

KINGS OF WAR

updated
for second
edition!



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 2nd edition 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>



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Introduction

Mantic Games' free Kings of War 2nd edition miniature game rules are one of the best, streamlined yet tactically deep fantasy miniature games out there. So why not bring it into the historical context? This supplement aims to do that. Of course, the Kingdoms of Men army list that is supported in the core rules could easily be used to craft any historical army available. However, this supplement aims to go a bit deeper, add a bit more historical flavor through specific special rules, and finally include army lists for specific armies during the historical period that it covers. You will need a copy of the free Kings of War rules to use this supplement.

The Viking age is a period that inspires many gamers. Ferocious and imposing men and women from the sea carried by serpent-like long ships raiding the coastal and river towns of Europe offer endless inspiration. This supplement attempts to bring that period to the Kings of War 2nd edition 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 roughly the period between the first recorded Viking raids to the end of the Viking age. This supplement also attempts to represent the enemy armies of the Vikings, including Eastern Europe, Western Europe, Arabia, and North Africa. As such, it is really a Europe and near-East supplement for the early Medieval period up until Feudalism changed the way wars were fought and armies were built.

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 raiding along the coasts of North Africa and the Italian peninsula.

To the east, Viking adventurers raided their way along the coasts 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, Byzantium, and perhaps even all the way to Bagdad.

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, 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.

Units and Unit Base Sizes

Unit sizes in Kings of War Historical Ancient Combat (KoWHAC) follow Mantic's Kings of War basing guidelines very closely. For details, see the Common Unit Base Sizes section of the Kings of War rulebook. Any basing exceptions will be noted in the Army Lists entries below.

It's worth noting that small variations in the base sizes and number of figures listed in the Common Unit Base Sizes table of the Kings of War 2nd edition rulebook won't have a huge impact on the game, so they can be viewed as guidelines.

Special Rules

Some special rules used in this supplement are the same as those used in the Kings of War core rules, and are defined there. However, there are some special rules that are specific to the historical lists, or simply deserve more period-appropriate names, and so will be defined here.

Terrifying Raiders

The Vikings ravaged the coasts and rivers of Europe, Africa, and the Middle-east, leaving death and destruction in their wake; nothing was sacred! The peoples who fell victim to Viking raids learned to dread the signs of coming longships on the seas.

When testing the Nerve of an enemy unit in melee with one or more units with the *Terrifying Raiders* trait, add +1 to the total Nerve test role.

Shieldwall

Vikings and many of their enemies lined up in battle with overlapped shields making a shieldwall. The shieldwall was a common way of fighting during the period, but was typically used in defense, and wasn't especially effective when attacking.

A unit that has been issued a Halt! move order for their last movement with the *Shieldwall* special rule counts as being behind and obstacle when charged in the front arc; charging units receive a -1 to hit in melee.

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 or chase

after enemies without regard for good tactics!

Units with the *Impetuous!* trait must charge if they can, and it will always charge the closest unit. Additionally, *Impetuous!* units will always move D6 inches straight ahead when carrying out a *Regroup!* move when an opponent is routed after a melee.

Barbarian

Barbarians fought with zeal and fervor, and their rampaging charge could overwhelm units on the battlefield.

When testing the Nerve of an enemy unit in melee with one or more units with the *Barbarian* trait, add +2 to the total Nerve test role if the *Barbarian* unit(s) are the same size or larger and have less damage than the target unit(s).

For example, when a Regiment-sized unit with *Barbarian* that has taken no damage charges a Troop-sized unit and does damage to it, the Troop-sized unit will add 1 to its Nerve roll.

If multiple units are involved in a melee, this rule applies only if the *Barbarian* unit(s) are larger than and there are at least as many *Barbarian* units as there are target units.

Hidden

Against the Vikings some warriors would shun head-to-head fights, and instead 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 further inland.

Units with the *Hidden* trait are 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 turn and cannot charge or shoot.

Fanatical Inspiration (n)

An army lead by a legendary leader or inspired by the fanatical devotion of a religious figure (or both!) could stand against the enemy despite grievous losses. It wasn't magic, but the ability to inspire or convince warriors that with death came immortal glory in bard's tales or an afterlife in utopia.

A hero with the *Fanatical Inspiration* trait can choose a friendly unit within 12 inches when not in melee combat. Roll **n** dice, for every 4+ result, remove one damage from the chosen unit that it has previously suffered.

