

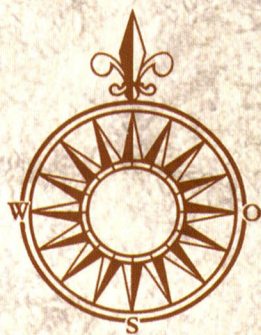
Armies of Chivalry™



WARHAMMER
• HISTORICAL •

EUROPE

DURING THE 15TH CENTURY



Armies of Chivalry

'...archers are the most necessary thing in the world for an army;
but they should be counted in thousands, for in small numbers they are worthless.'

Phillippe de Commynes

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Front cover art: Giuseppe Rava

Internal art and map: Mats Elzinga

Production: Talima Fox & Rob Broom

Logos: Markus Trenkner

Photography: John Michelbach, Owen Barnes, Richard Morgan, Mark Latham and Pete Borlace

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Andy Sherwell of Gripping Beast, James Morris, Tom Opalka, Dave Andrews & Rob Broom.

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Nottingham, NG7 2WS United Kingdom or historical@games-workshop.co.uk*

FOREWORD

Welcome to *Armies of Chivalry*, Warhammer Historical's introduction to the battles of the Medieval period during the 14th and 15th Centuries, and a supplement to *Warhammer Ancient Battles* (WAB).

This book has been released in response to requests from the WAB playing community and is in the same style as a previous title in our product range – *Armies of Antiquity* (AoA). For the sake of convenience, we have focused on warfare across Europe for this particular volume, only extending eastwards as far as the Empire of the Ottoman Turks and Russia.

With nineteen army lists, it has been impossible to feature all the armies in the colour section, and so we have tried to show units that are common across many different army lists, or that are unique.

Future supplements will focus much more on the detail and background to this fabulous and colourful period and will add extra layers of interest to the army lists. They will also give us the opportunity to bring to life such characters as Henry V, The Black Prince, Janos Hunyadi, Jan Zizka and Vlad 'the Impaler' Dracula. Supplements planned at the time of writing include: The Hundred Years War and the Rise of the Ottoman Empire.

Not only does *Armies of Chivalry* contain the army lists themselves, it also includes special rules for recreating the character of warfare in the Medieval period when used in conjunction with the WAB rules.

We have also included a new General Rules section. These are for use in your WAB Medieval battles, as well as being recommended for other games of WAB where they can supersede or update existing rules should you so wish (and Warhammer Historical recommend you do include these updates in your games).

Whilst the lists in *Armies of Chivalry* have not been designed with playing out-of-period-games in mind (such as Teutonic Knights versus New Kingdom Egyptians), if you do, we recommend you

agree with your opponent before the game begins which special rules you will use. Tournament and competition organizers will no doubt have their own ideas on which rules to use, and we recommend you follow their guidelines at their events.

Many of these events are listed on our web site where other updates and errata can also be found – www.warhammer-historical.com

I would like to take the opportunity to thank all the people involved in putting this project together.

The list authors: Tom Opalka, Chris Stone, Steve Schifani, Barry Hulshoff, Dan Minculescu, Heine Baekkelund and Mats Elzinga.

The playtesters, their gaming associates and other commentators: Peter and Petra Schulein, James Morris, Geert Horvers, John Bianchi, Ken Blackley, Gene Ostrovsky, Andy Small, Igor Olshansky, Jay Stone Erik Chalatsis, Hans Lundgren, Bogdan Suteu, Andrei Mirea, Razvan Zoitano, Brian Nielsen, Wes Harris, Brian Casey and especially Tim Parker, Tom Fraser and The North Phoenix Irregulars.

Others who contributed: Tim Dagnal, Darren Harding, Andy Sherwell, GW Glasgow, Andy Wheale, Trevor Allen, Mark Muslek, Geoff Porrit, Steve Butler, Andy Copestake and Martin Gibbins.

(Our apologies to anyone who helped and whom we have missed accidentally, please forgive us!)

The members of Lance and Longbow Society, especially Dave Lancaster and Steve Rimmer, for their support.

And to the main man who really helped weld the project together, Tom Opalka, a big thank you!

Kind regards

Rob Broom, Warhammer Historical General Manager.

March 2004

ENEMIES OF THE ARMIES OF CHIVALRY																			
	HYW - E	WotR	HYW - F	FO	HYW - S	BO	LC	FC	S	IC	HRE	H	TO	KoP	MRS	KoH	M&W	LB	OT
HYW – English	●	–	●	–	●	–	–	●	–	–	–	–	–	–	–	–	–	–	–
War of the Roses	–	●	–	●	–	●	–	–	●	–	–	–	–	–	–	–	–	–	–
HYW – French	●	–	●	–	●	–	●	●	–	–	●	–	–	–	–	–	–	–	●
French Ord	–	●	–	–	–	●	–	–	●	●	–	–	–	–	–	–	–	–	–
HYW – Scots	●	–	●	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
Burg Ord	–	●	–	●	–	●	●	–	●	–	●	–	–	–	–	–	–	–	–
Low Countries	–	–	●	–	–	●	●	–	–	–	–	–	–	–	–	–	–	–	–
Free Companies	●	–	●	–	–	–	–	●	–	●	–	–	–	–	–	–	–	–	–
Swiss	–	●	–	●	–	●	–	–	–	●	●	–	–	–	–	–	–	–	–
Italian Condotta	–	–	–	●	–	–	–	●	●	●	●	–	–	–	–	●	–	●	●
Holy Roman Emp	–	–	●	–	–	●	–	–	●	●	●	●	–	●	–	●	–	–	–
Hussites	–	–	–	–	–	–	–	–	–	–	●	–	–	●	–	●	–	–	–
Teutonic Order	–	–	–	–	–	–	–	–	–	–	–	–	–	●	●	–	–	–	–
Kingdom of Poland	–	–	–	–	–	–	–	–	–	–	●	●	●	●	●	●	●	–	●
Med Russian States	–	–	–	–	–	–	–	–	–	–	–	–	●	●	●	–	–	–	–
Kingdom of Hungary	–	–	–	–	–	–	–	–	–	●	●	●	–	●	–	●	●	●	●
Molovia & Wallachia	–	–	–	–	–	–	–	–	–	–	–	–	–	●	–	●	●	●	●
Last Byzantines	–	–	–	–	–	–	–	–	●	–	–	–	–	–	–	●	●	●	●
Ottoman Turks	–	–	●	–	–	–	–	–	–	●	–	–	–	●	●	●	●	●	●

This table serves as a guide for choosing realistic opponents when using the lists from this book. Apart from documented encounters between the various armies, we have also marked as realistic match-ups armies that at one or another time in history could have fought each other, although they did not. Thus the WotR English are listed as possible enemies for French and Burgundian Ordonnance

(Edward IV helping his brother-in-law against Louis XI, or Charles the Bold helping Edward against the Lancastrians are quite realistic scenarios). Thus, this table is not meant as a historical source but as an aid for wargamers to achieve realistic and interesting games, even if this means re-writing history – as any aspiring general should try to!

GENERAL RULES & CLARIFICATIONS

These rules are general clarifications and recommendations to the game rules found in *Warhammer Ancient Battles* and *Armies of Antiquity*, along with some changes. These will also affect duplicated rules printed in the following publications: *Chariot Wars*, *Fall of the West*, *Shieldwall*, *El Cid* and *Alexander the Great*.

Any additional updates to these rules can be found at: www.warhammer-historical.com

UNITS & CHARACTERS

Unit Composition

The minimum size for a unit is five models, unless stated otherwise. All units described in *Armies of Chivalry*, unless stated otherwise, may upgrade one model to a Leader, one model to a Standard Bearer, and one model to a Musician (+5 pts each).

Units and Psychology

Units of less than five models, and unattached characters, that lose a round of hand-to-hand combat are broken automatically and cannot use any Psychology rules (such as Stubborn) to stand. This will also apply to units that are normally immune to Break tests and represents a depleted unit being overwhelmed.

For a unit to be affected by a Psychology rule (such as Hatred) from a character, that character must be in the front rank of the unit, or engaged in hand-to-hand combat as part of that unit. Characters with psychology effects that are located elsewhere in the unit do not inspire the unit and the psychology has no effect.

Units subject to Frenzy cannot Flee or Fire & Flee as a charge reaction.



Characters

Should they lose a round of hand-to-hand combat, unattached characters will automatically break and flee but may attempt to rally as normal.

If a character is attached to a unit reduced to less than five models in total, and the unit flees as the result of losing in hand-to-hand combat or a failed Panic check, the unit cannot rally. The character flees with the unit and cannot rally in this instance as he is swept away in the retreat.

A character may not join a unit that is engaged in hand-to-hand combat. The character may charge into the combat though if a valid charge can be performed.

A character may not charge an enemy in the rear if he starts his move in the front of it. (This is a clarification to a statement on page 41 of the WAB rules).

MOVEMENT & MANOEUVRE

Movement Rates

In all cases for both mounted and dismounted troops, unless stated otherwise, the Movement value is listed giving the unencumbered rate. Players must deduct the applicable movement penalties for armour and barding.

Reforming

Models in units that reform cannot move more than double their normal Movement rate while doing so. Should this situation occur, the desired formation cannot be completed, and the unit must assume a formation to conform with the movement distances available.

Disengaging

When a unit disengages, it moves away from the enemy unit it is in contact with in a straight line and ends up with its rear facing the enemy. Units fighting to more than one facing (eg, front and flank) may not disengage.

Terrain

All wargamers' terrain is different and it is impossible to write rules to cater for every terrain feature. We recommend that before deploying your army when using a pre-set terrain table, or before placing terrain when not using a pre-set terrain table, that you agree with your opponent the effects of terrain on the game. Consider specifically the effects of missile fire and difficult ground on skirmishers and light troop types. Please note that event organizers may have already adopted specific rules for consistency during their event, so ensure you are aware of them.

Difficult Terrain

Difficult terrain slows skirmishing mounted troops' movement in the same way as it affects most formed units.

Copses of Trees or Orchards

Copses and orchards are classified as difficult terrain for movement of formed units of troops, chariots, etc. All skirmishing troop types are unaffected.

Copses and orchards do not block line of sight, but all shooting through or at targets within the copse or orchard suffer a -1 to hit.

In order to define copses and orchards, we suggest trees are well spaced apart, and pathways or well-trodden routes between the trees are shown along with other modelling features.

Formed units can use a 'snaking column' through this terrain by following any paths with no reduction in movement (see page 20 of the WAB rules).

A similar terrain feature for groups of rocks, areas covered with brush or shrubs, etc, to represent 'open' difficult ground could also be used at the discretion of players.

Typically, we would recommend this terrain type for games involving 25mm or greater scales.

SHOOTING

Shooting and Elevated Positions

Currently, all models in a unit on an elevated position can shoot, and be targeted by all models in a unit shooting at them as they can see and be seen by all.

Unless agreed otherwise with your opponent before the game starts, (see Terrain above) apply the rules for Massed Archery (page 23 of the WAB rules) to all missile weapons for these situations when using formed units.

Skirmishing Units and Line of Sight

Line of sight rules apply to skirmishing models, and care should be taken when moving models and determining which can and cannot shoot. Model bases obstruct line of sight and fire arcs apply to skirmishers (see page 9 of the WAB rulebook). This applies even when skirmishers are firing from or at elevated positions, and space between bases and a valid fire arc are still necessary to fire.

Moving Crews

Crew models aboard elephants, chariots and war-wagons that move are subject to the -1 to hit modifier for moving unless stated for the weapon or other special rules.

Heavy/Scythed Chariots as Targets

Heavy Chariots and Scythed Chariots are treated as large targets (+1 to hit) when shot at.

HAND-TO-HAND COMBAT

Weapons

Weapons that can be used to fight in two ranks only do so to the frontal facing of the unit. Models in corner-to-corner contact to their front and models in the second rank behind them may also fight if appropriately armed.

Skirmishing Units

The following applies to all units in skirmish formation.

Units that charge the flank or rear of an enemy do not cause a Panic test, and do not negate rank bonuses for Combat Results. Units attacking from the flank or rear do gain the applicable +1 or +2 Combat Result.

Units do not gain the combat bonuses for unit standards and may not use any Musicians in a roll-off.

Difficult Terrain

A unit in clear ground fighting an enemy unit that is located within difficult ground will only lose any rank bonus if models in the unit are in direct contact with enemy models located in the difficult ground.

Overrun

Sometimes a powerful unit is capable of smashing through an enemy in a single round of close combat. In such cases, the thundering charge of the victorious unit will sweep it forward as it cuts down its enemies.

This is represented by the Overrun rule. This rule prevents individuals and small units from stopping a unit of charging Knights in its tracks, for example.

If all of a unit's opponents are slain in the first round of close combat (for that unit) then it is allowed to make an Overrun move as if it had broken its enemies. This will be 2D6" or 3D6" depending on the Movement value of the unit (like with fleeing and pursuit). The unit moves forwards in a direct line (ie, towards and through the position where the destroyed enemy unit was). Note that the victorious unit does not have to make the Overrun move – the player may elect to keep his troops stationary if he wishes.

Sometimes the Overrun move allows the unit to hit a fresh enemy unit. This is treated as if it were a new charge, and all the rules governing charges apply. In this case, the Overrunning unit has no choice in the matter, it must charge against the fresh enemy. The unexpectedly attacked unit can only respond to the charge by holding; any attempt to flee or stand & shoot is impossible. When moving an overrunning unit into contact with the enemy, the player must endeavour to bring as many models from the charging unit into combat as possible. This can usually be achieved by moving them straight forward, but it will sometimes be necessary to wheel the unit slightly to face the enemy.

If the new enemy or the overrunning unit causes *fear* or *terror* then take a test in accordance with the rules for *fear* or *terror* and abide by the results of the test.

Any resulting combat is worked out in the following turn. The overrunning troops are charging and so get all the usual benefits and bonuses, just as if they had charged that turn, even though their charge actually occurred during the Close Combat phase of the previous turn.

Assuming that overrunning troops do not encounter any fresh enemy, they move the distance indicated by their dice roll and thereafter are ready to fight normally. So, in their following turn they may charge, march or move normally exactly like any other unit, and no penalty is imposed because of pursuing.

Falling Back In Good Order

Sometimes, units will be forced to fall back in good order. Units can do this under the following circumstances:

Any combat where one side outnumbered the other by over two to one gives overwhelming odds to the side with the most models. If a side with overwhelming odds (calculated at the end of the combat) loses a combat and fails their Break test, they fall back in good order instead of fleeing. (This is an 'easy to forget' special rule. If you forget that one of your units should have fallen back in good order rather than flee, that is your own silly fault and cannot be changed later in the battle!).

Drilled troops, units in skirmish formation, and cavalry that lose a combat but pass their Break test may fall back in good order if they wish, instead of remaining in the combat.

The fall back move is made in the same way as when a unit flees, with the following exceptions:

1. Units falling back in good order don't cause friends within 12" to take a Panic test.

2. Units falling back in good order rally automatically at the end of the move and may immediately reform. However, if a unit is falling back from a lost combat in which it was fighting to the flank or rear, it cannot reform and remains with its original facing at the end of the fall back move. Thus, a flanked unit cannot fall back into a better position and will continue to suffer all applicable penalties if contacted by pursuers.

Unusual situations: It is impossible to cover in words all the possible situations that could occur on the tabletop in this instance. The important thing to achieve when falling back from a flank or rear charge (or both!) is that the falling back unit does not gain any advantages and players should be prepared to improvise (P10 of the WAB rulebook) when repositioning units after this move.

3. Units falling back in good order may be pursued, but if caught they're not wiped out; instead the pursuing units count as having charged in the next Close Combat phase.

4. Units that fell back in good order are not allowed to declare a charge in their next turn. Apart from this, however, they may move and shoot normally.

5. A unit that falls back off the table is lost.

6. Units can fall back in good order from a First Charge or Ferocious Charge.

Cavalry Counter Charges

The unit also counts as charging for the purposes of Ferocious Charge and Warband rules, as well as for weapon bonuses.

SPECIAL RULES

The special rules in this section were developed for the Medieval period and apply to the armies in *Armies of Chivalry*.

First Charge

This is a modified version of the Ferocious Charge rule with the intent of reflecting the fatigue on the mounts and men, especially in the era of heavy plate armour. First Charge only applies to mounted units. The ability to automatically break an enemy unit when winning the combat is restricted to two situations:

1. All charges and counter-charges against units in skirmish formation throughout the game will automatically break the skirmishers if the unit with First Charge wins the combat.

2. The first formed enemy unit that is successfully charged or counter-charged by a unit with First Charge will automatically break if it loses the combat to the unit with First Charge. Subsequent charges against formed enemy units still count as charges, but they are not ferocious and will not automatically break the target unit when the combat is won.

