

Dark Age England

These are the armies of the Early Medieval Period in England. The armies are based upon those found in DBA 1.2 and Might of Arms. They have been modified based on research and gut instinct.

Tables Explained

Each list has an outline of a number of units. The following is an example unit:

Skirmishers

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|--|--------------|-------------|-------------|
| 2 | 2 | 5+ | <ul style="list-style-type: none"> ● Javelin (2") ● Non-Melee ● Skirmisher ● Small Shields | 2-4 (1-2) | SK 20mm | 16 |

At the top is the name of the unit.

Figs: is the combat strength of the unit. This number governs all forms of combat and morale, including rally.

MV: is the amount that the unit may move with 1 movement action.

Arm: is the armor save of this unit.

Mods: is a list of capabilities of the unit. The rules give a detailed description of what each mod is. It is a good idea to make a unit card for each unit in your army with detailed explanations on the effects of each capability of the unit. If the unit has a missile weapon, it is given as weapon (range in inches). Our example unit has Javelins with a 2" range.

List: This shows the amount of troops available for that army. The first set of numbers (ie 1-3) is the minimum and maximums available for a 300-point army. You must buy the minimum. Numbers in parentheses are the incremental increase for that unit for each 150 points. So in a basic army, you could purchase 1 to 3 Velites. In a 450 point army, you could purchase 2-5 Velites. 600 points brings the total up to 3-7 and so on.

Type: The base depth of the troops and type. In our example 20mm/SK is 20mm base depth and SK denote skirmisher.

Cost: is the cost of the unit in points. Some notes with a * are upgrades for that unit. This unit may add a Sling Armed (4") for +4 points to the normal cost of the unit.

Generals and Captains

Each player gets 1 commander per 150 points of army. The first commander is a General and the rest are Captains. In a 300 point game, for example, there is one General and one Captain.

Overspending

You may spend up to your point total. You may optionally go a maximum of 10% over your total but may only spend that on one last unit. For instance, in a 300-point game, you may spend a total of 330 points. Those last 30 points must be spent on a single unit. Let's say I have designed an army and spent 295 points. I decide to buy one more unit of Hastati. This will cost me 28 points bringing my total up to 323.

There is a drawback to overspending. If you spent more than your opponent and you over spend your points, he starts with that difference in victory points. In the example above, let's say my opponent manages to spend exactly 300 points. I have spent more than he has by 23 points so he starts the game with 23 victory points. Had I spent only 295 points, nobody would benefit for the 5-point difference since nobody overspent their budget. If both players overspend, then award victory points as normal.

Normans

Knights (A)

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|--|--------------|-------------|-------------|
| 3 | 2.5 | 5+ | <ul style="list-style-type: none"> ● Charge Bonus ● Fear ● Frenzy ● Mounted ● Veteran | 2-5 (1-3) | HC 30mm | 38 |

Retainers

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 3 | 2.5 | 5+ | <ul style="list-style-type: none"> ● Charge Bonus ● Fear ● Frenzy ● Mounted | 2-5 (1-3) | HC 30mm | 32 |

Dismounted Knights (A)

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|--|-------------|-------------|-------------|
| 4 | 1.5 | 4+ | <ul style="list-style-type: none"> ● Spear ● Support ● Veteran (+5 pts) | (A) | HI 15mm | 33 |

Levy Spear

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|--|--------------|-------------|-------------|
| 4 | 1.5 | 5+ | <ul style="list-style-type: none"> ● Spear ● Support | 0-5 (0-3) | HI 15mm | 24 |

Archers (B)

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 3 | 2 | 6+ | <ul style="list-style-type: none"> ● Bow (4") ● Rapid Fire ● Non-Melee | 0-3 (0-2) | LI 20mm | 23 |

Crossbow (B)

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|--|-------------|-------------|-------------|
| 3 | 2 | 6+ | <ul style="list-style-type: none"> ● Armor Piercing ● Crossbow (4") ● Non-Melee | (B) | LI 20mm | 27 |

Skirmishers

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|---|-------------|-------------|-------------|
| 2 | 2 | 6+ | <ul style="list-style-type: none"> ● Bow (4") ● Non-Melee ● Skirmisher | | SK 20mm | 18 |

(A) Min and max is shown in the Knight's list. You may buy all dismounted knights, all mounted knights or a combination of the two.

(B) Min and max is shown on the Archer list. You may buy all archers, all crossbows or a combination of the two.

Anglo-Saxons

Hearth Troops

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 4 | 1.5 | 4+ | <ul style="list-style-type: none"> ● Spear ● Support ● Veteran | 1-2 (0-1) | HI 15mm | 38 |

Thegns

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|--|--------------|-------------|-------------|
| 4 | 1.5 | 4+ | <ul style="list-style-type: none"> ● Spear ● Support | 1-3 (0-2) | HI 15mm | 33 |

Fyrd

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|--|--------------|-------------|-------------|
| 4 | 1.5 | 5+ | <ul style="list-style-type: none"> ● Spear ● Support | 3-6 (1-3) | HI 15mm | 24 |

Non-Christianized Saxons

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 4 | 1.5 | 5+ | <ul style="list-style-type: none"> ● Charge Bonus ● Warband | 1-3 (0-2) | HI 15mm | 24 |

Fyrd Bow

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 2 | 2 | 6+ | <ul style="list-style-type: none"> ● Bow (4") ● Non-Melee ● Skirmisher | 0-2 (0-1) | SK 20mm | 18 |

Fyrd Skirmishers

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 2 | 2 | 6+ | <ul style="list-style-type: none"> ● Javelin (2") ● Non-Melee ● Skirmisher | 0-2 (0-1) | SK 20mm | 14 |

Anglo-Danes

Huscarls (A)

