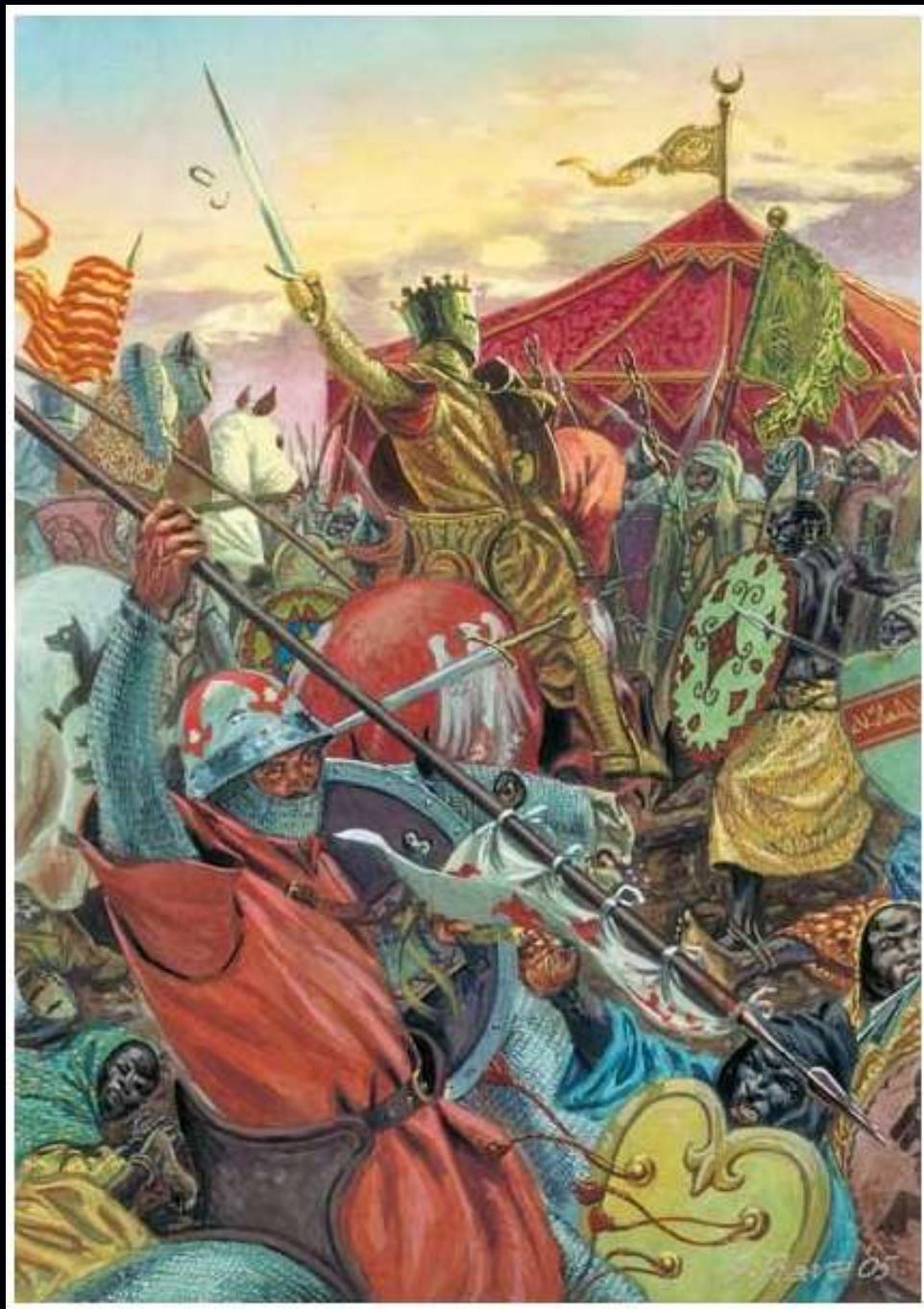


WAR & CONQUEST

# MEDIEVAL



**WACForum**  
ARMIES

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

No	ARMIES OF THE MEDIEVAL
IV/1	Komnenan Byzantine (1071AD - 1204AD)
IV/2	<a href="#">Cilician Armenian (1071AD - 1375AD)</a>
IV/3	Anglo-Norman (1072AD - 1181AD)
IV/4	Feudal French (1072AD - 1330AD)
IV/5	Sicilian (1072AD - 1442AD)
IV/6	Syrian (1092AD - 1286AD)
IV/7	<a href="#">Early Crusader (1096AD - 1128AD)</a>
IV/8	Ghurid (1100AD - 1215AD)
IV/9	Eastern Forest American (1100AD - 1500AD)
IV/10	Mound Builder American (1100AD - 1500AD)
IV/11	North-Western American (1100AD - 1500AD)
IV/12	Polynesian or Melanesian (1100AD - 1500AD)
IV/13	Medieval German (1106AD - 1500AD)
IV/14	Jurchen-Chin (1114AD - 1234AD)
IV/15	Qara-Khitian (1124AD - 1211AD)
IV/16	Scots Common Army (1124AD - 1500AD)
IV/17	<a href="#">Later Crusader (1128AD - 1303AD)</a>
IV/18	Lithuanian or Samogitian (1132AD - 1435AD)
IV/19	Tarascan or Toltec-Chichimec (1168AD - 1500AD)
IV/20	<a href="#">Ayyubid Egyptian (1171AD - 1250AD)</a>
IV/21	Anglo-Irish (1172AD - 1489AD)
IV/22	Serbian Empire (1180AD - 1459AD)
IV/23	Feudal English (1181AD - 1322AD)
IV/24	Khwarizmian (1186AD - 1246AD)
IV/25	Later Bulgar (1186AD - 1395AD)
IV/26	Lusignan Cypriot (1192AD - 1489AD)
IV/27	Estonian (1200AD - 1227AD)
IV/28	Prussian (1200AD - 1283AD)
IV/29	Tupi (1200AD - 1500AD)
IV/30	<a href="#">Teutonic Orders (1201AD - 1500AD)</a>
IV/31	Nikaian Byzantine (1204AD - 1261AD)
IV/32	Romanian Frank (1204AD - 1311AD)
IV/33	Epirot Byzantine (1204AD - 1340AD)
IV/34	Trapezuntine Byzantine (1204AD - 1461AD)
IV/35	Mongol Conquest (1206AD - 1266AD)
IV/36	Later Muslim Indian (1206AD - 1500AD)
IV/37	Indonesian or Malay (1222AD - 1500AD)
IV/38	Granadine (1232AD - 1492AD)
IV/39	Navarrese (1234AD - 1430AD)
IV/40	Siamese (1238AD - 1500AD)
IV/41	Early Swiss (1240AD - 1400AD)
IV/42	Islamic Persian (1245AD - 1393AD & 1499AD - 1500AD)
IV/43	Later Hungarian (1245AD - 1500AD)
IV/44	Post-Mongol Russian (1246AD - 1500AD)
IV/45	Mamluk Egyptian (1250AD - 1500AD)
IV/46	Ilkhanid (1251AD - 1355AD)
IV/47	Golden Horde and Successors (1251AD - 1500AD)
IV/48	Yuan Chinese (1260AD - 1368AD)
IV/49	Anatolian Turkoman (1260AD - 1500AD)
IV/50	Palaionlogan Byzantine (1261AD-1384 AD)
IV/51	Morean Byzantine (1262AD - 1460AD)
IV/52	Later Nomadic Mongol (1266AD - 1500AD)
IV/53	Mixtec or Zapotec (1280AD - 1500AD)
IV/54	Medieval Scandinavian (1280AD - 1500AD)
IV/55	Ottoman (1281AD - 1500AD)
IV/56	Order of St John (1291AD - 1500AD)
IV/57	Low Countries (1297AD - 1478AD)
IV/58	Medieval Irish (1300AD - 1487AD)
IV/59	Post-Mongol Samurai (1300AD - 1500AD)
IV/60	Grand Catalan Company (1302AD - 1388AD)
IV/61	Italian Condotta (1320AD - 1495AD)
IV/62	100 Years War English (1322AD - 1455AD)
IV/63	Aztec (1325AD - 1500AD)
IV/64	Medieval French (1330AD - 1445AD)
IV/65	Wallachian or Moldavian (1330AD - 1500AD)
IV/66	Later Polish (1335AD - 1500AD)
IV/67	Jalayirid (1336AD - 1432AD)
IV/68	Medieval Spanish or Portuguese (1340AD - 1485AD)
IV/69	Albanian (1345AD - 1430AD & 1443 AD - 1479AD)
IV/70	Chanca (1350AD - 1440AD)
IV/71	Chimu (1350AD - 1464AD)
IV/72	Amazonian (1350AD - 1500AD)
IV/73	Ming Chinese (1356AD - 1500AD)

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

No	ARMIES OF THE MEDIEVAL
IV/74	Free Company or Armagnac (1357AD - 1444AD)
IV/75	Timurid (1360AD - 1500AD)
IV/76	Early Burgundian (1363AD - 1471AD)
IV/77	Black Sheep and White Sheep Turkoman (1378AD - 1500AD)
IV/78	Yi Dynasty Korean (1392AD - 1500AD)
IV/79	Later Swiss (1400AD - 1500AD)
IV/80	Hussite (1419AD - 1434AD & 1464AD - 1471AD)
IV/81	Inca (1438AD - 1500AD)
IV/82	French Ordinance (1445AD - 1500AD)
IV/83	War of the Roses English (1455AD - 1487AD)
IV/84	Burgundian Ordinance (1471AD - 1477AD)

Blue marked lists are officially published by Rob Broom, with version at the end.

Those amazing cover painting is from Giuseppe Rava. Many thanks for let us use it.  
You can find it and more here :  
<http://myworld.ebay.com/g.ravahistoricalprints> or <http://www.g-rava.it/>

The great picture at the back of the book is a unit of knights painted by Nicolas "niko" Terrenoire. Many thanks for let us use it.

The army-numbers and -names and unit names of the generic lists are taken from the DBM Army Books.

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## SPECIAL RULES

### CATAPHRACTS

May count a rank bonus of up to 2 towards the combat result.

### COMMUNICATIONS

All armies may pool all their Strategy Intervention Points for 50 points. Should they do this, any personality that may take SIPs may use them, even if they took none to begin with. All armies within that collection are allowed to do so, if they aren't official ones that are not able to pool the SIP.

### HEAVY MACE

Hand weapon with Armour Piercing: 1.

### LIGHT BOLT THROWER

	CA	SA	KA	S	L	Mo	Pts
Thrower&Crew	3	3	3	2	3	7	36

**Equipment:** Hand weapon. 2 men crew.

Durability 8, Armour value 1.

Shot: Range 36", KA4/-1 per rank, no save, D3 wounds per hit

### LIGHT CANNON

	CA	SA	KA	S	L	Mo	Pts
Cannon&Crew	3	3	3	2	3	7	50

**Equipment:** Hand weapon. 2 men crew.

Durability 8, Armour value 1.

Shot: Range 36", KA6/-1 per rank, no save, D3 wounds per hit

### MEDIEAVAL PHALANX

- At least six models wide

- Formation change needed to be in phalanx or not longer

- After fleeing and rallying again in phalanx formation if wanted

#### Combat and Armor

- Armour Value +1 in the front against missiles and in close combat

- Bonus get lost in disorder, in difficult terrain or if an enemy unit is in contact in flank or rear

### ORGAN GUN

	CA	SA	KA	S	L	Mo	Pts
Cannon&Crew	3	3	3	2	3	7	50

**Equipment:** Hand weapon. 2 men crew.

Durability 8, Armour value 1.

Shot: Range 24", D6 hits, KA4, no save, one wound per hit

### RIDING HORSES OR CAMELS

Up to 8" with horses or 6" with camels a unit can move prior the battle after deployment.

### STAMPEDING ANIMALS (200pts)

Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6"x6". For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2D6" each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2D6" for the distance another d6. On a 2-5 the stampede continues in exactly the same direction. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter template for the random direction the stampede goes on.

All units touched by a stampeding herd have to flee directly away from it.

### SUPERIOR BATTLE STANDARD (50pts)

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 within 4" of the Army General his Zone Of Command get a bonus of 10" instead of 5".

### UNMOTIVATED

Units not allowed to use SIP for.

### WAGON LAAGER

	CA	SA	KA	S	L	Mo	Pts
Wagon&crew	3	3	3	6	6	8	60

**Equipment:** Six men crew armed with hand weapon, bow, throwing spears.

A wagon has a 40x80mm base. Durability 8, Armour value 4. Up to 4 wagons per laager. Must be deployed first (within up to 2" between the wagons) and cannot move, count as cover. Crew cannot shoot twice.

### WARHOUNDS

	CA	SA	KA	Mo	Pts
Packmaster	4	4	3	6	8
0-6 Warhound	4	-	3	3	5

**Equipment:** Packmaster may have javelins (+1) and light armour (+1). Any hits inflicted by missile weapons should be randomly deviated between the packmaster and the hounds.

**Special Rules:** Warband, Skirmishers

### WAR WAGON

	CA	SA	KA	S	L	Mo	Pts
Wagon&crew	3	3	3	6	6	8	120

**Equipment:** Six men crew armed with hand weapon, bow, throwing spears.

A wagon has a 60x120mm base. Durability 8, Armour value 4. Can move 6", Cannot charge, count as cover. Crew cannot shoot twice.

### Rob Notes

Formations are Regular or Light where noted.

I will recheck as we expand the lists.

As alternatives to Shock Impact for some cavalry types, 1 Combat Rank bonus could be used

Add 1 point if Shock 2, 3 points if Shock 1.

In this period, rather than use the rules for pikes, long thrusting spears might give a better solution for cavalry. If so, reduce point value by 1 point. Whilst most 'skirmish' troops have a hand weapon, I am sure as to the accuracy of this detail, and feedback welcome.

This version has been checked for points values while listening to Iron Maiden- Rock In Rio and En Vivo and Rammstein - Volkerball

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 1. KOMNENAN BYZANTINE (1071-1204AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". General may be upgraded to Mo10 (+50). May ride a horse (AV3).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### TURKOPOULOI

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour. Shield (+2)

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

#### SKYTHIKON

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, bow.

**Special Rules:** *Skirmishers, Feign Flight*

#### ALANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

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

**Special Rules:** *Skirmishers, Nomad cavalry, Feign Flight*

#### KAVALLARIOI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, light armour

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

Only After 1150AD: Upgrade to CA4 (+2)

#### LATINIKON

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

**Equipment:** Hand weapon, light armour, thrusting spear

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

May downgrade to CA3 (-2)

Only after 1150AD: Upgrade to Mo8 (+2). May have lance (+3) and bardings (+3). May be *Drilled* (+4)

**Special Rules:** *Shock Impact +1*

#### VARDARIOTAI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, throwing spear.

**Special Rules:** *Light Cavalry, Feign Flight*

Only after 1150AD

## VLACHS AND BULGARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

**Equipment:** Hand weapon, throwing spear. May have bow (+2)

**Special Rules:** *Skirmishers, Feign Flight*, Only before 1150AD

### INFANTRY

#### VARANGIANS

	CA	SA	KA	Mo	Pts
Varangian	4	3	3	8	19

**Equipment:** Hand weapon, light armour, thrusting spear

May have double handed weapon (+3) and *Riding Horses* (+1)

**Special Rules:** *Drilled*

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

May have light armour (+2). May have SA4 and Mo7 (+4)

**Special Rules:** *Light Infantry*

#### KONTARATOI

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

#### MANICHAEANS

	CA	SA	KA	Mo	Pts
Manichaeans	3	3	3	6	7

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

**Special Rules:** Only before 1150AD

#### VLACHS AND BULGARS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	4

**Equipment:** Bow

**Special Rules:** *Skirmishers*, Only before 1150AD

#### 0-1 VENETIAN NAVAL CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

**Special Rules:** Only before 1150AD

#### 0-1 VENETIAN NAVAL BELLATORES

	CA	SA	KA	Mo	Pts
Venetian	4	3	3	7	10

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

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

### ALLIES

Turkish Allies, III/73

Only before 1150AD: Serbian Allies, III/26

Only before 1150AD: Cuman Allies, III/79

Only in 1138 and 1159AD: Crusader Allies, IV/17

Only in 1152 and 1159AD: Armenian Allies, IV/2

Only on the Italian expedition of 1155-1156AD: Sicilian

Norman Rebel Allies, IV/5

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 2. CILICIAN ARMENIAN (1071-1375AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 40%

**SUPPORT:** Up to 40%

**SKIRMISHERS:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
0-1 Sparapet	-	-	-	8	2	+1	160
Ishkhan	-	-	-	8	2	+2	140
Captain	-	-	-	8	1	+2	80
Army Standard	-	-	-	8	1	+1	70

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV4).

Sparapet 3 SIP (2 if upgraded), may add one SIP for 20.

Ishkhan 1 SIP, may add up to two SIP for 20 points each

Captain 0 SIP, may add one SIP for 20.

### CAVALRY

#### ARMENIAN HEAVY CAVALRY

	CA	SA	KA	Mo	Pts
Heavy	4	3	3	7	20

**Equipment:** Horse, light armour, thrusting spear, hand weapon and shield. May upgrade to heavy armour (+2)

**Special Rules:** Shock Impact +1

#### ARMENIAN LIGHT CAVALRY

	CA	SA	KA	Mo	Pts
Light	3	3	3	7	15

**Equipment:** Horse, javelin, shield and hand weapon. May replace javelin with throwing spear or short bow for no cost.

**Special Rules:** Light Cavalry

May change into Skirmish formation.

#### TURCOPOLES

	CA	SA	KA	Mo	Pts
Turcopole	3	3	3	7	16

**Equipment:** Horse, shield, hand weapon, short bow and thrusting spear.

**Special Rules:** Light Cavalry

May change into Skirmish formation.

#### RENEGADE TURKOMAN

	CA	SA	KA	Mo	Pts
Renegade	3	3	3	7	18

**Equipment:** Horse, hand weapon, short bow.

May have javelins (+1)

**Special Rules:** Light Cavalry, Feign Flight, Nomad Cavalry, Independent. May change into Skirmish formation.

### SUPPORT

#### SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	2	3	3	6	8

**Equipment:** Shield, hand weapon and thrusting spear.

May have light armour (+1)

**Special Rules:** Combined Formation- A spearmen formation may combine with archers. The formation remains a regular formation.

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Bow and hand weapon.

May have light armour (+2)

**Special Rules:** Light Infantry

#### ANATOLIAN HILLMAN

	CA	SA	KA	Mo	Pts
Hillman	2	3	3	6	7

**Equipment:** Hand weapon, javelin and shield.

**Special Rules:** Light Infantry, Undisciplined, Warband

### SKIRMISHER

#### SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	2	5	4

**Equipment:** Hand weapon, javelin or sling.

May have buckler (+1)

**Special Rules:** Skirmishers

#### BOWMEN

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	2	6	6

**Equipment:** Hand weapon, bow

May have light armour (+2)

**Special Rules:** Skirmishers

### ALLIES

*Crusaders. Please see the Crusades Army organisation List for available units.*

### SPECIAL

#### Independent

This rule represents those more fiercely independent states that served with various armies through the ages.

Strategy Intervention Points cannot be used on independent troops unless used by a Personality from the same nation.

Independent warriors do not use the Army Generals leadership or bonus unless he is in the unit.

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 3. ANGLO-NORMAN (1072-1181AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). Only if not in Marcher army: Standard carried on ox-drawn wagon (War Wagon, counts as Superior Battle Standard).

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### ANGLO-NORMAN AND MERCENARY KNIGHTS AND MOUNTED SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, light armour, thrusting spear

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

Only after 1150AD: Upgrade to CA4 (+3). May have lance (+3) and bardings (+3).

**Special Rules:** *Shock Impact +1*

#### MARCHER MUNTATORS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

**Equipment:** Hand weapon, thrusting spear

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

**Special Rules:** Only in Marcher army

#### BRABANCON OR FLEMISH MERCENARY KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

May have shield (+2) and bardings (+3). May be *Drilled* (+2)

**Special Rules:** *Shock Impact +2*, Only after 1150AD

### INFANTRY

#### SERGEANTS, FYRD, TOWN MILITIA AND MERCENARIES

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

**Special Rules:** *Combined Formation*

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	3	3	6	8

**Equipment:** Hand weapon, bow

May have light armour (+1). 0-1 may have *Riding Horses* (+1)

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

## FLEMINGS

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

**Equipment:** Hand weapon, pike

May have light armour (+1).

## MARCHER WELSHRY

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	6	7

**Equipment:** Hand weapon, shield

May have light armour (+2).

**Special Rules:** *Light Infantry*, Only in Marcher army

## CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	12

**Equipment:** Hand weapon, crossbow.

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

**Special Rules:** Only after 1150AD

## ALLIES

North Welsh Allies, III/19

Only if not in Marcher army: French Allies, IV/4

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 4. FEUDAL FRENCH (1072-1330AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### FRENCH KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, light armour, thrusting spear

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

Only after 1150AD: Upgrade to CA4 (+3), then may have lance (+3), barding (+3)

May downgrade to CA3 and Mo6 (-2)

**Special Rules:** Shock Impact +1

#### BRABANCON MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	25

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** Shock Impact +2

#### ITALIAN MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

**Equipment:** Hand weapon, light armour, thrusting spear

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

**Special Rules:** Shock Impact +1, Only Charles of Anjou from 1266-1285AD

### INFANTRY

#### FOOT CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	3	5	8

**Equipment:** Hand weapon, crossbow. Light armour (+2).

Only after 1150AD: May be Light Infantry with SA3/Mo7 (+4)

**Special Rules:** Skirmishers

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

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

May have Mo7 (+1)

**Special Rules:** Light Infantry

### SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

**Special Rules:** Only until 1150AD

### INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	8

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

### FRENCH COMMUNAL MILITIA

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

### BIDETS OR BRETONS

	CA	SA	KA	Mo	Pts
Skirmishers	3	3	3	6	7

**Equipment:** Hand weapon, shield

**Special Rules:** Skirmishers

### RIBAUDS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	4

**Equipment:** Hand weapon, shield

**Special Rules:** Undisciplined, Unmotivated

### PEASANT LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	2	5	3

**Equipment:** Hand weapon

**Special Rules:** Undisciplined, Unmotivated

### 0-1 LIGHT BOLT THROWER

#### 0-1 ROYAL GUARD CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Guard	3	4	3	7	14

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

**Special Rules:** Only after 1150AD

### BRIGANS

	CA	SA	KA	Mo	Pts
Brigan	3	3	3	6	7

**Equipment:** Hand weapon, shield

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

#### GENOESE MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

**Special Rules:** Only after 1150AD

#### LOW COUNTRIES MERCENARY SPEARMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

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

**Special Rules:** Only after 1150AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## SARACEN MERCENARIES

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

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

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

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## ALLIES

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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

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 5. SICILIAN (1072-1442AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

**Only after 1150AD:** General may be upgraded to Ld10 (+50)

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### FEUDAL KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, light armour, thrusting spear

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

Only after 1150AD: Upgrade to CA4 (+2). May have lance (+3) and bardings (+3).

**Special Rules:** Shock Impact +1

#### ITALIAN COMMUNAL AND MERCENARY KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

**Equipment:** Hand weapon, light armour, thrusting spear

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

bardings (+3).

**Special Rules:** Shock Impact +2

#### SARACEN OR BERBER NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

**Equipment:** Hand weapon, throwing spear

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

Only after 1194AD: May have CA4 (+3)

#### BERBERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

**Equipment:** Hand weapon, throwing spear.

May have light armour (+2)

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

#### SARACEN HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow

May have light armour (+2)

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

## GERMAN MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, heavy armour, thrusting spear  
May have shield (+2) and bardings (+3).

