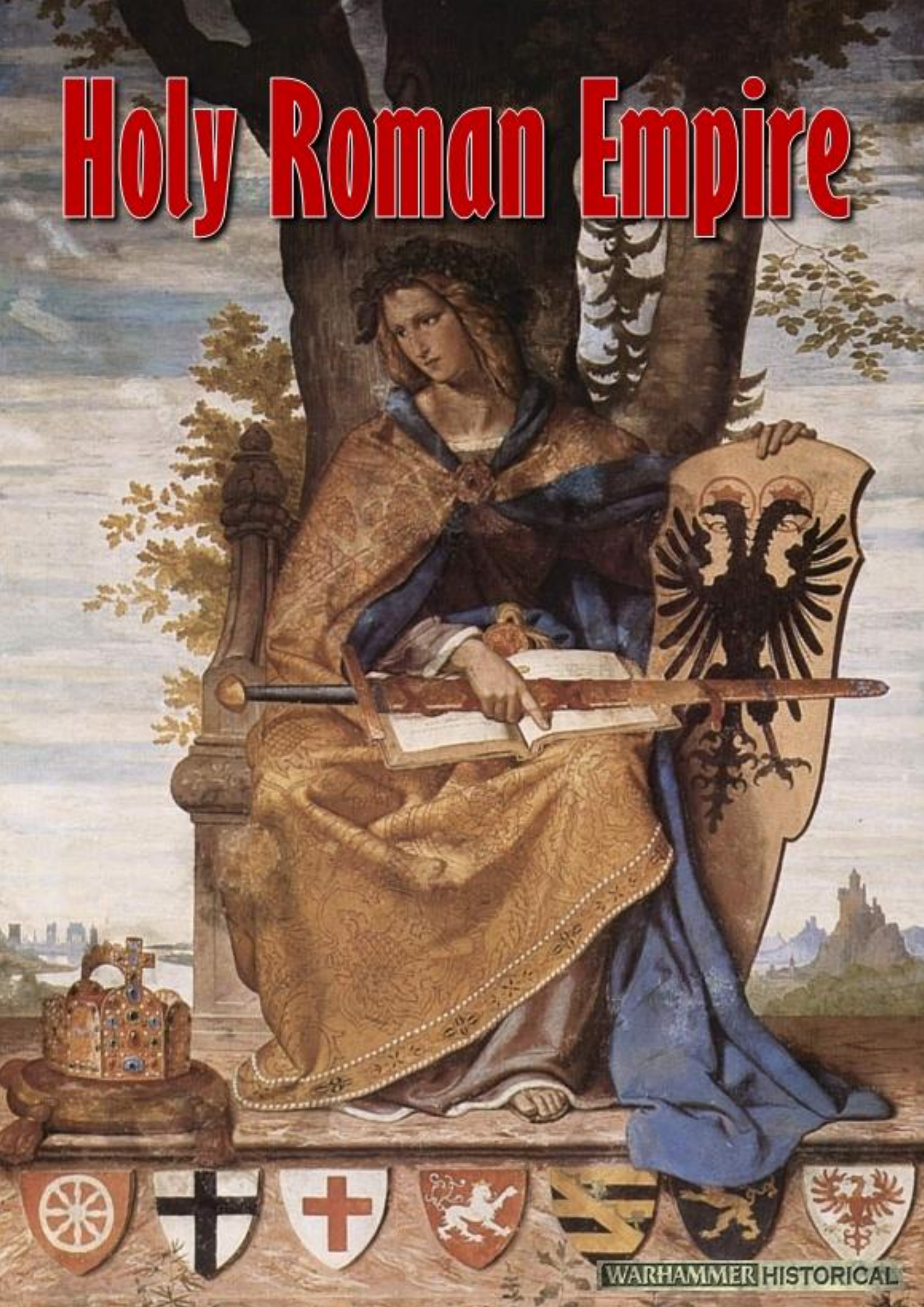


Holy Roman Empire



WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

GERMAN WEDGE

- may count rank bonus up to +2.
- ignore Ferocious Charge when charged and have at least +1 rank bonus
- better armoured models have to be placed in front and flank

LIGHT CANNON (50pts)

(See rulesbook page 130)

Each machine has a three man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Cannon	-	-	-	-	6	3	-	-	-	50

Equipment: Hand weapon.

The crew may have light armour (+6).

Range 36", S6, no save, D6 wounds per hit

Special Rules: *Cannon*

SUPERIOR BATTLE STANDARD

Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18" and fleeing troops within 6" are rallying automatically.

UNITS

All units may have a leader, standard and musician for 5pts each.

All limits for units (like 0-1) are written for armies of 2000 points or less.

If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY

Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

WAGON TABOR

See WAB Errata for details:

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

WAR WAGON

See WAB Errata for details

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

Some War Wagons may have two war machines with crew instead of 6 missile armed crew members (+80).

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HISTORICAL BACKGROUND



The **Holy Roman Empire** (HRE; German: *Heiliges Römisches Reich* (HRR), Latin: *Imperium Romanum Sacrum* (IRS), Italian: *Sacro Romano Impero* (SRI)) was a realm (*Reich*) that existed for a millennium in Central Europe. It was ruled by the Holy Roman Emperor. Its character changed during the Middle Ages and the Early Modern period, when the power of the emperor gradually weakened in favour of the princes. In its last centuries, its character became quite close to a union of territories.

The empire's territory was centered on the Kingdom of Germany, and included neighbouring territories, at its peak comprising the Kingdom of Italy and the Kingdom of Burgundy; for much of its history the Empire consisted of hundreds of smaller sub-units, principalities, duchies, counties, Free Imperial Cities, as well as other domains.

Otto I was crowned King of Germany in 962, but he is nevertheless considered to have been the first Holy Roman Emperor (German: *Römisch-Deutscher Kaiser*) in retrospect. Otto was the first emperor of the realm who was not a member of the earlier Carolingian dynasty.² The last Holy Roman Emperor was Francis II, who abdicated and dissolved the Empire in 1806 during the Napoleonic Wars. In a decree following the 1512 Diet of Cologne, the name was officially changed to **Holy Roman Empire of the German Nation** (German: *Heiliges Römisches Reich Deutscher Nation*, Latin: *Imperium Romanum Sacrum Nationis Germanicæ*).³

The territories and dominion of the Holy Roman Empire in terms of present-day states comprised Germany (except Southern Schleswig), Austria (except Burgenland), the Czech Republic, Switzerland and Liechtenstein, the Netherlands, Belgium, Luxembourg, and Slovenia (except Prekmurje), besides significant parts of eastern France (mainly Artois, Alsace, Franche-Comté, Savoy and Lorraine), northern Italy (mainly Lombardy, Piedmont, Emilia-Romagna, Tuscany, Trentino and South Tyrol), and western Poland (mainly Silesia, Pomerania, and Neumark).

History

Carolingian forerunners

The Holy Roman Empire looked to Charlemagne, King of the Franks, as its founder, who had been crowned Emperor of the Romans in 800 by Pope Leo III.⁷⁸ The Roman Empire was thus revived (*renovatio Romanorum imperii*) by transferring it to the Frankish king. This *Translatio imperii* remained the basis for the Holy Roman Empire, at least in theory, until its demise in 1806.

The Carolingian imperial crown was initially disputed among the Carolingian rulers of Western Francia (France) and Eastern Francia (Germany), with first the western king (Charles the Bald) and then the eastern (Charles the Fat) attaining the prize. However, after the death of Charles the Fat in 888 the Carolingian Empire broke asunder, never to be restored. According to Regino of Prüm, each part of the realm elected a "kinglet" from its own "bowels." After the death of Charles the Fat those crowned Emperor by the Pope controlled only territories in Italy. The last such Emperor was Berengar I of Italy who died in 924.

Formation



The German Kingdom with its stem duchies around the year 1000.

Around 900, East Francia saw the reemergence of autonomous stem duchies (Franconia, Bavaria, Alemannia and Saxony). After the Carolingian king Louis the Child died without issue in 911, East Francia did not turn to the Carolingian ruler of West Francia to take over the realm but elected one of the dukes, Conrad of Franconia as *Rex Francorum Orientalum*. On his deathbed, Conrad yielded the crown to his main rival, Henry of Saxony (r. 919–936), who was elected king at the Diet of Fritzlar in 919. Henry reached a truce with the raiding Magyars and in 933 won a first victory against them in the Battle of Riade.

Henry died in 936 but his family, the Liudolfing (or Ottonian) dynasty would continue to rule the Eastern kingdom for roughly a century. Henry's designated successor, Otto, was elected King in Aachen in 936. He overcame a series of revolts - both from an elder brother and from several dukes. After that, the king managed to control the appointment of dukes and often also employed bishops in administrative affairs.

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The Kingdom had no permanent capital city and the kings travelled from residence to residence (called *Kaiserpfalz*) to discharge affairs. However, each king preferred certain places, in Otto's case, the city of Magdeburg. Kingship continued to be transferred by election, but Kings often had their sons elected during their lifetime, enabling them to keep the crown for their families. This only changed after the end of the Salian dynasty in the 12th century.

In 955, Otto won a decisive victory over the Magyars in the Battle of Lechfeld. In 951, Otto came to the aid of Adelaide, the widowed queen of Italy, defeated her enemies. He then married her and took control over Italy. In 962, Otto was crowned Emperor by the Pope. From then on, the affairs of the German kingdom were intertwined with that of Italy and the Papacy. Otto's coronation as Emperor made the German kings successors to the Empire of Charlemagne, which through *translatio imperii* also made them successors to Ancient Rome.



The Holy Roman Empire in 1000.

This also renewed the conflict with the Eastern Emperor in Constantinople, especially after Otto's son Otto II (r. 967–983) adopted the designation *imperator Romanorum*. Still, Otto formed marital ties with the east, when he married the Byzantine princess Theophanu. Their son, Otto III, focused his attention on Italy and Rome and employed widespread diplomacy but died young in 1002, to be succeeded by his cousin Henry II, who focused himself upon Germany.

When Henry II died in 1024, Conrad II, first of the Salian Dynasty, was then elected king in 1024 only after some debate among dukes and nobles, which would eventually develop into the college of Electors.

