



THE SAXONS

The following Army Organisation List (AOL) will enable you to build a Saxon for War & Conquest. Please refer to the introductory online Army Organisation List guide document. This is Version 7, January 2018. Feedback and observations are most welcome.

This list represents the armies of Saxon England from around 750 AD up to 1066 and the battle of Hastings. It can also be used for the various uprisings that occurred afterwards as the local population did not embrace Norman rule.

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army
An Army General must be selected. If the Army General is killed during the battle, then another Personality who has the capability to become Army General may assume command.

Strategy Intervention Points from the Abbot and Priest may be pooled and used by each other.

WARRIOR FORMATIONS

At least 40% of the points value of the army.

ALLIED FORMATIONS

Up to 20% of the points value of the army.

SKIRMISH FORMATIONS

Up to 10% of the points value of the army

LEGENDS OF WAR

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War. Alternatively, you can increase the size of your army with extra formations selected from any or all of the above noted categories.

Remember, Legends of War are an additional selection and can only be used if both players have agreed before the game begins. Players should always respect the decision of the other player.

Refer to the Online Army List Introduction found on the Scarab Forum in the Resources section.

PERSONALITIES OF WAR

0-1 KING

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	+2	Army General Loyal	2	10"	170

Equipment: As unit

Armour Value: As unit

Options: May take up to 1 additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

EORL

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+2	Loyal	1	10"	110

Equipment: As unit

Armour Value: As unit

Options: May take up to 2 additional Strategy Intervention Points for 20 points each.

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: May be made Army General for 20 points and may act as the Army General if the king is not in the army or is killed during the battle.

EALDORMAN

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	10"	80

Equipment: As unit

Armour Value: As unit

Options: May be mounted for 10 points

Formation: Personality

Must be placed in a unit at the start of the battle and remain there throughout.

Special: May use Strategy Intervention Points

ARMY STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+1	Army Standard	-	-	80

Equipment: As unit

Armour Value: As unit

Formation: Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: Increases the Army Generals Zone of Control by 5"

0-1 ABBOD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	-	-	2	10"	110

Equipment: As unit**Armour Value:** As unit**Options:** May take 1 additional Strategy Intervention Point for 20 points.**Formation:** Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

Special: A formation accompanied by an Abbod may reroll any failed Combat Morale or Morale test. All dice may be used, including any added through Strategy Intervention**PRIEST**

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	-	-	1	-	80

Equipment: As unit**Armour Value:** As unit**Options:** May be mounted for 10 points**Formation:** Personality

Must be placed in a unit at the start of the battle and remain there

Special: A formation accompanied by a priest may reroll any failed Combat Morale or Morale test. All dice may be used, including any added through Strategy Intervention Points

WARRIOR FORMATIONS

0-1 HUSCARLS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	4	8	2	Regular	Shieldwall Loyal	21

Equipment: Hand weapon, light armour, shield, and two-handed weapon

MOUNTED THEGNS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	Loyal	17

Equipment: Horse, shield, light armour, hand weapon, throwing spear and javelins.

Options: May exchange throwing spear for thrusting spear at no points cost

Special: Cannot be taken if huscarls are included in the army.

THEGNS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	2	Regular	Shieldwall Loyal	14

Equipment: Hand weapon, shield, thrusting spear, light armour and javelins

Options: Any formation may be made Mo8 for 3 points per model

Special: Combined Arms (see Saxon feature rule)

Should the Combined formation consist of over half Thegns then it is Loyal.

