

KINGS OF WAR



VIKING AGE
HISTORICAL ANCIENT
COMBAT



Kings of War Historical Ancient Combat Viking Age!

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This set of rules was made possible thanks to Mantic Games and their excellent Kings of War rule set. To use this supplement, you must have a copy of the Kings of War rule set, which is available from the Mantic Games website.

<http://www.manticgames.com/Hobby/Gaming.html>



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Introduction

Mantic Games' free Kings of War miniature game rules are one of the best, streamlined yet tactically deep fantasy miniature games out there. So why not make a historical version? This supplement aims to do that. You will need a copy of the free Kings of War rules to use this supplement.

The Viking age is a time that inspires many gamers. Ferocious and imposing men from the sea carried by dragon ships raiding the coastal and river towns of Europe offer endless inspiration. This supplement attempts to bring that period to the Kings of War rule set; it is designed to let you field armies of Viking adventurers, as well as their enemies in the east, west, and south!

The Armies

This supplement intends to cover the period between the first recorded Viking raids to the end of the age. This supplement also attempts to represent the enemy armies of the Vikings, including Eastern and Western Europe, and Arabia and North Africa.

The recorded forays of the Vikings into Europe are numerous, and take them west along the coast of England, Scotland, Ireland, France, Spain and Andalusia. It is even said that they made their way into the Mediterranean Sea and the Italian peninsula.

To the east, Viking adventurers raided their way along the costs of the Baltic Sea and into Eastern Europe through rivers such as the Volkhov and Neva. They made their way to the Black and Caspian Seas, and finally to Byzantium.

As such, this supplement will contain army lists to use for all of the Viking's conceivable enemies in eastern and

Western Europe, North Africa, and even into Arabia and the Middle East.

Inspired by the simplified yet tactically deep army lists released by Mantic Games so far, the lists will present a generic collection of units for all armies represented. It may seem as though the lists are not specific enough, but they will allow you to get past the fiddly list-building details and get into game play.

Unit Sizes

The Kings of War unit sizes are represented by the number of figures that make them up in Mantic publications. Since that represents a unit footprint based on Mantic Games' available products those definitions will not work for this historical supplement.

Therefor unit sizes will be standardized here using the measurement of the width and the depth of the units.

Units come in four sizes: half-troops, troops, regiments, and hordes. Along with unit sizes are the unit types, which include infantry, cavalry, heroes, and war engines. A unit's size or footprint is represented as:

| Unit Type | Figures | Width | Depth |
|-------------------|------------|-----------|-----------|
| Hero | 1 | 20-25mm | 20-25mm |
| War Engine | 1 | 40-60mm | 40-60mm |
| Hero in Chariot | 1 | 60mm | 100mm |
| Infantry Troop | 6 - 10 | 100mm | 30-40mm |
| Infantry Regiment | 16 - 20 | 100mm | 60-80mm |
| Infantry Horde | 32 - 40 | 200mm | 60-80mm |
| Cavalry Troop | 4 - 5 | 120mm | 40-50mm |
| Cavalry Regiment | 8 - 10 | 120mm | 80-100mm |
| Chariot | 1 model | 40-60mm | 100mm |
| Chariot Troop | 2-3 models | 120-180mm | 80-100mm |
| Chariot Regiment | 4-6 models | 120-180mm | 160-200mm |
| War Elephant | 1 model | 50-60mm | 80-100mm |

Special Rules

Most special rules used in this supplement are the same as those used in the Kings of War rule set, and are defined there. However there are some special rules that are specific to the historical lists and will be defined here.

Terrifying Raiders

The Vikings ravaged the coasts of Europe, leaving death and destruction in their wake; nothing was sacred! The peoples of Europe learned to watch the seas for signs of coming long ships.

A unit fighting in melee against one or more units with the *Terrifying Raiders* special rule suffers a -1 penalty to their Nerve value when making a nerve test.

Shieldwall

Vikings and many of their enemies lined up in battle with overlapped shields making a shieldwall. The shieldwall was a way of fighting, and could be used on the attack or defense.

A unit with the *Shieldwall* special rule counts as being behind and *obstacle* when charged in the front arc; a charging unit receives a -1 to their Melee roll.

Impetuous!

Some soldiers during the period were notoriously difficult to control. Untrained levies with a zeal for battle who were perhaps overly confident would often charge into battle without regard for good tactics!

The unit must charge if it can, and it will always charge the closest unit. The unit will always move D6 inches straight ahead when carrying out its *Regroup!* move when an opponent is routed after a melee.

