

Equipment: Javelins, and buckler. May have throwing spear (+1 pt). Every other unit may exchange javelins and buckler for bows (+1 pt).

Special Rules: Skirmishers.

The Welsh had a complex set of laws that recognised a large number of classes, each with different obligations during war. The bonnedig were the poorest freemen recognised by law and there was probably little to differentiate them from the unfree slaves. If present on the battlefield they would have been able to do little more than skirmish with their hunting weapons.

**TAEOG**

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slave	5	2	2	2	3	1	2	1	4	3

Equipment: Improvised weapons. May have slings (+1 pt) or javelins (+1 pt).

Special Rules: Skirmishers.

The lowest class of Welsh society was the unfree: the taeog. During wartime their owners sometimes used them as bearers and servants. They were of little use in battle but have been included here for completeness.

'814 There was great thunder and it caused many fires. Tryffin, son of Rhain, died. And Gruffydd, son of Cyngen, was killed by treachery by his brother Elisedd after an interval of two months. Hywel triumphed over the island of Mona and he drove Cynan from there with a great loss of his own army.

816 Hywel was again expelled from Mona. Cynan the king dies. Saxons invaded the mountains of Eryri and the kingdom of Rbufoniog.

817 The Battle of Llan-faes.

818 Cenwulf devastated the Dyfed region.

822 The fortress of Degannwy is destroyed by the Saxons and they took the kingdom of Powys into their own control.'

From the Annales Cambriae

MODELLING THE UNITS

Generic Celtic models will probably have to be used as few companies make specifically Welsh figures for this period, and those that do tend to have small ranges. The isolation of Wales and her relative poverty can probably justify the use of anachronistic figures such as Romano-British tribal warriors. Models representing early medieval Northmen or Englishmen can also be used, for some of the Welsh would have seized helmets, swords and armour from the corpses of their better armed foes.

It seems that many Welsh warriors were cloaked but barelegged; though given the cold climate not a few of the less hardy (or wealthier) would have sensibly put on some trousers! Cloaks and tunics would, if dyed at all, have been brown, green or grey. It's unlikely that many freemen would have had clothing coloured with the expensive dyes used for reds and blues. When patterned the clothing might contain a simple 'tartan' or check.

As most models represent relatively poor warriors, shield designs, on which there is little information, would have been simple. Most shields were probably unpainted.

The poverty of all but the nobles and teulu would have meant that few would have possessed helmets, let alone armour, so most figures should be bare headed or hooded. The fashion amongst the Welsh was for hair to be short. Moustaches were popular amongst all the Celtic peoples, though again in contrast to the Northmen, beards are rarely mentioned in literature.

To distinguish spearmen from units armed only with javelins it's suggested the former be made up almost exclusively of spear-armed models, whilst the latter contain models with swords and other hand weapons. Another way of indicating that troops have javelins is to glue some spare spears or javelins behind the shields of the models (which, after all, is where warriors would have kept spare throwing weapons). If a player decides to have his spearmen take javelins as well, the models should have additional spears and javelins.

WARGAMES TACTICS

The best chance of success for a Welsh army commander is to use hit and run tactics and make the most of any difficult terrain. Hills, in particular, are of importance as they give missile troops a great advantage (all can fire from a hill). The overall strategy should, initially, be one of avoiding contact with all but enemy light infantry. The Teulu should be held back to defend the King. Even if the Welsh army contains spearmen, shieldwalls should be avoided unless they've strayed into difficult terrain or lost rank bonuses through missile fire.



The Welsh had a good record versus the Northmen, who despite familiarity with mountainous terrain found the Welsh hard to defeat. On the tabletop very simple tactics should be used, such as trying to draw the Northmen from their lines into difficult terrain. Here the Viking advantage in armour and weapons can be countered by the superior mobility of the Welsh. When skirmishers charge skirmishers the advantage to the attacker is far greater than with formed troops, as the charging troops can choose to attack where the enemy are weakest.

The chief foe of the Welsh was the English. The Welsh had little chance of success against the English when fighting on the lowland plains of Mercia, but in the Welsh hills the English were normally at a disadvantage.

If the Welsh army could be held together then victory normally ensued. Like most barbarian armies the loss of one mêlée could become the catalyst for general panic.

The Welsh hated fighting horsemen as these were especially effective in catching and destroying their skirmishing warriors. The English took note of this and appear to have made use of light horsemen in their 'border wars' with the fast moving Welsh. However, when these English horsemen fought in the Norman style, as formed cavalry, the Welsh soundly beat them.

Notwithstanding this success, when the Welsh faced well trained and experienced knights, as they did after 1066, the weaknesses of their hit and run tactics were exposed. These bruising early encounters led, so some historians argue, the Welsh to re-appraise their tactics. In the south the Welsh started using more bowmen, eventually armed with the longbow, whilst in the north the long thrusting spear became more common.

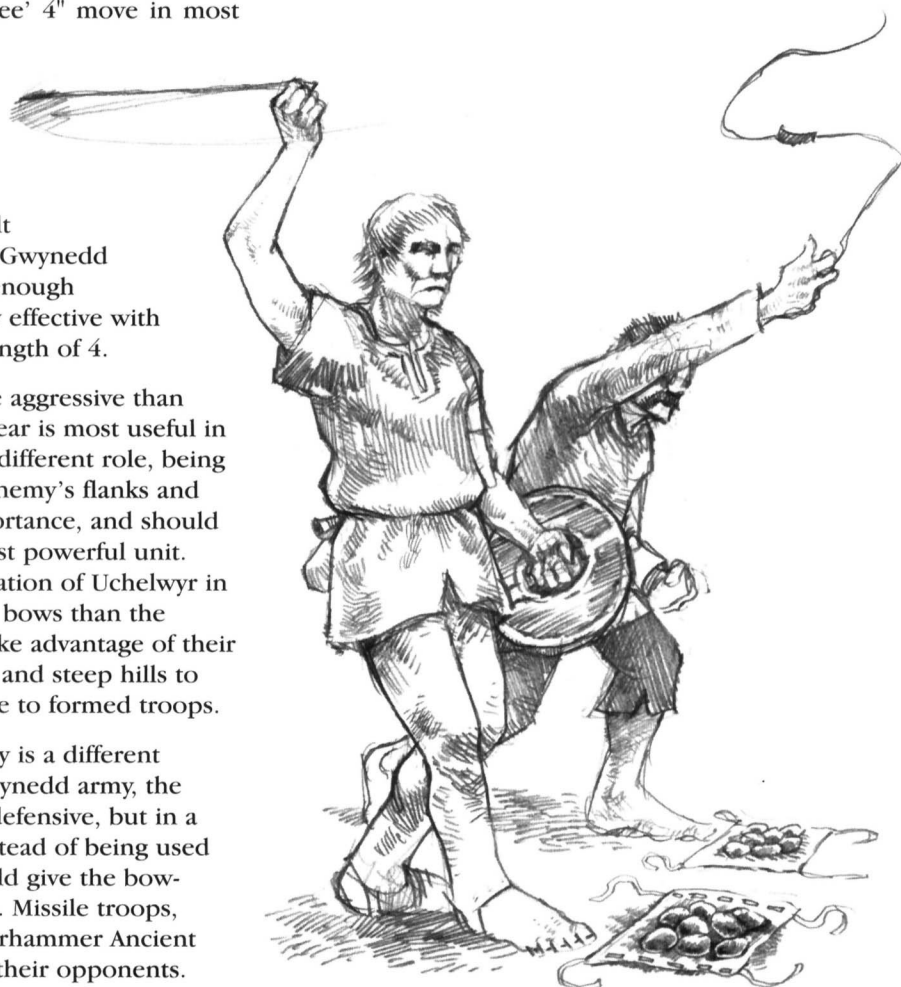
Armies from Gwynedd are best for fighting a defensive battle. With careful positioning of the additional terrain item it's possible, against the right opponent, to force the offensive upon the enemy. This makes Gwynedd a good choice for most beginners. Terrain can be used to force the opponent to deploy through two or more terrain-free corridors (think of them as valleys). With a base move of 5" and the option of deploying initially as skirmishers (it allows an extra 'free' 4" move in most scenarios), it's possible to block each of the avenues of deployment in the enemy's half. Oila! The enemy is forced to attack the spearmen of Gwynedd. Supported by Bonnedig and Tacog in the difficult terrain, the Teulu and Priodaur of Gwynedd should win if their ranks contain enough Uchelwyr. The Teulu are especially effective with thrusting spear as they have a Strength of 4.

Powys armies will have to be more aggressive than Gwynedd forces. The throwing spear is most useful in attack and terrain now takes on a different role, being seen as a safe route towards the enemy's flanks and rear. The Teulu are of critical importance, and should be used to smash the enemy's most powerful unit. This will require a heavy concentration of Uchelwyr in their ranks. More Powys may have bows than the Gwynedd can and these should take advantage of their Light Infantry status, using woods and steep hills to make themselves near invulnerable to formed troops.

A 'Southern Kingdoms' Welsh army is a different kettle of fish altogether. Like a Gwynedd army, the general strategy will probably be defensive, but in a radically different way: terrain, instead of being used to discomfort the opponent, should give the bow-armed Welsh the best fields of fire. Missile troops, whilst of critical importance in Warhammer Ancient Battles, lack the ability to destroy their opponents.

So a player must decide whether the BS 4 Teulu are bow-armed or armed with spear, so they can finish off the units that the bow-armed Priodaur have damaged. One alternative to arming the Teulu with spear is to include a unit or two of Amsaigh, with their Warband ability and ability to mix hand weapon and double-handed axe men within the same unit. They should be able to charge and destroy English Thegns, or Norse Hirdmen, whittled down by the bows of the Southern Kingdoms Welshmen.

Finally, a player might decide to choose an army based upon the Welshmen of Dumnonia. Compared to the Welsh of Gwynedd, the Southern Kingdoms or even those from Powys, there seems little point in so doing. Wrong! Unlike other Welsh kingdoms, the Dumnonians can employ allies/mercenaries from Brittany, the Devroet. These heavily armoured skirmishing horsemen are a nightmare. Nigh impossible to catch and difficult to destroy with missile fire they can slow the advance of the enemy to a crawl by keeping out of line of charge, but within 8" of enemy units. The 5" base move of the Welsh Dumnonians, plus difficult terrain, should enable a skillful commander to outmanoeuvre his opponent pre-occupied with catching the elusive Bretons.



KINGDOMS OF HIBERNIA

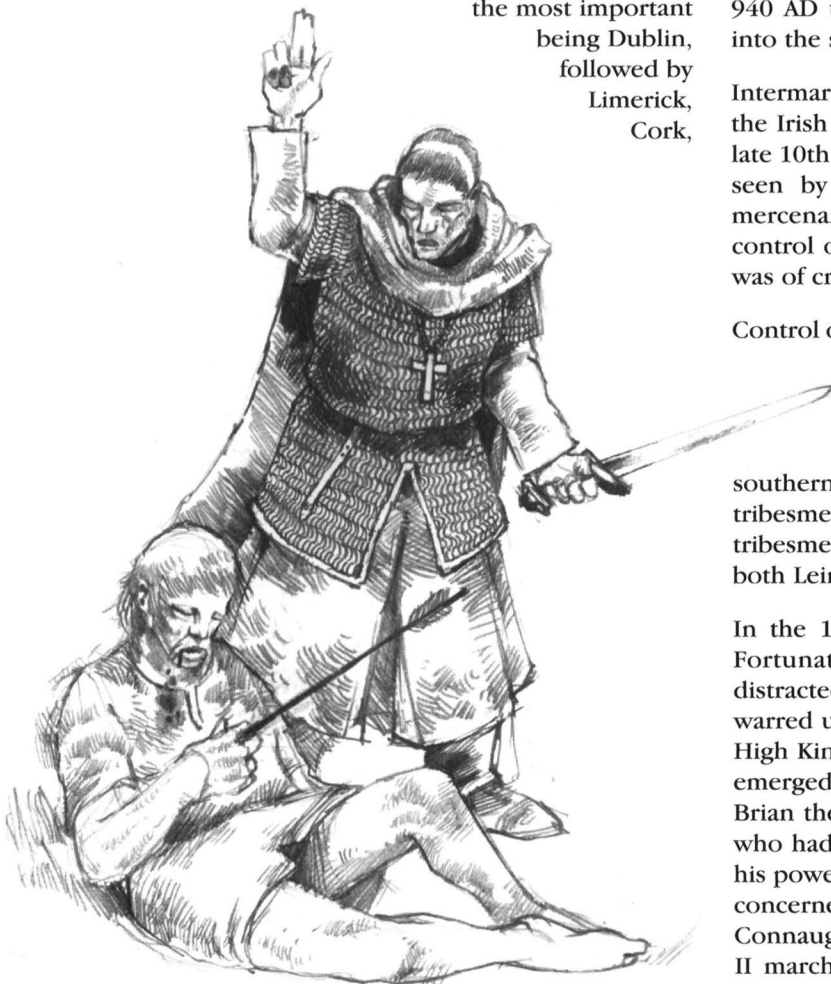
THE ARMIES OF CONNAUGHT, MUNSTER, ULSTER AND LEINSTER, 800 AD TO 1100 AD

OVERVIEW

Ireland was divided into five kingdoms during this period: Ulster (Ulaide) in the north, ancestral home of the Scots; Leinster (Laigin) in the east; Connaught (Connacht) in the west, traditional foes of the men of Ulster; and Munster (Desmumu) in the south. In the centre was Meath (Midhe). For centuries the most powerful kingdom had been Ulster, which had controlled Midhe, the location of Tara, seat of the High Kings. A power struggle within the ruling O'Neills, weakened Ulster, as doubtless did the emigration of many of the hardest warriors to Scotland following the creation of the kingdom of Dal Riata.

Onto the scene exploded the Northmen at the beginning of the 9th Century. The 'heroic' fighting style of Irish armies was of little use against the heavily armed hirdmen and raiders, and in little time the Norse had seized coastal bridgeheads. These were fortified and then, as relations with the Irish improved, became trading centres. Finally, over the years these trading

posts grew into 'cities',
the most important
being Dublin,
followed by
Limerick,
Cork,



Wexford and Waterford. Towards the end of the 9th Century, the rivalry between the Norse (the Finngail) and Danish settlers (the Dubgail) spilled over into open warfare.

Around the time of this infighting the Irish counter-attacked and defeated the invaders. By the beginning of the 10th Century the invaders had been driven from their chief stronghold in Dublin.

The victory was short lived and less than twenty years after being driven out of Dublin the Northmen returned. Part of the drive behind this second wave of immigration was the success of the English in conquering the land of the Scandinavian settlers of the 'Danelaw'; Ireland offered, so it seemed, 'easier' pickings. The Northmen were also attracted by the ready availability of work as mercenaries in the armies of the Irish.

Initially, the Irish were unable to counter these threats, and the King of Tara was slain in battle at Dublin in 919 AD. However, the threat gradually receded, and by 940 AD the Northmen were increasingly being drawn into the squabbles of the Irish.

Intermarriage and alliances between the Northmen and the Irish helped lessen the mutual hostility, and by the late 10th Century the settlements of the Northmen were seen by the Irish kings as sources of wealth and mercenaries. The High Kings of Tara realised that control of Dublin, the largest Scandinavian settlement, was of critical importance.

Control of Tara was still shared between members of the O'Neill clan with branches in Ulster and Leinster alternately being High Kings.

During the 9th Century, in an attempt to increase his power, Maelsechnail of the southern O'Neill tribe of Leinster, made war on the tribesmen of Munster. The reaction of the southern tribesmen to these invasions was to prove disastrous for both Leinster and their Viking allies.

In the 10th Century civil war broke out in Munster. Fortunately for Munster their enemies were also distracted by rebellions within the north, as chieftain warred upon chieftain for the right to proclaim himself High King. Brian Boru, a chieftain from north Munster, emerged from the chaos as ruler of the southern tribes. Brian then took revenge upon the Vikings of Limerick, who had murdered his brother, and sacked the city. As his power grew the northern tribes became increasingly concerned and an allied army of warriors from Leinster, Connaught and possibly Ulster led by King Maelsechnail II marched against him in 980 AD. Brian Boru allied

with the Vikings of Waterford and counter-attacked. The war between Brian and the northern kings lasted for decades, until finally, after almost twenty years of intermittent warfare, Maelsechnail, tiring of any hopes of defeating Brian made peace and the two of them divided Ireland between them.

By the beginning of the 11th Century, Brian had extended his control over the city of Dublin, Sigtrygg Silkbeard, the Norse ruler of the city, submitting to Brian in 999 AD. By 1011, almost forty years after seizing control of Munster, the aged Brian Boru was master of most of Ireland. He was fated to enjoy his success for only a few years more.

In 1012 Brian and the rulers of Leinster again fell out, and the latter in alliance with King Sigtrygg rebelled. Brian gathered his forces, and men from Munster and Connaught rallied to his standard. Meanwhile, Sigtrygg sent out a call for assistance to all the Vikings of Britain; warriors from the Orkneys, the Isle of Man and the Western Isles, as well as from Iceland, Norway and Denmark answered his call. Dublin Bay was filled with longships as more and more Northmen assembled.

*'Sorrowful today is noble
Ireland,
Without a valiant chief of
hostage reign;
It is seeing the heavens
without a sun,
To see Magh-Neill without
Niall.*

*There is no joy in Man's
goodness;
There is no peace nor
gladness among hosts;
No fair can be
celebrated,
Since the cause of sorrow
died.*

*A pity this, O beloved
Magh-Bregh,
Beautiful, desirable
country.
Thou hast parted with
thy lordly king;
Niall the wounding hero
has left thee!*

*Where is the chief of the
western world?
Where is the hero of
every clash of arms?
Is it the brace Niall of
Cnucha
That has been lost, O
great cantred!'*

From the Annals of Ulster, 918 AD

On Good Friday 1014, the long awaited battle took place at Clontarf, just outside Dublin. Vikings fought on both sides, for among the followers of Brian was a sizeable contingent of Norse mercenaries. All day the men of Ireland and the men of the North fought. First the battle went one way, then the other. Finally Brian's followers triumphed, the men of Leinster fled, shortly followed by the Northmen. But Brian didn't live to enjoy his victory, for in the closing stages of the battle Brodir, a Viking from the Isles, slew Brian. Brodir in turn was slain by Brian's guard. The battle cost both sides dear, and many a foreign Norse jarl was numbered amongst the slain. The men of Munster had also paid a heavy price, for apart from Brian, Murchadh, son of Brian, and Tordelbach Murchadson had died. All told, around 12,000 men died that day (according to the chroniclers), the majority being Northmen.

In the wake of Brian's pyrrhic victory, the northern kings again claimed the title of High King, Maelsechnail II ruling until 1022. Thereafter, until the coming of the Normans, the High King of Ireland was alternately chosen from one of the four nations.



CHRONOLOGY

795: Norse raids on monasteries signal the beginning of the 'Viking Age' for the Irish.

819: Wexford founded by the Northmen.

836: From their fortified bases, the Northmen begin a land based campaign against the Irish of the interior.

840s: Dublin first used as an over-winter camp by the Norse.

845: The Northmen beat the Irish at the Battle of Dummies.

848: Battle of Syrne. The Irish, led by Maelseachlann I, defeat the Vikings of Dublin.

851: At Dundalk Bay, the Norwegian and Danish settlers clash with each other.

869: Battle of Drogheda. Conor of Connaught defeats the Northmen.

902: Dublin captured by the Irish. The Northmen flee to the Isle of Man and North Wales.

908: Battle of Belach Mugna. King Cormac of Munster slain by the Northmen.

917: Dublin recaptured by the Northmen.

922: A fortified camp is established by the Northmen at Limerick.

956: Domnail O'Neill of Ulster succeeds Congalach as High King of Ireland; tension between the O'Neill of Ulster and the O'Neill of Meath and Leinster heightens. The latter, a junior branch of the traditional ruling family of Ireland, grows increasingly resentful of Domnail's power.

968-9: The Northmen are at first driven out of Limerick, and then, the following year, return, creating a new camp on one of the islands at the mouth of the Shannon.

976-980: Brian Boru becomes leader of the tribes of northern Munster. Battle of Sulcoit. An alliance of Danes and Irish, including some tribes from Munster, is defeated by Brian and his followers.

The Danish army includes a small contingent of horsemen. After the victory, Brian's troops sack Limerick, many of the Norsemen are slaughtered and their womenfolk raped. The survivors are enslaved.

980: Maelsechnail II becomes High King. War with Brian and the tribesmen of Munster soon follows.

c.1000: Brian and Maelsechnail II agree to divide Ireland in two. Brian rules the southern and western parts of Ireland and Maelsechnail is acknowledged as ruler in the remainder.

Early 1000s: Brian Boru is alleged to have raided England and Wales with a mixed Irish/Hiberno-Norse army.

1012: Leinster men rebel against Brian Boru.

1014: Battle of Clontarf. An alliance of Leinster men, Hiberno-Norse and foreign Vikings is defeated by Brian's army of men from Munster and Connacht. Brian is slain.