If a unit with First Charge charges a formed unit defending stakes, or a defended obstacle, the auto-break does not apply and the First Charge ability is expended.

Characters attached to units with the First Charge ability gain the benefit of it while with the unit. Individual characters can never have the First Charge ability.

Impetuous

Some medieval warriors were particularly prone to getting themselves into bad situations on the battlefield.

1. During each friendly Compulsory Movement phase, roll a D6 for each unit of this type. On a roll of a 1, the unit must charge the closest enemy unit that is within its charge arc. If there are no enemy units within charge range, the unit must move at least its base movement toward the closest enemy unit within its charge arc. On a roll of 2-6, or if there are no enemy units within the charge arc, the unit may be moved normally.

2. Impetuous units must always pursue enemy units that they have defeated in hand-to-hand combat, and must always pursue after an Overrun.

3. Impetuous units may never disengage from hand-to-hand combat, but they may FBIGO.

4. Characters that join Impetuous units also become subject to the rules for Impetuous. Once the character leaves the unit, the Impetuous rule no longer applies to the character unless he joins another Impetuous unit.

Veterans

A unit designated as Veteran can re-roll all of its 'to hit' dice rolls once per game either for hand-to-hand combat or for shooting. However, the unit must re-roll all of its dice (not just the failures) and abide by the second result.

Drilled

For the rules on Drilled units, see pg 120 of WAB.

Allies & Mercenaries

Allies and Mercenaries may be unreliable on the battlefield. Therefore the following special rules apply:

Units designated as Allies & Mercenaries may have a Leader, Standard and Musician as normal.

Allies & Mercenaries may not benefit from the special abilities of the Army General or Army Battle Standard, although they may be led by any appropriate character and use his Leadership value and any special abilities. The unit is still subject to the Allies & Mercenaries special rules, however.

Although in the main loyal and obedient, sometimes allies and mercenaries would believe they knew better than their employer! To reflect this, roll a dice the first time a player wishes to move, charge or shoot with each unit of Allies & Mercenaries. If a 1 is rolled, the unit remains stationary and may not shoot, but can defend itself if attacked in close combat, including shooting against a charging unit. On a 2-6, the unit can act as the player wishes. Once it has successfully moved or shot, it no longer has to take this test and can be moved normally.

Allies & Mercenaries units are treated as part of their employer's army for the purposes of taking and causing Panic tests. Eg, if the Army General is killed, Allies & Mercenaries units have to take Panic tests along with all other units; and, if an Allies & Mercenaries unit happens to flee, it may panic nearby friendly units as usual.

MEDIEVAL TROOP TYPES

When using the Armies of Chivalry army lists you will come across three different troop categories. One of the troop categories will be new to you, but the other two will be more familiar – note, though, that even to those, we have made a few subtle changes.

Close Order Troops

Medium and heavy cavalry and infantry are Close Order troops. Such troops move according to the standard movement rules as described in the rulebook, pages 11-20. If there is no notation for Skirmishers or Open Order in the troop listing, the troops are Close Order. Close Order infantry receive a rank bonus of up to +3. Some Close Order cavalry receive a rank bonus as noted in their army lists.

Open Order Troops

Lighter types of cavalry and infantry are categorised as Open Order troops. Units of missile troops, and supporting troops equipped with lighter gear are typical examples of this.

As the name suggests, Open Order troops operate in a relatively loose formation. This makes them more flexible than Close Order troops, and allows them to move more freely around the battlefield. Like Close Order troops, Open Order troops move according to the standard movement rules. To reflect their looser formation, Open Order infantry may move through difficult terrain and obstacles without suffering any movement penalties, but may not march while doing so. Note that only Open Order infantry may ignore difficult terrain and obstacles for the purposes of movement; Open Order cavalry still move through difficult terrain at half their normal move rate, and surrender half of their move to cross obstacles. Furthermore, to show their superior manoeuvrability, all Open Order troops may reform at the end of their move, but if they do so they cannot shoot during the Shooting phase. Open Order troops may use this reform after marching.

On the downside, Open Order troops do not have the staying power of Close Order troops, especially when it comes to close combat. To reflect this, Open Order infantry only get a +1 rank bonus, but unlike Close Order troops, they count this +1 rank bonus both when in open ground and in difficult terrain.

Some Open Order infantry receive an additional +1 rank bonus, bringing it up to a maximum of +2. However, these units are a bit of a hybrid between Open Order and Close Order infantry and they must be in open ground in order to count the additional +1 rank bonus.

Open Order cavalry only receive rank bonuses that are indicated in the army lists.

Open Order troops that are also Warband count ranks up to a maximum of +2 for Leadership.

Skirmish Order Troops

Units operating as a loose group of single individuals are Skirmish Order troops. When using the armies described in this book, the standard rules describing Skirmishers in the rulebook, pages 54-56 apply. When fielding Skirmishers, remember that for the purposes of establishing line of sight, as described on page 9 of the rulebook, Skirmishers have to be treated as individual models, not as a unit. Each model must have a clear and uninterrupted line of sight to the enemy unit for the model to be able to shoot at that unit, and we would like to encourage players to enforce this rigorously!

By the time of the Medieval period, most skirmishers were modest soldiers at best. Unlike Close Order and Open Order troops, Skirmishers are highly exposed, and are likely to have neither the weapons nor the courage to put up any sort of a fight when faced with formed enemy units. To reflect this, the following rule applies to all Skirmishing units that are charged by, or wish to charge enemy Close Order or Open Order troops:

1. All units in Skirmish Order formation *fear* formed troops. However, Skirmishers that flee or fire & flee as a charge reaction do not have to pass a Fear test to do so.

SPECIAL FORMATIONS

Combined Formation

Some units may mix troop types together, with typically archers taking up the rear ranks of the unit, shooting over the heads of the troops in front, or mounted retainers taking position behind more heavily armoured knights. Units that can do this are indicated in the relevant army list. This is represented as follows:

Archers lose their Open Order status if applicable, and are treated as Close Order troops for the purposes of movement and rank bonuses.

All missile hits taken by the unit use the saving throw of the majority of models in the unit at the time when the saving rolls are made. If numbers of models are equal, the best saving throw is used. Any models that fail their saving throw are removed from the unit in roughly equal proportions, eg, if a unit of 12 spearmen and 12 archers takes two casualties from missile fire, one of each model is removed. If a third casualty were inflicted, the owning player should choose which type of model to remove.

In close combat, hits on the unit should be taken by whichever models are in contact with enemy attackers, and armour saves taken as appropriate. If the attacker has a choice of attacking differently armoured models, then he should declare which he is attacking before throwing any dice.

In Combined Formations where the combined troop types have different Leadership values, the unit Leadership is that of the majority of the models or any accompanying character if higher.

In Combined Formations where at least five of the original models have a special ability, such as Impetuous or First Charge, the entire combined unit functions with these

rules. Once the unit has no models remaining that have the special ability, the special ability no longer applies to the unit.

If army lists are provided with a specific rule that contradicts with the above, then the army lists take precedence.

Mixed Order

Where specified in the lists, missile-armed troops may be combined with other infantry to form a single regiment, with the missile-armed troops initially making up the front rank(s) of the unit. When entering close combat, the player controlling the unit may choose one of two options: the missile-armed troops may remain in the front rank(s), allowing them to stand & shoot against a charging enemy; in this case, spear-armed figures in the second rank may fight in close combat. Alternatively, the missile-armed troops may retire to the rear rank(s); this prohibits them from shooting, but allows up to two full ranks of spearmen, or one rank of other infantry to fight in close combat.

A unit in which the missile-armed troops have retired to the rear may bring them forward again by spending an entire turn reforming.

In Mixed Order units where the combined troop types have different Leadership values, the unit leadership is that of the majority of the models or any accompanying character if higher.

Different Weapons

Some units may have models armed with double-handed weapons mixed in with models armed with other weapons.

The normal rules apply with regard to each weapon, so double-handed swordsmen will hit after all other figures have struck, figures armed with throwing weapons in the second rank may strike in the first turn of combat, etc.

Paragraph 3 (covering the distribution and saves of missile wounds) and paragraph 4 (covering the distribution and saves of close combat wounds) from the Combined Formation rule apply to units with Different Weapons.

Medieval Phalanx

Units designated as having the Medieval Phalanx special ability are subject to the following rules:

Movement & Manoeuvre

1. The Medieval Phalanx may wheel normally during a march or a charge move (unless noted otherwise).
2. A Medieval Phalanx is allowed the following manoeuvres: About face (turn through 180°) and adjust its ranks (change formation).
3. Medieval Phalanxes are incapable of doing a right face or left face, and thus they may not turn left or right 90°.
4. It can never change facing in subsequent combat rounds when engaged on its flank or rear.
5. A Medieval Phalanx may reform.

Combat

1. To gain the following Medieval Phalanx combat benefits, the unit must contain at least 16 models, and must have at least a +1 rank bonus.
2. A Medieval Phalanx may charge and still fight in two ranks to the front.
3. All hand-to-hand attacks by units or characters on foot against the front of a Medieval Phalanx suffer a -1 to hit modifier. The -1 to hit modifier is not applied to missile fire as Medieval Phalanxes were susceptible to missile fire casualties.
4. Mounted units and characters may charge the front of a Medieval Phalanx, but they gain no strength benefits for weapons when mounted. In addition, all hand-to-hand attacks by mounted units or characters against the front of a Medieval Phalanx suffer a -2 to hit modifier.

CAVALRY RULES

Mounted Models

Note: The following rules apply only to models chosen from the army lists in this book.

1. Some models may be mounted on a horse. This increases Movement to 8" prior to armour penalties.
2. Some models may be mounted on a warhorse with the following profile:

	M	WS	BS	S	T	W	I	A	LD	Pts
Warhorse	8	3	0	3	-	-	3	1	-	-

Dismounted Models

Many of the Knights, Men-at-Arms, and other cavalry in the various army lists can be used either mounted or dismounted. The player must decide how these troops will be used when choosing the composition of the army. The models start the game either mounted or dismounted and cannot change from that status during the game. All dismounting is considered to have taken place prior to the start of the game. Models that can be purchased for the army in either mounted or dismounted units still count against the cavalry percentage of the army composition. Dismounted Knights and Men-at-Arms cannot, of course, use warhorses.

Mounted Infantry

Mounted Infantry may make a regular cavalry move (not march) immediately after deployment but before the start of Turn 1. After that, the Mounted Infantry unit abandons their horses and fight on foot. They are treated as Infantry for the rest of the game. When deploying, it may help to have a couple of spare horse models with the unit.

Feigned Flight

If a unit flees or fires & flees as a charge reaction, they rally immediately at the end of their move, and may reform facing in any direction. This means that should the charging enemy encounter them, the unit is not destroyed, and may instead fight in the Close Combat phase. Their opponents still count as charging.

Expert Horsemen

Units noted as Expert Horsemen do not suffer the -1 to hit modifier to their shooting if they move in the same turn. However, this does not allow them to shoot if they charge or make a march move.

Parthian Shot

Units noted as having the Parthian Shot ability may make a regular move immediately after shooting. This is only allowed in the Shooting phase, is not a charge reaction, and the unit may not march.

Nomad Cavalry

Units noted as being Nomad Cavalry are subject to the rules for Feigned Flight, Parthian Shot, Expert Horsemen, and Special Deployment.

Special Deployment

Units with the Special Deployment ability are allowed to make a free march move after both sides have deployed. Note that they may not use this free move to charge at the enemy, and may not shoot any missile weapons after making the move.

Eastern Shock Cavalry

This rule covers all cavalry described as Eastern Shock Cavalry:

1. Eastern Shock Cavalry were experienced at charging and withdrawing repeatedly, tactics that could also take the shape of feigned retreats.

To portray this, such units may Fall Back in Good Order if they win a round of close combat, but fail to either break the enemy or force it to fall back. The withdrawal must be declared immediately after the enemy has passed its Break test. It is made just like a normal fall back move.

2. To portray their orderly advance and precise charge, Eastern Shock Cavalry may re-roll any to hit dice that miss when they charge or counter-charge. Note that this applies only when the unit charges or counter-charges, and only for that turn.

3. Furthermore, Eastern Shock Cavalry may count their rank bonus up to a maximum of +1.

WEAPONS & ARMOUR

Armour

The Late Medieval and Early Renaissance periods saw the use of many different forms of armour. The following classes of armour are used in this supplement to reflect this variety. The stated movement penalty applies to both mounted models and models on foot. The armour saves noted do not include the mounted armour save benefit; all mounted models gain an additional +1 to their armour save in addition to armour, shields and barding.

Light Armour: A mail shirt or partial scale or lamellar armour, all types of cloth and leather armour.

Effect: Gives a 6+ Armour save. May be combined with a shield. No movement penalty.

Heavy Armour: Either a combination of chain mail, scale or lamellar armour and cloth or leather armour, or full chain mail.

Effect: Gives a 5+ Armour save. May be combined with a shield, but will then slow the wearer down (-1" Movement).

Partial Plate: A combination of plate and mail armour. Typically used in the 1300s (before full plate was introduced).

Effect: Gives a 4+ Armour save. May be combined with a shield, but this will only provide an additional save to models on foot and not to mounted models. Will slow the wearer down (-1" Movement).

Full Plate: Pieces of plate armour covering the body.

Effect: Gives a 3+ Armour save on foot; gives a 4+ Armour Save when mounted. May be combined with a shield, but this will provide no additional save bonus. Will slow the wearer down (-1" Movement).

Shields

The armour listings in the main rulebook for shields, large shields and bucklers still apply. In addition, the following shield type has been added:

Pavise: Unless noted otherwise in the lists, pavises count as a large shield against missile fire, giving the benefit of a +2 to Armour save.

Barding

Various types of armour protection for horses were used throughout Europe during the Late Medieval and Early Renaissance periods. Barding may only be used by mounted models. All mounts equipped with any type of barding suffer a -1" movement penalty. The following rules reflect the different types of barding used in this supplement:

Cloth Barding: Quilted heavy cloth or felt that protected almost the entire mount.

Effect: +1 to Armour save for mounted models in hand-to-hand combat only.

Half-Barding: A favoured type of horse protection in many Middle Eastern and nomad armies, this was an apron made of felt, leather or iron that protected the mount's neck and front.

Effect: +1 to Armour save to attacks (missile and hand-to-hand) made to the front facing of the cavalry unit. Flank and rear attacks are not protected.

Plate Barding: Pieces of plate armour that are tied together in various ways but giving rather full protection to a mount.

Effect: +1 to Armour save for mounted models in hand-to-hand combat and against missile fire.

Missile Weapons

As a whole, the rules covering shooting in the rulebook, (see pages 21-27) apply when fielding medieval armies. But we have made some additions and adjustments to better reflect medieval battle conditions. The weapon statistics for javelins, slings, shortbows, composite bows, longbows and crossbows from the main rulebook apply to this supplement. However, the Massed Archery rule on page 23, the Elevated Position rule on page 24 of the rulebook, and the Shooting and Elevated Position rule in the General Rules section of this book are replaced with the rules below. All the other standard rules for shooting still apply.

Medieval Massed Fire

This is used by all formed units armed with any type of bow or crossbow. Troops armed with bows or light crossbows may fire when stationary or if they moved at up to normal move rate, crossbowmen may only fire if they remain stationary.

1. The first Archer or Crossbowman model in each file of a formed unit can fire at full effect. This also applies to units in Combined Formations, but not Mixed Order Formations with the missile troops to the rear.
2. In Archer units, half of all other Archer models in the unit may fire as well. Fractions are rounded down.
3. Archers and Crossbowmen can fire as part of a charge response using this rule.
4. Archer and Crossbow units that are in difficult or very difficult terrain fire only with the Archer or Crossbowman models in the front rank of the unit. If none of the models in the front rank are armed with bows or crossbows, then the unit cannot fire.

Light Crossbow: Range = 24"; Strength 3; Save Modifier none; move and shoot.

Unlike units armed with real crossbows, units with light crossbows can move and fire in the same turn.

Handgun: Range = 24"; Strength 4 or 3; Save Modifier -2 or -1; move or shoot.

At short range, handguns impact with a Strength of 4 and have a -2 Armour save modifier. At long range, they impact with a Strength of 3 and have a -1 Armour save modifier. Like units armed with crossbows, units armed with handguns cannot fire in the turn they move.

Improvised Weapons

Many troop types in this supplement use this oft-forgotten weapon classification. See the WAB main rules for information on Improvised Weapons.