Overwhelming Charge

Many tales have been told of fierce warriors who, despite their lack of discipline, can break even the most well drilled soldiers with their zeal for battle and sheer numbers.

When a unit with *Overwhelming Charge* inflicts damage in melee on another unit, the damaged unit may automatically route: if the damaged unit has more damage markers than the charging unit, and the charging unit is the same size or larger, the damaged unit will automatically route. However, if the damaged unit has fewer damage markers, is larger than the charging unit, or has an inspiring hero within 6", it automatically wavers AND takes a nerve test as normal, thus it may still route.

Hidden

Against the Vikings some warriors would lie in wait and attack when it was their greatest advantage. In Ireland, the Vikings are said to have stayed inside their city walls rather than face the hidden ambushes of the Irish.

The unit is not placed on the field during initial deployment. Instead, at any point during one of your Move phases, you can place it anywhere on the battlefield, more than one inch away from any enemy or blocking terrain. It can move no further during that phase.

Expert Riders

Warriors of the Steppe had existed for millennia before the Viking age, and centuries after. They were expert riders and could make terrible war from the backs of their mounts.

Units with the *Expert Riders* trait do not suffer the -1 penalty when shooting after movement.

Fanatical Inspiration

Many men were driven with religious fervor, and the religious leaders that drove them into battle often inspired them to fight on despite their wounds!

A Warrior Cleric hero with the *Fanatical Inspiration* trait can use the Heal(2) spell during the shooting phase; this represents the Cleric's ability to inspire warriors even when they've taken grievous casualties.

Berserker Entourage

The famed berserkers brought fear to their enemies and allies on the battlefield; intoxicated on fungi, they went into battle fearless and deadly, and caused much damage before they were cut down.

A unit with the *Berserker Entourage* trait is treated as though it is equipped with Dwarven Throwing Mastiffs. However, the unit should be marked with one or more berserker model instead of that of a throwing mastiff.

Pikemen

The fear of charging a shieldwall bristling with spears was nothing compared to charging a line of long pikes. Although pikemen were rare in the Viking age, they represented an important component of some armies.

A Regiment-sized unit with the *Pikemen* trait gains 10 attacks in melee. A Horde unit with the *Pikemen* trait gains 20 extra attacks in melee.

Skirmish and Feigned Flight

Skirmishers and skirmishing light cavalry were well known for their ability to withdraw in the face of a charge. Not only that, but they could regroup and continue to harass their targets with bow and javelin missiles.

Any unit with the *Skirmish* or *Feigned Flight* special ability can also Move & Shoot during the **Regroup!** Phase of melee combat. Specifically, they must both move and shoot, they cannot simply shoot..

Loose Formation

Some warriors during the period were well trained in the art of warfare in difficult terrain; the Irish were a great example, often ambushing armies from the trees with deadly effect.

A unit with the *Loose Formation* trait can move through difficult terrain as though it were open. All restrictions around charging and combat still apply however.

Army Composition

Unlike many supplements for other miniature games, this supplement contains a single list of unit types. Soldiers during this period (and arguably the entire time between 5000BCE and 1450CE) fought in very similar ways and so this scheme works well. Also, it allows you to get past the complex list building that other games use, and get right into the gaming!

There are only two army composition rules in Kings of War that apply to this supplement: for every regiment-sized unit or larger in your army you can have one hero. Although the same rules apply to army composition in this book, you might want to field specific armies for the period. The following sections provide details on how to field Vikings and their enemy armies as they were (more or less anyway).

It's worth noting here that the lists defined below describe the saga-style interpretation of history where heroes are powerful and can have a major effect on battles. If you would like to stick with a more conservative view of the role of commanders, then you should restrict your hero choices to a single Noble Warrior as the army general, and all other commanders using the stats of the Army Standard Bearer. This way the primary role of the heroes will be a command support role.

Viking Army Composition

This section will provide guidelines for Viking armies of the age. Early Viking armies were made up almost entirely of adventurers; warriors willing to leave their homes for the entire campaigning season (early spring to late autumn). As such, they were all professional warriors.

As the Viking raids began, raiders typically came up against spear-armed, shield wielding peasants. This gave the Vikings an edge over their opponents.

Later on in the period as Vikings settled outside of Scandinavia, they began to employ more and more freemen, or Bondi, into their armies. As such, early armies should be almost entirely Viking warriors, and later armies should include more units of levy freemen.

