

# The Age of The Wolf

Player: *Wayne*

Warlord's Name: *Waegn the Worthy*

Warband Type: *Anglo-Danish*

Motivation: *Skald's Song*

Traits: *Noble Mein*

*War Crafty*

Special Rules: *Bravery*

CAMPAIGN

8

VICTORY  
POINTS

Land

3

May not include more  
Levy units than Land

Wealth

2

May not include more  
Warrior units than Wealth

Rep

5

May not include more hearth-  
guard Units than Reputation

Power

16

Total of Land, Wealth,  
Rep and number of units

	Unit Type	Size	Attack (Each)	Armour (Melee/Missile)	Weapons Special
	Warlord		5	4/6	Dane Ax
1	Hearthguard	3	1	4/4	None
2	Hearthguard	2	2	5/5	None
3	Hearthguard	5	2	4/5	Dane Ax
4	Levy	11	1/3	3/3	Slings
5	Warriors	7	1	4/4	None
6	Warriors	8	1	4/4	None

CAMPAIGN SEASON 1

*Defend*

CAMPAIGN SEASON 4

*Raid Phil  
(Ally Greg)*

CAMPAIGN SEASON 2

*Raid Paul  
(Ally Greg)*

CAMPAIGN SEASON 5

*Raid Paul*

CAMPAIGN SEASON 3

*Defend*

CAMPAIGN SEASON 6

*Defend*



# The Age of The Wolf

Player: *Paul*

Warlord's Name:

Warband Type: *Welsh*

Motivation: *Dragon's Hoard*

Traits: *Hard Ruler, Good Marriage*  
*Oathsworn (Aetheles: Anglo-Saxon)*

Special Rules: *Bravery*

CAMPAIGN

VICTORY  
POINTS

Land

2

May not include more  
Levy units than Land

Wealth

2

May not include more  
Warrior units than Wealth

Rep

2

May not include more hearth-  
guard Units than Reputation

Power

11

Total of Land, Wealth,  
Rep and number of units

	Unit Type	Size	Attack (Each)	Armour (Melee/Missile)	Weapons Special
	Warlord		5	5/6	Javelin
1	Warrior	8	1/3	3/3	Javelins
2	Heathguard	8	2	5/4	Javelins
3	Warrior	9	1	4/3	Javelins
4	Hearthguard	4	2	5/4	Javelins
5.	Levy	12	1/3	3/3	Bows

CAMPAIGN SEASON 1

*Defend*

CAMPAIGN SEASON 4

*Raid Phil*  
*(Ally Darren)*

CAMPAIGN SEASON 2

*Raid Darren*  
*(Ally Les)*

CAMPAIGN SEASON 5

*Raid Wayne*

CAMPAIGN SEASON 3

*Defend*

CAMPAIGN SEASON 6

*Campaign Greg*



# The Age of The Wolf

Player: *Les*

Warlord's Name: *Aetheles the Hairy*

Warband Type: *Anglo-Saxon*

Motivation: *Dragon's Hoard*

Traits: *War Toothed*

*Golden Hoard*      *Oathsworn (Paul: Welsh)*

Special Rules: *Hero of the Viking Age*

CAMPAIGN

*6*

VICTORY  
POINTS

*Land*

*1*

May not include more  
Levy units than Land

*Wealth*

*5*

May not include more  
Warrior units than Wealth

*Rep*

*2*

May not include more hearth-  
guard Units than Reputation

*Power*

*14*

Total of Land, Wealth,  
Rep and number of units

	<b>Unit Type</b>	<b>Size</b>	<b>Attack (Each)</b>	<b>Armour (Melee/Missile)</b>	<b>Weapons Special</b>
	Warlord		4	5/6	
1	Warriors	5	1	4/4	None
2	Warriors	4	1	4/4	None
3	Hearthguard	2	2	5/5	None
4	Hearthguard	3	2	5/5	None
5	Warriors	4	1	4/4	None
6	Warriors	4	1	4/4	None

Fate (Ax + 6) Warlord ability

CAMPAIGN SEASON 1

*Raid Darren*

CAMPAIGN SEASON 4

*Raid Phil  
(Ally Paul)*

CAMPAIGN SEASON 2

*Defend  
(Ally Paul)*

CAMPAIGN SEASON 5

*Raid Greg*

CAMPAIGN SEASON 3

*Defend*

CAMPAIGN SEASON 6

*Raid Wayne*



# The Age of The Wolf

Player: *Darren*

Warlord's Name: *Daran Dubh*

Warband Type: *Irish*

Motivation: *Dragon's Hoard*

Traits: *Noble Mein*

*War Toothed*

*Blood Feud (Phil)*

Special Rules: *Bravery, Scouts, Hero of Viking Age*

CAMPAIGN

*5*

VICTORY  
POINTS

*Land*

*2*

May not include more  
Levy units than Land

*Wealth*

*5*

May not include more  
Warrior units than Wealth

*Rep*

*4*

May not include more hearth-  
guard Units than Reputation

*Power*

*18*

Total of Land, Wealth,  
Rep and number of units

	<b>Unit Type</b>	<b>Size</b>	<b>Attack (Each)</b>	<b>Armour (Melee/Missile)</b>	<b>Weapons Special</b>
	Warlord		3	5/6	Javelin
1	Warriors	8	1	4/3	Javelin
2	Warriors	10	1	4/3	Javelin
3	Hearthguard	4	2	5/4	Javelin
4	Hearthguard	2	2	5/4	Javelin
5	Levy	11	1/3	3/3	Slings
6	Levy	11	1/3	3/3	Slings
7	Hearthguard	4	2	4/3	Javelins