Stakes

These negate all strength bonuses for mounted models attacking across them and also negate First Charge. Units with the Warband special ability that place stakes and are positioned in contact to defend them, are not subject to Warband rule 2. Only formed units may place stakes, and skirmishing units never benefit from them. Only the unit that places stakes can benefit from them. Once the placing unit moves out of contact with the stakes for any reason, the stakes are lost and removed from play.

Stakes can be placed when a unit is deployed on the table. In addition, a unit equipped with stakes may make a free 4" move after deployment is complete and then place their stakes. If not placed at deployment or after the free 4" move, stakes are lost as they cannot be placed after the start of the game.

ARMOUR SAVE REFERENCE TABLE

ARMOUR TYPE	ARMOUR SAVE – FOOT	ARMOUR SAVE – MOUNTED	MOVEMENT PENALTY*
Horse	N/A	6+	None
Shield or Buckler**	6+	5+	None
Large Shield	5+	4+	None
Pavise	5+ vs. Missiles***	N/A	None
Light Armour	6+ (plus shield benefit)	5+ (plus shield benefit)	None
Heavy Armour	5+ (plus shield benefit)	4+ (plus shield benefit)	None (-1" with shield)
Partial Plate Armour	4+ (plus shield benefit)	3+ (no shield benefit)	-1"
Full Plate Armour	3+ (no shield benefit)	3+ (no shield benefit)	-1"
Cloth Barding	N/A	+1 vs. Hand-to-hand	-1"
Half Barding	N/A	+1 against Frontal Attacks	-1"
Plate Barding	N/A	+1 vs. All Attacks	-1"

Note: Shield benefit applies to buckler, shields, large shields and pavises.

** All movement penalties are cumulative.*

*** Buckler Armour Save Benefit applies for all troops in hand-to-hand combat, and only troops in skirmish formation for missile attacks.*

**** Pavise save applies unless noted otherwise in the army list.*

WAR MACHINES, ARTILLERY & MULTI-BARRELLED ARTILLERY

Artillery

These rules are meant for light cannons that made their appearance during this era. They were not modern artillery pieces by any stretch of the imagination and are not capable of indirect fire over the heads of friendly troops. These rules are not intended for use with large guns that were used during sieges.

Multi-barrelled Artillery

In the first half of the 14th Century, a new type of field gun arose. It was called a ribaud or organ-gun: a wheeled cart with a row of small gun barrels mounted on it, with a fixed mantlet and forward-projecting pikes or spears to protect the gunners. The barrels could be fired all together or else in rapid succession. They were short-ranged and their primary role was to protect the heavier fieldpieces from being captured while these were reloaded. The ribauds were used extensively, but in the 15th Century, the handgun rapidly took over their role as mobile firepower on the battlefield.

Models

Each cannon unit consists of the model of the gun itself plus a number of crew. These models are based singly so that casualties can be removed. Models with wheels can be moved at the basic Movement rate of the crew (no marching allowed). Models without wheels cannot be moved, but may be pivoted during the game.

Batteries and Command

You have the choice of either deploying your guns singly or grouped together in a large battery. Singly placed guns may command a better field of fire and select differing targets, but a battery of guns will be better able to concentrate fire, replace casualties and derive benefits from character models. Any cannon of the same type (light cannon or multi-barrelled gun) deployed within 5" of each other are assumed to be part of a battery. They must remain within 5" of each other in a rough line or group for the remainder of the game. All artillery, even when deployed as a battery, can have a Leader, but not a Standard or a Musician.

Characters

A character model can join an individual artillery piece or a battery, just the same as they would a unit of troops. A unit will then benefit from the associated Leadership values and skills the character has to offer. In the case of batteries, the character must be positioned with a specific gun for purposes of allocating damage from shooting hits. Only crewmen can operate the artillery pieces however, the character is there to advise, not get his hands dirty! As a result, the character is never killed or injured should the weapon misfire.

Being Shot At

Artillery pieces and batteries are difficult targets to shoot at because they are often obscured by smoke, while the

crew move quickly about their guns in a dispersed order and gain some cover from the guns themselves. Artillery and multi-barrelled artillery are not large targets to shooting, and the crewmen are not considered skirmishers. When you shoot at a cannon with missile fire, shots are worked out against the entire model and any hits scored are randomised against the gun and crew. Once hits have been established, randomise where they strike by rolling a D6.

D6 Hit

1-4 The artillery piece. Roll to wound the machine.

5-6 A crewman. Roll to wound the man.

Once all crew are slain or have fled, or once the gun is destroyed, further hits are no longer randomised but strike the only available target.

Special Dice

To include artillery pieces in your army you will ideally need a special dice: an Artillery dice marked 2, 4, 6, 8, 10, and MISFIRE. These are available from Games Workshop retail outlets or from their Mail Order service. Alternatively, players may use a regular D6 and double the dice roll to get the distance needed for the firing procedure with a 6 counting as a MISFIRE.

Artillery Fire

Cannons are fired in the Shooting phase. To fire a cannon, it must first be pivoted in place so that it points in the direction of the intended target. If the pivot is more than 90°, it may not fire that turn. The player must decide how far the cannon is going to shoot but may not measure the distance until he has declared, eg, 24", 30", 32", etc, up to the weapon's maximum range of 36". The player then rolls the Artillery dice.

The cannonball travels the distance the player has nominated, plus the score from the Artillery dice (if a Misfire occurs, see the Misfire section). It travels this distance towards the target and will either land short, pass straight over or hit depending on how accurately the player guessed the range and what effect the dice has. Remember, the dice will always add at least 2" to an estimate, and can add up to 10", so you should aim a few inches short of the target.

Once it has been estimated where the cannonball hits, place a small coin or other marker directly over the spot. The cannonball does not stop where it hits the ground, but bounces straight forward and cuts a line through any targets in the way. To determine how far the cannonball bounces, roll the Artillery dice again and mark the spot where the cannonball comes to land. Any models between the points where the ball strikes the ground and where it eventually comes to land are hit by the flying cannonball. When a cannonball ploughs through a unit, only one model per rank or file is hit.

The bounce also stops immediately upon entering very difficult terrain or after going up 1" of a higher elevation than the firing cannon.

Characters in units may be saved as normal using the "Look Out Sir!" rule. Characters that are not part of a unit, but that are in the path of an artillery shot, are difficult to hit as they are a very small target that was unlikely to be targeted by cannons on the battlefield. To avoid the shot, roll once for each wound the character has remaining using the "Look Out Sir!" rule, and if all of the rolls fail the cannonball hits the character (roll for damage). If any of the rolls succeed, then the character has avoided the shot.

Cannons are not permitted to fire at chargers as a charge reaction.

Multi-barrelled Artillery Fire

This uses the template opposite. Take the template and place it directly in front of the gun with the narrow end closest to the muzzle. Roll an Artillery dice to determine whether there is a misfire (see Misfires). If there is not a Misfire, roll a D6 and move the template forward that many inches. Any models whose bases are at least partially covered by the template during its initial placement and subsequent movement are hit on a D6 roll of 4, 5 or 6. The hits are calculated at Strength 4 and saving throws taken with the normal -1 modifier.

Unlike other artillery, multi-barrelled artillery can uniquely stand & shoot if charged. This represents their general handiness and role in combat, more often in the front line than providing long distance bombardment. Fire from a stand & shoot charge response is performed before any charging models are moved and uses the normal multi-barrelled artillery fire procedures outlined above.

Misfires

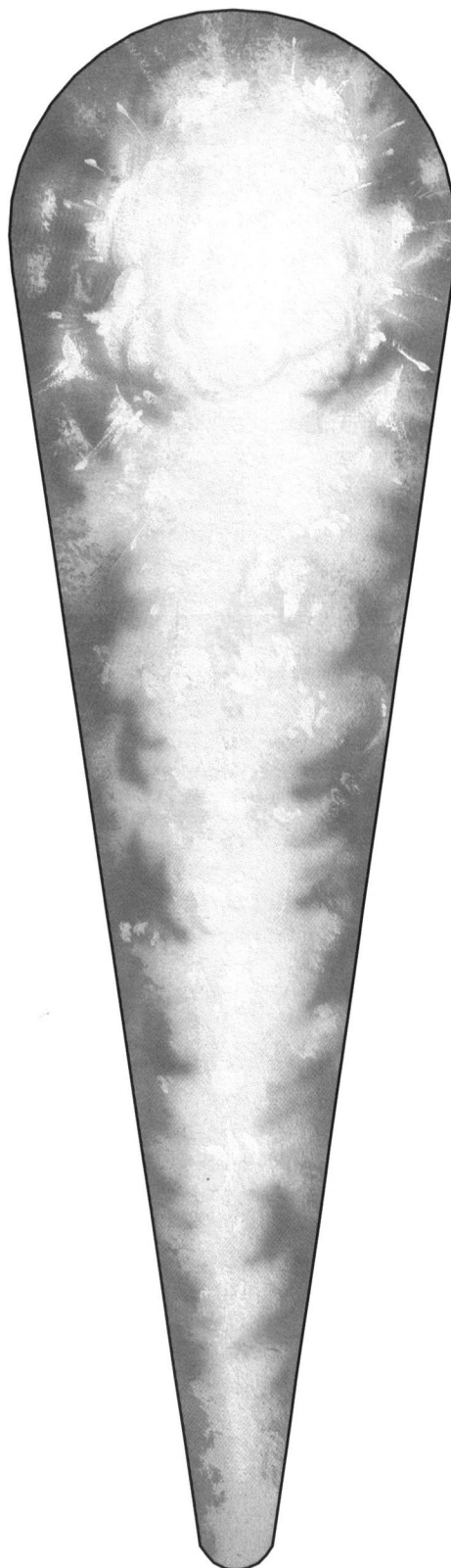
The Artillery dice is rolled twice when a cannon is fired, so there are two chances of rolling a Misfire result. However, the two results will be different. If a Misfire result is rolled on the first dice, the cannon has literally misfired and may explode. If a Misfire is rolled on the Bounce roll then this merely indicates that the ball has stuck in the ground and does not bounce.

If a Misfire is rolled as a cannon or a multi-barrelled artillery piece is fired, then consult the Misfire chart.

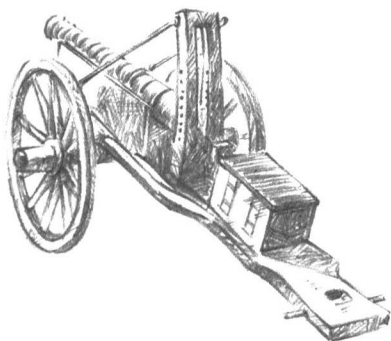
Misfire Chart

D6	Result
1-3	Malfuction! Nothing happens this turn as the crew fixes the problem.
4	Damp Powder! Nothing happens this turn or next as the crew fixes the problem.
5	Misfire! One of the crew is in the process of loading when the gun is fired. The gunner is killed and removed from play, the shot is wasted and the surviving crew must take a Panic test.
6	Destroyed! The cannon explodes, showering the crew with bits of iron, shards of wood and burning powder. The gun is destroyed and the crew too hurt and dazed to continue the battle. Both cannon and crew are removed.

MULTI-BARRELLED ARTILLERY FIRE TEMPLATE



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War wagons may be deployed as single models, or they may be grouped into units of at least three models. Unlike units, single models may not have a Leader, Standard Bearer, or Musician. Dismounted characters may join (and later leave) a single model or unit using the normal rules. War wagons that are part of a unit must maintain spacing of up to 2" between wagons.

War Wagon Movement

War wagons may never charge or fast march; otherwise, they may move or march normally. When you do move a war wagon model, simply measure the distance and make your move. There is no need to turn or wheel. However, if the war wagon turns at all, its movement is halved.

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Artillery	-	-	-	6	5	3	-	-	-	50
Multi-barrelled	-	-	-	4	5	2	-	-	-	50
Artillery Crew	4	2	3	3	3	1	2	1	6	-

Equipment: Each gun has a crew of three. Two additional crew may be added (+10 pts each). Crewmen are equipped with hand weapon and light armour. Crewmen may upgrade to heavy armour (+2 pts).

Loss of Crew

If there are less than three crew operating an artillery piece, you will be unable to maintain the normal rate of fire and may only fire every other turn. In addition, a gun modelled with wheels cannot be moved (though may still pivot) if there are less than three crewmen manning it. Obviously, artillery require at least one crewman to function, so the machine become useless should they all be slain.

Master Gunners

If stated in the list, one model per artillery or multi-barrelled artillery can be upgraded to Master Gunner. The Master Gunner allows the player to re-roll a single Artillery dice during the game that results in a Misfire.

Artillery Overrun

If any gun position is passed through by enemy troops during a charge, a pursuit, an overrun, or a regular move, the gun is considered lost and cannot be manned by the crew if they happen to still be alive.

WAR WAGONS

Just like chariots and elephants, war wagons present a unique challenge for the ancient and medieval wargamer. War wagons are represented on the table by a single wagon, a team of 2-4 horses, and six crewmen. Three of the crewmen are carrying missile weapons, with the other three carrying an assortment of mêlée weapons that are treated as halberds. If included on the model, a drover can be considered to be one of the mêlée troops. Because of the size of today's models, you can place crew models on foot adjacent to the war wagon and still have them benefit as if they were actually in the war wagon.

	M	WS	BS	S	T	W	I	A	LD	Pts
War wagon	6	-	-	-	6	4	-	-	-	120
Crew	4	3	3	3	3	1	4	1	8	-

Equipment: Light armour, halberd (three crewmen), crossbow or handgun (three crewmen).

Special Rules: The cost of the war wagon includes six crewmen. Weapons from war wagons are treated the same as if models on foot used them. However, missile crewmen may fire twice (even crossbows and handguns) each Shooting phase instead of once, though they will incur the -1 penalty if they move. Armour saves for crew members from all attacks are increased by +2 in the same way as a large shield or pavise. The war wagon itself does not receive a save, but cannot be damaged by any individually operated missile weapons. Only multi-crewed war machines, ie, artillery can damage a war wagon with missile fire. Hand-to-hand attacks can also damage it.

One wagon per unit may include a tarasnicas (a 'palisade gun') for +20 pts. It fires in exactly the same manner as the carroballista on page 124 of the WAB rulebook. No additional artillerists are provided; one of the war wagon crewmen can be considered to have undertaken this duty.

Missile Fire Effects

War wagons are tall structures, and can see and fire (and be seen and fired upon) over the heads of intervening troops, hedges, and low obstacles. Trees, hills, and buildings will block the line of sight. When shooting at a war wagon roll to hit as normal, adding +1 because the war wagon is a large target. Once you have established how many hits have been scored you must randomise them between the crew and the war wagon. For each hit scored roll a D6:

- D6 Hit**
- 1-4** The war wagon is hit. Roll to wound if the hit is from a war machine (artillery or multi-barrelled artillery).
 - 5-6** The crew is hit. Roll to wound as normal. Assign each crewman a number on a D6. If there are less than six crewmen left, roll again until an appropriate number is determined. Take any saving rolls as normal.

Hand-to-Hand Effects

In hand-to-hand combat, the enemy will be subject to potentially six attacks, one for each surviving crewman. Take care to ensure which attacks are made at the higher strength values of the *mêlée* troops. War wagon crews can attack and be attacked from all facings of the model.

When it comes to attacking back, attacks are worked out exactly as normal against the WS of the crew. Once any hits have been determined, they are randomly divided between the war wagon and its crew in the same way as hits from shooting. Unlike missile attacks against the war wagon, hand-to-hand attacks of any sort have the potential to damage the wagon itself, and represent enemy attempts to pull down hoarding, topple accompanying pavises, and generally disable the war wagon as a defensive platform.

A war wagon is always considered to be equal in ranks to the deepest of its opponents. A war wagon does not have a flank or rear. It is never subject to *panic*, and is never automatically broken when reduced to less than five crew models. However, if it fails a Break test, it is automatically overrun and removed from play, and its loss will trigger Panic tests for friendly units within 12". The victorious unit cannot pursue in this case, as it is probably swamped with relief at this point!

Victorious war wagons that pursue only move D6 inches, and cannot contact a new enemy unit while doing so, but still destroy fleeing enemy units if they are caught. Instead of contacting a new enemy unit during pursuit, war wagons will stop 1" short of contact.

War wagons are treated as defended obstacles versus cavalry.

WAGON TABORS

Several armies used stationary wagons as defensive positions. These wagon fortresses, called Tabors, were helpful in open areas to secure the flanks of the army.

	M	WS	BS	S	T	W	I	A	LD	Pts
Wagon	–	–	–	–	6	3	–	–	–	15
Defenders	4	2	3	3	3	1	2	1	7	6

Equipment: Each wagon may have from 5-10 defenders armed with a hand weapon, bow and light armour. May exchange bow for thrusting or throwing spear (free) or halberd (+1 pt). May exchange bow for crossbow (+6 pts) or handgun (+6 pts).