1022: Maelsechnail II, who succeeded Brian as High King, dies.

1049: Despite their reverse at Clontarf, the Hiberno-Norse are still sufficiently strong enough to mount a major raid against the English that year. A combined Dublin Viking/Welsh army causes much damage to English settled Wales.

1055: A force of Dublin Vikings, and possibly some Irish troops recruited by the exiled Earl Ælfgar of Mercia, joins a Welsh army under Gruffyd ap Llywelyn to raid Mercia. The Mercian defenders, led by Earl Ralph 'the Timid', are slaughtered.

After Hastings, King Harold Godwinsson's sons flee to Ireland. Here they recruit warriors to aid them in their fight against the Normans. Over the next two years they raid Norman-held England. In 1069, an army of around 2,000 Hiberno-Norse and Irish, led by Harold's sons, was defeated by the Normans in Devon. The Norman army probably included English levies.

HIBERNIAN ARMIES

Early Irish literature describes a style of warfare that could just as easily have come from the pages of the Homer's Iliad. Armies were led by tribal heroes, often with the kings of the tribe little more than interested bystanders. Actually, the same could be said for the bulk of the tribesmen who turned up for the battle! War was chiefly about taking slaves and cattle, and winning glory. The Irish also practiced the habit of forcing defeated kings to hand over their sons as hostages. This was supposed to ensure the loyalty of the defeated tribes.

The wars with the Northmen exposed the military weaknesses of the Irish. Against the heavily armoured and well armed Vikings and hirdmen, the King's champions and the poorly armed tribesmen fared badly. Later, when the Northmen sought to conquer territory as opposed to looting coastal monasteries and settlements, they had to fight the Irish deep inland. Here the Irish took advantage of the woods and mountains where the armour of the Northmen was a

disadvantage. By all accounts the Irish were adept at ambush and the invaders began to dread leaving their fortified camps to venture into the woods and mountains of Ireland. Such guerrilla tactics took their toll upon the morale of the foreigners and soon the Irish were sufficiently confident to take them on in pitched battles, with some degree of success.

Military organisation, such as existed, was based around the tribal gathering. Each king (ri) of a tribe (tuath), assisted by his chieftains and heroes (curadh) would summon those noblemen (fianna and bonnachts) who had a military obligation.

Sometimes the unfree (kerns) might also be required to fight. Unlike the Vikings and English, the tribal king had no full time warriors comparable to the hersir, hirdmen and thegns. The tribal kings (ri tuathe) of Ireland were usually vassals of an over-king. The latter could theoretically call upon the tribal gatherings of the ri tuathe to augment their forces.



Other than the chieftains and heroes, most of the Irish would have possessed only very rudimentary weapons: javelins, small wooden shields and simple long knives were probably the most common items a warrior would be armed with. Armour was almost non-existent, even for the wealthiest warriors, though later after trade with the Northmen expanded, armour became more commonplace amongst the nobility. The bow, apart from in the hands of Viking mercenaries, wasn't used by the Irish. By contrast, the sling was and the accounts of the hail of rocks delivered by the Irish are testimony to its common use. Finally, it should be noted the Irish made some use of horses in warfare. At Clontarf they are recorded as beating the mounted warriors of the Norsemen. Presumably any such mounted warriors would have been wealthy noblemen.

Mercenaries were keenly sought after. Even Brian Boru, despite his apparent hatred of the Northmen, was a frequent employer of Northmen. Unlike the English with their well-trained ceorls, the Irish rulers probably put more faith in the military prowess of foreigners than in their own tribal levies. Other sources of mercenaries included Scotland and Ireland itself.

ARMY COMPOSITION

MUNSTER

This was the largest of the Irish kingdoms, lying to the south-west of Ireland. It was from Munster that Brian Boru, Ireland's greatest leader during the Viking Age, raised his powerful army that humbled the Northmen.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Bonnachts and Kerns.

Uncommon Warriors: Up to 33% of available points may be spent on Madadh and Dogs of War (may only select Vikings, Amsaigh and Gall-Gaedhil).

Special Rules

- The Fianna may have light armour (+3 pts). They may exchange javelins for thrusting spears (+3 pts); if armed with thrusting spear they may use Shieldwall.

LEINSTER

Leinster, in the east of Ireland, was formerly the seat of the High Kings of Ireland. The disruption caused by the raids of the Northmen broke the power of the kings of Leinster and they soon came to an understanding with the Northmen of Dublin. During the 10th and 11th Centuries, Leinster was usually allied with the Hiberno-Norse of Dublin against the other Irish.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: Up to 50% of available points may be spent on Bonnachts and Kerns.

Uncommon Warriors: Up to 33% of available points may be spent on Madadh and Dogs of War (may only select Vikings, Gestir and Amsaigh).

Special Rules

- The Fianna may have light armour (+3 pts). They may have throwing spears (+2 pts).

CONNACHT

Connacht was the most westerly kingdom in Europe. Her rulers had, prior to the appearance of the Northmen, at one time been the High Kings of Ireland. During Brian Boru's wars of conquest, Connacht at first opposed him but later, after being defeated by the men of Munster, Connacht allied with High King Brian and warred on the Northmen and the men of Leinster. The isolated position of Connacht meant that her armies were the least well equipped of those of Hibernia.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Bonnachts and Kerns.

Uncommon Warriors: Up to 33% of available points may be spent on Madadh and Dogs of War (may only select Vikings and Amsaigh).

Special Rules

- The Fianna and Bonnachts count as Light Infantry.

ULSTER

The home of the powerful O'Neill clan, the rulers of Ulster, had dominated Ireland and the Caledonian lands to the east until the arrival of the Northmen. The chaos that followed the arrival of the Northmen weakened the power of the O'Neill's and paved the way for the eventual control of Ireland by Brian Boru. Scots and other Caledonian mercenaries were sometimes recruited into the armies, where they might have found themselves fighting alongside Northmen and Irish soldiers of fortune.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: Up to 50% of available points may be spent on Bonnachts and Kerns.

Uncommon Warriors: Up to 33% of available points may be spent on Madadh and Dogs of War (may only select Vikings, Amsaigh, Gasraidh and Gall-Gaedhil).

Special Rules

- The Fianna may have light armour (+3 pts) and be Stubborn (+3 pts).

ARMIES OF HIBERNIA

SPECIAL RULES

AMBUSH

The Hibernians were famous for their ambushes and exploitation of terrain. At the beginning of the battle, before units are placed, a commander of an Hibernian army may keep one unit off the battlefield. The commander writes down where the unit is hidden; either a village, wood, etc, or an area of ground hidden by a hill or similar. Once all units have been deployed the commander of the Hibernian army may either place the unit in his own deployment area or keep it in ambush. As soon as an enemy unit is within 8" he must deploy the unit, although he may deploy the unit earlier if he wishes. If the unit is deployed in the Hibernian player's turn it may charge, move, fire and attack normally in that turn. Whilst hidden a unit is immune to all psychology tests.

NOBLES & OTHER CHARACTERS

0-1 RI RUIRECH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Over-king	5	6	4	4	4	3	6	3	7	140

Equipment: Armed with hand weapon, javelin, light armour and shield. May be mounted on horse (+8 pts).

Special Rules: Warband. Army General.

Ireland was nominally divided into four (or five) 'nations' ruled by an over-king (ri ruirech). There probably also existed the title of High King (ard ri) who

was ruler of all the Irish. The title was for most of the period in the hands of the northern tribes, especially the O'Neill. Although it was not, strictly speaking, a hereditary title – the High Kingship had for so long been held by one of the O'Neills that they came to look upon it as their natural birthright.

The over-kings were the rulers of Ulster, Munster, Leinster, etc. Despite the use of these terms to describe geographical locations the terms better describe confederations of tribes.

RI TUATHE

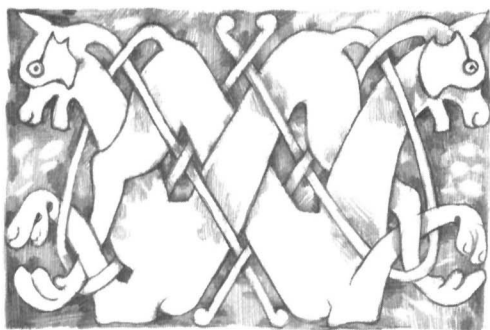
	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal King	5	5	4	4	4	2	5	3	6	95

Equipment: Armed with hand weapon, javelin, light armour and shield. May be mounted on a horse (+8 pts).

Special Rules: Warband. If no Ri Ruirech is present then one Ri Tuathe may be designated as Army General.

Beneath the over-kings were the tribal kings (the ri tuathe), and the kings of two or more tribes (the ri rui). In the smaller unreported clashes between Northmen and Irish it would be the tribal kings who organised and directed the battles. Brian Boru, arguably Ireland's greatest war leader in the period, started as no more than a ri rui. Almost forty years later he was ard ri, acknowledged by countless tribal kings as their lord.



**CURADH**

	M	WS	BS	S	T	W	I	A	Ld	Pts
Champion	5	4	4	4	4	2	4	2	6	60

Equipment: Armed with hand weapon, javelin and shield. May have light armour (+3 pts). May exchange shield for double-handed axe (+2 pts) or additional hand weapons (+2 pts). May be mounted on a horse (+8 pts).

Special Rules: Warband. One Champion may be made Army Standard Bearer (+15 pts).

The curadh were the tribal champions who, along with the fianna, were the closest thing to professional warriors in a tribal army. Each king, whether a small tribal king or an over-king, would depend upon these champions to lead his warriors into battle, inspiring them with their feats of arms.

'1044 [AU] A depredation by Niall, son of Maelseachlann, King of Ailech, upon the Ui-Meith and Cualnge, when he carried off 1,200 cows and a great many prisoners in revenge of the profanation of 'cloccind-edechna'. Another depredation, also by Mui rchertach Ua Neill upon the Mughdorna, when he carried off a cattle-spoil and prisoners in revenge of the same bell.'

From the Annals of Ulster, 1044

0-1 SACARDD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	5	4	4	4	4	2	5	2	7	80

Equipment: Sword. May be armed with light armour (+3 pts), shield (+2 pts).

Special Rules: Warband. The Priest and any unit he is with is subject to Hatred of the enemy as described in the psychology section of the Warhammer Ancient Battles rules.

The influence of the Church in Ireland cannot be underestimated – Ireland didn't become known as the 'Land of Saints and Scholars' for nothing! The clergy had some military duties and were not uncommon on the field of battle, which is unsurprising as the chief targets of the early Viking raiders were the monasteries and churches of Ireland.

WARRIORS**0-1 FIANNA**

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble warrior	5	4	3	4	3	1	4	1	5	8

Equipment: Hand weapons, javelins and shield. May exchange their shields for double-handed axes (+1 pt). May be mounted (+8 pts per model), if so they count as Light Cavalry.

Special Rules: Warband. Werod.

The more important kings (ri rui and ri ruirech) had sizeable households made up of 'sons'. These were a mix of natural offspring, foster sons and hostages taken from defeated Irish kings. For the most part they were fanatically loyal to their lord. Only a powerful over-king would have had the wealth to maintain more than a few such retainers.

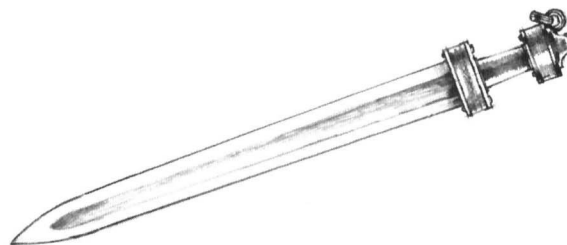
BONNACHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal warrior	5	3	3	3	3	1	3	1	5	4

Equipment: Hand weapons, javelins and buckler.

Special Rules: Warband.

The Irish tribal warriors were drawn from the nobility. Despite their status few would have possessed decent weapons other than javelins. In a straight fight the tribal warriors would have had little chance against the Northmen. Ambushes and hit and run attacks were favoured instead.

**KERNS**

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	3

Equipment: Javelins. May exchange javelins for sling (+1 pt)

Special Rules: Skirmishers. Warband.

Although both the freemen and unfree would have fought as skirmishers with javelins, it must have been from the ranks of the unfree herders that slingers were drawn. As late as the 8th Century women, and perhaps even older children, were expected to fight as well. Though their usefulness cannot have been great.



MADADH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: The Packmaster has hand weapons; Warhounds have teeth! The Packmaster may have javelins (+2 pts) and/or light armour (+3 pts).

Special Rules: Skirmishers. Warband. Any hit inflicted by missile weapons should be randomly divided between the Packmaster and hounds. Each unit may contain a maximum of one Packmaster and up to six hounds.

Given the long standing fame of Ireland as a source of war dogs, it is not inconceivable that they were still used in battle.

MODELLING THE UNITS

The most common figure in an Irish army will be one armed with a javelin or short sword, bearing a small shield. The collector of a Hibernian army is going to have to acquire, paint and base a lot of these, even for a small 1,500 points army. Though few manufacturers make many specifically Irish figures for the period 800 AD to 1100, other Celtic figures (such as Welsh, Scots, etc) can quite happily be mixed into the collection. Figures from a couple of centuries earlier might also be included without too much loss of accuracy, as Ireland was relatively backward, militarily, for most of the first millennium.

Most figures should have knee or calf length trousers, although full length tunics would have been worn by some of the nobility. On long campaigns cloaks (which doubled as blankets/tents) would have been common.

In the 8th Century there existed complex laws determining what colours a man could, or could not wear, depending on his status. Nobles were allowed three or more colours (the higher the number, the higher the nobleman's status), and were allowed to wear grey, brown and red. Kings could include blue and purple. Those of humbler status were limited to only one or two colours, chosen from yellow or black.

The Irish had their own intricate style of design, featuring swirls and Celtic crosses, and these would have featured on any decorated shield. Most of the shields though would have been simple, undecorated wooden affairs, or made of leather strapped over a simple wooden frame.

The warriors of an early Irish army would have been unarmoured and without helmets. Later Irish armies, reflecting the influence of the Northmen, might include figures with mail or Norse helmets.

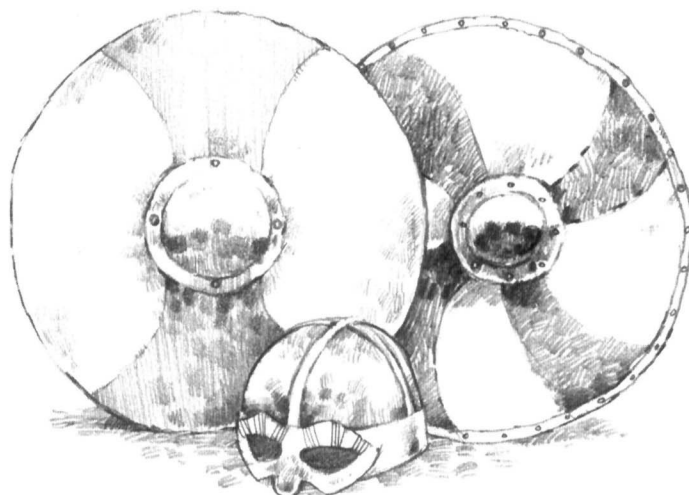
Unlike other armies there is little problem about differentiating rank and file Irish troops. The units of tribal warriors should be made up of figures bearing shields, whilst the units of skirmishers should contain few shielded figures.

The multitude of Irish characters, reflecting the complicated hierarchy of kings, is another matter. Mounting the characters on different shaped bases helps separate them from the rank and file. Using six or seven colours on the high kings, and as few as three for the tribal kings is a way of differentiating the different characters. Alternatively, with later Irish armies, armour can be used to distinguish them.

WARGAMING TACTICS

The commander of a Hibernian army should look on the tabletop encounter as representing a long battle or even a short campaign. For his aim is to wear the opponent down without sustaining too many losses. Finally, when the enemy has been reduced, the Irish army should close in for the kill.

If choosing terrain don't forget the humble length of hedgerow; this makes an ideal position for slingers. The Hibernians are recorded as fighting from behind felled trees and plashed wood, so the idea of sticking some hedges adjacent to a wood isn't as 'beardy' as it seems.





The overall strategy should be one of wearing down an opponent with javelin and sling fire. Enemy skirmishers and other missile troops should be the first priority, for once these have been destroyed the heavier troops can be softened up at leisure.

Frontal assaults should be avoided unless absolutely necessary. Flanks are where the enemy should be hit, and here the numerical advantage of the Hibernians should prove a great advantage. In a one unit versus one unit fight, the defender should be able to protect his flanks against the attacker. This is not the case when two units stalk one defending unit. If the Hibernian commander uses his units correctly, the defending unit will find it impossible to protect its flank or rear against both units simultaneously. Shieldwalls are relatively immobile things and trying to maintain a shieldwall and defending against two units is nigh impossible.

A later Irish army, or an army with a large number of Vikings has greater hand-to-hand capability, though this is normally at the cost of having fewer troops and characters. The tactics for such an army should still try to take advantage of hit and run raids, but utilise the advantage that hand-to-hand combat can be entered into with less risk.

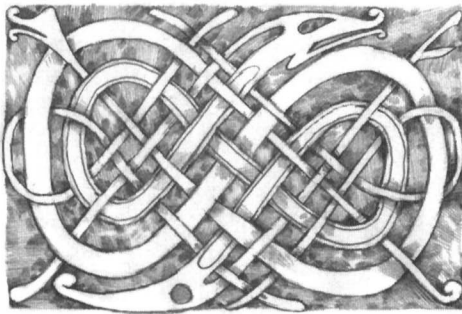
Having said all this, and the more astute wargamers will probably have already spotted it, the Hibernian armies do have a big weakness: control, or the lack of it! Hibernian armies tend to have large numbers of units, and their game plan is to avoid combat until absolutely necessary. Unfortunately, all of the Irish troops are Warbands. The Hibernian commander can bank on at least one unit every turn impetuously advancing out of position. As most of the Irish troops are javelin-armed, many such impetuous units will be in charge range. To minimise this problem, and also to prevent targets protecting themselves by forming a shieldwall, Irish units should work their way around to the flank or rear of their opponents.

Brian Boru was the most successful of the Hibernian leaders during the period, and the armies of Munster, from where Brian drew his followers, have the most powerful options available for the King's bodyguard, the Fianna – Strength 4 warriors with thrusting spear and Shieldwall is a powerful combination! Given that there is no upper limit to the numbers of such warriors an army may have, it is possible to have a unit of 30 or more. These should be deployed in the centre where they will almost always halt any enemy advance. Even the Norse Hirdmen will have little chance against them, especially when the Fianna are bolstered with champions and sub-kings, the Curadh and Ri respectively. A unit or two of Bonnachts can protect the Fianna from enemy flank attacks. The enemy's flanks can then be crushed using hordes of Kerns and maybe a unit of Madadh. Frenzied Gall-Gaedhil might also be included to give the flanking forces more 'bite'.



Leinster was the fierce rival of Munster for supremacy in Ireland, and traditionally sided with the Norsemen against Munster. This is reflected in the availability of both Vikings and Gestir in her armies. The latter represent lord-less warriors keen to impress their hosts. The Fianna of the King of Leinster, and Gestir, both of whom can be armed with throwing spear, are deadly; two ranks of Strength 4 warriors hitting first are going to take a lot of stopping! Vikings should be included to strengthen the Kerns in their task of driving off enemy light troops, the 'Fury of the Norsemen' is particularly useful in this task.

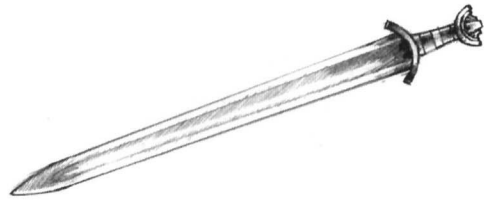
A plentiful number of light troops is what differentiates the armies of Connacht from those of other Hibernian kingdoms. The Bonnachts and Kerns have little real ability to harm formed troops in hand-to-hand combat so Vikings and Amsaigh will need to be included. Terrain placement is critical for the success of a Connacht army as the overall strategy will generally be one of picking off the enemy's weaker units whilst avoiding his stronger ones. Perhaps more than the other armies, a Connacht army must take advantage of the Ambush rule to try to break up the coherence of the enemy.



Armies based upon those of Ulster have the option of some interesting units drawn from the Dogs of War section. The Vikings and Amsaigh should almost always be included, but a player might also like to experiment by including frenzied Gall-Gaethil or the Gasraidh. The latter represent exiles from the Caledonian courts who frequently took refuge with their close kin across the water in Ulster. Gasraidh start the battle with Hatred and can be a particularly hard unit for opponents to deal with as their unmodified Leadership 10 makes them almost immune to psychology. A warning though, don't get blasé about their use – like frenzied troops the Gasraidh can be lured away from your battlelines. Fiendish tricks employed by opponents include forcing them to charge into difficult terrain. Although the Gasraidh's Hatred should save them from destruction, too often they can find themselves spending valuable time manoeuvring out of the woods or marshes into which they have been lured.