CEORLS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Regular	Shieldwall Undisciplined	9

Equipment: Shield, hand weapon and thrusting spear

Options: May take javelins at 1 point per model

Special: Combined Arms (see Saxon feature rule)

GEBURS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	3	5	1	Regular	Shieldwall Undisciplined	6

Equipment: Shield, hand weapon and thrusting spear

Special: Combined Arms (see Saxon feature rule)

0-1 MOUNTED CEORLS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	-	9

Equipment: Shield, javelins, hand weapon and throwing spear

Options: May take javelins at 1 point per model

Special: May either be in Light Formation or Skirmish at the start of the battle, but may not change back

ALLIED FORMATIONS

You may select formations from one Army list from the following choices, representing a faction or warlord supporting the Saxon cause -

Vikings

The cost of any Allied Personalities must come from the Saxon Personality allowance and they may only use their own Strategy Intervention Points on their own nationalities formations unless specifically noted otherwise.

SKIRMISH FORMATIONS

SKIRMISH GERBURS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	5	-	Skirmish	-	5

Equipment: Javelins

Options: Unit may replace javelins with slings at no cost.

May have a buckler for 1 point per model

SKIRMISH ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	5	-	Skirmish	-	6

Equipment: Bow

Special: You may not take more units of skirmish archers than you have units of skirmish gerburs in your army

LEGENDS OF WAR

Harold is an upgrade option for the King and his brothers are upgrades to the Ealdorman so make sure you have them in your army if you want to use these upgrades

HAROLD GODWINSON

Mo	L	S	Abilities	SIPS	ZOC	Pts
10	3	+2	Army General Loyal	2	10"	+20

Equipment: As unit

Armour Value: As unit

Options: May take up to 2 additional Strategy Intervention Points for 20 points each.

Formation: Personality

Must be placed in an infantry unit at the start of the battle and remain there throughout.

Special: If Harold is in a formation that receives casualties from shooting and is hit, Divine Intervention only works on a 5+

GYRTH (BROTHER OF HAROLD)

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	1	+2	Loyal	-	10"	+10

Equipment: As unit

Armour Value: As unit

Formation: Personality

Must be placed in an infantry unit at the start of the battle and remain there throughout.

Special: May use Strategy Intervention Points

LEOFWINE (BROTHER OF HAROLD)

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	1	+2	Loyal	-	10"	+10

Equipment: As unit

Armour Value: As unit

Formation: Personality

Must be placed in an infantry unit at the start of the battle and remain there throughout.

Special: May use Strategy Intervention Points

FEATURE RULES

COMBINED ARMS FORMATION SAXON FEATURE RULE

Thegns may combine with Ceorls or Geburs. There is no particular restriction on numbers except that the Thegns should be in the front rank(s) of the unit.

The Combined Arms rules on page 127 apply, with the following Saxon feature amendments

- **Morale** - If no Personality is present in the formation, so long as OVER half the front rank are Thegns, then the formation may use their Morale Value. However for Command tests - the models in the majority STILL dictate the number of dice used, so if you have lots of undisciplined Geburs or Ceorls bulking out the units, then the formation will use 2D6 for Command tests.

EXTRA ARMOUR

It was not uncommon for some members of a formation to be well armoured in comparison to others, who may have little, or even no armour. Although we assume this was found in Warband style armies and hastily levied troops from the Dark Ages, it is also a good way to provide an Armour benefit to Combined Formations and other formations where only part of the unit may have been well armoured.

A formation with Extra Armour gains a +1 Armour Value while over half strength. Once it drops to half strength or less then the bonus is lost.

To represent the formation on the tabletop, ensure some of the front rank models are equipped with armour or use some extra shields at the back of the unit to remind yourself and your opponent.

LOYAL

A Personality with the Loyal ability who is placed with a Loyal formation must remain with it through the battle. Should the formation flee, it may use the Personalities Morale Value (if higher than its own) when attempting to Rally. You should advise your opponent when placing the Personality.

A QUICK HISTORICAL DESIGN NOTE

The Saxons do not receive the pooled Strategy Intervention Points option but the Abbod and Priest are able to pool theirs, reflecting the increased influence of the church during this period.

Ceorls and Geburs are both undisciplined, representing the increased likelihood of them breaking ranks and pursuing an enemy - just as happened at Hastings



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