

BRUNANBURH BONUS

More material on this famous battle compiled or created by Paul Leach 

It seems like every issue the quality themed material we receive just can't fit into the pages of the magazine. Not only did we have to move The Battle of Brunanburh article to W1271, but we had to make sure you got all the goodness the Paul put together for us. In this bonus article you can see his proposed Orders of Battle for Warhammer Ancient Battles and Warmaster Ancients, The Battle of Brunanburh poem that formed the basis for his original article, plus more photos of Gripping Beast's collection!



WARHAMMER ANCIENT BATTLES

The sample orders of battle for the Northern Kingdoms and the Anglo-Saxons were created using 1,500-point armies from the WAB *Shieldwall* supplement and use its army list format. Items noted in parentheses are equipment upgrades.

ARMIES OF THE NORTHERN KINGDOMS

HIBERNO-NORSE ARMY

Characters (398 points)

- Olaf Guthfrithsson: Konnungr/Army General (with javelins, double-handed axe) 205
- Hersir/Standard Bearer (with javelins, throwing spear) 104
- Hersir (with javelins, throwing spear) 89

Common Warriors (747 points)

- 18 Hirdmen (with javelins, throwing spears, leader, standard bearer, musician) 321
- 18 Hirdmen (with javelins, throwing spears, leader, standard bearer, musician) 321
- 15 Bondi (with leader, standard bearer, musician) 105

Uncommon Warriors (353 points)

- 8 Thralls 32
- 9 Thralls 36
- 10 Vikings (with light armour, double-handed axe, leader, standard bearer, musician) 285

CALEDONIAN SCOTS ARMY

Characters (321 points)

- Causantín mac Aed: Righ/Army General (javelins, mounted) 150
- Mormaer/Standard Bearer (javelins) 92
- Mormaer (javelins, double-handed axe) 79

Common Warriors (736 points)

- 18 Thaners (javelins; leader, standard bearer, musician) 267
- 8 Eachraidh - (leader, standard bearer, musician) 151
- 24 Soer-Chele (leader, standard bearer, musician) 159
- 24 Soer-Chele (leader, standard bearer, musician) 159

Uncommon Warriors (439 points)

- 11 Doer-Chele 44
- 11 Doer-Chele 44
- 12 Doer-Chele (bows) 60
- 12 Doer-Chele (bows) 60
- 18 Gall-Gaedhil (double-handed axes, leader, standard bearer, musician) 231

ARMIES OF THE ANLGO-SAXON KINGDOM

WEST SAXON ARMY

Characters (335 points)

- Athelstan: Cyning/Army General (javelins, mounted) 180
- Ealdorman/Standard Bearer (javelins, mounted) 85
- Ealdorman (javelins, mounted) 70

Common Warriors (868 points)

- 8 Thegns (javelins, mounted, leader, standard bearer, musician) 175
- 12 Thegns* (javelins; leader, standard bearer, musician) 159
- 12 Thegns* (javelins; leader, standard bearer, musician) 159
- 12 Thegns* (javelins; leader, standard bearer, musician) 159
- * Combine with Ceorl unit
- 12 Ceorls 72
- 12 Ceorls 72
- 12 Ceorls 72

Uncommon Warriors (294 points)

- 11 Geburs 44
- 11 Geburs (bows) 55
- 10 Vikings - (light armour, shield, throwing spear, javelins, leader, standard bearer, musician) 195

MERCIAN ARMY

Characters (315 points)

- Edmund: Eorl/Army General (javelins, mounted) 160
- Ealdorman/Standard Bearer (javelins, mounted) 85
- Ealdorman (javelins, mounted) 70

Common Warriors (1083 points)

- 18 Thegns** (javelins; leader, standard bearer, musician) 231
- 18 Thegns** (javelins; leader, standard bearer, musician) 231
- 18 Thegns** (javelins; leader, standard bearer, musician) 231
- 18 Thegns** (javelins; leader, standard bearer, musician) 231
- **May be treated as Light Infantry.
- Do not combine with Ceorl unit.
- 24 Ceorls (leaders, standard bearer, musician) 159

Uncommon Warriors (99 points)

- 11 Geburs 44
- 11 Geburs (bows) 55

THE BATTLE OF BRUNANBURH

In this year King Aethelstan, Lord of warriors,
ring-giver to men, and his brother also,
Prince Eadmund, won eternal glory
in battle with sword edges
around Brunanburh. They split the shield-wall,
they hewed battle shields with the remnants of hammers.
The sons of Eadward,
it was only befitting their noble descent
from their ancestors that they should often
defend their land in battle against each hostile people,
horde and home. The enemy perished,
Scots men and seamen,
fated they fell. The field flowed
with blood of warriors, from sun up
in the morning, when the glorious star
glided over the earth, God's bright candle,
eternal lord, till that noble creation
sank to its seat. There lay many a warrior
by spears destroyed; Northern men
shot over shield, likewise Scottish as well,
weary, war sated.