Perhaps more so than even the Warhammer Ancient Battles Barbarians, the Hibernian army offers a real challenge to its commander. But a win against the

heavily armoured Vikings or, rarer still, against the Norman invaders, is a triumph of tactics, and all the more satisfying for it.



'King Brian came with all his host to the Burg, and on the Friday the host fared out of the Burg, and both armies were drawn up in array. Brodir was on one wing of the battle, but King Sigtrygg on the other. Earl Sigurd was in the mid battle. Now it must be told of King Brian that he would not fight on the fast day, and so a shieldburg was thrown round him, and his host was drawn up in array in front of it.

Wolf the Quarrelsome was on that wing of the battle against which Brodir stood; but on the other wing, where Sigtrygg stood against them, were Ospak and his sons. But in mid battle was Kerthialfad, and before him the banners were borne.

Now the wings fall on one another, and there was a very hard fight. Brodir went through the host of the foe, and felled all the foremost that stood there, but no steel would bite on his mail. Wolf the Quarrelsome turned then to meet him, and thrust at him thrice so hard that Brodir fell before him at each thrust, and was well-nigh not getting on his feet again; but as soon as ever he found his feet, he fled away into the wood at once.

Earl Sigurd had a hard battle against Kerthialfad, and Kerthialfad came on so fast that he laid low all who were in the front rank, and he broke the array of Earl Sigurd right up to his banner, and slew the banner bearer.

Then he got another man to bear the banner, and there was again a hard fight. Kerthialfad smote this man too his death blow at once, and so on one after the other all who stood near him. Then Earl Sigurd called on Thorstein, the son of Hall of the Side, to bear the banner, and Thorstein was just about to lift the banner, but then Asmund the White said, "Don't bear the banner! For all they who bear it get their death."

"Hrafn the Red!" called out Earl Sigurd, "Bear thou the banner." "Bear thine own devil thyself," answered Hrafn. Then the earl said, "Tis fittest that the beggar should bear the bag;" and with that he took the banner from the staff and put it under his cloak. A little after Asmund the White was slain, and then the earl was pierced through with a spear.'

Account of the Battle of Clontarf from Njal's Saga

NORMANDY, BRITTANY, FLANDERS & FRANCE, 800 AD TO 1100 AD

OVERVIEW

The beginning of the 9th Century saw France and its inhabitants, the western Franks, part of the great empire of Charlemagne (Charles the Great), the Holy Roman Emperor. His rule stretched from the Adriatic in the east to the Atlantic in the west, embracing modern day France, Germany, the Netherlands, Belgium, Luxembourg, Switzerland and Austria, as well as large swathes of territory in Italy and the Balkans.

Towards the end of the 8th Century Charlemagne finally conquered Saxony (from where so many of the settlers of England originated). This brought the northern border of his empire into contact with the Danes. War soon followed, the Danes defending from behind their

fortified border whilst raiding the northern coasts of France, Belgium and the Netherlands. Although the Northmen suffered reverses they retained their independence, and eventually the war settled into a cycle of raids and counter raids (by land as well as sea), with neither side gaining the upper hand for long. The Danes also had to contend with raids from their Slavic neighbours to the south-east; the Wends, a Slavic tribe, in particular gained a reputation that came to rival that of the Vikings.

On the death of Emperor Louis the Pious, the empire that Charlemagne had created was divided between his sons. The empire quickly disintegrated as brother warred on brother. Authority within the western part of the empire, weakened by war with the other parts, began to collapse. Increasingly, the villagers and citizens

looked to local magnates for protection. In the latter

half of the 9th Century Viking raids grew in severity, taking advantage of the chaos

following Emperor Louis' death. After their defeat at Ashdown and Guthrum's peace deal with King Alfred, the more restless

elements of the great Viking army that had almost conquered

England, turned east, and once more raided France and the Low

Countries. So bold had they become, and so ineffectual the resistance, that in 887 AD they

laid siege to Paris, and came close to capturing it. That year

marked the end of even the nominal unity of the Empire, as

it divided '...into five parts ruled by five kings,' [ASC, 887 AD].

Denied the rich prize of Paris, the 'Great Army' rampaged

throughout north-western Europe and is recorded as

invading Brittany, western Germany (ruled by King Earnulf,

one of the rulers of the eastern half of Charlemagne's former empire) before deciding to head

west again and raid England.

The old Roman practice of buying off 'barbarians', and employing them against their own kindred was attempted by the ineffectual rulers of France.

At the beginning of the 10th Century, Hrolf (or Rollo in the tongue of the Franks), a Viking



chieftain, was given Normandy in the hope that he'd help in the fight against other Viking raiders. Normandy, in north-western France, was already heavily settled by the Northmen, for years they had been wintering there so it wasn't too great a loss to the rulers of France. Hrolf and his followers quickly assimilated with the local French, and within generations French became the native language of Hrolf's descendants.

Hrolf and his successors expanded their territory, and this inevitably led them into conflict with their powerful French neighbours. The Normans had to fight to preserve their independence against the forces of the Counts of Brittany, Flanders and Anjou as well as those of the French King. Though after defeating the forces of the French King Louis V in 987 AD, the Normans adopted a more conciliatory approach to their lord, and for the next fifty or so years the Normans were normally the supporters of the French kings in their wars with rebellious subjects.

Internal divisions also had to be dealt with, and when not fighting their neighbours, the dukes of Normandy had to suppress rebellions by their subjects. On the death of Duke Robert I of Normandy, the duchy sunk into chaos. Duke Robert's heir was only eight or nine years old, and a bastard at that! With no duke, the land

erupted into civil war. The barons of Normandy using the power vacuum to renew their own squabbles and increase their power. After a long struggle, William the Bastard, Robert's heir, finally managed to establish his authority over the duchy around 1047.

After the Danes conquered England in 1016, Ethelred and his family fled to Normandy, and following the death of the last Danish ruler it was from Normandy that the new English king, Edward, travelled to claim his throne. Edward was a kinsman of Duke William and on Edward's death, in 1066, Duke William claimed that the childless King Edward had promised him the throne of England. The English ignored him and chose one of their own, Earl Harold Godwinsson of Wessex to be the new ruler. Duke William's reaction was swift.

Gathering adventurers and mercenaries from around the Norman world, as well as from neighbouring France, Brittany and Flanders, Duke William, with the blessing of the Pope, invaded England. In that same year at Hastings William's army triumphed, King Harold was slain and England was in his power. Four years later, after seeing off the Vikings, suppressing rebellions by Northumbrians and his own brother, and defeating an opportunistic invasion by King Malcolm of Scotland, William was King of England and Duke of Normandy.

CHRONOLOGY

800: Charlemagne crowned Holy Roman Emperor by Pope Leo III.

804: Battle of Hedeby. Danes defeated by the forces of Emperor Charlemagne.

813: Charlemagne delegates power to his only surviving son Louis.

841: Battle of Fontenoy. Following the death of Louis, Charlemagne's only heir, the empire was split between Louis' sons: Lothair (who received the western portion), and Charles and Louis who received territory in the east. The brothers fell out and Charles and Louis allied together against 'Emperor' Lothair. At the battle both sides suffered dreadful losses, a total of 40,000 men died.

887: Siege of Paris. The Viking Great Army starts its siege of the city, which lasted almost two years. Death of the last 'emperor', Charles III, 'the Fat'.

890: Brittany invaded by the Great Army, Vikings defeated near the river St. Lo by the Bretons.

891: King Earnulf of the Eastern Franks defeats the Great Army.

911: Hrolf the Ganger (Rollo) granted Normandy.

928: William Longsword becomes Duke of Normandy after Hrolf's death.

997: Hugh Capet seizes throne to become King of France. This marks the end of Carolingian rule and the beginning of the Capetian line of French kings.

c.1000: Ethelred's English invade Normandy in an attempt to prevent the Danes and other Vikings using their bases there.

1035: Robert, Duke of Normandy dies, title inherited by his bastard son William.

1041: Battle of Monte Maggiore. Norman knights defeat a Byzantine army in Italy. The Norman knights were former employees of the Byzantines, but rebelled over the sharing out of booty. Industrial action 11th Century style!

1054-57: Battles of Mortemer and Varaville. On both occasions Duke William's Normans defeat the armies of the French king Henry.

1066: Battle of Hastings. Duke William with Breton and Flemish allies/mercenaries defeats the English forces of King Harold.

ARMY ORGANISATION

It wasn't just the local language that the Viking settlers adopted, for within a century of their arrival the warriors of Normandy were fighting in the French style: mounted on warhorses. The warlike qualities of the Vikings and the heavy warhorses and armour of the Franks combined perfectly to create what was for centuries, in Europe at least, the ultimate fighting machine: the armoured knight. It was these hard-hitting knights, nigh invulnerable in their heavy armour, that enabled Duke William to defeat all-comers and capture England.

The Normans were not the first to use mailed horsemen, far from it. The Franks of Charlemagne and his successors had employed large numbers of them in

their armies, sometimes to the total exclusion of infantry. The universal adoption of the stirrup improved the fighting ability of these heavy cavalry and enabled them to fight formed infantry on almost level terms. What tipped the balance in the favour of the heavy cavalry was the adoption of the lance. Prior to the use of the lance most horsemen had fought with throwing spear and javelin, gradually wearing down enemy infantry with their missile fire, before engaging them in hand-to-hand combat. The wanderlust the Normans inherited from their Viking forebears took them east to service in the armies of the Byzantine Emperor, and it was probably here that they first encountered the lance. The Byzantine heavy cavalry (the cataphracts) had for centuries been using the long lance (kontos) as their principle weapon, though the Byzantine horsemen normally entered combat at a brisk trot.





The innovation of the Normans was to combine the long lance with the impetus of their charging heavy warhorses. The results were devastating, and ironically, the Byzantines were the first to experience this combination. In 1041, some Norman mercenaries fighting for the Byzantines in Italy rebelled over pay. At the Battle of Monte Maggiore, the same year, the outnumbered Norman knights charged and smashed their way through the ranks of the Byzantine army. Anna Comnenus, daughter of the Byzantine Emperor, commented that "their charge could make a hole through the walls of Babylon...". Despite the rise in importance of the knight, infantry was still a common feature of Frankish and Norman armies. These were either dismounted knights or members of the feudal levy, the *arriere-ban*.

At the time that Hrolf received the duchy of Normandy at the beginning of the 10th Century, the process of feudalisation in France was already well underway. In simple terms the process meant that every freeman swore oaths to serve the King, and was liable to serve in the King's army. The cost of providing and maintaining a warhorse and armour meant that in practice only the wealthiest freemen could afford to take part in war; the other freemen provided money instead. Over time this division was strengthened and the roles of warrior and provider became more or less hereditary.

When a war occurred the King, duke, or whoever was involved, would summon his vassals. Each of these would turn up with their tenants to augment the King's or duke's own bodyguard. The contingents would form up in units based on local groupings, eg, the men from Aquitaine would fight in one unit, the men from Maine in another, and so on. The local noblemen would normally be expected to lead such units.

'Seeing the Breton and Norman legions distinguished by such an immense multitude of warriors, Duke Hugo and Count Herbert were astounded, saying to one another: "What comparison is there between our army and this one? If any strife should come between us and them, they will devour us as wolves do lambs." Then Hugh the Great and Count Herbert each ordered his own followers to ride separately, and forbade any of them to mingle with William's army. But King Henry was at a place called Vis, on the river Meuse, with an

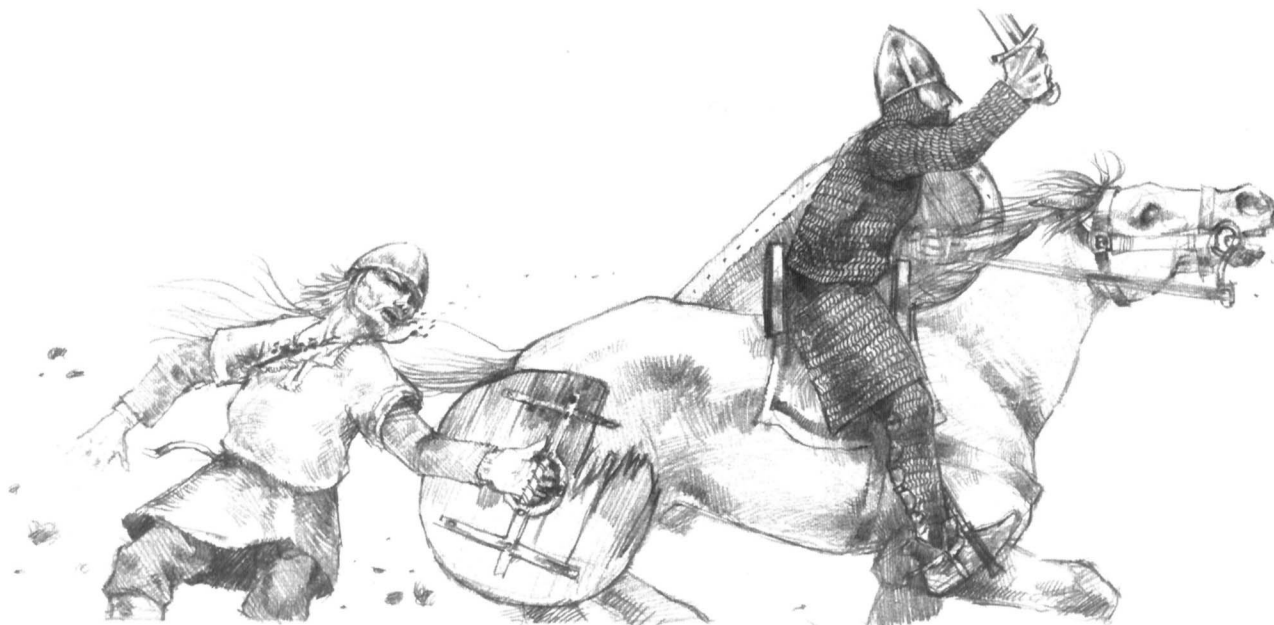
innumerable army. But as King Louis was still approaching the aforesaid conference location, William preceded him with five hundred warriors, while Duke Cono, at the latter's admonition, had already gone to the King and reported his arrival in these words: "William, marquis and duke of the Normans and Bretons, sends you faithful obeisance in Christ."

Gesta Normannorum

As at least two thirds of the strength of Duke William's invasion army was made up of allies and mercenaries, it reflected the importance of the latter. Most lords didn't have enough land to support any more than a dozen or so knights. Even powerful vicomptes or dukes, who had barones as vassals, were unable to muster more than a hundred knights. Fortunately, there was a plentiful supply of lord-less warriors wandering about Europe ready for hire. These had many advantages over the feudal troops: they were experienced; provided their own armour, weapons and steeds; and most important of all, they only had to be kept happy for the duration of the war. They were also fairly reliable.

Although mercenaries caused few problems during campaigns; once the fighting was over the troubles normally began. For the mercenaries could just as easily hire out their services to the defeated enemy, keen on revenge. Worse still, in many respects, if no employment was available these landless warriors had the alarming tendency to engage in banditry. Duke William was fortunate in that he was able to pacify them and his other followers with grants of land in newly conquered England, but other employers had all manner of problems once peace 'broke out'. When a new war started in Europe and the mercenaries headed east (or wherever the new war was), their former employers must have breathed a deep sigh of relief!

Mercenaries from Germany, Italy, Spain, and further afield, as well leaderless warriors from France, could all be found in west Frankish armies. Bands of Vikings were also regularly employed; this had the added attraction that it stopped them raiding Frankish lands. The Viking connection with Normandy was particularly strong at least until the beginning of the 11th Century. After all, the Normans themselves were of Scandinavian origin.



ARMY COMPOSITION

CAROLINGIAN FRENCH

The early Frankish kingdom of Charlemagne and his immediate successors were quite successful in its wars with the Northmen. The mobility of the milites, and the size of the Frankish armies played a significant role in this; even more important was the effective leadership supplied by the Frankish emperors, who waged aggressive campaigns against the heartland of the Northmen, invading Denmark a number of times. However, the Frankish army of the Carolingians had flaws, which were to be exposed when Charlemagne's empire began to break up. Chief of these was the reliance upon the milites. The cost of supporting these was one of the main factors leading to the 'feudalization' of France. This process was to weaken the wealth and power of the Frankish freemen, the liberi, who increasingly found that their role in the nation's defence consisted of providing the wealth to maintain the milites.

Not all the foot soldiers would have used spears. The Franks made use of large numbers of bowmen to support their cavalry. The Normans followed suit. One question that has aroused a fair amount of debate is whether the Franks ever employed horse archers. At least one piece of Carolingian legislation mentions that horsemen should have bow, and this, coupled with the fact that many of the eastern horse peoples were stationed in France by the Romans, has probably sparked the debate. Taking the coward's way out, we've allowed the option of archers riding horses.

Characters: Up to 25% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Milites.

Uncommon Warriors: Up to 33% of available points may be spent on Pueri, Liberi, Coloni and Dogs of War

(may only select Vikings, Gestir, Stipendarii, Serjeants and Devroet).

Special Rules

- Milites may have bows (+1 pt). Up to half of a unit of Milites, including mounted troops, may exchange shield and spear for bow (free). These are deployed in the rear ranks of the unit.

- Units of Liberi may be upgraded to Men of the Marches (+1 pt). These have a Leadership value of 7.

- Every other unit of Pueri may exchange javelin and shield for bow.

THE COUNTY OF FLANDERS

To the north of Normandy lay the county of Flanders. Nominally, the Count of Flanders was a vassal of the French King, but even by the 10th Century the rugged independence of the Flemish was beginning to manifest itself, and the armies of the Counts of Flanders were almost as often fighting the King of France as aiding him. Another reason for this was that for a large part of the 11th Century the Normans, whom the Flemish warred with regularly, were allies of the French King. Nevertheless, so 'topsy-turvy' was the political situation in north-western France that even long term enmities could be put aside if the prize was right, and it has been suggested that the Flemish made up almost a third of Duke William's army at Hastings.

Characters: Up to 25% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Milites and Liberi.

Uncommon Warriors: Up to 25% of available points may be spent on Pueri, Coloni and Dogs of War (may only select Vikings, Freebooters, Stipendarii and Serjeants).

Special Rules

- Dismounted Milites cost 15 pts each and have Shieldwall.
- Liberi cost 7 pts each and have Shieldwall. Liberi may be given light armour (+2 pts).

THE DUCHY OF NORMANDY

The Norman army initially was a hybrid of the early Frankish army with a very strong Norse flavour. The wandering spirit of the Northmen, inherited by their Norman descendants, led the Normans to find in the first half of the 11th Century employment in the wars raging in the south of Europe. Either as employees or opponents of the Byzantine empire, they soon developed a healthy respect for the lance-armed heavy cavalymen of Byzantine armies. It was probably shortly after some bruising encounters with these in Italy that the Normans began to make use of the lance in the 1060s. Towards the end of the 11th Century, the use of the couched lance had been almost universally adopted by the Norman and Frankish milites. For most of the period, in the west at least, the Normans were mainly involved in wars against the Franks, Bretons, and occasionally the Flemish. With Bretons particularly common, either as allies or subjects, 10th Century Norman armies might also contain Viking mercenaries.

Characters: Up to 25% of available points may be spent on characters. Mounted Rex or Comes may have a lance (+4 pts).

Common Warriors: At least 50% of available points must be spent on Milites and Pueri.

Uncommon Warriors: Up to 33% of available points may be spent on Liberi, Coloni and Dogs of War (may only select Vikings, Stipendarii, Serjeants and Devroet).

Special Rules

- Mounted Milites cost 30 pts each and may exchange thrusting spear for lance (+4 pts).
- Mounted milites have Ferocious Charge.

THE BRETONS

The Bretons were the inhabitants of the peninsular to the south-west of Normandy, and were almost continually involved in wars against, and with, the Normans. The milites of Brittany were accomplished horsemen and were able to continue to fight using the older style of cavalry warfare using javelins and throwing spears long after most of their contemporaries had adopted the thrusting spear and lance. The footmen of Brittany do not seem to have been anywhere near as good as the cavalry.

Characters: Up to 25% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Milites and Pueri.

Uncommon Warriors: Up to 25% of available points may be spent on Coloni and Dogs of War (may only select Vikings, Stipendarii and Serjeants).

Special Rules

- Mounted Milites cost 30 pts and have a BS of 4.
- Any character or unit of mounted Milites that chooses to flee or fire & flee as a charge reaction rallies automatically at the end of their move, and may reform facing in any direction. This means that should the charging enemy encounter them, the character or unit is not destroyed and may instead fight in the Close Combat phase. Their opponents still count as charging.
- All mounted troops count as Light Cavalry.
- All Liberi may exchange their thrusting spears for throwing spears. All Liberi count as Light Infantry.