Investiture Controversy

Kings often employed bishops in administrative affairs and often determined who would be appointed to ecclesiastical offices. In the wake of the Cluniac Reforms, this involvement was increasingly seen as inappropriate by the Papacy. The reform-minded Pope Gregory VII was determined to oppose such practices, leading to the Investiture Controversy with king Henry IV (r. 1056–1106), who repudiated the Pope's interference and persuaded his bishops to excommunicate the Pope, whom he famously addressed as "Hildebrand ... Not Pope but false monk!" The Pope, in turn, excommunicated the king, declared him deposed and dissolved the oaths of loyalty made to Henry. The king found himself with almost no political support and was forced to make the famous Walk to Canossa in 1077, by which he achieved a lifting of the excommunication at the price of humiliation. Meanwhile, the German princes had elected another king, Rudolf of Swabia. Henry managed to defeat him but was subsequently confronted with more uprisings, renewed excommunication and even the rebellion of his sons. It was his second son, Henry V, who managed to reach an agreement with both the Pope and the bishops in the 1122 Concordat of Worms. The political power of the Empire was maintained but the conflict had demonstrated the limits of any ruler's power, especially in regard to the church, and robbed the king of the sacral status he had previously enjoyed. Both the Pope and the German princes had surfaced as major players in the political system of the Empire.

Hohenstaufen dynasty



Adhemar de Monteil carries the Holy Lance.

When the Salian dynasty ended with Henry V's death in 1125, the princes chose not to elect the next of kin, but rather Lothair, the moderately powerful but already old Duke of Saxony. When he died in 1138, the princes again aimed at checking royal power; accordingly they did not elect Lothair's favoured heir, his son-in-law Henry the Proud of the Welf family, but Conrad III of the

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Hohenstaufen family, close relatives of the Salians, leading to over a century of strife between the two houses. Conrad ousted the Welfs from the possessions, but after his death in 1152, his nephew Frederick I "Barbarossa" succeeded and made peace with the Welfs, restoring his cousin Henry the Lion to his - albeit diminished - possessions.

The Hohenstaufen rulers increasingly lent land to *ministerialia*, formerly non-free service men, which Frederick hoped would be more reliable than dukes. Initially used mainly for war services, this new class of people would form the basis for the later knights, another basis of imperial power. Another important constitutional move at Roncaglia was the establishment of a new peace (*Landfrieden*) for all of the Empire, an attempt to (on the one hand) abolish private feuds not only between the many dukes, but on the other hand a means to tie the Emperor's subordinates to a legal system of jurisdiction and public prosecution of criminal acts - a predecessor of the modern concept of "rule of law". Another new concept of the time was the systematic foundation of new cities, both by the emperor and the local dukes. These were partly caused by the explosion in population, but also to concentrate economic power at strategic locations, while formerly cities only existed in the shape of either old Roman foundations or older bishoprics. Cities that were founded in the 12th century include Freiburg, possibly the economic model for many later cities, and Munich.

Frederick was crowned Emperor in 1155 and emphasised the Empire's "Romanness", partly in an attempt to justify the Emperor's power independently of the (now strengthened) Pope. An imperial assembly at the fields of Roncaglia in 1158 reclaimed imperial rights in reference to Justinian's *Corpus Juris Civilis*. Imperial rights had been referred to as *regalia* since the Investiture Controversy, but were enumerated for the first time at Roncaglia as well. This comprehensive list included public roads, tariffs, coining, collecting punitive fees and the investiture, the seating and unseating of office holders. These rights were now explicitly rooted in Roman Law, a far-reaching constitutional act.

Frederick's policies were mainly aimed at Italy, where he clashed with the increasingly wealthy and free-minded cities of the north, especially Milan. He also embroiled himself in another conflict with the Papacy by supporting a candidate elected by a minority against Pope Alexander III (1159–1181). Frederick supported a succession of antipopes before finally making peace with Alexander in 1177. In Germany, the Emperor had repeatedly protected Henry the Lion against complaints by rival princes or cities (especially in the cases of Munich and Lübeck). Henry's support of Frederick's policies was only lackluster and in a critical situation during the Italian wars, Henry refused the Emperor's plea for military support. After his return to Germany, an embittered Frederick opened proceedings against the Duke, resulting in a public ban and the confiscation of all territories.

During the Hohenstaufen period, German princes facilitated a successful, peaceful eastward settlement of lands previously sparsely inhabited by West Slavs or

uninhabited, by German speaking farmers, traders and craftsmen from the western part of the empire, both Christians and Jews. The gradual germanization of these lands was a complex phenomenon which should not be interpreted in terms of 19th century nationalism's bias. By the eastward settlement the empire's influence increased to eventually include Pomerania and Silesia - also due to intermarriage of the local, still mostly Slavic, rulers with German spouses. Also, the Teutonic Knights were invited to Prussia by Duke Konrad of Masovia to Christianise the Prussians in 1226. The monastic state of the Teutonic Order (German: *Deutschordensstaat*) and its later German successor states of Prussia however never were part of the Holy Roman Empire.

In 1190, Barbarossa participated in the Third Crusade and died in Asia Minor. Under his son and successor, Henry VI, the Hohenstaufen dynasty reached its apex. Henry added the Norman kingdom of Sicily to his domains, held English king Richard Lionheart captive and aimed to establishing a hereditary monarchy, when he died in 1197. As his son, Frederick II, though already elected king, was still a small child and living in Sicily, German princes chose to elect an adult king, which resulted in the dual election of Barbarossa's second son Philip of Swabia and Henry the Lion's son Otto of Brunswick, who competed for the crown. Otto prevailed for a while after Philip was murdered in a private squabble in 1208 until he began to also claim Sicily. Pope Innocent III, who feared the threat posed by a union of the Empire and Sicily, now supported Sicily's king Frederick II, who marched to Germany and defeated Otto. After his victory, Frederick did not act upon his promise to keep the two realms separate - though he had made his son Henry king of Sicily before marching on Germany, he still reserved real political power for himself. This continued after Frederick was crowned Emperor in 1220. Fearing Frederick's concentration of power, the Pope finally excommunicated the Emperor. Another point was the crusade, which Frederick had promised but repeatedly postponed. Now, though excommunicated, Frederick led the crusade in 1228, which however ended in negotiations and a temporary restoration of the Kingdom of Jerusalem. The conflict with the Pope endured who later supported the election of an anti-king in Germany.

Despite his imperial claims, Frederick's rule was a major turning point towards the disintegration of a central rule in the Empire. While concentrated on establishing a modern, centralised state in Sicily, he was mostly absent from Germany and issued far-reaching privileges to Germany's secular and ecclesiastical princes: In the 1220 *Confoederatio cum principibus ecclesiasticis*, Frederick gave up a number of *regalia* in favour of the bishops, among them tariffs, coining, and fortification. The 1232 *Statutum in favorem principum* mostly extended these privileges to secular territories. Although many of these privileges had existed earlier, they were now granted globally, and once and for all, to allow the German princes to maintain order north of the Alps while Frederick wanted to concentrate on Italy. The 1232 document marked the first time that the German dukes were called *domini terræ*,

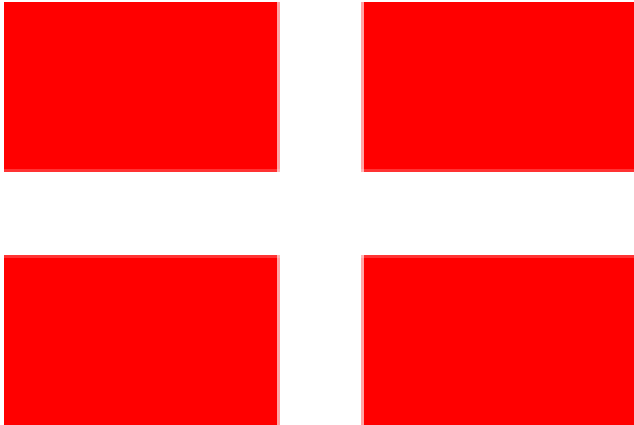
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owners of their lands, a remarkable change in terminology as well.

Interregnum



Flag of the Holy Roman Empire 1200–1350.

After the death of Frederick II in 1250, the German kingdom was divided among his son Conrad IV (died 1254) and the anti-king, William of Holland (died 1256). Conrad's death was followed by the Interregnum, during which no king could achieve universal recognition and the princes managed to consolidate their holdings and became even more independent rulers. After 1257, the crown was contested between the Richard of Cornwall, who was supported by the Guelph party, and Alfonso X of Castile, who was recognised by the Hohenstaufen party but never set foot on German soil. After Richard's death in 1273, the Interregnum ended with unanimous election of Rudolph I of Habsburg, a minor pro-Staufen count.

Changes in political structure



The Prince-electors

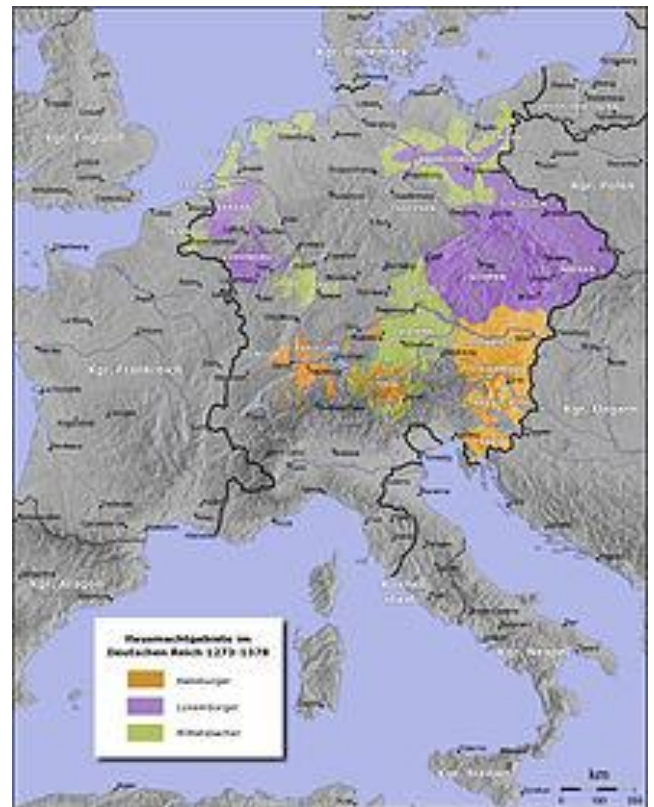
The 13th century also saw a general structural change in how land was administered, preparing the shift of political power towards the rising bourgeoisie at the expense of aristocratic feudalism that would characterize the Late Middle Ages.

