

EARLY ANGLO-SAXON 428 – C.795 CE

(version January 2, 2012)

CORE

This army list covers Saxon armies from the first kingdoms in Britain to the later kingdoms of the end of the 8th and 9th centuries. The main historical enemies of the Saxons were, naturally, other Saxon armies, Early Franks, Romano-British, Carolingians, Picts and Welsh.

An Anglo-Saxon army must include a King or Prince and at least one unit of Hearthguard and one of Duguth.

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 hearthguard and 1 unit of duguth
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 3 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-Saxon army must include a general and may include up to 2 sub-commanders.

General

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

Upgrades: The King or Prince may choose not to take the Heroic Leader trait.
May choose to be mounted at a cost of +10 pts.

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

Up to 2 Sub-commanders

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

Upgrades: May choose to be mounted at a cost of +10 pts.

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 Hearthguard and one of Duguth as compulsory troops.

Hearthguard

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	4	6	4+	1	6	7	15

Weapons: Hand Weapon, Throwing Spear
Armour: Shield
Special Rules: Warband
Upgrades: May add javelins at a cost of 1pt per model.
May add light armour upgrading ARM to 5+, but reducing MR to 10, at a cost of 2 pts per model.
May use the Shieldwall unit rule and must operate in closed order and reduce MR to 10, at a cost of 1 pt per model. Throwing spears may be exchanged for long spears.
One unit may be given the bodyguard rule at a cost of 1 pt per model.

The number of hearthguard units in the army must not be greater than the number of duguth units in the army.

Duguth

Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	5	7	11

Weapons: Hand Weapon, Throwing Spear
Armour: Shield
Special Rules: Warband
Upgrades: May add javelins at a cost of 1 pt per model.
May use the Shieldwall unit rule and must operate in closed order and reduce MR to 10, at a cost of 1 pt per model. Throwing spears may be exchanged for long spears.

If any Duguth choose to operate in shieldwall, all units of Duguth in the army must also do so.

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.

Duguth

Models per unit: 20-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	5	6	10

Weapons: Hand Weapon, Throwing Spear
Armour: Shield
Special Rules: Warband
Upgrades: May add javelins at a cost of 1 pt per model.
May use the Shieldwall unit rule and must operate in closed order and reduce MR to 10, at a cost of 1 pt per model. Throwing spears may be exchanged for long spears.

If any Geoguth choose to operate in shieldwall, all units of in the army must also do so. May only do so if Duguth also choose this option.

Ceorls Models per unit: 20-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	6	4+	1	5	5	

Weapons: Hand Weapon, Throwing Spear
 Armour: Shield
 Special Rules: Irregular
 Upgrades: May add javelins at a cost of 1 pt per model.
 May use the Shieldwall unit rule at a cost of 1 pt per model, but only if all Duguth in the army do so.

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	4	4+	4+	1	6	8	33

Weapons: Hand Weapon, Throwing Spear, Javelins
 Armour: Light Armour, Shield
 Special Rules: None
 Upgrades: One unit may be given the bodyguard rule at a cost of 1 pt per model.

Up to 1 unit of Light Cavalry Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	3	5+	4+	1	6	7	24

Weapons: Hand Weapon, Throwing Spear, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: None

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 3 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: 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	5	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	5	5	7

Weapons: Self Bow, Improvised Weapons
 Armour: None
 Special Rules: None
 Upgrades: May add a hand weapon and buckler, improving ARM to 6, at a cost of 1pt per model.

ALLIES

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

Early Welsh
 Welsh
 Dark Age Scots
 Picts
 Early Franks
 Romano-British

ANGLO-SAXON ALLIES

Allied armies may take the following Saxon troops as allies. Anglo-Saxon allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander
 Up to 1 unit of hearthguard (may not be bodyguards)
 Up to one unit of medium cavalry (may not be bodyguards)
 Up to one unit of javelinmen

Up to 2 units of duguth
 Up to 1 unit of geoguth
 Up to one unit of slingers