Up to half may be downgraded to CA3, light armour and no  
spear (-3) placed in the rear rank

**Special Rules:** Shock Impact +1 Only after 1235AD

## ARAGONESE LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, javelins  
May have light armour (+2)

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

## INFANTRY

#### ITALIAN COMMUNAL SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear  
May have shield (+1) and light armour (+2).

#### ITALIAN COMMUNAL CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	12

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

Only after 1194AD: May have and pavise (+2) and be upgraded  
to SA4 and Mo8 (+5). May be Drilled (+4)

#### SARACEN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

May have light armour (+1).

Only after 1194AD: May have Mo7 (+1)

**Special Rules:** Light Infantry

#### SARACEN JAVELINMEN AND AXEMEN

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	8

**Equipment:** Hand weapon, shield

May have javelins (+1). May have CA4 (+3)

**Special Rules:** Light Infantry

#### MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

#### GRIFFONS

	CA	SA	KA	Mo	Pts
Grifon	3	3	3	6	7

**Equipment:** Hand weapon, shield

Only after 1194AD: Downgrade to Undisciplined and  
Unmotivated instead of Light Infantry (free)

**Special Rules:** Light Infantry

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## ARAGONESE CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	3	5	8

**Equipment:** Hand weapon, crossbow

**Special Rules:** *Skirmishers*

## CATALAN ALMUGHAVARS

	CA	SA	KA	Mo	Pts
Catalan	3	3	3	7	8

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

**Special Rules:** Only from 1282-1301AD

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## ALLIES

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Only Friedrich II's Crusade from 1228-1232AD: Crusader

Allies, IV/17

Only after 1302AD: Aragonesse Allies, IV/68

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 6. SYRIAN (1092-1286AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50)

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### GHULAMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, light armour

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

May have CA4 (+5) and then have *Shock Impact* +1

#### OTHER SYRIAN, KURDISH OR ARMENIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, light armour

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

#### TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow.

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

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

#### BEDOUIN ARAB CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	15

**Equipment:** Hand weapon, bow.

**Special Rules:** *Skirmishers, Feign Flight*

### INFANTRY

#### AHDATH SPEARMEN, GLAIVEMEN AND ARCHERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

May have thrusting spear (+2) or bow (+2)

**Special Rules:** *Undisciplined, Unmotivated*

#### GHAZIS

	CA	SA	KA	Mo	Pts
Ghazi	3	3	3	7	8

**Equipment:** Hand weapon, shield

**Special Rules:** *Warband*

#### MUTATAWWI'S

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

**Equipment:** Hand weapon

May have shield (+1)

**Special Rules:** *Undisciplined*

#### JABALIYYA, KURDS, ARMENIANS OR OTHER JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	7

**Equipment:** Hand weapon, javelins

May have shield (+1).

**Special Rules:** *Light Infantry*

#### AL-ASHAIR

	CA	SA	KA	Mo	Pts
Skirmishers	2	2	2	5	3

**Equipment:** Sling

May have bow instead of sling (+1)

**Special Rules:** *Skirmishers*

#### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	12

**Equipment:** Hand weapon, crossbow.

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

**Special Rules:** Only after 1100AD

#### ARMOURED SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	10

**Equipment:** Hand weapon, thrusting spear, light armour

May have shield (+1)

**Special Rules:** Only after 1100AD

#### 0-1 NAFFATUN

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	10

**Equipment:** Hand weapon, Oil Grenade (count as javelins)

Cause morale test if kill caused, no armour save allowed.

**Special Rules:** *Skirmishers*, Only after 1100AD

### ALLIES

Only after 1100AD: Frankish Allies, IV/7 or IV/17

Only Damascus in 1246AD: Khwarizmian Allies, IV/24

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 7. EARLY CRUSADER (1096-1128AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 40%

**SUPPORT:** Up to 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

### TURCOPOLES

	CA	SA	KA	Mo	Pts
Turcopole	3	3	3	7	17

**Equipment:** Horse, shield, hand weapon, bow and thrusting spear.

**Special Rules:** *Light Cavalry*

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Noble	-	-	-	9	2	+2	150
Captain	-	-	-	8	1	+2	80
0-1 Bishop	-	-	-	8	2	+1	110
Personal Standard	-	-	-	8	1	+1	70

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10", Warrior King 15".

May ride a horse (AV4).

A Captain must be placed in a unit at the start of the battle and remain there throughout.

The Bishop or any Noble may take a Personal Standard. These act exactly like the Army Standard and increase the Personalities Zone of Control by 5".

Noble 1 SIP, may add up to two SIP for 20 points each

Captain 1 SIP

Bishop 1 SIP, may add up to two SIP for 20 points each

### CAVALRY

#### MOUNTED KNIGHTS

	CA	SA	KA	Mo	Pts
Knight	4	3	3	8	29

**Equipment:** Horse, heavy armour, shield, hand weapon and lance.

Up to 50% of the formation may consist of Mounted Sergeants and so long as over half the front rank consist of knights, the formation receives the Shock Charge bonus of 2. Should it become less, then the Bonus drops to 1. So long as over half the front rank consist of knights, the whole formation may use the knights Morale Value.

**Special Rules:** *Combined Formation, Shock Impact +2*

#### MOUNTED SERGEANTS

	CA	SA	KA	Mo	Pts
Sergeant	3	3	3	7	18

**Equipment:** Horse, shield, light armour hand weapon and thrusting spear.

**Special Rules:** *Shock Impact +1*

#### DISMOUNTED KNIGHTS

	CA	SA	KA	Mo	Pts
Knight	4	3	4	8	19

**Equipment:** Heavy armour, shield, hand weapon.

Up to 75% of the formation may consist of dismounted Sergeants. So long as over half the front rank consist of knights, the whole formation may use the knights Morale Value.

**Special Rules:** *Combined Formation*

#### DISMOUNTED KNIGHTS

	CA	SA	KA	Mo	Pts
Sergeant	3	3	3	7	11

**Equipment:** Shield, light armour hand weapon and thrusting spear.

### SUPPORT

#### SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	2	3	3	6	8

**Equipment:** Shield, hand weapon and thrusting spear.

May have light armour (+1)

Up to 50% of a spearmen formation may consist of archers (with bow or crossbow). The formation remains a Regular formation.

**Special Rules:** *Combined Formation*

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Bow and hand weapon.

May take light armour (+2).

May exchange bow for crossbow (+3).

You may not take more cross bow armed models than bow armed models in your army.

**Special Rules:** *Light Infantry*

#### PILGRIMS

	CA	SA	KA	Mo	Pts
Pilgrim	2	2	2	4	2

**Equipment:** Stones

**Special Rules:** *Undisciplined*

#### RELIGIOUS ZEALOTS

	CA	SA	KA	Mo	Pts
Pilgrim	2	2	3	5	4

**Equipment:** Stones and hand weapon.

**Special Rules:** *Undisciplined*

### ALLIES

Early Crusades may take Arab Caliphate allies

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

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## OPTIONAL

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### **Lion Heart**

Many Crusader Nobles (such as Richard, where the name originates) inspired their men to great deeds of valour in the face of overwhelming odds.

You may upgrade any Warrior King or Noble to Lion Heart at 70 points.

This increases their Morale Value to 10 and if the Personality is the Army General then any units within 10" have their Morale Value increased by 2, rather than 1. (Remember no unit can have a Morale Value higher than 10 under these circumstances- page 107)

### **The True Cross**

One Personal Standard may be upgraded to the True Cross at 100 points.

All friendly Crusading units with 15" have their Morale Value increased by 1 in addition to any other bonus that may be available (for example, if the True Cross accompanies the General, then the Morale Value is increased by 2. No unit can have a Morale Value higher than 10 under these circumstances.

### **Faith**

Many have gone to war in support of their faith. It is assumed the devout warriors become more resolute and prepared to stand even when the circumstances seem most dire.

To represent this in War & Conquest, formations may benefit from the Faith rule as follows-

- Personalities, cavalry or supporting formations may be upgraded with Faith for 15 points each. Pilgrims and Zealots must be given Faith if Faith is used for any other formations or personalities. Personalities within formations with Faith always benefit from the rule, even if they don't have faith themselves.

- During the battle, when a Morale or Combat Morale test is required, the warriors may call upon their faith to help them. They may add one additional D6 towards the test (so if at half strength or less, they roll 3D6 rather than 2D6). Should the test be passed, roll a D6, and if the result is 4 or more, their faith remains. If the test is failed, or the result is a 3 or less, then the bonus is no longer available for this battle.

- Use a suitable religious model, a standard or similar model to represent Faith.

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 8. GHURID (1100-1215AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**SIP:** not pooled

#### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

General may be upgraded to Ld10 (+50)

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

#### CAVALRY

##### GHURID TRIBAL OR KHURASANIAN MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	18

**Equipment:** Hand weapon, bow. May have shield (+2) and light armour (+2). May have SA4 and Mo7 (+4)

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

##### KHALAJ OR OTHER TURKISH MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

##### TURKISH GHULAMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, light armour

May have heavy armour (+2), bard (+3), bow (+2) and shield (+2).

May have CA4 (+5) and then have *Shock Impact +1*

#### INFANTRY

##### GHURID SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear. May have shield (+1) and light armour (+2). May upgrade to pike and Mo7 (+6)

**Special Rules:** *Combined Formation*

##### GHURID ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	3	3	7	9

**Equipment:** Hand weapon, bow

May have light armour (+1).

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

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## **9. EASTERN FOREST AMERICAN (1100-1500AD)**

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 75%

**SIP:** not pooled

<b>CHARACTERS</b>							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

## **INFANTRY**

### **WARRIORS**

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	9

**Equipment:** Hand weapon, bow

May have a two-handed war club (+2, counts as halberd), shield (+1) and light armour (+2). May have tomahawk (+1, counts as javelins).

0-2 units may upgrade to CA4 and Mo8 (+5)

**Special Rules:** *Warband, Light Infantry*

### **SKIRMISHERS**

	CA	SA	KA	Mo	Pts
Skirmishers	2	2	3	5	4

**Equipment:** Hand weapon, sling

May have bow instead of sling (+1) or javelins& buckler (+1)

**Special Rules:** *Skirmishers*

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 10. MOUND BUILDER AMERICANS (1100-1500AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 75%

SIP: not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

General may be mounted on a litter which counts as War Wagon.

Army General 1 SIP, may add up to 2 SIP for 20points each.  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### INFANTRY

#### GUARDS

	CA	SA	KA	Mo	Pts
Guard	3	3	3	7	9

**Equipment:** Hand weapon, bow

May have shield (+1)

#### NOBLES

	CA	SA	KA	Mo	Pts
Noble	3	3	3	7	8

**Equipment:** Hand weapon, shield

May have light armour (+2), thrusting spear (+2) and double-handed war clubs (+2, counts as halberd)

#### HONOURED MEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

May have light armour (+2)

**Special Rules:** *Light Infantry*

#### LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

**Equipment:** Hand weapon

May have shield (+1) and thrusting spear (+2)

**Special Rules:** *Undisciplined, Unmotivated*

#### SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	5

**Equipment:** Hand weapon, javelins& buckler

**Special Rules:** *Skirmishers*

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 11. NORTH-WESTERN AMERICAN (1100-1500AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 75%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### INFANTRY

#### WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	2	3	3	7	8

**Equipment:** Hand weapon, bow

May have light armour (+2), throwing spear (+1) and javelins (+1)

0-1 unit may have CA3 (+2)

**Special Rules:** *Light Infantry*

#### SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	3	5	4

**Equipment:** Hand weapon, sling

**Special Rules:** *Skirmishers*

#### LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 12. POLYNESIAN OR MILANESIAN (1100-1500AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 75%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### INFANTRY

#### POLYNESIAN WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	4	3	3	7	10

**Equipment:** Hand weapon, javelins

May have throwing spear (+1) or double-handed weapon (+3)

0-1 unit may have light armour (+2)

Only Maori: *Fearsome* (+2)

**Special Rules:** Only Polynesian

#### MELANESIAN WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	6	7

**Equipment:** Hand weapon, shield

May have javelins (+1), thrusting spear (+2) and bow (+2)

**Special Rules:** *Light Infantry*, Only Melanesian

#### SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmishers	2	2	3	5	3

**Equipment:** Hand weapon

Only Polynesian: Sling (+1)

Only Melanesian: Bow (+2)

**Special Rules:** *Skirmishers*

#### PAPA-KAUA PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

**Equipment:** Hand weapon, pike

May have shield (+1)

0-1 unit may have light armour (+2)

**Special Rules:** Hawaii only

#### HUNA-LEWA JAVELIN SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmishers	2	2	3	5	4

**Equipment:** Hand weapon, javelins

**Special Rules:** *Skirmishers*, Hawaii only

#### 0-1 PAHUPU'U

	CA	SA	KA	Mo	Pts
Fanatic	3	3	3	7	8

**Equipment:** Hand weapon

**Special Rules:** *Warband Fanatical*, Hawaii only

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 13. MEDIEVAL GERMAN (1106-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). 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)

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### FEUDAL KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	21

**Equipment:** Hand weapon, heavy armour, lance. May have shield (+2) and bardings (+3).

Only after 1150AD: May have CA4 (+3)

Only after 1450AD: Up to half may be downgraded to light armour and no lance (-5) placed in the rear rank

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

**Special Rules:** Shock Impact +1

#### CLERICAL OR MERCENARY KNIGHTS, MINISTERIALES OR SARIANTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

Up to half may be downgraded to CA3, light armour and no lance (-6) placed in the rear rank

**Special Rules:** Shock Impact +1

#### CITY MOUNTED BURGHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	21

**Equipment:** Hand weapon, heavy armour, lance

May have shield (+2) and bardings (+3). Up to half may be downgraded to light armour and no lance (-5) placed in the rear rank.

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

**Special Rules:** Shock Impact +1

#### HUNGARIANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow

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

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

#### TEUTONIC KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	28

**Equipment:** Hand weapon, heavy armour, lance

May have shield (+2) and bardings (+3). May be Drilled (+4)

**Special Rules:** Shock Impact +2, Only with Imperial General from 1226-1430AD

#### ITALIAN KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	25

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** Shock Impact +2, Only Konradin's feudal army at Tagliacozzo in 1268AD

#### SPANISH KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	25

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** Shock Impact +2, Only Konradin's feudal army at Tagliacozzo in 1268AD

#### SPANISH JINETES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, javelins.

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

**Special Rules:** Skirmishers, Feign Flight

Only Konradin's feudal army at Tagliacozzo in 1268AD

#### FEUDAL OR MERCENARY MOUNTED

##### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, light crossbow.

May have light armour (+2)

After 1450AD: Handgun instead of light crossbow (+2). Then may have SA4 (+3)

**Special Rules:** Only after 1320AD

#### EX-BURGUNDIAN COMPAGNIES D'ORDONNANCE

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	27

**Equipment:** Hand weapon, plate armour, lance

May have bardings (+3).

**Special Rules:** Shock Impact +2, Only after 1478AD

### INFANTRY

#### 0-1 CITY GUARD AXEMEN AND HALBERDIERS

	CA	SA	KA	Mo	Pts
Guard	4	3	3	8	17

**Equipment:** Hand weapon, light armour

May have shield (+1), heavy armour (+2) and double handed weapon (+3) or halberd (+2)

**Special Rules:** Drilled

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## CITY MILITIA CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

**Equipment:** Hand weapon, crossbow.

May have light armour (+2).

Only after 1320AD: May have pavise (+2) and then may have SA4 (+3)

## CITY MILITIA SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**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 Mo6 and pike instead of spear (+1)

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

## CITY MILITIA ARCHERS

	CA	SA	KA	Mo	Pts
Archers	2	2	3	6	6

**Equipment:** Hand weapon, bow

Only after 1375AD: May have handgun instead of bow (+3)

**Special Rules:** *Skirmishers*

## FEUDAL RETAINERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon. May have shield (+1)

**Special Rules:** *Undisciplined, Unmotivated*

## HEERBAN

	CA	SA	KA	Mo	Pts
Spearman	2	3	3	6	7

**Equipment:** Hand weapon, thrusting spear

May have shield (+1)

Only after 1320AD: Downgrade to *Undisciplined*

## FREE CANTON SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

May have shield (+1)

Only after 1450AD: Have Mo7 (+1)

**Special Rules:** *Light Infantry*

## FREE CANTON ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

May have crossbow (+3)

Only after 1375AD: May have handgun instead of bow (+3)

**Special Rules:** *Light Infantry*

## MERCENARY SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	4	3	3	7	11

**Equipment:** Hand weapon, thrusting spear

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

Only after 1450AD: May have CA3 and pike (free)

## MERCENARY AXEMEN, SWORDSMEN AND HALBERDIERS

	CA	SA	KA	Mo	Pts
Mercenary	4	3	3	8	17

**Equipment:** Hand weapon, light armour

May have shield (+1), heavy armour (+2) and double handed weapon (+3) or halberd (+2)

**Special Rules:** *Drilled*, Only until 1478AD

## MERCENARY ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

**Equipment:** Hand weapon, bow

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

Only after 1375AD: May have handgun instead of bow (+3)

**Special Rules:** *Light Infantry*

## 0-1 WAGON LAAGER

**Special Rules:** Only after 1320AD

## 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

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 14. JURCHEN-CHIN (1114-1234AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 25%

**INFANTRY:** Up to 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### JURCHEN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24

**Equipment:** Hand weapon, light armour, kontos.

May have shield (+2)

Only from 1126AD: Downgrade to Mo6 and CA3 (-3)

**Special Rules:** May count rank bonus up to +1

#### SCOUTS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight

#### KHITAN ORDO SOLDIERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	24

**Equipment:** Hand weapon, kontos, light armour

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

May be Drilled (+4)

**Special Rules:** Shock Cavalry +1

#### KHITAN ORDO FORAGERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, light armour

#### KHITAN ORDO ORDERLIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

**Equipment:** Hand weapon, buckler, bow

May have light armour (+2)

**Special Rules:** Light Cavalry

#### CHINESE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear

May have shield (+2)

**Special Rules:** Only after 1126AD

#### 0-1 FIRE-LANCE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

**Equipment:** Hand weapon, light armour, fire lance (count as thrusting spear). May have light armour (+2).

Cause morale test if kill caused, no armour save allowed.

**Special Rules:** Only from 1126AD

#### 0-1 UIGHUR MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

**Equipment:** Hand weapon, light armour, thrusting spear May have shield (+2) and heavy armour (+2)

**Special Rules:** Only after 1200AD

#### 0-1 TANGUT MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

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

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

#### OTHER MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight Only after 1200AD

### INFANTRY

#### CHINESE SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	12

**Equipment:** Hand weapon, light armour

May have shield (+1). May have Mo8 (+5)

**Special Rules:** Drilled, Only after 1126AD

#### CHINESE CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

**Equipment:** Hand weapon, crossbow

May have light armour (+2). May have SA4 (+3)

**Special Rules:** Only after 1126AD

#### CHINESE LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon. May have shield (+1)

**Special Rules:** Undisciplined, Unmotivated

Only after 1126AD

#### 0-2 WAR WAGONS

**Special Rules:** Only after 1126AD

#### 0-1 LIGHT BOLT THROWER

**Special Rules:** Only after 1126AD

#### 0-1 FIRE-LANCE FOOT

	CA	SA	KA	Mo	Pts
Lancer	2	3	3	6	12

**Equipment:** Hand weapon, fire lance (count as thrusting spear)

Cause morale test if kill caused, no armour save allowed.

**Special Rules:** Skirmishers, Only after 1126AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## CHUNG-HSIAO CHÜN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

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

**Special Rules:** Only after 1200AD

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## ALLIES

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Only from 1150-1211AD: Tatar, Kereyit, Ongut or similar  
Allies, III/44

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 15. QARA-KHITAN (1124-1211AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SPECIAL:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### KHITAN ORDO SOLDIERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	24

**Equipment:** Hand weapon, kontos, light armour

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

May be *Drilled* (+2)

**Special Rules:** *Shock Impact* +1

#### KHITAN ORDO FORAGERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, light armour

#### KHITAN ORDO ORDERLIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

**Equipment:** Hand weapon, buckler, bow

May have light armour (+2)

**Special Rules:** *Light Cavalry*

#### KHITAN TRIBAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

**Equipment:** Hand weapon, throwing spear

May have shield (+2)

**Special Rules:** *Light Cavalry*

#### KHITAN TRIBAL NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	16

**Equipment:** Hand weapon, throwing spear

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

**Special Rules:** *Light Cavalry*

#### QARLUG OR SIMILAR TRIBAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** *Skirmishers, Nomad cavalry, Feign Flight*

### INFANTRY

#### TRIBAL FOOT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	6	6

**Equipment:** Hand weapon, bow

**Special Rules:** *Skirmishers*

#### MUSLIM LEVY FOOT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

May have shield (+1)

**Special Rules:** *Undisciplined, Unmotivated*

### SPECIAL

#### 0-1 ELEPHANT

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

**Equipment:** Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

**Special Rules:** *Elephants*

### ALLIES

Only from 1128-1207AD: Qarakhanid Allies, III/11

Only from 1130-1208AD: Uighur Allies, III/11

Only from 1198-1207AD: Khwarizmian Allies, IV/24

Only after 1208AD: Naiman Allies, III/44

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 16. SCOTS COMMON ARMY (1124-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### NORMAN-SCOTS KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, light armour, thrusting spear

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

Only after 1250AD: Upgrade to CA4 (+3). May have lance (+2) and barding (+3).

**Special Rules:** Shock Impact +1

#### FRENCH MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	28

**Equipment:** Hand weapon, heavy armour, lance

May have shield (+2), plate armour (+2) and warhorse (+3)

**Special Rules:** Shock Impact +2

Only in Scotland or England in 1385AD

### INFANTRY

#### LOWLAND SCOTS YEOMEN SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	11

**Equipment:** Hand weapon, pike

May have light armour (+2). May have Riding Horses (+1)

#### ETTRICK ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

**Special Rules:** Light Infantry

#### RIBAULDS AND CAMP FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

**Equipment:** Hand weapon. May have shield (+1)

**Special Rules:** Undisciplined, Unmotivated

### ISLESMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

**Equipment:** Hand weapon, shield

May have light armour (+2).

**Special Rules:** Only in Scotland or England

### HIGHLAND WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	9

**Equipment:** Hand weapon, bow

May have light armour (+1)

**Special Rules:** Only in Scotland or England

### HIGHLAND SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

**Equipment:** Hand weapon, sling

May have bow instead of sling (+1)

**Special Rules:** Skirmishers, Only in Scotland or England

### HIGHLAND LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon. May have shield (+1)

**Special Rules:** Undisciplined, Unmotivated

Only in Scotland or England

### FEUDAL ARCHERS ON PONIES

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	12

**Equipment:** Hand weapon, bow

May have light armour (+1)

**Special Rules:** Light Infantry, Riding Horses

Only in Scotland or England before 1162AD

### GALWEGIAN WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, shield

May have Riding Horses (+1)

**Special Rules:** Warband, Only in Scotland or England before 1162AD

### FRENCH CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	12

**Equipment:** Hand weapon, crossbow

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

**Special Rules:** Only in Scotland or England in 1385AD

### 0-2 WAR WAGONS

**Special Rules:** Only after 1456AD

### ALLIES

Only on the continent from 1419-1429AD: French Allies, IV/64

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 17. LATER CRUSAIDER (1128-1303AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 40%

**SUPPORT:** Up to 50%

**ALLIES:** Up to 25%

**SIP:** automatically pooled if King is taken LC

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
0-1 King	-	-	-	8	2	+1	150
0-1 Warrior							
King	-	-	-	9	3	+2	190
Noble	-	-	-	9	2	+2	150
Captain	-	-	-	8	1	+2	80
0-1 Bishop	-	-	-	8	2	+1	110
Personal Standard	-	-	-	8	1	+1	70

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10", Warrior King 15". May ride a horse (AV4).