Instead of personal duties, money increasingly became the common means to represent economic value in agriculture. Peasants were increasingly required to pay tribute for their lands. The concept of "property" began to replace more ancient forms of jurisdiction, although they were still very much tied together. In the territories (not at the level of the Empire), power became increasingly bundled: Whoever owned the land had jurisdiction, from which other powers derived. It is important to note, however, that jurisdiction at this time did not include legislation, which virtually did not exist until well into the 15th century. Court practice heavily relied on traditional customs or rules described as customary.

It is during this time that the territories began to transform themselves into predecessors of modern states. The process varied greatly among the various lands and was most advanced in those territories that were most identical to the lands of the old Germanic tribes, e.g. Bavaria. It was slower in those scattered territories that were founded through imperial privileges.

Late Middle Ages

Rise of the territories after the Staufen



Holy Roman Empire from 1273–1378, and its principal royal dynasties

The difficulties in electing the king eventually led to the emergence of a fixed college of electors, the *Kurfürsten*, whose composition and procedures were set forth in the Golden Bull of 1356. This development probably best symbolises the emerging duality between *Kaiser und Reich*, emperor and realm, which were no longer

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considered identical. This is also revealed in the way the post-Staufen kings attempted to sustain their power. Earlier, the Empire's strength (and finances) greatly relied on the Empire's own lands, the so-called *Reichsgut*, which always belonged to the respective king (and included many Imperial Cities). After the 13th century, its relevance faded (even though some parts of it did remain until the Empire's end in 1806). Instead, the *Reichsgut* was increasingly pawned to local dukes, sometimes to raise money for the Empire but, more frequently, to reward faithful duty or as an attempt to civilise stubborn dukes. The direct governance of the *Reichsgut* no longer matched the needs of either the king or the dukes.

Instead, the kings, beginning with Rudolph I of Habsburg, increasingly relied on the lands of their respective dynasties to support their power. In contrast with the *Reichsgut*, which was mostly scattered and difficult to administer, these territories were comparably compact and thus easier to control. In 1282, Rudolph I thus lent Austria and Styria to his own sons.

With Henry VII, the House of Luxembourg entered the stage. In 1312, he was crowned as the first Holy Roman Emperor since Frederick II. After him all kings and emperors relied on the lands of their own family (*Hausmacht*): Louis IV of Wittelsbach (king 1314, emperor 1328–1347) relied on his lands in Bavaria; Charles IV of Luxembourg, the grandson of Henry VII, drew strength from his own lands in Bohemia. Interestingly, it was thus increasingly in the king's own interest to strengthen the power of the territories, since the king profited from such a benefit in his own lands as well.

Imperial reform



Map of the Empire showing division into Circles in 1512

The "constitution" of the Empire was still largely unsettled at the beginning of the 15th century. Although some procedures and institutions had been fixed, for example by

the Golden Bull of 1356, the rules of how the king, the electors, and the other dukes should cooperate in the Empire much depended on the personality of the respective king. It therefore proved somewhat fatal that Sigismund of Luxemburg (king 1410, emperor 1433–1437) and Frederick III of Habsburg (king 1440, emperor 1452–1493) neglected the old core lands of the empire and mostly resided in their own lands. Without the presence of the king, the old institution of the *Hoftag*, the assembly of the realm's leading men, deteriorated. The *Imperial Diet* as a legislative organ of the Empire did not exist yet. Even worse, dukes often went into feuds against each other that, more often than not, escalated into local wars.

Simultaneously, the Church was in a state of crisis too, with wide-reaching effects in the Empire. The conflict between several papal claimants (two anti-popes and the legitimate Pope) was only resolved at the Council of Constance (1414–1418); after 1419, much energy was spent on fighting the Hussites. The medieval idea of unifying all Christendom into a single political entity, of which the Church and the Empire were the leading institutions, began to decline.

With these drastic changes, much discussion emerged in the 15th century about the Empire itself. Rules from the past no longer adequately described the structure of the time, and a reinforcement of earlier *Landfrieden* was urgently called for. During this time, the concept of "reform" emerged, in the original sense of the Latin verb *re-formare*, to regain an earlier shape that had been lost.

When Frederick III needed the dukes to finance war against Hungary in 1486 and at the same time had his son, later Maximilian I elected king, he was presented with the dukes' united demand to participate in an Imperial Court. For the first time, the assembly of the electors and other dukes was now called the Imperial Diet (German *Reichstag*) (to be joined by the Imperial Free Cities later). While Frederick refused, his more conciliatory son finally convened the Diet at Worms in 1495, after his father's death in 1493. Here, the king and the dukes agreed on four bills, commonly referred to as the *Reichsreform* (Imperial Reform): a set of legal acts to give the disintegrating Empire back some structure. Among others, this act produced the Imperial Circle Estates and the *Reichskammergericht* (Imperial Chamber Court); structures that would—to a degree—persist until the end of the Empire in 1806.

However, it took a few more decades until the new regulation was universally accepted and the new court actually began to function; only in 1512 would the Imperial Circles be finalised. The King also made sure that his own court, the *Reichshofrat*, continued to function in parallel to the *Reichskammergericht*. In this year, the Empire also received its new title, the *Heiliges Römisches Reich Deutscher Nation* ("Holy Roman Empire of the German Nation").

Source: http://en.wikipedia.org/wiki/Holy_roman_empire

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ARMY LISTS

III/1. EARLY SLAV (476-1218AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2).

Special Rules: Only after 580AD

DANISH, OLD SAXON AND THURINGIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon

May have throwing spear (+2) and light armour (+2).

Only if Wends after 1106AD: Upgrade to WS4 (+2), may have heavy armour (+3), lance (+2), barding (+3).

Special Rules: Only if Wends from 1057-1184AD

SWABIAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, shield

May have thrusting spear (+2) and shield (+2).

May be upgraded to WS4 (+3)

Special Rules: Only if Western Slavs after 830AD

INFANTRY

SLAV JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler

Only if Western Slavs after 830AD: Upgrade to Ld7 and thrusting spear instead of *Light Infantry* and javelins&buckler (+2), may have shield (+1)

Special Rules: *Light Infantry*

SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow

Only if Wends from 1057-1184AD:

Upgrade to BS3, Ld7 and *Light Infantry* (+3)

Only if Western Slavs after 830AD:

Upgrade to BS3, Ld6 and not longer *Skirmishers* (+2)

Special Rules: *Skirmishers*

SLAV SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins and buckler

May have sling instead of javelins&buckler (free)

Special Rules: *Skirmishers*

SLAV ILL-ARMED

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*

0-1 WAGON TABOR

VIKINGS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Viking	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon

May have light armour (+2) and shield (+1)

Special Rules: Only if Wends from 804-1056AD

ALLIES

Only if Western Slavs from 741-772AD: Bavarian Allies, II/73

Only if Wends before 804AD: Old Saxon Allies, II/73

Only if Western Slavs after 830AD: Pecheneg Allies, III/30

Only if Western Slavs after 830AD: Magyar Allies, III/47

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III/21. ITALIAN LOMBARD (584-1076AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GASTALDI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have heavy armour (+2) and shield (+2).

May have WS4 (+2)

FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2).

Special Rules: Only before 775AD (The Italo-Lombard kingdom and duchies)

BULGAR SETTLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear

May have light armour (+2) and buckler (+1)

Up to half may have bow instead of spear (free)

Special Rules: *Combined Formation*, Only from 668-700AD

MAGYAR MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

May have buckler (+1) and light armour (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only from 900-997AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

Special Rules: *Light Infantry*

ITALIAN TOWN MILITIAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear

May have shield (+1)

Only after 774AD: Upgrade to Ld7 (+1), may have light armour (+2), may have *Shieldwall* (+2)

PEASANT LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*, Only after 774AD

ALLIES

Only from 590-601AD: Aver Allies, III/13

Only in 603AD: Slav Allies, III/1

Only from 835-870AD: Aghlabid Allies, III/33

Only after 950AD: Imperialist Allies, III/52

Only from 1018AD: Normann Allies, III/51

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

III/30. MAGYAR (650-997AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MAGYAR NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear, light armour

May have heavy armour (+2) or bow (+2)

May have WS/BS4 (+3)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*

MAGYAR SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and buckler (+2)

Only after 896AD: Upgrade to *Light Cavalry* (+1)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

KAVAR GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

Special Rules: Only from 896AD

SZEKELY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only from 896AD

SLAV GENTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour

May have thrusting spear (+2) and shield (+2).

