

LATER SAXON (ANGLO-DANISH) 1016 CE – 1071 CE

(version April 26, 2012)

CORE

This army list covers Anglo-Danish armies from the Viking conquest to the final ending of resistance by the Normans. The main historical enemies of the Anglo-Danes were, naturally, other Anglo-Danish armies, Vikings, Saxons, Normans, Dark Age Scots and Welsh.

An Anglo-Danish army must include a King or Eorl and at least one unit of hirdmen and one of ceorls.

Strategy Rating: 2

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least 1 unit of thegns and 1 unit of ceorls
May include up to 8 other core troop selections
- Support:** May include up to 4 support
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish:** May include up to 4 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 20% of the points available may be spent on troops from the Allies section

COMMAND

An Anglo-Danish army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
KING	8 + 2	9 + 2	+3	ARMY GENERAL, HEROIC LEADER	50
EORL	7 + 1	8 + 1	+2		FREE

Upgrades: The King or Eorl may choose not to take the Heroic Leader trait.

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profiles.

Up to 3 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
EOLDERMAN	7 + 1	8 + 1	+2	HEROIC LEADER	55

Upgrades: None

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profile.

Players may select up to 10 units from the Core section and must select at least one unit of thegns and one unit of ceorls as compulsory troops.

Anglo-Danish armies make good use of the mixed formation rule. In units of thegns, up to a quarter of the unit may be upgraded to huscarls. In units of ceorls, up to a quarter of the unit may be upgraded to huscarls or up to half of the unit may be upgraded to thegns.

At least 5 models must be upgraded in this manner to take advantage of the mixed formation rules (see pg 110 of the CoE rule book). Huscarls in units of thegns or ceorls lose the bodyguard unit rule.

Thegns

Models per unit: 15-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	6	7	15

- Weapons:** Hand Weapon, Long Spear
Armour: Light Armour, Shield
Special Rules: Mixed Formation, Shieldwall
Upgrades: May add javelins at a cost of 1pt per model.
 Up to a third of the unit may be upgraded to huscarls at a cost of 9 pts per model.
 Huscarls are always placed the front ranks.

Ceorls

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	6	4+	1	6	6	9

- Weapons:** Hand Weapon, Long Spear
Armour: Shield
Special Rules: Mixed Formation, Shieldwall
Upgrades: May add javelins at a cost of 1 pt per model.
 Up to a half of the unit may be upgraded to thegns at a cost of 6 pts per model.
 Thegns are always placed in the front ranks.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Support units may be chosen.

Up to 2 units of Medium Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	3	4+	4+	1	6	7	24

- Weapons:** Hand Weapon, Throwing Spear, Javelins
Armour: Light Armour, Shield
Special Rules: Impetuous Cavalry
Upgrades: None

ALLIES

Up to 2 units of Huscarls Models per unit: 10-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	7	8	24

Weapons: Hand Weapon, Long Spear, Two-handed Weapon
 Armour: Light Armour, Shield
 Special Rules: Bodyguard, Mixed Formation*, Shieldwall, Steady
 Upgrades: May add javelins at a cost of 1 pt per model.

*Before any dice for combat are rolled, the Huscarl player must decide how his unit will fight. 50% of the front rank may choose to use two-handed weapons. Simply allocate the appropriate number of attack dice.

Allocating any Huscarls to units of thegns uses up one huscarl and one support choice.

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen.

Javelinmen Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	5	7

Weapons: Javelins, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: Javelin armed skirmishers may add a hand weapon and buckler, improving ARM to 6, at a cost of 1pt per model

Slingers Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	7	7

Weapons: Sling, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: None

Up to 1 unit of Archers Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	6	6	9

Weapons: Composite Bow, Improvised Weapons
 Armour: None
 Special Rules: None
 Upgrades: None

May not be the only skirmish unit in the army.

Please see the Age of Ravens sourcebook for a more complete version of this army list
 - <http://www.clashofempires.co.uk/products>

Up to 20% of the points available may be spent on troops from the Allies section. Armies may only select one of the following:

Welsh

Scots

May instead select from the following Viking units.

Up to 1 unit of Hirdmen Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	7	8	18

Weapons: Hand Weapon
 Armour: Light Armour, Shield
 Special Rules: Allies, Mixed Formation, Shieldwall, Vengeful
 Upgrades: May add javelins at a cost of 1 pt per model.
 May add throwing or long spears at a cost of 1 pt per model. All Hirdmen in the army may take one option; you may not have one unit take throwing spears and another take long spears.

The unit may upgrade to include two handed axes or heavy hand weapons at a cost of 1 pt per model. This entitles half of the front rank attack dice to be with the weapon upgrade.*

* For example, if a unit had 9 attacks, 2 would be with the upgraded weapon. The player must decide to use this option or not before any dice for combat are rolled.

Up to 1 unit of Viking Raiders Models per unit: 10-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	4	6	4+	1	6	8	16

Weapons: Hand Weapon
 Armour: Shield
 Special Rules: Allies, Mixed Formation, Warband
 Upgrades: May add light armour upgrading ARM to 5+ at a cost of 2 pts per model.
 May add throwing or javelins at a cost of 1 pt per model.
 The unit may upgrade to include two handed axes at a cost of 1 pt per model. This entitles half of the front rank attack dice to be with the weapon upgrade (see above)

LATER SAXON (ANGLO-DANISH) ALLIES

Allied armies may take the following Later Saxon troops as allies. They do not have to take compulsory troops and they do not have to select core troops in order to gain access to support troops. They are otherwise bound by any restrictions in the parent list. Later Saxon allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander
 Any number of units of ceorls
 Up to one unit of slingers

Up to 2 units of thegns
 Up to one unit of javelinmen