

Hussite Wars



WARHAMMER HISTORICAL

WAB FORUM SUPPLEMENT

HUSSITE WARS 1419 – 1434AD

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.

DRAGOONS

- counts as Light Infantry/Cavalry mixture with a movement rate of 8
- fear formed units
- cannot charge formed enemy units in the front

CARBINES

- range 16", S3, save modifier -1
- mounted troops (except Dragoons) may not move and shoot

FIELD GUN (75pts)

(See rulesbook page 130)

Each machine has a four man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	3	3	1	7	-
Cannon	-	-	-	-	7	3	-	-	-	75

Equipment: Hand weapon.

The crew may have light armour (+6).

Range 48", S7, no save, D6 wounds per hit

Special Rules: Cannon

FIRELOCKS

- foot and mounted troops with firelocks do not suffer the -1 penalty for move and shoot

GALLOPPER GUN (60pts)

Counts as *Light Cannon* with M8.

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	3	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

MUSKETS

- range 24", S4, save modifier -2
- one rank may fire

- if not moved two ranks may shoot (salvoe), but no shoot including next round, enemy units have to make a panic test immediately if they have casualties

PISTOLS

- range 12", S3, save modifier -1
- models armed with pistols count as armed with an additional hand weapon in melee, using a hand weapon and one pistol
- cavalry armed with pistols may fire twice per turn, 180° arc of sight
- do not suffer penalties for move&shoot or long range

STAKES

Stakes must be placed when the unit is deployed on the table. After deployment is finished and stakes placed the stakes are lost as soon as the unit moves or flee. Mounted models hit models behind the stakes with -2, cannot use the *Ferocious Charge* ability and do not gain any weapon strength bonuses.

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.

WAGON TABOR

See WAB Errata for details:

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

WARHOUNDS

(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missile weapons should be randomly divided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	3	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)

Special Rules: Warband, Skirmishers

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).

HISTORICAL BACKGROUND



The **Hussite Wars**, also called the **Bohemian Wars** involved the military actions against and amongst the followers of Jan Hus in Bohemia in the period 1419 to circa 1434. The Hussite Wars were notable for the extensive use of early hand-held gunpowder weapons such as hand cannons. The Hussite warriors were basically infantry, and their many defeats of larger armies with heavily armoured knights helped effect the infantry revolution. In the end, it was an inconclusive war.

Origins

The Hussite movement assumed a revolutionary character as soon as the news of the execution of Jan Hus by order of the Council of Constance (6 July 1415) reached Prague. The knights and nobles of Bohemia and Moravia, who were in favour of church reform, sent a protest to the Council of Constance on (2 September 1415), known as the *protestatio Bohemorum*, which condemned the execution of Hus in the strongest language. The attitude of Sigismund, Holy Roman Emperor, who sent threatening letters to Bohemia declaring that he would shortly drown all Wycliffites and Hussites, greatly incensed the people. Troubles broke out in various parts of Bohemia, and drove many Catholic priests from their parishes. Almost from the first the Hussites divided into two groups, though many minor divisions also arose among them. Shortly before his death Hus had accepted a doctrine preached during his absence by his adherents at Prague, namely that of Utraquism, or the obligation of the faithful to receive

communion in both kinds (*sub utraque specie*). This doctrine became the watchword of the moderate Hussites known as the Utraquists or Calixtines, from the Latin *calix* (the chalice), in Czech *kališníci* (from *kalich*); while the more extreme Hussites soon became known as the Taborites (*táborité*), named after the city of Tábor that became their centre; or Orphans (*sírotci*) a name they adopted after the death of their beloved leader and general Jan Žižka.

Under the influence of his brother Sigismund, King Wenceslaus IV (Václav in Czech, Wenzel in German) of Bohemia endeavored to stem the Hussite movement. A certain number of Hussites led by Nicolas of Hus — no relation of Jan Hus, though of the same town — left Prague. They held meetings in various parts of Bohemia, particularly at Sezimovo Ústí (not to be confused with Ústí nad Labem), near the spot where the town of Tábor was founded soon afterwards. At these meetings they violently denounced Sigismund, and the people everywhere prepared for war.