A Captain must be placed in a unit at the start of the battle and remain there throughout.

The King, Warrior King, Bishop or any Noble may take a Personal Standard. These act exactly like the Army Standard and increase the Personalities Zone of Control by 5".

King 3 SIP, may add one SIP for 20.

Warrior King 2 SIP, may add one SIP for 20.

Noble 1 SIP, may add up to two SIP for 20 points each

Captain 1 SIP

Bishop 1 SIP, may add up to two SIP for 20 points each

## DISMOUNTED KNIGHTS

	CA	SA	KA	Mo	Pts
Sergeant	3	3	3	7	11

**Equipment:** Shield, light armour hand weapon and thrusting spear.

## TURCOPOLES

	CA	SA	KA	Mo	Pts
Turcopole	3	3	3	7	17

**Equipment:** Horse, shield, hand weapon, bow, thrusting spear.

**Special Rules:** *Light Cavalry*

## SUPPORT

### SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	2	3	3	6	8

**Equipment:** Shield, hand weapon and thrusting spear.

May have light armour (+1)

Up to 50% of a spearmen formation may consist of archers (with bow or crossbow). The formation remains a Regular formation.

**Special Rules:** *Combined Formation*

### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Bow and hand weapon. Light armour (+2).

May exchange bow for crossbow (+3).

**Special Rules:** *Light Infantry*

## ALLIES

Military Order, Byzantine or Arab Caliphate (Fatimid)

## CAVALRY

### MOUNTED KNIGHTS

	CA	SA	KA	Mo	Pts
Knight	4	3	3	8	29

**Equipment:** Horse, heavy armour, shield, hand weapon, lance. Up to 50% of the formation may consist of Mounted Sergeants and so long as over half the front rank consist of knights, the formation receives the Shock Charge bonus of 2. Should it become less, then the Bonus drops to 1. So long as over half the front rank consist of knights, the whole formation may use the knights Morale Value.

**Special Rules:** *Combined Formation, Shock Impact +2*

### MOUNTED SERGEANTS

	CA	SA	KA	Mo	Pts
Sergeant	3	3	3	7	18

**Equipment:** Horse, shield, light armour hand weapon and thrusting spear.

**Special Rules:** *Shock Impact +1*

### DISMOUNTED KNIGHTS

	CA	SA	KA	Mo	Pts
Knight	4	3	4	8	19

**Equipment:** Heavy armour, shield, hand weapon.

May have two-handed weapon (+2)

Up to 75% of the formation may consist of dismounted Sergeants. So long as over half the front rank consist of knights, the whole formation may use the knights Morale Value.

**Special Rules:** *Combined Formation*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

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## OPTIONAL

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### **Lion Heart**

Many Crusader Nobles (such as Richard, where the name originates) inspired their men to great deeds of valour in the face of overwhelming odds. You may upgrade any Warrior King or Noble to Lion Heart at 70 points. This increases their Morale Value to 10 and if the Personality is the Army General then any units within 10" have their Morale Value increased by 2, rather than 1. (Remember no unit can have a Morale Value higher than 10 under these circumstances- page 107)

### **The True Cross**

One Personal Standard may be upgraded to the True Cross at 100 points.

All friendly Crusading units with 15" have their Morale Value increased by 1 in addition to any other bonus that may be available (for example, if the True Cross accompanies the General, then the Morale Value is increased by 2. No unit can have a Morale Value higher than 10 under these circumstances.

### **Faith**

Many have gone to war in support of their faith. It is assumed the devout warriors become more resolute and prepared to stand even when the circumstances seem most dire.

To represent this in War & Conquest, formations may benefit from the Faith rule as follows-

- Personalities, cavalry or supporting formations may be upgraded with Faith for 15 points each. Pilgrims and Zealots must be given Faith if Faith is used for any other formations or personalities. Personalities within formations with Faith always benefit from the rule, even if they don't have faith themselves.

- During the battle, when a Morale or Combat Morale test is required, the warriors may call upon their faith to help them. They may add one additional D6 towards the test (so if at half strength or less, they roll 3D6 rather than 2D6). Should the test be passed, roll a D6, and if the result is 4 or more, their faith remains. If the test is failed, or the result is a 3 or less, then the bonus is no longer available for this battle.

- Use a suitable religious model, a standard or similar model to represent Faith.

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 18. LITHUANIAN OR SAMOGITIAN (1132-1435AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### LITHUANIAN OR SAMOGITIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, bow

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

**Special Rules:** *Light Cavalry*

#### TARTAR EXILE SETTLERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour. Shield (+2)

**Special Rules:** *Skirmishers, Nomad cavalry, Feign Flight*

#### RUSSIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear  
May have shield (+2). Upgrade up to half to CA4 and heavy

armour (+4), placed in the front rank.

**Special Rules:** *Combined Formation*, Only Lithuanian after 1360AD

#### POLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear  
May have shield (+2). Upgrade up to half to CA4 and heavy  
armour, lance (+8), placed in the front rank.

**Special Rules:** *Combined Formation*, Only Lithuanian from 1397-1399AD

#### TEUTONICS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	33
Dismounted	4	3	3	8	19

**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/+3) no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Drilled, Shock Impact +2* if mounted,  
Only Lithuanian from 1397-1399 and in 1499AD

### INFANTRY

#### LITHUANIAN OR SAMOGITIAN SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	2	3	3	6	7

**Equipment:** Hand weapon, thrusting spear

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

#### LITHUANIAN OR SAMOGITIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

**Special Rules:** *Light Infantry*

### 0-1 WAGON LAAGER

#### RUSSIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow. May have shield (+1)

**Special Rules:** Only Lithuanian after 1360AD

#### SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

**Special Rules:** Only Lithuanian after 1360AD

### 0-2 HUSSITE WAR-WAGONS

**Special Rules:** Only Lithuanian in 1435AD

#### HUSSITE FLAILMEN AND HALBERDIERS (0-1 per War-Wagon)

	CA	SA	KA	Mo	Pts
Hussite	4	3	3	8	19

**Equipment:** Hand weapon, light armour, halberd

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

**Special Rules:** *Drilled*, Only Lithuanian in 1435AD

### ALLIES

Only Lithuanian from 1250-1253 and in 1435AD: Teutonic Order Allies, IV/30

Only Lithuanian after 1386AD: Polish Allies, IV/66

Only Lithuanian from 1397-1399AD: Golden Horde Tartar Allies, IV/47

Only Lithuanian after 1419AD: Crim Tartar Vassal Allies, IV/47

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 19. TARASCAN OR TOLTEC-CHICHIMEC (1168-1500AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

#### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

#### INFANTRY

##### SUIT WEARERS

	CA	SA	KA	Mo	Pts
Elite	4	3	3	7	11

**Equipment:** Hand weapon, shield, light armour

May have double-handed weapon instead of shield (+2)

##### ARCHERS AND SHIELDBEARERS

	CA	SA	KA	Mo	Pts
Elite	3	4	3	7	12

**Equipment:** Hand weapon, bow, shield

##### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

##### SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	3

**Equipment:** Hand weapon, sling

May have bow instead of sling (+1)

**Special Rules:** *Skirmishers*

##### OTOMI MERcenaries

	CA	SA	KA	Mo	Pts
Mercenary	3	3	3	7	8

**Equipment:** Hand weapon, shield

**Special Rules:** *Warband*

#### ALLIES

Only Colhuacan from 1300-1323AD: Proto-Aztec Allies, III/41

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 20. AYYUBID EGYPTIAN (1171-1250AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 25%

**SUPPORT:** Up to 75%

**ALLIES:** Up to 25%

**SIP:** pooled if Sultan is taken

Some entries can only be taken for specific Crusades, representing access to resources or specific troop types. These are defined as Early Crusades (EC) and Later Crusades (LC). Where no definition is noted, the entry is available in either

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
<b>0-1 Sultan</b>	-	-	-	<b>9</b>	<b>2</b>	<b>+2</b>	<b>160</b>
Amir	-	-	-	<b>8</b>	<b>2</b>	<b>+2</b>	<b>140</b>
Qa'id	-	-	-	<b>8</b>	<b>1</b>	<b>+1</b>	<b>70</b>
<b>Army Standard</b>	-	-	-	<b>8</b>	<b>1</b>	<b>+1</b>	<b>70</b>
<b>0-1 Naked</b>							
Drummer	-	-	-	<b>8</b>	<b>1</b>	<b>+1</b>	<b>70</b>

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV4)

A Qa'id must be placed in a unit at the start of the battle and remain there throughout.

Sultan 2 SIP, may add up to one SIP for 20 points

Amir 1 SIP

### Naker Drummer

**Special:** May move independently and should he do so, we can assume he has a camel at his disposal, and an AV of 3.

**Sound the Drums** - The first time the Army Generals Morale bonus is required or a Strategy Intervention Point is used for a Morale or Command test, the Army General may attempt to extend his Zone of Command by encouraging the drummers to beat harder so that his orders can be heard from further away. Roll a D6 and his Zone of Command is extended by that amount in inches for the remainder of the game or until the drummer or General are killed or routed from the field. This may be combined with the bonus from the Army Standard. Should the drummer move more than 4" away from the General, or, in the event the General is killed and another takes his place, then the D6 must be rerolled in the same way as when first being used.

*Most Muslim armies were accompanied by a band in this era, believing that the more noise they made the bolder their spirits. The Naker drummers usually rode camels. They accompanied the General and could only be beat on his command to relay orders.*

### CAVALRY

#### 0-2 ROYAL MAMLUKS

	CA	SA	KA	Mo	Pts
Royal Mamluk	<b>4</b>	<b>3</b>	<b>3</b>	<b>8</b>	<b>27</b>

**Equipment:** Horse, Heavy armour, shield, lance and hand weapon. May have barding (+2)

**Special Rules:** Shock Impact +1

#### MAMLUKS

	CA	SA	KA	Mo	Pts
Mamluk	<b>3</b>	<b>3</b>	<b>3</b>	<b>8</b>	<b>22</b>

**Equipment:** Horse, Heavy armour, shield, thrusting spear and hand weapon.

**Special Rules:** Shock Impact +1

#### TURKISH GHULAMS

	CA	SA	KA	Mo	Pts
Ghulam	<b>3</b>	<b>3</b>	<b>3</b>	<b>8</b>	<b>24</b>

**Equipment:** Horse, light armour, thrusting spear, short bow, hand weapon and shield.

**Special Rules:** Feign Flight, Nomad Cavalry

#### TRIBAL CAVALRY

	CA	SA	KA	Mo	Pts
Tribal	<b>2</b>	<b>3</b>	<b>3</b>	<b>6</b>	<b>12</b>

**Equipment:** Horse, hand weapon, javelins. May have shield (+2).

**Special Rules:** Light Cavalry.

May change into Skirmish formation.

#### BEDOUIN

	CA	SA	KA	Mo	Pts
Bedouin	<b>3</b>	<b>3</b>	<b>3</b>	<b>6</b>	<b>18</b>

**Equipment:** Horse, hand weapon, throwing spear, shield.

**Special Rules:** Light Cavalry, Feign Flight, Nomad Cavalry, may change into Skirmish formation. Independent.

### SUPPORT

#### 0-2 GUARD SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	<b>3</b>	<b>3</b>	<b>3</b>	<b>7</b>	<b>9</b>

**Equipment:** Throwing spear, shield and hand weapon.

May have light armour (+2) and large shield (+1). May exchange throwing spear to thrusting spear (+1).

May combine with archers (below). Up to 50% may be archers. The unit will remain a Regular formation and the bowmen will benefit from the Armour Value of the unit until it drops to half strength

**Special Rules:** Combined Formation

#### 0-2 GUARD ARCHERS

	CA	SA	KA	Mo	Pts
Archer	<b>3</b>	<b>3</b>	<b>3</b>	<b>7</b>	<b>9</b>

**Equipment:** Bow

May have light armour (+2)

**Special Rules:** Light Infantry

#### TRIBAL SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	<b>2</b>	<b>2</b>	<b>3</b>	<b>6</b>	<b>6</b>

**Equipment:** Throwing Spear, shield and hand weapon.

May exchange throwing spear to thrusting spear (+1).

May combine with archers (below). Up to 50% may be archers. The unit will remain a Regular formation and the bowmen will benefit from the Armour Value of the unit until it drops to half strength

**Special Rules:** Combined Formation, Undisciplined.

#### TRIBAL ARCHERS

	CA	SA	KA	Mo	Pts
Archer	<b>2</b>	<b>2</b>	<b>2</b>	<b>6</b>	<b>5</b>

**Equipment:** Bow

**Special Rules:** Undisciplined.

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## LEVY SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	2	2	2	5	4

**Equipment:** Throwing Spear, shield

May exchange throwing spear to thrusting spear (+1).

May combine with archers (below). Up to 50% may be archers. The unit will remain a Regular formation and the bowmen will benefit from the Armour Value of the unit until it drops to half strength

**Special Rules:** *Unmotivated.*

## LEVY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	2	5	4

**Equipment:** Bow

**Special Rules:** *Light Infantry*

## TRIBAL IRREGULARS

	CA	SA	KA	Mo	Pts
Irregular	2	3	3	5	5

**Equipment:** Hand weapon and shield.

May have javelins (+1)

0-1 may be *Fanatical* (+1 per model)

**Special Rules:** *Light Infantry*

## CAMELRY

	CA	SA	KA	Mo	Pts
Camel	2	3	3	6	12

**Equipment:** Camel, hand weapon and javelin.

May exchange javelin for shortbow (free). Javelin armed units may have shields (+1). Javelin armed units may have throwing spear (+1).

**Special Rules:** *Light Cavalry, Camels, Independent*

## SKIRMISHERS

### TURKOMAN

	CA	SA	KA	Mo	Pts
Light	3	3	3	7	18

**Equipment:** Horse, hand weapon, short bow.

May have javelins (+1).

**Special Rules:** *Light Cavalry, Feign Flight, Nomad Cavalry*, may change into Skirmish formation. *Independent*.

### TRIBAL SKIRMISHERS

	CA	SA	KA	Mo	Pts
Tribesman	2	3	2	5	4

**Equipment:** Javelin. May have bucklers (+1)

All figures in a unit may exchange javelin for sling.

If the unit has javelins, they may also have throwing spears (+1)

Every other unit may have bows (+2).

**Special Rules:** *Skirmishers*

### CROSSBOWMEN (LC)

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	6	10

**Equipment:** Crossbow and hand weapon.

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

The unit may have pavise for 3 points per figure and become a light formation.

You may take a unit of crossbowmen for every 2 tribal skirmisher units.

**Special Rules:** *Skirmishers*

## 0-1 NAFFATAH 'FIRE TROOPS'

	CA	SA	KA	Mo	Pts
Naffatah	2	3	3	6	10

**Equipment:** Grenades or siphons.

Siphons and grenades are treated as a thrown missile with a range of 8". Armour Penetration 2 and Killing Ability 3.

If a casualty is caused take a Command test immediately. If failed the formation becomes disordered until its next Round of Play. The naffatah unit will take a casualty on each roll of 1 to hit.

**Special Rules:** *Skirmishers*

## ALLIES

The Egyptians employed a number of different nationalities such as the Armenians, Seljuk Turks, Byzantines and Frankish crusaders as either vassals or allies.

Each nationality may take its own Commander.

*Please see the Crusader, Cilician Armenia, Seljuk Turk and Byzantine Army Organisation Lists for available units. Additional allied units cannot be taken from within these lists unless historically justified. (We will start to tighten this up in later versions of the list.)*

## SPECIAL

### Independent

This rule represents those more fiercely independent states that served with various armies through the ages.

Strategy Intervention Points cannot be used on independent troops unless used by a Personality from the same nation.

Independent warriors do not use the Army Generals leadership or bonus unless he is in the unit.

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 21. ANGLO-IRISH (1172-1489AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). Only after 1300AD: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### NORMAN KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

**Equipment:** Hand weapon, light armour, thrusting spear  
May have shield (+2) and heavy armour (+2)

**Special Rules:** Shock Impact +1, Only before 1300AD

#### IRISH HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

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

**Special Rules:** Skirmishers, Only after 1300AD

#### JUSTICIAR'S MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	28
Dismounted	4	3	3	7	14

**Equipment:** Hand weapon, heavy armour, shield, lance. May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd or double-handed weapon (+2) no lance. May take partial or full plate armour (+2/+3)

**Special Rules:** Drilled, Shock Impact +2 if mounted, Only after 1300AD and the General must be upgraded to Ld10

#### ANGLO-IRISH SPEARS AND LANCES CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance  
May have shield (+2).

Only from 1300-1394AD: Up to half may be downgraded to CA3, light armour and thrusting spear instead of lance (-6) placed in the rear rank

**Special Rules:** Shock Impact +1, Only after 1300AD

#### JUSTICIAR'S HOBILARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**Equipment:** Hand weapon, light armour, thrusting spear  
May have shield (+2)

**Special Rules:** Only after 1300AD, 0-1 per Men-at-Arms

### INFANTRY

#### IRISH BONNACHTS

	CA	SA	KA	Mo	Pts
Bonnacht	3	3	3	6	7

**Equipment:** Hand weapon, throwing spear. Shield (+1)

#### IRISH KERNS

	CA	SA	KA	Mo	Pts
Kern	3	3	3	6	8

**Equipment:** Hand weapon, javelins and buckler

**Special Rules:** Light Infantry

#### IRISH ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

**Equipment:** Hand weapon, bow.

**Special Rules:** Skirmishers

#### WELSH LONGBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	9

**Equipment:** Hand weapon, longbow.

May have light armour (+1) and Riding Horses (+1)

**Special Rules:** Only before 1300AD

#### WELSH SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear. Shield (+1)

**Special Rules:** Only before 1300AD

#### OSTMEN

	CA	SA	KA	Mo	Pts
Ostman	4	3	3	7	9

**Equipment:** Hand weapon

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

**Special Rules:** Only before 1300AD

#### GALLOGLAICH

	CA	SA	KA	Mo	Pts
Gallagher	4	3	3	7	9

**Equipment:** Hand weapon

May have shield (+1), throwing spear (+2), light armour (+2).

**Special Rules:** Only after 1300AD

#### COLONIST LONGBOWMEN

	CA	SA	KA	Mo	Pts
Archer	3	3	3	7	10

**Equipment:** Hand weapon, longbow.

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

Only if General upgraded to Ld10: May have SA4 and Mo8 (+5) and then may be Drilled (+4)

**Special Rules:** Only after 1300AD

#### COLONIST BILLMEN

	CA	SA	KA	Mo	Pts
Billman	4	3	3	7	11

**Equipment:** Hand weapon, heavy armour

May have shield (+1), halberd (+2) or double-handed weapon

(+3)

**Special Rules:** Only after 1394AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 22. SERBIAN EMPIRE (1180-1459AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each  
 Ally General 1 SIP, may add up to 2 SIP for 20 points each  
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### SERBIAN VLASTELA

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19
Dismounted	4	3	3	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, (+6). Then may have cloth (+2) or plate (+3) barding. May be *Drilled* (+2). May Dismount - may take halberd (free) or double-handed weapon (+1). May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact* +1 if mounted.

#### HUNGARIAN OR CUMAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow  
 May have shield (+2) and throwing spear (+2)  
**Special Rules:** *Skirmishers, Feign Flight*

#### TURKOMAN OR WALLACHIAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow.  
 May have light armour (+2) and shield (+2)  
**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

#### TARTAR MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow.  
 May have light armour (+2), throwing spear (+2) and shield (+2)  
**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

#### BYZANTINE DESERTERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**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

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**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 CA3, light armour and no spear (-4) placed in the rear rank

**Special Rules:** *Shock Impact* +1, Only after 1300AD

#### OTHER WESTERN EUROPEAN MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	28
Dismounted	4	3	3	7	14

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

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

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

**Special Rules:** *Drilled, Shock Impact* +2 if mounted  
 Only after 1300AD

#### SERBIAN GUSARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, bow.

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

#### BOSNIAN NOBLES AND MOUNTED RETAINERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, heavy armour, thrusting spear  
 May have shield (+2) and cloth (+2) or plate (+3) barding.

**Special Rules:** *Shock Impact* +1, Only after 1340AD

### INFANTRY

#### VOYNUK SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

Only after 1340AD: May be upgraded to CA4 (+3), then may have halberd (free)

#### SERBIAN, MORAVIAN, BOSNIAN OR GREEK ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

Only after 1300AD: May have shield (+1) and then may upgrade to SA4 and Mo7 (+4)

**Special Rules:** *Light Infantry*

#### VLACH BAGGAGE GUARDS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

#### ZAMANITCHKA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

May have shield (+1)

**Special Rules:** *Undisciplined, Unmotivated*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## SERBIAN, BOSNIAN, MORAVIAN OR CROAT KRAYISHNICI

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	8

**Equipment:** Hand weapon, javelins and shield

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

## CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

**Special Rules:** Only after 1380AD

## HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun. May have light armour

(+1)

**Special Rules:** *Skirmishers*

## 0-2 ORGAN GUNS

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## ALLIES

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Only after 1380AD: Albanian Allies, IV/69

Only after 1380AD: Ottoman Allies, IV/55

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 23. FEUDAL ENGLISH (1181-1322AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50). May have Superior Army Standard (counts as War Wagon).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### FEUDAL MERCENARY KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

**Equipment:** Hand weapon, light armour, thrusting spear

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

**Special Rules:** Shock Impact +1

#### MARCHER MUNTATORES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

**Equipment:** Hand weapon, thrusting spear

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

Only after 1300AD: Downgrade to Mo6 (-1)

#### BRABANCON MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	28
Dismounted	4	3	3	7	14

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (, +2/+3)

**Special Rules:** Drilled, Shock Impact +2 if mounted

#### WELSH MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear

May have shield (+2)

#### 0-1 SARACENS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

**Equipment:** Hand weapon, bow.

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

**Special Rules:** Skirmishers, Nomad cavalry, Feign Flight

Only Richard I from 1194-1199AD

### INFANTRY

#### MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

May have Riding Horses (+1)

#### SHERWOOD SLINGERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	6	5

**Equipment:** Hand weapon, sling

**Special Rules:** Skirmishers

#### SHERWOOD, CHESHIRE, LANCASHIRE OR SOUTH WELSH ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

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

#### SPEARMEN

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

**Equipment:** Hand weapon, thrusting spear

May have shield (+1). May upgrade to CA3/Mo6 (+2)

**Special Rules:** Undisciplined

#### CITY MILITIA

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

#### FLEMISH MERCENARY SPEARMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	6	10

**Equipment:** Hand weapon, pike

May have light armour (+1).

