

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	Cilician Armenian (1071AD - 1375AD)
IV/3	Anglo-Norman (1072AD - 1181AD)
IV/4	Feudal French (1072AD - 1330AD)
IV/5	Sicilian (1072AD - 1442AD)
IV/6	Syrian (1092AD - 1286AD)
IV/7	Early Crusader (1096AD - 1128AD)
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-Khitai (1124AD - 1211AD)
IV/16	Scots Common Army (1124AD - 1500AD)
IV/17	Later Crusader (1128AD - 1303AD)
IV/18	Lithuanian or Samogitian (1132AD - 1435AD)
IV/19	Tarascan or Toltec-Chichimec (1168AD - 1500AD)
IV/20	Ayyubid Egyptian (1171AD - 1250AD)
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	Teutonic Orders (1201AD - 1500AD)
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	Palaiologan 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 Portugese (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 Ordonnance (1445AD - 1500AD)
IV/83	War of the Roses English (1455AD - 1487AD)
IV/84	Burgundian Ordonnance (1471AD - 1477AD)

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

Those amazing cover painting is from Guiseppe 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

MEDIEVAL 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 divided 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 barding (+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
Manichaean	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 BELLATOIRES

	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.

TURCOPLES

	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 barding (+3).

Special Rules: *Shock Impact +1*

MARCHER MUNTATORES

	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 barding (+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

ALLIES

Spanish Allies, III/35 (only with Spanish Ally General)
Only St Louis' Egyptian Crusade in 1250AD: Crusader Allies, IV/17
Only Charles of Anjou from 1266-1285AD: Milanese Allies, III/72

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 barding (+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 barding (+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 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 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

ALLIES

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

Allies, IV/17

Only after 1302AD: Aragonese 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

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.

TURCOPOLLES

	CA	SA	KA	Mo	Pts
Turcopole	3	3	3	7	17

Equipment: Horse, shield, hand weapon, bow and 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.

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

OPTIONAL

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), barding (+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

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	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 barding (+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 barding (+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 barding (+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 barding (+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 barding (+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 barding (+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 barding (+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

FEUDAL OR CLERICAL WAR WAGONS

Special Rules: Only after 1426AD

ALLIES

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

Only with Free Canton General from 1144-1227 or feudal in

1147 or 1160AD: Danish Leidang Allies, III/40

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

III/62

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

Only with Feudal General in 1322 or City general from 1385-

1388AD: Swiss Allies, IV/41

Only after 1426AD: Swiss Allies, IV/79

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), barding (+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

ALLIES

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), barding (+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*

RIBAUDS 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 CRUSADER (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

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*

DISMOUNTED KNIGHTS

	CA	SA	KA	Mo	Pts
Sergeant	3	3	3	7	11

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

TURCOPLES

	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)

WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

OPTIONAL

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
0-1 Sultan	-	-	-	9	2	+2	160
Amir	-	-	-	8	2	+2	140
Qa'id	-	-	-	8	1	+1	70
Army Standard	-	-	-	8	1	+1	70
0-1 Naked Drummer	-	-	-	8	1	+1	70

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 General's 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	4	3	3	8	27

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	3	3	3	8	22

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

Special Rules: Shock Impact +1

TURKISH GHULAMS

	CA	SA	KA	Mo	Pts
Ghulam	3	3	3	8	24

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	2	3	3	6	12

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	3	3	3	6	18

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	3	3	3	7	9

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	3	3	3	7	9

Equipment: Bow

May have light armour (+2)

Special Rules: Light Infantry

TRIBAL SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	2	2	3	6	6

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	2	2	2	6	5

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 HOBIARARS

	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
Gallo glaich	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

ALLIES

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-Khitans, 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

ALLIES

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
0-1 Grand Master	-	-	-	9	3	+2	190
Senior Officer	-	-	-	9	2	+2	150
Captain	-	-	-	8	1	+2	80
0-1 Bishop Personal Standard	-	-	-	8	2	+1	110
	-	-	-	8	2	+1	70

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
Knight	4	3	3	8	31

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
Knight	4	3	3	8	21

Equipment: Heavy armour, shield, hand weapon
 Northern Crusades: May have two-handed weapon (+2).
Special Rules: Martial Prowess

TURCOPLES

	CA	SA	KA	Mo	Pts
Turcopole	3	3	3	7	17

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
Knight	4	3	3	8	29

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

Special Rules: Shock Impact +2

DISMOUNTED CRUSADER KNIGHTS

	CA	SA	KA	Mo	Pts
Knight	4	3	3	8	19

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
Sergeant	3	3	3	7	18

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
Sergeant	3	3	3	7	18

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

TURCOPLES

	CA	SA	KA	Mo	Pts
Turcopole	3	3	3	7	17

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
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 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

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 Turcoples will benefit from this reroll.

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.

WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

31. NIKAIA 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

	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*

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

	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

	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 barding (+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 BELLATOIRES

	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

ALLIES

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), barding (+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)

May have CA4 (+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. INDONESIA 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

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

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

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

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
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*

NORMAN 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)

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

Only from 1328-1379AD

FREE COMPANY GASCON 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

Only after 1350AD

FREE COMPANY ENGLISH MEN-AT-ARMS

	CA	SA	KA	Mo	Pts
Horseman	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
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 Navarrese Company from 1379AD

0-1 HOSPITALLER

	CA	SA	KA	Mo	Pts
Horseman	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
Horseman	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
Javelinman	3	3	3	7	8

Equipment: Hand weapon, javelins

May have shield (+1).