In spite of the departure of many prominent Hussites the troubles at Prague continued. On 30 July 1419, when a Hussite procession headed by the priest Jan Želivský marched through the streets of Prague, anti-Hussites threw stones at the Hussites from the windows of the town-hall of the 'new town'. The people, headed by Jan Žižka, threw the burgomaster and several town-councillors, who had instigated this outrage, from the windows and into the street (the first "Defenestration of Prague"), where they were killed by the fall.²

It has been reputed that King Wenceslaus IV was so stunned by the defenestration that he died from the shock shortly after on 16 August 1419.² (Alternately, it is possible that he may have just died of natural causes.)

The outbreak of fighting

The death of the king resulted in renewed troubles in Prague and in almost all parts of Bohemia. Many Catholics, mostly Germans — for they had almost all remained faithful to the papal cause — suffered expulsion from the Bohemian cities. In Prague, in November 1419, severe fighting took place between the Hussites and the mercenaries whom Queen Sophia (widow of Wenceslaus and regent after the death of her husband) had hurriedly collected. After a considerable part of the city had been destroyed, the parties declared a truce on 13 November. The nobles, who though favourable to the Hussite cause supported the regent, promised to act as mediators with Sigismund, while the citizens of Prague consented to restore to the royal forces the castle of Vyšehrad, which had fallen into their hands. Žižka, who disapproved of this compromise, left Prague and retired to Plzeň. Unable to maintain himself there he marched to southern Bohemia, and after defeating the Catholics at the battle of Sudoměř (25 March 1420) in the first pitched battle of the Hussite wars, he arrived at Ústí, one of the earliest meeting-places of the Hussites. Not considering its situation sufficiently strong, he moved to the neighbouring new settlement of the Hussites, called by the biblical name of Tábor.

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Tabor soon became the centre of the advanced Hussites, who differed from the Utraquists by recognizing only two sacraments - Baptism and Communion - and by rejecting most of the ceremony of the Roman Catholic Church. The ecclesiastical organization of Tabor had a somewhat puritanical character, and the government was established on a thoroughly democratic basis. Four captains of the people (*hejtmané*) were elected, one of whom was Žižka; and a very strictly military discipline was instituted.



Wagenburg tactics

Depending on the terrain, Hussites prepared carts for the battle, forming them into squares or circles. The carts were joined wheel to wheel by chains and positioned aslant, with their corners attached to each other, so that horses could be harnessed to them quickly, if necessary. In front of this wall of carts a ditch was dug by camp followers. The crew of each cart consisted of 16-22 soldiers: 4-8 crossbowmen, 2 handgunners, 6-8 soldiers equipped with pikes or flails (the flail was the Hussite "national weapon"), 2 shield carriers and 2 drivers.

The Hussites' battle consisted of two stages, the first defensive, the second an offensive counterattack. In the first stage the army placed the carts near the enemy army and by means of artillery fire provoked the enemy into battle. The artillery would usually inflict heavy casualties at close range.

In order to avoid more losses, the enemy knights finally attacked. Then the infantry hidden behind the carts used firearms and crossbows to ward off the attack, weakening the enemy. The shooters aimed first at the horses, depriving the cavalry of its main advantage. Many of the knights died as their horses were shot and they fell.

As soon as the enemy's morale was lowered, the second stage, an offensive counterattack, began. The infantry and the cavalry burst out from behind the carts striking violently at the enemy - mostly from the flanks. While fighting on the flanks and being shelled from the carts the enemy was not able to put up much resistance. They were forced to withdraw, leaving behind dismounted knights in heavy armor who were unable to escape the battlefield. The enemy armies suffered heavy losses and the Hussites soon had the reputation of not taking captives.

