

The Battle of Maldon 991 AD

Scenario 24 for Conquerors and Kings ancient battle rules.

Setting the scene

It is August 991 AD

The Vikings are raiding the eastern and southern English coast.

England is ruled by the young king Ethelred. He is often referred to as “the unready”. This moniker reflects the poor state of England’s security, poor political union and new waves of Viking intrusion. Ethelred was actually a capable king (successfully invading France in the Cherbourg area) but in a parlous situation of circumstance.

In 991 the Viking Olaf Triggvason’s fleet was raiding down the east coast of England (Ipswich) .

His fleet of about 70 boats now arrived on the English east coast at an inlet . This large inlet contained Northey island. This low island made a great camp for the Vikings in terms of defence and proximity for a land assault on Maldon.

The morning started with Elderman Brithnoth moving a good sized force (2500?) to block the Vikings onto the island. As the tide lowered Viking units attempted to cross to the mainland. A shieldwall of chosen Saxon Huscarls blocked the Vikings.

After a withdrawal the Vikings asked to come on to the land and have a proper battle (typical hubris along with a need to get raiding). Brithnoth accepted the “request” in the hope of finishing this Viking menace.

The opposing generals were both very capable.

The Viking army was a bit larger, although it still needed to leave men with the ships and stores.

Deployment

- ◆ Skirmishers can be deployed in any zones wished by the players. Subject to the normal zone capacity and army deployment area.
- ◆ Where units have extra qualities such as armour, veteran etc the player can **choose** which particular units these are applied to.
- ◆ Generals do not roll for gifts. They must use those listed in the army make up. Replacement generals have the usual 1D6 per gift.
- ◆ No scenario generator is applied to this battle.
- ◆ Lates and losses are not applied.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ The given battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained and have shield unless specified otherwise.
- ◆ The battle layout uses a normal CK battle table.

Special scenario rule

If the English general Brithnoth is killed, all English battle tactic markers are lost.

If the Viking general Triggvason is killed, all Viking battle tactic markers are lost.

English army

General1= Elderman Brithnoth **Gifts** = Morale, fight

General 2= Wulfstan **Gifts** = Valiant, fight

4 x Foot skirmishers

11 Close order foot spear and shield (4x veteran/armoured, 4 x Levy)

Battle tactics= Die hard x2, Join the line x2, brace shields x 2

English army (Defender)

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	Wood	Wood			Marsh
1 Close order	2 Close order	3 Close order General 1	3 Close order General 2 Gentle hill	2 Close order	
Marsh					
	2 Close order 1x cavalry	3 Close order General 1	3 Close order 1 Auxiliary General 2	3 Close order	
Viking army (Attacker)					

Viking army

General 1= Trigrvason **Gifts** = Valiant, fight, morale

General 2= Chief Warrior **Gifts** = Morale

11 x Close order (1x elite, 3 x Veteran, 4 x armoured, 2 shock)

5x Foot skirmishers

Battle tactics= 1x Brace shields, 2x die hard, 3x Keep order

What really happened at the battle of Maldon

This is written in Portuguese so that you are less tempted to read the result and try to emulate it.

Brithnoth permitiu que os vikings passassem em segurança de sua ilha de acampamento para o continente.

Seu pensamento provavelmente era que ele poderia matá-los agora e, assim, parar seus ataques.

Os exércitos estavam equilibrados.

O exército viking foi implantado no continente.

Os exércitos se chocaram.

Os ingleses estavam segurando os vikings, mas seu general Brithnoth foi morto em um ponto vital. Esses exércitos consistiam apenas de alguns milhares de homens (que é pequeno), o que significava que todos os eventos de batalha podiam ser vistos por todos.

Algumas tropas inglesas recuaram, pois não estavam fortemente engajadas de qualquer maneira. Isso iniciou uma retirada mais geral. Os huscarls ingleses mantiveram sua posição, mas ficaram em menor número e depois flanquearam. Isso causou uma retirada caótica. Os vikings não seguiram muito longe.

Posteriormente, o rei inglês Ethelred começou a pagar tributo aos vikings para impedi-los de atacar. Isso foi chamado de "Dane geld", pagamento pela segurança. Os vikings eram dinamarqueses.

Portuguese

April 2025