Special Rules: Different Weapons.

Wagon Deployment

The Wagon Tabor is deployed as one unit and must be placed on the table as the first unit. Unless noted otherwise in a list, the wagons are placed in a formation up to 3" apart with the wagons at each end touching the owning player's table edge. A Wagon Tabor may not move after deployment.

Defender Deployment

The defenders for each wagon in the Wagon Tabor are a separate unit. They are placed in base contact with the

wagon they are defending, and may not leave voluntarily, but may leave as the result of fleeing or pursuing after a failed Leadership test to hold. All defender models count as being inside the wagon they are defending – models are placed outside for practical purposes only. Wagon defenders can attack and be attacked from all facings.

Combat Effects

Armour saves for Wagon Tabor defenders are increased by +2 in the same manner as a large shield or pavise. Wagon Tabor defenders do not count ranks for combat results, but may use the Army General's Leadership and Army Standard Bearer re-roll. In addition, Wagon Tabor defenders do not have flanks or a rear.

Missile-armed defenders cannot fire twice like war wagon crews.

Wagon Tabor wagons are not damaged by individually operated weapons such as bows, crossbows, or handguns. Only multi-crewed war machines such as artillery may affect a Wagon Tabor wagon. Wagons are tall structures, and can see and fire (and be seen and fired upon) over the heads of intervening troops, hedges, and low obstacles. Trees, hills, and buildings will block the line of sight. When shooting at a wagon, roll to hit as normal, adding +1 because the wagon is a large target.

Unlike missile attacks against the war wagon, hand-to-hand attacks of any sort have the potential to damage the wagon itself, and represent enemy attempts to pull down boarding, topple accompanying pavises, and generally disable the wagon as a defensive platform.

Once you have established how many hits have been scored, you must randomise them between the crew and the wagon. For each hit scored roll a D6:

D6 Hit

1-4 The wagon is hit. Roll to wound if the hit is from a war machine or in hand-to-hand combat.

5-6 The crew is hit. Roll to wound as normal.

Wagon Tabor defenders fight in hand-to-hand combat with a maximum of five figures for each engaged facing. If the defending unit has different weapons within the unit, divide the attacks equally with any odd figures being determined by the owning player. Attacks back by the defender are with the appropriately armed surviving models.

Movement

Wagon Tabor wagons are an obstacle to movement. Mounted units may not cross through them. Formed foot units may cross through unoccupied wagons at the cost of half of the unit's basic movement. Units may not march when crossing a Wagon Tabor wagon. If a wagon has its wounds reduced to 0, it is removed from play and is no longer an obstacle to movement.

Victory Points

For each undefended wagon at the end of the game the opponent gains an additional +15 Victory points.

HUNDRED YEARS WAR

ENGLISH (1337-1453)

Between 1337 and 1453, some of the most memorable battles of the Middle Ages took place, this period became known as the Hundred Years War. During this time, the English earned a reputation on the battlefield that was revered for an age due to one weapon, the longbow. The Continental Army list represents English armies of the Hundred Years War that fought at battles such as Crecy (1346) and Agincourt (1415). The Home Army list represents armies that took the field in Britain and fought battles such as that at Shewsbury (1403).

ARMY COMPOSITION

CONTINENTAL ARMY

Characters: 0-25% of the points value of the army.

Cavalry: 0-35% of the points value of the army.

Archers: 25-50% of the points value of the army. Cannot have Poor Archers.

Infantry: 0-35% of the points value of the army. Cannot have Peasants.

Artillery: 0-1 Light artillery per 1,000 army points. Bought from the Infantry allocation.

Mercenaries: 0-20% from the Free Companies list (no characters or Artillery). These can be used to represent the various foreign mercenary units employed by the English during their campaigns. All Mercenaries from this list are subject to the Allies and Mercenaries rule.

HOME ARMY

Characters: 0-25% of the points value of the army.

Cavalry: 0-30% of the points value of the army.

Archers: 20-40% of the points value of the army. Must have 1+ unit of Poor Archers.

Infantry: 0-40% of the points value of the army. Cannot have Mercenary Handgunners.

Artillery: 0-1 light artillery per 1,000 army points. Bought from the Infantry points allocation.

"Honi soit qui mal y pense"
(Shame on him who thinks evil of it)

Most Noble Order of the Garter since King Edward III of England founded the Order in 1348 as 'a society, fellowship and college of knights.' It is now the oldest and highest order of chivalry in the British honours system.

SPECIAL RULE

The Herce

Contemporary chroniclers used the word 'herce' to describe the mutually supportive deployment of English dismounted men-at-arms and archers. The casual mention of this term has long been a source of contention for Medieval historians. Though much ink has been spilled on the subject, there is no conclusive evidence concerning the details of how dismounted men-at-arms worked in coordination with their longbowmen. Yet they did, and their success against the Scots and the French cannot be argued. The following rule applies to reflect this mutually beneficial method of warfare.

Units of Archers within 4" of a unit or a combined unit of Dismounted Knights or Dismounted Men-at-Arms draw confidence from their support, and may stand & fire at chargers without the -1 penalty.



CHARACTERS

0-1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	5	4	4	3	3	5	3	9	160

Equipment: Hand weapon, heavy armour, and shield. May wear partial plate (mounted free, dismounted +2 pts) or full plate armour (mounted free, dismounted +4 pts). May have a lance (+4 pts) if mounted. May have a horse (free) or warhorse (+4 pts). The warhorse can have cloth barding (+4 pts). May have a halberd (+3 pts) or a double-handed weapon (+3 pts) if on foot.

Special Rule: Army General.

Nobles

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	4	4	3	4	3	2	5	2	8	70

Equipment: Hand weapon, heavy armour, and shield. May wear partial plate (mounted free, dismounted +2 pts) or full plate armour (mounted free, dismounted +4 pts). May have a lance (+4 pts) if mounted. May have a horse (free) or warhorse (+4 pts). The warhorse can have cloth barding (+4 pts). May have a halberd (+3 pts) or a double-handed weapon (+3 pts) if on foot.

Special Rule: One Noble may be the Army Standard Bearer (+15 pts) and may only be armed with a hand weapon.

0-1 Bishop (Religious Leader)

	M	WS	BS	S	T	W	I	A	LD	Pts
Religious Ldr	4	4	1	3	4	2	5	1	9	70

Equipment: Hand weapon (mace or club). May have light armour (+2 pts) and shield (+2 pts). May ride a horse (free).

Special Rules: The Bishop gives and has the following abilities depending on what type of unit he accompanies. Knights, Men-at-Arms, or a Combined Formation of Knights and Men-at-Arms led by a Bishop are Stubborn. Archers or Infantry led by a Bishop may re-roll failed Panic tests.

CAVALRY

Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	8	32
Dismounted	4	4	3	3	3	1	4	1	8	18

Equipment: Hand weapon, heavy armour, and shield. May wear partial plate armour (mounted free, dismounted +2 pts). Dismounted Knights may have a halberd (+3 pts), double-handed weapon (+3 pts), or a shortened lance that counts as a thrusting spear (+3 pts). Mounted Knights may have a lance (+4 pts) and warhorse (free) that can have cloth barding (+4 pts).

Special Rules: Mounted Knights are subject to First Charge. Combined Formation; Knights may be combined with Men-at-Arms. +1 rank bonus when mounted.

Men-at-Arms

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

Equipment: Hand weapon, light armour, and shield. May wear heavy armour (mounted free, dismounted +2 pts). Dismounted Men-at-Arms may have a halberd (+2 pts), double-handed weapon (+2 pts) or a shortened lance that counts as a thrusting spear (+2 pts). Mounted Men-at-Arms may have a lance (+4 pts) and horse (free) that can have cloth barding (+4 pts).

Special Rule: Combined Formation; Men-at-Arms may be combined with Knights.

0-2 Hobilars

	M	WS	BS	S	T	W	I	A	LD	Pts
Hobilar	8	3	3	3	3	1	3	1	6	17

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

Special Rule: Open Order.

ARCHERS

Veteran Longbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Vet. Longbow	4	3	3	3	3	1	3	1	7	10

Equipment: Longbow and hand weapon. Stakes (+20 pts per unit). May have light armour (+2 pts).

Special Rules: Open Order, Stakes, Veteran.

Longbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Poor Archer	4	2	2	3	3	1	3	1	6	6
Trained Archer	4	2	3	3	3	1	3	1	7	8

Equipment: Longbow and hand weapon. Stakes (+20 pts per unit). May have light armour (+2 pts).

Special Rules: Open Order, Stakes. 0-1 unit of Trained Archers may be designated Mounted Infantry, but cannot take stakes as an equipment option.

INFANTRY

Spearmen / Billmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Spear/Billman	4	3	2	3	3	1	3	1	6	7

Equipment: Thrusting spear or bill (counts as halberd), hand weapon, and shield. May have light armour (+2 pts) or heavy armour (+3 pts).

Peasants

	M	WS	BS	S	T	W	I	A	LD	Pts
Peasant	4	1	2	2	3	1	2	1	4	3

Equipment: Improvised weapons.

Special Rules: Open Order. Warband Rule 1, Peasants *fear* all formed enemy cavalry and infantry except other peasants. Peasant units may not include a Standard or Musician.

0-1 Mercenary Handgunners

	M	WS	BS	S	T	W	I	A	LD	Pts
Handgunner	4	2	2	3	3	1	3	1	6	10

Equipment: Handgun, hand weapon, and light armour.

Special Rules: Skirmishers. Allies & Mercenaries.

Light Artillery (50 pts)

Special Rules: Artillery. Up to one gun for every 1,000 army points.

"I order that the lad be allowed to earn his spurs, for it is my wish if the day be his, the glory of it belong to him and those in whose charge I have entrusted him."

Edward III speaking of the Black Prince at Crecy 1346

SCOTLAND & THE BORDERS

(c. 1250–1513)

Throughout the Middle Ages, Scottish armies frequently crossed the border into England in a bid for independence, as well as to loot barely defended towns and cities. Planned in conjunction with their French allies, these invasions often took place while English armies were busy campaigning on the continent. This list is designed to reflect armies formed from Scotland and the Borders during the Middle Ages.

ARMY COMPOSITION

Characters: 0-20% of the points value of the army.

Cavalry: 0-25% of the points value of the army.

Infantry: 0-100% of the points value of the army.

Archers: 0-10% of the points value of the army.

CHARACTERS

0-1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	5	4	4	3	3	5	3	9	160

Equipment: Hand weapon, heavy armour, and shield. May wear partial plate armour (mounted free, dismounted +2 pts). May have a halberd (+3 pts) or a double-handed weapon (+3 pts) if on foot. May have a lance (+4 pts) if mounted. May have a horse (free) or warhorse (+4 pts). The warhorse may have cloth barding (+4 pts).

Special Rules: Army General. Stubborn if dismounted.

Nobles

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	4	4	3	4	3	2	5	2	8	70

Equipment: Hand weapon, heavy armour, and shield. May wear partial plate armour (mounted free, dismounted +2 pts). May have a halberd (+3 pts) or a double-handed weapon (+3 pts) if on foot. May have a lance (+4 pts) if mounted. May have a horse (free) or warhorse (+4 pts). The warhorse may have cloth barding (+4 pts).

Special Rules: One Noble may be the Army Standard Bearer (+15 pts) and may only be armed with a hand weapon. Stubborn if dismounted.

CAVALRY

0-1 Knights

0-1 Dismounted Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Mtd Knight	8	4	3	3	3	1	4	1	8	30
Dmtd Knight	4	4	3	3	3	1	4	1	8	16

Equipment: Hand weapon, heavy armour, and shield. May upgrade to partial plate armour (free if mounted, +2 pts if dismounted). May have a halberd (+3 pts) or a double-handed weapon (+3 pts) if dismounted. May have a lance

(+4 pts) and must have a warhorse (free) if mounted. Warhorse may have cloth barding (+4 pts).

Special Rules: Mounted Knights are Impetuous and have First Charge. Dismounted Knights are Stubborn and can have Different Weapons.

Borders Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Borders Cav	8	3	3	3	3	1	3	1	7	17

Equipment: Thrusting spear or throwing spear, hand weapon, and shield. May have light armour (+2 pts).

Special Rule: Open Order.

INFANTRY

Spearmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Spearman	4	3	2	3	3	1	3	1	6	7

Equipment: Thrusting spear, hand weapon, and shield. May exchange thrusting spear for a pike (+1 pt). 0-2 units may have light armour (+2 pts).

Special Rules: Medieval Phalanx. All units of Spearmen in the army must be armed with the same weapon (either thrusting spear or pike).

Highlanders

	M	WS	BS	S	T	W	I	A	LD	Pts
Highlander	5	3	2	3	3	1	3	1	5	7

Equipment: Hand weapon and buckler. May upgrade buckler to shield (+1 pt). May have double-handed weapons (+2 pts) or additional hand weapon (+2 pts).

Special Rules: Warband. Different Weapons

Camp Followers

	M	WS	BS	S	T	W	I	A	LD	Pts
Camp Follower	4	1	1	2	3	1	2	1	4	3

Equipment: Improvised weapons.

Special Rules: Open Order, Warband Rule 1, Fear all formed enemy cavalry and infantry. May not include a Standard or Musician. Casualties from artillery cause a Panic test.

ARCHERS

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

Equipment: Hand weapon and short bow.

Special Rules: May be Open Order or Skirmishers.

CHARACTERS & UNITS OF THE CHIVALRIC AGE

*King John II
of France*



Edward 'The Black Prince'

*Knights charge
through a hail
of bow fire*



English archers behind a line of stakes

*French
Standard
Bearer*



*Edward the
III & retinue*



All miniatures on this page were converted from Games Workshop Citadel miniatures and painted by Dave Andrews. King John II and the Black Prince are only available from Warhammer Historical.

THE SWISS & BURGUNDIANS



*Detail of
Burgundian Pavise*



*Detail of
Burgundian Pavise*



Swiss Pikemen



A colourful and varied Burgundian army arrays for battle



Burgundian Gendarmes and artillery



EASTERN EUROPE



Hungarian Lancer

*Hungarian
Lancers and
Hussars*



Peasant infantry from Hungary or Transylvania. Troops such as these performed admirably and assisted in routing the Ottoman armies.



Voynuks (Balkan Christian foot soldiers) in the service of the Ottoman Empire

THE OTTOMAN EMPIRE



Ottoman Turk Sipahis Cavalry



*Later Ottoman
Turk Commander*



Ottoman Turk Archers lay down a volley of bow fire



Balkan Light Cavalry such as these found service in many armies including the Ottoman Turks

THE TEUTONIC ORDER & THE KINGDOM OF POLAND



*Teutonic
Knights
from the
13th
Century*



A Polish army with Lithuanian allies preparing for battle



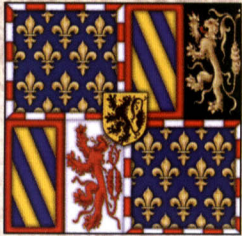
Polish knights and infantry battle against the superior mobility of the Ottoman Turks and their Balkan allies



MEDIEVAL BANNERS

Banners were the ensign of the King, barons, overlords and 'knights banneret' carried before the owner as a sign of his feudal rights. The banner bore the complete coat of arms of the owner, and represented his shield. The charges were so arranged that the dexter side was always next to the staff, no matter which way the banner flew.

Banners were generally made up on a stiff or rigid foundation to prevent flapping; this had the advantage of displaying the coat of arms more effectively. They were frequently decorated with a gold or coloured fringe all round the edge, save at the staff.



Burgundy



Byzantium



England (Royal Banner)



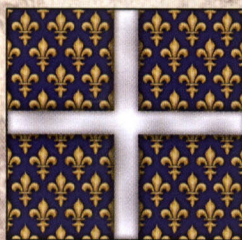
England (St George)



Flanders



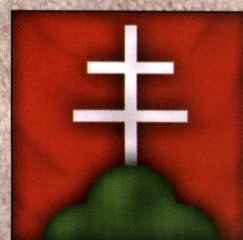
France



France ca. 1450



Holy Roman Empire



Hungary



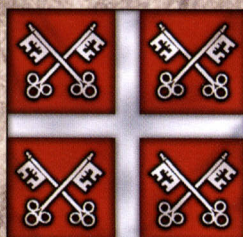
Hungary (Royal Banner)



Hussites



Moldavia



Papal States



Poland



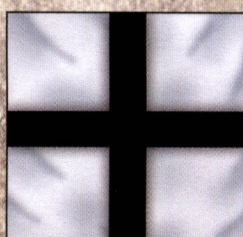
Scotland



Swiss Confederacy



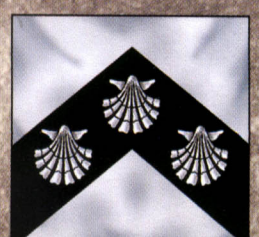
Teutonic Hochmeister



Teutonic Order



Wallachia



White Company

THE HUSSITES



The half blind Jan Zizka arrays a Hussite force for battle, possibly at Horice 1423.