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The first anti-Hussite crusade

After the death of his childless brother Wenceslaus, Sigismund had acquired a claim on the Bohemian crown, though it was then, and remained till much later, in question whether Bohemia was an hereditary or an elective monarchy. A firm adherent of the Church of Rome, Sigismund was successful in obtaining aid from Pope Martin V, who issued a bull on 17 March 1420 which proclaimed a crusade "for the destruction of the Wycliffites, Hussites and all other heretics in Bohemia". Sigismund and many German princes arrived before Prague on 30 June at the head of a vast army of crusaders from all parts of Europe, largely consisting of adventurers attracted by the hope of pillage. They immediately began a siege of the city, which had, however, soon to be abandoned. Negotiations took place for a settlement of the religious differences. The united Hussites formulated their demands in a statement known as the "Four Articles of Prague". This document, the most important of the Hussite period, ran, in the wording of the contemporary chronicler, Laurence of Brezova, as follows:

"1. The word of God shall be preached and made known in the kingdom of Bohemia freely and in an orderly manner by the priests of the Lord.

2. The sacrament of the most Holy Eucharist shall be freely administered in the two kinds, that is bread and wine, to all the faithful in Christ who are not precluded by mortal sin - according to the word and disposition of Our Saviour.

3. The secular power over riches and worldly goods which the clergy possesses in contradiction to Christ's precept, to the prejudice of its office and to the detriment of the secular arm, shall be taken and withdrawn from it, and the clergy itself shall be brought back to the evangelical rule and an apostolic life such as that which Christ and his apostles led.

4. All mortal sins, and in particular all public and other disorders, which are contrary to God's law shall in every rank of life be duly and judiciously prohibited and destroyed by those whose office it is. ^{"citation needed"}

These articles, which contain the essence of the Hussite doctrine, were rejected by Sigismund, mainly through the influence of the papal legates, who considered them prejudicial to the authority of the Roman see. Hostilities therefore continued. Though Sigismund had retired from Prague, the castles of Vyšehrad and Hradčany remained in possession of his troops. The citizens of Prague laid siege to the Vyšehrad (see Battle of Vyšehrad), and towards the end of October (1420) the garrison was on the point of capitulating through famine. Sigismund attempted to relieve the fortress, but was decisively defeated by the Hussites on 1 November near the village of Pankrác. The castles of Vyšehrad and Hradčany now capitulated, and shortly afterwards almost all Bohemia fell into the hands of the Hussites.

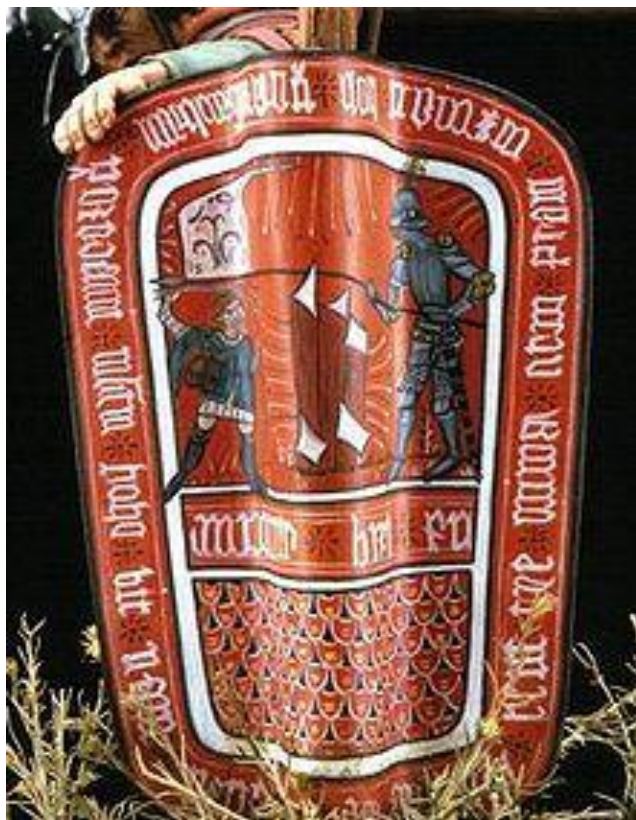
The second anti-Hussite crusade

Internal troubles prevented the followers of Hus from fully capitalising on their victory. At Prague a demagogue, the priest Jan Želivský, for a time obtained almost unlimited

