

WARLORD



Painter: Andrew Chesney

Anglo-Saxon Warlord

Free

Armour: 5 (6 v Shooting)    Melee Dice: 5  
Move: M (6")    Fatigue Limit: 4    Saga Dice: 2    V.P: 3  
**Determination:** Activate once per turn for free.  
**We Obey:** Simultaneously move a friendly unit within S (4").  
**Side by Side:** Engage simultaneously using *We Obey*.  
**Pride:** When moving must engage enemy Warlord if able.  
**Resilience:** Cancel first hit in each phase. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.

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Bretwalda, meaning "sovereign of Britain."

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\*6 v Shooting

WARLORD (MOUNTED)



Painter: Mike Good

Anglo-Saxon Warlord

Free

Armour: 5    Melee Dice: 5  
Move: L (12")    Fatigue Limit: 4    Saga Dice: 2    V.P: 3  
**Mounted:** No benefit from cover. *FATIGUE* in uneven ground.  
**Determination:** Activate once per turn for free.  
**We Obey:** Simultaneously move a friendly unit within S (4").  
**Side by Side:** Engage simultaneously using *We Obey*.  
**Pride:** When moving must engage enemy Warlord if able.  
**Resilience:** Cancel first hit in each phase. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.

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Bretwalda, meaning "sovereign of Britain."

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WAR BANNER



Painter: Andrew Chesney

Anglo-Saxon War Banner

Free

**Banner:** During deployment, any standard faction unit (not "For-Hire") of at least six Heathguards or ten Warriors may upgrade one model to a War Banner. The Banner unit may activate to "Rally," which may be resolved any time in the turn, any number of times, and removes a fatigue. But after a "Rally" the unit may not activate that turn for Movement or Shooting. Also, any Banner unit not activated that turn may remove a Fatigue for free. The Banner model does not generate any attack dice, and if the only model left in the unit it is removed and counts as killed.

EALDORMEN



Painter: Andrew Chesney

Anglo-Saxon Hearthguard

4 models per 1 pt

Armour: 5    Melee Dice: 2 ea.  
Move: M (6")    Fatigue Limit: 4    Saga Dice: 1    V.P: 1 ea.  
An ealdorman was a high-ranking royal official and magistrate of a shire, or group of shires, from the ninth century to the time of King Cnut. They were appointees of the king, and were mostly from the ancient and powerful families.

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EALDORMEN (MOUNTED)



Painter: Mike Good

Anglo-Saxon Hearthguard

4 models per 1 pt

Armour: 5 (4 v Shooting)    Melee Dice: 2 ea.  
Move: L (12")    Fatigue Limit: 4    Saga Dice: 1    V.P: 1 ea.  
**Mounted:** No benefit from cover. *FATIGUE* in uneven ground.  
An ealdorman was a high-ranking royal official and magistrate of a shire, or group of shires, from the ninth century to the time of King Cnut. They were appointees of the king, and were mostly from the ancient and powerful families.

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\*4 v Shooting

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THEGNS



Painter: James Cole

Anglo-Saxon Warriors

8 models per 1 pt

Armour: 4    Melee Dice: 1 ea.  
Move: M (6")    Fatigue Limit: 3    Saga Dice: 1    V.P: 1/2 ea.  
The term thegn (thane or thain in Shakespearean English), means "servant, attendant, retainer," and "one who serves." A thegn's status was shown by his herewild ("man price"), which over much of England was fixed at 1200 shillings, or six times that of a ceorl.

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CEORLS (SPEARS)

Anglo-Saxon Levy

12 models per 1 pt

Armour: 4    Melee Dice: 1 per 2 models  
Move: M (6")    Fatigue Limit: 2    Saga Dice: 0    V.P.: ½ ea.