CAPETIAN FRENCH (& LATE CAROLINGIAN FRENCH)

Although the last Carolingian ruler of France, Louis V, 'the Coward', died as late as 997 AD, the effectiveness of the Carolingian Frankish army had begun to decline well before that. Following the splitting of the Empire in 840 AD, central authority had collapsed and most of the armies that fought the Vikings and other enemies were raised locally by the Comes of the areas threatened. The reliance upon heavily armoured horsemen became even greater than in the time of Charlemagne, especially when the most important need of the Franks was to counter-act the mobility of Viking raiders. The liberi were relegated even further in importance, their place in the army of the later Franks increasingly taken by mercenaries. This list can be used for any of the late 9th to 11th Century northern Frankish armies, such as those raised by the Counts of Anjou and the Capetian kings of France in the wars with the Normans, Flemish and Bretons.

Characters: Up to 33% of available points may be spent on characters.

Common Warriors: At least 50% of available points must be spent on Milites.

Uncommon Warriors: Up to 25% of available points may be spent on Pueri, Coloni and Dogs of War (may only select Stipendarii, Serjeants and Cottreaux).

Special Rules

- Mounted milites cost 29 pts each.
- At the beginning of each turn roll a dice for each character. On a 1 the character and any unit he is with must try to charge the closest enemy. If no enemy is within range, the character and any unit he is with must move as far as possible directly towards the nearest enemy.
- Mounted milites have Ferocious Charge.

ARMIES OF THE WESTERN FRANKS

SPECIAL RULES

FEROCIOUS CHARGE

The charge of a unit of knights was renowned for its ferocity, and few could stand up to it. If a unit from the army is noted as having Ferocious Charge and wins the round of combat, their opponents automatically break, with no Leadership test being taken. Enemy units that normally ignore Break tests (such as Stubborn troops) must roll a D6. On a 1-3 they are broken anyway, and on a 4-6 they hold. However, it may be possible for a unit to fall back in good order, so refer to those rules.

NOBLES & OTHER CHARACTERS

0-1 REX/DUX

	M	WS	BS	S	T	W	I	A	Ld	Pts
King/Duke	4	6	4	4	4	3	6	4	9	190

Equipment: Armed with hand weapon, throwing spear, light armour and shield. May upgrade armour to heavy armour (+1 pt), have javelins (+2 pts), exchange throwing spear for thrusting spear (free), be mounted on a warhorse (+16 pts).

Special Rules: Army General.

Frankish kings and dukes were normally expected to lead their armies, which was only fair considering most started the wars. They, their standard bearer and bodyguard would commonly take up position in the centre; vassal, or allied nobles commanded the wings.

The Emperor Charlemagne was a truly inspiring leader, who greatly increased the territory ruled by the Franks. Duke William of Normandy was in the same mould. What both had in common, apart from masses of ambition, was exceptional organisational skills. Charlemagne is credited with creating an efficient commissariat that ensured that his conquering Frankish armies were better supplied than most of the tribal levies of their foes. Duke William managed to recruit, and harder still, hold together a disparate army of knights that was able to conquer England. Both were ruthless in dealing with the defeated.

COMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Count	4	5	4	4	4	2	6	3	8	100

Equipment: Armed with hand weapon, throwing spear, light armour and shield, May upgrade armour to heavy armour (+1 pt), have javelins (+2 pts), exchange throwing spear for thrusting spear (free), be mounted on a warhorse (+16 pts).

Special Rules: One Comes may exchange its shield for the Army Battle Standard (+15 pts).

Although we've used the term 'vicompte' (count) to represent the powerful vassal lords of a king or duke they enjoyed a variety of other titles: barones, margrave, mayor, etc. What distinguished them from the other members of the nobility, the knights, was that the former had their own vassal knights, loyal to them personally. When a lord was granted land by the King, his part of the deal was that he would bring a certain number of knights to the battlefield when summoned. Failure to do so was a punishable offence, though there are plenty of records of vassal lords contributing money or supplies in lieu of knights.

*'Says Oliver: "In this I see no blame;
I have bebold the Sarrazins of Spain;
Covered with them, the mountains and the vales,
The wastes I saw, and all the farthest plains.
A muster great they've made, this people strange;
We have of men a very little tale."
Answers Rollanz: "My anger is inflamed.
Never, please God, His Angels and His Saints,
Never by me shall Frankish valour fail!
Rather I'll die than shame shall me attain.
Therefore strike on, the Emperor's love to gain."*

From the Song of Roland

0-1 BISHOPS

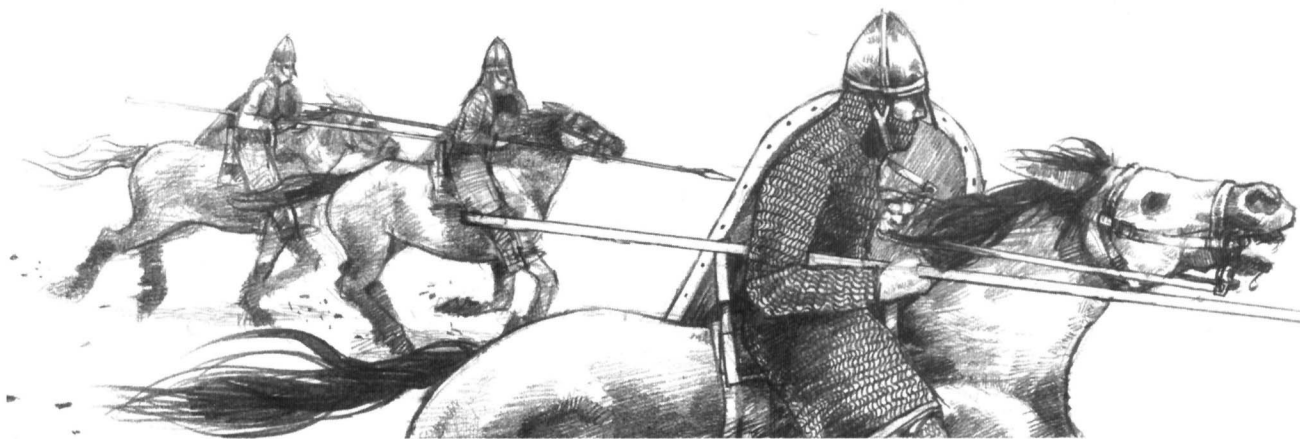
	M	WS	BS	S	T	W	I	A	Ld	Pts
Bishop	4	5	4	4	4	2	6	3	9	130

Equipment: Armed with hand weapon, light armour and shield. May upgrade armour to heavy armour (+1 pt). May be mounted on a warhorse (+16 pts).

Special Rules: Any unit the Bishop is with may re-roll failed Panic tests.

The Church was the biggest landowner in France and the estates of a bishop might have rivaled in size, and normally surpassed in wealth, those of a vicompte or baron. The lands of the Church were not exempt from providing warriors and the muster of knights were commonly led by a cleric. Bishop Oddo, Duke William's half-brother, was perhaps the most famous clerical warlord. The Franks and Normans were pious peoples and the presence of a churchman on the battlefield must surely have inspired them to greater acts of bravery.

The Church's blessing was of great importance, and one of Duke William's first moves on hearing of King Harold's accession to the English throne was to get him excommunicated as an oath breaker (it was alleged that King Harold whilst a 'guest' at Duke William's court had promised to support William's claim to the throne). The influence of the Church on the actions of the Franks and Normans was so great that later she was able to impose the 'Pax Dei' which limited the days on, and reasons for, which war could be waged.



WARRIORS

MILITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dismtd knight	4	4	3	3	3	1	4	1	8	14
Mtd knight	8	4	3	3	3	1	4	1	8	28

Equipment: Armed with hand weapon, light armour, shield and either throwing spear or thrusting spear. Mounted milites have warhorses. May upgrade armour to heavy armour (+1 pt), have javelins (+1 pt).

Special Rules: Mounted Milites may receive up to a +1 rank bonus.

The milites were the soldier class of early France who usually fought from horseback, though some, the scaras, dismounted for battle. Up until the lance was commonly adopted they fought with throwing spears; a volley of these followed up by close quarter battle with swords. So effective were they at the time, that infantry in Frankish armies were relegated to the role of bystanders, or guarding the camps and fortresses. Mounted Milites fought in densely packed units of a hundred or so, and were known as 'cunei'.

PUERI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Cavalry	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with sword, javelins and shield. May exchange javelins for throwing spear or thrusting spear (+2 pts).

Special Rules: Light Cavalry.

Light cavalry featured on the battlefield as much as heavy cavalry. One can imagine that their ranks would have contained the poorer knights, squires, the more martial servants and tenant farmers of the lords, etc. Their chief role on the battlefield would have been to scout out the enemy positions and troop strengths, and to combat enemy skirmishers.

LIBERI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Freeman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapons, thrusting spears and shield. May be additionally equipped with javelins (+1 pt).

Special Rules: Every other unit may exchange thrusting spear and shield for bows (free). Any unit of Liberi may be designated as Light Infantry (free).

The general levy of able-bodied freemen, the arriere-ban, would have provided large numbers of spear- and shield-armed footmen. The evidence suggests that they were present in quite large numbers, though as all the fighting seems to have been done by the horsemen it suggests that their role was mainly to 'make up the numbers'.

Not all the archers on the battlefield would have been levies; many would have been the better equipped mercenaries. Most of the mailed archers depicted in the Bayeux Tapestry were probably hired troops.

COLONI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Unfree & poor	4	2	3	3	3	1	3	1	5	4

Equipment: Armed with hand weapons and javelins. May exchange javelins and buckler for sling (free), or bow (+1 pt).

Special Rules: Skirmishers.

The poorer members of a lord's estate summoned into an army acted as skirmishers. The popularity of the bow meant that many of these would have been archers, though their lack of training prohibited the use of proper formations.

*'The battle is awesome and frenzied;
The Franks strike with vigour and with fury.
They slice through fists, ribs and spines,
And through clothing right down to living flesh.'*

MODELLING THE UNITS

The collector of a Frankish army is fortunate, for many manufacturers produce extensive ranges of such figures. Early Frankish figures, for the wars of Charlemagne and his successors against the Northmen, are not so common.

Frankish and Norman armies will consist of large numbers of horsemen, so painting horses is going to be a necessity. The simplest way is to first paint the horses in various shades of brown or grey with acrylic paint. Then paint the models with oil paint of the same hue. This is then quickly wiped off with a tissue. Not only does this highlight the model but it also gives the horse's flesh a sheen. White can then be applied to one or more of the horse's hooves and lower legs. By painting the horses in batches, all of the same base colour, and then mixing these within units, a lot of time can be saved without losing too much variety. The saddle and other riding gear can then be painted brown.

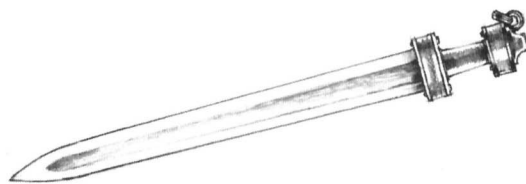
Painting the riders is simpler still as most will be covered from head to toe (or knee at least) in armour. The quickest way, if the figure has been undercoated in black, is to drybrush the model with a darkened silver. If the effect is too bright then a quick wash of black will dull the paint scheme.

Clothing can be a variety of colours, not too bright reds, blues and greens can be used along with browns, greys and creams.



Shield designs can be a chore for many painters. The Normans and western Franks had quite intricate designs, featuring various mythical beasts and crosses (using curved and straight lines). The Bayeux Tapestry features a number of figures with kite shields 'decorated' by different patterns of dots (presumably representing studs or bolts). Fortunately, photographs of the Bayeux Tapestry are available online so inspiration for shield designs is relatively easy to obtain. Just as helpful, once the technique of applying them has been mastered, are shield transfers, available from the list of manufacturers at the end of the book.

Pennons, small triangular shaped flags attached to the lances of horsemen, were carried by some of the knights during the period. Crosses, circles and vertical or horizontal bars of different colours were the most common designs. These were another way of distinguishing units or troops within units, for probably only the wealthier horsemen, such as the unit leader, would have had these.



Headgear will, for the knights anyway, mainly consist of helmets. Simple metal affairs with nasal guards were common in the 11th Century. Prior to that wealthy warriors seemed to prefer those without nasal guards. One interesting feature of the Normans that modellers might like to depict is their distinctive 'short back and sides' haircuts.

The chief unit differentiation that wargamers will have to solve is that between mercenaries and local troops equipped in the same way. Different unit standards is a simple way of achieving this, though it does tend to evoke repeated questions along the lines of "Remind me again what that unit with the dragon banner represents?"

Another suggestion is to give the local units a more uniform colour scheme (yes, there was some attempts at achieving uniformity during this period!), or to incorporate the local lord's heraldic device into the shield designs and pennons of local troops. With mercenaries a suitable mix of different designs, perhaps some armour and weapons from more exotic locations, eg, Byzantine or Islamic helmets, clothing, etc, can help give the feel that the mercenaries have 'been about'.

Breton knights can be distinguished from other Frankish knights by having figures striking (throwing?) over-arm and using smaller spears and javelins. One of these stuck behind a shield or two helps show that the unit has a missile fire capability.



Units of knights equipped with light armour can be differentiated from those that have heavy armour by putting unarmoured figures in the rear ranks of the former. A unit of knights would include a large body of sergeants, poorer knights, squires, etc; few of whom would have possessed armour. These would have fought behind the armoured knights.

WARGAMING TACTICS

An army of mounted knights has a lot of advantages. There's that 3+ saving roll for those in heavy armour for starters. The +1 combat result bonus for Milites is a big advantage, especially if the Milites also have Ferocious Charge. Finally, and sometimes forgotten amidst all the other advantages, is the mobility of the horsemen. March moves of 16" (24" if in column) and a charge range of 16" give horsemen massive advantages over footmen.

So who needs tactics? Surely all you have to do is turn up with your knights (or Milites) and victory is assured. If only it was that simple! Armoured horsemen were expensive to maintain in reality and are expensive in terms of points on the tabletop. A unit of ten knights with heavy armour and lance is going to cost around 320 pts. An opponent could field almost 50 spearmen for the same cost. Even though most Milites who charge and win break their opponents, if the opponents outnumber them by more than 2:1 the 'Fall Back in Good Order' (FBIGO) rule means that the enemy rally at the end of their fleeing, they don't even force friends within 12" to take a Panic test. Although most horsemen will catch fleeing foot soldiers, and count as charging next turn, they won't be able to destroy the unit as it has already rallied.

So now the importance of supporting foot soldiers becomes apparent. Missile troops in particular are useful as a steady barrage of bow, or later, crossbow fire will start stripping the enemy of their rank bonuses. Alternatively, spearmen can assist the armoured horsemen in the attack. Although they aren't going to inflict that many additional casualties, their rank bonuses and numbers will help. The numbers also help by nullifying the FBIGO rule, as rarely will the defender have more than twice as many figures as the combined total of horsemen and spearmen.

At Hastings, Duke William was unable to outflank the English and had to use his knights in frontal assaults against the huscarls and other troops of King Harold. The battle lasted all day and was a very close run thing. Avoid this if at all possible, and take full advantage of the superior move distances of horsemen to outflank the enemy.

If this option isn't feasible because of terrain or enemy numbers (the problems faced by Duke William), then use FBIGO to YOUR advantage! Horsemen can fall back 3D6" (and reform) after combat even if beaten, if the Break test is passed. Do so! The opponent must roll a Leadership test if he doesn't wish his unit to pursue. Against low Leadership troops, such as Saxon Ceorls or Welsh Priodaur, these are going to pursue more times than not. This simple tactic will break the shieldwall of foot soldiers, and if another unit of horsemen is close by, a devastating charge can be launched against the foolhardy footmen. Events at Hastings confirm the effectiveness of this tactic.

A Carolingian army, like all Frankish armies, is a combined arms affair. But for them more so than any of the other armies, save those from Flanders, the use of infantry is critical. Carolingian Milites lack any of the options or abilities that make their Norman or Capetian equivalents so powerful, as a result direct charges against formed enemy infantry are unlikely to bring success. Sizeable numbers of missile troops, backed up by large units of Liberi and 'Men of the Marches' with thrusting spears, are going to be an essential component of a Carolingian army. The commander of the Carolingians will need a turn or two at least of missile fire to wear down the enemy, before he can even consider attacking with his cavalry. To give some teeth to the army a player will need to bring along some other characters, the Comes, with his general; alternatively, Vikings or Gestir from the Dogs of War lists might be included.





The Flemish spearmen, be they Milites or Liberi are probably points for points the best defensive troops available to any army. Whilst infantry from some of the other races and nations have thrusting spear and Shieldwall, almost all of these are affected by Warband psychology. Not so the Flemish spearmen. This gives their commander a far greater degree of control; and when he places his infantry on a hill in a shieldwall, they stay there. Unfortunately, not all opponents are obliging enough to throw their units upon the spears of a shieldwall, and a Flemish player, like an English one, will need to find some way of preventing his static infantry from being out-manoeuvred. To this end, a player fielding an army drawn from Flanders might consider including in his force a small unit or two of mounted Milites.

Norman armies need no introduction, and unsurprisingly these are one of the favourite armies in Warhammer Ancient Battles competitions. The attraction of lance-armed heavy cavalry with the ability to break any unit they beat in combat, is not hard to understand. Yet, despite their seeming invincibility, unsupported Norman Milites are not guaranteed success against even the humble light infantry of Wales as a result of the FBIGO rule discussed earlier. More so than even the Capetian or Carolingian Franks the Normans will find it difficult, given the cost of the mounted Milites, to avoid attacking whilst

outnumbered by 2:1. To support the knights, decent close quarter infantry will be needed in the army; mercenary Serjeants from the Dogs of War lists are probably a better option than the less reliable Coloni.

If a player tires of the rather direct tactics of a Norman or Carolingian army then the armies of Brittany might interest him. Their milites fought differently to those of other Frankish kingdoms, and a player will get most from them on the tabletop if he uses them as heavily armoured mounted skirmishers. At least two units of around eight figures or more should be included, supported by some units of Pueri with either javelin or throwing spears. Javelin- and throwing spear-armed Liberi and Coloni, and maybe a unit of Vikings or Serjeants, can support the cavalry. Don't expect too much from your infantry, for historically the foot soldiers of Brittany had a poor reputation.

Against other cavalry armies, such as the Normans, the Bretons will need to keep out of the charge arc of the Milites whilst wearing them down with their javelins. When the ranks of the enemy Milites have been reduced make sure that any charges launched are from the flank or rear, as enemy cavalry have the option of counter-charging if attacked from the front.

Finally, a player keen to use a knightly army, might choose the Late Carolingian and Capetian Franks. These are very similar to the Normans, and though their milites lack the lance that the Normans have as an option they still have the all important Ferocious Charge ability. Against all but the Vikings and heavily armoured troops, the thrusting spear is almost as good as the lance, and is 4 pts cheaper. More importantly, the Late Frankish army has a maximum of 33% of points that can be spent on characters, compared to the 25% available to other Frankish armies. This not only reflects the disintegration of central authority that afflicted France in the 10th to 11th Centuries, but also on the tabletop enables players to field an extra Comes or two compared to the other Frankish armies. The attacks of a character will probably inflict more additional casualties than the +2 bonus to Strength that the lance provides. Late Frankish armies also have the option of employing Cottreaux from the Dogs of War lists. These mercenary light infantry should be able to slow down the enemy's advance, especially given their special ability of reforming immediately after choosing the flee or fire & flee charge response. Unlike the Normans, the milites of the Late Franks have a tendency to 'do their own thing', so don't be surprised when your knights destroy your carefully thought-out plan by charging off into the wide blue yonder.

DOGS OF WAR

The following lists do not contain an army as such, instead they contain the mercenaries and adventurers who fought for the races and nations given earlier in the book. The Viking Age was a lawless time and there were plenty of opportunities for men who knew how to wield a sword, draw a bow, or ride a warhorse to make money.

SPECIAL RULES

Dogs of War units cannot be accompanied by characters and cannot benefit from the Army General and Standard Bearer rules. They may have a leader, standard and musician as normal if appropriate.

0-1 GALL-GAEDHIL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Son of Death	5	3	3	3	3	1	3	1	6	10

Equipment: Hand weapons, javelins and buckler. May have shield (+1 pt). May exchange javelins for double-handed axes (+2 pts).

Special Rules: Light Infantry. Warband. Frenzied. Different Weapons.

The Gall-Gaedhil were Scot-Irish mercenaries first recorded as being employed by the Irish and Caledonians in the middle of the 9th Century. Within their ranks could also be found outlaws, renegades and Norse-Scots from the Western Isles. They had a particularly grim reputation and the most famous band of such warriors were the 'Sons of Death' employed by the Kings of Ulster, and later, allegedly by Brian Boru of Munster.

AMSAIGH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Irish Outlaw	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapons, javelins and buckler. May exchange javelins for double-handed axes (+2 pts).

Special Rules: Light Infantry. Warband. Different Weapons.