Special Rules: Only from 896AD

INFANTRY

SLAV SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1)

SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

SLAV JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*

ALLIES

Only from 912-932AD: Bohemian (Western Slav) Allies, III/1

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

III/40. NORSE VIKING AND LEIDANG (790-1280AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins, buckler. May have light armour (+2)
Only Leidang after 1070AD: Not *Light Cavalry*. May have thrusting spear (+2), shield (+2) and Ld4 (+2)
Special Rules: *Light Cavalry*

LAENSTROPPERNE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: Only Leidang after 1133AD

INFANTRY

HUSCARLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huscarl	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield. May have light armour (+2) and throwing spear (+2). May have *Shieldwall* (+2)
Only Viking after 850AD: May have *Riding Horses* (+1)

BERSERKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Beserk	5	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon
Only Viking after 850AD: May have *Riding Horses* (+1)
Special Rules: *Warband*, *Frenzy*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Only Viking after 850AD: May have *Riding Horses* (+1)
Special Rules: *Skirmishers*

UNDISCIPLINED RAIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Raider	5	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield. May have light armour (+2)
Only Viking after 850AD: May have *Riding Horses* (+1)
Special Rules: Only Viking before 850AD

HIRD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huscarl	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, shield. May have light armour (+2) and throwing spear (+2). May have *Shieldwall* (+2)

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May have *Riding Horses* (+1). May have WS4 (+3)

Special Rules: Only Viking after 850AD

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have *Riding Horses* (+1)
Special Rules: *Light Infantry*, Only Viking after 850AD

IRISH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Irish	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Light Infantry*, Only Dublin Vikings from 850-1094AD

ENGLISH REBELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
English	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, shield. May have light armour (+2)
Special Rules: Only Norwegian Viking in 1066AD

ENGLISH FLEMING MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
English	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear. May have shield (+1)
Special Rules: Only Norwegian Viking in 1066AD

BONDI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bondi	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2)
Special Rules: Only Leidang

BONDI ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, Only Leidang

THRALLS AND LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrall	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1).
Special Rules: *Levies*, Only Leidang

FREELANCE VIKING RAIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Raider	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield. May have light armour (+2)
May have *Shieldwall* (+2)
Special Rules: Only Leidang

GERMAN COLONISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
German	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+1).
Up to half may have crossbow instead of spear or shield (+2)
Special Rules: *Light Infantry*, *Combined Formation*, Only Danish Leidang after 1218AD

ALLIES

Only Viking in 866AD: Breton Allies, III/18
Only Dublin Vikings from 850-1094AD: Irish Allies, III/46
Only Danish Viking in 1069AD: English Rebel Allies, III/71
Only Danish Viking in 1069AD: Scots Allies, III/45
Only Leidang after 1133AD: German Clerical Allies, IV/13
Only Danish Leidang after 1218AD: Wendish Allies, III/1
Only Danish Leidang after 1218AD: Dithmarschen Free Canton Allies, IV/13

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

III/47. PECHENECS (850-1122AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*

INFANTRY

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

0-1 WAGON TABOR

May replace all infantry and set up Wagon Tabor with War Wagons.

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

III/51. WEST FRANKISH OR NORMAN (888-1072AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MILITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: *Ferocious Charge*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins

May have light armour (+2) and shield (+2)

Special Rules: *Skirmishers*

GASCON LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*, Only Aquitanian armies

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

May upgrade to Ld7 (+1). May have *Shieldwall* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	7

Equipment: Hand weapon, crossbow

Only after 950AD: May upgrade to Ld7 and not longer *Skirmishers* (+3)

Special Rules: *Skirmishers*

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

GASCON JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler

Special Rules: *Skirmishers*, Only Aquitanian armies

SICILIAN GREEKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Greek	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins.

May have shield (+1)

May have throwing spear instead of javelins (+1)

Special Rules: *Light Infantry*

ALLIES

Only before 923AD: Viking Allies, III/40

Only Normans in Italy and Sicily from 1041AD: Lombard Allies, III/21

Only Normans in Sicily in 1061AD: Aghlabid Sicilian Allies, III/33

Only Duke William's Norman army in 1066AD: Breton Allies, III/18

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

III/52. EAST FRANKISH (888-1106AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MILITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

May downgrade to WS3 (-2)

Special Rules: *Ferocious Charge*

OLD SAXON, THURINGIAN OR BOHEMIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

May upgrade to Ld7 (+1). May have *Shieldwall* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Light Infantry*

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

ALLIES

Italian Allies, III/21 or III/72 or III/76

Northern Slav Allies, III/1

Only from 928-1003AD: Western Slav Allies, III/1

Only after 935AD: Burgundian Allies, III/51

Only after 1044AD: Polish Allies, III/62

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

III/62. EARLY POLISH (960-1335AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2)

Only after 1200AD: May have heavy armour (+3), lance (+3)

Only after 1242AD: May have WS4 (+2) and barding (+3)

LITHUANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow

May have light armour (+2), throwing spear (+2) and shield (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1242AD

HUNGARIAN OR CUMAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1242AD

RUSSIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear, shield

May have light armour (+2)

Special Rules: Only from 1242-1300AD

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

May have *Shieldwall* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling

Special Rules: *Skirmishers*

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon

May have shield (+1) and light armour (+2)

Special Rules: *Light Infantry*, Only after 1200AD

ALLIES

Only in 960AD: Viking Allies, III/40

Only from 1024-1025AD: Rus Allies, III/48

Only before 1184AD: Northern or Western Slav Allies, III/1

Only from 1147-1230AD: German Allies, IV/13

Only from 1147-1230AD: Hungarian Allies, III/67

Only from 1224-1242AD: Teutonic Order Allies, IV/30

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

III/67. EARLY HUNGARIAN (997-1245AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

Only after 1150AD: May have a Carroccio as *Superior Battle Standard* which counts as *War Wagon*.

CAVALRY

HUNGARIAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

May have WS4 (+2)

HUNGARIAN GENTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear,

May have light armour (+2) and shield (+2)

HUNGARIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feigned Flight*

“SAXON” KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

Only after 1150AD: May have WS4 (+2) and lance (+3)

Special Rules: *Ferocious Charge*

SZEKELY BORDERERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

BISSENI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.

May have shield (+2)

Special Rules: *Skirmishers*, Only from 1050-1150AD

CROAT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear

May have shield (+2) and light armour (+2). May have WS4 (+3)

Special Rules: Only after 1102AD

HOSPITALLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3)

May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, Only after 1150AD

INFANTRY

HUNGARIAN SLAV INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+1). May have *Shieldwall* (+2)

HUNGARIAN SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

SERBS OR VLACHS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield

May have throwing spear or bow (+1)

Special Rules: *Light Infantry*

CROAT FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Croat	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins

May have throwing spear instead of javelins (+1) and shield (+1)

CROAT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	5

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

0-1 WAGON TABOR

Special Rules: Only after 1150AD

ALLIES

Only from 1105-1116AD: Polish Allies, III/62

Only after 1238AD: Cuman Allies, III/79

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

III/72. COMMUNAL ITALIAN (1029-1320AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

May have a Carroccio as *Superior Battle Standard* which counts as *War Wagon*.

CAVALRY

CONTADINI KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Special Rules: *Ferocious Charge*

COMMUNAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2), lance (+3), barding (+3) and heavy armour (+2)

Only after 1150AD: May have Ld8 (+2) and then *Drilled* (+2) and *Veterans* (+2)

Special Rules: *Ferocious Charge*, Only after 1100AD

BERROVIERI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield

Up to half may have light crossbow (+2)

Special Rules: *Combined Formation*

MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3)

May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, Only after 1200AD

GERMAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3)

May be *Veterans* (+2)

Up to half may be downgraded to WS3, I3, light armour and no lance (-6) placed in the rear rank

Special Rules: *German Wedge*, Only after 1200AD

INFANTRY

COMMUNAL SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

Only after 1200AD: May be *Light Infantry* without spears (-1) or WS4 with spears (+3)

May have shield (+1) and light armour (+2). With shield may have *Shieldwall* (+2)

COMMUNAL CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow

May have light armour (+1).

Only after 1200AD: May be upgraded to BS4 and Ld8 (+6)

Special Rules: *Light Infantry*

COMMUNAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

COMMUNAL AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, double handed weapon

May have shield (+1) and light armour (+2)

CONTADINI INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, bow

May have light armour (+1)

PLAUSTRELLA MAN-PUSHED SCYTHED WAGONS

Special Rules: *War Wagons*

ALLIES

Imperialist Allies, III/52 or IV/13

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

III/76. PAPAL ITALIAN (1049-1320AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

PAPAL FEUDAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2).

Only after 1150AD: May have lance (+3) and barding (+3). May be *Veterans* (+2)

Special Rules: *Ferocious Charge*

SWABIAN GERMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swabian	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, shield

May have thrusting spear (+2) and shield (+2).

ITALIAN MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2), lance (+3) and barding (+3). May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, Only after 1198AD

FRENCH MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, lance

May have shield (+2), lance (+3) and barding (+3). May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, Only after 1250AD

GERMAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3).

Up to half may be downgraded to WS3, I3, light armour and no lance (-6) placed in the rear rank

Special Rules: *German Wedge*, Only after 1250AD

INFANTRY

0-1 PAPAL GUARD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, light armour, thrusting spear

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ROMAN MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

MERCENARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow

Special Rules: *Skirmishers*

MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, thrusting spear, shield

May have light armour (+2).

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	4	1	7	13

Equipment: Hand weapon, crossbow

May have light armour (+2).

ALLIES

Perugian, Romagnol, Anconan, Tuscan or Spoletan Allies, III/72

Only before 1072AD: Norman Allies, III/51

Only before 1072AD: Imperialist Allies, III/52

Only before 1072AD: Byzantine Allies, III/75

Only before 1072AD: Lombard Allies, III/21

Only after 1072AD: Norman Allies, IV/5

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

III/79. CUMAN (KIPCHAK) (1054-1394AD)

CHARACTERS: Up to 25%

CAVALRY: At least 50%

INFANTRY: Up to 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CUMAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, shield

May have light armour (+2) and thrusting spear (+2)

May upgrade to *Expert Horsemen* (+2)

Special Rules: *Light Cavalry*

CUMAN OR PECHENECS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1242AD

UZES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

INFANTRY

CUMAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

0-1 WAGON TABOR

0-1 LIGHT BOLT THROWERS ON WAGON

Special Rules: *War Wagon* (with two light bolt throwers instead of missile trooper)

0-1 GREEK FIRE HURLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, greek fire (count as javelins)

Cause Panic if wounding, no armour save allowed.

Special Rules: *Skirmishers*, Only after 1180AD

VLACH JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*, Only from 1122-1269AD

VLACH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, Only from 1122-1269AD

ALLIES

Alan Allies, II/58

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/4. FEUDAL FRENCH (1072-1330AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

FRENCH KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Only after 1150AD: Upgrade to WS4 (+3), then may have lance (+2), barding (+3) and warhorse (+3)

May downgrade to WS3 and Ld6 (-5)

Special Rules: *Ferocious Charge*

BRABANCON MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3). May be *Veterans* (+2)

Special Rules: *Ferocious Charge*

ITALIAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2), heavy armour (+2), lance (+2) and barding (+3).