Hussite War Wagon detail



Hussites gather around one of their formidable war wagons.

THE BATTLE OF SHREWSBURY, ENGLAND 21st JULY 1403



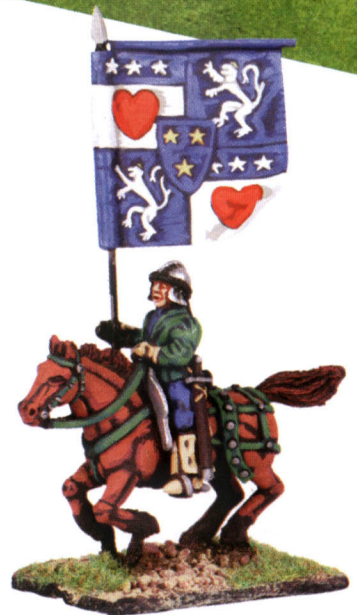
THE REBELS



Sir Henry 'Hotspur' Percy



Percy's Standard



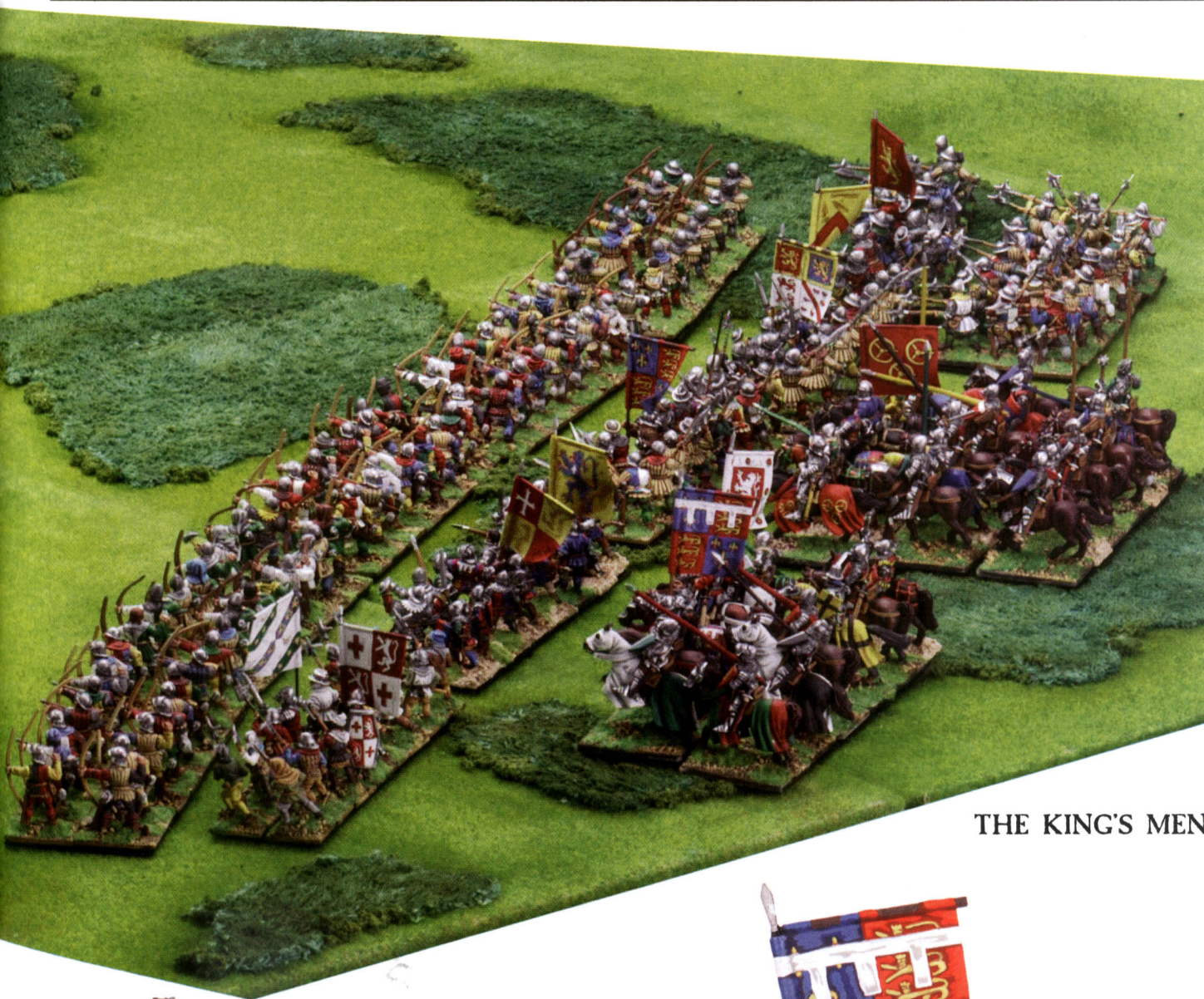
Earl of Douglas Standard

This is the first recorded battle where the longbow was used by both armies as the principal weapon, and set the scene for the style of warfare in England for the next century or so.

As the armies deployed, archers were drawn up predominantly on the wings of both armies, with the Rebels, although they were out numbered, holding an advantage of a low ridge.

After a series of unsuccessful negotiations, the Vanguard of the King's army started to advance, led by the Earl of Stafford.

Following a withering exchange of missile fire, the Rebels' better quality archers made a difference and so by the time Stafford had reached the Rebel lines, the Vanguard had been worn down and were pushed back down the slope.



THE KING'S MEN



Archibald, The Earl of Douglas



King Henry IV



Henry, Prince of Wales & his Standard





The view from behind the Rebel lines



English longbowmen at Shrewsbury – men such as these served in armies across Western Europe.



The retinue of King Henry IV, including his standard bearer Sir Walter Blout.



Henry, Prince of Wales, moves round the rebel flank



The Earl of Stafford advances with the Vanguard.



A detachment of Scottish spear or pike join the Earl of Douglas.

As the battle unfolded, 'Hotspur' Percy and Douglas charged towards the royal standard and the man they thought was the King. During this ferocious mêlée, Stafford and Sir Walter Blout, the King's standard bearer, were killed.

Meanwhile, Prince Henry had led his command round the Royalist left and attacked the rear of the Rebel army. This was the decisive moment in the battle leading to victory for the King.

It is not known if Hotspur's charge was prompted by Prince Henry's manoeuvre to the left and was therefore a desperate last gamble or a glorious charge by the Rebels sensing victory and the opportunity to kill the King.

In the after math of the battle, casualties were at least 3,000-5,000 a side, possibly many more. A number of nobles on both sides had been killed, including Hotspur. He was apparently killed by an arrow when he raised his visor – word of his death brought about the eventual flight of the Rebel army.

The rebellion was over.



Shrewsbury – The final showdown as Henry, Prince of Wales, charges the Rebel rear



HUNDRED YEARS WAR

FRENCH – (1337–1445)

While struggling against the English armies in the early stages of the Hundred Years War (Crecy 1346, Poitiers 1356, Agincourt 1415), the French armies were more than a match for them in the later stages (Patay 1429, Formigny 1450). This army list will help you to create a medieval French army for the Hundred Years War from the start of hostilities until the introduction of the ordinances that constituted a standing army in 1445.

ARMY COMPOSITION

Characters: 0-25% of the points value of the army.

Cavalry: 25-75% of the points value of the army.

Infantry: 25-75% of the points value of the army.

Artillery: 0-1 guns per 1,000 army points. Bought from the Infantry allocation.

Allies: 0-25% of the points value of the army may be from the Scotland and the Borders list.

SPECIAL RULES

Keeper of the Oriflamme

*"L'Oriflamme est une Banniere,
Aucun poi plus forte que quimple:
De cendal roujoyant et simple,
Sans pourtraiture d'autre affaire"*

Guiart

If French armies are led by the King himself, the Oriflamme or 'Gold Flame' may be carried as the army's battle standard (+50 points). Special powers were attributed to this sacred red banner. According to one contemporary chronicler "When this was raised, no-one was to take prisoners on pain of death". To reflect its illustrious position, it may only be accompanied by a unit of Knights or a Combined Formation of Knights and Esquires. The unit which accompanies the Oriflamme is immune to *panic*. If the unit is forced to surrender the Oriflamme to a victorious opponent, the banner is worth 250 Victory points. The Oriflamme's powers are lost when the Battle Standard Bearer is killed.

Arrogant Pride

French Knights and Esquires always vied with one another for the honour of being in the forefront of battle.

To reflect this, if a unit containing French Knights and/or Esquires charges an enemy unit, any unit containing mounted French Knights and/or Esquires within 12" of the charging unit will automatically charge their nearest enemy (or if no such unit is in charge distance, they will move at least 4" towards the nearest enemy within their charge arc). This is to prevent their colleagues from gaining an advantage in military prowess and glory!

CHARACTERS

1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	6	4	4	3	3	6	2	9	160

Equipment: Hand weapon, heavy armour, and shield. May have a halberd (+3 pts) or a double-handed weapon (+3 pts) if dismounted. May have a lance (+4 pts) and must have a warhorse (free) if mounted. May wear partial plate (mounted free, dismounted +2 pts) or full plate armour (mounted free, dismounted +4 pts). Warhorse may have cloth barding (+4 pts).

Special Rule: Army General.

Nobles

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	4	5	3	4	3	2	5	2	8	70

Equipment: Hand weapon, heavy armour, and shield. May have a halberd (+3 pts) or a double-handed weapon (+3 pts) if dismounted. May have a lance (+4 pts) and must have a warhorse (free) if mounted. May wear partial plate (mounted free, dismounted +2 pts) or full plate armour (mounted free, dismounted +4 pts). Warhorse may have cloth barding (+4 pts).

Special Rule: One Noble may be the Army Standard Bearer (+15 pts) and may only be armed with a hand weapon.

CAVALRY

Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	5	3	3	3	1	4	1	8	31
Dismounted	4	4	3	3	3	1	4	1	8	16

Equipment: Hand weapon, heavy armour, and shield. May have a halberd (+3 pts) or a double-handed weapon (+3 pts) if dismounted. May have a lance (+4 pts) and must have a warhorse (free) if mounted. May wear partial plate (mounted free, dismounted +2 pts) or full plate armour (mounted free, dismounted +4 pts). Warhorse may have cloth barding (+4 pts).

Special Rules: If mounted are subject to Impetuous, First Charge, Arrogant Pride, and may count a Rank bonus of up to +1 in combat. Combined Formation; may be combined with Esquires.

Esquires

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	3	1	8	27
Dismounted	4	3	3	3	3	1	3	1	8	12

Equipment: Hand weapon, light armour, and shield. May upgrade to heavy armour (+2 pts). If mounted may have thrusting spear (+2 pts) or a lance (+4 pts) and must have a warhorse (free). Warhorse may have cloth barding (+4 pts).

Special Rule: Combined Formation; may be combined with Knights. If mounted are subject to Impetuous and Arrogant Pride.

Sergeants

	M	WS	BS	S	T	W	I	A	LD	Pts
Sergeant	8	3	3	3	3	1	3	1	6	12

Equipment: Hand weapon and horse. May have light armour (+2 pts), shield (+2 pts), thrusting spear (+2 pts), and bow (+2 pts).

Special Rule: Open Order.

INFANTRY

0-1 Genoese Crossbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Genoese	4	3	3	3	3	1	3	1	7	10

Equipment: Crossbow, hand weapon, and light armour. May upgrade to heavy armour (+3 pts). May have a pavise (+1 pt) if not combined with Pavisiers.

Special Rule: Combined Formation; may be included in a unit of Pavisiers in which the Pavisiers will form the front rank and the Crossbowmen the subsequent ranks.

Crossbowmen

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

Equipment: Crossbow and hand weapon. May upgrade to light armour (+1 pt). May have a pavise (+1 pt) if not combined with Pavisiers.

Special Rule: Combined Formation; may be included in a unit of Pavisiers in which the Pavisiers will form the front rank and the Crossbowmen the subsequent ranks.

Pavisiers

	M	WS	BS	S	T	W	I	A	LD	Pts
Paviser	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting spear, pavise, and light armour. May upgrade to Voulgier and must replace pavise and light armour with heavy armour (+3 pts) and shield. Voulgier may exchange thrusting spear for halberd (+1 pt). Pavisiers and Voulgiers cannot be used in the same army.

Special Rule: Combined Formation; Pavisiers (not Voulgiers) may be included in a unit of Crossbowmen in which the Pavisiers will form the front rank and the Crossbowmen the subsequent ranks.

Archers

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

Equipment: Short bow and hand weapon. May have light armour (+2 pts), buckler (+1 pt), and stakes (+20 pts per unit).

Special Rules: Open Order. Stakes.

0-1 Handgunners

	M	WS	BS	S	T	W	I	A	LD	Pts
Handgunner	4	3	2	3	3	1	3	1	6	10

Equipment: Hand weapon, handgun, and light armour.

Special Rule: Skirmishers.

Brigans

	M	WS	BS	S	T	W	I	A	LD	Pts
Brigan	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon and thrusting spear. May have light armour (+2 pts) and buckler (+1pt).

Special Rule: Open Order.

Peasants

	M	WS	BS	S	T	W	I	A	LD	Pts
Peasant	4	1	2	3	3	1	2	1	4	3

Equipment: Improvised weapons.

Special Rules: Peasants *fear* all formed enemy cavalry and infantry except other peasants. Peasant units may not include a Standard or Musician.

Light Artillery (50 pts)

Special Rules: Artillery. Up to one gun for every 1,000 army points.



FREE COMPANIES – (1357–1444)

"By God, it was a good life!"

The Bascot de Mauleon

Following the humiliating defeat of King John II and his French army on the field of Poitiers, formal hostilities between France and England were brought to a close with the truce of Bordeaux in 1357, followed a bit later by the Treaty of Bretigny in 1360. Instead of a peaceful recovery, post-war conditions led to bands of unemployed soldiers looting and extorting their way across the French countryside. We today know these armoured gangsters as the 'Free Companies'.

ARMY COMPOSITION

Characters: 0-25% of the points value of the army.

Cavalry: 25-75% of the points value of the army.

Infantry: 0-50% of the points value of the army.

Artillery: One gun allowed per 1,000 army points. Bought from the Infantry allocation.

CHARACTERS

0-1 Commander

	M	WS	BS	S	T	W	I	A	LD	Pts
Commander	4	6	3	4	3	3	6	2	9	160

Equipment: Hand weapon, heavy armour, and shield. May have a halberd (+4 pts) or double-handed weapon (+4 pts) if dismounted. May wear partial plate armour (+2 pts). May have a lance (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. Warhorse may have cloth barding (+4 pts).

Special Rules: Army General. Stubborn if dismounted.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	4	5	3	4	3	2	5	2	8	100

Equipment: Hand weapon, heavy armour, and shield. May wear partial plate armour (+2 pts). Must have a horse (free) or warhorse (+4 pts) if mounted. Warhorse may have cloth barding (+4 pts).

Special Rules: Army Standard Bearer. Stubborn if dismounted.

Captain

	M	WS	BS	S	T	W	I	A	LD	Pts
Captain	4	5	3	4	3	2	5	2	8	75

Equipment: Hand weapon, heavy armour, and shield. May have a halberd (+4 pts) or double-handed weapon (+4 pts) if dismounted. May wear partial plate armour (+2 pts). May have a lance (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. Warhorse may have cloth barding (+4 pts).

Special Rules: If no other Army General is taken, a Captain may be made Army General for +25 pts. Stubborn if dismounted.

CAVALRY

Superior Men-at-Arms

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	8	34
Dismounted	4	4	3	3	3	1	4	1	8	15

Equipment: Hand weapon, heavy armour, and shield. May wear partial plate armour (+2 pts). Lance and warhorse if mounted. May have thrusting spear (a cut-down lance, +1 pt), a halberd (+2 pts), or a double-handed weapon (+2 pts) if dismounted.

Special Rules: First Charge if mounted. If mounted, may count a Rank Bonus of up to +1 in combat. Stubborn if dismounted.

Lesser Men-at-Arms

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	3	3	3	3	1	3	1	7	22
Dismounted	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, light armour, and shield. Lance and horse when mounted. May wear heavy armour (+1 pt). May have a thrusting spear (+1 pt), a halberd (+2 pts), or a double-handed weapon (+2 pts) if dismounted.