#### IRISH KERNS OR WELSH MERCENARY JAVELINMEN

	CA	SA	KA	Mo	Pts
Kern	3	3	3	7	9

**Equipment:** Hand weapon, javelins and buckler

**Special Rules:** Skirmishers

#### 0-1 SARACENS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

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

**Special Rules:** Only Richard I from 1194-1199AD

### ALLIES

North Welsh Allies, III/19

French Allies, IV/4

Only Richard I from 1194-1196AD: Navarrese Allies, III/35

Only in 1245 or 1296AD: Irish Allies, III/46

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 24. KHWARIZMIAN (1186-1246AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**SPECIAL:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armour Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### KHWARIZMIAN LANCERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	28

**Equipment:** Hand weapon, kontos, light armour

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

**Special Rules:** Drilled, Shock Impact +1

#### QANGLI AND SIMILAR HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow

May have shield (+2)

Only before 1223AD: May upgrade to Mo7 (+2)

**Special Rules:** Skirmishers, Feign Flight

#### IRANIAN ATABEGS' ASKARIS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, thrusting spear, light armour

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

#### PERSIAN SUBJECT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**Equipment:** Hand weapon, thrusting spear, light armour

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

#### TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow.

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

**Special Rules:** Skirmishers, Nomad cavalry, Feign Flight

#### KURDS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**Equipment:** Hand weapon, thrusting spear, light armour

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

### INFANTRY

#### MILITIA ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

May have Riding Camels (+1)

**Special Rules:** Light Infantry

#### PERSIAN OR TAJIK LEVY FOOT OR ARMED SLAVES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon. May have shield (+1).

**Special Rules:** Undisciplined, Unmotivated

#### QANGLI FOOT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon. May have shield (+1).

**Special Rules:** Undisciplined, Only before 1223AD

### SPECIAL

#### 0-1 ELEPHANT

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

**Equipment:** Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

**Special Rules:** Elephants, Only from 1215-1222AD

### ALLIES

Only before 1207AD: Qara-Khitian Allies, IV/15

Only from 1204-1212AD: Qarakhanid Allies, III/11

Only from 1215-1222AD: Ghurid Allies, IV/8

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 25. LATER BULGAR (1186-1395AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### BOYARS AND RETINUES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

**Equipment:** Hand weapon, light armour, thrusting spear

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

**Special Rules:** Shock Impact +1

#### BULGAR HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	19

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers, Feign Flight

#### CUMAN HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers

#### VLACH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

**Equipment:** Hand weapon, throwing spear.

May have bow (+2)

**Special Rules:** Skirmishers, Feign Flight

#### RUSSIAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear

May have shield (+2)

#### HUNGARIAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers, Feign Flight

## GREEK CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**Equipment:** Hand weapon, light armour, thrusting spear  
May have shield (+2)

## 0-1 FRANKISH MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	25

**Equipment:** Hand weapon, heavy armour, lance  
May have shield (+2) and cloth (+2) or plate (+3) barding.  
**Special Rules:** Shock Impact +2, Only from 1230-1256AD

## INFANTRY

### BULGAR SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear  
May have shield (+1)

### BULGAR OR VLACH ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

**Special Rules:** Light Infantry

### GREEK TOWN MILITIA SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear  
May have shield (+1) and light armour (+2)

### GREEK ARCHERS

	CA	SA	KA	Mo	Pts
Archers	2	3	3	7	8

**Equipment:** Hand weapon, bow

May have light armour (+2)

## ALLIES

Only before 1196AD: Serbian Allies, IV/22

Only from 1257-1277AD: Golden Horde Mongol Allies, IV/47

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 26. LUSIGNAN CYPRIOT (1192-1489AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). **Only Imperialist faction from 1231-1232 or all after 1474AD:** General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### FEUDAL OR MERCENARY KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	21

**Equipment:** Hand weapon, heavy armour, lance. May have shield (+2) and barding (+3)

**Special Rules:** Shock Impact +1, Combined Formation

#### TURCOPOLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

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

**Special Rules:** Light Cavalry, Feign Flight, Combined Formation

#### LOMBARD AND OTHER MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	26
Dismounted	4	3	3	7	12

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

Dismounted - may take halberd (+2) or double-handed weapon (+3).

May take partial or full plate armour, (+2/+3)

**Special Rules:** Shock Impact +2 if mounted. Only Imperialist faction from 1231-1232AD

#### HOSPITALLER KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	28
Dismounted	4	3	3	7	14

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3).

May take partial or full plate armour, (+2/+3)

**Special Rules:** Drilled, Shock Impact +2 if mounted. Only from 1291-1459AD

#### 0-1 HOSPITALLER TURCOPOLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

May upgrade to Nomad Cavalry (+2) and Feigned Flight (+2)

**Special Rules:** Light Cavalry, Combined Formation, Only from 1291-1459AD

#### BULGARIANS, GREEKS OR TARTARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, light armour, thrusting spear

May have shield (+2)

**Special Rules:** Feign Flight, Only from 1373-1374AD

#### KARAMANLI TURKOMAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight

#### STRADIOTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

**Equipment:** Hand weapon, throwing spear.

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

**Special Rules:** Skirmishers, Feign Flight, Only from 1474AD

### INFANTRY

#### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	12

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

Only from 1291-1459AD: May upgrade to SA4 (+3)

#### SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

Only from 1291-1459AD: May upgrade to CA4 and Mo7 (+3)

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow. May have Mo7 (+1)

**Special Rules:** Light Infantry

#### ARRIERE-BAN

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon.

**Special Rules:** Undisciplined, Unmotivated

#### CATALAN MERCENARIES

	CA	SA	KA	Mo	Pts
Catalan	3	3	3	7	8

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

**Special Rules:** Light Infantry, Only after 1320AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## ITALIAN MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

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

**Special Rules:** Only from 1474AD

## HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun

May have light armour (+1)

**Special Rules:** *Skirmishers*, Only from 1474AD

## BILLMEN

	CA	SA	KA	Mo	Pts
Billman	4	3	3	8	18

**Equipment:** Hand weapon, heavy armour

May have shield (+1), halberd (+2) or double-handed weapon (+3)

**Special Rules:** *Drilled* , Only from 1474AD

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## ALLIES

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Only in 1365AD: Mixed Mercenary Forces, IV/74

Only from 1460-1464AD: Mamluk Allies, IV/45

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 27. ESTONIAN (1200-1227AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### INFANTRY

#### NOBLES

	CA	SA	KA	Mo	Pts
Noble	4	3	3	8	12

**Equipment:** Hand weapon, shield, light armour

**Special Rules:** *Light Infantry, Warband*

#### WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, shield

**Special Rules:** *Warband*

#### ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

May have crossbow instead of bow (+3)

**Special Rules:** *Light Infantry*

#### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	12

**Equipment:** Hand weapon, crossbow.

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

**Special Rules:** Only after 1222AD

### ALLIES

Novgorod and Pskov Allies, III/78

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 28. PRUSSIAN (1200-1283AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

#### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

#### CAVALRY

CAVALRY	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**Equipment:** Hand weapon, light armour, thrusting spear

May have shield (+2)

#### INFANTRY

WARRIORS	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, shield

May have light armour (+2)

**Special Rules:** Warband

MILITIA	CA	SA	KA	Mo	Pts
Militia	2	3	3	6	6

**Equipment:** Hand weapon, shield

May have thrusting spear (+2)

ARCHERS	CA	SA	KA	Mo	Pts
Archers	2	3	3	6	7

**Equipment:** Hand weapon, bow.

**Special Rules:** Light Infantry

#### ALLIES

Only after 1242AD: Pomeranian Allies, III/62

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 29. TUPI (1200-1500AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 75%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### INFANTRY

#### WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, shield

May have light armour (+2) and double-handed weapon (+3)

Up to half can be upgraded to SA4 and bow (+4)

**Special Rules:** *Warband*

#### SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	6	5

**Equipment:** Hand weapon, sling

**Special Rules:** *Skirmishers*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 30. TEUTONIC ORDER (1201-1500AD)

**CHARACTERS:** Up to 25%

**TEUTONIC:** Up to 40%

**CRUSADER:** At least 25%

**SUPPORT:** Up to 40%

**ALLIES:** Up to 40%

**SIP:** automatically pooled

Some entries can only be taken for specific Crusades, representing access to resources or specific troop types. These are defined as Early Crusades (EC), Later Crusades (LC) and Northern Crusades (NC). Where no definition is noted, the entry is available to either.

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
<b>0-1 Grand Master</b>	-	-	-	<b>9</b>	<b>3</b>	<b>+2</b>	<b>190</b>
<b>Senior Officer</b>	-	-	-	<b>9</b>	<b>2</b>	<b>+2</b>	<b>150</b>
<b>Captain</b>	-	-	-	<b>8</b>	<b>1</b>	<b>+2</b>	<b>80</b>
<b>0-1 Bishop</b>	-	-	-	<b>8</b>	<b>2</b>	<b>+1</b>	<b>110</b>
<b>Personal Standard</b>	-	-	-	<b>8</b>	<b>2</b>	<b>+1</b>	<b>70</b>

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV4, 5 for NC).

A Captain must be placed in a unit at the start of the battle and remain there throughout.

The Grand Master, Bishop or any Senior Officer may take a Personal Standard.

Grand master 3 SIP, may add one SIP for 20 points.

Senior Officer 1 SIP, may add up to 2 SIP for 20 points each

Captain 0 SIP, may add one SIP for 20 points.

Bishop 1 SIP, may add up to 2 SIP for 20 points each

### TEUTONIC

#### MOUNTED TEUTONIC KNIGHTS

	CA	SA	KA	Mo	Pts
<b>Knight</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>8</b>	<b>31</b>

**Equipment:** Horse, heavy armour, shield, hand weapon, lance. Northern Crusades: AV5.

Up to 50% of the formation may consist of Turcopoles and so long as over half the front rank consist of knights, the formation receives the Shock Charge bonus of 2. Should it become less, then the Bonus is lost. So long as over half the front rank consist of knights, the whole formation may use the knights Morale and Armour Value.

**Special Rules:** *Combined Formation, Shock Impact +2, Martial Prowess.*

#### DISMOUNTED TEUTONIC KNIGHTS

	CA	SA	KA	Mo	Pts
<b>Knight</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>8</b>	<b>21</b>

**Equipment:** Heavy armour, shield, hand weapon

Northern Crusades: May have two-handed weapon (+2).

**Special Rules:** *Martial Prowess*

#### TURCOPOLES

	CA	SA	KA	Mo	Pts
<b>Turcopole</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>7</b>	<b>17</b>

**Equipment:** Horse, shield, hand weapon, bow and thrusting spear.

Northern Crusades: May take heavy armour (+4) or light armour (+2).

**Special Rules:** *Light Cavalry*

### CRUSADER

#### MOUNTED CRUSADER KNIGHTS

	CA	SA	KA	Mo	Pts
<b>Knight</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>8</b>	<b>29</b>

**Equipment:** Horse, heavy armour, shield, hand weapon, lance.

Northern Crusades: AV5.

**Special Rules:** *Shock Impact +2*

#### DISMOUNTED CRUSADER KNIGHTS

	CA	SA	KA	Mo	Pts
<b>Knight</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>8</b>	<b>19</b>

**Equipment:** Heavy armour, shield, hand weapon

Later and Northern Crusade: May have two-handed weapon (+2)

#### MOUNTED SERGEANTS (EC AND LC)

	CA	SA	KA	Mo	Pts
<b>Sergeant</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>7</b>	<b>18</b>

**Equipment:** Horse, shield, light armour hand weapon and thrusting spear.

**Special Rules:** *Shock Impact +1*

#### DISMOUNTED SERGEANTS (EC AND LC)

	CA	SA	KA	Mo	Pts
<b>Sergeant</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>7</b>	<b>18</b>

**Equipment:** Shield, light armour hand weapon, thrusting spear.

#### TURCOPOLES

	CA	SA	KA	Mo	Pts
<b>Turcopole</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>7</b>	<b>17</b>

**Equipment:** Horse, shield, hand weapon, bow and thrusting spear.

Northern Crusades: May take heavy armour (+4) or light armour (+2).

**Special Rules:** *Light Cavalry*

### SUPPORT

#### SPEARMEN

	CA	SA	KA	Mo	Pts
<b>Spearman</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>6</b>	<b>8</b>

**Equipment:** Shield, hand weapon and thrusting spear.

May have light armour (+1).

Up to 50% of a spearmen formation may consist of archers (with bow or crossbow). The formation remains a Regular formation.

**Special Rules:** *Combined Formation*

#### ARCHERS

	CA	SA	KA	Mo	Pts
<b>Archer</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>6</b>	<b>7</b>

**Equipment:** Bow and hand weapon.

May have light armour (+2), exchange bow for crossbow (+3)

Early Crusades: You may not take more cross bow armed models than bow armed models in your army.

Northern Crusades: May take pavise (xx)

**Special Rules:** *Light Infantry*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## ALLIES

### COLONIST SPEARMEN (NC)

	CA	SA	KA	Mo	Pts
Colonist	3	2	3	6	2

**Equipment:** Thrusting Spear, shield and hand weapon.

**Special Rules:** *Undisciplined. Unmotivated*

### COLONIST ARCHERS (NC)

	CA	SA	KA	Mo	Pts
Colonist	2	3	3	6	2

**Equipment:** Bow

**Special Rules:** *Light Infantry. Undisciplined. Unmotivated*

### NATIVE INFANTRY (NC)

	CA	SA	KA	Mo	Pts
Native	2	2	3	5	4

**Equipment:** Throwing spear, javelins and shield.

**Special Rules:** *Light Infantry. Undisciplined. Unmotivated*

### NATIVE SKIRMISH INFANTRY (NC)

	CA	SA	KA	Mo	Pts
Native	2	3	2	5	4

**Equipment:** Unit may have either bow or javelins and shield.

**Special Rules:** *Skirmishers. Undisciplined. Unmotivated*

### NATIVE CAVALRY (NC)

	CA	SA	KA	Mo	Pts
Native	2	3	3	5	4

**Equipment:** Horse, hand weapon, and entire unit may have either bow or javelins and shield.

**Special Rules:** *Light Cavalry. Undisciplined. Unmotivated*

May skirmish

## Faith

Many have gone to war in support of their faith. It is assumed the devout warriors become more resolute and prepared to stand even when the circumstances seem most dire.

To represent this in War & Conquest, Crusading Knight formations within a Teutonic Army may benefit from the Faith rule as follows-

- Crusading Knight formations may be upgraded with Faith for 15 points each. Personalities within formations with Faith always benefit from the rule, even if they don't have faith themselves.
- During the battle, when a Morale or Combat Morale test is required, the warriors may call upon their faith to help them. They may add one additional D6 towards the test (so if at half strength or less, they roll 3D6 rather than 2D6). Should the test be passed, roll a D6, and if the result is 4 or more, their faith remains. If the test is failed, or the result is a 3 or less, then the bonus is no longer available for this battle.

- Use a suitable religious model, a standard or similar model to represent Faith.

## SPECIAL

### Unmotivated

This rule is used to represent some of the more poorly motivated 'levy' formations.

Strategy Intervention Points cannot be used on unmotivated troops unless a Personality who can use them is in the unit.

### Martial Prowess

Warriors of the Military Orders were among the finest fighters of their kind. In any round of combat where they have not charged, or been charged, Military Order troops with *Martial Prowess* may reroll their 'to hit' dice. They must reroll all the dice, and not just the misses. This may not be combined with any other rerolls for weapons or rules.

*(This is new, and feedback will be appreciated on how it works out)*

## OPTIONAL

### Teutonic Propaganda

Despite being a small Military Order, the Teutonic's certainly had a good propaganda machine, creating quite a myth that lingers to this day.

To represent this in War & Conquest you may use the following upgrade for Teutonic Knights. All Teutonic knight formations must be upgraded, you cannot select some and ignore others.

- Teutonic Knights may reroll any failed Morale or Combat Morale Tests for 60 points per unit. Accompanying Personalities and Turcopoles will benefit from this reroll.

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 31. NIKAIAN BYZANTINE (1204-1261AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

VARDARIOTAI	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

**Equipment:** Hand weapon, throwing spear  
May have light armour (+2) and buckler (+1)

**Special Rules:** *Skirmishers*

### LATINIKON

LATINIKON	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance  
May have shield (+2) and bardings (+3)

**Special Rules:** *Shock Impact +1*

### TOURKOPOULOI

TOURKOPOULOI	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour  
May have shield (+2)  
**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

### SKYTHIKON

SKYTHIKON	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	15

**Equipment:** Hand weapon, bow  
May have light armour (+2) and buckler (+1)

**Special Rules:** *Skirmishers, Feign Flight*

### STRATIOTAI

STRATIOTAI	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear  
May have shield (+2)  
Up to half may be downgraded to CA2 and no spear (-2) placed in the rear rank

**Special Rules:** *Combined Formation,*

### GERMAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, heavy armour, thrusting spear

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

Up to half may be downgraded to CA3, light armour and no spear (-3) placed in the rear rank

**Special Rules:** *Combined Formation, Shock Impact +1*  
Only after 1258AD

### INFANTRY

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

**Equipment:** Hand weapon, bow.

May have SA4 (+3) and light armour (+1).

**Special Rules:** *Light Infantry*

### KONTARATOI

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

### CAMP SERVANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon.

**Special Rules:** *Undisciplined, Unmotivated*

### ALLIES

Only from 1234-1236AD: Bulgarian Allies, IV/25

Only after 1242AD: Cuman Allies, III/79

Only after 1258AD: Turkish Allies, III/73

Only in 1260AD: Thessalian Allies, IV/33

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 32. ROMANIAN FRANK (1204-1311AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20points each.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### FEUDAL KNIGHTS AND ESQUIRES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	27

**Equipment:** Hand weapon, heavy armour, lance, May have shield (+2) and barding (+3).

**Special Rules:** *Drilled, Shock Impact +2*

#### MILITARY ORDER KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	33
Dismounted	4	3	3	8	19

**Equipment:** Hand weapon, heavy armour, shield, lance, May have cloth (+2) or plate (+3) barding. Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

**Special Rules:** *Drilled, Shock Impact +2* if mounted, *Combined Formation*

#### GREEK ARCHONTES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear May have shield (+2)

#### VENETIAN KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	27

**Equipment:** Hand weapon, heavy armour, lance, May have shield (+2) and barding (+3). May have Mo8 (+5)

**Special Rules:** *Drilled, Shock Impact +2*

#### BYZANTINE PRISONERS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

**Equipment:** Hand weapon, throwing spear May have light armour (+2) and buckler (+1)

**Special Rules:** *Skirmishers*, Only Latin Empire from 1211-1214AD

#### TURKISH OR BULGAR HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour. Shield (+2)

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*  
Only Achaia after 1264AD

#### SICILIAN GERMAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, heavy armour, thrusting spear

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

Up to half may be downgraded to CA3, light armour and no spear (-3) placed in the rear rank

**Special Rules:** *Shock Impact +1*  
Only Achaia from 1272-1282AD

### INFANTRY

#### FRANKISH SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

#### FRANKISH CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	12

**Equipment:** Hand weapon, crossbow.

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

#### FRANKISH OR MELINGOI ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

**Equipment:** Hand weapon, bow.

**Special Rules:** *Skirmishers*

#### MELINGOI JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	7

**Equipment:** Hand weapon, javelins. May have shield (+1).

**Special Rules:** *Light Infantry*

#### GREEK ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

**Special Rules:** *Skirmishers*

#### VENETIAN CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

#### 0-1 VENETIAN BELLATORES

	CA	SA	KA	Mo	Pts
Venetian	4	3	3	7	10

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

**Special Rules:** *Light Infantry*

#### SICILIAN SARACEN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

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

**Special Rules:** *Light Infantry*, Only Achaia from 1272-1282AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

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## ALLIES

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Only Latin Empire from 1211-1214AD: Seljuq Allies, III/73  
Trapezuntine Allies, IV/34  
Only Achaia from 1212-1213 and in 1259AD: Epirot Byzantine  
Allies, IV/33  
Only Latin Empire from 1239-1261AD: Cuman Allies, III/79  
Only Achaia in 1259 and in 1304AD: Thessalian Allies, IV/33  
Only Achaia in 1264AD: Turkish Allies, III/73  
Only Achaia in 1310AD: Catalan Company Allies, IV/60

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 33. EPIROT BYZANTINE (1204-1340AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### FRANKISH MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

Only Despotate of Epiros after 1318AD: May be *Drilled* (+2)

**Special Rules:** *Shock Impact* +1

#### BYZANTINE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear

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

Up to half may be downgraded to CA2 and no spear (-2) placed in the rear rank

#### VLACH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

#### ALBANIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

**Equipment:** Hand weapon, throwing spear

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

**Special Rules:** *Skirmishers, Only before 1230AD or Despotate of Epiros*

#### BULGAR HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

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

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

Only if Thessalian from 1230-1318AD

#### GERMAN MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, heavy armour, thrusting spear

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

Up to half may be downgraded to CA3, light armour and no spear (-3) placed in the rear rank

**Special Rules:** *Shock Impact* +1  
Only Despotate of Epiros in 1259AD

### INFANTRY

#### BYZANTINE ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

**Equipment:** Hand weapon, bow.

May have light armour (+1).

**Special Rules:** *Light Infantry*

#### BYZANTINE OR MERCENARY SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

### ALBANIAN OR VLACH FOOT

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

**Special Rules:** *Light Infantry*

### ALLIES

Only from 1207-1215AD: Bulgarian Allies, IV/25

Only Despotate of Epiros in 1259AD: Thessalian Allies, IV/33

Only Despotate of Epiros in 1259 and in 1292AD: Achaian Frank Allies, IV/32

Only Despotate of Epiros from 1276-1291AD: Angevin Allies, IV/5

Only Despotate of Epiros from 1309-1310AD: Byzantine Allies, IV/50

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 34. TRAPEZUNTINE BYZANTINE (1204-1461AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### TRAPEZUNTINE STRATIOTAI LANCERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, light armour, kontos

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

Only after 1360AD: May have bow (+2) and then may be *Nomad Cavalry* (+2) and *Light Cavalry* (free)

#### TRAPEZUNTINE LAZ OR TZAN HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	6	19

**Equipment:** Hand weapon, bow, light armour

May have shield (+2).