These were Irish outlaws and bandits who roamed about Ireland generally causing mayhem to Hibernian and Northman alike. The lawlessness of the period was the perfect breeding ground for such outlaws, who spent most of their time raiding settlements and robbing travellers. Irish and Norse chieftains would often hire these bandits; this had the useful benefit that it stopped them, supposedly, from terrorising the chieftain's subjects. Successful bands of outlaws would fill their ranks with 'volunteers' from defeated enemies.

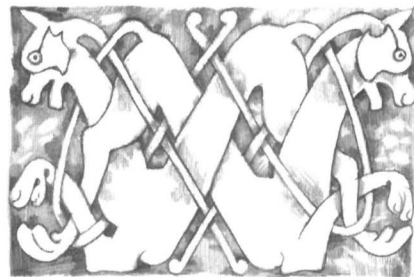
BRADWR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Welsh Renegade	5	4	4	3	3	1	3	1	7	10

Equipment: Hand weapons, javelins and shield. May have light armour (+2 pts) and throwing spear (+2 pts) or thrusting spears (+2 pts). May exchange javelins and shield for bow (free). May be mounted on a horse (+8 pts).

Special Rules: Light Infantry. Warband. If the unit is broken it never rallies.

The Welsh term for traitor is 'Bradwr', and there were many such men in Wales during the Viking Age. The history of the land is riddled with accounts of how a Welsh king resisting the enemy, be it English or Norman, was undone by his own countrymen. Of course, the traitors normally had their own good reasons for aiding foreigners: a feud, jealousy or the lure of gold. For such men and their followers self-interest was paramount and if their employer looked likely to be beaten, they could just as easily switch sides again.



0-1 GASRAIDH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scots Exile	5	4	3	3	3	1	4	1	6	12

Equipment: Hand weapons, light armour and buckler. May exchange buckler for shield (+1 pt), javelins (+2 pts), throwing spears (+2 pts) or thrusting spears (+2 pts). May be mounted (+8 pts).

Special Rules: Warband. Hatred. If the unit is within charge range of a character or unit containing a character then it must charge (the exiles hold him responsible for their predicament!).

'Gasraidh' is Scots-Irish for exile, a term that describes the position of many a disinherited Scots nobleman forced from his land to seek service abroad. The most famous such exiles were the sons of King Duncan, who fled to Northumbria from the usurper Macbeth. Enlisting the aid of Siward, Eorl of Northumbria, they and their followers, burning with hatred, returned to defeat and slay Macbeth (with a little help from the English and a wood).

0-1 GESTIR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guest warrior	4	4	3	4	4	1	4	1	8	14

Equipment: Hand weapons. May have shield (+2 pts) or additional hand weapon (+3 pts). May have throwing spear (+2 pts), double-handed axe (+3 pts) and javelins (+1 pt).

Special Rules: Light Infantry. Fury of Norsemen. Subject to Warband psychology rule two. Different Weapons.

It was common for impoverished lordless warriors to visit the halls of the jarls and kings of Scandinavia, where they would be maintained as a sign of the lord's wealth and hospitality. Such warriors would have accompanied their host when he went on campaign, and they would keenly fight to show their respect for their lord's hospitality. Unfortunately, they would sometimes find themselves in the predicament of fighting against the forces of a former host. The most famous such 'guest warriors' were the Icelandic adventurers who flocked to the court of the Norwegian kings in the 10th and 11th Centuries.

VIKINGS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pirate	4	4	3	3	4	1	4	1	8	10

Equipment: Hand weapons. May have light armour (+3 pts). May have shield (+2 pts) or additional hand weapon (+3 pts). May have throwing spear (+2 pts), double-handed axe (+2 pts) and javelins (+1 pt).

Special Rules: Light Infantry. Fury of Norsemen. Different Weapons. Subject to Warband psychology rule two.

These bands of Norse raiders would be made up of second sons (unlikely to inherit their father's property), adventurers, malcontents, freed slaves, outlaws and other particularly blood-thirsty individuals. Against poorly equipped and ill led opponents sometimes their very reputation was enough to cause panic and flight. Later, as the raids became more organised, with conquest rather than plunder the objective, the number of such ill-disciplined raiders in any army began to decline. They were employed by almost every nation covered by the Viking Age list.

0-1 JOMSVIKINGS OR VIKING ADVENTURERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jomsviking/ Adventurer	4	4	4	3	4	1	4	1	9	16

Equipment: Hand weapons, and light armour. May have shield (+2 pts) or additional hand weapon (+2 pts), throwing spear (+2 pts), double-handed axe (+2 pts) and javelins (+2 pts). May exchange light armour for heavy armour (+1 pt).

Special Rules: Light Infantry. Stubborn. Fury of Norsemen. Different Weapons. Each turn roll a dice. On a 1 the Jomsvikings or Adventurers have accepted a bribe from the enemy and may not move that turn.

This brotherhood of Viking mercenaries lived in their own fortress and acted almost as an independent city-state. They also meddled in Scandinavian politics when the mood took them. Jomsvikings lived according to a strict martial code and were regarded as some of the finest warriors of the time.

The majority opinion among historians is that such warriors were the creation of 12th Century Icelandic chroniclers, and certainly there has been almost no archeological evidence that they existed. Their use is left to the discretion of the players.

STIPENDARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dismtd Stipendarii	4	4	3	3	3	1	4	1	8	13
Mtd Stipendarii	8	4	3	3	3	1	4	1	8	27

Equipment: Armed with hand weapon, light armour, shield and either throwing spear or thrusting spear. Mounted milites have warhorses. May upgrade armour to heavy armour (+1 pt), have javelins (+1 pt).

Special Rules: Stipendarii may receive up to a +1 rank bonus when mounted. Although in the main loyal and obedient, sometimes mercenaries would think they knew better than their employer! To reflect this, roll a dice the first time a player wishes to move, charge, or shoot with each unit of Stipendarii. If a 1 is rolled the unit remains stationary and may not shoot, but may defend itself if attacked in close combat, including shooting against a charging unit. On a 2-6, the unit may act as the player wishes. Once a unit has successfully moved or shot, it no longer needs to take this test and may be moved normally.

Mercenary knights were recruited from all over north-west Europe, as well as Spain and Italy. Within this category would also have fallen local knights fighting for cash payments, such as the stipendiary knights. War is the profession of mercenaries, and those not skillful enough tended to be the first to die. A natural selection process, which ensured that most mercenaries were quite skilled in fighting.

SERJEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Merc footman	4	3	3	3	3	1	4	1	7	5

Equipment: Hand weapons. May have shield (+1 pt), light armour (+2 pts), javelin (+1 pt), throwing spear or thrusting spear (+1 pts), double-handed axes/swords (+2 pts), bows (+2 pts) or crossbow (+5 pts).

Special Rules: Any unit of Serjeants may be designated as Light Infantry at no additional cost. Although in the main loyal and obedient, sometimes mercenaries would

think they knew better than their employer! To reflect this roll a dice the first time a player wishes to move, charge, or shoot with each unit of Serjeants. If a 1 is rolled the unit remains stationary and may not shoot, but may defend itself if attacked in close combat, including shooting against a charging unit. On a 2-6, the unit may act as the player wishes. Once a unit has successfully moved or shot, it no longer needs to take this test and may be moved normally.

Foot soldiers from the general-levy began to decline in importance as early as the time of Charlemagne. The resources used to maintain a fully armoured knight and the feudal system in general diminished their effectiveness. They were replaced on the battlefield by mercenary foot soldiers. Another advantage of hiring mercenaries was that they were normally better equipped than the feudal levies. After all, a mail shirt and helmet were the tools of their trade, as vital to their livelihood as the plough and oxen were to the farmer.

The county of Flanders, as early as the 11th Century, was gaining a reputation as a source of good spearmen. Later, these would win fame for their victories over the 'invincible' knights of France.

The most sought after mercenaries, from the 11th Century onwards were crossbowmen. These were chiefly hired from Italy and northern Spain, though 'domestic' ones were also employed. Crossbows were devastating weapons, and it has been suggested that, contrary to popular belief, crossbowmen working in pairs were capable of quite high rates of fire. Whilst one of the pair took aim and fired, the other would be loading a second crossbow that he would then pass to the firer.

COTTEREAUX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Merc skirmisher	4	3	4	3	3	1	3	1	5	6

Equipment: Hand weapons, buckler and javelins.

Special Rules: Skirmishers. Any unit that chooses to flee or fire & flee as a charge reaction, rallies automatically at the end of their move and may reform facing in any direction. This means that should the charging enemy encounter them, the unit is not destroyed, and may instead fight in the Close Combat phase. Their opponents still count as charging.

The Cottereaux was the later medieval term for the 'professional' light infantry employed by nobles when fighting enemy in rugged terrain. Though probably most were simply outlaws and bandits, others such as the Gascons in southern France were accomplished and the fierce Basques of north-west Spain had a well-deserved reputation as effective light troops.

DEVROET

	M	WS	BS	S	T	W	I	A	Ld	Pts
Breton Exile	4	4	4	3	3	1	4	1	7	28

Equipment: Armed with hand weapon, light armour, shield and throwing spear and mounted on a warhorse. May upgrade armour to heavy armour (+1 pt), javelins (+2 pts).

Special Rules: Devroet may receive up to a +1 rank bonus when mounted. Any unit of Devroet that chooses to flee or fire & flee as a charge reaction rallies automatically at the end of their move and may reform facing in any direction. This means that should the charging enemy encounter them, the unit is not destroyed, and may instead fight in the Close Combat phase. Their opponents still count as charging. Despite their warhorses and armour the Devroet count as Light Cavalry.

The nobles of France and, occasionally, the Dumnonians eagerly sought Breton exiles and mercenaries, who were famous for their horsemanship. The Breton word, 'Devroet' literally translates as 'discountrified'; an accurate term for the former Britons who had first migrated to Brittany, and then, following Brittany's subjugation by the Normans, emigrated to foreign lands. Although such exiles fought for the Norman Duke William, they still retained some sense of national identity and a few years after the Battle of Hastings, they rebelled against their former employer, joining ranks with William's half-brother, Bishop Oddo in a failed attempt to topple King William, as he was now known.

FREEBOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
English Freebooter	4	4	4	4	3	1	4	1	6	19

Equipment: Hand weapons, throwing spears or thrusting spears, light armour and shield. May be equipped with javelins (+1 pt).

Special Rules: Shieldwall. Warband. Stubborn.

There are a number of instances of English political exiles from one court or another ending up in the service of a different ruler, or even striking out on their own as independent warbands. Guthlac is one such example of this; Felix's life of him records that 'driven by a noble love of conquest, he set out to... plunder and burn.' He ended up as a hermit and a Saint, so that was alright! Another, even more famous example is that of King Harold Godwinsson's brother, Tostig, who ended up fighting his brother whilst serving King Harald Hadrada of Norway.

NARRATIVE CAMPAIGNS

A narrative campaign is a series of battles with an underlying plot, a story if you will, linking the battles together. Victory or defeat in a battle affects the next battle by determining the scenario to be used and/or points available for purchasing troops. The narrative campaign should read like a book with each scenario being a chapter.

THE CAMPAIGN

The following scenarios are played using the rules below. One player is chosen to be the invader/attacker, the other is the defender.

INTRODUCTORY CHAPTER

Play the Raid scenario. If the invader wins move on to Chapter 1. If the invaders lose play this scenario again, with the original defender becoming the new invader.

CHAPTER 1

Play the Invasion scenario. If the invader wins then move on to Chapter 2. If the invaders lose then the invasion is abandoned. Go back to the Introduction – the winner of the scenario being the new invader.

CHAPTER 2

If the invader won the previous battle by 250 pts or more, fight a battle using scenarios 1-4 in Warhammer Ancient Battles – invader's choice. If the invader won by less than 250 pts or more then fight a battle using any of the scenarios in Warhammer Ancient Battles or the Reinforcements scenario – defender's choice.

If the invader wins then he has all but conquered the country. Move on to Chapter 3. If he loses, the invasion is abandoned, go back to the Introductory chapter.

CHAPTER 3

After victory in the decisive battle fought in the previous chapter, all that is left for the invaders to do to secure their conquest of the country is to seize the positions of power, most notably the royal palace containing the country's treasury. Play the Flight scenario. If the invaders won the previous battle by less than 250 pts, the defenders may add D6 x 25 pts to his army. Regardless of the result of this battle move on to the Concluding chapter (see below).

CONCLUSION

Obviously the inhabitants have some misgivings about a change in rulers and the invaders soon have an uprising to contend with. Play the Uprising scenario, with the winner of the previous scenario adding D6 x 25 pts to the points available to choose his army from.

If the invader wins, then congratulations you have conquered your enemy's country! If he loses this scenario, go back to Chapter 3.

THE DEATH OF AN ARMY GENERAL

If a player's general is slain, he must fight the Civil War scenario next before carrying on with the sequence of battles. He is the attacker in this scenario. The winner of the scenario may add D6 x 10 pts to the points available in the next scenario.

VARIATIONS

Players might like to use the campaign rules on pages 94 and 95 of Warhammer Ancient Battles.

The Invasion scenario might be felt to be inappropriate for certain foes, for instance Powys and Wessex. So, if the idea of Powys mounting a sea-borne invasion stretches the imagination too much, use one of the scenarios listed in Warhammer Ancient Battles to represent the invaders entering the defender's kingdom via a pass or crossing.

I'd encourage players to fight Skirmish once or twice between each campaign chapter – skirmishes are good sources of grudges and rivalry for the next battle.



'Gold Harald came to the neck of land at Limfjord, and immediately challenged Harald Grafeld to battle; and although Harald had fewer men, he went immediately on the land, prepared for battle, and drew up his troops. Before the lines came together Harald Grafeld urged on his men, and told them to draw their swords. He himself advanced the foremost of the troop, hewing down on each side. So says Glum Geirason, in Grafeld's lay:

*"Brave were thy words in battlefield,
Thou stainer of the snow-white shield! –
Thou gallant war-god! With thy voice
Thou could'st the dying man rejoice:
The cheer of Harald could impart
Courage and life to every heart.
While swinging high the blood-smeared sword,
By arm and voice we knew our lord."*

There fell Harald Grafeld. So says Glum Geirason:

*"On Limfjord's strand, by the tide's flow,
Stern Fate has laid King Harald low;
The gallant viking-cruiser – he
Who loved the isle-encircling sea.*

*The generous ruler of the land
Fell at the narrow Limfjord strand.
Enticed by Hakon's cunning speech
To his death-bed on Limfjord's beach."*

The most of King Harald's men fell with him. There also fell Herse Arinbjorn.

This happened fifteen years after the death of Hakon, Atbelstan's foster-son, and thirteen years after that of Sigurd, earl of Hlader. The priest Are Frode says that Earl Hakon was thirteen years earl over his father's dominions in Throndhjem district before the fall of Harald Grafeld; but for the last six years of Harald Grafeld's life, Are Frode says the Earl Hakon and Gunbild's sons fought against each other, and drove each other out of the land by turns.'

*From the Heimkringsla (the Chronicle of the Kings of Norway),
this extract is from the Saga of King Olaf Trygvason*

SCENARIOS

The following scenarios can be used individually on a stand-alone basis or may be used as part of the narrative campaign mentioned in the preceding section.

THE RAID

'794 AD... The heathens in Northumbria ravaged and robbed Ecgfrith's monastery at Jarrow. There some of their war-leaders were killed; also some of their ships were broken up in bad weather, and many drowned. Some came alive to shore and were quickly killed at the river's mouth.'

From the Anglo-Saxon Chronicles

SITUATION

A raiding force has descended upon one of the settlements at the edge of the kingdom. The local lord has summoned his retainers and the villagers to defend the place, whilst at the same time sending a messenger for help: that may or may not arrive in time! The raiders, whilst intent on rape and pillage, are also testing the mettle of the land's defenders.

ARMIES – DEFENDER

The defender has 750 pts available. He chooses 500 pts from his army list as normal – this is the relieving force. He also chooses 250 pts from the following list as defenders:

0-1 Lord – Choose any character that costs 100 pts or less.

Retainers – May spend up to 100 pts on retainers chosen from the Warriors list.

Civilians – Must spend at least 50 pts on the following units. Each of which must contain at least five figures:

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Farm workers	5	2	3	3	3	1	2	1	4	2
0-1 Servants	5	2	3	3	3	1	2	1	5	2
Women & children	5	2	2	2	3	1	2	1	4	1

Equipment: Farm workers have hand weapons; servants and women & children have improvised weapons. All may throw rocks – count as slings with a range of 6" and S2 (at 3" they may fire twice if they haven't moved).

Special Rules: Skirmish. Civilians may choose to flee into a building if it results in them ending their move further from any existing enemy. Civilians out of sight of the enemy (including those in buildings) may re-roll any failed rally attempts.

ARMIES – INVADER

The attacker has 500 pts available chosen as normal. The attacker chooses one long edge of the board from which his forces arrive from. This is the 'attacker's board edge'; the opposite side is the 'defender's board edge'.

BATTLEFIELD

The defender sets up a settlement of three to five houses within 9" of the centre of the battlefield. The settlement may have up to 18" of walls or fencing. It must have at least two entrances, at least 2" wide, facing both long edges of the battlefield.

After the settlement has been placed the players set up scenery in a mutually agreeable manner.

DEPLOYMENT

The attacker deploys first, anywhere within 12" of his chosen side of the board, but no closer than 12" to the shorter edges.

Next, the defender deploys the village defenders. These may be placed anywhere within 9" of the centre of the board.

RELIEF FORCE

At the beginning of turn three, and in subsequent turns, the defender rolls a dice to see if the relief force arrives. On a 4+ he may place the relief force anywhere along an edge of the board. Units deployed that turn may make a normal move but may not charge.



WHO GOES FIRST

The invaders go first.

LENGTH OF GAME

Eight turns.

VICTORY CONDITIONS

Victory points are gained as normal, including those for quarters. The invader gets 25 points for each house he has entered, 25 points for destroying a house and 25 points if there are no women & children on the battlefield.

SPECIAL RULES

Any unit or character may attack a building by setting fire to it. The fire counts as S6 and does D3 damage. Once a fire has caused one point of damage it burns unaided – the unit may move off and fight as normal or try to start yet another fire.

Units are not affected by being reduced to five models or less in combat.

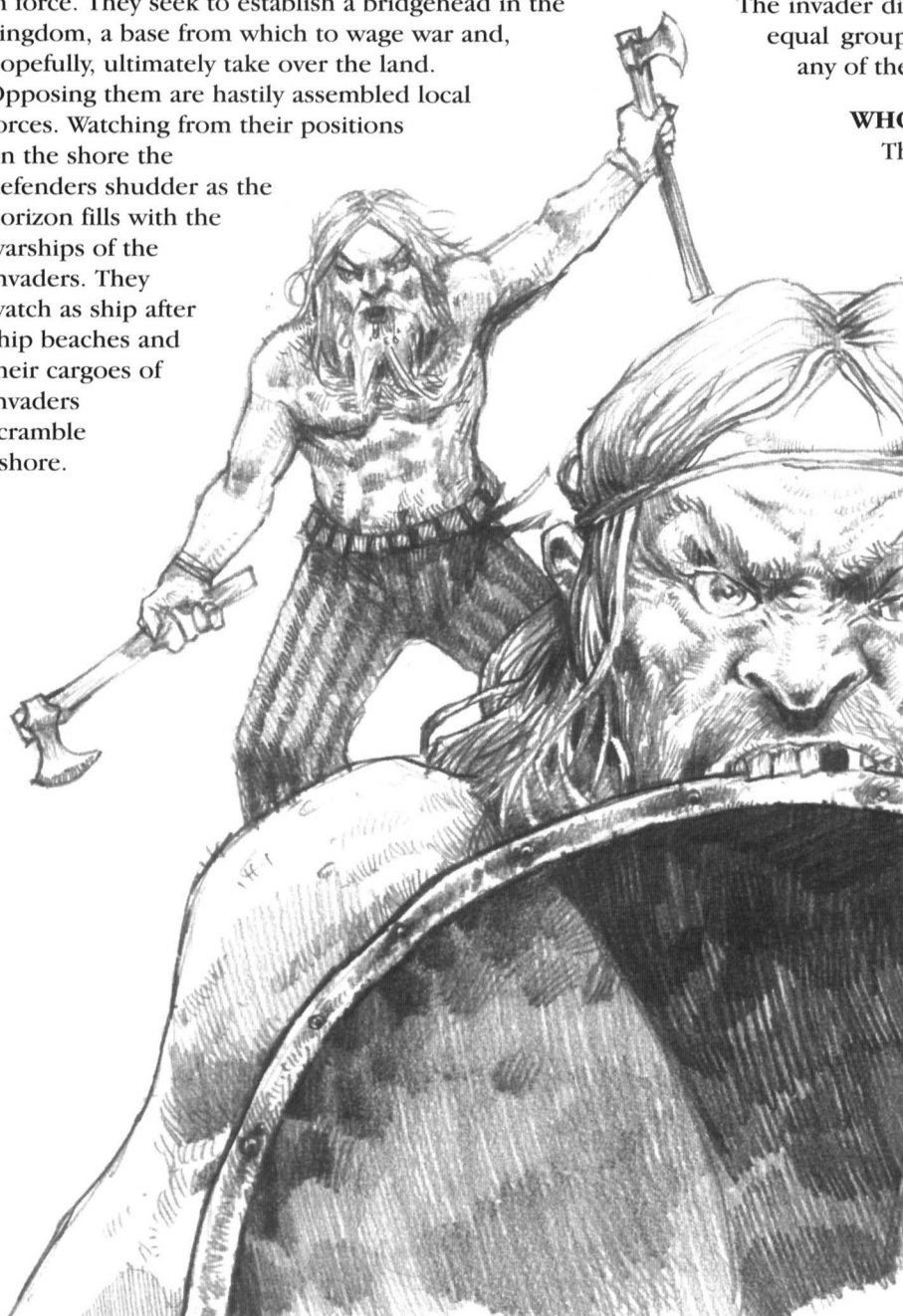
THE INVASION

'1010 AD. The aforesaid force came after Easter to East Anglia, landed at Ipswich, and went straight on to where they had heard that Ulfcytel was with his troops; this was on the first day of the Ascension. The East Anglians soon fled; Cambridgeshire stood firmly against them. There were killed Aethelstan, the King's son-in-law, Oswi, his son, Eadwig, Aefic's brother, Wulfric, Leofwine's son, and many other good thanes, countless folk; the flight was started by Thurcytel Mare's Head and then the Danes had the power of the battlefield.'