Berserker Entourage

The famed berserkers brought fear to their enemies and allies alike. Known as 'they who iron could not bite' and likely 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 hairy, half-naked, and raving Viking berserker model instead of a throwing mastiff.

Agile Archers

Some warriors during this period were extremely capable at shooting from the back of a horse or running shooting; Some light cavalry could move swiftly on their mounts while swiveling to shoot in any direction, either on the advance, to the sides, and even during a retreat. Many less-mobile armies had difficulty against them, including the Vikings!

Units with the *Agile Archers* trait treat all arcs (front, rear, and both flanks) as their arc of sight for the purposes of shooting.

Loose Formation

Some warriors during the period were well versed 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 suffers no movement penalties for difficult terrain, simply treating it as open terrain. Units with *Loose Formation* are also not Hindered for charging through difficult terrain.

Skirmish

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* special ability can still perform a Shoot even when **Disordered**.

Spear Breaker

Spears were effective against charging heavy cavalry, but if the cavalry broke the spear wall on the charge, woe be to the spearmen!

A unit with the *Spear Breaker* trait counts as having the *Barbarian* trait when charging Spearmen units.

Picking a Force

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 waging battles!

The Kings of War 2nd edition *Picking a Force* rules apply in Historical Ancient Combat as well:

- Your army can have 2 Troop units per Regiment unit or 4 Troop units per Horde unit,
- For every Regiment unit in your army you can have either a hero or a war engine, but not both.
- For every Horde unit in your army you can include up to one of each of a hero or a war engine.

Furthermore, the rules for irregular units and living legends also apply. Those types of units will be explicitly marked in the unit list section.

In addition to the above, you will likely want to field specific armies for the period.

The following sections provide details on how to field Viking armies and their enemies as they were during the Viking age (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 (some say 'realistic') view of the role of commanders in historical armies, 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, which is much more historically feasible.

Allies in your Armies

During the Viking period, Vikings were known to have fought as mercenaries for many armies. The opportunity for looting or renown was enough to entice any Viking warrior to join battle and make a feast for crows!

We won't attempt to be too specific about which armies can field which allies here. Instead, you can have up to 20% of the units in your army be made up of allies from other army lists.

Standard Kings of War allies rules for *Picking a Force* apply here as well, so please see that section of the Kings of War 2nd edition rulebook for details.

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 and 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 Free Levies.

50-100% of the units in your army, not including heroes, must be Viking Warriors, Vikings with Spear, Housekarls, or Housekarls with Spear. Choose Viking units for the earlier, raiding Viking armies, and Housekarls for later Viking armies based around the Viking settlements such as Northumbria, Dublin, and 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 Free Levy or Free Levy with Spear. 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 Vikings with Dane Axe.

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, Peasant Levies, Peasant Levies with Spear, or Peasant Bowmen units.

You may include any heroes listed in the Army List profiles below according to the Kings of War **Picking a Force** rules discussed above.

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 Free Levy and Free Levy with Spear, playing the role of Thegns. Their common method of fighting involved the spear, so units of Free Levy with Spear should be common. 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 Peasant Levy and Peasant Levy with Spear representing the Fyrd. Their common method of fighting involved the spear, so units of Peasant Levy with Spear should be common. 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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, Housekarl Spearmen, or Housekarls with Dane-Axe, 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 Free Levy, Free Levy with Spear, Peasant Levy, and Peasant Levy with Spear.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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. Caledonian armies were not known for their discipline, and did not use the shield wall.

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 Free Levy. Free Levy in Caledonian armies have the *Impetuous!*, *Barbarian*, and *Loose Formation* traits.

20-50% of the units in your army, not including heroes, should be made up of Peasant Levy. Peasant Levy in Caledonian armies have the *Impetuous!*, *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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 and during the earlier times when 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 shield wall,

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

40-60% of the units in your army, not including heroes, should be made up of Peasant Levy. Peasant Levy in Irish armies have the *Impetuous!*, *Barbarian*, 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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. This represents the Viking culture integrating with that of the Irish,

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, Vikings with Spear, Vikings with Dane-Axe, Housekarls, Housekarls with Spear, or Housekarls with Dane-Axe, 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, Free Levy or Free Levy with Spear, playing the role of the wealthier Fianna warrior class in Ireland. Medium Cavalry, Free Levy, and Free Levy with Spear in Irish armies have the *Hidden* trait.