Only after 1360AD: May have Mo7 (+2)

**Special Rules:** *Skirmishers, Nomad Cavalry*

#### TURKS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

#### ALANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

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

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

### INFANTRY

#### TRAPEZUNTINE OR MERCENARY SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

#### TRAPEZUNTINE ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

**Equipment:** Hand weapon, bow.

May have light armour (+2). May have SA4 (+2)

**Special Rules:** *Light Infantry*

#### TRAPEZUNTINE LAZ OR TZAN TRIBAL INFANTRY

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

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

**Special Rules:** *Combined Formation*

### ALLIES

Georgian Allies, III/70

Only after 1360AD: Karaman or Kastamonu Turkish Allies, IV/49

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 35. MONGOL CONQUEST (1206-1266AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### GUARD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	7	25

**Equipment:** Hand weapon, light armour, thrusting spear, bow. May have shield (+2)

**Special Rules:** *Nomad Cavalry, Shock cavalry +1*

#### MONGOL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	19

**Equipment:** Hand weapon, light armour, thrusting spear. May have shield (+2). Up to half may have bow instead of spear and light armour (free) placed in the rear rank

**Special Rules:** *Light Cavalry, Combined Formation, Nomad Cavalry*

#### EASTERN STEPPE, CUMAN OR SIMILAR AUXILIARIES

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	17

**Equipment:** Hand weapon, bow

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

Only after 1213AD: May upgrade to SA4 (+2)

**Special Rules:** *Skirmishers, Nomad Horseman, Feign Flight*

#### KHITAN ORDO SOLDIERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	28

**Equipment:** Hand weapon, kontos, light armour

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

**Special Rules:** Only after 1211AD, *Drilled*

*Shock Cavalry +1*

#### KHITAN ORDO FORAGERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, light armour

May have CA4 (+2)

**Special Rules:** Only after 1211AD

#### KHITAN ORDO ORDERLIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

**Equipment:** Hand weapon, buckler, bow

May have light armour (+2), May have CA4 (+2)

**Special Rules:** *Light Cavalry*, Only after 1211AD

#### ALAN, TURKISH OR SIMILAR AUXILIARIES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

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

**Special Rules:** *Skirmishers, Nomad Horseman, Feign Flight*  
Only after 1213AD

#### JURCHEN, GEORGIAN OR SIMILAR AUXILIARIES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, thrusting spear, light armour

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

**Special Rules:** Only after 1213AD

#### ARMENIAN AUXILIARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, heavy armour

May have shield (+2)

Only After 1150AD: Upgrade to CA4 (+2)

**Special Rules:** Only after 1213AD

### INFANTRY

#### CIVILIANS DRIVEN AHEAD OF THE ARMY

	CA	SA	KA	Mo	Pts
Levy	2	2	2	5	2

**Equipment:** No weapons.

**Special Rules:** *Undisciplined, Unmotivated*

Only after 1213AD

#### 0-2 LIGHT BOLT THROWERS

**Special Rules:** Only after 1213AD

### ALLIES

Uighur Allies, III/11

Only after 1213AD: Chinese Warlord Allies, IV/14

Only in 1234AD: Chinese Allies, III/61

Only after 1241AD: Korean Allies, III/56

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 36. LATER MUSLIM INDIAN (1206-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**SPECIAL:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### MOSLEM JAGIR CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

**Equipment:** Hand weapon, light armour, kontos. May have shield (+2) and heavy armour (+2)

**Special Rules:** Shock Cavalry +1

#### HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers

#### AFGHAN HORSE

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	7	13

**Equipment:** Hand weapon, throwing spear

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

**Special Rules:** Skirmishers

#### RATHOR CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

**Equipment:** Hand weapon, heavy armour, thrusting spear

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

**Special Rules:** Shock Cavalry +1, Only from 1316-1388AD,

### INFANTRY

#### AFGHAN SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

#### AFGHAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

**Equipment:** Hand weapon, bow.

May have light armour (+1).

**Special Rules:** Light Infantry

#### HINDU ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

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

#### HINDU SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	10

**Equipment:** Hand weapon, shield

May have light armour (+2). May have Riding Horses (+1)

#### HINDU JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

**Equipment:** Hand weapon, javelins. May have shield (+1).

May have Riding Horses (+1)

**Special Rules:** Skirmishers

#### CAMP FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	2	5	2

**Equipment:** No weapons.

**Special Rules:** Undisciplined, Unmotivated

#### 0-1 LIGHT BOLT THROWER

#### 0-1 ABYSSINIAN BODYGUARDS

	CA	SA	KA	Mo	Pts
Guard	4	3	3	8	17

**Equipment:** Hand weapon, light armour

May have thrusting spear (+2)

**Special Rules:** Drilled, Only after 1340AD

#### 0-1 GRENADIERS AND FIREWORK THROWERS

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	10

**Equipment:** Hand weapon, oil grenade and firework (count as javelins)

Cause moral test if kill caused, no armour save allowed.

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

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
handgunner	2	3	3	7	11

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

**Special Rules:** Skirmishers, Only after 1470AD

#### SPECIAL

#### ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

**Equipment:** Two warriors are armed with javelins and bow. A third warrior may be added for 10 points.

**Armour value:** 1

**Special Rules:** Elephants

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 37. INDONESIAN OR MALAY (1222-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**SPECIAL:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### HANDGUNNERS

	CA	SA	KA	Mo	Pts
handgunner	2	3	3	7	11

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

**Special Rules:** *Skirmishers*, Only Malays, Sumatrans and Javanese after 1429AD instead of Skirmishers

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). **Only Malays, Javanese and Sumatrans:** May ride on an elephant bought at additional costs.

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### NOBLE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

**Equipment:** Hand weapon, throwing spear

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

Only Javanese: may upgrade to Mo7 (+2)

**Special Rules:** *Skirmishers*, Any except Moluccans

### INFANTRY

#### WARRIORS

	CA	SA	KA	Mo	Pts
Warriors	3	3	3	7	8

**Equipment:** Hand weapon, shield

Only Malays, Sumatrans or Javanese: Upgrade to CA4 and Mo8 (+5)

**Special Rules:** *Warband*

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

May have light armour (+1).

**Special Rules:** *Light Infantry*

#### SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	3

**Equipment:** Sling

May have bow instead of sling (+1)

0-1 may have bowpipe instead of sling, SA3 and Mo7 (+6),

Blowpipe: All unsaved hits kill automatically

**Special Rules:** *Skirmishers*

#### 0-2 LIGHT CANNONS

**Special Rules:** Only after 1400AD

### SPECIAL

#### ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

**Equipment:** Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

**Special Rules:** *Elephants*

### ALLIES

Only Tambralinga Malays from 1241-1270AD: Sinhalese Allies, II/42

Only Singhasari or Majapahit Javanese from 1270-1390AD: Cham Allies, III/23

Only Singhasari or Majapahit Javanese from 1270-1390AD: Malay Allies, IV/37

Only Malacca Malays from 1409-1435AD: Ming Allies, IV/73

Only Malacca Malays after 1435AD: Javanese Allies, IV/37

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 38. GRANADINE (1232-1492AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### GRANADINE LANCERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	27

**Equipment:** Hand weapon, lance, heavy armour, shield. May have barding (+3) and shield (+2). May be *Drilled* (+4). Only after 1340AD: Downgrade to CA3 and Mo7 (-5)

**Special Rules:** *Shock Impact* +1

#### GRANADINE JINETES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, javelins.

May have shield (+2), light armour (+2) and throwing spear (+2)  
**Special Rules:** *Skirmishers, Feign Flight*

#### GRANADINE MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

**Equipment:** Hand weapon, light crossbow.

May have light armour (+2)

#### 0-1 CHRISTIAN MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** *Shock Impact* +1

#### GRANADINE HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	13

**Equipment:** Hand weapon, bow

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

**Special Rules:** *Skirmishers, Only before 1340AD*

### INFANTRY

#### MERCENARY FOOT

	CA	SA	KA	Mo	Pts
Mercenary	4	4	3	7	13

**Equipment:** Hand weapon, thrusting spear

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

Up to half may have crossbow instead of spear (+3) placed in the front ranks.

**Special Rules:** Combined Formation

#### MERCENARY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	10

**Equipment:** Hand weapon, bow.

May have light armour (+1).

#### TOWN MILITIA

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

#### PEASANT CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	3	6	9

**Equipment:** Hand weapon, crossbow.

May have light armour (+1).

**Special Rules:** *Light Infantry*

#### STAFF-SLINGERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	6	5

**Equipment:** Hand weapon, staff-sling

**Special Rules:** *Skirmishers*

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun.

May have light armour (+2)

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

### ALLIES

Only before 1340AD: Marinid Allies, III/74

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 39. NAVARRESE (1234-1430AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**SIP:** not pooled

### ITALIAN ELMETTI

	CA	SA	KA	Mo	Pts
Horsemans	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** *Shock Impact +1*

Only Navarrese Company from 1379AD

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### NAVARRESE MESNADEROS

	CA	SA	KA	Mo	Pts
Horsemans	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** *Shock Impact +1*

#### NORMAN MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horsemans	4	3	3	8	33
Dismounted	4	3	3	8	19

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Drilled, Shock Impact +2* if mounted

Only from 1328-1379AD

#### FREE COMPANY GASCON MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horsemans	4	3	3	7	28
Dismounted	4	3	3	7	14

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Drilled, Shock Impact +2* if mounted

Only after 1350AD

#### FREE COMPANY ENGLISH MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horsemans	4	3	3	7	24
Dismounted	4	3	3	7	9

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact +1* if mounted

Only from 1350-1379AD

### ITALIAN ELMETTI

	CA	SA	KA	Mo	Pts
Horsemans	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** *Shock Impact +1*

Only Navarrese Company from 1379AD

### 0-1 HOSPITALLER

	CA	SA	KA	Mo	Pts
Horsemans	4	3	3	8	29
Dismounted	4	3	3	8	15

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3) *Shock Impact +2* if mounted

Only Navarrese Company from 1379AD

### TURKS

	CA	SA	KA	Mo	Pts
Horsemans	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2). May downgrade to SA3 and Mo6 (-4)

**Special Rules:** *Skirmishers, Nomad cavalry, Feign Flight*

Only Navarrese Company from 1379AD

### INFANTRY

#### NAVARRESE JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinmen	3	3	3	7	8

**Equipment:** Hand weapon, javelins

May have shield (+1).

**Special Rules:** *Light Infantry*

#### NAVARRESE SLINGERS

	CA	SA	KA	Mo	Pts
Slingers	2	2	3	5	4

**Equipment:** Hand weapon, sling

**Special Rules:** *Skirmishers*

#### GASCON CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowmen	2	3	3	7	11

**Equipment:** Hand weapon, crossbow.

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

#### GASCON BIDETS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	6

**Equipment:** Hand weapon, sling

May have bow instead of sling (+1)

**Special Rules:** *Skirmishers*

#### GASCON BRIGANS

	CA	SA	KA	Mo	Pts
Brigan	3	3	3	6	7

**Equipment:** Hand weapon, javelins

May have shield (+1).

**Special Rules:** *Light Infantry*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## FREE COMPANY ENGLISH LONGBOWMEN

	CA	SA	KA	Mo	Pts
Longbowman	3	4	3	8	19

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

May have *Riding Horses* (+1)

**Special Rules:** *Drilled*, Only from 1350-1379AD

## ITALIAN CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

**Special Rules:** Only Navarrese Company from 1379AD

## GREEK ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

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

**Special Rules:** *Light Infantry*, Only Navarrese Company from 1379AD

## CATALANS

	CA	SA	KA	Mo	Pts
Catalan	3	3	3	7	8

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

**Special Rules:** Only Navarrese Company from 1379AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 40. SIAMESE (1238-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**SPECIAL:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

## SPECIAL

### ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

**Equipment:** Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

**Special Rules:** *Elephants*

## ALLIES

Only after 1287AD: Burmese Vassal Allies, III/9

Only after 1287AD: Malay Vassal Allies, IV/37

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armour Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). May ride an elephant bought at additional costs.

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

**Equipment:** Hand weapon, throwing spear

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

### INFANTRY

#### ROYAL GUARDS

	CA	SA	KA	Mo	Pts
Guard	4	3	3	7	10

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

**Special Rules:** *Combined Formation*

#### INFANTRY

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, shield

**Special Rules:** *Warband*

#### ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

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

May have crossbow instead of bow (+3)

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

#### PORTERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun. Light armour (+2)

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

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 41. EARLY SWISS (1240-1400AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**SIP:** not pooled

#### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

#### CAVALRY

##### MOUNTED CROSSBOWS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

**Equipment:** Hand weapon, light crossbow.

May have light armour (+2)

#### INFANTRY

##### HALBERDIERS

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	8	19

**Equipment:** Hand weapon, light armour, halberd

May replace halberd with double handed weapon (+1)

**Special Rules:** *Drilled*

##### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	6	11

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

**Special Rules:** *Skirmishers*

##### STONE THROWING ENFANTS PERDUS

	CA	SA	KA	Mo	Pts
Skirmishers	2	2	2	5	3

**Equipment:** Stones

**Special Rules:** *Skirmishers*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 42. ISLAMIC PERSIAN (1245-1393 AND 1499-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

**Only until 1393AD:** General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

## AFGHAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

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

**Special Rules:** *Light Infantry*, Only Karts from 1245-1389AD

## AFGHAN SPEARMEN

	CA	SA	KA	Mo	Pts
Archer	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

**Special Rules:** Only Karts from 1245-1389AD

## CAVALRY

### PERSIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, light armour, bow

May have heavy armour (+2), thrusting spear (+2), shield (+2)

Only until 1393AD: May have SA4 (+2), barding (+3) and lance (+4)

Only Safavids from 1499AD: May have CA4 (+2), barding (+3) and lance (+4) and have *Shock Impact +1*(+2)

### TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2).

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

### KURDISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, light armour

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

**Special Rules:** Only Injuids from 1303-1353AD or Muzaffarids from 1314-1393AD

## INFANTRY

### PERSIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

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

**Special Rules:** *Light Infantry*

### CAMP FOLLOWERS OR LEVY FOOT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 43. LATER HUNGARIAN (1245-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). Only after 1441AD: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### HUNGARIAN NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** Shock Impact +1

#### HUNGARIANS, CUMANS, JAZYGES OR RUTHENIANA

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers, Feign Flight

#### SZEKELERS OR TARTARS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2).

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight

#### BOSNIAN NOBLES AND MOUNTED RETAINERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	21

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** Shock Impact +1, Only after 1340AD

#### GERMAN OR BOHEMIAN ARMIGERI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**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 CA3, light armour and no spear (-3) placed in the rear rank

**Special Rules:** Shock Impact +1, Only after 1395AD

#### CRUSADER KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**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 (-5) placed in the rear rank

**Special Rules:** Shock Impact +1,  
Only the Crusade of Nicopolis 1396AD

#### HOSPITALIER KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	33
Dismounted	4	3	3	8	19

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** Drilled, Shock Impact +2 if mounted  
Only the Crusade of Nicopolis 1396AD

#### SERBIAN HUSSARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, shield

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

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

### INFANTRY

#### HUNGARIAN SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

Only after 1441AD: May have CA4 and Ld7 (+3)

#### HUNGARIAN, CROATIAN OR TRANSYLVANIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

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

**Special Rules:** Light Infantry

### 0-1 WAGON LAAGER

#### BOSNIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

**Equipment:** Hand weapon, bow.

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

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

#### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 0-1 CRUSADER RIBAUDS

	CA	SA	KA	Mo	Pts
Levy	2	2	2	6	4

**Equipment:** Hand weapon, shield

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

## ARMATI

	CA	SA	KA	Mo	Pts
Armati	4	3	3	8	18

**Equipment:** Hand weapon, heavy armour

May take halberd (+2) or double-handed weapon (+3) and plate armour (+2)

**Special Rules:** *Drilled*, Only after 1441AD

## CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	3	6	9

**Equipment:** Hand weapon, crossbow.

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

## GERMAN OR BOHEMIAN HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun. May have light armour

(+2)

**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

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	5

**Equipment:** Hand weapon, shield

**Special Rules:** *Undisciplined, Unmotivated*

Only from 1442-1446AD

## GERMAN OR ITALIAN PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

**Equipment:** Hand weapon, pike.

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

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

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## ALLIES

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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

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 44. POST-MONGOL RUSSIAN (1246-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### LESSER BOYARS AND THEIR RETAINERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, heavy armour, thrusting spear

May have shield (+2)

#### TARTARS AND COSSACKS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2).

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

Only after 1380AD

### INFANTRY

#### MILITIA SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

#### MILITIA BOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

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

#### PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

**Equipment:** Hand weapon

May have shield (+1)

**Special Rules:** *Undisciplined*

### 0-2 WAR WAGONS

## COSSACK FOOT

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

**Equipment:** Hand weapon, sling

May have bow instead of sling (+1)

**Special Rules:** *Skirmishers*

### 0-1 LIGHT CANNON

**Special Rules:** Only after 1380AD

## HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun.

May have light armour (+2)

**Special Rules:** *Skirmishers*, Only after 1480AD

## ALLIES

Only before 1380AD: Lithuanian Allies, IV/18

Only before 1380AD: Golden Horde Mongol Allies, IV/47

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 45. MAMLUK EGYPTIAN (1250-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### ROYAL MAMLUKS

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	8	30

**Equipment:** Hand weapon, light armour, bow, thrusting spear. May have shield (+2), heavy armour (+2).

**Special Rules:** *Drilled, Shock Impact +1*

#### AMIRS' MAMLUKS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

**Equipment:** Hand weapon, light armour, bow, thrusting spear. May have shield (+2), heavy armour (+2) and barding (+3)

**Special Rules:** *Shock Impact +1*

#### HALQA

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, bow.

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

**Special Rules:** *Light Cavalry, Only until 1315AD*

#### TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow.

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

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

#### KURDISH, SYRIAN OR ASHIR CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, light armour. May have heavy armour (+2) and shield (+2)

### 0-1 FRANKISH MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** *Shock Impact +1, Only before 1302AD*

### INFANTRY

#### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

#### 0-1 NAFFATUN

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	10

**Equipment:** Hand weapon, Oil Grenade (count as javelins)

Cause morale test if kill caused, no armour save allowed.

**Special Rules:** *Skirmishers, Only until 1490AD*

#### GHAZIS

	CA	SA	KA	Mo	Pts
Ghazi	3	3	3	7	8

**Equipment:** Hand weapon, shield

**Special Rules:** *Warband*

#### MUTATAWWI'S

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

**Equipment:** Hand weapon

May have shield (+1)

**Special Rules:** *Undisciplined*

#### LEVIES

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

#### HALQA

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

**Equipment:** Hand weapon, bow.

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

**Special Rules:** Only after 1315AD

### 0-2 LIGHT CANNONS

**Special Rules:** Only after 1340AD

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun.

May have light armour (+2)

**Special Rules:** *Skirmishers, Only after 1490AD*

### ALLIES

Only before 1286AD: Syrian Ayyubid Allies, IV/4

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 46. ILKHANID (1251-1355AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### GUARD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

**Equipment:** Hand weapon, light armour, bow, thrusting spear. May have shield (+2), heavy armour (+2)

**Special Rules:** Shock Impact +1

#### MONGOL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

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

**Special Rules:** Light Cavalry, Nomad Cavalry, Feign Flight

#### TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow.

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

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight

#### KURDISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, kontos, light armour. May have heavy armour (+2) and shield (+2)

**Special Rules:** Only after 1254AD

#### 0-1 FRANKISH MERCENARIES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance. May have shield (+2) and barding (+3).

**Special Rules:** Shock Impact +1, Only from 1260-1308AD

#### 0-1 HOSPITALLER KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	33
Dismounted	4	3	3	8	19

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

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

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

**Special Rules:** Drilled, Shock Impact +2 if mounted. Only from 1260-1308AD

#### 0-1 FRANKISH TURCOPOLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** Light Cavalry, Nomad cavalry, Feign Flight. Only from 1260-1308AD

### INFANTRY

#### 0-1 LIGHT BOLT THROWER

#### KURDISH JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

**Equipment:** Hand weapon, javelins and buckler. May have shield (+1)

**Special Rules:** Light Infantry, Only after 1254AD

#### FRANKISH CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	12

**Equipment:** Hand weapon, crossbow.

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

May have SA4 (+2) and then may be Drilled (+2)

**Special Rules:** Only from 1260-1308AD

### ALLIES

Kart, Injuid or Muzzaffarid Allies, IV/42

Armenian Allies, IV/2

Only from 1256-1261AD: Golden Horde Allies, IV/47

Only from 1256-1276AD: Rum Seljuq Allies, III/73

Only from 1257-1327AD: Georgian Allies, III/70

Only in 1260AD: Syrian Allies, IV/6

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 47. GOLDEN HORDE AND SUCCESSORS (1251-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

## CAVALRY

### TARTAR HEAVY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	22

**Equipment:** Hand weapon, heavy armour, thrusting spear, bow. May have shield (+2) and bardings (+3).

Up to half may be downgraded to CA3, SA4, light armour and no spear (free) placed in the rear rank

**Special Rules:** *Combined Formation, Shock Impact +1*  
Only after 1235AD

### TARTAR LIGHT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

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

**Special Rules:** *Light Cavalry, Nomad Cavalry, Feign Flight*

### CUMAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

**Equipment:** Hand weapon, bow.

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

Only Golden Horde after 1340AD: May upgrade to SA4 (+2) and Mo8 (+3)

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*  
Only Golden Horde

### ALAN, CICASSIAN, BURTA, MORDVIN OR

### KARBURDIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	17

**Equipment:** Hand weapon, bow.

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

May upgrade to *Nomad Cavalry* (+2) and *Feigned Flight* (+2)

**Special Rules:** *Skirmishers,*  
Only Golden Horde

## INFANTRY

### BESSERMENI

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

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

### ITALIAN "FRYAZEI" CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

**Special Rules:** Only Golden Horde

### ARMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

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

**Special Rules:** Only Golden Horde or Crimean Khanate

### SIBERIAN TRIBESMEN

	CA	SA	KA	Mo	Pts
Tribesman	3	3	3	7	8

**Equipment:** Hand weapon, shield

**Special Rules:** *Warband*, Only Golden Horde or Khanate of Khazan

### 0-1 NAFFATUN

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	10

**Equipment:** Hand weapon, Oil Grenade (count as javelins)

Cause morale test if kill caused, no armour save allowed.

**Special Rules:** *Skirmishers*, Only Golden Horde after 1340AD

## ALLIES

Russian Subject Allies, IV/44

Only Golden Horde before 1259AD: Georgian Allies, III/70

Only Crimean Khanate after 1475AD: Ottoman Allies, IV/55

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 48. YUAN CHINESE (1260-1368AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

**Only from 1279-1294AD:** General may ride on an elephant bought at additional cost.

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### GUARD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	26

**Equipment:** Hand weapon, thrusting spear, light armour. May have heavy armour (+2), barding (+3) and shield (+2)

**Special Rules:** *Drilled, Shock Impact +1*

#### MENG-CHU CHUN MONGOL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	22

**Equipment:** Hand weapon, heavy armour, thrusting spear, bow. May have shield (+2) and barding (+3).

Up to half may be downgraded to CA3, light armour and no spear (-4) placed in the rear rank

**Special Rules:** *Combined Formation, Shock Impact +1*

Only until 1300AD

#### HAN-CHUN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**Equipment:** Hand weapon, buckler, bow

May have light armour (+2)

**Special Rules:** *Light Cavalry*, Only before 1275AD

#### SOUTHERN TRIBAL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear

May have shield (+2)

**Special Rules:** *Light Cavalry*, Only after 1275AD

### INFANTRY

#### 0-1 CHINESE GUARDS

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	8	17

**Equipment:** Hand weapon, light armour

May have shield (+2).

**Special Rules:** *Drilled*

#### 0-1 HAN-CHUN SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	8	17

**Equipment:** Hand weapon, light armour

May have shield (+2).

**Special Rules:** *Drilled*

#### HAN-CHUN ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

**Equipment:** Hand weapon, bow

May have light armour (+2) and crossbow instead of bow (+3)

#### SKIRMISHING SPEARMEN OR JAVELINMEN

	CA	SA	KA	Mo	Pts
Skirmisher	3	3	3	7	8

**Equipment:** Hand weapon, javelins. May have light armour (+2) and shield (+1). May have throwing spear instead of javelins (free)

**Special Rules:** *Skirmishers*

#### SKIRMISHING ARCHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	5

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

**Special Rules:** *Skirmishers*

#### KAN-T'AO-LU INFANTRY

	CA	SA	KA	Mo	Pts
Javelinman	2	3	3	6	7

**Equipment:** Hand weapon, javelins and buckler

May have shield (+1). May downgrade to *Undisciplined* and *Unmotivated* instead of *Light Infantry* (free)

**Special Rules:** *Light Infantry*, Only before 1275AD

#### HSIN-FU-CHUN INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	8

**Equipment:** Hand weapon, light armour

May have shield (+2). May have SA4 and bow (+4)

**Special Rules:** Only after 1275AD

#### 0-1 HSIN-FU-CHUN FIRE-LANCE FOOT

	CA	SA	KA	Mo	Pts
Lancer	2	3	3	6	11

**Equipment:** Hand weapon, fire lance (count as thrusting spear)

Cause morale test if kill caused, no armour save allowed.

