

# VIKING 850 CE – 1075 CE

(version April 26, 2012)

## CORE

This army list encompasses Viking armies from the conquest of parts of England (the 'Danelaw') until the Norman conquest. The main historical enemies of the Vikings were other Norsemen, Eastern Franks, Anglo-Saxons, Normans, Andalusians, Carolingians, Romano-British, Scots-Irish, Picts, Slavs, Rus, Bretons, Dark Age Scots, Irish and Welsh.

A Viking army must include a King or Jarl and at least one unit of hirdmen and one of bondi.

Strategy Rating: 4

Climate: Fertile

### ARMY SELECTION

- Command:** Must include a general  
May include up to 3 sub-commanders
- Core:** Must include 1 unit of hirdmen and 1 of bondi  
May include up to 8 other core
- 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

A Viking 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
JARL	8 + 1	8 + 1	+2		FREE

Upgrades: The King or Jarl 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
HERSIR	8 + 1	8 + 1	+2	HEROIC LEADER	55

Upgrades: None

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

Viking armies make good use of the mixed formation rule, specifically with weapon choice. Where a proportion of the unit is armed with different weapons, simply roll the appropriate proportion of dice in combat (round down).

Hirdmen

Models per unit: 12-32

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:** 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 at a cost of 2 pts per model (all models pay for the upgrade). This entitles half of the front rank attack dice to be with the weapon upgrade.\*

Up to 2 models per unit may be upgraded to berserkers at a cost of 9 pts each. They simply each contribute one extra attack die each. They are otherwise treated as normal hirdmen.

\* 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.

Bondi

Models per unit: 20-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	6	4+	1	6	7	9

- Weapons:** Hand Weapon  
**Armour:** Shield  
**Special Rules:** Shieldwall  
**Upgrades:** May add throwing or long spears at a cost of 1 pt per model. All Bondi in the army may take one option; you may not have one unit take throwing spears and another take long spears.

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

## EPIGRU SUPPORT CRONIU M

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 1 unit of Archers

Models per unit: 12-20

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

Up to 1 unit of Scout 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	20

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

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)

Up to 2 units of Veteran English Rebels

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	6	7	13

Weapons: Hand Weapon, Throwing or Long Spear  
 Armour: Light Armour, Shield  
 Special Rules: Allies, Shieldwall  
 Upgrades: May add javelins at a cost of 1 pt per model.

All units in the army may take one weapon option; you may not have one unit take throwing spears and another take long spears. If these troops are taken, no allies may be used.

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

## 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 od Sling, 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 1 pt per model

Up to 1 unit of Skirmishing 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

## ALLIES

As long as no English Rebels are taken, up to 20% of the points available may be spent on troops from the Allies section. Armies may only select one of the following:

Dark Age Irish

Dark Age Scots

## VIKING ALLIES

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

Up to 1 sub-commander  
 Any number of units of bondi  
 Up to one unit of javelinmen

Up to 2 units of hirdmen  
 Up to 1 unit of Viking raiders  
 Up to one unit of skirmishing archers

Many thanks to Andy and Darren at Gripping Beast for their advice on putting together this list.