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authority over the lower classes of the townsmen; and at Tábor a religious communistic movement (that of the so-called Adamites) was sternly suppressed by Žižka. Shortly afterwards a new crusade against the Hussites was undertaken. A large German army entered Bohemia and in August 1421 laid siege to the town of Žatec. After an unsuccessful attempt of storming the city, the crusaders retreated somewhat ingloriously on hearing that the Hussite troops were approaching. Sigismund only arrived in Bohemia at the end of the year 1421. He took possession of the town of Kutná Hora but was decisively defeated by Jan Žižka at the Battle of Deutschbrod (Německý Brod) on 6 January 1422.



Civil war

Bohemia was for a time free from foreign intervention, but internal discord again broke out, caused partly by theological strife and partly by the ambition of agitators. Jan Želivský was on 9 March 1422 arrested by the town council of Prague and decapitated. There were troubles at Tábor also, where a more radical party opposed Žižka's authority. Bohemia obtained a temporary respite when, in 1422, Prince Sigismund Korybut of Lithuania (nephew of King Władysław II Jagiełło of Poland) briefly became ruler of the country. He was a governor sent by Grand Duke of Lithuania Vytautas, who accepted the Hussite proposal to be their new king. His authority was recognized by the Utraquist nobles, the citizens of Prague, and the more moderate Taborites. Sigismund Korybut, however, remained a short time in Bohemia, as in 1423 he was called to come back to Lithuania, after Jagiełło had made a treaty with Sigismund. On his departure, civil war

broke out, the Taborites opposing in arms the more moderate Utraquists, who at this period are also called by the chroniclers the "Praguers", as Prague was their principal stronghold. On 27 April 1423, Žižka now again leading, the Taborites defeated the Utraquist army under Čeněk of Wartenberg at the Battle of Hořice; and shortly afterwards an armistice was concluded at Konopilt.

The third anti-Hussite crusade

Papal influence had meanwhile succeeded in calling forth a new crusade against Bohemia, but it resulted in complete failure. In spite of the endeavours of their rulers, Poles and Lithuanians did not wish to attack the kindred Czechs; the Germans were prevented by internal discord from taking joint action against the Hussites; and the King of Denmark, who had landed in Germany with a large force intending to take part in the crusade, soon returned to his own country. Free for a time from foreign aggression, the Hussites invaded Moravia, where a large part of the population favoured their creed; but, paralysed again by dissensions, they soon returned to Bohemia. The city of Hradec Králové, which had been under Utraquist rule, espoused the doctrine of Tabor, and called Žižka to its aid. After several military successes gained by Žižka in 1423 and the following year, a treaty of peace between the Hussites was concluded on 13 September 1424 at Libeň, a village near Prague, now part of that city.

Campaigns of 1426 and 1427

In 1426 the Hussites were again attacked by foreign enemies. In June of that year their forces, led by Prokop the Great - who took the command of the Taborites shortly after Žižka's death in October 1424 - and Sigismund Korybut, who had returned to Bohemia, signally defeated the Germans at Ústí nad Labem. After this great victory, and another at the Battle of Tachov in 1427, the Hussites repeatedly invaded Germany, though they made no attempt to occupy permanently any part of the country.