**Special Rules:** *Skirmishers*, Only after 1275AD

#### SOUTHERN TRIBAL INFANTRY

	CA	SA	KA	Mo	Pts
Tribesman	3	3	3	6	7

**Equipment:** Hand weapon, shield

May have light armour (+2).

**Special Rules:** *Light Infantry*, Only after 1275AD

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

**Special Rules:** *Skirmishers*, Only after 1275AD

#### 0-2 LIGHT CANNONS

**Special Rules:** Only after 1300AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

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## ALLIES

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Korean Allies, III/56  
Only before 1262AD: Li T'an Chinese Allies, IV/14  
Only before 1266AD: Mongol Allies, IV/35  
Only before 1330AD: Uighur Allies, III/11  
Only after 1265AD: T'an-ma-ch'ih chun Mongol Allies, IV/52  
Only in 1293AD: Javanese Allies, IV/37

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

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## 49. ANATOLIAN TURKOMAN (1260-1500AD)

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**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

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## ALLIES

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Only Karaman or Kastamonu after 1360AD: Trapezuntine Allies, IV/34

Only Dulgadir from 1300-1484 and from 1492-1515AD: Mamluk Allies, IV/45

Only Dulgadir from 1485-1491AD: Ottoman Allies, IV/55

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### CHARACTERS

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	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3).

Army General 1 SIP, may add up to 2 SIP for 20 points each

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

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### CAVALRY

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#### NOBLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	20

**Equipment:** Hand weapon, thrusting spear, light armour, bow

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

May have CA4 (+2) and then bard (+3) and then have *Shock*

*Impact +1(+2)*

**Special Rules:** *Nomad Cavalry*

#### TRIBESMEN

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow.

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

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

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### INFANTRY

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#### INFANTRY

	CA	SA	KA	Mo	Pts
Tribesman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

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

**Special Rules:** *Combined Formation*

#### AKHIYA TOWN MILITIAS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

#### LIGHT CANNONS

**Special Rules:** Only after 1380AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 50. PALAIOLOGAN BYZANTINE (1261-1384AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### VARDARIOTAI GUARDS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers

#### KAVALLARIOI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	27

**Equipment:** Hand weapon, thrusting spear, light armour

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

**Special Rules:** Drilled, Shock Impact +1

#### STRATIOTAI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, light armour, thrusting spear

May have shield (+2)

#### CUMANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers, Feign Flight, Only before 1292AD

#### TOURKOPOULOI

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight

Only before 1306AD

### INFANTRY

#### TZAKONES, CATALANS OR SIMILAR GUARDS

Guard	CA	SA	KA	Mo	Pts
Guard	4	3	3	7	10

**Equipment:** Hand weapon, light armour

May have shield (+2).

**Special Rules:** Light Infantry

#### KONTARATOI

Spearman	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

#### ARCHERS

Archer	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

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

May have SA4 and Mo7 (+3)

**Special Rules:** Light Infantry

#### PEASANTS AND TOWN MILITIA

Militia	CA	SA	KA	Mo	Pts
Militia	2	2	3	5	3

**Equipment:** Hand weapon

May have shield (+1)

**Special Rules:** Light Infantry

### ALLIES

Turkish Allies, IV/49 if before 1348, IV/55 otherwise

Only from 1282-1283AD: Golden Horde Mongol Allies, IV/47

Only from 1301-1305AD: Alan Allies, II/58

Only from 1327-1352AD: Serbian Allies, IV/22

Only from 1327-1352AD: Bukgar Allies, IV/25

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 51. MOREAN BYZANTINE (1262-1460AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### STRATIOTAI

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, light armour, thrusting spear  
May have shield (+2)

#### FRANKISH FEUDAL VASSALS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance  
May have shield (+2), plate armour (+2) and cloth (+2) or plate (+3) barding

**Special Rules:** Shock Impact +1, Only after 1315AD

#### ALBANIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

**Equipment:** Hand weapon, throwing spear  
May have light armour (+2) and buckler (+1)  
**Special Rules:** Skirmishers, Only from 1347-1458AD

#### BURGUNDIANS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	25

**Equipment:** Hand weapon, heavy armour, lance  
May have shield (+2) and cloth (+2) or plate (+3) barding.

**Special Rules:** Drilled, Shock Impact +1,  
Only from 1445-1450AD

#### PAPAL-SUPPLIED ITALIAN MERCENARY MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	26
Dismounted	4	3	3	7	14

**Equipment:** Hand weapon, heavy armour, shield, lance,  
May have cloth (+2) or plate (+3) barding.  
Dismounted - may take halberd (+2) or double-handed weapon  
(+3) no lance.  
May take partial or full plate armour (+2/+3)  
**Special Rules:** Drilled, Shock Impact +1 if mounted  
Only from 1459-1460AD

### INFANTRY

#### GARRISON SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear  
May have shield (+1) and light armour (+2).

#### GARRISON ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

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

#### PEASANT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

**Special Rules:** Light Infantry

#### MANiates, TZAKONES OR MELINGOI HILLMEN

	CA	SA	KA	Mo	Pts
Hillman	3	3	3	7	8

**Equipment:** Hand weapon, light armour

May have shield (+2).

**Special Rules:** Light Infantry

#### ALBANIANS

	CA	SA	KA	Mo	Pts
Hillman	3	3	3	6	7

**Equipment:** Hand weapon, shield

Up to half may have bow instead of shield (free) placed in the rear ranks.

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

Only from 1347-1458AD

#### PAPAL-SUPPLIED ITALIAN MERCENARY

##### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	15

**Equipment:** Hand weapon, crossbow, light armour

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

**Special Rules:** Only from 1459-1460AD

### ALLIES

Byzantine Allies, IV/50

Only from 1262-1263AD: Turkish Allies, IV/49

Only from 1382-1394 and 1453-1454AD: Turkish Allies, IV/55

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 52. LATER NOMADIC MONGOL (1266-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3). General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### MONGOL CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	22

**Equipment:** Hand weapon, heavy armour, thrusting spear, bow. May have shield (+2) and bardings (+3).

Up to half may change to CA3, SA4, light armour and no spear (-2) placed in the rear rank

**Special Rules:** *Combined Formation, Shock Impact +1*

#### MONGOL LIGHT CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

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

**Special Rules:** *Light Cavalry, Nomad Cavalry, Feign Flight*

#### TRANSOXANIAN TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow

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

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

Only Jagatais before 1363AD

### INFANTRY

#### SERFS AND CAMP FOLLOWERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

#### TRANSOXANIAN TAJIK LEVY ARCHER

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

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

**Special Rules:** Only Jagatais before 1363AD

#### TRANSOXANIAN TAJIK LEVIES

Levy	CA	SA	KA	Mo	Pts
	2	2	3	5	3

**Equipment:** Hand weapon. May have shield (+1)

**Special Rules:** *Undisciplined, Unmotivated*

Only Jagatais before 1363AD

### ALLIES

Only Jagatais in 1320AD: Ilkhanid Allies, IV/46

Only Jagatais in 1320AD: Kart Allies, IV/42

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 53. MIXTEC OR ZAPOTEC (1280-1500AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armour Value:** as unit

**Special Rules:** Zone of Command 10".

**Only Mixtec:** General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
 Ally General 1 SIP, may add up to 2 SIP for 20 points each  
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### INFANTRY

#### WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	6	7

**Equipment:** Hand weapon, shield

May have light armour (+2), thrusting spear (+1) and atlatl (+2, counts as javelins with armour penetration +1)

0-1 unit may have CA4 and Mo7 (+3) and then may have double-handed weapon (+3)

**Special Rules:** *Light Infantry*

#### SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

**Equipment:** Hand weapon, sling

May have atlatl instead of sling (+2, counts as javelins with armour penetration +1)

**Special Rules:** *Skirmishers*

#### TEMPLE SOLDIERS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, shield

May have light armour (+2)

**Special Rules:** Only if Mixtec

### ALLIES

Only 1486-1495AD: Toltec-Cichimec Allies, IV/19

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 54. MEDIEVAL SCANDINAVIAN (1280-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20 points each

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### FEUDAL KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** Shock Impact +1

#### SMAASVENDE

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

**Equipment:** Hand weapon, thrusting spear

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

#### SKYTTER

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	7	14

**Equipment:** Hand weapon, bow

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

Only after 1390AD: May have handgun (+5) and heavy armour (+2)

#### GERMAN MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, heavy armour, thrusting spear

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

Up to half may be downgraded to CA3, light armour and no spear (-3) placed in the rear rank

**Special Rules:** Shock Impact +1, Combined Formation

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

### INFANTRY

#### LEIDANG

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	8

**Equipment:** Hand weapon, shield

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

Only Swedish armies after 1390AD: May have CA4 (+2)

Only Danish armies from 1350-1390AD and Union armies after 1390AD: May downgrade to Mo6 (-1)

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

#### PANZENAR BILLMEN OR GERMAN HALBERDIERS

	CA	SA	KA	Mo	Pts
Billman	4	3	3	8	19

**Equipment:** Hand weapon, light armour, halberd

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

**Special Rules:** Drilled, Only Danish armies before 1350AD

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

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

#### 0-3 LIGHT CANNONS

**Special Rules:** Only after 1390AD

#### LAPP OR OTHER SCOUTS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	3

**Equipment:** Hand weapon, javelins

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

#### OBUDSHAER

	CA	SA	KA	Mo	Pts
Trooper	4	4	3	8	20

**Equipment:** Hand weapon, shield, light armour

May have heavy armour (+2)

Up to half may have crossbow (+5).

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

#### GERMAN LANDSKNECHT PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

**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

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 55. OTTOMAN (1281-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)  
Only after 1362AD: General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
Ally General 1 SIP, may add up to 2 SIP for 20 points each  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### SIPAHIS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, thrusting spear, light armour, bow  
May have shield (+2), heavy armour (+2)

**Special Rules:** Shock Impact +1  
May be upgrade to CA4 (+2)

#### GHAZIS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	19

**Equipment:** Hand weapon, bow.

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

**Special Rules:** Skirmishers, Feign Flight  
Only before 1362AD

#### QAPUKULU CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	27

**Equipment:** Hand weapon, thrusting spear, heavy armour  
May have shield (+2) and barding (+3)

**Special Rules:** Drilled, Shock Impact +1, Only after 1362AD

#### AKINJIS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

**Equipment:** Hand weapon, throwing spear

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

**Special Rules:** Skirmishers, Feign Flight, Only after 1362AD

#### DJANBAZAN OR TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight  
Only after 1362AD

#### DELIS, KURDS OR BEDOUIN ARABS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	14

**Equipment:** Hand weapon, thrusting spear

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

**Special Rules:** Light Cavalry

### INFANTRY

#### SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

#### AZABS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	6

**Equipment:** Hand weapon, javelins

May have sling instead of javelins (free) or bow (+1). With bow they may upgrade to Light Infantry (+1)

**Special Rules:** Skirmishers, Only until 1429AD

#### LEVENDAT, POORLY EQUIPPED AZABS OR EUROPEAN LEVY INFANTRY

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon. May have shield (+1)

**Special Rules:** Undisciplined, Unmotivated

#### JANISSARY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	8	19

**Equipment:** Hand weapon, light armour, bow

**Special Rules:** Drilled, Only after 1362AD

#### JANISSARY CROSSBOWMEN AND SLINGERS

	CA	SA	KA	Mo	Pts
Skirmisher	3	3	3	7	8

**Equipment:** Hand weapon, sling

May have crossbow instead of sling (+4).

**Special Rules:** Skirmishers, Only from 1362-1429AD

#### IAYLARS

	CA	SA	KA	Mo	Pts
Ialyar	3	3	3	7	9

**Equipment:** Hand weapon, shield

**Special Rules:** Warband, Fanatical, Only after 1362AD

#### VOYNUK

	CA	SA	KA	Mo	Pts
Voynuk	4	3	3	7	10

**Equipment:** Hand weapon, light armour

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

**Special Rules:** Only after 1362AD

#### 0-1 FIRE-LANCE FOOT

	CA	SA	KA	Mo	Pts
Lancer	2	3	3	6	11

**Equipment:** Hand weapon, fire lance (count as thrusting spear)

Cause morale test if kill caused, no armour save allowed.

**Special Rules:** Skirmishers, Only after 1326AD

#### 0-1 WAGON LAAGER

**Special Rules:** Only after 1326AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## JANISSARY HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

**Special Rules:** *Skirmishers*, Only after 1429AD

## WAR WAGONS WITH LIGHT GUNS

**Special Rules:** Only after 1470AD

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## ALLIES

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Only after 1362AD: Wallachian Vassal Allies, IV/65

Only after 1362AD: Turkoman Allies, IV/49

Only after 1380AD: Albanian Vassal Allies, IV/69

Only from 1386-1458AD: Serbian Vassal Allies, IV/22

Only after 1475AD: Crimean Tartar Vassal Allies, IV/47

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 56. ORDER OF ST JOHN (1291-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3) General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### BROTHER KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	33
Dismounted	4	3	3	8	19

**Equipment:** Hand weapon, heavy armour, shield, lance, May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+2).

May take partial or full plate armour (, +2/+3)

**Special Rules:** *Drilled, Shock Impact +2 if mounted, Combined Formation*

#### TURCOPOLES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

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

**Special Rules:** *Light Cavalry, Feign Flight, Combined Formation*

#### COLONIST MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	26

**Equipment:** Hand weapon, heavy armour, lance

May have shield (+2), plate armour (+2) and warhorse (+3)

**Special Rules:** *Shock Impact +1*

### INFANTRY

#### GREEK OR COLONIST SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

#### GREEK ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

May have crossbow (+3) and light armour (+2)

**Special Rules:** *Light Infantry*

#### COLONIST CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	3	7	10

**Equipment:** Hand weapon, crossbow.

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

#### MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

#### GENOSE MARINES

	CA	SA	KA	Mo	Pts
Marine	4	3	3	7	10

**Equipment:** Hand weapon, light armour

May have shield (+2)

**Special Rules:** *Light Infantry*

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

**Special Rules:** *Skirmishers*, Only from 1400AD

#### MERCENARY HALBERDIERS

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	8	19

**Equipment:** Hand weapon, light armour, halberd

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

**Special Rules:** *Drilled, Only after 1450AD*

#### 0-2 ORGAN GUNS

**Special Rules:** Only after 1450AD

### ALLIES

Only from 1300-1350AD: Cilician Armenian Allies, IV/2

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 57. LOW COUNTRIES (1297-1478AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3) General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### FEUDAL OR MERCENARY KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact +1* if mounted

#### BURGHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	21

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** *Shock Impact +1*

### INFANTRY

#### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

May have *Riding Horses* (+1)

### 0-1 WAGON LAAGER

#### GUILDSMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

**Equipment:** Hand weapon, pike.

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

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

#### GUILDSMEN WITH PLANCON

	CA	SA	KA	Mo	Pts
Guildsman	4	3	3	8	20

**Equipment:** Hand weapon, heavy armour, heavy mace

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

#### 0-1 ENGLISH LONGBOWMEN

	CA	SA	KA	Mo	Pts
Longbowman	3	4	3	8	19

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

**Special Rules:** *Drilled*, Only from 1330AD

#### WHITEHOODS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated* Only from 1330-1410AD

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

May have light armour (+2)

May have SA4 and Mo7 (+3)

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

#### ORGAN GUNS

**Special Rules:** Only from 1330AD

#### GUILDSMEN WITH HALBERD

	CA	SA	KA	Mo	Pts
Guildsman	4	3	3	8	16

**Equipment:** Hand weapon, heavy armour, halberd

**Special Rules:** Only from after 1410AD

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Hundgunner	2	3	3	7	11

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

**Special Rules:** *Skirmishers*, Only from 1410AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 58. MEDIEVAL IRISH (1300-1487AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**SIP:** not pooled

### KERNS

Kern	CA	SA	KA	Mo	Pts
	3	3	3	6	8

**Equipment:** Hand weapon, javelins and buckler  
**Special Rules:** *Light Infantry*

### ARCHERS

Archer	CA	SA	KA	Mo	Pts
	2	2	3	5	5

**Equipment:** Hand weapon, bow.  
**Special Rules:** *Skirmishers*

### RISING OUT

Levy	CA	SA	KA	Mo	Pts
	2	2	3	5	3

**Equipment:** Hand weapon  
**Special Rules:** *Undisciplined, Unmotivated*

### SCOTS SPEARMEN

Spearman	CA	SA	KA	Mo	Pts
	3	3	3	6	10

**Equipment:** Hand weapon, pike  
May have shield (+1)  
**Special Rules:** Only before 1330AD

### CAVALRY

#### IRISH HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

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

**Special Rules:** *Skirmishers*

#### ANGLO-IRISH SPEARS AND LANCES CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance  
May have shield (+2).

Only from 1300-1394AD: Up to half may be downgraded to CA3, light armour and thrusting spear instead of lance (-5) placed in the rear rank

**Special Rules:** *Combined Formation, Shock Impact +1*

#### SCOTS KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, heavy armour, thrusting spear  
May have shield (+2)

**Special Rules:** *Shock Impact +1, Only before 1330AD*

### INFANTRY

#### GALLOGLAICH

	CA	SA	KA	Mo	Pts
Galloglaich	4	3	3	7	9

**Equipment:** Hand weapon  
May have shield (+1), throwing spear (+1) and light armour (+2).

#### BONNACHTS

	CA	SA	KA	Mo	Pts
Bonnacht	3	3	3	6	7

**Equipment:** Hand weapon, throwing spear  
May have shield (+1)

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 59. POST-MONGOL SAMURAI (1300-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20 points each  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

## CAVALRY

SAMURAI CAVALRY					
	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, bow, light armour

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

**Special Rules:** Shock Impact +1

## SOHEI MOUNTED WARRIOR MONKS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	13

**Equipment:** Hand weapon

May have light armour (+2)

**Special Rules:** Light Cavalry

## INFANTRY

SAMURAI FOOT					
	CA	SA	KA	Mo	Pts
Samurai	4	3	3	8	20

**Equipment:** Hand weapon, light armour, double-handed weapon

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

**Special Rules:** Drilled

## FOLLOWER ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

May have Ld7 (+1) and then pavise (+2)

**Special Rules:** Light Infantry

## RONIN AND MERCENARY SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	13

**Equipment:** Hand weapon, light armour, double handed weapon  
May have heavy armour (+2).

## SOHEI WARRIOR MONK SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	12

**Equipment:** Hand weapon, double handed weapon  
May have heavy armour (+3).

## FOLLOWER SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	2	3	3	6	8

**Equipment:** Hand weapon, double handed weapon

**Special Rules:** Light Infantry, Only before 1465AD

## ASHIGARU

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

May have light armour (+2). May upgrade to CA4 (+2)

**Special Rules:** Light Infantry, Only from 1465AD

## IKKO IKKI FANATICS

	CA	SA	KA	Mo	Pts
Fanatic	2	2	3	6	5

**Equipment:** Hand weapon

**Special Rules:** Undisciplined, fanatical, Only from 1465AD

## TOWN MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** Undisciplined, Unmotivated, Only from 1465AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 60. CATALAN COMPANY (1302-1388AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3) General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### ARAGONESE MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	28
Dismounted	4	3	3	7	14

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3) no lance.

May take partial or full plate armour (, +2/+3)

**Special Rules:** *Drilled, Shock Impact* +2 if mounted

#### ARAGONESE LIGHT HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, javelins

May have light armour (+2)

**Special Rules:** *Skirmishers, Feign Flight*

#### TURKS OR TURCOPOLES

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

Only from 1305-1380AD

#### ALBANIANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow

May have light armour (+2)

**Special Rules:** *Skirmishers, Feign Flight*, Only after 1380AD

### INFANTRY

#### CATALAN ALMUGHAVARS

Catalan	CA	SA	KA	Mo	Pts
	4	3	3	7	11

**Equipment:** Hand weapon, shield, light armour

May have heavy armour (+2).

Only after 1305AD: May have *Riding Horses* (+1)

#### CATALAN SCOUTS

Scout	CA	SA	KA	Mo	Pts
	2	3	3	6	6

**Equipment:** Hand weapon, sling

May have bow instead of sling (+1)

**Special Rules:** *Skirmishers*

#### CATALAN CROSSBOWMEN

Crossbowman	CA	SA	KA	Mo	Pts
	3	4	3	7	14

**Equipment:** Hand weapon, crossbow

May have light armour (+2).

**Special Rules:** *Light Infantry*

#### PIRATICAL ARMED SAILORS

Sailor	CA	SA	KA	Mo	Pts
	2	3	3	7	8

**Equipment:** Hand weapon, bow

#### GREEK PRISONERS-OF-WAR ARCHERS

Archer	CA	SA	KA	Mo	Pts
	2	3	3	6	7

**Equipment:** Hand weapon, bow

**Special Rules:** *Light Infantry*, Only after 1305AD

### ALLIES

Only before 1305AD: Byzantine Allies, IV/50

Only before 1305AD: Alan Allies, II/58

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 61. ITALIAN CONDOTTI (1320-1495AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3) General may be upgraded to Ld10 (+50).

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

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### CONDOTTIERI OR LANZE SPEZZATE ELMETTI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	27

**Equipment:** Hand weapon, heavy armour, lance,

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

**Special Rules:** *Drilled, Shock Impact +2*

#### FEUDAL ELMETTI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** *Shock Impact +1, Only Neapolitan*

#### MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light crossbow.

May have light armour (+2)

#### GERMAN MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, heavy armour, thrusting spear

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

Up to half may be downgraded to CA3, light armour and no spear (-4) placed in the rear rank

**Special Rules:** *Combined Formation, Shock Impact +1*

Only before 1363

#### BULGAR OR OTHER SLAVS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

**Equipment:** Hand weapon, throwing spear.

May have bow (+2)

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

### HUNGARIANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow

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

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

### 0-1 FAMIGLIA DUCALE ELMETTI

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	28
Dismounted	4	3	3	7	14

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Drilled, Shock Impact +2 if mounted*  
Only Milanese after 1411AD

### DALMATIAN FEUDAL KNIGHTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	21

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** *Shock Impact +1*

Only Venetian in Greece after 1440AD

### TURKS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow

May have light armour (+2)

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

### STRADIOTS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

**Equipment:** Hand weapon, throwing spear.

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

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

### INFANTRY

#### MILITIA CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	3	6	11

**Equipment:** Hand weapon, crossbow

May have light armour (+2).

**Special Rules:** *Skirmishers*

#### MERCENARY CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow

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

#### JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

**Equipment:** Hand weapon, javelins

May have shield (+1).

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

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## SWORDSMEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	7	11

**Equipment:** Hand weapon, shield, light armour

May have heavy armour (+2).