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

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 shield wall.

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 Free Levy and Free Levy with Spear. Free Levy and Free Levy with Spear in Welsh armies have the *Impetuous!*, *Barbarian*, and *Loose Formation* traits.

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

armies have the *Impetuous!* and *Loose Formation* traits.

20-40% of the units in your army, not including heroes, can be made up of Skirmishers. In Welsh armies, Skirmishers are considered regular troops, and so they are not restricted by the standard *Irregular* rules.

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Housekarls with Spear; 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 Free Levy, Free Levy with Spear, or Bowmen. The common method of fighting for Free Levy involved the spear, so Free Levy with Spear should be well represented in Frankish armies.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Peasant Levy or Skirmishers.

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 light horse 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 Free Levy and Free Levy with Spear. Their common method of fighting involved the spear, so spear-armed units should be well represented.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War **Picking a Force** rules discussed above.

Andalusia, North Africa, and Islamic Sicilian 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. During their expansion they were largely infantry warbands with minimal cavalry. However, during this period they had adopted light cavalry

tactics, and became experts in that style of warfare.

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. Earlier armies should have less Medium Cavalry, while later armies – having been influenced more by their European neighbors – should have more Medium Cavalry.

0-33% of the units in your army, not including heroes, should be made up of Free Levy and Free Levy with Spear. Their common method of fighting involved the spear – spears were cheap – and so spear-armed units should be well represented.

20-50% of the units in your army, not including heroes, can be made up of Skirmishers, Skirmishers with Bow, Light Cavalry, or Light Cavalry with Bow. Skirmishers, Skirmishers with Bow, Light cavalry, and Light Cavalry with Bow units may purchase the *Agile Archers* trait (+5 pts for Troop units, and +10 for Regiments).

You may include any heroes listed in the Army List profiles below according to the Kings of War **Picking a Force** rules discussed above.

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 the Roman Empire, 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 Free Levy and Free Levy with Spear units. Their common method of fighting involved the spear, so spear-armed units should be well represented.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War **Picking a Force** rules discussed above.

Rus Army Composition

This section will provide guidelines for Rus armies that fought during the Viking age. The Rus were the Viking-influenced people of Eastern Europe that would eventually become the Early Russians.

The Rus warriors fought with a mix of traditional warfare of the region and the new form of warfare brought by the Vikings. Rus armies were primarily made up of shield-wielding, spear-armed warriors. However they could be led 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 that were typically from Steppe nomadic tribes.

20-33% of the units in your army, not including heroes, can be made up of Viking Warriors, Vikings with Spears, Housekarls, or Housekarls with Spears.

0-70% of the units in your army, not including heroes, can be made up of Free Levy, Free Levy with Spears, Peasant Levy, and Peasant Levy with Spears. Their common method of fighting involved the spear, so spear-armed units should be well represented. 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, Light Cavalry with Bow, or Medium Cavalry. Light cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* trait (+5 pts for Troop units, and +10 for Regiments).

You may include any heroes listed in the Army List profiles below according to the Kings of War **Picking a Force** rules discussed above.

Early Russian Army Composition

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

The Early Russians grew out of the Rus culture. By this time, they were heavily influenced by the cavalry-heavy style of combat commonly practiced by the Byzantines and the Steppe nomads with whom they had been fighting battles with for decades. As such, they adopted the widespread use of medium cavalry, made up of wealthy warriors. Along with wealthy cavalry units, early Russian armies made greater use of light cavalry recruited from Steppe nomad tribes than their Rus predecessors as well, making for much more cavalry heavy armies.

Along with their mounted warriors the Early Russians made use of levy troops from the populations of cities that would normally take to the battlefield as

poorly-motivated spearmen. Poorly-equipped rural and forest-dwelling peasants also played a role in Russian armies as lighter infantry units and skirmishers.

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 Free Levy or Free Levy with Spear. Their common method of fighting involved the spear, so spear-armed units should be well represented.

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

0-20% of the units in your army, not including heroes, can be made up of Light Cavalry or Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* trait (+5 pts for Troop units, and +10 for Regiments).

You may include any heroes listed in the Army List profiles below according to the Kings of War **Picking a Force** rules discussed above.