Polish and Lithuanian involvement

From 1421 to 1427 the Hussites received military support from the Poles. Poland, though a devoutly Catholic nation, was supporting the Hussites on non-religious grounds. Poland's motive was revenge against Germany for the Polish-Lithuanian-Teutonic War (1409-1411). Because of this, Jan Žižka arranged for the crown of Bohemia to be offered to Jagiełło, the King of Poland, who, under pressure from his own advisors, refused it. The crown was then offered to Grand Duke Vytautas of Lithuania and Vytautas accepted it, with the condition that the Hussites reunite with the Catholic Church. In 1422, Žižka accepted the Polish king's nephew, Sigismund Korybut, as regent of Bohemia for Vytautas. Korybut never managed to return the Hussites to the Catholic Church; and he even had to resort to force of arms when dealing with the various factions. Korybut did not tolerate the Protestant rebels breaking their promise of reuniting with the Catholic Church. On a few occasions, he even fought against both the Taborites and the Orebites to try to force them into reuniting. Large scale Polish involvement was ended in

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1427 when Korybut was arrested by the Hussites after Polish plans to hand over the Hussite forces to Emperor Sigismund were discovered. The Poles, however, did not really want to withdraw; the only reason they did is because the Pope planned to call a crusade against Poland if they did not.



Beautiful rides (Chevauchée)

Spanilé jízdy, or beautiful rides, as the Hussites called them, were undertaken in many different foreign lands. Throughout the Hussite Wars, especially under the leadership of Prokop the Great, invasions were made into Silesia, Saxony, Hungary, Lusatia, and Meissen. Every raid that the Hussites carried out was against a country that had supplied the Germans with men during the anti-Hussite crusades. These raids were made to try to strike enough fear in these areas to make sure that they would not help out the Germans again. However, the raids did not have the desired effect; these countries kept supplying soldiers to the crusade against the Hussites. During yet another war between Poland and the Monastic State of the Teutonic Knights, some Hussite raiders helped the Poles. In 1433, a Hussite army of 7,000 fighting men marched through Neumark into Prussia and captured Dirschau on the Vistula River. They would eventually reach the mouth of the Vistula where it enters the Baltic Sea near Danzig. There, they performed a great victory celebration to show that nothing but the ocean could stop the Hussites. The Prussian historian Heinrich von Treitschke would later write that they had "greeted the sea with a wild Czech song

about God's warriors, and filled their water bottles with brine in token that the Baltic once more obeyed the Slavs".

Peace talks and renewed wars

The almost uninterrupted series of victories of the Hussites now rendered vain all hope of subduing them by force of arms. Moreover, the conspicuously democratic character of the Hussite movement caused the German princes, who were afraid that such views might extend to their own countries, to desire peace. Many Hussites, particularly the Utraquist clergy, were also in favour of peace. Negotiations for this purpose were to take place at the ecumenical council which had been summoned to meet at Basel on 3 March 1431. The Roman See reluctantly consented to the presence of heretics at this council, but indignantly rejected the suggestion of the Hussites that members of the Greek Church, and representatives of all Christian creeds, should also be present. Before definitely giving its consent to peace negotiations, the Roman Church determined on making a last effort to reduce the Hussites to subjection; this resulted in the 5th Crusade against the Hussites.

On 1 August 1431 a large army of crusaders under Frederick I, Elector of Brandenburg, whom Cardinal Cesarini accompanied as papal legate, crossed the Bohemian border. On 8 August the crusaders reached the city of Domažlice and began besieging it. On the 14th August, a Hussite relief army reinforced with some 6,000 Polish hussites and under the command of Prokop arrived, and completely routed the crusaders at the resulting Battle of Domažlice. As the legend has it, upon seeing the Hussite banners and hearing their battle hymn "Ktož jsú boží bojovníci" ("Ye Who are Warriors of God"), the invading Papal forces immediately took to flight.

On 15 October the members of the council, already assembled at Basel, issued a formal invitation to the Hussites to take part in its deliberations. Prolonged negotiations ensued; but finally a Hussite embassy, led by Prokop and including John of Rokycan, the Taborite bishop Nicolas of Pelhřimov, the 'English Hussite' Peter Payne and many others, arrived at Basel on 4 January 1433. It was found impossible to reach an agreement. Negotiations were not, however, broken off, and a change in the political situation of Bohemia finally resulted in a settlement. In 1434 war again broke out between the Utraquists and the Taborites. On 30 May of that year the Taborite army, led by Prokop the Great and Prokop the Lesser, who both fell in the battle, was totally defeated and almost annihilated at Lipany.