**Special Rules:** Only until 1416AD

## PAPAL OR NEAPOLITAN GUARDSMEN

	CA	SA	KA	Mo	Pts
Guard	4	3	3	8	19

**Equipment:** Hand weapon, light armour, thrusting spear

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

**Special Rules:** *Drilled*, Only Papal or Neapolitan

## PIONEERS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

## 0-1 ORGAN GUN

## MILITIA SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

**Special Rules:** Only before 1400AD

## MILITIA PAVISIERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	8	21

**Equipment:** Hand weapon, crossbow

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

**Special Rules:** *Drilled*, Only before 1440AD

## MILITIA SPEARMEN OR PIKEMEN

	CA	SA	KA	Mo	Pts
Militia	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

May change to pike and Mo6 (+1)

**Special Rules:** Only from 1400-1440AD

## MERCENARY PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

**Equipment:** Hand weapon, pike.

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

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

## BILLMEN

	CA	SA	KA	Mo	Pts
Billman	4	3	3	8	18

**Equipment:** Hand weapon, heavy armour

May have shield (+2), partial or full plate armour (+2/+3),

halberd (+2) or double-handed weapon (+3)

**Special Rules:** *Drilled*, Only after 1400AD

## HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun.

May have light armour (+2)

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

## 0-1 ENGLISH ARCHERS

	CA	SA	KA	Mo	Pts
Longbowman	3	4	3	8	19

**Equipment:** Hand weapon, longbow.

May have light armour (+2). May have *Riding Horses* (+1)

**Special Rules:** *Drilled*

Only Florentine and Venetian in Italy from 1400-1440AD

## SWORD-AND-BUCKLER-MEN

	CA	SA	KA	Mo	Pts
Swordsman	4	3	3	8	18

**Equipment:** Hand weapon, light armour, buckler

May have heavy armour (+2)

**Special Rules:** *Drilled*, Only after 1416AD

## ARAGONESE TARGETEERS

	CA	SA	KA	Mo	Pts
Aragonese	3	3	3	7	9

**Equipment:** Hand weapon, javelins, light armour

May have shield (+2).

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

## ARAGONESE CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	3	5	8

**Equipment:** Hand weapon, crossbow

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

## DALMATIAN CITY MILITIA CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow

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

**Special Rules:** Only Venetian in Greece after 1440AD

## ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	6	6

**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

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 62. 100 YEARS WAR ENGLISH (1322-1455AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armour Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3) General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### ENGLISH MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact* +1 if mounted

#### GASCON OR BRABANTER MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	12

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact* +1 if mounted

#### HOBILARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**Equipment:** Hand weapon, light armour, thrusting spear

May have shield (+2)

**Special Rules:** Only before 1350AD

#### FALSE FRENCH MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	26
Dismounted	4	3	3	7	12

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact* +2 if mounted

Only after 1350AD

### IRISH HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

**Equipment:** Hand weapon, throwing spear

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

**Special Rules:** *Skirmishers*, Only after 1415AD

### INFANTRY

#### ENGLISH LONGBOWMEN

	CA	SA	KA	Mo	Pts
Longbowman	3	4	3	8	19

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

**Special Rules:** *Drilled*

#### WELSH ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

**Equipment:** Hand weapon, bow

May have light armour (+2)

Only after 1350AD: May have Mo8 (+3) and be *Drilled* (+4)

#### WELSH "KNIFEMEN"

	CA	SA	KA	Mo	Pts
Welsh	3	3	3	6	7

**Equipment:** Hand weapon, shield

May have light armour (+2).

**Special Rules:** *Light Infantry*, Only before 1350AD

#### GERMAN PAUNCENARS

	CA	SA	KA	Mo	Pts
Spearman	4	3	3	7	12

**Equipment:** Hand weapon, thrusting spear, light armour

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

**Special Rules:** Only before 1350AD

#### IRISH FOOT

	CA	SA	KA	Mo	Pts
Irish	2	2	3	5	5

**Equipment:** Hand weapon, bow.

May have javelins and SA3 (+1)

**Special Rules:** *Skirmishers*

#### GASCON CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

**Equipment:** Hand weapon, crossbow.

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

#### GASCON BIDOWERS OR BRETONS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	6	6

**Equipment:** Hand weapon, sling

May have bow instead of sling (+1)

**Special Rules:** *Skirmishers*

### 0-1 LIGHT CANNON

### 0-1 WAGON LAAGER

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## GASCON BRIGANS

	CA	SA	KA	Mo	Pts
Brigan	3	3	3	6	7

**Equipment:** Hand weapon, javelins

May have shield (+1).

**Special Rules:** *Light Infantry*, Only after 1350AD

## GASCON OR FALSE-FRENCH TOWN MILITIA

	CA	SA	KA	Mo	Pts
Militia	3	3	3	7	10

**Equipment:** Hand weapon, bow, light armour

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

Only after 1415AD: May have CA4 instead of bow (free) and then may have *Riding Horses* (+1)

**Special Rules:** Only after 1350AD

## ENGLISH BILLMEN

	CA	SA	KA	Mo	Pts
Billman	4	3	3	8	18

**Equipment:** Hand weapon, heavy armour

May have shield (+3), partial or full plate armour (+2/+3),

halberd (+2) or double-handed weapon (+3)

**Special Rules:** *Drilled* , Only after 1415AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 63. AZTEC (1325-1500AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

## OTOMI MERCENARIES

	CA	SA	KA	Mo	Pts
Mercenary	3	3	3	7	8

**Equipment:** Hand weapon, shield

**Special Rules:** *Warband*

## CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

## ALLIES

Only from 1428-1500AD: Toltec-Chichimec Allies, IV/19

## INFANTRY

### WARRIOR PRIESTS

	CA	SA	KA	Mo	Pts
Priest	3	3	3	7	8

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

### CUACHIC SHOCK TROOPS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	8	11

**Equipment:** Hand weapon, shield.

May have light armour (+2) and thrusting spear (+2) or double-handed weapon (+3)

**Special Rules:** *Warband*

### SUIT WEARERS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, light armour. May have shield (+2) and thrusting spear (+2) or double-handed weapon (+3)

### CLAN WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	2	2	3	6	4

**Equipment:** Hand weapon. May have shield (+1) and thrusting spear (+2). May not be *Unmotivated* (+1)

**Special Rules:** *Undisciplined, Unmotivated*

### SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	3

**Equipment:** Sling. May have bow instead of sling (+1)

**Special Rules:** *Skirmishers*

### MERCENARY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	3	3	7	9

**Equipment:** Hand weapon, bow

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 64. MEDIEVAL FRENCH (1330-1445AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)

**Only after 1418AD:** General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
 Ally General 1 SIP, may add up to 2 SIP for 20 points each  
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### NOBLES, KNIGHTS AND OTHER MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	33
Dismounted	4	3	3	8	19

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

Only after 1400AD: May be downgraded to CA3, (-2)

**Special Rules:** *Drilled, Shock Impact* +2 if mounted

### INFANTRY

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

May have light armour (+2).

#### FRENCH CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	11

**Equipment:** Hand weapon, crossbow.

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

**Special Rules:** *Light Infantry*

#### GENOESE CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

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

### SPANISH CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	3	5	8

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

**Special Rules:** *Skirmishers*

### BRIGANS

	CA	SA	KA	Mo	Pts
Brigan	3	3	3	6	7

**Equipment:** Hand weapon, shield

**Special Rules:** *Light Infantry*

### RIBAUDS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	4

**Equipment:** Hand weapon, shield

**Special Rules:** *Undisciplined*

### PEASANT LEVY

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

### PAVSIERS

	CA	SA	KA	Mo	Pts
Spearman	4	3	3	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

	CA	SA	KA	Mo	Pts
Skirmisher	3	3	3	6	7

**Equipment:** Hand weapon, shield

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

### DESPERATE PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined*

Only from 1356-1360AD

### 0-1 WAGON LAAGER

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

### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

**Special Rules:** *Skirmishers*, Only after 1385AD

### 0-1 LIGHT CANNON

**Special Rules:** Only after 1385AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## VOULGIERS

	CA	SA	KA	Mo	Pts
Voulgier	4	3	3	8	18

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

**Special Rules:** *Drilled* , Only after 1400AD

## SCOTS GUARD AND OTHER MOUNTED ARCHERS

	CA	SA	KA	Mo	Pts
longbowman	3	4	3	8	19

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

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

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## ALLIES

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Only after 1418AD: Scots Allies, IV/16

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 65. WALLACHIAN OR MOLDAVIAN (1330-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armour Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### RICH BOYARS AND RETINUES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	17

**Equipment:** Hand weapon, light armour, thrusting spear

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

Only Moldavians after 1400AD: May have *Shock Impact* +1 (+2)

#### LESSER BOYARS AND VITEJI

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	20

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** *Skirmishers, Feign Flight*

#### “CRUSADERS”

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** *Shock Impact* +1

Only Wallachians after 1455AD

### INFANTRY

#### ARMoured VOYNUKS

	CA	SA	KA	Mo	Pts
Voynek	4	3	3	7	13

**Equipment:** Hand weapon, heavy armour, halberd

May have shield (+2), partial or full plate armour (+2/+3)

Only Moldavians: May have *Riding Horses* (+1)

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

May have light armour (+2). May have Mo7 (+1)

Only Moldavians: May have *Riding Horses* (+1)

**Special Rules:** *Light Infantry*

#### RUSTICI

	CA	SA	KA	Mo	Pts
Rustic	2	2	3	5	6

**Equipment:** Double handed weapon

May be upgraded to CA3, Mo6 and no longer *Undisciplined* (+3)

Only Moldavians: May have *Riding Horses* (+1)

**Special Rules:** *Undisciplined*

#### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	3	5	8

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

Only Moldavians: May have *Riding Horses* (+1)

**Special Rules:** *Skirmishers*

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

Only Moldavians: May have *Riding Horses* (+1)

**Special Rules:** *Skirmishers*

### ALLIES

Ottoman Allies, IV/55

Hungarian Allies, IV/43

Only Wallachians: Moldavian Allies, IV/65

Only Moldavians: Polish Allies, IV/66

Only Moldavians: Crimean Tartar Allies, IV/47

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 66. LATER POLISH (1335-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 25%

**INFANTRY:** Up to 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### RYCERZ

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	23

**Equipment:** Hand weapon, heavy armour, lance

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

**Special Rules:** Shock Impact +1

#### CZELADZ

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear

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

#### LITHUANIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, bow

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

**Special Rules:** Light Cavalry

#### WALLACHIAN AND MOLDAVIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight

#### HUNGARIANS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	16

**Equipment:** Hand weapon, bow

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

**Special Rules:** Skirmishers, Feign Flight

#### TARTAR EXILE SETTLERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

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

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight

Only after 1386AD

#### SERBIAN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	17

**Equipment:** Hand weapon, bow.

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

### INFANTRY

#### AXEMEN

	CA	SA	KA	Mo	Pts
Axeman	4	3	3	7	10

**Equipment:** Hand weapon, light armour

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

#### TOWN MILITIA CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

### 0-1 WAGON LAAGER

#### 0-1 LIGHT CANNON

**Special Rules:** Only after 1400AD

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

**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

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 67. JALAYYIRID (1336-1432AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)  
General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
Ally General 1 SIP, may add up to 2 SIP for 20 points each  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### GHULAMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

**Equipment:** Hand weapon, thrusting spear, light armour  
May have heavy armour (+2), bard (+3), bow (+2) and shield (+2).

**Special Rules:** Shock Impact +1

#### MONGOL ARMOURED CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24

**Equipment:** Hand weapon, heavy armour, thrusting spear, bow  
May have shield (+2) and bard (+3).

**Special Rules:** Nomad Cavalry, Shock Impact +1

#### MONGOL HORSE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

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

**Special Rules:** Light Cavalry, Nomad Cavalry, Feign Flight

#### TURKOMANS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	21

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

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight

#### BEDOUIN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	18

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

**Special Rules:** Light Cavalry, Feign Flight

### INFANTRY

#### FOOT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** Undisciplined, Unmotivated

### ALLIES

Only from 1378-1389AD: Black Sheep Allies, IV/77

Only from 1394-1399AD: Georgian Allies, III/70

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 68. MEDIEVAL SPANISH OR PORTUGESE (1340-1485AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)  
General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### SPANISH OR PORTUGESE MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	26
Dismounted	4	3	3	7	14

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

May have cloth (+2) or plate (+3) barding.  
Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.  
May take partial or full plate armour (+2/+3)  
May be downgraded to CA3, (-2)  
**Special Rules:** *Drilled, Shock Impact +1* if mounted

#### JINETES OR ADALIDES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	13

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

**Special Rules:** *Skirmishers*

#### GRANADINE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, javelins.  
May have shield (+2), light armour (+2) and throwing spear (+2)  
**Special Rules:** *Skirmishers, Feign Flight*  
Only Castilian or Portuguese

#### FRENCH OR GASCON MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	26

**Equipment:** Hand weapon, heavy armour, lance  
May have shield (+2), plate armour (+2)  
**Special Rules:** *Shock Impact +1, Only before 1390AD*

#### ENGLISH MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

**Equipment:** Hand weapon, heavy armour, shield, lance  
May have cloth (+2) or plate (+3) barding.

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact +1 if mounted*  
Only Portuguese before 1390AD

### INFANTRY

#### SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear  
May have shield (+1) and light armour (+2).

#### ALMUGHAVARS

	CA	SA	KA	Mo	Pts
Almughavar	4	3	3	7	11

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

**Special Rules:** Only Aragonese

#### JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	9

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

**Special Rules:** *Light Infantry, Only Castilian or Portuguese*

#### ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow. May have light armour (+1).  
May have crossbow (+3). May have SA4 and Mo7 (+4)

**Special Rules:** *Light Infantry*

#### HERMANDAD MILITIA SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear  
May have shield (+1) and light armour (+2).

**Special Rules:** Only Castilian

#### HERMANDAD MILITIA CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	3	3	7	10

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

**Special Rules:** *Light Infantry, Only Castilian*

#### SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	3	5	4

**Equipment:** Hand weapon, sling

**Special Rules:** *Skirmishers*

#### PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated, Only Portuguese*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## MUDEJARS

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	7

**Equipment:** Hand weapon, javelins

May have shield (+2).

**Special Rules:** *Light Infantry*, Only Aragonese or Castilian

## GRANADINE ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

**Equipment:** Hand weapon, bow.

May have light armour (+1).

## ENGLISH LONGBOWMEN

	CA	SA	KA	Mo	Pts
Longbowman	3	4	3	8	19

**Equipment:** Hand weapon, longbow.

May have light armour (+2). May have *Riding Horses* (+1)

**Special Rules:** *Drilled*, Only Portuguese before 1390AD

## HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

**Special Rules:** *Skirmishers*, Only Portuguese from 1390AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 69. ALBANIAN (1345-1430 AND 1443-1479AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20 points each.  
 Ally General 1 SIP, may add up to 2 SIP for 20 points each  
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

CAVALRY	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

**Equipment:** Hand weapon, javelins

May have shield (+2), light crossbow (+3), thrusting spear (+2)

**Special Rules:** *Light Cavalry, Feign Flight*

### ITALIAN, GERMAN, HUNGARIAN AND OTHER MERCENARY MEN-AT-ARMS

CA	SA	KA	Mo	Pts
Horseman	4	3	3	7
Dismounted	4	3	3	7

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

May have cloth (+2) or plate (+3) barding. May have Mo8 (+3)

and then may be *Drilled* (+4)

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

Up to half may downgrade to CA3, no lance, (-6 mounted/-2 dismounted) placed in the rear ranks

**Special Rules:** *Combined Formation, Shock Impact +1 if mounted*

### NEAPOLITAN SUPPLIED ELMETTI

CA	SA	KA	Mo	Pts
Horseman	4	3	3	7

**Equipment:** Hand weapon, heavy armour, lance,

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

**Special Rules:** *Drilled, Shock Impact +1*

Only in 1451 and in 1455AD

### INFANTRY

#### ARCHERS AND CROSSBOWMEN

CA	SA	KA	Mo	Pts
Archer	2	3	3	6

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

May have crossbow (+3) and then Mo7 (+1)

**Special Rules:** *Light Infantry*

### JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	6	7

**Equipment:** Hand weapon, javelins. May have shield (+1).

**Special Rules:** *Light Infantry*

### HALBERDIERS

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	7	12

**Equipment:** Hand weapon, light armour, halberd  
 May have heavy armour (+2) and Morale 8 (+3)

### PEASANTS

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

Only in 1451 and in 1455AD: May have heavy armour (+3)

**Special Rules:** *Skirmishers*

### 0-1 LIGHT CANNON

### NEAPOLITAN SUPPLIED CATALANS

	CA	SA	KA	Mo	Pts
Catalan	3	3	3	7	8

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

**Special Rules:** *Light Infantry*, Only in 1451 and in 1455AD

### NEAPOLITAN SUPPLIED ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

**Equipment:** Hand weapon, bow.

May have light armour (+2).

**Special Rules:** *Skirmishers*, Only in 1451 and in 1455AD

### ALLIES

Only from 1392-1395AD Venetian (in Greece) Allies, IV/61 German

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 70. CHANCA (1350-1440AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 75%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

May have a portable shrine (Superior Army Standard).

Army General 1 SIP, may add up to 2 SIP for 20 points each.  
 Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### INFANTRY

#### CHANCA SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

#### CONFEDERATE WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, shield

May have light armour (+2)

**Special Rules:** *Warband*

#### CHANCA OR CONFEDERATE SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	6	4

**Equipment:** Sling

**Special Rules:** *Skirmishers*

#### QUECHUA WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	5	6

**Equipment:** Hand weapon, shield

May have light armour (+2)

#### QUECHUA SLINGERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	2	5	3

**Equipment:** Sling

**Special Rules:** *Skirmishers*

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 71. CHIMU (1350-1464AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 75%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### INFANTRY

#### WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, shield

May have light armour (+2) and double- handed weapon (+3)

0-1 unit may have CA4 and Mo7 (+3)

**Special Rules:** *Warband*

#### SLINGERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	4

**Equipment:** Hand weapon, sling

May have atlatl instead of sling (+1,, counts as javelins with armour penetration 1)

**Special Rules:** *Skirmishers*

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 72. AMAZONIAN (1350-1500AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 75%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10".

Army General 1 SIP, may add up to 2 SIP for 20 points each.

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### INFANTRY

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

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

**Special Rules:** *Light Infantry*

#### SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	2	2	3	5	5

**Equipment:** Hand weapon, thrusting spear

**Special Rules:** *Skirmishers*

#### BLOWPIPE MEN

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	7	10

**Equipment:** Hand weapon, blowpipe

Blowpipe: All unsaved hits kill automatically

**Special Rules:** *Skirmishers*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 73. MING CHINESE (1356-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3) General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### CHINESE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, thrusting spear, light armour. May have heavy armour (+2), bard (+3) and shield (+2). Only before 1420AD: May have CA4 and have *Shock Impact* +1 (+4)

#### MONGOL OR JURCHEN GUARDS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	22

**Equipment:** Hand weapon, heavy armour, thrusting spear, bow. May have shield (+2) and bard (+3).

Up to half may be downgraded to CA3, light armour and no spear (-4) placed in the rear rank

**Special Rules:** *Combined Formation, Shock Impact +1*

#### MONGOL OR JURCHEN CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

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

**Special Rules:** *Skirmishers, Nomad cavalry, Feign Flight*

#### CHINESE MERCENARY CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	2	2	3	6	13

**Equipment:** Hand weapon, buckler, bow

May have light armour (+2)

**Special Rules:** *Light Cavalry*

### INFANTRY

#### CHINESE INFANTRY

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	10

**Equipment:** Hand weapon, light armour

May have shield (+2).

Only before 1420AD: May have CA4 (+2) and then Mo8 (+5)

**Special Rules:** *Drilled*

#### CHINESE ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

**Equipment:** Hand weapon, bow

May have light armour (+1) and crossbow instead of bow (+3)

#### CHINESE HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun.

May have light armour (+2)

**Special Rules:** *Skirmishers*

#### “DARE-TO-DIE” TROOPS

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	8	13

**Equipment:** Hand weapon, light armour

May have shield (+2). May be *Drilled* (+4)

**Special Rules:** *Light Infantry*

### 0-2 LIGHT CANNONS

### 0-1 STAMPED CATTLE

#### CHINESE MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	6	4

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*, Only after 1449AD

#### CHUANG OR SIMILAR SOUTHERN TRIBESMEN

	CA	SA	KA	Mo	Pts
Tribesman	3	3	3	6	7

**Equipment:** Hand weapon, shield

May have light armour (+2).

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

### ALLIES

Mongol Allies, IV/52

Only from 1440-1454AD: Burmese or Shan Allies, III/9

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 74. FREE COMPANY OR ARMAGNAC (1357-1444AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3) General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### GASCON, FRENCH, SPANISH OR NAVARRESE MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

Every second unit may upgrade to CA4 (+2) then may be *Drilled* (+2)

**Special Rules:** *Shock Impact* +1 if mounted

#### ENGLISH GENTLEMEN AND LESSER MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact* +1 if mounted

#### GERMAN MERCENARY MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	26
Dismounted	4	3	3	7	14

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

Up to half may downgrade to CA3, light armour, thrusting spear (-4 mounted/-3 dismounted) placed in the rear ranks

**Special Rules:** *Drilled, Shock Impact* +1 if mounted

### INFANTRY

#### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

#### ENGLISH LONGBOWMEN

	CA	SA	KA	Mo	Pts
Longbowman	3	4	3	8	15

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

May be *Drilled* (+4). May have *Riding Horses* (+1)

#### BRETON JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

**Equipment:** Hand weapon, javelins

May have shield (+1).

**Special Rules:** *Skirmishers, Feign Flight*

#### FRENCH BRIGANS

	CA	SA	KA	Mo	Pts
Brigan	3	3	3	6	7

**Equipment:** Hand weapon, javelins

May have shield (+1).

**Special Rules:** *Light Infantry, Only in 1444AD*

#### FRENCH RIBAUDS

	CA	SA	KA	Mo	Pts
Ribaud	2	2	3	5	4

**Equipment:** Hand weapon, shield

**Special Rules:** *Undisciplined, Unmotivated*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 75. TIMURID (1360-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SPECIAL:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3) General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### TIMURID CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, heavy armour, thrusting spear. May have shield (+2) and bardings (+3).

Up to half may be downgraded to CA3, light armour and no spear (-4) placed in the rear rank

**Special Rules:** *Combined Formation, Shock Impact +1*

#### PERSIAN, GEORGIAN OR TURKOMAN NOBLES

	CA	SA	KA	Mo	Pts
Horseman	4	4	3	7	22

**Equipment:** Hand weapon, heavy armour, thrusting spear, bow. May have shield (+2).

Up to half may be downgraded to CA3, light armour and no spear (-4) placed in the rear rank

**Special Rules:** *Combined Formation*

#### TURKOMAN NOMAD CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

**Equipment:** Hand weapon, bow, light armour

May have shield (+2)

**Special Rules:** *Skirmishers, Nomad Cavalry, Feign Flight*

### INFANTRY

#### TIMURID ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

**Equipment:** Hand weapon, bow.

May have light armour (+2).

