Compulsory Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
General 2/2						free	1	1	
Noble Warriors	Warrior	Heavy infantry	Steady	Veteran	Javelin, sword, shield	8	40	90	Shieldwall.
Downgrade nobles to pre-600AD warriors		Medium infantry				6	-	All or none	Shieldwall.
Fyrd spearmen	Warrior	Medium infantry	Average	Seasoned	Javelin, shield	4	90	270	Shieldwall.

Optional Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
upgrade general to 3/3						50	0	1	
Extra commanders 2/2						100	0	2	
Levy	Warrior	Medium infantry	Raw	Poor	Sidearms	1	0	100	
Upgrade levy			Average	Seasoned		1	-	All or none	
Scouts	Warrior	Light infantry	Average	Seasoned	Javelin, shield	3	0	12	
Archers	Warrior	Light infantry	Average	Seasoned	Bow	2	0	12	
Welsh Ally commander							0	1	1
Welsh spearmen	Warrior	Medium infantry	Average	Seasoned	Spear, shield	3	20	60	1. Loose.
Welsh archers	Warrior	Light infantry	Average	Seasoned	Long bow	2	0	12	
Welsh javelinmen	Warrior	Light infantry	Average	Seasoned	Javelin, shield	3	0	30	
Welsh cavalry	Warrior	Light cavalry	Steady	Veteran	Javelin, sword, shield	8	0	6	
Upgrade Welsh cavalry		Heavy cavalry				10	-	All or none	

Each unit	+10

1. Minimums apply only if any Welsh are used. Welsh all count as Allies and Mercenaries.

Welsh can only be used by Anglo-Saxon Saxon armies after 600AD.