An end to the Polish Hussite movement in Poland would arrive as well: the Polish Hussites, often reinforced by their Czech Slav brethren, had been raiding there for years, and the royal Polish forces under Władysław III of Varna would defeat the Hussites at the Battle of Grotniki, bringing the Hussite Wars to an end.

Peace agreement

The moderate party thus obtained the upper hand; and it formulated its demands in a document which was finally accepted by the Church of Rome in a slightly modified

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form, and which is known as 'the compacts.' The compacts, mainly founded on the articles of Prague, declare that:—

1. The Holy Sacrament is to be given freely in both kinds to all Christians in Bohemia and Moravia, and to those elsewhere who adhere to the faith of these two countries.
2. All mortal sins shall be punished and extirpated by those whose office it is so to do.
3. The word of God is to be freely and truthfully preached by the priests of the Lord, and by worthy deacons.
4. The priests in the time of the law of grace shall claim no ownership of worldly possessions.

On 5 July 1436 the compacts were formally accepted and signed at Jihlava (Iglau), in Moravia, by King Sigismund, by the Hussite delegates, and by the representatives of the Roman Catholic Church. The last-named, however, refused to recognize as archbishop of Prague John of Rokycan, who had been elected to that dignity by the estates of Bohemia.

Aftermath

The Utraquist creed, frequently varying in its details, continued to be that of the established church of Bohemia until all non-Catholic religious services were prohibited shortly after the Battle of the White Mountain in 1620. The Taborite party never recovered from its defeat at Lipany, and after the town of Tábor had been captured by George of Poděbrady in 1452, Utraquist religious worship was established there. The Bohemian brethren, whose intellectual originator was Petr Chelčický but whose actual founders were Brother Gregory, a nephew of Archbishop Rokycan, and Michael, curate of Žamberk, to a certain extent continued the Taborite traditions, and in the 15th and 16th centuries included most of the strongest opponents of Rome in Bohemia.

J. A. Komenský (Comenius), a member of the brotherhood, claimed for the members of his church that they were the genuine inheritors of the doctrines of Hus. After the beginning of the German Reformation, many Utraquists adopted to a large extent the doctrines of Martin Luther and of John Calvin and, in 1567, obtained the repeal of the compacts which no longer seemed sufficiently far-reaching. From the end of the 16th century the inheritors of the Hussite tradition in Bohemia were included in the more general name of "Protestants" borne by the adherents of the Reformation.

At the end of the Hussite Wars in 1431 the lands of Bohemia had been totally ravished. The bishopric of Würzburg was left in such bad shape after the Hussite Wars, that the impoverishment of the people was still evident in 1476. The poor conditions contributed directly to the peasant conspiracy that broke out that same year in Würzburg.³

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

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ARMY LISTS

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 *Ferocious 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)

WAB FORUM SUPPLEMENT

HUSSITE WARS 1419 – 1434AD

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

HUSSITE WARS 1419 – 1434AD

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

HUSSITE WARS 1419 – 1434AD

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

HUSSITE WARS 1419 – 1434AD

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

HUSSITE WARS 1419 – 1434AD

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

HUSSITE WARS 1419 – 1434AD

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

HUSSITE WARS 1419 – 1434AD

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

HUSSITE WARS 1419 – 1434AD

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

HUSSITE WARS 1419 – 1434AD

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)

Battle of Sudomer

The **Battle of Sudoměř** was fought on the 25th of March, 1420, between Catholic and Hussite forces. The Hussites were led by Břeněk of Švihov - who was killed in battle - and Jan Žižka, whose forces proved victorious. This was the second major battle of the Hussite Wars; the first battle, the Battle of Nekmer, was more of a Hussite retreat than a true fight.

The Battle of Sudoměř began after Hussite forces which had taken up temporary fortifications on the plains were found by Royalist forces, who closed in for an attack. The Hussites were greatly outnumbered 5 to 1, and initially hoisted the white flag, but when the Royalists refused to accept their surrender the battle truly began.