#### PERSIAN OT TAJIK ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

May have light armour (+2)

#### AFGHAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

**Equipment:** Hand weapon, bow.

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

**Special Rules:** *Light Infantry*

#### AFGHAN SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

### 0-1 WAGON LAAGER

#### HOSTAGE SCREEN

	CA	SA	KA	Mo	Pts
Levy	2	2	2	5	3

**Equipment:** Shield

**Special Rules:** *Undisciplined, Unmotivated*

### 0-1 STAMPEDING CATTLE, BUFFALOES OR CAMELS

**Special Rules:** Only Timur or Shah Rukh

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

**Special Rules:** *Skirmishers*, Only after 1480AD

### SPECIAL

#### ELEPHANTS

	CA	SA	KA	Mo	L	S	D	Pts
Elephant	4	3	4	7	6	5	8	190

**Equipment:** Two warriors are armed with javelins and bow. A third warrior may be added for 10 points. **Armour value:** 1

**Special Rules:** *Elephants*, Only from 1399-1447AD

### ALLIES

Only Shah Rukh from 1405-1447AD: Black Sheep Allies, IV/77

Only Timur or Shah Rukh: White Sheep Allies, IV/77

Only after 1450AD: Uzbek Allies, IV/52

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 76. EARLY BURGUNDIAN (1363-1471AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)

Army General 1 SIP, may add up to 2 SIP for 20points each  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### BURGUNDIAN MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	12

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

Only after 1419AD: Downgrade to CA3 (-2)

**Special Rules:** Shock Impact +1 if mounted

#### VALETS D'ARMES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear

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

#### BURGUNDIAN OR MERCENARY MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	16

**Equipment:** Hand weapon, light crossbow. Light armour (+2)

#### FRENCH OR ITALIAN MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	26
Dismounted	4	3	3	7	14

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** Drilled, Shock Impact +1 if mounted

#### ENGLISH MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** Shock Impact +1 if mounted

### INFANTRY

#### LOW COUNTRIES PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

**Equipment:** Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

#### LOW COUNTRIES CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	12

**Equipment:** Hand weapon, crossbow.

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

#### PICARD ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

**Equipment:** Hand weapon, bow.

May have light armour (+2).

#### ENGLISH LONGBOWMEN

	CA	SA	KA	Mo	Pts
Longbowman	3	4	3	8	15

**Equipment:** Hand weapon, longbow.

May have light armour (+2). May be Drilled (+4)

#### VILLAGE LEVY

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	4

**Equipment:** Hand weapon, shield

**Special Rules:** Levies

### 0-1 WAGON LAAGER

#### ORGAN GUNS

**Special Rules:** Only after 1430AD

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun.

May have light armour (+2)

**Special Rules:** Skirmishers, Only after 1430AD

#### SWISS

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	15

**Equipment:** Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

**Special Rules:** Drilled, Medieval Phalanx, Only after 1464AD

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 77. BLACK AND WHITE SHEEP TURKOMAN (1378-1469 AND 1387-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** At least 50%

**INFANTRY:** Up to 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)  
General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
Ally General 1 SIP, may add up to 2 SIP for 20 points each  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### PUSHAN-PUSH

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	20

**Equipment:** Hand weapon, heavy armour, thrusting spear  
May have shield (+2) and barding (+3).

**Special Rules:** Shock Impact +1

#### TIRKAH-BAND

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	19

**Equipment:** Hand weapon, light armour, thrusting spear, bow  
May have shield (+2).

**Special Rules:** Light Cavalry, Nomad cavalry

#### QULLUGHCHI

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	12

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

**Special Rules:** Light Cavalry

#### TURKOMAN TRIBAL HORSE

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	22

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

**Special Rules:** Skirmishers, Nomad Cavalry, Feign Flight

#### KURDISH CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, thrusting spear, light armour  
May have heavy armour (+2) and shield (+2)

### INFANTRY

#### ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

**Equipment:** Hand weapon, bow.

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

Only White Sheep: Downgrade to Mo6 (-1)

**Special Rules:** Light Infantry

#### CAMP FOLLOWERS AND LEVY FOOT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	4

**Equipment:** Hand weapon, shield

**Special Rules:** Levies

#### 0-1 WAGON LAAGER

**Special Rules:** Only White Sheep from 1472AD

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	2	3	7	10

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

**Special Rules:** Skirmishers, Only White Sheep from 1472AD

### ALLIES

Only White Sheep: Trapezuntine Allies, IV/34

Only White Sheep: Georgian Allies, III/70

Only White Sheep: Karaman or Kastamonu Turkoman Allies, IV/49

Only White Sheep rebels in 1457AD: Black Sheep Allies, IV/77

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 78. YI DYNASTY KOREAN (1392-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)  
General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

## CAVALRY

CAVALRY	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	21

**Equipment:** Hand weapon, kontos, light armour

May have heavy armour (+2), barding (+3) and shield (+2)  
May be downgrade to CA3 (-2) and then may have halberd instead of kontos (-1)

**Special Rules:** *Shock Impact +1*

## LIGHT CAVALRY

CAVALRY	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	15

**Equipment:** Hand weapon, buckler, bow

May have light armour (+2)

**Special Rules:** *Light Cavalry*

## JURCHEN CAVALRY

JURCHEN CAVALRY	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	19

**Equipment:** Hand weapon, light armour, kontos

May have shield (+2)

May downgrade to Mo6 and CA3 (-3)

## JURCHEN SCOUTS

JURCHEN SCOUTS	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	15

**Equipment:** Hand weapon, bow

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

**Special Rules:** *Skirmishers, Feign Flight*

## INFANTRY

ARCHERS	CA	SA	KA	Mo	Pts
Archer	3	4	3	7	11

**Equipment:** Hand weapon, bow.

May have light armour (+2). May be *Drilled* (+2)

## HALBERDIERS

HALBERDIERS	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	7	12

**Equipment:** Hand weapon, light armour, halberd  
May have heavy armour (+2)

## SPEARMEN

SPEARMEN	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear  
May have light armour (+2).

## PEASANT SPEARMEN

PEASANT SPEARMEN	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

**Equipment:** Hand weapon, thrusting spear

**Special Rules:** *Undisciplined, Unmotivated*

## SKIRMISHERS

SKIRMISHERS	CA	SA	KA	Mo	Pts
Javelinman	3	3	3	7	8

**Equipment:** Hand weapon, javelins

May have shield (+1).

**Special Rules:** *Skirmishers*

## 0-4 LIGHT CANNONS

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 79. LATER SWISS (1400-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)  
General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### MOUNTED CROSSBOWS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

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

#### LORRAINER CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	12

**Equipment:** Hand weapon, heavy armour, shield, lance  
May have cloth (+2) or plate (+3) barding.  
May take full plate armour (+3)  
Dismounted - may take halberd (+2) or double-handed weapon  
(+3), no lance.  
Up to half may downgrade to CA3, light armour, thrusting spear  
if mounted (-4 mounted/-3 dismounted) placed in the rear ranks  
**Special Rules:** *Combined Formation, Shock Impact +1if*  
mounted, Only from 1476-1477AD

### INFANTRY

#### PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	15

**Equipment:** Hand weapon, heavy armour, pike  
May have plate armour (+3)  
May be *Drilled* (+2)  
**Special Rules:** *Medieval Phalanx*

### 0-1 LIGHT CANNON

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun.  
May have light (+2) or heavy armour (+3)  
**Special Rules:** *Skirmishers*

#### CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	2	2	3	6	9

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

**Special Rules:** *Skirmishers*

#### HALBERDIERS

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	8	20

**Equipment:** Hand weapon, heavy armour, halberd  
May have plate armour (+3)

**Special Rules:** *Drilled*, Only before 1490AD

# WAR & CONQUEST

## ARMIES OF THE MEDIEVAL 1071-1500AD

### 80. HUSSITE (1419-1471AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

#### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)

General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.

Ally General 1 SIP, may add up to 2 SIP for 20 points each

Brigade Commander 1 SIP, may add up to one SIP for 20 points.

#### CAVALRY

##### MOUNTED CROSSBOWS

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

**Equipment:** Hand weapon, light crossbow.

May have light armour (+2)

**Special Rules:** *Skirmishers*

##### HUSSITE CAVALRY

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	12

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

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

May take full plate armour (+3)

Only after 1422AD: May be *Drilled* (+2)

**Special Rules:** *Shock Impact +1* if mounted, Only after 1420AD

#### INFANTRY

##### 0-4 WAR WAGONS WITH MISSLE TROOPS OR 1-2 LIGHT GUNS

##### FLAILMEN AND HALBERDIERS

	CA	SA	KA	Mo	Pts
Trooper	4	3	3	7	10

**Equipment:** Hand weapon, light armour

May have heavy armour (+2) and double handed weapon (+3) or halberd (+2).

Only after 1422AD: May have Mo8 (+3) and then may be *Drilled* (+4)

#### ALLIES

Only from 1421-1431AD: Polish Allies, IV/66 (can include Lithuanians)

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 81. INCA (1438-1500AD)

**CHARACTERS:** Up to 25%

**INFANTRY:** At least 75%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)  
General may be upgraded to Ld10 (+50) and may ride on a command litter (counts as War Wagon).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
Ally General 1 SIP, may add up to 2 SIP for 20 points each  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

## INFANTRY

### INCA REGULARS

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	8

**Equipment:** Hand weapon, throwing spear  
May have shield (+1) and light armour (+2).

**Special Rules:** *Light Infantry*

### MILITIA

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

**Equipment:** Hand weapon

**Special Rules:** *Undisciplined, Unmotivated*

### SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	2	6	4

**Equipment:** Sling

**Special Rules:** *Skirmishers*

### QUECHUA WARRIORS

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, shield

May have light armour (+2)

**Special Rules:** Only before 1439AD

### QUECHUA SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	3	5	4

**Equipment:** Hand weapon, sling

**Special Rules:** *Skirmishers*, Only before 1439AD

### CHIMU

	CA	SA	KA	Mo	Pts
Warrior	3	3	3	7	8

**Equipment:** Hand weapon, shield

May have light armour (+2)

**Special Rules:** *Warband*, Only after 1440

## FOREST INDIAN ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow.

**Special Rules:** *Light Infantry*, Only after 1440

## 0-1 COLLA ARMED WITH BOLAS

	CA	SA	KA	Mo	Pts
Thrower	2	3	3	6	9

**Equipment:** Hand weapon, bola

Bola: Counts as javelins, but no armour save allowed

**Special Rules:** *Skirmishers*, Only after 1440

## OTHER SUBJECTS

	CA	SA	KA	Mo	Pts
Trooper	2	2	3	5	4

**Equipment:** Hand weapon, throwing spear

**Special Rules:** *Undisciplined, Unmotivated*

## ALLIES

Only after 1440: Chanca Allies, IV/70

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 82. FRENCH ORDONNANCE (1445-1500AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3) General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### ORDONNANCE GENDARMES AND COUSTILLIERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	33
Dismounted	4	3	3	8	19

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Drilled, Shock Impact* +2 if mounted

#### ORDONNANCE ARCHERS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, bow.

May have light (+2) or heavy (+3) armour

Only after 1479AD: May have SA4 (+2)

**Special Rules:** *Light Cavalry*

#### MOUNTED HANDGUNNERS

	CA	SA	KA	Mo	Pts
Horseman	3	4	3	7	20

**Equipment:** Hand weapon, handgun.

May have light (+2) or heavy (+3) armour

**Special Rules:** *Light Cavalry*

#### FEUDAL MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	26
Dismounted	4	3	3	7	14

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Drilled, Shock Impact* +1 if mounted

Only before 1465AD

#### SAVOYARD MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	12

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact* +1 if mounted

Only before 1465AD

#### GENETAIRES

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	7	16

**Equipment:** Hand weapon, bow.

May have light armour (+2)

**Special Rules:** *Skirmishers, Feign Flight*, Only in 1494AD

### INFANTRY

#### FRENCH PARTISANMEN

	CA	SA	KA	Mo	Pts
Partisanman	4	3	3	7	11

**Equipment:** Hand weapon, heavy armour

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

**Special Rules:** Only until 1479AD

#### FOOT CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	3	3	7	10

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

May have SA4 (+2) and then may have *Riding Horses* (+1)

**Special Rules:** *Light Infantry*

#### FRANCS ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

**Equipment:** Hand weapon, bow

May have light armour (+2).

#### GASCON CROSSBOWMEN AND SLINGERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	2	3	5	8

**Equipment:** Hand weapon, crossbow.

May have light armour (+2).

May have sling instead of crossbow (-4)

**Special Rules:** *Skirmishers*

#### GASCON BIDETS OR BRETONS

	CA	SA	KA	Mo	Pts
Skirmisher	3	3	3	6	7

**Equipment:** Hand weapon, shield

**Special Rules:** *Skirmishers*

#### HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

**Special Rules:** *Skirmishers*

### 0-2 ORGAN GUNS

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## FRENCH SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

May have shield (+1) and light (+2) or heavy (+3) armour.

May have Mo7 (+1)

**Special Rules:** Only before 1465AD

## HALBERDIERS AND PIKEMEN

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	6	9

**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

	CA	SA	KA	Mo	Pts
Pikeman	4	3	3	7	15

**Equipment:** Hand weapon, heavy armour, pike

May have plate armour (+2). May be *Drilled* (+2)

**Special Rules:** *Medieval Phalanx*, Only after 1479AD

## SWISS SKIRMISHERS

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	3	7	11

**Equipment:** Hand weapon, handgun.

May have light (+2) or heavy (+3) armour

May have crossbow instead of handgun (free)

**Special Rules:** *Skirmishers*, Only after 1479AD

## SWISS HALBERDIERS

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	8	20

**Equipment:** Hand weapon, heavy armour, halberd

May have plate armour (+2)

**Special Rules:** *Drilled*, Only from 1480-1490AD

## WAR WAGONS

**Special Rules:** Only from 1480-1482AD

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## ALLIES

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Only before 1465AD: Milanese Allies, IV/61

Only rebels in 1469AD: Swiss Mercenary Allies, IV/79

Only after 1493AD: Italian Allies, IV/61

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 83. WARS OF THE ROSES ENGLISH (1455-1487AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 25%

**INFANTRY:** At least 50%

**ALLIES:** Up to 25%

**SIP:** not pooled

### CHARACTERS

	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armour Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3)  
General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20.  
Ally General 1 SIP, may add up to 2 SIP for 20 points each  
Brigade Commander 1 SIP, may add up to one SIP for 20 points.

### CAVALRY

#### BODYGUARD MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	33
Dismounted	4	3	3	8	19

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

May have cloth (+2) or plate (+3) barding.  
Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.  
May take partial or full plate armour (+2/+3)

**Special Rules:** *Drilled, Shock Impact* +2 if mounted

#### MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

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

May have cloth (+2) or plate (+3) barding.  
Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact* +1 if mounted

#### CORROURS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear

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

#### SHIRE LEVY STAVES OR HOBILARS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	6	14

**Equipment:** Hand weapon, light armour, thrusting spear

May have shield (+2)

**Special Rules:** Only Lancastrian

#### NORTHERN BORDER STAVES

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	15

**Equipment:** Hand weapon, light armour, thrusting spear

May have shield (+2)

**Special Rules:** *Light Cavalry*, Only Lancastrian or Richard III

### INFANTRY

#### RETINUE BILLMEN

	CA	SA	KA	Mo	Pts
Billman	4	3	3	8	18

**Equipment:** Hand weapon, heavy armour

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

**Special Rules:** *Drilled*

#### RETINUE ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	8	15

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

May be *Drilled* (+4). May have *Riding Horses* (+1)

#### SHIRE LEVY BILLMEN

	CA	SA	KA	Mo	Pts
Billman	3	3	3	7	9

**Equipment:** Hand weapon, heavy armour

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

**Special Rules:** Only Lancastrian, Yorkist, Richard III or Tudor.

#### SHIRE LEVY ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	3	3	7	8

**Equipment:** Hand weapon, bow.

May have light armour (+2).

**Special Rules:** Only Lancastrian, Yorkist, Richard III or Tudor.

#### NORTHERN BORDER FOOT

	CA	SA	KA	Mo	Pts
Trooper	3	3	3	7	9

**Equipment:** Hand weapon, thrusting spear

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

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

**Special Rules:** Combined Formation, Only Lancastrian or Richard III

#### WELSH SPEARMEN

	CA	SA	KA	Mo	Pts
Welsh	3	3	3	6	8

**Equipment:** Hand weapon, thrusting spear

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

**Special Rules:** *Light Infantry*, Only Lancastrian, Yorkist or Tudor

#### WELSH ARCHERS

	CA	SA	KA	Mo	Pts
Welsh	2	3	3	7	8

**Equipment:** Hand weapon, bow

May have light armour (+2)

**Special Rules:** Only Lancastrian or Tudor

#### IRISH BONNACHTS

	CA	SA	KA	Mo	Pts
Bonnacht	3	3	3	6	7

**Equipment:** Hand weapon, throwing spear

May have shield (+1)

**Special Rules:** Only Lancastrian or post-1485 Yorkist pretender

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## IRISH KERNS

	CA	SA	KA	Mo	Pts
Kern	3	3	3	6	8

**Equipment:** Hand weapon, javelins and buckler

**Special Rules:** *Light Infantry*, Only Lancastrian or post-1485 Yorkist pretender

## BURGUNDIAN, FLEMISH, FRENCH OR GERMAN HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

**Equipment:** Hand weapon, handgun.

May have light (+2) or heavy (+3) armour

**Special Rules:** *Skirmishers*, Only Yorkist, Tudor or post-1485 Yorkist pretender

## 0-1 BURGUNDIAN PETARDIERS

	CA	SA	KA	Mo	Pts
Petardier	2	3	3	6	10

**Equipment:** Hand weapon, petard

Petard: Count as javelins, but no armour saves allowed.

**Special Rules:** *Skirmishers*, Only Yorkist

## FRENCH CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

**Special Rules:** *Skirmishers*, Only Lancastrian or Tudor

## BRETON JAVELINMEN

	CA	SA	KA	Mo	Pts
Javelinman	2	3	3	6	8

**Equipment:** Hand weapon, javelins

May have shield (+1).

**Special Rules:** *Skirmishers, Feign Flight*, Only Tudor

## BURGUNDIAN SUPPLIED GERMAN PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	12

**Equipment:** Hand weapon, pike, light armour

May have heavy armour (+2).

**Special Rules:** *Medieval Phalanx*, Only Yorkist or post-1485 Yorkist pretender

## 0-1 ORGAN GUN

### ALLIES

Only Lancastrian: Scots Allies, IV/16

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## 84. BURGUNDIAN ORDONNANCE (1471-1477AD)

**CHARACTERS:** Up to 25%

**CAVALRY:** Up to 50%

**INFANTRY:** At least 25%

**ALLIES:** Up to 25%

**SIP:** not pooled

CHARACTERS							
	CA	SA	KA	Mo	L	S	Pts
Army General	-	-	-	9	3	+2	170
Ally-General	-	-	-	8	2	+2	140
Brigade Com.	-	-	-	8	1	+1	90
Army Standard	-	-	-	8	2	+1	90

**Equipment and Armor Value:** as unit

**Special Rules:** Zone of Command 10". May ride a horse (AV3) General may be upgraded to Ld10 (+50).

Army General 1 SIP (2 if upgraded), may add up to 2 SIP for 20. Ally General 1 SIP, may add up to 2 SIP for 20 points each. Brigade Commander 1 SIP, may add up to one SIP for 20 points.

## CAVALRY

### 0-1 HOUSEHOLD GENDARMES

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	33
Dismounted	4	3	3	8	19

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Drilled*, *Shock Impact* +2 if mounted

### ORDONNANCE GENDARMES AND COUSTLLIERS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	26
Dismounted	4	3	3	7	14

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Drilled*, *Shock Impact* +1 if mounted

### ITALIAN MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	7	24
Dismounted	4	3	3	7	12

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

May have cloth (+2) or plate (+3) barding. May have Mo8 (+2) and then may be *Drilled* (+4)

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

Up to half may downgrade to CA3, no lance, (-6 mounted/-2 dismounted) placed in the rear ranks

**Special Rules:** *Combined Formation*, *Shock Impact* +1 if mounted

### MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	6	14

**Equipment:** Hand weapon, light crossbow.

May have light (+2) or heavy (+3) armour

**Special Rules:** *Skirmishers*

### FEUDAL MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	3	3	3	7	22
Dismounted	3	3	3	7	10

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

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

Dismounted - may take halberd (+2) or double-handed weapon (+3), no lance.

May take partial or full plate armour (+2/+3)

**Special Rules:** *Shock Impact* +1 if mounted

### FEUDAL MOUNTED CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Horseman	2	3	3	7	15

**Equipment:** Hand weapon, light crossbow.

May have light (+2) or heavy (+3) armour

**Special Rules:** *Skirmishers*

## INFANTRY

### 0-1 HOUSEHOLD ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	8	14

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

May be *Drilled* (+4). May have *Riding Horses* (+1)

### 0-1 HOUSEHOLD INFANTRY

	CA	SA	KA	Mo	Pts
Guard	4	3	3	8	20

**Equipment:** Hand weapon, heavy armour, halberd

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

**Special Rules:** *Drilled*

### ORDONNANCE CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

May have *Riding Horses* (+1)

### ORDONNANCE FOOT ARCHERS

	CA	SA	KA	Mo	Pts
Archer	3	4	3	8	14

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

May be *Drilled* (+4). May have *Riding Horses* (+1)

### ORDONNANCE HANDGUNNERS

	CA	SA	KA	Mo	Pts
Handgunner	2	3	3	7	11

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

**Special Rules:** *Skirmishers*

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

## ITALIAN FOOT CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

**Equipment:** Hand weapon, crossbow.

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

## LOW COUNTY PIKEMEN

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	11

**Equipment:** Hand weapon, pike.

May have light armour (+2) or heavy armour (+3).

**Special Rules:** *Medieval Phalanx*

## 0-1 PETARDIERS

	CA	SA	KA	Mo	Pts
Petardier	2	3	3	6	10

**Equipment:** Hand weapon, petard

Petard: Count as javelins, but no armour saves allowed.

**Special Rules:** *Skirmishers*

## ORGAN GUNS

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### ALLIES

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English Yorkist Allies, IV/83

# WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

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## COMMUNITY

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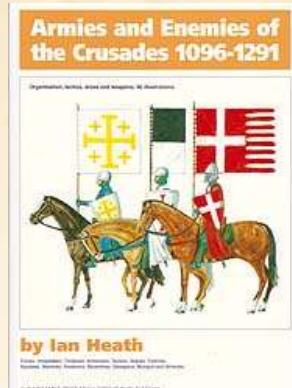
<http://scarabminiatures.com/forum> (english)  
<http://wabforum.co.uk> (english)  
<http://wab-portal.forumperso.com/> (french)  
<http://www.wab-forum.de> (german)

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## MANUFACTURERS

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<http://www.frontrank.com>  
<http://www.grippingbeast.com>  
<http://www.oldgloryminiatures.com>  
<http://www.kingmakerminiatures.com>  
<http://www.perry-miniatures.com>  
<http://www.redoubtenterprises.com>  
<http://www.wargamesfoundry.com/>  
<http://www.warlordgames.co.uk>



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## SPECIAL THANKS

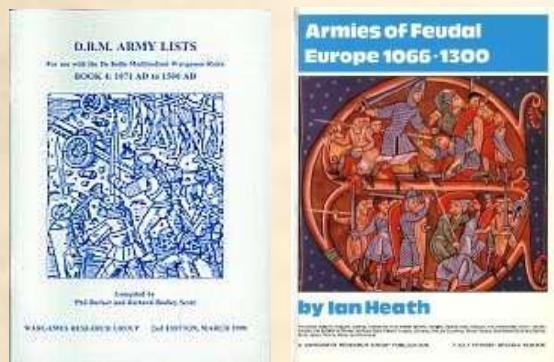
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Many thanks to the community members and Rob Broom for their great support and the authors of the DBM Army Books for their great work, which still is a milestone for historical wargaming.

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## BOOKS

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# WAR & CONQUEST

# ARMIES BOOK



- Wargaming the decisive battles of the Medieval from 1071 - 1500 AD with 28mm miniatures -

Within this book you find:

- Special rules for the flavour of the period and to handle the powerful Knights -
  - More than 70 different Armylists -
- Play the Crusade, Mongol Invasion or Hundred Years War in historical battles -
- A lot of famous commanders available like Richard Lionheart, Kublai Khan or Stefan the Great -
  - Orders of Battle, Battles, Manufacturers and Books -

Produced by  
**WACForum Community**

2012