50-100% of the units in your army, not including heroes, must be Viking Warriors, Viking Spearmen, Housekarls, or Housekarl Spearmen. Choose Viking units for the earlier, raiding Viking armies, and Housekarls for later Viking armies based around the Viking settlements such as Northumbria, Dublin, the later Danish and Norwegian Kingdoms. These units may all purchase the *Berserker Entourage* trait (+40pts).

0-50% of the units in your army, not including heroes, can be made up of Levy Freemen. These units may also purchase the *Shieldwall* trait (+5pts Troop units, +10pts Regiments, +20pts Hordes). These units may choose the *Phalanx option* (+15pts for Regiment units, +25pts for Hordes).

0-20% of the units in your army, not including heroes, can be made up of Dane-Axe Warriors.

0-20% of the units in your army, not including heroes, can be made up of Berserkers.

0-20% of the units in your army, not including heroes, can be made up of Skirmishers, Levy Peasants, or Peasant Bowmen units. Levy Peasants may also choose the *Phalanx option* (+15pts for Regiment units, +25pts for Hordes).

You may have as many heroes as you have regiment-sized or larger units.

Anglo-Saxon Army Composition

This section will provide guidelines for Anglo-Saxon armies, which fought in the early part of the Viking age; generally this list should be used before Vikings conquered and began settling throughout England.

The Anglo-Saxon armies were much like many armies of the period and were made up primarily of a people's levy. In England this levy was known as the Fyrd. Along with the peasants were the full-time warriors known as the Thegns, who would have had access to better weapons and armour.

0-40% of the units in your army, not including heroes, can be made up of Levy Freemen playing the role of Thegns. Their common method of fighting involved the spear, and so they may choose the *Phalanx option (+15pts for Regiment units, +25pts for Hordes)*.

These units must also purchase the *Shieldwall* trait (+5pts Troop units, +10pts Regiments, +20pts Hordes)

0-60% of the units in your army, not including heroes, can be made up of Levy Peasants representing the Fyrd. Their common method of fighting involved the spear, and so they may choose the *Phalanx option (+15pts for Regiment units, +25pts for Hordes)*.

These units may also purchase the *Shieldwall* trait (+5pts Troop units, +10pts Regiments, +20pts Hordes)

0-20% of the units in your army, not including heroes, can be made up of Skirmishers representing the poorest of peasants.

You may have as many heroes, including Warrior Clerics as you have regiment-sized or larger units.

Anglo-Danish Composition

This section will provide guidelines for Anglo-Danish armies, which fought in the middle to late part of the Viking age; generally this list should be used after Vikings conquered and began settling throughout England.

The Anglo-Danish armies were much like the armies of the Anglo-Saxons, however Scandinavian warriors displaced the Thegn warrior class. The Fyrd remained an important part of every army.

0-33% of the units in your army, not including heroes, can be made up of Housekarls, Hoursekarl Spearmen, or Dane-Axe Warriors, playing the role of the new Scandinavian ruling class.

0-70% of the units in your army, not including heroes, can be made up of Levy Freemen and Levy Peasants. Their common method of fighting involved the spear, and so they may choose the *Phalanx option (+15pts for Regiment units, +25pts for Hordes)*. These units may also purchase the *Shieldwall* trait (+5pts Troop units, +10pts Regiments, +20pts Hordes)

0-20% of the units in your army, not including heroes, can be made up of Skirmishers representing the poorest of peasants.

You may have as many heroes, including Warrior Clerics as you have regiment-sized or larger units.

Caledonian Army Composition

This section will provide guidelines for the Caledonian armies that fought in what is now Scotland.

The armies of Caledonia fought in loose formations compared to their English neighbors to the south. Infantry fought savagely in warbands, and did not use the shieldwall.

Also Caledonians retained their pre-Roman horse traditions at least in part; noble warriors may have fought from horseback.

0-20% of the units in your army, not including heroes, can be made up of Medium Cavalry, playing the role of the wealthier warrior classes in Caledonia.

0-50% of the units in your army, not including heroes, can be made up of Levy Freeman. Levy Freeman in Caledonian armies have the *Impetuous!*, *Overwhelming charge*, and *Loose Formation* traits.

20-50% of the units in your army, not including heroes, should be made up of Levy Peasants. Levy Peasants in Caledonian armies have the *Impetuous!*, *Overwhelming charge*, and *Loose Formation* trait.

0-20% of the units in your army, not including heroes, can be made up of Skirmishers or Light Cavalry.

You may have as many heroes as you have regiment-sized or larger units.

Irish Army Composition

This section will provide guidelines for Irish armies that fought during the early Viking age; generally this list should be used before Vikings founded cities and began settling along the coasts of Ireland.