Special Rules: *Ferocious Charge*, Only Charles of Anjou from 1266-1285AD

INFANTRY

FOOT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow. May have light armour (+2).

Only after 1150AD: May be *Light Infantry* with BS3 and Ld7 (+4)

Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have light armour (+1). May have *Riding Horses* (+1)

May have Ld7 (+1)

Special Rules: *Light Infantry*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Special Rules: Only until 1150AD

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2).

FRENCH COMMUNAL MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

BIDETS OR BRETONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield

Special Rules: *Skirmishers*

RIBAUDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield

Special Rules: *Levies*

PEASANT LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

0-1 LIGHT BOLT THROWER

0-1 ROYAL GUARD CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2). May have *Riding Horses* (+1)

Special Rules: Only after 1150AD

BRIGANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Brigan	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield

Special Rules: *Light Infantry*, Only after 1150AD

GENOESE MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2).

Special Rules: Only after 1150AD

LOW COUNTRIES MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike. May have light armour (+1).

Special Rules: Only after 1150AD

SARACEN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have light armour (+1).

Special Rules: *Light Infantry*, Only Charles of Anjou from 1266-1285AD

ALLIES

Spanish Allies, III/35 (only with Spanish Ally General)

Only St Louis' Egyptian Crusade in 1250AD: Crusader Allies, IV/17

Only Charles of Anjou from 1266-1285AD: Milanese Allies, III/72

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/5. SICILIAN (1072-1442AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only after 1150AD: General may be upgraded to Ld10 (+50)

CAVALRY

FEUDAL KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Only after 1150AD: Upgrade to WS4 (+2). May have lance (+2) and barding (+3).

Special Rules: *Ferocious Charge*

ITALIAN COMMUNAL AND MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2), heavy armour (+2), lance (+2) and barding (+3).

Special Rules: *Ferocious Charge*

SARACEN OR BERBER NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear

May have light armour (+2) and shield (+2)

Only after 1194AD: May have WS4 (+3)

BERBERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.

May have light armour (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1150AD

SARACEN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1194AD

GERMAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3).

Up to half may be downgraded to WS3, light armour and no spear (-3) placed in the rear rank

Special Rules: *German Wedge*, Only after 1235AD

ARAGONESE LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins

May have light armour (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only from 1282-1301AD

INFANTRY

ITALIAN COMMUNAL SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

ITALIAN COMMUNAL CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2).

Only after 1194AD: May have and pavise (+2) and be upgraded to BS4 and Ld8 (+5). May be *Veterans* (+2)

SARACEN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have light armour (+1).

Only after 1194AD: May have Ld7 (+1)

Special Rules: *Light Infantry*

SARACEN JAVELINMEN AND AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Saracen	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield

May have javelins (+1). May have WS4 (+3)

Special Rules: *Light Infantry*

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2).

GRIFFONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Griffon	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield

Only after 1194AD: Downgrade to *Levies* instead of *Light Infantry* (-1)

Special Rules: *Light Infantry*

ARAGONESE CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow

Special Rules: *Skirmishers*

CATALAN ALMUGHAVARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Catalan	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2).

Special Rules: Only from 1282-1301AD

ALLIES

Only Friedrich II's Crusade from 1228-1232AD: Crusader Allies, IV/17

Only after 1302AD: Aragonese Allies, IV/68

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/13. MEDIEVAL GERMAN (1106-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

General must be Imperial, Feudal, Clerical, City, Free Canton or Mercenary.

All except Feudal before 1450AD and Free Canton: General may be upgraded to Ld10 (+50).

Only with City or Clerical General after 1150AD: Superior Battle Standard (counts as War Wagon)

CAVALRY

FEUDAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3).

Only after 1150AD: May have WS4 (+3)

Only after 1450AD: Up to half may be downgraded to light armour and no lance (-4) placed in the rear rank

Only after 1450AD: may be downgraded to light armour and no

Ferocious Charge (-3)

Special Rules: *Ferocious Charge*

CLERICAL OR MERCENARY KNIGHTS, MINISTERIALES OR SARIANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3).

Up to half may be downgraded to WS3, I3, light armour and no lance (-6) placed in the rear rank

Special Rules: *Ferocious Charge*

CITY MOUNTED BURGHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3).

Up to half may be downgraded to light armour and no lance (-4) placed in the rear rank

Only after 1450AD: may be downgraded to light armour and no Feocious Charge (-3)

Special Rules: *Ferocious Charge*

HUNGARIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only with Feudal General from 1150-1332 or Imperial from 1420-1457AD

TEUTONIC KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	30

Equipment: Hand weapon, heavy armour, lance, warhorse

May have shield (+2) and barding (+3). May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, Only with Imperial General from 1226-1430AD

ITALIAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3).

Special Rules: *Ferocious Charge*, Only Konradin's feudal army at Tagliacozzo in 1268AD

SPANISH KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3).

Special Rules: *Ferocious Charge*, Only Konradin's feudal army at Tagliacozzo in 1268AD

SPANISH JINETES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins.

May have shield (+2), light armour (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only Konradin's feudal army at Tagliacozzo in 1268AD

FEUDAL OR MERCENARY MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow.

May have light armour (+2)

After 1450AD: Handgun instead of light crossbow (+2). Then may have BS4 (+3)

Special Rules: Only after 1320AD

EX-BURGUNDIAN COMPAGNIES D'ORDONNANCE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	28

Equipment: Hand weapon, plate armour, lance

May have barding (+3).

Special Rules: *Ferocious Charge*, Only after 1478AD

INFANTRY

0-1 CITY GUARD AXEMEN AND HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour

May have shield (+1), heavy armour (+2) and double handed weapon (+2) or halberd (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

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WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

CITY MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.

May have light armour (+2).

Only after 1320AD: May have pavise (+2) and then may have BS4 (+3)

CITY MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Only with Imperial or Clerical General or all after 1450AD: May have Ld6 and pike instead of spear (free)

Only after 1478AD: may have pike instead of spear and *Medieval Phalanx* (+2)

CITY MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow

Only after 1375AD: May have handgun instead of bow (+2)

Special Rules: *Skirmishers*

FEUDAL RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Levies*

HEERBAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Only after 1320AD: Downgrade to *Levies* (-1)

FREE CANTON SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1)

Only after 1450AD: Have Ld7 (+1)

Special Rules: *Light Infantry*

FREE CANTON ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have crossbow (+3)

Only after 1375AD: May have handgun instead of bow (+2)

Special Rules: *Light Infantry*

MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Only after 1450AD: May have WS3/I3 and pike (-2)

MERCENARY AXEMEN, SWORDSMEN AND HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour

May have shield (+1), heavy armour (+2) and double handed weapon (+2) or halberd (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: *Only until 1478AD*

MERCENARY ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow

May have light armour (+1) and crossbow (+3)

Only after 1375AD: May have handgun instead of bow (+2)

Special Rules: *Light Infantry*

0-1 WAGON TABOR

Special Rules: Only after 1320AD

FEUDAL OR CLERICAL WAR WAGONS

Special Rules: Only after 1426AD

ALLIES

Only with Imperial General before 1320AD: Italian Allies, III/72

Only with Free Canton General from 1144-1227 or feudal in 1147 or 1160AD: Danish Leidang Allies, III/40

Only with Feudal General in 1147 or 1227AD: Polish Allies, III/62

Only with Imperial General in 1278AD: Hungarian Allies, IV/43

Only with Feudal General in 1322 or City general from 1385-1388AD: Swiss Allies, IV/41

Only after 1426AD: Swiss Allies, IV/79

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/22. SERBIAN EMPIRE (1180-1459AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SERBIAN VLASTELA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	24
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

Only after 1340AD: Upgrade to heavy armour, shield, lance, warhorse (+7). Then may have cloth (+2) or plate (+3) barding. May be *Veterans* (+2). May Dismount - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge*. Only after 1340AD may have a +1 rank bonus if mounted, *Stubborn* if dismounted

HUNGARIAN OR CUMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*

TURKOMAN OR WALLACHIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

TARTAR MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

May have light armour (+2), throwing spear (+2) and shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

BYZANTINE DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, light armour

May have heavy armour (+2) and shield (+2)

Special Rules: Only before 1355AD

GERMAN OR BOHEMIAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and cloth (+2) or plate (+3) barding.

Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank

Special Rules: *German Wedge*, Only after 1300AD

OTHER WESTERN EUROPEAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only after 1300AD

SERBIAN GUSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1340AD

BOSNIAN NOBLES AND MOUNTED RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and cloth (+2) or plate (+3) barding.

Special Rules: *Ferocious Charge*, Only after 1340AD

INFANTRY

VOYNUK SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

Only after 1340AD: May be upgraded to WS4 (+3), then may have halberd (free)

SERBIAN, MORAVIAN, BOSNIAN OR GREEK ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

Only after 1300AD: May have shield (+1) and then may upgrade to BS4 and Ld7 (+4)

Special Rules: *Light Infantry*

VLACH BEGGAGE GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

ZAMANITCHKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon

May have shield (+1)

Special Rules: *Levies*

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

SERBIAN, BOSNIAN, MORAVIAN OR CROAT KRAYISHNICI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and shield

Special Rules: *Light Infantry*, Only after 1300AD

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2)

Special Rules: Only after 1380AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*

0-2 ORGAN GUNS

ALLIES

Only after 1380AD: Albanian Allies, IV/69

Only after 1380AD: Ottoman Allies, IV/55

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/30. TEUTONIC ORDER (1201-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

RITTERBRÜDER, DIENENDE BRÜDER AND MITBRÜDER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). Only after 1300AD: May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation*; *Stubborn* if dismounted

GERMAN CRUSADER OR VASSAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3)

Only after 1450AD: Up to half may be downgraded to WS3, light armour and no spear (-3) placed in the rear rank

Special Rules: *German Wedge*

KNECHTE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2)

TURKOPOLEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Light Cavalry*

PRUSSIAN AND LIVONIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2)

LIVONIAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow

May have light armour (+2) and buckler (+1)

Special Rules: *Skirmishers*

NON-GERMAN KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3)

Special Rules: *Ferocious Charge*, Only before 1414AD

INFANTRY

DIENENDE BRÜDER SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

DIENENDE BRÜDER CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2)

FEUDAL OR CRUSADER CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2)

COLONIST AND BURGHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2)

LIVONIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Livonian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2)

Special Rules: *Light Infantry*

PRUSSIAN D OR LITHUANIAN SUBJECT FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.