*Ceorl, also spelled Churl, were free peasants that formed the basis of Anglo-Saxon society. Their free status was marked by the right to bear arms, attendance at local courts, and payment of dues directly to the king. A Ceorl's weregild ("man price"), the sum his family could accept if he were killed, was valued at 200 shillings.*

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ÆLFRED THE GREAT

Anglo-Saxon Hero

1 pt

Armour: 5 (6 v Shooting)    Melee Dice: 2  
Move: M (6")    Fatigue Limit: 4    Saga Dice: 3    V.P.: 7

**Warlord:** See Warlord card *Determination, We Obey, and Side by Side*. Ælfred replaces free Warlord.

**Poor Health:** Only two Melee dice. No *Resilience* or *Pride*.

**Wisdom & Ruse:** Roll up to eight (not six) SAGA dice. Once per turn, after using a SAGA ability, keep its dice on battle board for reuse. Opponent must roll D6 in Orders Phase, if roll is less than # of SAGA dice he must discard a SAGA dice.

*Ælfred united England and brought peace.*

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ÆLFRED THE GREAT (MOUNTED)

Anglo-Saxon Hero

1 pt

Armour: 5    Melee Dice: 2  
Move: L (12")    Fatigue Limit: 4    Saga Dice: 3    V.P.: 7

**Mounted:** No benefit from cover. *FATIGUE* in uneven ground.

**Poor Health:** Only two Melee dice. No *Resilience* or *Pride*.

**Wisdom & Ruse:** Roll up to eight (not six) SAGA dice. Once per turn, after using a SAGA ability, keep its dice on battle board for reuse. Opponent must roll D6 in Orders Phase, if roll is less than # of SAGA dice he must discard a SAGA dice.

**Warlord:** See Warlord card *Determination, We Obey, and Side by Side*. Ælfred replaces free Warlord.

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CEORLS (BOWS)

Anglo-Saxon Levy

12 models per 1 pt

Armour: 3    Melee Dice: 1 per 3 models  
Shooting Dice: 1 per 2 models    Range: L (12")  
Move: M (6")    Fatigue Limit: 2    Saga Dice: 0    V.P.: ½ ea.

**Bows:** Ranged weapon, may activate to shoot.

*Ceorl, also spelled Churl, were free peasants that formed the basis of Anglo-Saxon society. Their free status was marked by the right to bear arms, attendance at local courts, and payment of dues directly to the king. A Ceorl's weregild ("man price"), the sum his family could accept if he were killed, was valued at 200 shillings.*

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⅓ ½

ATHELSTAN

Anglo-Saxon Hero

1 pt

Armour: 5 (6 v Shooting)    Melee Dice: 5  
Move: M (6")    Fatigue Limit: 4    Saga Dice: 3    V.P.: 7

**Warlord:** See Warlord card *Determination, We Obey, Side by Side, and Resilience*. Athelstan replaces free Warlord.

**Emperor:** Not subject to *Pride*. May re-roll all SAGA dice. Any Warrior or Heathguard unit may upgrade with one of A) Dane Axe [-1 Armour, & Melee rolls +1], B) Javelins [no penalty], C) Mounted Javelins [-1 armour v Shooting], D) Bows [no penalty]. Each upgrade may be chosen once.

**Great Army:** see page 6 of Northern Fury.

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ATHELSTAN (MOUNTED)

Anglo-Saxon Hero

1 pt

Armour: 5    Melee Dice: 5  
Move: L (12")    Fatigue Limit: 4    Saga Dice: 3    V.P.: 7

**Warlord:** See Warlord card. Athelstan replaces free Warlord.

**Mounted:** No benefit from cover. *FATIGUE* in uneven ground.

**Emperor:** Not subject to *Pride*. May re-roll all SAGA dice. Any Warrior or Heathguard unit may upgrade with one of A) Dane Axe [-1 Armour, & Melee rolls +1], B) Javelins [no penalty], C) Mounted Javelins [-1 armour v Shooting], D) Bows [no penalty]. Each upgrade may be chosen once.

**Great Army:** see page 6 of Northern Fury.

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