The armies of the Irish during this period fought in loose, fast-moving formations. They did not fight behind the shieldwall, and had given up much of their horse traditions.

0-20% of the units in your army, not including heroes, can be made up of Medium Cavalry or Levy Freeman, playing the role of the wealthier Fianna warrior class in Ireland. Medium Cavalry and Levy Freeman in Irish armies have the *Hidden* trait.

40-60% of the units in your army, not including heroes, should be made up of Levy Peasants. Levy Peasants in Irish armies have the *Impetuous!*, *Overwhelming charge*, and *Loose Formation* traits.

0-20% of the units in your army, not including heroes, can be made up of Skirmishers representing the poorest of peasants.

You may have as many heroes, including Warrior Clerics as you have regiment-sized or larger units.

Norse-Irish Army Composition

This section provides guidelines for Irish armies that fought the Vikings in the later part of the age; generally this list should be used after the Vikings founded cities and began settling along the coasts of Ireland.

The armies of the Irish during this period adopted the Viking form of fighting at least in part. However large parts of their armies still fought in loose, fast-moving formations as they had before the Vikings arrived.

0-25% of the units in your army, not including heroes, can be made up of Viking Warriors, Viking Spearmen, Housekarls, Housekarl Spearmen, or Dane-Axe Warriors, playing the role of the Scandinavian-influenced warrior class.

0-20% of the units in your army, not including heroes, can be made up of Medium Cavalry or Levy Freeman,

playing the role of the wealthier Fianna warrior class in Ireland. Medium Cavalry and Levy Freemen in Irish armies have the *Hidden* trait.

40-60% of the units in your army, not including heroes, should be made up of Levy Peasants. Levy Peasants in Norse-Irish armies have the *Impetuous!*, *Overwhelming charge*, and *Loose Formation* traits.

0-20% of the units in your army, not including heroes, can be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Welsh Army Composition

This section will provide guidelines for Welsh armies that fought the Vikings throughout the age.

The armies of Wales fought in loose formations compared to their English neighbors to the east. Infantry fought in large warbands, and did not use the shieldwall.

The Welsh did not retain their pre-Roman horse traditions and tended to fight primarily on foot.

0-50% of the units in your army, not including heroes, can be made up of Levy Freemen. Levy Freemen in Welsh armies have the *Impetuous!*, *Overwhelming charge*, and *Loose Formation* traits.

20-50% of the units in your army, not including heroes, should be made up of Levy Peasants. Levy Peasants in Welsh armies have the *Impetuous!*, *Overwhelming charge*, and *Loose Formation* traits.

20-40% of the units in your army, not including heroes, can be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Frankish Army Composition

This section will provide guidelines for Frankish armies during the Viking age. This list can be used to compose Carolingian, West Frank, Norman, East Frank, and early Holy Roman Empire armies.

The armies of the Franks were made up of a relatively large number of milites that fought from horseback as knights and on foot. Milites were wealthy, well-armed and trained warriors.

Levies also made up an important part of Frankish armies in the form of spearmen and skirmishers. Aside from these, the Franks also made use of subject peoples in their armies, such as the Bretons.

0-80% of the units in your army, not including heroes, can be made up of Knights, Housekarls, or Housekarl Spearmen; both of which play the role of wealthy milites either on foot or mounted.

0-33% of the units in your army, not including heroes, should be made up of Levy Freemen or Bowmen. The common method of fighting for Levy Freemen involved the spear, and so they may choose the *Phalanx option (+15pts for Regiment units, +25pts for Hordes)*.

0-20% of the units in your army, not including heroes, can be made up of Skirmishers, Light Cavalry, or Medium Cavalry.

You may have as many heroes, including Warrior Clerics as you have regiment-sized or larger units.

Breton Army Composition

This section will provide guidelines for Breton armies of the Viking age. The

Bretons were equipped very similarly to their Frankish and Norman neighbors, but their style of fighting was quite different.

The Bretons made great use of medium and light cavalry tactics, unlike their Frankish and Spanish neighbors who relied heavily on knights. As such, they employed large numbers of horsemen in their armies.

Breton armies also employed foot troops, however they would be made up of primarily peasants without the means to own mounts.

50-70% of the units in your army, not including heroes, should be made up of Medium Cavalry.

0-30% of the units in your army, not including heroes, should be made up of Light Cavalry.

0-30% of the units in your army, not including heroes, should be made up of Levy Peasants or Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Spanish Army Composition

This section will provide guidelines for Spanish kingdoms of the Viking age. As such, this list can be used to create armies for the kingdoms of Aragon, Leon, and Castile.