Special Rules: *Levies*

0-1 ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)

May be *Veterans* (+2)

Special Rules: Only from 1352-1392AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*, Only after 1380AD

ALLIES

German City Allies, IV/13

Only before 1242AD: Polish Allies, III/62

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WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/41. EARLY SWISS (1240-1400AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

CAVALRY

MOUNTED CROSSBOWS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.

May have light armour (+2)

INFANTRY

HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour, halberd

May have double handed weapon (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	6

Equipment: Hand weapon, crossbow. May have light armour (+2).

Special Rules: *Skirmishers*

STONE THROWING ENFANTS PERDUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Improvised weapon, stones

Special Rules: *Skirmishers*

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/43. LATER HUNGARIAN (1245-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only after 1441AD: General may be upgraded to Ld10 (+50).

CAVALRY

HUNGARIAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and cloth (+2) or plate (+3) barding.

Special Rules: *Ferocious Charge*

HUNGARIANS, CUMANS, JAZYGES OR RUTHENIANA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*

SZEKELERS OR TARTARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2).

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

BOSNIAN NOBLES AND MOUNTED RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and cloth (+2) or plate (+3) barding.

Special Rules: *Ferocious Charge*, Only after 1340AD

GERMAN OR BOHEMIAN ARMIGERI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and cloth (+2) or plate (+3) barding

Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank

Special Rules: *German Wedge*, Only after 1395AD

CRUSADER KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and cloth (+2) or plate (+3) barding

Up to half may be downgraded to light armour and no lance (-4) placed in the rear rank

Special Rules: *Ferocious Charge*, Only the Crusade of Nicopolis 1396AD

HOSPITALER KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation*; *Stubborn* if dismounted, Only the Crusade of Nicopolis 1396AD

SERBIAN HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, shield

May have light armour (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1441AD

INFANTRY

HUNGARIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Only after 1441AD: May have WS4 and Ld7 (+4)

HUNGARIAN, CROATIAN OR TRANSYLVANIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).

Special Rules: *Light Infantry*

0-1 WAGON TABOR

BOSNIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.

May have shield (+1) and light armour (+2).

Special Rules: *Light Infantry*, Only from 1322-1435AD

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.

May have light armour (+2), pavise (+2) and *Riding Horses* (+1)

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

0-1 CRUSADER RIBAUDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, shield

Special Rules: *Levies*, Only from 1322-1435AD

ARMATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Armati	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour

May take halberd or double-handed weapon (+2) and plate armour (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only after 1441AD

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	6

Equipment: Hand weapon, crossbow.

Special Rules: *Skirmishers*, Only after 1441AD

GERMAN OR BOHEMIAN HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*, Only after 1441AD

WAR WAGONS

Special Rules: Only after 1441AD

0-2 LIGHT CANNONS

Special Rules: Only after 1441AD

TRANSYLVANIAN OR CRUSADING PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, shield

Special Rules: *Levies*, Only from 1442-1446AD

GERMAN OR ITALIAN PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Medieval Phalanx*, Only after 1490AD

ALLIES

Wallachian Allies, IV/65

Moldavian Allies, IV/65

Only before 1308AD: German City Allies, IV/13

Only in 1285AD: Mongol Allies, IV/47

Only from 1370-1382 and 1440-1444AD: Polish Allies, IV/66

Only from 1442-1490AD: Serbian Allies, IV/22

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/54. MEDIEVAL SCANDINAVIAN (1280-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

FEUDAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3)

Special Rules: *Ferocious Charge*

SMAASVENDE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, thrusting spear

May have light armour (+2) and shield (+2)

SKYTTER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow

May have light armour (+2) and shield (+2)

Only after 1390AD: May have handgun (+2) and heavy armour (+2)

GERMAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3).

Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank

Special Rules: *German Wedge*, Only Danish armies from 1350-1390AD and Union armies after 1390AD

INFANTRY

LEIDANG

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield

May have light armour (+2). Up to half may have bow (+1).

Only Swedish armies after 1390AD: May have WS4 (+2)

Only Danish armies from 1350-1390AD and Union armies after 1390AD:

May downgrade to Ld6 (-1)

Special Rules: *Combined Formation*, *Light Infantry*

PANZENAR BILLMEN OR GERMAN HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour, halberd

May have shield (+1), heavy armour (+2) and double handed weapon instead of halberd (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only Danish armies before 1350AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*, Only after 1390AD

0-3 LIGHT CANNONS

Special Rules: Only after 1390AD

LAPP OR OTHER SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins

Special Rules: *Skirmishers*, Only Swedish armies after 1390AD

OBUDSHAER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	4	3	3	1	4	1	8	12

Equipment: Hand weapon, shield, light armour

May have heavy armour (+2)

Up to half may have crossbow (+3).

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: *Combined Formation*, Only Danish armies from 1350-1390AD and Union armies after 1390AD

GERMAN LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Medieval Phalanx*, Only Union armies after 1487AD

ALLIES

Only Danish armies before 1350AD: German Clerical or Free Canton

Allies, IV/13

Only Union armies after 1390AD: German City, Feudal or Mercenary

Allies, IV/13

Only Union armies after 1390AD: Swedish Allies, IV/54

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/57. LOW COUNTRIES (1297-1478AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

FEUDAL OR MERCENARY KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

BURGHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and barding (+3).

Special Rules: *Ferocious Charge*

INFANTRY

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2).

May have *Riding Horses* (+1)

0-1 WAGON TABOR

GUILDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Only after 1330AD: *Medieval Phalanx* (+1)

GUILDSMEN WITH PLANCON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guildsman	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour, heavy mace

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only from 1330-1410AD

0-1 ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)

May be *Veterans* (+2)

Special Rules: Only from 1330AD

WHITEHOODS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*, Only from 1330-1410AD

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

May have light armour (+1)

May have BS4 and Ld7 (+4)

Special Rules: *Light Infantry*, Only from 1330-1410AD

ORGAN GUNS

Special Rules: Only from 1330AD

GUILDSMEN WITH HALBERD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guildsman	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour, halberd

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only from after 1410AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*, Only from 1410AD

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/61. ITALIAN CONDOTTA (1320-1495AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

Only before 1400AD: May have caroccio standard on ox-wagon as Superior battle standard

CAVALRY

CONDOTTIERI OR LANZE SPEZZATE ELMETTI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse

May have shield (+2) and cloth (+2) or plate (+3) barding.

May be *Veterans* (+2)

Special Rules: *Ferocious Charge*, may count rank bonus up to +1

FEUDAL ELMETTI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and cloth (+2) or plate (+3) barding.

Special Rules: *Ferocious Charge*, may count rank bonus up to +1, Only Neapolitan

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow.

May have light armour (+2)

GERMAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3).

Up to half may be downgraded to WS3, light armour and no spear (-3) placed in the rear rank

Special Rules: *German Wedge*, Only before 1363

BULGAR OR OTHER SLAVS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.

May have bow (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only in 1373AD

HUNGARIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only Florentine, Neapolitan and Papal before 1440AD

0-1 FAMIGLIA DUCALE ELMETTI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only Milanese after 1411AD

DALMATIAN FEUDAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, lance

May have shield (+2), cloth (+2) or plate (+3) barding.

Special Rules: *Ferocious Charge*, Only Venetian in Greece after 1440AD

TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only Venetian in Greece, Neapolitan or Venetian in Italy after 1440AD

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.

May have bow (+2) and light armour (+2)

Special Rules: *Skirmishers*, *Feigned Flight*, Only Venetian in Greece or Italy after 1440AD

INFANTRY

MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	7

Equipment: Hand weapon, crossbow

May have light armour (+1).

Special Rules: *Skirmishers*

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow

May have light armour (+2) and pavise (+2).

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins

May have shield (+1).

Special Rules: *Light Infantry*, Only until 1416AD

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield, light armour

May have heavy armour (+2).

Special Rules: Only until 1416AD

PAPAL OR NEAPOLITAN GUARDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, thrusting spear

May have heavy armour (+2) and shield (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only Papal or Neapolitan

PIONEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

0-1 ORGAN GUN

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

Special Rules: Only before 1400AD

MILITIA PAVISIERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, crossbow

May have light armour (+2) and pavise (+2)

May be *Veterans* (+2)

Special Rules: Only before 1440AD

MILITIA SPEARMEN OR PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2).

May change to pike and Ld6 (free)

Special Rules: Only from 1400-1440AD

MERCENARY PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Medieval Phalanx*, Only after 1400AD

BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, heavy armour

May have shield (+2), partial or full plate armour (+2/+3), halberd or double-handed weapon (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only after 1400AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*, Only after 1400AD

0-1 ENGLISH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)

May be *Veterans* (+2). May have *Riding Horses* (+1)

Special Rules: Only Florentine and Venetian in Italy from 1400-1440AD, Only

SWORD-AND-BUCKLER-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour, buckler

May have heavy armour (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only after 1416AD

ARAGONESE TARGETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Aragonese	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins, light armour

May have shield (+2).

Special Rules: *Light Infantry*, Only Neapolitan after 1420AD

ARAGONESE CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow

Special Rules: *Skirmishers*, Only Neapolitan after 1420AD

DALMATIAN CITY MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow

May have light armour (+2) and pavise (+2)

Special Rules: Only Venetian in Greece after 1440AD

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: *Skirmishers*, Only Neapolitan or Venetian in Greece or Italy after 1440AD

ALLIES

Italian Allies, IV/61 (only 0-2)

Only Pisan/Paduan, Papal or Florentine before 1400AD: Free Company Allies, IV/74

Only Florentine from 1400-1440AD: Swiss Mercenary Allies, IV/79

Only Venetians in Italy after 1440AD: Swiss Mercenary Allies, IV/79

Only Neapolitan after 1440AD: Albanian Allies, IV/69

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/64. MEDIEVAL FRENCH (1330-1445AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only after 1418AD: General may be upgraded to Ld10 (+50).