Special Rule: If mounted, may count a Rank Bonus of up to +1 in combat.

Sergeants

	M	WS	BS	S	T	W	I	A	LD	Pts
Sergeant	8	3	3	3	3	1	3	1	6	14

Equipment: Hand weapon and horse. May wear light armour (+3 pts). May carry a thrusting spear and shield (+3 pts) or light crossbow (+3 pts).

Special Rule: Open Order.

INFANTRY

Longbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Longbowman	4	3	3	3	3	1	4	1	7	11

Equipment: Longbow, light armour, and hand weapon. May carry a buckler (+1 pt). May have a maul (+1 pt, a clumsy double-handed mallet that swings last at +1 Strength). May have Stakes (+20 pts per unit).

Special Rules: Stakes. May be Open Order (free).

Crossbowmen

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

Equipment: Crossbow and hand weapon. May wear light armour (+1 pt), and may carry a pavise (+1 pt). One unit may upgrade to BS 3 and LD 7 (+4 pts).

Special Rule: May be Open Order (free).

Bidets

	M	WS	BS	S	T	W	I	A	LD	Pts
Bidet	5	3	3	3	3	1	4	1	6	9

Equipment: Throwing spear, javelins, hand weapon, and buckler.

Special Rules: Open Order. Feigned Flight. One unit per 1,000 army points may give up throwing spears and become skirmishers.

Brigands/Ribauds

	M	WS	BS	S	T	W	I	A	LD	Pts
Brigand/Ribaud	5	2	2	3	3	1	3	1	6	4

Equipment: Improvised weapon (a dagger for slashing downed knights' throats!). May have light armour (+1 pt). May have hand weapon and buckler (+1 pt) or thrusting spear (+1 pt) or halberd (+2 pts).

Special Rule: *Fear* formed cavalry units.

Light Artillery (50 pts)

Special Rules: Artillery. Up to one gun per 1,000 army points.

ITALIAN CONDOTTA

(1320–1495)

This list covers the Condottieri and their armies in Italy from their rise to their defeat by the French at Fornovo in 1495. The troops in these mercenary armies were valuable to their employers who tried to lessen their losses on the battlefield by stressing manoeuvre. All Italian States can be represented using this list.

ARMY COMPOSITION

Most Italian States armies who used mercenary forces had a similar core of troops, augmented by a variety of distinct troops. Some Italian States therefore have required troops, distinct troops, and/or Allies. In addition, availability of some troops is restricted to Early Armies (1320-1400) or Late Armies (1400-1495). Details are in the Availability listing in each troop entry. Army composition for all armies is as follows:

Characters: 0-25% of the points value of the army.

Cavalry: 25-75% of the points value of the army.

Infantry: 0-50% of the points value of the army.

Artillery: 0-1 Light artillery or multi-barrelled artillery per 750 army points. Bought from the Infantry allocation.

Allies: 0-25% of the points value of the army.

CHARACTERS

0-1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
Condottiere	8	6	3	4	3	3	6	2	9	160
Feudal General	8	5	3	3	3	3	5	2	9	135

Equipment: Hand weapon, heavy armour, and shield. May have a lance (+4 pts), and must have a horse (free) or warhorse (+4 pts). May wear partial plate (free) or full plate armour (free). The warhorse may have cloth (+4 pts) or plate barding (+6 pts).

Special Rule: Army General.

Availability: All armies.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	8	5	3	4	3	2	5	2	8	90

Equipment: Hand weapon, heavy armour, and shield. May wear partial plate armour (free) or full plate armour (free). Must have a horse (free) or warhorse (+4 pts). The warhorse may have cloth (+4 pts) or plate barding (+6 pts).

Special Rules: Army Standard Bearer. If no Army Standard Bearer is chosen in an Early Army, then a

Carrocio may be used (50 pts, plus extra cost of defenders – no handguns). It is paid out of the Character points allowance and is an Army Standard Wagon – in rules terms it is a regular Wagon (like Tabor Wagons, see Special Rules), as well as the Army Standard. It is placed last like other characters and is not restricted to the Tabor rule for placement, but cannot move once placed.

Availability: All armies. Carrocio in Early Armies only.

Colonello

	M	WS	BS	S	T	W	I	A	LD	Pts
Colonello	4	5	3	3	3	2	5	2	8	75

Equipment: Hand weapon, heavy armour, and shield. May have a lance (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. May have a halberd (+4 pts) or double-handed weapon (+4 pts) if dismounted. May wear partial plate (mounted free, dismounted +2 pts) or full plate armour (mounted free, dismounted +4 pts). The warhorse may have cloth (+4 pts) or plate barding (+6 pts).

Special Rule: If no other Army General is taken, a single Colonello may be made Army General for +25 pts.

Availability: All armies.

CAVALRY

1+ Mercenary Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Merc. Knight	8	4	3	3	3	1	4	1	8	34

Equipment: Hand weapon, heavy armour, lance, shield, and warhorse. May wear partial plate (free) or full plate armour (free). The warhorse may have cloth (+4 pts) or plate barding (+6 pts).

Special Rules: First Charge. May count a Rank Bonus of up to +1 in combat. 0-1 unit may upgrade to Casa (+2 pts) and increase to WS5. The Casa unit cannot outnumber any other unit of Mercenary Knights.

Availability: All armies.

"The injury they suffered from Castruccio, after the battle, in plunder, prisoners, destruction, and burning of property, is quite indescribable; for, without any opposition, during many months, he (Castruccio) led his predatory forces wherever he thought proper..."

History of Florence by Niccolo Machiavelli

"The rule for our Italian soldiers seems to be this: 'You pillage there, and we will pillage here; and there is no need for us to approach too close one another.' They often let a fort be bombarded for several days, without attempting to succour it. We require to be taught by the northern soldiers how to make war."

Luca Landucci (1450 - 1516) -
'The Florentine Diary', 1478

0-2 Feudal Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Feudal Knight	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, lance, shield, and horse. May wear heavy armour (+1 pt) or partial plate armour (+2 pts).

Special Rules: May count a Rank Bonus of up to +1 in combat. One unit in Milanese armies can upgrade to Familia Ducale with WS4/LD8 (+5 pts per model) if a Feudal General is used.

Availability: Early Army - Naples and Milan; Late Armies - Venetian Greek and Milan.

German Mercenary Knights - See German/Bohemian Mercenary Knights in the Kingdom of Hungary list.

Availability: All Early Armies.

Mounted Crossbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Mtd Crossbow	8	3	3	3	3	1	3	1	6	14

Equipment: Light crossbow and hand weapon. May have light armour (+2 pts).

Special Rules: Skirmishers.

Availability: All armies.

Stradiotti

	M	WS	BS	S	T	W	I	A	LD	Pts
Stradiot	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, bow, shield, and thrusting spear. May upgrade to light armour (+2 pts).

Special Rules: Skirmishers, Parthian Shot, Feigned Flight. Become Open Order if they upgrade to light armour.

Availability: Late Venetian Armies only - 0-2 units in Venetian Armies; 1+ unit in Venetian Greek Armies.

0-1 Hungarian Light Cavalry - See the entry for Hungarian/Cumans units in the Kingdom of Hungary list.

Availability: Florence, Naples, and the Papal States only.

0-1 Turkish Light Cavalry: See Akincis in the Ottoman Turks list.

Availability: Late Armies - Naples, Venice, and Venetian Greek only.

INFANTRY

Militia Crossbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Crossbowman	4	2	3	3	3	1	3	1	6	9

Equipment: Crossbow and hand weapon. May wear light armour (+1 pt), and may carry a pavise (+1 pt).

Special Rules: May be arrayed into Combined Formation with Militia Spearmen. If they carry a pavise, they are Open Order and cannot be in Combined Formation.

Availability: All armies.



Militia Spearmen

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

Equipment: Thrusting spear, shield, and hand weapon. May wear light armour (+1 pt). May carry a pavise (+1 pt).

Special Rules: May be arrayed into Combined Formation with Militia Crossbowmen when they carry a pavise.

Availability: All armies.

Militia Pikemen

	M	WS	BS	S	T	W	I	A	LD	Pts
Pikeman	4	2	2	3	3	1	3	1	7	8

Equipment: Pike and hand weapon. May have light armour (+1 pt).

Special Rules: Medieval Phalanx. Militia Pikemen were trained in defensive tactics, on the turn they charge they only receive up to a +2 Rank Bonus. They receive up to a +3 Rank Bonus in subsequent rounds of combat or if are charged.

Availability: Late Armies only.

0-1 Guardsmen / Provisionati

	M	WS	BS	S	T	W	I	A	LD	Pts
Guard	4	3	3	3	3	1	4	1	8	13

Equipment: Halberd, heavy armour.

Special Rules: Veteran. Stubborn.

Availability: Naples, the Papal States, Milan, and Venice only.

Mercenary Crossbowmen

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

Equipment: Crossbow, hand weapon, and light armour. May have a pavise (+1 pt).

Special Rule: May be in Open Order (free).

Availability: All armies.

Mercenary Pikemen

	M	WS	BS	S	T	W	I	A	LD	Pts
Merc. Pikeman	4	3	3	3	3	1	3	1	7	11

Equipment: Pike and heavy armour.

Special Rule: Medieval Phalanx.

Availability: Late Armies only.

Mercenary Billmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Merc. Billman	4	3	3	3	3	1	3	1	7	10

Equipment: Halberd, hand weapon, and partial plate armour. May upgrade to full plate armour (+4 pts).

Availability: Late Armies only.

Skirmishers

	M	WS	BS	S	T	W	I	A	LD	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	7

Equipment: Light crossbow and hand weapon. Every second unit may upgrade to handgun (+3 pts) or crossbow (+4 pts). May have light armour (+1 pt).

Special Rule: Skirmishers. May have up to one unit for every unit of Militia Spearmen or Mercenary Pikemen.

Availability: Crossbows – all armies. Handguns – Late Armies only; Late Venetian and Late Milanese armies must have 1+ units of Handgunners.

0-1 Javelinmen/Swordsmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Javelin/Sword	5	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, light armour, and shield or buckler. May have javelins (+1 pt).

Special Rules: Open Order. May count Rank Bonus up to +2 in combat if in open ground.

Availability: All armies.

Light Artillery (50 pts)/Multi-barrelled Artillery (50 pts)

Special Rules: Artillery or Multi-barrelled Artillery. Up to one gun for every 750 army points.

Availability: All Armies.

ALLIES (ALLIES & MERCENARIES)

Free Companies: All Armies may have Allies from the Free Companies list which represent Free Companies, as well as other Condotta armies employed by other Italian States.

Swiss: Late Armies from Venice and Florence may have Allies from the Swiss list.

"I come, therefore, to tender his services, with seven thousand cavalry and two thousand infantry, ready at once to march against the enemy, wherever he may be."

Neri Capponi's offer of Florentine mercenaries to the Venetian Senate.

THE LOW COUNTRIES

(Early 14th Century to Late 15th Century)

This list will allow you to create a communal Low Countries army of the 14th and 15th Centuries. The powerful cities and communities of the Low Countries (present day Belgium and parts of The Netherlands) were able to muster large, well-equipped armies. During this period, they regularly fought on their own soil against the French and the Burgundians. Organisation was based on the guilds, who provided infantry armed predominantly with pikes and staff weapons. Communal cavalry was made up by the richer townsmen, or burghers, sometimes augmented with mercenary or feudal cavalry. Communal armies made considerable and effective use of artillery, fielding large numbers of guns.

ARMY COMPOSITION

Characters: 0-25% of the points value of the army.

Cavalry: 0-25% of the points value of the army.

Infantry: 50-75% of the points value of the army. Special units are purchased from the Infantry points allocation.

CHARACTERS

0-1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	4	3	3	3	3	5	3	9	140

Equipment: Hand weapon, partial plate armour, and shield. May be mounted with a lance and a warhorse. Armed with a double-handed weapon (free) or a pike (+2 pts) if on foot. May wear full plate armour (mounted free, dismounted +2 pts). The warhorse may have cloth barding (+4 pts).

Special Rule: Army General.

Alderman

	M	WS	BS	S	T	W	I	A	LD	Pts
Alderman	4	3	3	3	3	2	4	2	8	70

Equipment: Hand weapon, partial plate armour, and shield. May be mounted with a lance and a warhorse. Armed with a double-handed weapon or a pike (+2 pts) if on foot. May wear full plate armour (mounted free, dismounted +2 pts). The warhorse may have cloth barding (+4 pts).

Special Rule: If no other Army General is taken, a single Alderman may be made Army General for +25 pts.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	4	3	3	3	3	2	4	2	8	80

Equipment: Hand weapon, heavy armour, and shield. May wear partial plate (mounted free, dismounted +2 pts) or full plate armour (mounted free, dismounted +4 pts). Rides a warhorse (free) if mounted. The warhorse may have cloth barding (+4 pts).

Special Rule: Army Battle Standard.

CAVALRY

Mercenary Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	8	35
Dismounted	4	4	3	3	3	1	4	1	8	18

Equipment: Hand weapon, partial plate armour, and shield. Armed with a lance and a warhorse if mounted. Armed with a double-handed weapon if on foot. May wear full plate armour (mounted free, dismounted +2 pts). The warhorse may have cloth barding (+4 pts).

Special Rules: If mounted Impetuous, First Charge, and Combined Formation (may include Sergeants). Mounted Mercenary Knights count a Rank Bonus of up to +1 if supported by Sergeants.

Communal Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	3	3	3	3	1	3	1	7	28
Dismounted	4	3	3	3	3	1	3	1	7	14

Equipment: Hand weapon, partial plate armour, and shield. Armed with a lance and a warhorse if mounted. Armed with a double-handed weapon or a pike (+2 pts) if on foot. May wear full plate armour (mounted free, dismounted +2 pts). The warhorse may have cloth barding (+4 pts).

Special Rules: Impetuous and First Charge if mounted. Mounted Communal Knights count a Rank Bonus of up to +1 in combat.

Sergeants

	M	WS	BS	S	T	W	I	A	LD	Pts
Sergeant	8	3	3	3	3	1	3	1	6	17

Equipment: Hand weapon, thrusting spear, shield, and horse. May wear light armour (+2 pts).

Special Rules: Open Order. Combined Formation; may be included in a unit of Mounted Mercenary Knights in which case they are no longer Open Order.

INFANTRY

Communal Pikemen

	M	WS	BS	S	T	W	I	A	LD	Pts
Communal Pike	4	3	2	3	3	1	3	1	7	10

Equipment: Pike and hand weapon. May have light armour (+1 pt).

Special Rules: Medieval Phalanx. Stubborn. Communal Pikemen were more successful when fighting defensively than offensively. Therefore, on the turn they charge, Pikemen can receive up to a maximum of +2 rank bonus. Pikemen receive up to a +3 rank bonus in subsequent rounds of combat or if they are charged.

Communal Plançoniers

	M	WS	BS	S	T	W	I	A	LD	Pts
Plançonier	4	3	3	3	3	1	4	1	7	10

Equipment: Plançon, hand weapon, light armour, and shield.

Special Rule: The plançon had a wooden or iron shaft, broadening at the top where a socket and iron pike were fitted. Plançons confer a +1 Strength bonus on all hits.

Communal Crossbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	11

Equipment: Crossbow, hand weapon, and light armour.

Special Rules: Combined Formation; may include Targedragers.

Communal Targedragers

	M	WS	BS	S	T	W	I	A	LD	Pts
Targedrager	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon and a targe (pavise).

Special Rule: Combined Formation; Targedragers may be included in a unit of Crossbowmen in which the Targedragers will form the front ranks and the Crossbowmen the subsequent ranks.

Communal Archers

	M	WS	BS	S	T	W	I	A	LD	Pts
Archer	5	3	3	3	3	1	3	1	6	6

Equipment: Shortbow and hand weapon. May have light armour (+1 pt).

Special Rule: Open Order.

0-1 Whitehoods

	M	WS	BS	S	T	W	I	A	LD	Pts
Whitehood	5	3	3	3	3	1	3	1	5	5

Equipment: Mixed weapons. May have a shield (+1 pt).

Special Rules: Open Order. Warband.



Handgunners

	M	WS	BS	S	T	W	I	A	LD	Pts
Handgunner	5	3	3	3	3	1	3	1	6	10

Equipment: Handgun, hand weapon, and light armour.

Special Rules: Skirmishers. 0-1 unit for every unit of Communal Pikemen. May not be larger than the smallest unit of Communal Pikemen.

SPECIAL UNITS

Light Artillery (50 pts)/Multi-barrelled Artillery (50 pts)

Special Rules: Artillery or Multi-barrelled Artillery. Up to one gun for every 400 army points.