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 war bands, and did not use the shield wall. Due to the Viking influence, some Slav tribes later became the early Rus.

Early Slavs employed horse-based 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 Free Levy or Free Levy with Spear. Free Levy and Free Levy with Spear 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 Peasant Levy. Peasant Levy 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 include any heroes listed in the Army List profiles below according to the Kings of War **Picking a Force** rules discussed above.

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 represented the poorest warriors who were 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 or Light Cavalry with Bow. Pecheneg Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

Magyar Army Composition

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

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 or Light Cavalry with Bow. Magyar Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* 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 Free Levy or Free Levy with Spear.

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

Thematic Byzantium Composition (for the early Viking age)

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 units that were equipped to deal with charging cavalry.

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 or Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow may purchase the *Agile Archers* 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, Free Levy, or Free Levy with Pikes.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

Nikophorian Byzantium Composition (for the middle and later Viking age)

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 its 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; commonly known as the 'Emperor's Wine Bags' the Varangian Guard are commonly considered to be made up of Viking warriors on a quest for renown!

20-50% of the units in your army, not including heroes, may be 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 and Light Cavalry with

Bow and may purchase the *Agile Archers* 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 with Spear, Viking Warriors with Dane Axe, Housekarls with Spear, or Housekarls with Dane-Axe, playing the role of the Varangian guard. Viking Warriors with Spear and Dane Axe cannot take the *Berserker Entourage* option in Byzantine armies.

0-20% of the units in your army, not including heroes, can be made up of Pavise Bowmen units, and should be modeled with a row of spear-armed warriors bearing large shields in the front rank and archers behind.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

Arabian Army Composition

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

The Caliphates by this time were making great use of their light and maneuverable cavalry style of warfare. However, the heavy cavalry tactics used by their neighbors to the north also influenced them. As such, they made greater use of medium cavalry as a compromise between knights and light horse.

The inspired war bands of the Islamic expansion had transformed into 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 Pavise Bowmen, and should be modeled with a row of spear-armed warriors bearing large shields in the front rank and archers behind.

0-20% of the units in your army, not including heroes, can be made up of Free Levy, Free Levy with Spear, Peasant Levy, or Peasant Levy with Spear.

0-20% of the units in your army, not including heroes, can be made up of Light Cavalry and Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow can purchase the *Agile Archers* 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

ARMY LIST PROFILES OF THE VIKING AGE Heroes

Legendary King Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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1 model 5 3+ - 5+ 5 13/15 130
Special: Crushing Strength (1), Headstrong, Fanatical Inspiration (2), Inspiring, Individual.

Options: Mount on a horse, increasing speed to 8 (+20 pts) and changing type to Hero (Cav)

King Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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1 model 5 3+ - 5+ 4 12/14 100
Special: Crushing Strength (1), Inspiring, Individual.

Options: Mount on a horse, increasing speed to 8 (+20 pts) and changing type to Hero (Cav)

Noble Warrior Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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1 model 5 3+ - 5+ 3 10/12 50
Special: Crushing Strength (1), Individual.

Options: Mount on a horse, increasing speed to 8 (+15 pts) and changing type to Hero (Cav)

Warrior Cleric Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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1 model 5 5+ - 4+ 1 10/12 75
Special: Fanatical Inspiration (3), Individual

Options: Mount on a horse, increasing speed to 8 (+15 pts) and changing type to Hero (Cav)

Army Standard Bearer Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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1 model 5 5+ - 4+ 1 9/11 50
Special: Inspiring, Individual.

Options: Mount on a horse, increasing speed to 8 (+15 pts) and changing type to Hero (Cav)

ARMY LIST PROFILES OF THE VIKING AGE Infantry

Viking Warriors (hand weapons) Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Troop (10) 5 3+ - 5+ 10 11/13 105

Regiment (20) 5 3+ - 5+ 12 14/16 145

Horde (40) 5 3+ - 5+ 25 21/23 250

Special: Terrifying Raiders, Shieldwall

Options: May take *Berserker Entourage* (+10 pts)

Vikings with Spear Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Troop (10) 5 3+ - 5+ 10 11/13 120

Regiment (20) 5 3+ - 5+ 15 14/16 165

Horde (40) 5 3+ - 5+ 30 21/23 285

Special: Terrifying Raiders, Shieldwall, Phallanx

Options: May take *Berserker Entourage* (+10 pts)