Like their neighbors to the north, the Spanish kingdoms employed a large number of knights. However, they were also influenced by their Andalusian neighbors to the south, and so employed skirmishing foot and horsemen to a great degree.

20-50% of the units in your army, not including heroes, should be made up of Knights.

0-33% of the units in your army, not including heroes, should be made up of Levy Freeman. Their common method of fighting involved the spear, and so they may choose the *Phalanx option* (+15pts for Regiment units, +25pts for Hordes).

20-50% of the units in your army, not including heroes, should be made up of Skirmishers or Light Cavalry.

You may have as many heroes, including Warrior Clerics as you have regiment-sized or larger units.

Andalusia, North Africa, and Sicily Army Composition

This section will provide guidelines for the realms gained by the Islamic Arabs during the Arab Expansion of the previous age. They include Andalusian city-states that existed throughout what is now modern Spain, as well as the armies of Muslim North Africa, and the Islamic realms in Sicily.

These armies are descendants of the Arab expansion armies that swept across North Africa and into Europe in the 8th century. As such, they retained much of the Arab style of combat, including substantial use of fast cavalry.

These armies also employed large numbers of peasants and slaves as skirmishers as well as citizen levies that were taken from the populations of cities and employed as spearmen.

20-50% of the units in your army, not including heroes, can be made up of Medium Cavalry.

0-33% of the units in your army, not including heroes, should be made up of Levy Freeman. Their common method of fighting involved the spear, and so they may choose the *Phalanx option*

(+15pts for Regiment units, +25pts for Hordes).

20-50% of the units in your army, not including heroes, can be made up of Skirmishers or Light Cavalry. Light cavalry units may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units must purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

You may have as many heroes, including Warrior Clerics as you have regiment-sized or larger units.

Italian Lombard Composition

This section will provide guidelines for the Italian Lombards of Northern Italy during the Viking age.

The Lombards brought their knight-heavy form of warfare with them during the Gothic expansion that ended Rome, and retained it throughout the Viking age. Along with knights, they also employed foot soldiers that primarily fought with spears and bows.

20-50% of the units in your army, not including heroes, can be made up of Knights units.

0-40% of the units in your army, not including heroes, should be made up of Levy Freeman units. Their common method of fighting involved the spear, and so they may choose the *Phalanx option* (+15pts for Regiment units, +25pts for Hordes).

20-50% of the units in your army, not including heroes, can be made up of Skirmishers, Levy Peasants, or Peasant Bowmen units.

You may have as many heroes as you have regiment-sized or larger units.

Rus Army Composition

This section will provide guidelines for Rus armies that fought during the Viking age.

The Rus warriors were a mix of traditional warfare of the region and the new form of warfare brought by the Vikings. The army was primarily made up of shield-wielding, spear-armed warriors. However it could be lead by warriors that fought in the Viking style and often included Viking mercenaries.

Also, thanks to the region's proximity to the Steppe, the Rus employed a small number of cavalry units, which were typically from Steppe nomadic tribes.

20-33% of the units in your army, not including heroes, can be made up of Viking Warriors, Viking Spearmen, Housekarls, or Housekarl Spearmen. These units may all purchase the *Berserker Entourage* trait (+40pts).

0-70% of the units in your army, not including heroes, can be made up of Levy Freeman and Levy Peasants. Their common method of fighting involved the spear, and so they may choose the *Phalanx option* (+15pts for Regiment units, +25pts for Hordes). These units may also purchase the *Shieldwall* trait (+5pts Troop units, +10pts Regiments, +20pts Hordes).

0-20% of the units in your army, not including heroes, can be made up of Skirmishers, Light Cavalry or Medium Cavalry. Light cavalry units may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units must purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

You may have as many heroes as you have regiment-sized or larger units.

Early Russian Army Composition

This section will provide guidelines for Early Russian armies that fought during the later part of the Viking age.

The Russians grew out of the Rus but were heavily influenced by the cavalry-heavy style of combat commonly practiced by the Byzantines and the Steppe nomads. As such, they adopted the heavy use of medium cavalry, made up of wealthy warriors. Along with this, early Russian armies made greater use of light cavalry recruited from Steppe nomad tribes.

Along with their mounted warriors, the early Russians made use of levies from the populations of cities, as well as more poorly equipped rural and forest-dwelling peasants that made up lighter infantry units.

50-75% of the units in your army, not including heroes, can be made up of Medium Cavalry, represented by the warrior elites.