Mercenaries: 0-1 unit of English Veteran Longbowmen or Trained Archers may be taken from the HYW English Army list.

"And so, by the disposition of God who orders all things, the art of war, the flower of knighthood, with horses and chargers of the finest, fell before weavers, fullers, and the common folk and foot soldiers of Flanders, albeit strong, manly, well armed, courageous and under expert leaders."

A Friar Minor -The Battle of the Golden Spurs (1302) in 'Annales Ghandenses', ca. 1308

THE HOLY ROMAN EMPIRE

(1254-1519)

This army list has been written to cover the High and Late Medieval armies of the Holy Roman Empire. Despite concerted efforts to mould the numerous German ducates, countships, and bishoprics into a single state, most Holy Roman emperors only held nominal power, especially during the so-called Interregnum (1254-1438). In this early period, Germany was still very much a frontier state. During the expansion into the unchartered 'Ostmark' (eastern marches), German nobility became wealthier and even harder to control. German cities and independent communes also grew influential and sufficiently wealthy to field their own armies – an example being the powerful Hanseatic League, a league of trading cities in Northern Germany. In all armies, whether those of the Emperors, local nobility or bishops, or the militia-based armies of the cities, leagues and communes, mercenaries played an increasingly important part during the period covered by this list.

ARMY COMPOSITION

EARLY ARMIES (1254-1438)

Characters: 0-25% of the points value of the army.

Cavalry: 15-33% of the points value of the army.

Infantry: 25-50% of the points value of the army.

Mercenaries: 25-50% of the points value of the army.

Early Imperial Armies: If an Imperial Army General is chosen, and the army includes less than three Militia units, either 0-2 units from the English HYW list, or 0-2 Communal troops from the Low Countries list, or 0-1 unit from the Teutonic Order list may be chosen as additional Mercenaries.

Early Feudal and Clerical Armies: If a Feudal or a Clerical Army General is chosen, the army may include either 0-2 units of Hungarian Light Cavalry from the Kingdom of Hungary list, or 0-2 Communal troops from the Low Countries list.

Early City, League or Communal Armies: If a City Army General is chosen, any Militia unit may be upgraded to WS3 & BS3 (+1 pt per model). 0-2 Mercenary units from this list may be chosen.

Early Army Special Rules

In Early Clerical and City armies where no Army Standard Bearer is chosen, a Carroccio may be chosen (+50 pts, plus additional cost of defenders). It is paid out of the character point allowance. A Carroccio is an Army Standard Wagon (for a further explanation, see the Army Standard Bearer entry in the Italian Condotta list).

LATER ARMIES (1438-1519)

Characters: 0-25% of the points value of the army.

Cavalry: 15-33% of the points value of the army.

Infantry: 25-33% of the points value of the army.

Mercenaries: 25-75% of the points value of the army.

Artillery: May have one gun for every 1,000 points in the army. One crewman in the army may be upgraded to Master Gunner (+20 pts). Bought from the Infantry allocation.

Later Imperial Armies: If an Imperial Army General is chosen, only 0-2 Militia units may be chosen. All Mercenaries from this list that fight on foot count as Landsknecht (+1 pt per model up to a maximum points cost of 20 pts per unit). Landsknecht do not roll to test their loyalty at the beginning of the battle like other Allies & Mercenaries, but they still cannot use the benefits of the Army General or the Army Standard Bearer. Some Landsknecht units may fight as Verlorene Haufe (see Special Rules below). Later Imperial armies may draw on 0-1 unit from the Teutonic Order list, and 0-2 units of Pikemen from either the Low Countries or the Swiss lists.

Later Feudal or Clerical Armies: Only 0-2 Militia or Levy units may be chosen. 0-1 War Wagon may be chosen (see the Special Rules).

Later City, League or Communal Armies: If a City Army General is chosen, every other Militia unit may be upgraded to WS3 & BS3 (+1 pt per model). 0-3 Mercenary units from this list may be chosen. Levies may not be chosen. If at least 33% of the available points have been spent on Militia troops, a Wagon Tabor may be chosen (1 Wagon per 500 army points, see the Special Rules), paid out of the Infantry points allowance.

SPECIAL RULES

Verlorene Haufe (literally 'Lost Bunch')

For every unit of Landsknecht Pikemen, a unit of either eight Landsknecht Halberdier or Handgunner models may be upgraded to Verlorene Haufe (+1 pt per model). Verlorene Haufe units are Skirmishers, and may re-roll their first failed Panic test. To receive this benefit, each unit must be attached to a parent unit of Landsknecht Pikemen at the beginning of the battle – simply declare which Verlorene Haufe unit is attached to which Landsknecht Pikemen unit. All Verlorene Haufe models must remain within 6" of the parent unit throughout the battle. If any models from the Verlorene Haufe unit are further than 6" from the Parent unit when the first Panic test is required, the re-roll benefit cannot be used and is lost for the remainder of the battle. Verlorene Haufe units may only be included in Later Imperial Armies.



Allies & Mercenaries in Holy Roman Armies

Unless stated otherwise, all Allied & Mercenary troops in this list, and all troops drawn from other lists, are subject to the Allies & Mercenaries rule.

Mercenary units from this list that are led by a Commander, the Army General, or the Army Standard Bearer are not subject to the Allies & Mercenaries rule. Imperial Commanders and Army Generals may only be chosen for Imperial armies. Any unit led by a Clerical Commander during the game is immune to *panic* as long as he is alive and with the unit.

CHARACTERS

Commanders

	M	WS	BS	S	T	W	I	A	LD	Pts
Imperial	4	5	3	4	3	2	6	2	9	100
Clerical	4	5	3	4	3	2	6	2	8	110
Feudal	4	6	3	4	3	2	6	2	8	90
City	4	5	3	4	3	2	6	2	8	80

Equipment: Hand weapon, shield, and heavy armour. May ride a warhorse (free). May have partial plate armour (free if mounted, +2 pts if on foot). Mounted Commanders may have a lance (+4 pts), and cloth barding (+4 pts) for their mounts. Commanders on foot may have halberd (+3 pts) or double-handed weapon (+4 pts).

Later Army Options: May have full plate armour (free if mounted, +4 pts if on foot), and plate barding (+6 pts) for their mounts.

Army General & Army Standard Bearer Option: One Commander may be upgraded to Army General (+35 pts, +1 Wound). One other Commander may be upgraded to Army Standard Bearer (+15 pts). The Army Standard Bearer may not upgrade equipment except for a warhorse and partial plate armour.

CAVALRY

0-2 Ritter (Knights)

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	3	1	7	27
Dismounted	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, heavy armour, and shield. If mounted, Ritter have a lance and warhorse. Mounted Ritter may take cloth barding (+4 pts), and partial plate armour (free, shield optional). Ritter on foot have a thrusting spear and may take halberd or double-handed weapon instead of spear (+2 pts), and partial plate armour (+2 pts) instead of heavy armour.

Later Army Options: May take full plate armour (+4 pts if on foot, free if mounted), and plate barding (+6 pts) if mounted.

Stubborn Option: One unit of Ritter may be Stubborn (+3 pts). This unit must be led by the Army General during the battle.

Special Rules: Combined Formation; Ritter may combine with Ministerialen, who are placed in the rear ranks. In Early Armies, Mounted Ritter have First Charge, are Impetuous, and may count their Rank Bonus up to +1. In Later Armies, Mounted Ritter may count a Rank Bonus of up to +2, and may be combined with Ministerialen.

0-2 Allied or Mercenary Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Merc. Knight	8	4	3	3	3	1	4	1	7	33

Equipment: Hand weapon, lance, heavy armour, shield, and warhorse. May take partial plate armour instead of heavy armour (free). Warhorse may have cloth barding (+4 pts).

Later Army Options: May take full plate armour (free).

Special Rules: First Charge. Impetuous. May count Rank Bonus of up to +1.

Ministerialen (Men-at-Arms)

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	3	3	3	3	1	3	1	7	24
Dismounted	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour, shield. Have lance & warhorse when mounted. Mounted Ministerialen may take cloth barding (+4 pts). May have heavy armour (+1 pt). Ministerialen on foot have thrusting spear and may take halberd or double-handed weapon instead of spear (+1 pt).

Special Rule: Mounted Ministerialen count Rank Bonus of up to +1.

0-2 Diener (literally 'Servants')

	M	WS	BS	S	T	W	I	A	LD	Pts
Mercenary	8	3	3	3	3	1	3	1	7	18
Militia	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon, and either thrusting spear & shield, or light crossbow. Rides a horse. May have light armour (+2 pts).

Later Army: May exchange crossbow for handgun (+2 pts).

Special Rule: Open Order.

INFANTRY

Spearmen, Pikemen & Halberdiers

	M	WS	BS	S	T	W	I	A	LD	Pts
Mercenary	4	3	3	3	3	1	3	1	7	8
Militia	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, thrusting spear & shield. May have light armour (+1 pt). Mercenaries may have heavy armour (+2 pts).

Later Army Options: All may have heavy armour (+2 pts), and either take halberd instead of spear (+1 pt), or pike instead of spear & shield (+1 pt). Mercenaries may have partial plate armour (+3 pts).

Special Rules: May be in Mixed Order units with Crossbowmen, Archers or Handgunners of the same type. Pikemen fight in a Medieval Phalanx, and may not be in Mixed Order units. Militia troops may be Open Order.

Archers, Crossbowmen & Handgunners

	M	WS	BS	S	T	W	I	A	LD	Pts
Mercenary	4	3	3	3	3	1	3	1	7	8
Militia	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon & bow. May take crossbow or handgun instead of bow (+2 pts). May have light armour (+1 pt).

Later Army Options: Crossbowmen and Handgunners may have heavy armour (+2 pts), and pavise (+2 pts).

Special Rules: Open Order or Mixed Order with Spearmen or Halberdiers of the same type. For each Crossbowman model, at least two Spearmen, Pikemen or Halberdier models must be taken. Early Armies – only 0-1 unit of Handgunners may taken. Later Armies – only 0-1 Archer unit and 0-2 Handgunner units may be chosen.

Levies

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

Equipment: Improvised weapons.

Special Rules: Open Order. Subject to Warband Psychology, Rule 1. Only Imperial and Feudal armies may take Levies.

Light Artillery (50 pts)/Multi-barrelled Artillery (50 pts)

Special Rule: Artillery.

THE TEUTONIC ORDER

(14th Century to Late 15th Century)

This list will allow you to create a Teutonic Order army of the 14th and 15th Centuries. The period covered includes their rise to a power in the Baltic through their expansion during the Northern Crusades to their defeat at the epic Battle of Tannenburg (Grunwald) in 1410 to the start of their eventual decline. Throughout, the Teutonic Order used political manoeuvring to help them survive while using gallantry on the battlefield to make war on their 'pagan' neighbours, which interestingly enough, included a large number of fellow Catholics.

ARMY SELECTION

Characters: 0-25% of the points value of the army.

Cavalry: 25-50% of the points value of the army.

Infantry: 25-75% of the points value of the army. Artillery is bought from the Infantry allocation.

CHARACTERS

0-1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	6	3	3	3	3	6	2	9	160

Equipment: Hand weapon, partial plate armour, and shield. May wear full plate armour (free if mounted, +2 pts if dismounted). Has a halberd or a double-handed weapon if on foot. Has a lance and warhorse if mounted. The warhorse may have cloth barding (+4 pts), or plate barding (+6 pts). A Teutonic Army may be led by the Hochmeister with a LD of 10 (+30 points).

Special Rule: Army General. Stubborn.

0-2 Magisters

	M	WS	BS	S	T	W	I	A	LD	Pts
Magister	4	5	3	3	3	2	5	2	8	100

Equipment: Hand weapon, partial plate armour, and shield. May wear full plate armour (free if mounted, +2 pts if dismounted). Has a halberd or a double-handed weapon if on foot. Has a lance and warhorse if mounted. The warhorse may have cloth barding (+4 pts), or plate barding (+6 pts).

Special Rule: Stubborn. If no other Army General is taken, a single Magister may be made Army General for +25 pts.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	4	5	3	3	3	2	5	2	8	90

Equipment: Hand weapon, partial plate armour, and shield. May wear full plate armour (free if mounted, +2 pts if dismounted). May have a warhorse (free) which may have cloth barding (+4 pts), or plate barding (+6 pts).

Special Rule: Army Battle Standard. Stubborn.

CAVALRY

Ritterbrüder and Ordensdiener

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	8	36
Dismounted	4	4	3	3	3	1	4	1	8	18

Equipment: Hand weapon, partial plate armour, and shield. May wear full plate armour (free if mounted, +2 pts if dismounted). Has a halberd or a double-handed weapon if on foot, and a lance and warhorse if mounted. The warhorse may have cloth barding (+4 pts), or plate barding (+6 pts).

Special Rules: Stubborn. First Charge. Different Weapons if dismounted. May be Veteran (+3 pts). Combined Formation; may include Turkopolen. When mounted, Brüder count a Rank Bonus of up to +1 in combat. Up to two units of Brüder may be taken. One unit of Brüder may be upgraded to WS5 (+3 pts).

Crusader Knight

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	3	3	3	3	1	3	1	7	25
Dismounted	4	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, partial plate armour, and shield. May wear full plate armour (free if mounted, +2 pts if dismounted). Has a halberd or a double-handed weapon if on foot, and a lance and warhorse if mounted. The warhorse may have cloth barding (+4 pts), or plate barding (+6 pts).

Special Rules: Impetuous and First Charge if mounted. Different Weapons if dismounted. Mounted Crusader Knights count a Rank Bonus of up to +1 in combat.

Turkopolen

	M	WS	BS	S	T	W	I	A	LD	Pts
Turkopolen	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow, light armour, shield, and thrusting or throwing spear. May have heavy armour (+2 pts).

Special Rules: Open Order. Combined formation; Turkopolen may be included in a unit of Brüder, they then lose their Open Order ability.

Native Light Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Native	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow or javelin, and shield. May have light armour (+2 pts).

Special Rules: Bow armed Native Cavalry are Skirmishers. Javelin armed Native Cavalry are Open Order. All have Feigned Flight.

Knechte

	M	WS	BS	S	T	W	I	A	LD	Pts
Knecht	8	3	3	3	3	1	3	1	6	14

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

Special Rule: Skirmishers.

INFANTRY

Ordensdiener Spearman

	M	WS	BS	S	T	W	I	A	LD	Pts
Ordensdiener	4	3	3	3	3	1	3	1	8	15

Equipment: Hand weapon, thrusting spear, shield, and partial plate armour. May wear full plate armour instead of partial plate armour and shield.

Special Rule: Stubborn.



Ordensdiener Crossbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Ordensdiener	4	3	3	3	3	1	3	1	8	16

Equipment: Hand weapon, crossbow, pavise, and heavy armour. May upgrade to partial plate armour (+2 pts).

Special Rule: Stubborn.

0-1 Schiffskinder

	M	WS	BS	S	T	W	I	A	LD	Pts
Schiffskind	4	4	3	3	3	1	3	1	8	15

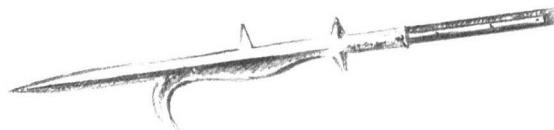
Equipment: Hand weapon, pole axe (treat as halberd), buckler, and partial plate armour.

Special Rule: Stubborn.

Crusader Crossbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Crossbowman	4	3	3	3	3	1	3	1	6	10

Equipment: Crossbow, hand weapon, and light armour. May have a pavise (+2 pts).



Colonist Spearman

	M	WS	BS	S	T	W	I	A	LD	Pts
Spearman	4	2	2	3	3	1	3	1	6	7

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

Native Regular Infantry

	M	WS	BS	S	T	W	I	A	LD	Pts
Native Infantry	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, thrusting spear, and shield.

Special Rule: Open Order.

Native Subject Infantry

	M	WS	BS	S	T	W	I	A	LD	Pts
Native Levy	5	3	3	3	3	1	3	1	5	5

Equipment: Mixed weapons and shield.

Special Rules: Open Order. Warband.

0-1 Handgunners

	M	WS	BS	S	T	W	I	A	LD	Pts
Handgunner	5	3	3	3	3	1	3	1	6	10

Equipment: Handgun, hand weapon, and light armour.

Special Rule: Skirmishers.

SPECIAL UNITS

Light Artillery (50 pts)

Special Rules: Artillery. May have one gun per 1,000 army points.

THE KINGDOM OF POLAND

(Mid 14th Century to Early 16th Century)

This army list is designed to help you create a Medieval Polish army. The period covered by this list includes Polish armies from the middle of the 14th Century, through the reforms of Casimir the Great and up to the dominance of the firearm on the battlefield. Polish armies had heavy cavalry as their strength throughout the period, with light cavalry and infantry serving in supporting roles. Infantry was considered secondary, and at times armies consisting exclusively of cavalry were fielded.