Though outnumbered and comparatively ill-equipped, facing heavily armoured knights, the Hussites had fortified their surroundings ingeniously. Their flank was protected by war wagons loaded with arquebusiers, and many large ponds and marshy areas surrounded the Hussite infantry - ground which the Royalist Cavalry could not hope to cross.

One thousand Johannites from Strakonice led by Jindřich of Hradec - killed in battle - attacked war wagons placed on a slim dam, with huge casualties but no success. After that, another thousand Royalist cavalymen, led by Peter von Konopischt of Sternberg - killed in the Battle of Vítkov Hill later that year - rushed a weakly held side of the Hussite formation, but were mired in marshy ground. They dismounted in order to progress, but soon found themselves mired once more. Following this, the Hussite light infantry equipped with flails were able to easily finish the cavalymen.

The battle ended with the advance of night and fog, during which Žižka and the Hussite forces were able to escape. Though the Catholic Royalists were not entirely defeated, the fact the Hussites were able to inflict such heavy casualties with so few men, and then escape soundly proved to be a great victory. Only 400 hussites - farmers and townsmen, including women and children - beat the 2,000-strong force of heavily armoured cavalry. Hussite General, Jan Žižka, through superior knowledge of tactics and terrain, along with the highly effective deployment of wagon fort strategies, won the day.

Source: http://en.wikipedia.org/wiki/Battle_of_Sudom%C4%9B%C5%99

Wagenburg

A **Laager**, also known as a **wagon fort**, is a mobile fortification made of wagons arranged into a rectangle, a circle or other shape and possibly joined with each other, an improvised military camp.

The term "wagon-fort" was mentioned as early as in the 4th century book by a Roman army officer Ammianus

Marcellinus, *The Later Roman Empire* in reference to fortified camps of Goths.



The Hussite Wagenburg.

Notable historical examples include Hussites, which called it *vozová hradba* ("wagon wall"), known under the German word *Wagenburg* ("wagon castle"), *tabors* in the armies of the Polish-Lithuanian Commonwealth and Cossacks, the *Laager* of South African, and defense formations of early American settlers, known as **corrals**.² From World War 2 armoured warfare, a *laager* is a formation of tanks or other armoured vehicles, used for quick resupply or refueling. It is rather vulnerable to attack, especially from the air, so it is only maintained for a short period, in a relatively safe location.

Variations

Laager

A *laager*, *lager*, *leaguer* or *laer* (Afrikaans, from Dutch *leger* (camp or army); Afrikaans pronunciation: 'la: gər or 'li: gər). The word is South African in origin, and originally referred to a formation used by travelers whereby they would draw wagons into a circle and place cattle and horses on the inside to protect them from raiders or nocturnal animals. In 19th century America, the same approach was used by pioneers who would "circle the wagons" in case of Indian attack.



Voortrekker laager, the Battle at Blood River

WAB FORUM SUPPLEMENT

HUSSITE WARS 1419 – 1434AD

Tabor

A *tabor* (Ukrainian: also *tabir*) is a convoy or a camp formed by horse-drawn wagons. For example, nomadic Gypsies used to wander and camp in *tabor* formations. Tabors supported the armies in Europe between the 13th and 20th centuries. Tabors usually followed the armies and carried all the necessary supplies and rear units, such as field kitchens, armourers or shoemakers.

The tactics were later copied by various armies of Central Europe, including the army of the Polish-Lithuanian Commonwealth. In the 16th and 17th centuries, these tactics were also mastered by the Cossacks, who used their tabors for the protection of marching troops as well.

History

One of the earliest example of using conjoined wagons as fortification was described in the Chinese historical record *Book of Han*. During the 119 BC Battle of Mobei of the Sino-Xiongnu War, the famous Han general Wei Qing used armored wagons known as "Wu Gang Wagon" (武剛車) in ring formations to neutralise the Xiongnu's cavalry charges, before launching a counteroffensive which totally overran the nomads.

In the 13th century the armies of Kievan Rus used the tabors in the Battle of Kalka to defend themselves from Mongol forces.