CAVALRY

NOBLES, KNIGHTS AND OTHER MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Only after 1400AD: May be downgraded to WS3, I3, horse (-6 mounted/-3 dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

May have light armour (+1).

FRENCH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2).

Special Rules: *Light Infantry*

GENOESE CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2).

SPANISH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow. May have light armour (+1).

Special Rules: *Skirmishers*

BRIGANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Brigan	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield

Special Rules: *Light Infantry*

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RIBAUDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield

Special Rules: *Levies*

PEASANT LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levies*

PAVISIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, thrusting spear, light armour

May have shield (+2) or pavise (+2). May have *Riding Horses* (+1)

Special Rules: Only from 1350-1450AD

BIDETS OR BRETONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield

Special Rules: *Skirmishers*, Only from 1350-1450AD

DESPERATE PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon

Special Rules: *Levies*, Only from 1356-1360AD

0-1 WAGON TABOR

Special Rules: Only from 1356-1360AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*, Only after 1385AD

0-1 LIGHT CANNON

Special Rules: Only after 1385AD

VOULGIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Voulgier	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour

May have shield (+2), partial or full plate armour (+2/+3), halberd or double-handed weapon (+2). May have *Riding Horses* (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only after 1400AD

SCOTS GUARD AND OTHER MOUNTED ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	14

Equipment: Hand weapon, longbow. May have light armour (+2)

May be *Veterans* (+2).

Special Rules: *Riding Horses*, Only after 1400AD

ALLIES

Only after 1418AD: Scots Allies, IV/16

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/66. LATER POLISH (1335-1500AD)

CHARACTERS: Up to 25%

CAVALRY: At least 25%

INFANTRY: Up to 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

RYCERZ

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, lance

May have shield (+2) and cloth (+2) or plate (+3) barding

Special Rules: *Ferocious Charge*

CZELADZ

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

LITHUANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow

May have shield (+2), throwing spear (+2) and light armour (+2).

Special Rules: *Light Cavalry*

WALLACHIAN AND MOLDAVIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

HUNGARIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)

Special Rules: *Skirmishers*, *Feigned Flight*

TARTAR EXILE SETTLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour

May have shield (+2) and throwing spear (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only after 1386AD

SERBIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1400AD

INFANTRY

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, light armour

May have shield (+2) and double-handed weapon (+2), partial or full plate armour (+2/+3)

TOWN MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2).

0-1 WAGON TABOR

0-1 LIGHT CANNON

Special Rules: Only after 1400AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*, Only after 1400AD

WAR WAGONS

Special Rules: Only after 1400AD

ALLIES

Only from 1342-1382 and 1440-1444AD: Hungarian Allies, IV/43

Only after 1386AD: Lithuanian Allies, IV/18

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/74. FREE COMPANY OR ARMAGNAC (1357-1444AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GASCON, FRENCH, SPANISH OR NAVARRESE MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Every second unit may upgrade to WS4, I4 and Warhorse (+6) then may be *Veterans* (+2)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

ENGLISH GENTLEMEN AND LESSER MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

GERMAN MERCENARY MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	27
Dismounted	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Up to half may downgrade to WS3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

INFANTRY

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2).

ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)

May be *Veterans* (+2). May have *Riding Horses* (+1)

BRETON JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins

May have shield (+1).

Special Rules: *Skirmishers*, *Feigned Flight*

FRENCH BRIGANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Brigan	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins

May have shield (+1).

Special Rules: *Light Infantry*, Only in 1444AD

FRENCH RIBAUDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield

Special Rules: *Levies*

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/76. EARLY BURGUNDIAN (1363-1471AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

BURGUNDIAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	28
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Only after 1419AD: Downgrade to WS3 (-2)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

VALETS D'ARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear

May have shield (+2) and heavy armour (+2)

BURGUNDIAN OR MERCENARY MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow.

May have light armour (+2)

FRENCH OR ITALIAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

ENGLISH MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

INFANTRY

LOW COUNTRUES PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

LOW COUNTRIES CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2).

PICARD ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.

May have light armour (+1).

ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)

May be *Veterans* (+2)

VILLAGE LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield

Special Rules: *Levies*

0-1 WAGON TABOR

ORGAN GUNS

Special Rules: Only after 1430AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*, Only after 1430AD

SWISS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

May be *Stubborn* (+2)

Special Rules: *Medieval Phalanx*, Only after 1464AD

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/79. LATER SWISS (1400-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

MOUNTED CROSSBOWS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.

May have light armour (+2)

LORRAINER CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	28

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding.

May take full plate armour (free)

Up to half may downgrade to WS3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only from 1476-1477AD

INFANTRY

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	4	1	7	14

Equipment: Hand weapon, heavy armour, pike

May have plate armour (+3)

May be *Stubborn* (+2)

Special Rules: *Medieval Phalanx*

0-1 LIGHT CANNON

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light (+1) or heavy armour (+3)

Special Rules: *Skirmishers*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	6

Equipment: Hand weapon, crossbow. May have light armour (+1).

Special Rules: *Skirmishers*

HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	8	13

Equipment: Hand weapon, heavy armour, halberd

May have plate armour (+3)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only before 1490AD

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/80. HUSSITE (1419-1471AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MOUNTED CROSSBOWS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.

May have light armour (+2)

Special Rules: *Skirmishers*

HUSSITE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	28

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding.

May take full plate armour (free)

Only after 1422AD: Upgrade to Warhorse (+4) and then may be *Veterans* (+2)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only after 1420AD

INFANTRY

0-4 WAR WAGONS WITH MISSILE TROOPS OR 1-2 LIGHT GUNS

FLAILMEN AND HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, light armour

May have heavy armour (+2) and double handed weapon (+2) or halberd (+1). May be *Stubborn* (+2)

Only after 1422AD: May have Ld8 (+2) and then may be *Drilled* (+2) and *Veterans* (+2)

ALLIES

Only from 1421-1431AD: Polish Allies, IV/66 (can include Lithuanians)

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

IV/82. FRENCH ORDONNANCE (1445-1500AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ORDONNANCE GENDARMES AND COUSTLLIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ORDONNANCE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow.
May have light (+2) or heavy (+3) armour
Only after 1479AD: May have BS4 (+3)
Special Rules: *Light Cavalry*

MOUNTED HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.
May have light (+2) or heavy (+3) armour
Special Rules: *Light Cavalry*

FEUDAL MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3). May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only before 1465AD

SAVOYARD MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only before 1465AD

GENETAIRES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.
May have light (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only in 1494AD

INFANTRY

FRENCH PARTISANMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Partisanman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, heavy armour
May have shield (+2), partial or full plate armour (+2/+3) and double-handed weapon (+2). May *Veterans* (+2)
Special Rules: Only until 1479AD

FOOT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+1).
May have BS4 (+3) and then may have *Riding Horses* (+1)
Special Rules: *Light Infantry*

FRANCS ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+1).

GASCON CROSSBOWMEN AND SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow. May have light armour (+1).
May have sling instead of crossbow (-3)
Special Rules: *Skirmishers*

GASCON BIDEETS OR BRETONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield
Special Rules: *Skirmishers*

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*

0-2 ORGAN GUNS

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

FRENCH SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light (+2) or heavy (+3) armour.

May have Ld7 (+1)

Special Rules: Only before 1465AD

HALBERDIERS AND PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, light armour, halberd

May have heavy armour (+2) and pike instead of halberd (+2) and then have *Medieval Phalanx*.

Special Rules: Only after 1479AD

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	4	1	7	13

Equipment: Hand weapon, heavy armour, pike

May have plate armour (+2). May be *Stubborn* (+2)

Special Rules: *Medieval Phalanx*, Only after 1479AD

SWISS SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.

May have light (+1) or heavy (+3) armour

May have crossbow instead of handgun (free)

Special Rules: *Skirmishers*, Only after 1479AD

SWISS HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	8	13

Equipment: Hand weapon, heavy armour, halberd

May have plate armour (+2)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only from 1480-1490AD

WAR WAGONS

Special Rules: Only from 1480-1482AD

ALLIES

Only before 1465AD: Milanese Allies, IV/61

Only rebels in 1469AD: Swiss Mercenary Allies, IV/79

Only after 1493AD: Italian Allies, IV/61

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

84. BURGUNDIAN ORDONNANCE (1471-1477AD)

CHARACTERS: Up to 25%

CAVALRY: Up to 50%

INFANTRY: At least 25%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

0-1 HOUSEHOLD GENDARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+2) or plate (+3). May be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ORDONNANCE GENDARMES AND COUSTLLIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ITALIAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse

May have cloth (+2) or plate (+3) barding. May have LD8 (+2) and then may be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Up to half may downgrade to WS3, I3, no lance, horse (-6 mounted/-3 dismounted) placed in the rear ranks

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.

May have light (+2) or heavy (+3) armour

Special Rules: *Skirmishers*

FEUDAL MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

FEUDAL MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, light crossbow.

May have light (+2) or heavy (+3) armour

Special Rules: *Skirmishers*

INFANTRY

0-1 HOUSEHOLD ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	8	11

Equipment: Hand weapon, bow. May have light armour (+1)

May be *Veterans* (+2). May have *Riding Horses* (+1)

0-1 HOUSEHOLD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, heavy armour, halberd

May have shield (+2), plate armour (+2) and double handed weapon instead of halberd (+1)

May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ORDONNANCE CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2).

May may have *Riding Horses* (+1)

ORDONNANCE FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	8	11

Equipment: Hand weapon, bow. May have light armour (+1)

May be *Veterans* (+2). May have *Riding Horses* (+1)

ORDONNANCE HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)

Special Rules: *Skirmishers*

ITALIAN FOOT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and

Pavise (+2)

WAB FORUM SUPPLEMENT

HOLY ROMAN EMPIRE 962 – 1473 AD

LOW COUNTY PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.