CAMPAIGN SEASON 1

*Defend*

CAMPAIGN SEASON 4

*Raid Greg*

CAMPAIGN SEASON 2

*Raid Phil*

CAMPAIGN SEASON 5

*Campaign Phil*

CAMPAIGN SEASON 3

*Defend*

CAMPAIGN SEASON 6

*Defend*



# The Age of The Wolf

Player: *Greg*

Warlord's Name: *Gregor Bloodaxe*

Warband Type: *Viking*

Motivation: *Skalds' Song*

Traits: *Troll Hide*

*Blood Feud (Normans: Phil)*

Special Rules: *Son of Odin*

CAMPAIGN

*4*

VICTORY  
POINTS

*Land*

*1*

May not include more  
Levy units than Land

*Wealth*

*2*

May not include more  
Warrior units than Wealth

*Rep*

*5*

May not include more hearth-  
guard Units than Reputation

*Power*

*10*

Total of Land, Wealth,  
Rep and number of units

	Unit Type	Size	Attack (Each)	Armour (Melee/Missile)	Weapons Special
	Warlord		4	5/6	
1	Warriors	2	1	4/4	None
2	Hearthguard	1	2	5/5	None
3	Berserkers	4	4	3/3	None
4	Warriors	4	1	4/4	None

Fate (Ax + 5) recruit D6 Warriors  
Warlord fatality (lost and 5)

CAMPAIGN SEASON 1

*Raid Phil*

CAMPAIGN SEASON 4

*Raid Les*  
(Ally Wayne)

CAMPAIGN SEASON 2

*Defend*

CAMPAIGN SEASON 5

*Raid Les*  
(Ally Mark)

CAMPAIGN SEASON 3

*Raid Wayne*

CAMPAIGN SEASON 6

*Raid Les*



# The Age of The Wolf

Player: *Phil*

Warlord's Name: *Guillaume de Bayeux*

Warband Type: *Norman*

Motivation: *King's Domain*

Traits: *Blood Feud (Daran) Blood Feud (Gregor)*

*Mighty Good Marriage*

Special Rules: *Hero of the Viking Age*

CAMPAIGN

*12*

VICTORY  
POINTS

*Land*

*6*

*May not include more  
Levy units than Land*

*Wealth*

*2*

*May not include more  
Warrior units than Wealth*

*Rep*

*5*

*May not include more hearth-  
guard Units than Reputation*

*Power*

*19*

*Total of Land, Wealth,  
Rep and number of units*

	<b>Unit Type</b>	<b>Size</b>	<b>Attack (Each)</b>	<b>Armour (Melee/Missile)</b>	<b>Weapons Special</b>
	Warlord		5	5/6	Mounted
1	Warriors	6	1	4/4	None
2	Warriors	8	1	3/3	Crossbows
3	Hearthguard	2	2	5/4	Mounted
4	Hearthguard	2	2	5/4	Mounted
5	Hearthguard	5	2	4/4	Mounted
6	Warriors	6	1	4/4	None
7	Levy	11	1/3	3/3	Bows

CAMPAIGN SEASON 1

*Defend*

CAMPAIGN SEASON 4

*Defend*

CAMPAIGN SEASON 2

*Campaign Darren*

CAMPAIGN SEASON 5

*Raid Les*

CAMPAIGN SEASON 3

*Defend*

CAMPAIGN SEASON 6

*Defend*



# The Age of The Wolf

Player: *Mark*

Warlord's Name:

Warband Type: *Viking*

Motivation: *Skalds' Song*

Traits: *Fearsome*  
*Learn'd*

Special Rules: *The Bastard*

CAMPAIGN

*5*

VICTORY  
POINTS

*Land*

*4*

May not include more  
Levy units than Land

*Wealth*

*3*

May not include more  
Warrior units than Wealth

*Rep*

*4*

May not include more hearth-  
guard Units than Reputation

*Power*

*18*

Total of Land, Wealth,  
Rep and number of units

	Unit Type	Size	Attack (Each)	Armour (Melee/Missile)	Weapons Special
	Warlord		3	5/6	
1	Levy	12	1/3	3/3	Bows
2	Levy	12	1/3	3/3	Bows
3	Warriors	5	1	4/4	None
4	Warriors	7	1	4/4	None
5	Levy	9	1/3	3/3	Bows
6	Levy	6	1/3	3/3	Bows
7	Hearthguard	2	2	5/5	None

CAMPAIGN SEASON 1

*Defend*

CAMPAIGN SEASON 4

*Defend*

CAMPAIGN SEASON 2

*Defend*

CAMPAIGN SEASON 5

*Raid Phil*  
*(Ally Greg)*

CAMPAIGN SEASON 3

*Raid Paul*

CAMPAIGN SEASON 6

*Raid Phil*