

## 68. LATER SAXON KINGDOMS

### 800 AD to 1100 AD

*The later Saxon armies fought mainly on foot in a shieldwall, having relatively few missile troops and usually relegating the horse to a mode of transport to the battlefield. The kingdoms were well organised and wealthy, and could produce a levy of decently armed and competent troops, the Fyrd, which would form up with their social betters, the Thegns, to the fore.*

*From 800 AD England was beset by both raiding and invading forces of Vikings, which were largely successful; despite a spirited fight back by Wessex under Alfred the Great, the Northern half of the country fell under Scandinavian rule. In the ninth century all this ground was retaken, only for the entire country to be conquered by Swein Forkbeard and his son Cnut between 992 and 1016. Scandinavian rule lasted until 1042 and resulted in changes to the composition of the army, with a reduction in the enthusiasm of the Fyrd and the introduction of a core of fully professional warriors, the huscarls. The two-handed axe became popular with these troops, in contrast to the traditional Saxon reliance on the spear.*

### ARMY COMPOSITION

**Characters:** Up to 33%, reduced to 25% if the army includes huscarls.

**Infantry:** At least 50%

**Special Troops:** Up to 25%

All spear-armed troops in the army should be armed with the same type of spear.

### CHARACTERS

#### 0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King or Eorl	4	6	3	4	4	3	6	3	9	155

Has a hand weapon, light armour and shield. *Army General*.

May have heavy armour (+1), throwing or thrusting spear (+2), javelins (+1) or two-handed axe (+3). May ride a horse (+9), or count as *Riding Horses* (+1).

Thegns and Fyrd ignore *Warband rule 1* while within 12" of the army general.

### SENIOR OFFICERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ealdorman	4	4	3	3	4	2	5	2	8	83

An Ealdorman has a hand weapon, light armour and shield.

May have heavy armour (+1), throwing or thrusting spear (+2), javelins (+1) or two-handed axe (+3). May ride a horse (+9), or count as *Riding Horses* (+1). One Ealdorman with no additional weapons may be upgraded to *Army Standard Bearer* (+25).

### INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huscarls	4	4	3	3	3	1	4	1	9	20
Thegns	4	4	3	3	3	1	4	1	5	9
Fyrd	4	3	3	3	3	1	3	1	5	8

A huscarl has a hand weapon, light armour and shield. *Shieldwall*. *Stubborn*. May have heavy armour (+1), thrusting spear (+2), two-handed axe (+3) and javelins (+1). May be *Veteran* (+1). If any huscarls are used, Thegns and Fyrd cost +2 points and are no longer *Warband*.

A Thegn has a hand weapon and shield. *Shieldwall*. *Warband*. May have throwing or thrusting spear (+2), light armour (+2) and javelins (+1). May be *Veteran* (+1).

In armies that do not contain huscarls, thegns may fight mounted (+12), becoming Ld7 and losing *Warband* and *Shieldwall*.

Fyrd have a hand weapon, throwing or thrusting spear and shield. *Shieldwall*. *Warband*. May throw rocks (+1).

#### Saxon Combined Units

Huscarl units can be split up to create *Combined Units* with Thegn or Fyrd. Thegn units can be split up to create *Combined Units* with Fyrd. They may form up to 66% of such units.

Saxon infantry often advanced aggressively and their shieldwalls were by no means passive. A Saxon unit that has formed *Shieldwall* may advance up to its normal move distance and retain the benefit of the *Shieldwall*. It may also do so when it charges, so long as it does not move further than its normal move distance while doing so.

#### SPECIAL TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Vikings	4	4	3	3	3	1	4	1	8	14
Skirmishers	4	2	3	3	3	1	3	1	5	6

Vikings have a hand weapon and shield. *Close* or *Open Order*. *Shieldwall*. *Different weapons*.

May have light armour (+2), throwing spear (+2), javelins (+1) or two-handed axe (+3).

Skirmishers have a hand weapon and javelins. *Skirmishers*.

May exchange javelins for sling (free) or composite bow (+1) but there must be fewer skirmishers armed with composite bow than those armed with javelins and sling combined.