0-20% of the units in your army, not including heroes, can be made up of Levy Freeman. Their common method of fighting involved the spear, and so they may choose the *Phalanx option* (+15pts for Regiment units, +25pts for Hordes).

0-20% of the units in your army, not including heroes, can be made up of Levy Peasants and Skirmishers. Levy Peasant units have the *Loose Formation* trait.

0-20% of the units in your army, not including heroes, can be made up of Light Cavalry. Light Cavalry units may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the

Expert Riders trait (+5 pts for Troop units, and +10 for Regiments).

You may have as many heroes as you have regiment-sized or larger units.

Early Slav & Bulgar Composition

This section will provide guidelines for Early Slav armies that fought the Vikings in Eastern Europe.

The armies of the Early Slavs fought in loose formations with a focus on speed and maneuverability. Infantry fought savagely in warbands, and did not use the shieldwall.

Also, Early Slavs employed horse warfare at least in part; noble warriors may have fought from horseback.

0-20% of the units in your army, not including heroes, can be made up of Medium Cavalry, playing the role of the wealthier warrior classes. Medium Cavalry in Slav and Bulgar armies have the *Hidden* trait.

0-50% of the units in your army, not including heroes, can be made up of Levy Freeman. Levy Freeman in Slav and Bulgar armies have the *Hidden*, *Loose Formation*, and *Impetuous!* traits.

20-50% of the units in your army, not including heroes, should be made up of Peasant Bowmen or Levy Peasants. Levy Peasants in Early Slav armies have the *Impetuous!* and *Overwhelming charge* traits.

0-20% of the units in your army, not including heroes, can be made up of Skirmishers or Light Cavalry.

You may have as many heroes as you have regiment-sized or larger units.

Pecheneg Army Composition

This section will provide guidelines for Pecheneg armies that straddled the Volga river south of the Rus lands.

Light, fast cavalry dominated the armies of the nomadic Pecheneg tribes.

Wealthier warriors would have had better armour and likely fought with two-handed long spears, while the majority of horsemen would have been bow-armed light cavalry.

Pecheneg tribes also made use of troops on foot; typically foot troops would be poor, unable to afford mounts, and would be armed with bows.

20% of the units in your army, not including heroes, can be made up of Medium Cavalry, playing the role of the wealthier warrior classes.

50-80% of the units in your army, not including heroes, can be made up of Light Cavalry. Pecheneg light cavalry should swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Pecheneg light cavalry units must purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-20% of the units in your army, not including heroes, should be made up of Peasant bowmen.

You may have as many heroes as you have regiment-sized or larger units.

Magyar Army Composition

This section will provide guidelines for Magyar armies that migrated across the Steppe and into Eastern Europe, including the early Hungarian Empire, during the Viking age.

Like many nomadic tribes, the Magyars relied heavily on fast and light cavalry. Wealthy warriors and nobility had

access to better weapons and armour than the majority of the mounted warriors in the army.

Along with their cavalry troops, the Magyars employed dedicated foot troops who carried shields and fought with spears, as well as skirmishers.

20-33% of the units in your army, not including heroes, can be made up of Medium Cavalry, playing the role of the wealthier nobility.

50-80% of the units in your army, not including heroes, can be made up of Light Cavalry. Magyar light cavalry should swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Magyar light cavalry units must purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-33% of the units in your army, not including heroes, should be made up of Levy Freeman. Magyar Levy Freeman can take the *Phalanx* option (+15pts for Regiment units, +25pts for Hordes).

You may have as many heroes as you have regiment-sized or larger units.

Thematic Byzantium Composition

This section will provide guidelines for the armies of Byzantium during the beginning and early parts of the Viking age. The Byzantine Empire was created out of the remains of the Roman empire after Rome was sacked by the Goths.

The Byzantine armies of the early Viking age made great use of medium and light cavalry; heavy cavalry had not yet been widely adopted.

Byzantine armies also made use of infantry, especially those equipped to deal with cavalry charges.

50-70% of the units in your army, not including heroes, can be made up of Medium Cavalry.

20-33% of the units in your army, not including heroes, can be made up of Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments) and may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-33% of the units in your army, not including heroes, can be made up of Bowmen or Levy Freemen. Levy Freemen may take the *Pikemen* special rule (+30pts for Regiment units, +55pts for Hordes).

0-20% of the units in your army, not including heroes, can be made up of Skirmishers.

You may have as many heroes, including Warrior Clerics as you have regiment-sized or larger units.

Nikophorian Byzantium Composition

This section will provide guidelines for the armies of Byzantium during middle and later parts of the Viking age. Byzantium by this time had changed their style of warfare considerably from earlier armies.

