

62. VIKINGS

750 AD to 1100 AD

Vikings- Scandinavian adventurers in search of loot or land- began to appear around the British Isles towards the end of the 8th Century. They terrorised coastal settlements and, in time, created settlements of their own, in Ireland, the Isles, Britain, France and what would become Russia. Most of these were eventually subsumed into the native culture, over which they held significant influence. Ironically the last Viking attacks on Britain were repulsed by the new Norman overlords- themselves descended from Viking settlers.

ARMY COMPOSITION

Characters: Up to 33%

Infantry: At least 50%

Special Troops and Allies: Up to 33%

CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
King	4	6	4	4	4	3	6	3	10	257
Jarl	4	5	4	4	4	3	6	3	9	155

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

May have throwing spear (+2), composite bow (+4), javelins (+2) or two-handed axe (+3). May ride a horse (+9), or count as *Riding Horses* (+1).

MINOR CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble (Hersir)	4	5	4	3	4	2	5	2	8	87
Berserker	4	4	3	4	4	1	5	2	8	23

A Noble has a hand weapon, light armour and shield.

May have throwing spear (+2), composite bow (+4), javelins (+2) or two-handed axe (+3). May ride a horse (+9), or count as *Riding Horses* (+1). One Noble with no additional weapons may be upgraded to *Army Standard Bearer* (+25).

A Berserker has a hand weapon and shield. May have light armour (+2), throwing spear (+2), javelins (+1) or two-handed axe (+3). May ride a horse (+9), or count as *Riding Horses* (+1).

Enemy models in base-to-base contact with a Berserker must fight against him. Up to three Berserkers may be included in a unit of Hirdmen.

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hirdmen	4	4	3	3	3	1	4	1	8	20
Bondi	4	3	3	3	3	1	3	1	6	11

A hirdman has a hand weapon, light armour and shield. *Shieldwall*. *Fearsome*.

Different Weapons. May have throwing or thrusting spear (+2) or two-handed axe (+3). May be *Veteran* (+1). May count as *Riding Horses* (+1).

Bondi have a hand weapon, throwing or thrusting spear and shield. *Shieldwall*. May exchange spear and shield for composite bow (-1) in which case they become *Light Infantry*. May count as *Riding Horses* (+1).

Viking infantry advanced aggressively and their shieldwalls were by no means passive. A Viking 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
Skirmishers (Thralls)	4	2	3	3	3	1	3	1	5	6

Skirmishers have a hand weapon, javelins and buckler. *Skirmishers*. May exchange javelins for sling (free) or composite bow (+2).

ALLIES

The army may have allies from the Later Irish or Later Saxon Kingdoms lists.