

# NORMAN AND WESTERN FRANKS 911 CE – 1091 CE

(version November 29, 2012)

## CORE

This army list encompasses Norman armies from the establishment of the Viking dukedom until their expansion into Sicily and Southern Italy. The main historical enemies of the Normans were the Bretons, Italian Lombards, Andalusians, Spaniards, Vikings, Eastern Franks, Nikephorian and Konstantinian Byzantines, Anglo-Saxons, Dark Age Scots and Welsh.

A Norman army must include a duke or count and at least two units of Norman (mounted) milites.

Strategy Rating: 4

Climate: Fertile

## ARMY SELECTION

- Command:** Must include a general  
May include up to 2 sub-commanders
- Core:** Must include 2 units of Norman milites  
May include up to 8 other core
- Support:** May include up to 6 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:** None

## COMMAND

A Norman army must include a general and may include up to 2 sub-commanders.

### General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
DUKE	9 + 2	9 + 2	+3	ARMY GENERAL, MOUNTED	60
COUNT	8 + 1	8 + 1	+2	ON A HORSE	FREE

Upgrades: May remove the Heroic Leader trait if desired.

### Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
SUB-COMMANDER	8 + 1	8 + 1	+2	HEROIC LEADER	55

Upgrades: May be mounted on a horse at a cost of 10 pts

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

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

Players may select up to 10 units from the Core Troops section. At least two units of Norman (mounted) milites must be taken.

### Norman Milites

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	4+	4+	1	7	8	41

**Weapons:** Hand Weapon, Long Spear  
**Armour:** Light Armour, Shield  
**Special Rules:** Fearsome, Shock Cavalry, Warhorses  
**Upgrades:** May add javelins at a cost of 1pt per model.  
 May have heavy armour instead of light upgrading ARM to 3+, but reducing MR to 18, at a cost of 3 pts per model.

### Dismounted Milites

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	10	4+	1	4	5+	4+	1	7	8	17

**Weapons:** Hand Weapon, Long Spear  
**Armour:** Light Armour, Shield  
**Special Rules:** Mixed Formation  
**Upgrades:** May add javelins at a cost of 1pt per model.  
 May add heavy armour upgrading ARM to 4+ but reducing MR to 8, at a cost of 2 pts per model.  
 The unit may upgrade to include two handed axes at a cost of 2 pts 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, 4 would be with the upgraded weapon. The player must decide to use this option or not before any dice for combat are rolled.

## SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

### Spearmen

Models per unit: 15-32

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

**Weapons:** Hand Weapon, Long Spear  
**Armour:** Shield  
**Special Rules:** Shieldwall (Closed order only)  
**Upgrades:** May add javelins at a cost of 1pt per model.  
 May be upgraded to DL and ML 7, equipped with Light Armour (ARM 5+), and with the Mercenary rule, at a cost of 4 pts per model.

## SKIRMISH

### Archers

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	N/A	4+	1	6	6	10

Weapons: Composite Bow, Hand Weapon  
 Armour: None  
 Special Rules: None  
 Upgrades: None

A maximum of 1 unit may be taken if there are no spearmen or dismounted milites in the army.

### Up to 2 units of Mercenary Crossbowmen

Models per unit: 10-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	N/A	4+	1	7	7	13

Weapons: Heavy Crossbow, Hand Weapon  
 Armour: None  
 Special Rules: Mercenaries  
 Upgrades: May add a shield or light armour, improving ARM to 6, at a cost of 1 pt per model.

The number of Archer units in the army must exceed the number of Crossbowmen units.

### Up to 2 units of Light Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	4+	1	3	5+	4+	1	7	7	23

Weapons: Hand Weapon, Javelins  
 Armour: Shield  
 Special Rules: None  
 Upgrades: May add throwing spears at a cost of 2pts per model.

### Up to 1 unit of Breton Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	4	4+	4+	1	8	7	39

Weapons: Hand Weapon, Javelins  
 Armour: Light Armour, Shield  
 Special Rules: Feigned Flight  
 Upgrades: May add throwing spears at a cost of 2pts per model.

### 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 spears 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

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, Hand Weapon  
 Armour: None  
 Special Rules: None  
 Upgrades: May add a buckler, improving ARM to 6, at a cost of 1pt per model

### Up to 1 unit of 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 Skirmishing Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	10	4+	1	2	N/A	4+	1	6	6	9

Weapons: Composite Bow, Hand Weapon  
 Armour: None  
 Special Rules: None  
 Upgrades: None

## NORMAN ALLIES

Allied armies may take the following Norman 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. Norman allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander

Up to 1 unit of dismounted milites

Up to 1 unit of archers

Up to 1 unit of light cavalry

Up to 2 units of milites

Up to 2 units of spearmen

Up to 1 unit of mercenary crossbowmen

Up to 1 unit of javelinmen

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