In the 15th century, during the Hussite Wars, the Hussites developed tactics of using the tabors, called *vozová hradba* in Czech or *Wagenburg* by the Germans, as mobile fortifications. When the Hussite army faced a numerically superior opponent, the Bohemians usually formed a square of the armed wagons, joined them with iron chains, and defended the resulting fortification against charges of the enemy. Such a camp was easy to establish and practically invulnerable to enemy cavalry. The etymology of the word "tabor" may come from the Hussite fortress and modern day Czech city of Tábor which itself is a name derived from biblical Jezreel mountain Tavor (in Hebrew רֹבֹת).

The crew of each wagon consisted of 18-21 soldiers: 4-8 crossbowmen, 2 handgunners, 6-8 soldiers equipped with pikes or flails, 2 shield carriers and 2 drivers. The wagons would normally form a square, and inside the square would usually be the cavalry. There were two principal stages of the battle using the wagon fort: defensive and counterattack. The defensive part would be a pounding of the enemy with artillery. The Hussite artillery was a primitive form of a howitzer, called in Czech a *houfnice*, the word the English word howitzer comes from. Also, they called their guns the Czech word *píšťala*, meaning that they were shaped like a pipe or a fife, from which the English word pistol is possibly derived. When the enemy would come close to the wagon fort, crossbowmen and hand-gunners would come from inside the wagons and inflict more casualties on the enemy at close range. There would even be stones stored in a pouch inside the wagons for throwing whenever the soldiers were out of ammunition. After this huge barrage, the enemy would be demoralized. The armies of the anti-Hussite crusaders were usually heavily armored knights, and Hussite tactics

were to disable the knight's horses so that the dismounted (and slow) knights would be easier targets for the ranged men. Once the commander saw it fit, the second stage of battle would begin. Men with swords, flails, and polearms would come out and attack the weary enemy. Together with the infantry, the cavalry in the square would come out and attack. At this point, the enemy would be eliminated, or very close to it.

Another use of this tactic would be very similar to the infantry squares used by Wellington at the Battle of Waterloo and the South African **laager**. The wagon forts would form into squares that would support each other. Whenever an enemy charged between two forts, marksmen from both of them would easily exploit the advantage and kill many of the enemy. The wagon fort was later used by the crusading anti-Hussite armies at the Battle of Tachov. However, the anti-Hussite German forces, being inexperienced at this type of strategy, were defeated. The Hussite wagon fort would meet its demise at the Battle of Lipany, where the Utraquist faction of Hussites defeated the Taborite faction by getting the Taborites inside a wagon fort on a hill to charge at them by at first attacking, then retreating. The Utraquists would reunite with the Catholic Church afterwards. Thus ended the wagon fort's effect on Czech history. The first victory against the wagon fort at the Battle of Tachov showed that the best ways to defeat it were to either prevent it from being erected in the first place, or to get the men inside of it to charge out of it, by means of a feint retreat. Thus, the fortification would lose its prime advantage.

The wagon fort's effect on Czech history was lost, but the Czechs would continue to use the wagon forts in later conflicts. After the Hussite Wars, foreign powers such as the Hungarians and Poles who had confronted the destructive forces of the Czech Hussites, hired thousands of Czech mercenaries. At the Battle of Varna in 1444, it is said that 600 Bohemian handgunners defended a wagon fortification. The Germans would also use wagons for fortification. They would use much cheaper materials than the Hussites, and they would have different wagons for the infantry and the artillery. The Russians also used a type of movable fortress, called a *guliai-gorod* in the 16th century.

Source : <http://en.wikipedia.org/wiki/Wagenburg>

WAB FORUM SUPPLEMENT

HUSSITE WARS 1419 – 1434AD

ARMY LIST SAMPLES

WAB FORUM SUPPLEMENT

HUSSITE WARS 1419 – 1434AD

PAINTED MINIATURES

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HUSSITE WARS 1419 – 1434AD

BATTLE REPORT

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