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 4 | 1.5 | 4+ | <ul style="list-style-type: none"> ● Spear ● Support ● Veteran | 1-3 (0-2) | HI 15mm | 38 |

Huscarls w/Axe (A)

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|--|-------------|-------------|-------------|
| 4 | 1.5 | 4+ | <ul style="list-style-type: none"> ● Armor Piercing ● Support ● Veteran | (A) | HI 15mm | 32 |

Thegns or Select Fyrd

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|--|--------------|-------------|-------------|
| 4 | 1.5 | 4+ | <ul style="list-style-type: none"> ● Spear ● Support | 1-3 (1-2) | HI 15mm | 33 |

Great Fyrd

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|--|--------------|-------------|-------------|
| 4 | 1.5 | 5+ | <ul style="list-style-type: none"> ● Spear ● Support | 3-6 (1-3) | HI 15mm | 24 |

Fyrd Bow

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 2 | 2 | 6+ | <ul style="list-style-type: none"> ● Bow (4") ● Non-Melee ● Skirmisher | 0-2 (0-1) | SK 20mm | 18 |

Fyrd Skirmishers

| Figs | MV | Arm | Mods | List | Type | Cost |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 2 | 2 | 6+ | <ul style="list-style-type: none"> ● Javelin (2") ● Non-Melee ● Skirmisher | 0-2 (0-1) | SK 20mm | 14 |

(A) Min and max is shown in the Huscarl's list. You may buy all Huscarls, all Huscarls with axes or a combination of the two.

Vikings

Hirdmen

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|--|--------------|-------------|--|
| 3 | 2 | 4+ *5+ | <ul style="list-style-type: none"> • Warband • Fear • Frenzy • *Armor Piercing | 1-3 (1-2) | 20mm/ LI | 34 *May have Armor Piercing and -1 armor. Upgrade any to Veteran +6 |

Bondi

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|---|---------------|-------------|--|
| 3 | 2 | 5+ *4+ | <ul style="list-style-type: none"> • Warband • Frenzy • Throwing Weapons | 4-10 (2-4) | 20mm/ LI | 25 *Upgrade Armor +8 Upgrade any to Veteran +5 |

Bondi Archers

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|--|--------------|-------------|----------------------------|
| 3 | 2 | 6+ *5+ | <ul style="list-style-type: none"> • Bow (4") • Rapid Fire | 1-2 (0-1) | 20mm/ LI | 26 *Upgrade Armor +6 |

Berserkers

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|--|--------------|-------------|-------------|
| 3 | 2 | 6+ | <ul style="list-style-type: none"> • Warband • Fear • Frenzy • Fanatic • Armor Piercing | 0-2 (0-1) | 20mm/ LI | 25 |

Welsh

Noble Cavalry

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|---|-------------|-------------|-------------|
| 3 | 2.5 | 5+ | <ul style="list-style-type: none"> • Mounted • Frenzy • Charge Bonus | 1 | 30mm/ HC | 28 |

Light Cavalry

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 2 | 3 | 6+ | <ul style="list-style-type: none"> • Mounted • Javelin (2") • Skirmisher | 1-2 (0-1) | 30mm/ LC | 20 |

Celtic Warbands (A)

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|---|-------------|-------------|-------------|
| 3 | 2 | 5+ | <ul style="list-style-type: none"> • Warband • Frenzy • Throwing Weapons | 2-8 | 20mm/ LI | 24 |

Long Spears (A)

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|--|-------------|-------------|-------------|
| 3 | 2 | 5+ | <ul style="list-style-type: none"> • Support • Spear | 2-8 | 20mm/ LI | 19 |

Longbowmen

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 3 | 2 | 6+ | <ul style="list-style-type: none"> • Longbow (6") • Rapid Fire • Armor Piercing • Non-Melee | 2-4 (1-2) | 20mm/ LI | 34 |

Skirmishers

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|---|--------------|-------------|----------------------------------|
| 2 | 1.5 | 6+ | <ul style="list-style-type: none"> • Skirmisher • Javelin (2") • Non-Melee • *Longbow (6") • *Armor Piercing | 1-3 (0-2) | 20mm/ LI | 12 *Upgrade to Longbow +12 |

(A) These two unit types were found in different time periods. You may either deploy Warbands or Long Spears but not both.

Pre-Feudal Scots

Noble Cavalry

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|---|-------------|-------------|-------------|
| 3 | 2.5 | 5+ | <ul style="list-style-type: none"> • Mounted • Frenzy • Charge Bonus | 0-1 | 30mm/ HC | 28 |

Light Cavalry

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|---|--------------|-------------|-------------|
| 2 | 3 | 6+ | <ul style="list-style-type: none"> • Mounted • Javelin (2") • Skirmisher | 1-2 (0-1) | 30mm/ LC | 20 |

Long Spears

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|--|-------------|-------------|-------------|
| 4 | 2 | 5+ | <ul style="list-style-type: none"> • Support • Spear | 3-8 | 15mm/ HI | 23 |

Celtic Warbands

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|---|-------------|-------------|-------------|
| 3 | 2 | 5+ | <ul style="list-style-type: none"> • Warband • Frenzy • Throwing Weapons | 3-8 | 20mm/ LI | 24 |

Skirmishers

| <i>Figs</i> | <i>MV</i> | <i>Arm</i> | <i>Mods</i> | <i>List</i> | <i>Type</i> | <i>Cost</i> |
|-------------|-----------|------------|---|--------------|-------------|-----------------------------|
| 2 | 1.5 | 6+ | <ul style="list-style-type: none"> • Skirmisher • Javelin (2") • Non-Melee • *Bow (4) | 0-2 (0-1) | 20mm/ LI | 12 *Upgrade to Bow +4 |