Although the Byzantine armies of the middle and late Viking age still made great use of medium cavalry, they had also adopted heavy cavalry represented by lance and mace-wielding warriors on barded horses.

Byzantine armies also adopted the use of pavisé-defended units of mixed spearmen and archers, which were particularly effective against cavalry. They also adopted the use of the Varangian Guard, which were units of Viking-style warriors that used the Dane axe or spear in battle.

20-50% of the units in your army, not including heroes, can be made up of Medium Cavalry.

0-20% of the units in your army, not including heroes, can be made up of Knights, representing Byzantine heavy cavalry.

0-20% of the units in your army, not including heroes, can be made up of Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments) and may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-20% of the units in your army, not including heroes, can be made up of Viking Warriors, Housekarls, or Dane-Axe Warriors, playing the role of the Varangian guard.

0-20% of the units in your army, not including heroes, can be made up of Pavisiers, and should be modeled with spearmen in the front ranks and archers behind.

0-20% of the units in your army, not including heroes, can be made up of Skirmishers.

You may have as many heroes, including Warrior Clerics as you have regiment-sized or larger units.

Arabian Army Composition

This section will provide guidelines Arabian Caliphates in the Middle East and Egypt during the Viking age.

The Caliphates retained their light and maneuverable cavalry style of warfare into the Viking age, but were also influenced by their neighbors to the north. As such, they made greater use of medium cavalry as a compromise between knights and light horse.

The inspired warbands of the Islamic expansion had transformed into more regular units of soldiers, and often took the form of mixed archers and spearmen.

33-50% of the units in your army, not including heroes, can be made up of Medium Cavalry.

20-50% of the units in your army, not including heroes, can be made up of Pavisiers, and should be modeled with spearmen in the front ranks and archers behind.

0-20% of the units in your army, not including heroes, can be made up of Levy Freeman or Levy Peasants. Levy units may take the *Phalanx* option (+15pts for Regiment units, +25pts for Hordes).

0-20% of the units in your army, not including heroes, can be made up of Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments) and may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-20% of the units in your army, not including heroes, can be made up of Skirmishers.

You may have as many heroes, including Warrior Clerics as you have regiment-sized or larger units.

ARMY LIST PROFILES OF THE VIKING AGE Infantry

Viking Warriors Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 5 | 3+ | - | 5+ | 10 | 11/13 | 95 |
| Regiment | 5 | 3+ | - | 5+ | 10 | 14/16 | 180 |
| Horde | 5 | 3+ | - | 5+ | 20 | 21/23 | 335 |

Special: *Terrifying Raiders, Shieldwall.*

Options: Can have banner (+15 pts), musician (+10 pts).

Viking Spearmen Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 5 | 3+ | - | 5+ | 10 | 11/13 | 95 |
| Regiment | 5 | 3+ | - | 5+ | 10 | 14/16 | 195 |
| Horde | 5 | 3+ | - | 5+ | 20 | 21/23 | 360 |

Special: *Terrifying Raiders, Shieldwall, Phalanx*

Options: Can have banner (+15 pts), musician (+10 pts).

Housekarls Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 5 | 3+ | - | 5+ | 10 | 11/13 | 90 |
| Regiment | 5 | 3+ | - | 5+ | 10 | 14/16 | 170 |
| Horde | 5 | 3+ | - | 5+ | 20 | 21/23 | 320 |

Special: *Shieldwall*

Options: Can have banner (+15 pts), musician (+10 pts).

Housekarl Spearmen Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 5 | 3+ | - | 5+ | 10 | 11/13 | 90 |
| Regiment | 5 | 3+ | - | 5+ | 10 | 14/16 | 185 |
| Horde | 5 | 3+ | - | 5+ | 20 | 21/23 | 345 |

Special: *Shieldwall, Phalanx*

Options: Can have banner (+15 pts), musician (+10 pts).

Levy Freemen Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 5 | 4+ | 5+ | 4+ | 10 | 11/13 | 60 |
| Regiment | 5 | 4+ | - | 4+ | 10 | 14/16 | 110 |
| Horde | 5 | 4+ | - | 4+ | 20 | 21/23 | 210 |

Options: Can have banner (+15 pts), musician (+10 pts).

Levy Peasants Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 5 | 4+ | 5+ | 3+ | 10 | 9/11 | 45 |
| Regiment | 5 | 4+ | 5+ | 3+ | 10 | 12/14 | 80 |
| Horde | 5 | 4+ | 5+ | 3+ | 20 | 19/21 | 150 |

Special: *Impetuous!*

Options: Can have banner (+15 pts), musician (+10 pts).