May have light armour (+1) or heavy armour (+3).

Special Rules: *Medieval Phalanx*

0-1 PETARDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Petardier	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, petard

Petard: Count as javelins, but no armour saves allowed.

Special Rules: *Skirmishers*

ORGAN GUNS

ALLIES

English Yorkist Allies, IV/83

Battle of Lechfeld



Sources

The most important source is the monography of Gerhard Saint Ulrich of Augsburg, who denotes the series of actions from German point of view. Another source is the chronicler Widukind of Corvey giving us important details. The chronicle of *Gesta Hungarorum* written by Simon Kézai, provides insight from the Hungarian side however this chronicle was written around 1283.

Historical Context

Many decades of Hungarian raiding had highlighted the inability of the later Carolingian kings of Germany to demonstrate that they were kings in more than name.

Background

After having put down a rebellion by his sons, The German King set out to Saxony, his duchy. Upon arriving in Madgeburg he received reports of the Hungarian invasion. The Hungarians had already invaded once before during the course of the rebellion¹. This was right after he had put down a revolt in Franconia. There were some stirrings of unrest among the Polabian Slavs on the lower Elbe, so Otto had to leave most of his Saxons at home. In addition to this, Saxony was distant from Augsburg and it's environs, and would have cost a lot of time in awaiting their arrival². The battle took place six weeks after the first report reached the ears of Otto, and Delbrück asserts that they could not have possibly made the march in time³. The King ordered his troops to concentrate on the Danube, in the vicinity of Neuburg and Ingolstadt. He did this in order to, asserts Delbrück, to march on the Hungarian line of communications and catch them in their rear while they

were raiding in this vicinity. As that particular vicinity is to the Northeast of Augsburg. In addition to this it was a central point of concentration for all the contingents that were assembling. Logistically therefore, this locality was the best location upon which to make the final descent upon the Hungarians⁴.

There were however, other troops that the King placed that were planned to have an outcome on the course of the battle. On previous occasions, in 932 and 954 for example, their had been Hungarian incursions which had invaded the Germanic lands to the South of the Danube, and then retreated back to their native country via Lorraine, to the West Frankish Kingdom and finally, through Italy. That is to say, a wide sweeping U turn that initially started westward, then progressed to the south, and then finally to the east back to their homeland; and thusly escaping retribution for their crimes in Germany. The King was aware of the escape of these Hungarians on the above mentioned occasions, and was determined to trap them. He therefore ordered his brother, the Archbishop Bruno, to keep the Knights of Lorraine in Lorraine⁵. He did this with the fear that the Hungarians would follow their plan of retreat on the previous occasions. However, with a powerful enough force of knights pressing them in the front from the west, and a powerful force of Knights chasing them from the East, the Hungarians would be unable to escape⁶.

The Bishop of Ulrich defended Augsburg, a border city of Swabia, with a contingent of soldiers. Motivating them with the psalm "Yea, though I walk through the valley of the shadow of death" etc...⁷. While this defense was going on, the King was raising an army to march south with⁸.

There is no reliable source on the size of the armies and the numbers are still disputed. The mostly accepted view is that Otto called up about 8,000 men.⁹ The eight 1,000-strong *legiones* (divisions) included three from Bavaria, two from Swabia, one from Franconia and one from Bohemia under Prince Boleslav I. The eighth division, commanded by Otto and slightly larger than the others, included Saxons, Thuringians and the king's personal guard. The kings contingent probably included seasoned Knights of Frankish origin.

According to chronicles, the Hungarian army amounted to 25-50,000 men, but a more realistic figure is 10-25,000 men.

Gerhard Saint Ulrich of Augsburg writes that the Hungarian forces advanced to the Iller river and placed Augsburg under siege. The fort was defended by bishop Ulrich. Most probably the fiercest battle took place on August 8 at the eastern gate, when the Hungarians tried to invade the fort in large numbers. The bishop's men defended bravely and killed the leader of the attack, forcing the Hungarians to withdraw. The next day the Hungarians launched a wider general attack. During the battle Berchtold of Risinesburg arrived, which heralded the approach of the German army. At the end of the day, the siege was suspended, and the Hungarians prepared for the next day's battle. Count Dietpald led soldiers to Otto's camp during the night.

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WAB FORUM SUPPLEMENT

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The Hungarians were besieging Augsburg prior to the battle of Lechfeld itself. At this time, Augsburg was not quite touching the left bank of the river, upon which it was basically situated. When they received news of the impending German advance, the Hungarians crossed the and river to face the Imperial advance.

Battle at Lechfeld

The order of march of the German army was as follows; The Three Bavarian contingents, The Franks contingent under Duke Konrad, The Fifth was the royal unit (The Center), The sixth and seventh contingents were Swabians, and the eighth of Bohemians.¹² The Bavarians were placed at the head of column, according to Delbrück, because they were marching through Bavarian territory and they therefore knew the territory best¹³. All of these were mounted¹⁴.

According to the chronicler Widukind of Corvey, Otto "pitched his camp in the territory of the city of Augsburg and joined there the forces of Henry I, Duke of Bavaria, who was himself lying mortally ill nearby, and by duke Conrad with a large following of Franconian knights. Conrad's unexpected arrival encouraged the warriors so much that they wished to attack the enemy immediately."¹⁵.

The arrival of Conrad, the exiled duke of Lotharingia (Lorraine) and Otto's son-in-law, was particularly heartening because he had recently thrown in his lot with the Magyars, but now returned to fight under Otto; in the ensuing battle he lost his life. A legion of Swabians were commanded by duke Burchard, who had married Hedwig, the daughter of Henry, the brother of Otto. Also among those fighting under Otto was Boleslav of Bohemia. About 3,000 Saxons, including the Von Hoehne family of Hoehne, Saxony, were commanded by Otto himself.^{citation needed}

The Hungarians crossed the river and immediately attacked the Bohemians, then later the Schwabish legions, but retreated after a short fight. As Otto received word of the attack, he ordered Conrad to recover the baggage train, and Conrad succeeded in doing so. Conrad then returned to the main forces. For Otto it became evident that this was the time to attack the Hungarians, and he did not hesitate. Despite a volley of arrows from the Hungarians, Otto's army smashed into the Hungarian line, and began to sweep over it.

The Germans were able to fight hand-to-hand with the Hungarians, giving the traditionally nomad warriors no room to use their favorite shoot-and-run tactics. Bulcsú feigned a retreat with part of his force, in an attempt to lure Otto's men into breaking their line in pursuit, but to no avail. The German line maintained formation and routed the Magyars from the field. The German forces maintained discipline and methodically pursued the Magyars for the next couple of days, rather than dispersing jubilantly, as German forces had been known to do in the past. "Some of the enemy sought refuge in nearby villages, their horses being worn out; these were surrounded and burnt to death within the walls."^{citation needed} The captured Magyars were either executed, or sent back to their ruling prince,

Taksony, missing their ears and noses. On their return, the Hungarian dukes Lél, Bulcsú and Sur, who were not Árpáds, were executed. Duke Conrad was also killed, after he opened his vest in the summer heat and one arrow struck his throat. "Never was so bloody a victory gained over so savage a people," was Widukind's conclusion.

Tactical details

Otto deployed his divisions in a single line, without reserves. From right to left the line was held by Duke Conrad's Franconians, three Bavarian divisions, Otto's division and two Swabian divisions. The Bohemian division defended the camp. The Hungarians mounted a rapid frontal attack in a typical horse archer swarm, raining arrows among the German knights, but this was only a feint. The main attack circled behind Otto's host and struck the camp, routing Boleslav's knights. The Hungarian flanking force then attacked the two Swabian divisions from the rear while their compatriots attacked in front.

The Swabians were disordered by the double attack, but they did not panic. Instead, they fell back fighting toward the king's division. Otto ordered Conrad to pull his division out from the extreme right and bring it behind the German line to help the Swabians on the enveloped left flank. Conrad brilliantly executed the difficult maneuver and his knights charged the Hungarian flanking force. Pinned between Conrad and the Swabians, these horsemen were cut to pieces. Meanwhile, Otto and the Bavarians had been successfully holding off the enemy frontal attack. Once Conrad disposed of the flanking force, Otto led a general advance. Conrad was killed by an arrow.

Seeing the day going against them, the Hungarians bolted for their camp, fleeing across the river. Many were caught right in the shallow river bed made up of banks of pebbles and killed as they urged their tired horses up the steep and slippery west bank of the Lech. After the Germans stormed and plundered the Hungarian camp, the raiders set out for Hungary. They had to swing a long detour south and east, during which a number of the smaller war parties were overtaken and slaughtered by the enraged local people.

Aftermath

On the field of battle the German lords raised Otto on their shields in the Germanic manner and proclaimed him Emperor. A few years later, on the strength of this, Otto went to Rome and had himself crowned Holy Roman Emperor by Pope John XII.

The King spent the night after the battle in Augsburg¹⁷. The king specifically issued the order that all river crossings were to be held¹⁸. This was done so that, as many of the Hungarians, and specifically their leaders, as possible could be captured and killed. This strategy was successful, as the Duke Henry of Bavaria captured a number of their leaders and killed them¹⁹.

It is disputed how this had affected Hungarian statehood. What is certain is that it was not a crushing defeat, as Otto was not able to chase the army and extend the battle to Hungarian lands. After the defeat Hungarians reached the

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HOLY ROMAN EMPIRE 962 – 1473 AD

end of the almost 100-year era, when they were seen as the dominating military force in Europe.²⁰

It is beyond doubt, though, that after 955 the Hungarians completely ceased all campaigns westwards. On the other side, Otto did not launch any military campaigns against the Hungarians either.

Source: http://en.wikipedia.org/wiki/Battle_of_Lechfeld

ARMY LIST SAMPLES

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HOLY ROMAN EMPIRE 962 – 1473 AD

PAINTED MINIATURES



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BATTLE REPORT

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