Vikings with Dane Axe Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Troop (10) 5 3+ - 4+ 10 11/13 115

Regiment (20) 5 3+ - 4+ 12 14/16 160

Horde (40) 5 3+ - 4+ 25 21/23 280

Special: Terrifying Raiders, Crushing Strength (1)

Options: May take *Berserker Entourage* (+10 pts)

Housekarls (hand weapons) Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Troop (10) 5 4+ - 4+ 10 10/12 90

Regiment (20) 5 4+ - 4+ 12 14/16 130

Horde (40) 5 4+ - 4+ 25 21/23 215

Special: Shieldwall

Housekarls with Spear Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Troop (10) 5 4+ - 4+ 10 10/12 105

Regiment (20) 5 4+ - 4+ 15 14/16 150

Horde (40) 5 4+ - 4+ 30 21/23 250

Special: Shieldwall, Phallanx

Housekarls with Dane Axe Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Troop (10) 5 4+ - 4+ 10 10/12 100

Regiment (20) 5 4+ - 4+ 12 14/16 145

Horde (40) 5 4+ - 4+ 25 21/23 245

Special: Shieldwall, Phallanx

Free Levy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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Troop (10) 5 4+ - 4+ 10 9/11 70

Regiment (20) 5 4+ - 4+ 12 13/15 100

Horde (40) 5 4+ - 4+ 25 20/22 165

Free Levy with Spear**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	9/11	85
Regiment (20)	5	4+	-	4+	15	13/15	120
Horde (40)	5	4+	-	4+	30	20/22	200

Special: None (Phalanx is reserved for soldiers that have experience using their shields to defend against cavalry)

Free Levy with Pikes**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	4+	15	13/15	150
Horde (40)	5	4+	-	4+	30	20/22	240

Special: Phalanx, Ensnare

Peasant Levy**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/10	50
Regiment (20)	5	5+	-	3+	12	12/14	70
Horde (40)	5	5+	-	3+	25	19/21	115
Legion (80)	5	5+	-	3+	30	25/27	170

Peasant Levy with Spear**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/10	65
Regiment (20)	5	5+	-	3+	15	12/14	95
Horde (40)	5	5+	-	3+	30	19/21	155
Legion (80)	5	5+	-	3+	35	25/27	255

Berserkers* (irregular)**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	5	3+	-	3+	10	-/12	100
Regiment (10)	5	3+	-	3+	15	-16	140
Horde (20)	5	3+	-	3+	30	-/23	230

Special: Impetuous!, Crushing Strength (1)

Pavise Bowmen**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	8	9/11	95
Regiment (20)	5	5+	5+	3+	10	13/15	120
Horde (40)	5	5+	5+	3+	20	20/22	185

Special: Big Shields, Bows

Bowmen**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	8	9/11	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	165

Special: Bows

Peasant Bowmen**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	6+	3+	8	8/10	60
Regiment (20)	5	5+	6+	3+	10	12/14	85
Horde (40)	5	5+	6+	3+	20	19/21	130

Special: Bows

Skirmishers* (irregular)**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	6+	6+	3+	8	8/10	45
Regiment (20)	6	6+	6+	3+	10	12/14	60
Horde (40)	6	6+	6+	3+	20	19/21	100

Special: Javelins, Nimble, Loose Formation

Skirmishers with Bow* (irregular)**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	6+	6+	3+	8	8/10	65
Regiment (20)	6	6+	6+	3+	10	12/14	80
Horde (40)	6	6+	6+	3+	20	19/21	120

Special: Bows, Nimble, Loose Formation

ARMY LIST PROFILES OF THE VIKING AGE Cavalry

Light Cavalry**Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	7	10/12	90
Regiment (10)	9	5+	5+	3+	14	13/15	120

Special: Javelins, Nimble

Light Cavalry with Bow**Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	7	10/12	100
Regiment (10)	9	5+	5+	3+	14	13/15	130

Special: Bows, Nimble

Medium Cavalry**Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	8	11/13	120
Regiment (10)	8	4+	-	4+	16	14/16	185

Special: Thunderous Charge (1)

Knights**Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	135
Regiment (10)	8	3+	-	5+	16	14/16	200

Special: Thunderous Charge (2), Spear Breaker