From the Anglo-Saxon Chronicles

SITUATION

Having tested the mettle of the defenders and found the land ripe for the taking, the raiders have returned in force. They seek to establish a bridgehead in the kingdom, a base from which to wage war and, hopefully, ultimately take over the land. Opposing them are hastily assembled local forces. Watching from their positions on the shore the defenders shudder as the horizon fills with the warships of the invaders. They watch as ship after ship beaches and their cargoes of invaders scramble ashore.



ARMIES – DEFENDER

The defender has 1,500 pts available.

ARMIES – INVADER

The invader has 2,000 pts available.

BATTLEFIELD

After players have determined which table edge they will play from, they set up scenery in a mutually agreeable manner. No terrain may be set up within 12" of the attacker's edge as this is considered to be where the sea is. No figures may enter this area; any that are forced to enter it are destroyed.

DEPLOYMENT

The defender deploys first. He may deploy within 12" of his table edge.

The invader divides his units into three roughly equal groups; he may place characters with any of these units.

WHO GOES FIRST

The defender goes first.

SPECIAL RULES

In the first, second and third turns of the battle the invader may land his army's units. After choosing which of the three groups will land, the player then nominates a landing point for each of the units that are within the group.

He then rolls a dice: 1-2 the unit lands 2D6" to the right of the nominated point, 3-4 it lands at the point, 5-6 it lands 2D6" to the left of the nominated point. Units are placed so that at least one model is touching the edge of the sea zone. If the point of landing is off the table the unit is lost.

Once they have landed, infantry may move, though they may not charge or fire. Cavalry that have landed may do nothing.

LENGTH OF GAME

Eight turns.

VICTORY CONDITIONS

The defender gets 200 Victory points for each quarter he holds.

REINFORCEMENTS

'...but he himself turned round with his army to go south, for he had heard that William the Bastard was overwhelming the south of England with a vast army, and was subduing the country for himself. With King Harald went his brothers Svein and Gyrd, and Earl Valthiof. King Harald and Earl William met each other south in England at Helsingjaport (Hastings). There was a great battle in which King Harald and his brother Earl Gyrd and a great part of his men fell. This was the nineteenth day after the fall of King Harald Sigurdson.'

From the Saga of Harald Hardraada in the 'Heimskringla', by Snorri Sturluson

SITUATION

Quickly reacting to an invasion the defenders have rushed to confront the invaders at their beachhead. The rapid advance of the defenders has left their army strung out along the route of march. As the battle opens, the defenders have seized an important position overlooking the camp of the invaders. This they hope to hold whilst the stragglers hurry to join them.

ARMIES – DEFENDER

The defender has 2,000 pts.

ARMIES – INVADER

The invader has 2,000 pts.

BATTLEFIELD

Once the players have determined by rolling dice which long edge will be theirs, they set up scenery in a mutually agreeable manner.

Once the terrain has been set up, the defender may move one item to anywhere within 24" of his board edge.

DEPLOYMENT

The defender deploys up to 1,500 pts worth of his troops anywhere within 24" of his chosen board edge but so that no unit is within 12" of the short sides of the battlefield. The defender places the remainder of his troops off the table.

The invader then deploys his troops anywhere within 12" of his chosen edge, such that no troops are within 12" of the short side of the battlefield.

WHO GOES FIRST

The defender goes first.

LENGTH OF GAME

Eight turns.



SPECIAL RULES

Each turn roll a dice for each unit that started the battle off the table. On a 4+ it may be placed anywhere within 4" of the defender's chosen edge. A unit placed on the board may not charge, but may otherwise move and fight normally.

VICTORY CONDITIONS

As normal, except that each of the table quarters bordering the defender's chosen edge is worth 200 Victory points.

VARIATIONS

The players could agree that a river runs across the length of the battlefield, through the defender's deployment area. In this case the defender must set up at least 500 pts worth of troops, but no more than 1,000 pts, on the edge of the river closest to the attacker's deployment area. This variation gives the defender real problems with his army being divided at the outset into three forces – not unlike the predicament King Harald Hardraada of Norway faced at the Battle of Stamford Bridge in 1066.

THE FLIGHT

'878 AD. The [Danish] force stole in midwinter, after Twelfthnight, to Chippenham. They rode over Wessex and occupied it, and drove many of the people over the sea; the other greater part they overcame, except King Alfred with a little company, which with difficulty went through the woods onto the inaccessible moors.'

From the Anglo-Saxon Chronicles

SITUATION

After a string of defeats the defenders have lost heart. All across the kingdom the invaders have spread, terrorizing the locals into surrender. The invaders descend upon the King's palace, where the King, accompanied by only a few of his most loyal retainers, desperately tries to prevent his capture, and that of the treasury.

ARMIES – DEFENDER

The defender has 1,000 pts available. He may spend double the normal percentage on characters.

ARMIES – INVADER

The invader has 2,000 pts available, chosen as normal.

BATTLEFIELD

Once the players have determined by rolling dice which long edge will be theirs, the defender sets up a settlement of three to five houses or tents within 9" of the centre of the battlefield. The settlement may have up to 18" of walls or fencing. It must have at least two entrances, at least 2" wide, facing both long edges of the battlefield.

After the settlement has been placed, the players set up scenery in a mutually agreeable manner.

DEPLOYMENT

The invader deploys first up to 500 pts worth of figures anywhere within 12" of the defender's edge of the battlefield but so that none are within 12" of either of the shorter edges.

The defender then deploys all his forces within 9" of the centre of the battlefield. He also places a model representing the treasury with these forces.

The invader then places the remainder of his forces within 12" of his own table edge, again so that none are within 12" of the shorter table edges.

WHO GOES FIRST

The defender goes first.

LENGTH OF GAME

Eight turns.

VICTORY CONDITIONS

Victory points are as normal. The invader gets +100 Victory points if the treasury is captured. The defender gets +100 Victory points if a unit exits the board via the defender's edge with the treasury. The defender gets 30 Victory points for each unit of at least five figures that exits the board, unbroken, via the defender's edge.

SPECIAL RULES

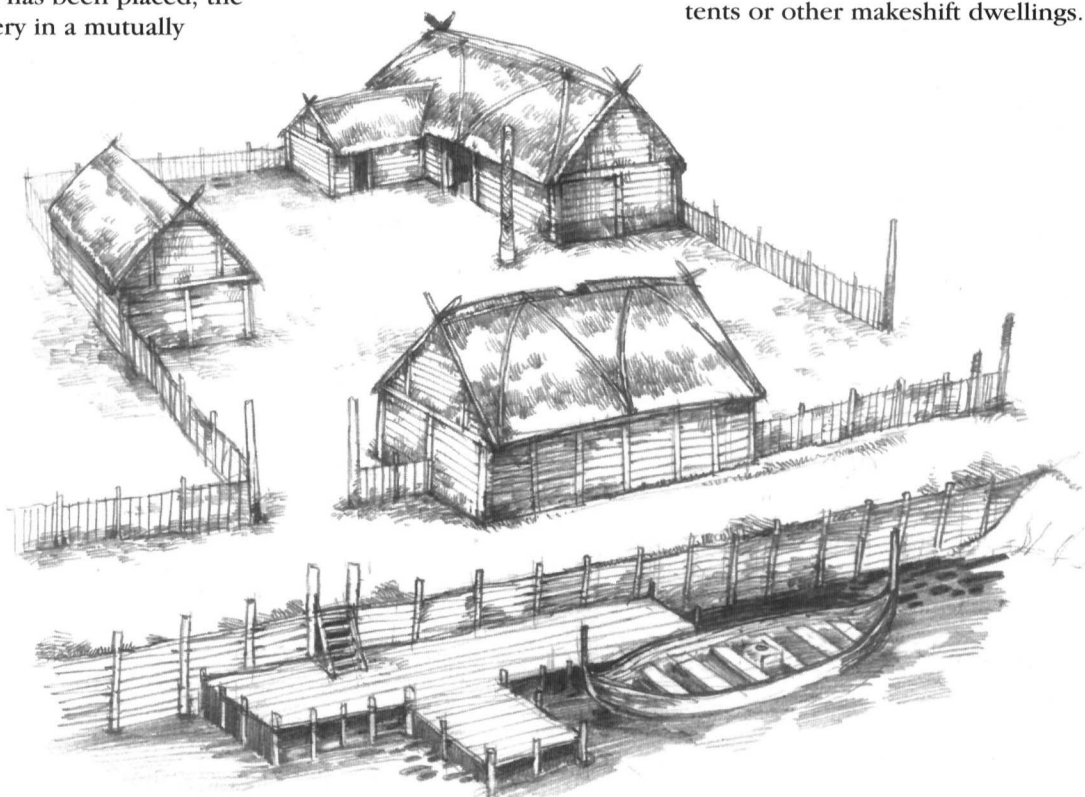
The defender's units and characters may voluntarily exit the board via the defender's edge.

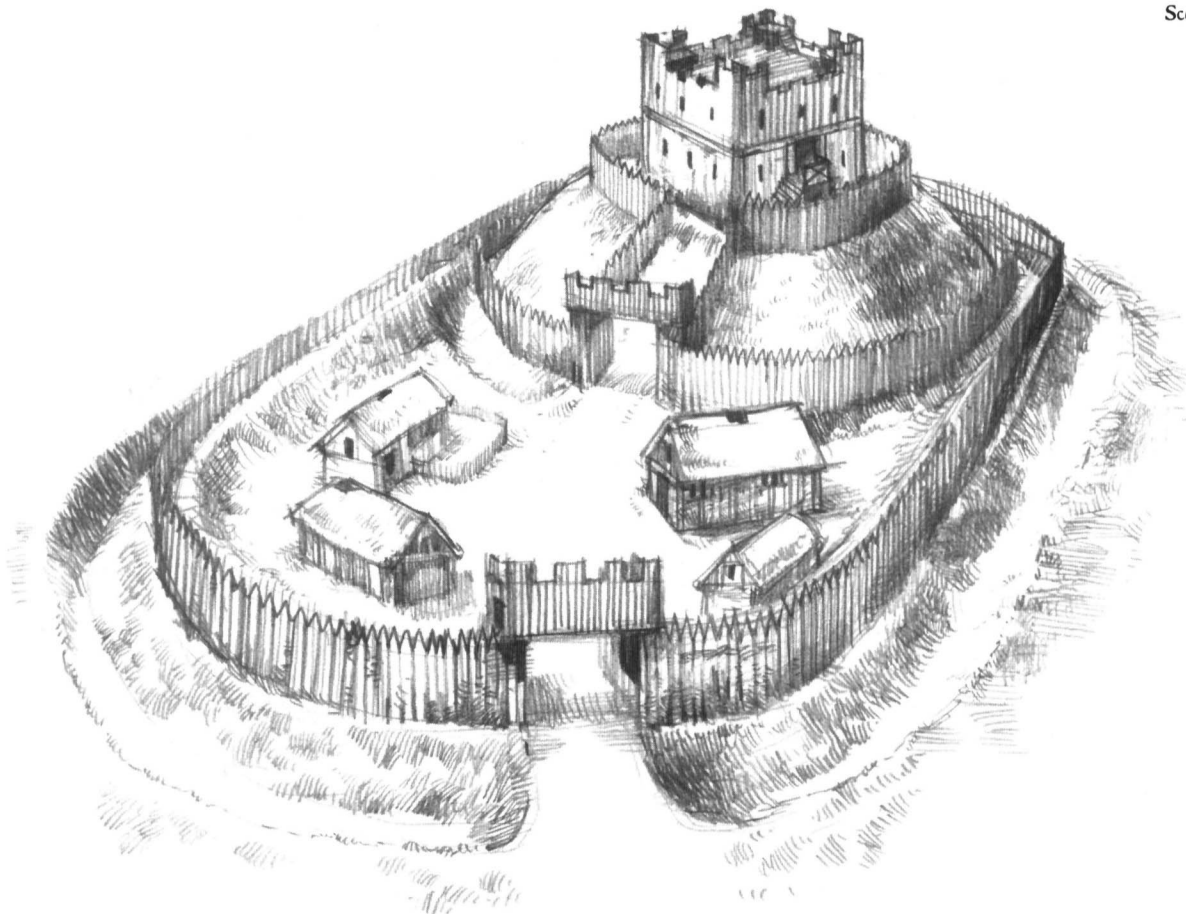
The treasury must be accompanied by a unit to move it. The unit accompanying the treasury may not move more than 8" per turn. If the unit with the treasury flees, the treasury is abandoned and is captured by the first unit to get in contact with it.

If the unit accompanying the treasury is broken in combat, the enemy captures the treasury. Like Roman army standards the treasury may be recaptured.

VARIATIONS

Instead of the settlement being a palace, the players might agree that it represents the wilderness camp of a fugitive. Replace the buildings with tents or other makeshift dwellings.





REBELLION

'1068 AD. King William gave Eorl Robert eorldom over the land of Northumbria, but the men of that land overtook him in the town of Durham and killed him, and nine hundred men with him...'

From the Anglo-Saxon Chronicles

SITUATION

Crushed by the invaders, the kingdom groans under the oppressive rule of its new masters. Lackeys and traitors now dwell in the halls and a new lord has been appointed to one of the chief cities of the land. His rule is more oppressive than anything known. The local lords have been summoned to meet the lord. "Enough is enough!" cry the oppressed, and prepare to assassinate the tyrant.

ARMIES – DEFENDER

The defender chooses 2,000 pts.

ARMIES – INVADER

The invader chooses 2,000 pts.

BATTLEFIELD

Once the players have determined by rolling dice which long edge will be theirs, they set up scenery in a mutually agreeable manner.

DEPLOYMENT

The players, starting with the invader, place characters anywhere within 12" of the centre of the battlefield, so that no character is closer to the opponent's edge than his own.

Once all characters have been placed, starting with the invader, the players alternately deploy their remaining units 12" from their chosen board edge.

WHO GOES FIRST

Roll a dice to determine who goes first.

LENGTH OF GAME

Eight turns.

VICTORY CONDITIONS

As normal.

VARIATIONS

The battlefield could feature a camp, town or keep at the centre as the site of the parley. Alternatively, the battle could be modelled on Kenneth McAlpin's treachery, with the centre consisting of a large hall and the characters sat down at a feast, or the murder of Earl Einar of the Orkneys.

'...Thorkel made his way up through the hall, walking between the fire and the bench where the Earl was sitting.

"Aren't you ready yet?" asked the Earl.

"Yes I'm ready now," said Thorkel striking him on the head, and the Earl slumped down onto the floor. ...Thorkel ran out through the other door where Thorkel's men were waiting, fully armed. The Earl's companions picked him up and saw that he was dead..."

From Ch.16 of the Orkneyinga Saga

CIVIL WAR

'1063 AD. This year Eorl Harold went after Christmas from Gloucester to Rbuddlan, that was Gruffydd's, and burned the estate, his ships and the sails they carried, and put him to flight...

...But in this same year, in autumn King Gruffydd was killed on August 5th by his own men, through the strife he was engaged in with Eorl Harold. He was King over all Wales, and his head was brought to Eorl Harold...

From the Anglo-Saxon Chronicles

SITUATION

Some of the King's vassals, no doubt tired of his inept rule, have turned against him. As the King pursues them and finally brings them to battle, a foreign force, secretly summoned by the rebels arrives on the field.

ARMIES – ATTACKER

The player who is facing the rebellion chooses an army of 2,500 pts. The army must contain at least three characters, and no more than one unit may cost over 500 pts.

ARMIES – DEFENDER

The other player chooses 1,500 pts. These are the foreign allies.

BATTLEFIELD

Once the players have determined by rolling dice which long edge will be theirs, they set up scenery in a mutually agreeable manner.

DEPLOYMENT

The defender selects one character (excluding the army General and Army Standard Bearer), and as many units as he wishes from the attacker's army, such that the total does not exceed 500 pts. These are the rebels.

These figures are placed anywhere on the battlefield but not closer than 18" to any board edge.

The attacker then deploys his forces anywhere within 12" of his chosen board edge, but not within 12" of either of the shorter table edges.

Finally, the defender deploys the figures representing the foreign allies anywhere within 12" of his chosen board edge, but not within 12" of either of the shorter table edges.

WHO GOES FIRST

Roll to determine who goes first.

LENGTH OF GAME

Eight turns.

VICTORY CONDITIONS

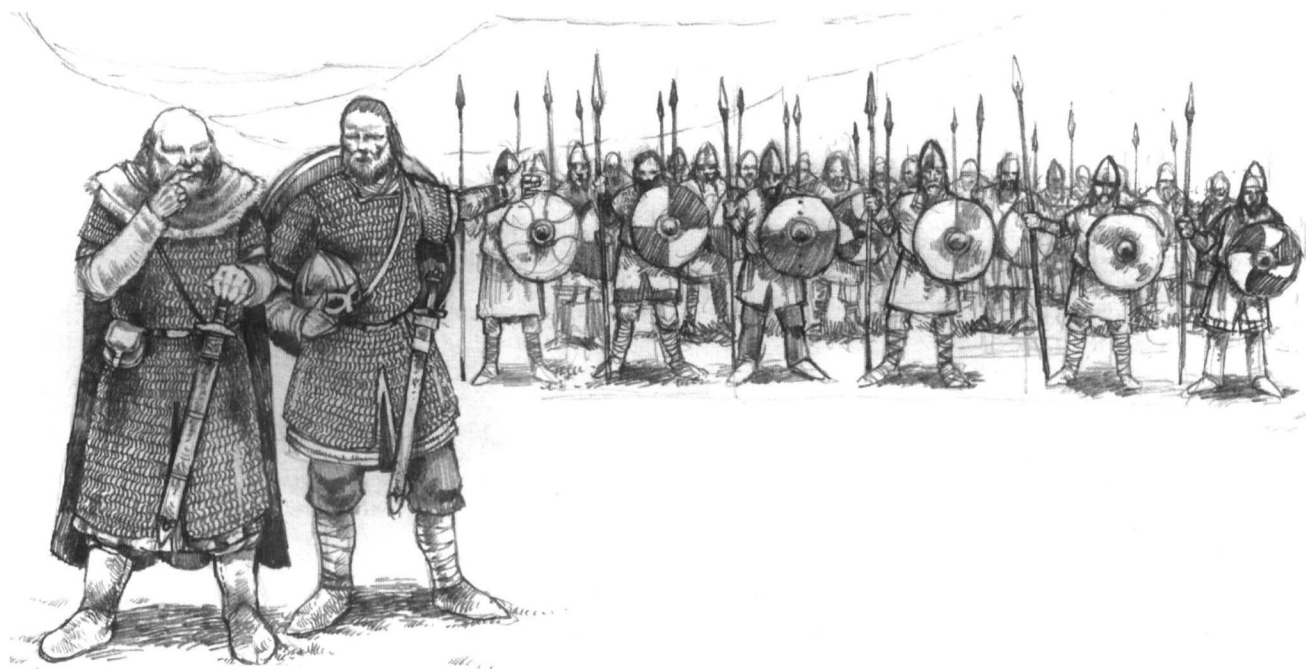
Any rebel standards captured or characters killed count double Victory points. Any standards captured by the rebel force or characters slain by them also count double.

VARIATIONS

The battlefield could feature a large wood containing the rebels, which is one unconventional interpretation of the famous 'moving wood' that Shakespeare incorporates into his play dealing with the rebellion of Malcolm's sons against King Macbeth.