Special Rules: *Light Infantry*

NAVARRESE SLINGERS

	CA	SA	KA	Mo	Pts
Slinger	2	2	3	5	4

Equipment: Hand weapon, sling

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 BIDEETS

	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

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

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

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.

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*

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

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

HOSPITALER KNIGHTS AND SERGEANTS

	CA	SA	KA	Mo	Pts
Horseman	4	3	3	8	33
Dismaounted	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

ALLIES

Wallachian Allies, IV/65

Moldavian Allies, IV/65

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

Only in 1285AD: Mongol Allies, IV/47

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

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

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 TURCOPOLLES

	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 barding (+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, CICCASSIAN, 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

ALLIES

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

49. ANATOLIAN TURKOMAN (1260-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%
SIP: not pooled

ALLIES

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

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

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 barding (+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*

INFANTRY

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 barding (+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

	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

	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

	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

	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 barding (+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

	CA	SA	KA	Mo	Pts
Levy	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 barding (+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 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, 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)

May be upgrade to CA4 (+2)

Special Rules: *Shock Impact +1*

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

ALLIES

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)

GENOESE 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 barding (+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

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

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
Gallo glaich	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)

KERNS

	CA	SA	KA	Mo	Pts
Kern	3	3	3	6	8

Equipment: Hand weapon, javelins and buckler

Special Rules: *Light Infantry*

ARCHERS

	CA	SA	KA	Mo	Pts
Archer	2	2	3	5	5

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

RISING OUT

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	3

Equipment: Hand weapon

Special Rules: *Undisciplined, Unmotivated*

SCOTS SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	10

Equipment: Hand weapon, pike

May have shield (+1)

Special Rules: Only before 1330AD

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

	CA	SA	KA	Mo	Pts
Catalan	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

	CA	SA	KA	Mo	Pts
Scout	2	3	3	6	6

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

CATALAN CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Crossbowman	3	4	3	7	14

Equipment: Hand weapon, crossbow

May have light armour (+2).

Special Rules: *Light Infantry*

PIRATICAL ARMED SAILORS

	CA	SA	KA	Mo	Pts
Sailor	2	3	3	7	8

Equipment: Hand weapon, bow

GREEK PRISONERS-OF-WAR ARCHERS

	CA	SA	KA	Mo	Pts
Archer	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 CONDOTTA (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

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.

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

OTOMI MERCENARIES

	CA	SA	KA	Mo	Pts
Mercenary	3	3	3	7	8

Equipment: Hand weapon, shield

Special Rules: *Warband*

ALLIES

Only from 1428-1500AD: Toltec-Chichimec Allies, IV/19

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*

PAVISIERS

	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

ALLIES

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
Voynuk	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: Crim 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), barding (+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 barding (+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 PORTUGUESE (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 PORTUGUESE 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	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 (+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	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 in 1451 and in 1455AD

INFANTRY

ARCHERS AND CROSSBOWMEN

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

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), barding (+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 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

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 STAMPEDING 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

0-2 WAR WAGONS

Special Rules: 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 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*

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 COUNTRUIES 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

	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

	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

	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

	CA	SA	KA	Mo	Pts
Halberdier	4	3	3	7	12

Equipment: Hand weapon, light armour, halberd

May have heavy armour (+2)

SPEARMEN

	CA	SA	KA	Mo	Pts
Spearman	3	3	3	6	8

Equipment: Hand weapon, thrusting spear

May have light armour (+2).

PEASANT SPEARMEN

	CA	SA	KA	Mo	Pts
Levy	2	2	3	5	5

Equipment: Hand weapon, thrusting spear

Special Rules: *Undisciplined*, *Unmotivated*

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 +1* if 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 MISSILE 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 COUSTLLIERS

	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 BIDEETS 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

ALLIES

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 HOBIARARS

	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

ALLIES

English Yorkist Allies, IV/83

WAR & CONQUEST

ARMIES OF THE MEDIEVAL 1071-1500AD

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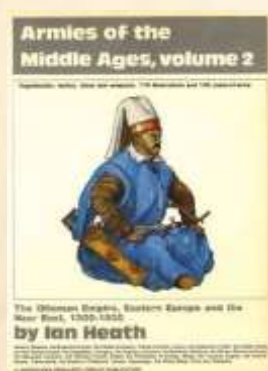
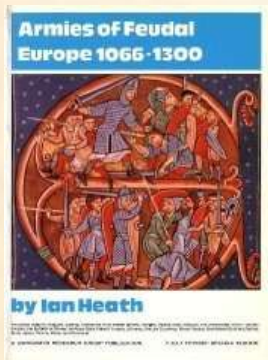
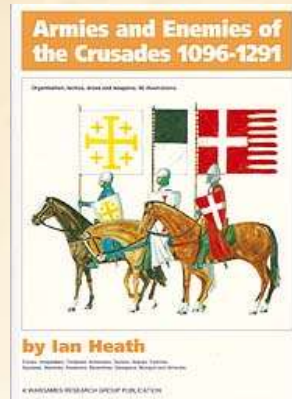
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SPECIAL THANKS

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- Wargaming the decisive battles of the Medieval from 1071 - 1500 AD with 28mm miniatures -

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