The West-Saxons pushed onward
all day; in troops they pursued the hostile people.
They hewed the fugitive grievously from behind
with swords sharp from the grinding.
The Mercians did not refuse hard hand-play to any warrior
who came with Anlaf over the sea-surge
in the bosom of a ship, those who sought land,
fated to fight. Five lay dead
on the battle-field, young kings,
put to sleep by swords, likewise also seven
of Anlaf's earls, countless of the army,
sailors and Scots. There the North-men's chief was put
to flight, by need constrained
to the prow of a ship with little company:
he pressed the ship afloat, the king went out
on the dusky flood-tide, he saved his life.
Likewise, there also the old campaigner through flight came

to his own region in the north--Constantine--
hoary warrior. He had no reason to exult
the great meeting; he was of his kinsmen bereft,
friends fell on the battle-field,
killed at strife: even his son, young in battle, he left
in the place of slaughter, ground to pieces with wounds.
That grizzle-haired warrior had no
reason to boast of sword-slaughter,
old deceitful one, no more did Anlaf;
with their remnant of an army they had no reason to
laugh that they were better in deed of war
in battle-field--collision of banners,
encounter of spears, encounter of men,
trading of blows--when they played against
the sons of Eadward on the battle field.
Departed then the Northmen in nailed ships.

The dejected survivors of the battle,
sought Dublin over the deep water,
leaving Dinges mere
to return to Ireland, ashamed in spirit.
Likewise the brothers, both together,
King and Prince, sought their home,
West-Saxon land, exultant from battle.
They left behind them, to enjoy the corpses,
the dark coated one, the dark horny-beaked raven
and the dusky-coated one,
the eagle white from behind, to partake of carrion,
greedy war-hawk, and that gray animal
the wolf in the forest.
Never was there more slaughter

on this island, never yet as many
people killed before this
with sword's edge: never according to those who tell us
from books, old wisemen,
since from the east Angles and Saxons came up
over the broad sea. Britain they sought,
Proud war-smiths who overcame the Welsh,
glorious warriors they took hold of the land.





Above: The Scots advance, with Doer-Chele to the fore.

WARMASTER ANCIENTS

Warmaster Ancients makes a good choice for Brunanburh because the game's scale of conflict resonates with the size of the great battle. It also allows each player to field two armies apiece but for the price of one. A quick review of the near-universal troop types won't leave the Northern Kingdom players feeling cheated for relying on the Norse list

alone, yet each army command has a special unit to differentiate it from its ally and foes.

Army Guidelines

Deploy two opposing armies, Norse and Anglo-Saxon, for the Northern Kingdoms Alliance and the Wessex/Mercian armies, respectively. Create two separate commands (see sample Orders of Battle

below) for each army. Use the following rules to force them to behave separately.

- Do not brigade units from different commands at any time.
- Secondary leaders may only issue orders to units in their own commands.
- Generals may still issue orders to any unit in the army.



Above & Below: Athelstan (mounted) looks over his command at the advancing Hiberno-Norse army.

NORTHERN KINGDOMS (NORSE) ORDER OF BATTLE

Troop	Points/Unit	Units	Points
DUBLIN NORSE COMMAND			
• General (Olaf)	100	1	100
• Hirdmen	75	1	75
• Bondi	50	7	350
• Skirmishers	30	1	30
SCOTS COMMAND			
• Warlord (Causantín)	80	1	80
• Berserkers	50	1	50
• Bondi	50	7	350
• Skirmishers	30	1	30
Totals	20		1065

TWEAKING ORDERS OF BATTLE

Some of the following tweaks may require the bending of canon army list rules as presented in the core rulebook, but they will not imbalance the forces.

- Remove the *Unreliable* quality from the Wessex Cavalry, but give *Portents* to the Norse.
- Allow the Scots Command to purchase Cavalry instead of Berserkers.

ANGLO-SAXON ORDER OF BATTLE

Troop	Points/Unit	Units	Points
WESSEX COMMAND			
• General (Athelstan)	100	1	100
• Cavalry	70	1	70
• Fyrd	50	7	350
• Skirmishers	30	1	30
MERCIAN COMMAND			
• Eorl (Edmund)	60	1	60
• Huscarls	75	1	75
• Fyrd	50	7	350
• Skirmishers	30	1	30
Totals	20		1065

- Allow more skirmishers for the Anglo-Saxons and double the number present in each Order of Battle.
- Allow each army to purchase one or two units of Archers.