*'To kiss the ground before young Malcolm's feet,
And to be baited with the rabble's curse.
Though Birnam wood be come to Dunsinane,
And though oppos'd, being of no woman born,
Yet will I try the last: before my body
I throw my warlike shield: lead on Macduff;
And damn'd be him that first cries, "Hold, enough!"*

From Act V of William Shakespeare's Macbeth





THE SKIRMISH

The Sagas and Chronicles of the Dark Ages are not exclusively about battles; almost as often they describe small desperate skirmishes between heroes and their entourages.

Both players roll a dice, the winner may choose to be the attacker or defender.

ARMIES – DEFENDER

The defender may spend up to 1,000 pts on characters.

ARMIES – ATTACKER

The attacker may spend up to 1,000 pts on characters.

BATTLEFIELD

Set up as normal, except that each side must set up a minimum of three items of terrain.

DEPLOYMENT

Starting with the defender, the players alternately set up characters. These may be placed anywhere on the board but not within 8" of an enemy figure that they can see.

WHO GOES FIRST

Roll a dice to see who goes first. The player that sets up first may add +1 to his dice roll.

LENGTH OF GAME

Unlimited number of turns.

VICTORY CONDITIONS

Once one side has no figures left, the other player has won.

SPECIAL RULES

Once a model loses its last wound it is not necessarily dead. Roll a D6.

D6 Result

- 1 The model is slightly wounded and stays in the battle but with -1 to all its statistics, except Wounds and Attacks which may not fall below 1. If the model is wounded such that it has a WS or BS of 0 or less then the model is dead.
- 4-5 Lay the model on its side; the man is on the ground in agony. At the end of the owning player's turn roll again.
- 6 The model drops dead and is removed from play.

Note that any model on the ground is helpless and at the mercy of the enemy. Any model attacked in hand-to-hand combat when on the ground is dead. The attacking player is not obliged to roll any dice; the attack is always lethal. A model must strike an upright opponent that is in base-to-base contact in preference to a stunned opponent.

'Now Atli sees a bare place for a weapon on Wolf, and shot a spear through him and now the battle grows hot: Atli leaps up on Hrut's ship, and clears it fast round about, and now Auzur turns to meet him, and thrust at him, but fell down full length on his back, for another man thrust at him. Now Hrut turns to meet Atli: he cut at once at Hrut's shield, and clove it all in two, from top to point; just then Atli got a blow on his hand from a stone, and down fell his sword. Hrut caught up the sword, and cut his foot from under him. After that he dealt him his deathblow.'

Njal's Saga

VARIATIONS

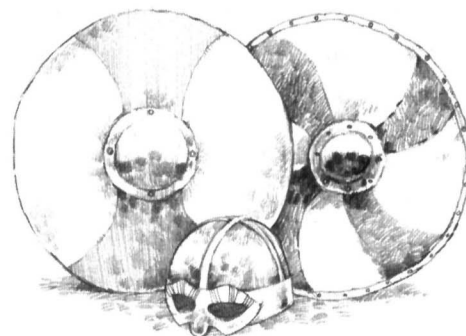
The list of these is legion:

Escort: One of the groups of characters might have to escort a diplomat across the board, with the reward for his safe journey being a suit of fine armour; or the reward might be a fine weapon (+1 to hit) or whatever.

Pilgrimage: Alternatively, the centre of the battlefield might contain an abbey or temple, with the winner gaining a relic or talisman that gives him an additional saving roll of 6 on every wound his armour does not save.

Scouting: Players might like to use the result of the skirmish to determine if one side has out-scouted its opponent and forced the battle to occur in a position of their choosing.

The side that wins may move any two items 2D6" in any direction, after all terrain has been placed.



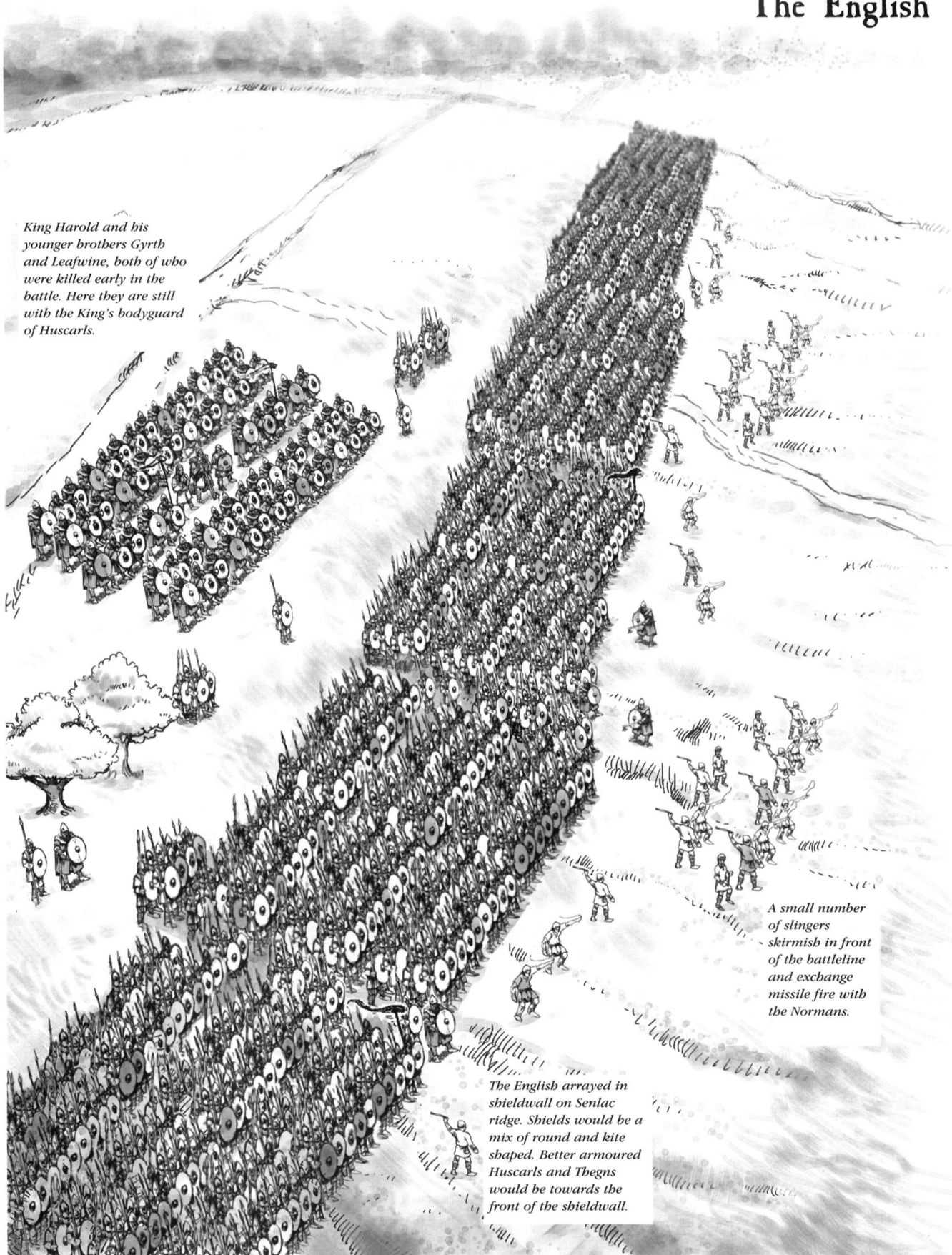
THE BATTLE OF HASTINGS

The English

King Harold and his younger brothers Gyrth and Leafwine, both of who were killed early in the battle. Here they are still with the King's bodyguard of Huscarls.

A small number of slingers skirmish in front of the battleline and exchange missile fire with the Normans.

The English arrayed in shieldwall on Senlac ridge. Shields would be a mix of round and kite shaped. Better armoured Huscarls and Thengs would be towards the front of the shieldwall.



14TH OCTOBER 1066

The Normans

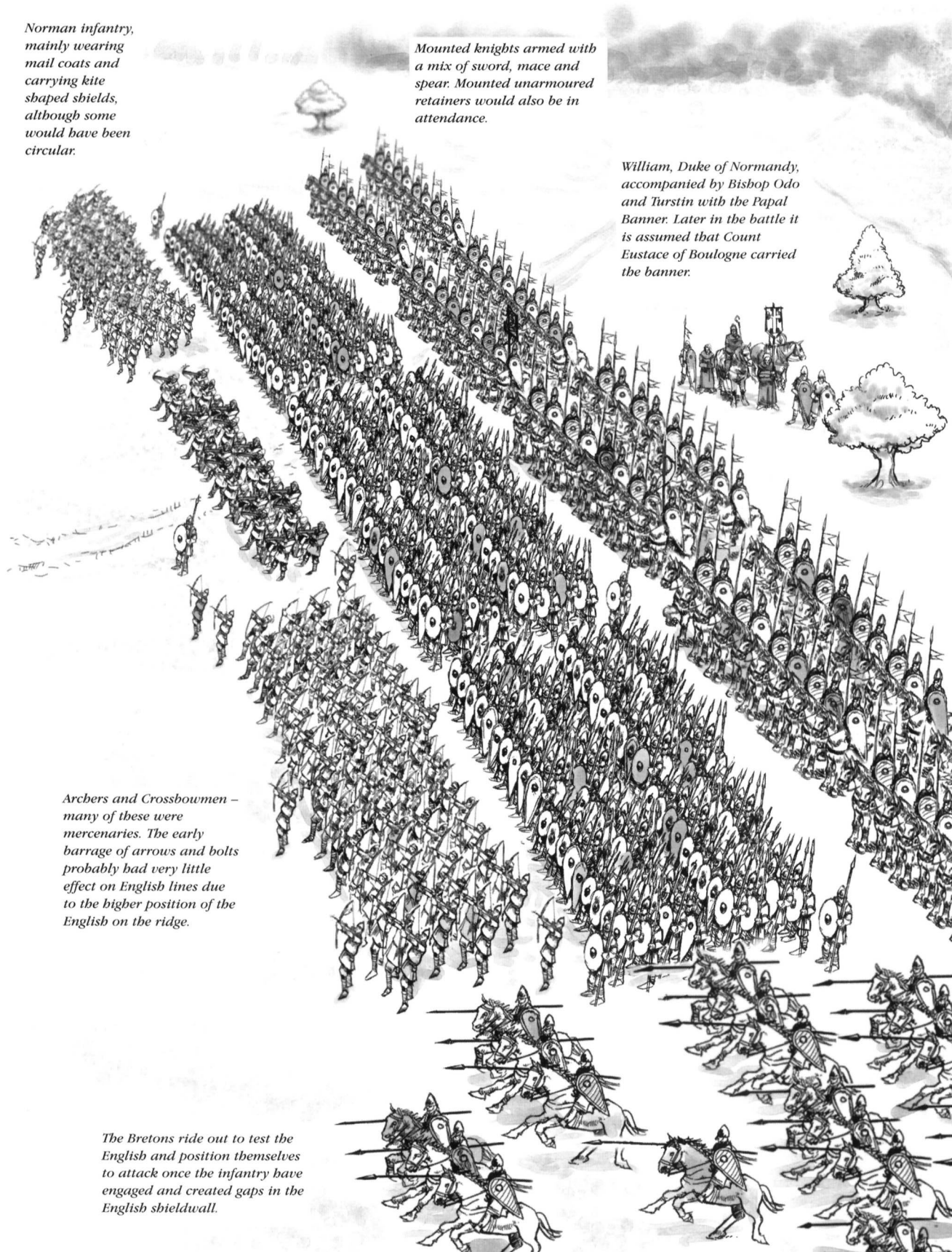
Norman infantry, mainly wearing mail coats and carrying kite shaped shields, although some would have been circular.

Mounted knights armed with a mix of sword, mace and spear. Mounted unarmoured retainers would also be in attendance.

William, Duke of Normandy, accompanied by Bishop Odo and Turstin with the Papal Banner. Later in the battle it is assumed that Count Eustace of Boulogne carried the banner.

Archers and Crossbowmen – many of these were mercenaries. The early barrage of arrows and bolts probably had very little effect on English lines due to the higher position of the English on the ridge.

The Bretons ride out to test the English and position themselves to attack once the infantry have engaged and created gaps in the English shieldwall.



OPTIONAL RULES

The Viking Age offers many opportunities to characterise the period through the use of additional rules. What follows are optional rules as they may or may not be compatible when fighting non-historical opponents in, for example, a competition or club game. Also, some of these rules introduce elements that strict historical gamers may not wish to include. These are the rules in which I've attempted to reflect the beliefs of the peoples involved.

FAMILY HEIRLOOMS

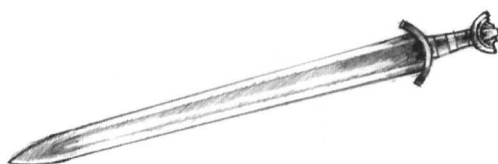
The Viking Age would not be what it is without the weapons and armour, believed to have special properties, which were given names and handed down from father to son. Such items are often mentioned in the Sagas and help to personalise characters. Only characters may use the following items and their points cost is from the Characters points allowance. A single weapon may not have more than one of these special attributes. The character and the weapon must both be given names.

KEEN WEAPON. 15 pts

If the to hit dice results in a 6, two wounds are inflicted on the target.

WELL BALANCED GREAT AXE. 30 pts

So finely crafted is the balance between blade and shaft that it allows the user to hit first in any challenge in which the user charged.



HEAVY SWORD. 25 pts

If any wounds are inflicted with a heavy sword then the victim loses -1 attack.

TRIPLE-PLAITED MAIL SHIRT. 20 pts

Regardless of the Strength of the attacker, the wearer of a triple-plaited mail shirt always gets a saving roll of at least 6. A triple-plaited mail shirt counts as light armour.

TRIPLE-PLAITED MAIL COAT. 40 pts

Regardless of the Strength of the attacker, the wearer of a triple-plaited mail coat always gets a saving roll of at least 5+. A triple-plaited mail coat counts as heavy armour.

IRON SHIELD. 10 pts

A character with an iron shield may only be hit on a 4+ regardless of any modifiers.

SACRED BANNERS & HOLY RELICS

Such items are paid for out of the points allowance for Characters. These are powerful items, full of religious or magical significance. As such, their loss results in Panic tests for the whole army, just as if the army commander had been slain.

LAND-WASTER. 50 pts

This was the revered Raven Banner and is useable only by a Viking Battle Standard Bearer. It was believed by the Vikings that victory was guaranteed whilst it flew. Any enemy unit within 4" of the banner must always re-roll any successful Break test. If the Banner is captured, then any Viking units within 4" of the Banner must always re-roll successful Break tests. Remember that you can never re-roll a test more than once.

PAPAL BANNER. 40 pts

Useable only by a Norman Battle Standard Bearer, this was the banner that the Pope gave to William to sanction his invasion of England. Those on the same side as the Banner know that God is with them, and God gives 'Strength to their Arm'. Once per turn one Norman unit or character within 12" of the Papal Banner may re-roll its to wound dice. Should the Banner fall and be captured by the enemy, the new owner may once per turn ask that a character or unit within 12" re-rolls its to wound dice.

HOLY RELICS. 30 pts

The presence of the relics of a saint would fortify Christian warriors in battle, for they knew that through their earthly remains the Saint in Heaven would more clearly hear their cries for aid, and would intercede with God as a result of their petitions.

The relics are borne by a Monk at no extra cost (count as M4 WS2 BS2 S3 T3 I3 A1 Ld 5), or may be carried by a Priest or Bishop. Any character adjacent to or in the same unit as the carrier may seek the Saint's intercession. He may only do this if not in combat, it takes a whole turn to petition and the character may not move. Roll a dice at the end of the turn:

D6 Result

- 1 Fake – Relic may not be used any more.
- 2-3 Petition unanswered.
- 4-5 Petition heard, but more faith is required, +1 to next attempt. This +1 is cumulative.
- 6 Prayers are answered – Next time the character enters a combat he is invulnerable for the first round, and ignores all wounds.

Holy Relics may not be used by the Godi.

WARGAMING THE VIKING AGE

THE SCALE OF THINGS

It will have become immediately apparent that no figure:men ratio has been mentioned in the lists; this is intentional. These lists have been designed to allow the utmost flexibility in their use – to allow for minor raids or skirmishes to fighting pitched battles with the fate of a kingdom in the balance.

In Paddy Griffiths' thought provoking book *The Viking Art of War*, he divides Viking Age conflict into three types of warfare. At the lowest level is what he terms 'Saga warfare'. This would involve the forces of two rival warlords or chieftains in a locality that have been brought into conflict over land, a slaying, stolen cattle or some perceived insult. The numbers of warriors involved need not be large. Each of the combatants would draw on his immediate family and any household warriors that he may be supporting. This may be sufficient but should things escalate he may need to summon support from his lands – his vassals or tenants or possibly families that owe him allegiance through blood ties, fostering or just as good friends or neighbours. In an emergency he may have to 'tool-up' his slaves and labourers. If pressed he may have to seek help from outside the locality – from a neighbouring chieftain or invite a likely band of toughs to over-winter with him.

Taking the Viking army lists as an example, this force can be represented on the battlefield as follows:

1 Hersir, representing the chieftain, our major protagonist.

16 Hirdmen, representing his brothers, sons and any retainers maintained at his hall.

1 Berserker (he eats at the chieftain's hall, but our chieftain's too afraid to ask him to leave!).

64 Bondir, representing his tenants and friends, broken down into 4 x 16 figure units.

10 armed Thralls from his stead.

20 Viking raiders from the Dogs of War list – a ship's crew he has put up for the winter, who he now wishes to get involved in his fight.

To this he may wish to add a Godi or possibly a Battle Standard Bearer (the banner he was given by his jarl on his last voyage). By paying the points cost to upgrade some of the figures to leaders and musicians you have yourself a very reasonable army with which to wargame at a figure scale of 1:1.

The second type of warfare would involve the conflict of jarls, earls and princes on a regional scale and the third would be the warfare of kings and dukes on a national scale. Taking our 'Saga' army to the next level, the Hersir could represent a chieftain. By having each figure representing ten men, his Hirdmen could represent a powerful retinue some 160 men strong, supported by a small group of particularly violent individuals in the form of our Berserker figure. Our 60 Bondir become 600 men – the farmer-warriors from the entire jarldom and the 20 raiders become the crews of five warships who have been promised a share of the booty. The Thralls we'll leave behind and replace with a couple of Hersir figures – a prominent chieftain from the jarldom to lead the Bondir, and a pirate captain to lead the Hirdmen. For a national war we can add a King, possibly another unit of Hirdmen and use a figure:men ratio of 1:20 or 1:50.

As you can see, the figure scale is far less important than the scale of the conflict you wish to recreate. The major differences are the characters you select and the inclusion or exclusion of the more powerful troop types. The flexibility of the rules system allows you to select the figure scale and fight an enjoyable battle with the figures you have available.



COLLECTING & ORGANISING AN ARMY

Old hands will already have a pool of figures, which may well govern which army they select to use. A wargamer new to the period should choose an army they feel some sort of affinity with – an army with which they will take on all comers week in, week out. There is nothing worse than spending weeks, possibly months, creating an army you will quickly tire of, an army destined for the ‘Bring and Buy’ after only a few outings. This affinity with one of the armies offered for selection may be based on your own cultural background (it’s amazing the amount of glee displayed when a Scot using a Pictish army trounces the Northumbrian army of his English opponent!). More rational gamers will be inclined to select an army whose strengths reflect their own wargaming style.

English armies will appeal to a gamer who likes to fight on the defensive, soaking up waves of enemy attacks before launching his game-winning counter-attack.

Frankish armies are generally used by gamers who favour the use of sweeping cavalry manoeuvres, or who like to have a well balanced army composed of solid cavalry and infantry elements combined with a good ranged combat capability.

Welsh, Hibernian and Caledonian armies on the surface may appeal to players whose main tactic is to charge straight forward regardless of the situation or scenario. A word of caution! Yes, there is an element of this in commanding such an army, but the successful commander will rely far more on guile, cunning and timing (quite tricky with most troop types prone to spontaneous charges). Not recommended for the novice gamer.

On the other hand Norse armies offer a very well rounded selection of troop types with plenty of flexibility and some very tough warriors. We would recommend getting started in the period with a Danish or Norwegian army. Once accustomed to the play of such an army you can add allies to create one of the other Norse armies listed. If you have a change of heart and decide you want an army for one of the other main protagonists, then your Northmen will find a home as mercenaries or allies of most of the other nationalities.

When putting together a unit, try to include as many different figures in the unit as possible – uniformity definitely has no place in the Viking Age. However, try to have all the figures in your combat units in compatible poses – all advancing or all standing. Skirmishers on the other hand look good when combining several different figure poses. Saxons look good with shields to the fore, whilst warbands look good with charging figures. Norman cavalry always looks good charging! With characters, leaders and other special figures you have some leeway in their positioning without losing the aesthetic appearance of the unit.

Figures should be modelled with the weapons and armour that have been selected for them. To make the units look more interesting, you may wish to have the occasional armoured figure in an unarmoured unit or a double-handed axeman in a unit equipped with hand weapons to represent the variation in the personal equipment carried by these irregular warriors. However, such figures will still count as being armed and fighting in the same manner as the rest of the unit.