Dane-Axe Warriors Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|------------|----|----|----|----|----|-------|-----|
| Half-Troop | 5 | 3+ | - | 4+ | 5 | 10/12 | 55 |
| Troop | 5 | 3+ | - | 4+ | 10 | 11/13 | 100 |

Special: *Crushing Strength(1)*

Options: Can have banner (+15 pts), musician (+10 pts).

Berzerkers Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|------------|----|----|----|----|----|-------|-----|
| Half-Troop | 6 | 4+ | - | 3+ | 10 | 12/14 | 50 |
| Troop | 6 | 4+ | - | 3+ | 20 | 14/16 | 90 |

Options: Can have banner (+15 pts), musician (+10 pts).

Pavisiers Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Regiment | 5 | 5+ | 4+ | 5+ | 10 | 14/16 | 160 |
| Horde | 5 | 5+ | 4+ | 5+ | 10 | 19/21 | 305 |

Special: Bows

Options: Can have banner (+15 pts), musician (+10 pts).

Bowmen Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 5 | 4+ | 5+ | 3+ | 10 | 11/13 | 70 |
| Regiment | 5 | 4+ | 5+ | 3+ | 10 | 14/16 | 125 |
| Horde | 5 | 4+ | 5+ | 3+ | 20 | 21/23 | 240 |

Special: Bows

Options: Can have banner (+15 pts), musician (+10 pts).

Peasant Bowmen Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 5 | 4+ | 6+ | 2+ | 10 | 9/11 | 50 |
| Regiment | 5 | 4+ | 6+ | 2+ | 10 | 12/14 | 90 |
| Horde | 5 | 4+ | 6+ | 2+ | 20 | 19/21 | 170 |

Special: Bows

Options: Can have banner (+15 pts), musician (+10 pts).

Professional Skirmishers Infantry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 6 | 4+ | 5+ | 3+ | 10 | 11/13 | 80 |
| Regiment | 6 | 4+ | 5+ | 3+ | 20 | 19/21 | 150 |

Special: *Nimble*, Skirmish, Loose Formation, Javelins.

Options: Can replace Javelins with Bows (+20 pts), musician (+5 pts).

ARMY LIST PROFILES OF THE VIKING AGE Cavalry and Heroes

Light Cavalry Cavalry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 10 | 5+ | 4+ | 4+ | 8 | 11/13 | 90 |
| Regiment | 10 | 5+ | 4+ | 4+ | 16 | 14/16 | 170 |

Special: Javelins. *Nimble. Feigned Flight.*

Options: Can replace Javelins with Bows for +20pts. Can have banner (+15 pts), musician (+10 pts).

Medium Cavalry Cavalry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 9 | 4+ | - | 4+ | 8 | 11/13 | 70 |
| Regiment | 9 | 4+ | - | 4+ | 16 | 14/16 | 125 |

Special: Crushing Strength (1)

Options: Can have banner (+15 pts), musician (+10 pts).

Knights Cavalry

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| Troop | 8 | 3+ | - | 5+ | 8 | 11/13 | 95 |
| Regiment | 8 | 3+ | - | 5+ | 16 | 14/16 | 175 |

Special: Crushing Strength (2), *Headstrong*

Options: Can have banner (+15 pts), musician (+10 pts).

King Hero/Monster

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| 1 model | 5 | 3+ | - | 5+ | 4 | 14/16 | 120 |

Special: Crushing Strength(1), *Inspiring, Individual.*

Options: You may mount the general on a horse increasing speed to 9 (+20 pts).

Noble Warrior Hero/Monster

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| 1 model | 5 | 3+ | - | 5+ | 3 | 12/14 | 80 |

Special: Crushing Strength(1), *Inspiring, Individual.*

Options: You may mount the general on a horse increasing speed to 9 (+15 pts).

Warrior Cleric Hero/Monster

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| 1 model | 5 | 5+ | - | 4+ | 2 | 11/13 | 65 |

Special: Crushing Strength(1), *Individual, Inspiring,*

Fanatical Inspiration.

Options: You may mount the Warrior Cleric on a horse increasing speed to 9 (+10 pts).

Army Standard Bearer Hero/Monster

| Unit Size | Sp | Me | Ra | De | At | Ne | Pts |
|-----------|----|----|----|----|----|-------|-----|
| 1 model | 5 | 4+ | - | 4+ | 1 | 10/12 | 30 |

Special: *Inspiring, Individual.*

Options: You may mount the general on a horse increasing speed to 9 (+5 pts).