After collecting relatively few figures – possibly only 500 points worth – you should have sufficient numbers for recreating ‘Saga scale’ conflicts. Aim for this, and then if you like the way your selected army plays, build on it to create an army capable of national conquest. If in the mean time your fancy has changed to one of the other armies (wargamers can be a fickle bunch), then your 500 pts should be sufficient to provide an allied contingent for your army of choice – assuming they are compatible.

I like to create units that are capable of obtaining the maximum rank bonus (usually four ranks deep) – it makes good game sense and your opponent is bound to do it. Try to organise your units of rank and file warriors into at least 16 or 20 figure units. It’s always best if your unit can take a few casualties without losing its effectiveness so you may wish to add more figures. Commanders of Hibernian, Scots, Welsh and English armies may wish to increase this further so that their warbands outnumber their opponents, as well as allowing for the inevitable casualties that your unarmoured warriors will receive. Those routinely facing such opponents usually end up increasing the number of figures in their units in an effort to counteract this! More powerful troop types such as Huscarls, Thegns or Hirdmen can be organised into slightly smaller units than rank and file, especially if points are tight as their combat ability can offset the loss of a rank or two. Skirmishers work well in small units of eight to ten figures to maximise their flexibility of use. On the down side, small regiments can be panicked easily by losing only a couple of figures to missile fire – you’ll need to weigh up the options carefully. Cavalry look good and function well in units of six to eight light cavalry and 10 to 12 heavy cavalry (especially if Norman knights). Again, you’ll have to weigh up the potential of having your regiment panicked by relatively few missile casualties (especially light cavalry) against its manoeuvrability on the tabletop.

When collecting your units try to include a leader figure, a musician and a standard bearer for each unit; you may not always use them but it increases the choices that are open to you. I’ve still got a couple of units where I haven’t included a musician – obviously, given my luck, these are always the units involved in tied combats where musicians are really needed. Collecting character figures, but not allocating them to specific units, will also increase your options when selecting your army for a particular encounter.

I'm a strong advocate of naming each character and unit. It definitely adds some colour and life to your inanimate figures. It is also very rewarding in a campaign where grudges can be held over from battle to battle! For characters I maintain a list of historical names gleaned from the pages of virtually every history book or saga that I've read (a database is good for this). Naming characters is simply a process of scanning the list until suitable names are found – this does prevent a plethora of Erics or Haralds leading the Vikings or every other Norman being called William. In a campaign it may be possible to name the character after some heroic (or despicable!) deed that they have performed, such as my own Siward the Bear-killer. Household units should bear the name of their patron lord, whilst other units should bear the name of the locality from whence they hailed, clan to which they belong, or the ship in which they sailed.

PAINTING TECHNIQUES

Painting the irregular armies of the Viking Age can be quite challenging – especially for those used to painting according to uniform guides which are readily available for Classical Ancient, Medieval or Horse and Musket periods. Uniformity has no place in this period!

Few pictorial or written sources are available – the Bayeux Tapestry presenting probably the best information for the whole period. The figure painter will need to take what information there is and use his own judgement, guesswork and imagination to recreate the appearance of Viking Age warriors.

With the limited information available there's a lot of leeway with colour selection – unlike with other periods you are unlikely to come across a gamer who will point out inaccuracies in your colour schemes (if you do meet such an individual avoid him as an opponent at all costs – the chances of you having an enjoyable evening's wargaming are minimal!). However, colour selection can make or break the overall look of a figure. I have seen many an accomplished brushman – professionals included – come unstuck on this basic point.

Garish clothing and an affinity for gaudy colours should best be avoided. The Viking era is one without modern colour fixatives or detergents, which will prevent your clothes from bobbling. Warriors would be lucky to have a yearly change of clothing. On the battlefield the clothes worn would undoubtedly be the same clothes that had seen the warrior through the previous season's fishing, ploughing, harvesting or hunting. Add to that several feasts with associated staining and the journey to the battlefield – by land or by sea. If the clothes had been bashed out on the rocks by a stream in all that time then a warrior could count himself lucky! All this leaves you with the impression that bright colours are not the order of the day. Faded, worn and soiled colours are what you should be aiming for.

You must also consider the colours that were available to dye the clothes – a look at the Bayeux Tapestry gives a good indication. The wool used to embroider the tapestry is recorded as being dyed red, ochre, yellow, turquoise, light blue, dark blue, two different shades of green, and black. This would seem a reasonable selection of colours for the figure painter's palette. However, this well protected tapestry has faded over the centuries and it is not unreasonable to assume that similar fading could occur in the continually worn and soiled clothing of Viking Age warriors. Inspecting the tapestry today gives us russet, ochre, grey, grey-blue (both light and dark versions), olive and black. The undyed linen of the backcloth appears as a buff colour. If you stick to these sorts of shades and add as many browns and off-whites as you can find (or mix) then you cannot go far wrong when painting rank and file warriors.

The brighter versions of these colours should be reserved for the best warriors in your army – household retainers, nobles and chieftains. These senior warriors would be more likely to have had more changes of clothing, be able to afford better quality cloth and have been spared some of the day-to-day rigours of those lower down the social scale. It is also a very good way of easily distinguishing the better fighting units from their similarly equipped companions. However, less is more so beware of overdoing the bright shades. Use them sparingly and in combination with the more drab colours. Reserve the very brightest shades of each colour for earls, kings and dukes – this will make them stand out from the crowd (and make them a tempting target for every Viking marksman!).

If you want to liven up the appearance of your worn looking warriors and show off your painting skills, then coloured borders on the tunics of even low born warriors were common, especially amongst the Saxons. Striped breeches are mentioned as being worn by the Vikings, and striped or chequered cloaks and tunics (simply forms of early tartan patterns) will look good on your Celts.

Shield designs are the bane of many a Viking Age wargamer – trying to think of different designs, patterns or colour combinations for the shield of a couple of hundred figures is enough to tax the imagination of the best of us. However, just as the brightness of the colours can be used to distinguish your elite units from your levy, so can the designs on your warriors' shields.

Lower class warriors with poor equipment would be unlikely to spend much time painting intricate designs on their shields. Many, if not the majority, of shields would be left without decoration – paint them to represent the leather covering (or as plain wood for the more backward warriors). Use buffs, browns and creams. Other shields for the rank and file can be painted in simple block colours. Painting some shields in different coloured halves or quarters can add variety.

Save your more intricate designs and brighter colours for the professional warriors (who would have had more free time to lavish on their battlefield appearance), with your most ambitious and colourful efforts reserved for the characters. For inspiration look at the photographs in this book or visit one of the many Dark Age re-enactments held up and down the country (remember to take your camera). Several of the books listed in the Bibliography section contain good ideas for shield designs.

As mentioned before, there is no right or wrong in the selection of the colours to paint your Viking Age armies. However, in my opinion, if you follow the preceding advice your figures will be well on their way to looking the part – as if they have just crossed the North Sea in an open longship or have run from the fields and grabbed their weapons to see off a raiding warband.

The application of these ideas will be down to the individual figure painter. Each person will have their own ideas as to the type or make of paint they prefer, choice of undercoat and methods of applying the colours. Although it is not my intention to tell you how to paint, you may find some of the tips and ideas presented below useful when putting brush to metal.

Your choice of undercoat will affect the overall finish of the figures. White undercoat will usually lead to brighter figures than black. Despite the effect you are trying to achieve, a white undercoat will allow you more control over the finish if you are using light shades than a black undercoat, especially if the paints or particular colour have poor covering qualities. A black undercoat is best used for armoured figures or figures dressed in predominantly dark or strong colours. I have been experimenting with brown undercoats for the rank and file figures and this seems to provide a happy medium.

Basic colours can be made drabber by mixing them with a little grey, brown or even flesh. Grey tends to mute blues and greens very well. Brown works well with red, yellow and off-white colours. Mixing in small amounts of flesh colour will produce a faded look in red, blue, grey or brown clothing.

If the finished appearance of the figure is too bright then a black or brown wash can tone it down. If you are particularly lazy (like me) and rarely change the water or thinners that you have been cleaning your brushes in whilst painting, it invariably turns a murky grey colour. This too can be used to tone down bright colours (make sure the colours are dry first!).

When painting large numbers of figures concentrate on painting the clothing and armour neatly and limiting yourself to a single shading wash and/or a single highlight. Then pay special attention to the face, hair and shield. These are the focal points of the figure and if painted well will make the whole figure stand out.

Elf Flesh from Games Workshop's Citadel Colour range makes an excellent base for North European skin. Shade with a wash of brown ink and highlight by mixing in progressively greater amounts of white.

The Flesh Wash ink (also produced by Games Workshop) can produce great looking blond or red hair very simply. Mix with plenty of water and apply to white undercoated hair and beards. Wait until it has dried and if you want the hair darker simply repeat the process until the desired colour is achieved. Brown or chestnut washes over a yellow undercoat and highlighted with cream and then white can equally produce a very good blond appearance. If you don't presently use washes then have a try – they produce excellent results in a fraction of the time traditional layering techniques take.

The appearance of even plain shields can be made more interesting by painting on stud-work, either for decoration or the studs that hold hand and arm straps on the inside of the shield. This can be achieved by painting on black dots using un-thinned black paint and then highlighting each dot with a second dot of silver.

Highlight or shade the designs on the shields. Use a thin brown line to separate each colour from that adjoining. Shade the studs again using brown. Ink is good for this but even better is a brown mapping pen – available in various nib sizes from art shops. This will allow you to draw around the studs, between different colours and even add seams on plain leather shields quickly and easily.

Certain colours work better with some armies than with others. Although there is scant historical evidence for such, the use of a dominant colour can help to characterise your army and make it really eye catching. I have found that blues and greys work well with Viking armies, and reds and russets with the Saxons. Irish armies with a large number of the warriors painted in various shades of green look good, as do Scottish armies when painted with yellows, and the Welsh with lots of browns. A preponderance of armoured cavalry tends to unify the Norman army all by itself!

Basing can make or break the appearance of a figure and, even more than using dominant colours, can bring your irregular figures together as an army. Use of small stones, cat litter (clean!) and static grass on the bases will enhance the appearance of your figures. Experiment until you are happy with the result and then stick with this style for all the figures in the army.

Mail armour is easily painted by undercoating black and then highlighting with 'gun-metal' and then silver. The number of mailed warriors in a Norman army, combined with fewer figures due to their high points cost makes them an ideal army for those with little time available for painting.

FURTHER INFORMATION

The information and background for each of the armies presented in this volume is necessarily brief – the available space precluded me from going into too much detail about the warriors, tactics and histories of the Viking Age. To fully capture the flavour of the period, the wargamer will have to put his paintbrushes, dice and tape measure to one side and do some background reading for himself. The suggested reading list includes some of the books I found useful when compiling this work and also those that I feel will be of most interest to those wargaming the Viking Age.

PICTORIAL SOURCES

Heath, Ian. *Armies of the Dark Ages 600-1066*, Wargames Research Group – a must for anyone getting into the period. Notes on organisation and tactics, accompanied by line drawings of the different warrior types.

The Vikings; The Normans, Osprey Elite Series – superb Angus McBride colour plates.

Norman Knight; Saxon Thegn; Viking Hersir, Osprey Warrior Series – again invaluable for their colour plates.

Saxon, Viking & Norman, Osprey Men at Arms No85 – good introduction.

Nurmann, Schulze & Verhulsdonk. *The Vikings*, Windrow & Green – excellent photographs of Dark Age re-enactors.

Newark, Tim. *Celtic Warriors 400 BC-1600 AD*, Blandford Press – once more good McBride colour plates and good 'wargamers' accounts of Viking Age Celtic warriors in the British Isles.

Shadrake, Dan & Susanna. *Barbarian Warriors, Saxons, Vikings, Normans*, Brassey's – good photographs of re-enactors, plus some colour plates. Good information on equipment.

Claire, John D. *Vikings, I Was There* series by River Swift – aimed at younger readers, contains good colour photographs of re-enactors.

Grape, Wolfgang. *The Bayeux Tapestry*, Prestel – presents the whole tapestry in frame by frame colour photographs with notes.

REFERENCE WORKS & HISTORIES

The Anglo-Saxon Chronicle various translations – invaluable near and contemporary history of Viking Age Britain. Very biased and concentrating on the south, this book will provide the wargamer with a near endless supply of scenario and campaign ideas.

Jones, Gwyn. *The Vikings*, Oxford – good general history.

Graham-Campbell, James. *The Viking World, Cultural Atlas of the Viking World*, Windward-Lincoln/Andromeda – similar books, the latter being my favourite for the maps! Good reference works.

Oman, Charles. *A History of England Before the Norman Conquest*, Bracken Books – excellent history work.

Marsden, John. *The Fury of The Northmen*, Kyle Cathay – very readable history from the perspective of northern Britain and Ireland.

Nicholle, David. *Medieval Sourcebook, Volume I*, Arms & Armour Press – good, if brief, notes on organisation, tactics, arms and armour, personalities and battles for all the major protagonists of the period.

Griffiths, Paddy. *The Viking Art of War*, – thought provoking and much debated.

Asser. *Life of Alfred the Great*, Penguin – a contemporary account of the Saxon King by his own court chronicler.

Stenton. *Anglo-Saxon England* – an (the?) essential source of information about the English of the era.

Siddon, Kim J. *Viking weapons and warfare*.

Grant, John. *An Introduction to Viking Mythology*, Quintet – a read through this will give a good insight into the Viking way of thinking and the qualities they attempted to exemplify.

DARNED GOOD READING

Bath, Tony. *The Battle of Hastings* – excellent wargamer's narrative of the great campaign for the English crown.

Beowulf, various translations and editions – the oldest example of english literature really captures the Saxon attitude towards battle, loyalty and death.

Any Viking Saga – Penguin Classics publish several translations, as do Everyman – superb 'historical novels' written for the most part in Iceland in the 13th and 14th Centuries capturing past glories. Njal's Saga (my own favourite) and Egil's Saga more than anything else got me hooked on this period.

This list is by no means exhaustive but should keep you reading and away from your figures for longer than is decent!

MAGAZINES

These cover wargaming in general, rather than being specifically about the Viking Age. Many are available from your local newsagents, or can be if you ask him!

Wargames Illustrated, 18 Lovers Lane, Newark, Notts NG24 1HZ.

Miniature Wargames, Pireme Publishing Ltd, Suite 10, Wessex House, St Leonard's Road, Bournemouth BH8 8QS.

Saga, 890 Janes Road, Rochester, New York 14612, USA. Terry Gore has also written numerous articles, including the Campaign for England 1066, and booklets.

MANUFACTURERS & PUBLISHERS

Gripping Beast, 32 Union Court, Richmond, Surrey TW9 1AW. Tel: 0208 9481002. Email: Grippingbeast@supanet.com. Website: www.grippingbeast.com

Wargames Foundry, The Foundry Ltd, 24-34 St. Marks Street, Nottingham NG3 1DE. Tel: 0115 8413000. Website: www.wargamesfoundry.com

Essex Miniatures, Unit 1, Shannon Square, Thames Estuary Estate, Canvey Island, Essex SS8 0PE.

Minifigs Ltd, 1-5 Graham Road, Southampton SO14 0AX.

Old Glory, Box 20, Calumet, PA 15621 USA (available in the UK from Institute House, New Kyo, Stanley, Co. Durham DH9 7TJ).

WRG, The Keep, Le Marchant Barracks, London Road, Devizes, Wiltshire SN10 2ER.

Osprey, Osprey Military Messenger, PO Box 5, Rushden, Northants NN10 6YX.

Grand Manner, Unit 6, Rowan Court, Crystal Drive, Smethick B66 1RB. Tel: 0121 5525268.

Perry Miniatures, PO Box 6512, Nottingham NG7 1UJ.

SOCIETIES

Warhammer Players Society, 101 Somerset Avenue, Yate, South Gloucestershire BS37 7SH England.

Society of Ancients, The Membership Secretary, Mabbar, Blackheath Lane, Womersley, Guildford, Surrey GU5 0ON.

INTERNET SITES

<http://www.warhammer-historical.com/> – Get all the latest news and rules from Warhammer Historical Wargames Ltd.

<http://www.fordham.edu/halsall/sbook2.html> – 'The Orb' – A great site for primary sources, amongst the books available online are: Einhard's *The Life of Charlemagne*, Assers *The Life of Alfred*, the *Anglo-Saxon Chronicles*, Bede's *Ecclesiastical History of England*, and Snorri Sturrlson's *Chronicle of the Kings of Norway*.

<http://members.aol.com/lochlan4/annals.htm> – An online version of the *Annals of Ulster* is available here. This early medieval work gives a good flavour of the chaotic state of Ireland at the time.

<http://www.regia.org/> – Regia Anglorum (Dark Age Re-enactment).

<http://www.spearman.co.uk/> – The Temesvikings.

www.newarkirregulars.org.uk – Newark Irregulars' club site, which features one of the most extensive lists of historical and wargaming links on the web.

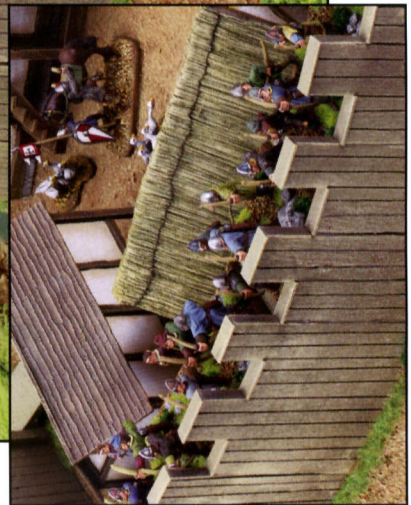
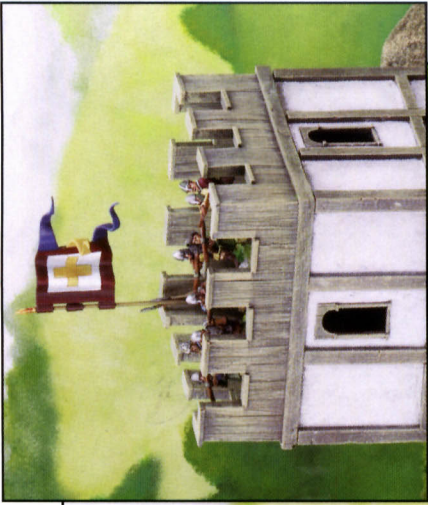
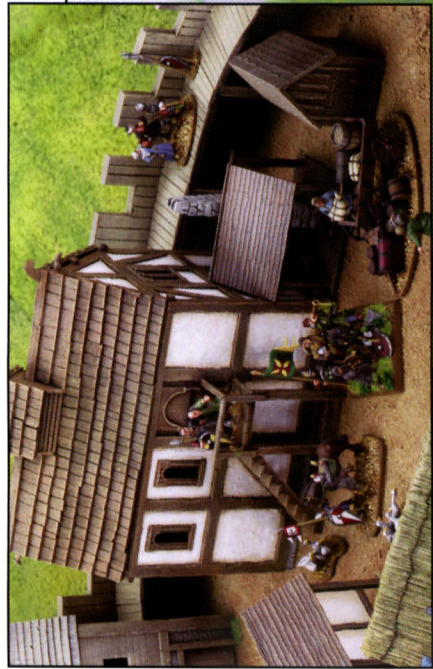
<http://www.czapska.com/> – Mike Siggins site. Although not directly connected with Dark Age wargaming, Mr Siggins is one of the most astute commentators on wargaming.

<http://www.players-society.com/> – The Warhammer Players Society's home site, includes a forum dedicated to Warhammer Ancient Battles.

<http://www.londongamers.co.uk/> – The London Gamers website. Plenty of Viking Age pictures and details of a really nice club.

<http://www.users.globalnet.co.uk/~vikink>





Motte and Bailey by Dave Andrews



SHIELDWALL

Shieldwall – Warfare in the Viking Age, 790 to 1085 AD, is a source book for Warhammer Ancient Battles. It contains a historical background and chronology outlining the important events as well as 28 detailed regional army lists for the Viking Age including:

Armies of the Norsemen – Including the Viking armies of the Danish, Norwegians and Hiberno Norse

Armies of the English – Including the Saxon armies of Wessex, Mercia, and Anglia

Armies of the Caledonians – Including the Scots & the Picts

Armies of the Welsh – Including Gwynedd & Powys

Armies of the Irish – Including Munster, Leinster & Ulster

Armies of the Western Franks – Including the armies of the Carolingian French and Duchy of Normandy

Hire mercenaries from the Dogs of War list to compliment your army – Including the Gall Gaedhil – the Sons of Death and mercenary Serjeants from Italy or Northern Spain

Shieldwall also contains a set of new scenarios and a narrative campaign system to refight the warfare typical of the Viking Age, as well as detailed notes on wargaming tactics, and collecting and painting the armies of the Viking Age.

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