ARMY COMPOSITION

Characters: Up to 25% of the points value of the army.

Cavalry: At least 50% of the points value of the army.

Infantry: Up to 50% of the points value of the army.

Special Units: Up to 25% of the points value of the army.

Allies: Up to 25% of the points value of the army. Allies can be taken from the Kingdom of Hungary list (no Peasants, War Wagons or Artillery) or the Principality of Moldavia list (no Peasantry or Mercenaries).



SPECIAL RULES

Noble Commander

These are substituted for unit Leaders in units of Knights. Prior to deployment, roll on the Noble Commander Attributes chart for each Noble Commander to see what ability/restriction they have in addition to their base profile. This rule is an attempt to reflect the frequently disjointed command structure and disparate personalities that could be found among the nobility on the battlefield. Noble Commanders are subject to the same special rules the units they are leading have. In addition, they cannot leave their units for any reason and suffer the fate of the unit if it is run down in pursuit or flees off of the table, just as a unit Leader would. However, unlike a unit Leader, Noble Commanders can issue and accept challenges. If the Noble Commander is killed, but the unit survives, any special ability or restriction given to the unit due to the Noble Commander no longer applies. Noble Commanders count toward unit size.

Noble Commander Attributes

(roll a D6 for each Noble Commander)

D6 Result

- 1 **Young Hotspur:** Noble Commander +1 Attack. Impetuous roll for the unit increased to 1 or 2.
- 2 **Venerable Leader:** Noble Commander has Leadership 9.
- 3 **Potential Usurper:** Noble Commander and the unit are Leadership 7 and the unit cannot use the Army General's Leadership for any Leadership tests.
- 4 **Defiant/Reluctant Leader:** Unit is subject to the Allies & Mercenaries Rule.
- 5 **Charismatic Leader:** Knights in the unit may re-roll failed to hit dice (misses) once during the game.
- 6 **Notable Reputation:** Noble Commander +1 WS. The Commander causes *fear* in enemy troops.

CHARACTERS

1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
King	8	6	3	4	3	3	6	2	9	160
Marshal	8	5	3	3	3	3	5	3	9	140

Equipment: Hand weapon, heavy armour, shield and warhorse. May upgrade to partial plate or full plate armour (+2 pts), lance (+4 pts) and cloth barding (+4 pts).

Special Rules: Must take either the King or the Marshal as Army General. Stubborn if with a unit of Knights.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	8	5	3	4	3	2	5	2	8	90

Equipment: Hand weapon, heavy armour, shield, and warhorse. May upgrade to partial plate or full plate armour (+2 pts) and cloth barding (+4 pts).

Special Rules: Army Battle Standard. Stubborn if with a unit of Knights.

Noble Commanders

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	8	4	3	3	3	2	4	2	8	65

Equipment: Hand weapon, heavy armour, shield and warhorse. May upgrade to partial plate or full plate armour (+2 pts), lance (+4 pts), and cloth barding (+4 pts).

Special Rules: Noble Commander. All units of Knights in the army must be led by a Noble Commander. Noble Commanders cannot lead any other type of unit.

CAVALRY

1+ Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Knight	8	4	3	3	3	1	4	1	8	36

Equipment: Hand weapon, heavy armour, shield, warhorse, and lance. May upgrade to partial plate or full plate armour (+2 pts) and cloth barding (+4 pts).

Special Rules: Stubborn, Impetuous, and First Charge.

0-1 unit may upgrade to Elite (+2 pts) and increase to WS5. The Elite unit cannot outnumber any other unit of Knights and must be accompanied by the General and Army Standard Bearer if taken. The Elite unit may not have a Noble Commander or Unit Leader.

1+ Followers/Retainers

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	3	3	3	3	1	3	1	7	20
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, light armour, shield, thrusting spear, and horse. May substitute lance (+4 pts) for thrusting spear if mounted; or add light crossbow (treat as bow +2 pts) or bow (+2 pts) if mounted or dismounted. May have heavy armour (+4 pts).

Light Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Lithuanian	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, bow, shield, and thrusting or throwing spear. May upgrade to light armour (+2 pts). May upgrade to heavy armour (+4 pts).

Special Rules: Open Order, Feigned Flight. Lithuanians become Close Order if they upgrade to heavy armour.

Hungarians – See the entry for Hungarian/Cumans in the Kingdom of Hungary list.

Moldavians – See the entry for Moldavian Calarasi in the Armies of Moldavia and Wallachia list.

Special Rule: Allies & Mercenaries.

Tartars – See the entry for Tartar Warriors in the Armies of the Medieval Russian States list.

Special Rule: Allies & Mercenaries.

INFANTRY

Infantry

	M	WS	BS	S	T	W	I	A	LD	Pts
Infantry	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear, and shield. May upgrade to light armour (+1 pt). Every second unit may exchange spear and shield for bow at no cost and become Open Order. 0-1 unit may exchange thrusting spear and shield for double-handed axe and light armour (+2 pts); the unit of axemen are Open Order if taken.

Peasants

	M	WS	BS	S	T	W	I	A	LD	Pts
Peasant	4	1	2	3	3	1	2	1	5	3

Equipment: Mixed weapons (count as javelins and hand weapons) and shield.

Special Rules: Fear formed foot units they don't outnumber by at least two to one. Fear formed cavalry units. Casualties from artillery cause a Panic test. Peasant units may not include a Standard or Musician.

Militia

	M	WS	BS	S	T	W	I	A	LD	Pts
Militia	4	2	3	3	3	1	3	1	7	6

Equipment: Hand weapon and thrusting spear. May have pavise (+2 pts) or exchange thrusting spear for crossbows (+4 pts). May have light armour (+1 pt). Any unit may exchange thrusting spears for halberds/bills (+1 pt) but may not take pavises or crossbows.

Special Rules: Combined Formation; Crossbow armed Militia must be in a Combined Formation with spear armed Militia who may make up no more than the first two ranks of the unit. Crossbowmen cannot outnumber other Militia. The Poles used their pavises as a defensive barrier in hand-to-hand combat. As a result, Militia units with pavises in the front rank gain a +2 armour save in hand-to-hand combat and are -1 to hit in hand-to-hand combat if they are stationary and do not charge. These benefits only apply in attacks against the front of the unit.

Handgunners

	M	WS	BS	S	T	W	I	A	LD	Pts
Handgunner	4	3	3	3	3	1	2	1	7	11

Equipment: Hand weapon, handgun, and light armour. May upgrade to heavy armour (+2 pts) or partial plate armour (+3 pts).

Special Rules: Skirmishers. For every Handgunner model, at least two Militia models must be taken.

SPECIAL UNITS

Light Artillery (50 pts)

Special Rules: Artillery. Up to one gun for every 1,000 army points.

Wagon Tabor (15 pts + crew)

Special Rules: Wagon Tabor. Polish Wagon Tabors may be placed in groups of 2-4 wagons at a right angle to, and with one wagon contacting, the owning players' baseline. They cannot be deployed outside of the deployment area as outlined in the scenario as a result of this alternate deployment. Up to one Wagon for every 500 army points.

War Wagons (120 pts)

Special Rules: War Wagons. Up to one war wagon for every 1,500 army points.

ARMIES OF MOLDAVIA & WALLACHIA

(1330 – 1517)

This army list is meant to cover the period of the Romanian principalities' struggle for independence, at first against the ambitions of the Angevin Kings of Hungary and later against the expansion of the Ottoman Turks. Apart from the Hungarians and Ottomans, the Kingdom of Poland also had expansionist ambitions in Moldavia, while the Nogai and Crimean Tartars were a constant threat at the Eastern border. Finally, especially after Ottoman influence increased in Wallachia during the 15th Century, the two principalities were often at war with each other.

ARMY COMPOSITION

The Principality of Moldavia (1359 – 1517)

Characters: Up to 25% of the points value of the army.

Cavalry: At least 33% of the points value of the army.

Infantry: Between 25% and 50% of the points value of the army.

Allies & Mercenaries: Up to 33% of the points value of the army. Includes 0-1 Light Cannon for every 1,000 points.

Restrictions: Artillery and Handgunners should be taken only in armies after 1462.

The Principality of Wallachia (1330 – 1508)

Characters: Up to 25% of the points value of the army.

Cavalry: At least 25% of the points value of the army.

Infantry: Between 25% and 50% of the points value of the army.

Allies & Mercenaries: Up to 50% of the points value of the army. Includes 0-1 Light Cannon for every 1,000 points.

Restrictions: Artillery and Handgunners should be taken only in armies after 1448. If Ottoman allies are chosen, the Wallachian army may not include Western Men-at-Arms and Szekels, nor may they take any Hungarian allies.

SPECIAL RULES

Strategist

After choosing sides, the Wallachian or Moldavian general may place one additional terrain feature anywhere on the battlefield outside the enemy deployment zone.

Hidden Ambush Force

At the start of deployment, the Moldavian or Wallachian player may pick units with this special rule and set them up in hiding, anywhere on the table that is out of sight and not in the opposing player's deployment zone. He must write down their positions on a piece of paper. The units are deployed at the start of the Moldavian or Wallachian player's first turn.

CHARACTERS

0-1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
Voievod	4	5	5	4	4	3	5	2	9	165
Vornic	4	5	5	4	3	2	5	2	8	120

Equipment: Hand weapon, heavy armour, and a shield. May be mounted on a horse (+ 8 pts) or a warhorse (+ 16 pts). May have a thrusting spear (+ 2 pts) and may wear partial plate armour (+ 2 pts). If on foot, may have a two-handed weapon (+ 2 pts).

Special Rule: May take either the Voievod or the Vornic as the Army General.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	4	4	4	4	3	2	4	2	8	80

Equipment: Hand weapon, heavy armour, and a shield. May ride a horse (+ 8 pts) or a warhorse (+ 16 pts). May have a thrusting spear (+ 2 pts) and partial plate armour (+ 2 pts).

Special Rule: Army Battle Standard.

Nobles

	M	WS	BS	S	T	W	I	A	LD	Pts
Dregator	4	4	4	4	3	2	4	2	8	65
0-1 Hatman	4	5	3	4	3	2	5	2	8	75

Equipment: Hand weapon, heavy armour, and a shield. May be mounted on a horse (+ 8 pts) or a warhorse (+ 16 pts). The Dregator may have a thrusting spear (+ 2 pts) and may wear partial plate armour (+ 2 pts). If on foot, may have a two-handed weapon (+ 2 pts). The Hatman has partial plate armour and may have full plate armour (+2 pts) and plate barding (+ 6 pts).

Special Rule: The Hatman may only lead a unit of Western Men-at-Arms.

CAVALRY

Boyars

	M	WS	BS	S	T	W	I	A	LD	Pts
0-1 Viteji	8	4	4	3	3	1	4	1	8	30

Equipment: Hand weapon, light armour, bow, shield, and a horse. May have a thrusting spear (+ 2 pts) and wear heavy armour (+ 2 pts) or partial plate armour (+ 4 pts).

Special Rule: Eastern Shock Cavalry.

	M	WS	BS	S	T	W	I	A	LD	Pts
Boieri	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, bow, shield, and a horse. May have a thrusting spear (+ 2 pts).

Every other unit of Boieri may be upgraded to 'Curteni' with LD 8 (+ 2 pts). Curteni may wear heavy armour (+ 2 pts).

Special Rule: Eastern Shock Cavalry.

Light Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Calarasi	8	3	3	3	3	1	3	1	7	16

Equipment: Hand weapon, bow, thrusting spear, and a horse. May have a shield (+ 1 pt) and javelins (+ 1 pt).

Special Rules: May be Open Order or Skirmishers. Moldavian Calarasi are Expert Horsemen (+2 pts).

INFANTRY

Regulars & Militia

	M	WS	BS	S	T	W	I	A	LD	Pts
Lefegii	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour, and shield. May have heavy armour (+ 2 pts) and thrusting spear or halberd (+2 pts).

	M	WS	BS	S	T	W	I	A	LD	Pts
Strajeri	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour, shield, and bow. May have heavy armour (+ 2 pts) and may replace the bow with thrusting spear (free).

Special Rule: Mounted Infantry.

	M	WS	BS	S	T	W	I	A	LD	Pts
Pedestrasi	4	3	3	3	3	1	3	1	6	6

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

Peasantry

	M	WS	BS	S	T	W	I	A	LD	Pts
Tarani	4	2	2	3	3	1	2	1	5	3

Equipment: Improvised weapons. May have a bow (+ 2 pts).

Special Rules: Fear enemies they do not outnumber by at least two to one. They do not *fear* other peasants or skirmishers.

	M	WS	BS	S	T	W	I	A	LD	Pts
1+ Razesi	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon. May have shield (+ 1 pt) and either two-handed weapon (+ 2 pts) or thrusting spear (+ 2 pts).

Special Rules: Open Order, may count Rank Bonus up to +2 in the Open. Hate Tartars and Akinjis. Available in Moldavian armies only.

	M	WS	BS	S	T	W	I	A	LD	Pts
0-2 Darabanti	5	2	3	3	3	1	3	1	6	11

Equipment: Two-handed weapon.

Special Rules: Hidden Ambush Force. Skirmishers.

ALLIES & MERCENARIES

0-1 Western Men-at-Arms: See the entry for Superior Men-at-Arms in the Free Companies list.

Special Rule: Allies & Mercenaries.

Crossbowmen: See the entry for Mercenary Crossbowmen in the Italian Condotta list.

Special Rule: Allies & Mercenaries.

Handgunners: See the entry for Handgunners in the Kingdom of Hungary list.

Special Rule: Allies & Mercenaries.

Szekels: See the entry for Szekels in the Kingdom of Hungary list.

Crimean Tartars: See the entry for Tartar Warriors in the Armies of Medieval Russia list. Available in Moldavian armies only.

Serbian Vlastelas: See the entry for Serbian Vlastelas in the Ottoman Turks list. Available in Wallachian armies only.

Special Rule: Allies & Mercenaries.

Light Artillery (50 pts)

Special Rules: Artillery. Up to one gun for every 1,000 army points.

0-1 Wagon Tabor (15 pts + crew)

Special Rules: Wagon Tabor. Available in Moldavian armies only.

Allies for The Principality of Moldavia

Kingdom of Poland: 0-1 Noble (acts as General for the Polish contingent), 0-1 Knights, Retainers, Lithuanian Light Cavalry, Infantry and Handgunners are allowed.

Kingdom of Hungary: 0-1 Noble (acts as General for the Hungarian contingent), 0-1 Knights, Hungarian/Cuman Cavalry, Szekels, Serbians, Armati, Cliepati, Crossbowmen and Handgunners are allowed.

Allies for The Principality of Wallachia

Kingdom of Hungary: 0-1 Noble (acts as General for the Hungarian contingent), 0-2 Knights, Hungarian/Cuman Cavalry, Szekels, Serbians, Armati, Cliepati, Crossbowmen and Handgunners are allowed.

Ottoman Empire: 0-1 Beylerbegh (acts as General for the Ottoman contingent), Sipahis, Akincis, 0-1 Janissaries (not Solaks), Volunteers as well as all Vassals options are allowed.

"In the year of our Lord 1456. Dracula did many dreadful and curious things..."

Nuremberg manuscript, c. 1488

ARMIES OF THE MEDIEVAL RUSSIAN STATES (1276 – 1501)

This army list is designed to help you create a Russian army. The list is meant to cover the period of the struggle for independence against Mongol occupation following the Mongol invasion of the 13th Century, under the leadership of Muscovite princes such as Dmitrij Donskoi or Ivan III Vassilijevich, as well as the struggle of the Western Russian principalities to resist the expansionist plans of the Teutonic Knights, Kingdom of Poland or the Grand Duchy of Lithuania. The period saw the defeat of the Tartars at the great battle of Kulikovo (1380) and the gradual decline of the Golden Horde's power, as well as Moscow's emergence as the chief power among the Russian states and its subsequent transformation into a solid and centralised state reaching from Poland to the Urals.

ARMY COMPOSITION

Eastern Russian States

(Muscovy, Vladimir, Suzdal, Ryazan, Tver)

Characters: Up to 25% of the points value of the army.

Cavalry: At least 33% of the points value of the army.

Infantry: Up to 50% of the points value of the army.

Vassals, Allies & Mercenaries: Up to 33% of the points value of the army. Includes 0-1 Light Cannon for every 1,500 pts.

Restrictions: Handgunners and Artillery should be taken only in Eastern Russian armies after 1425. If Allies from the Western Russian States are taken, no Tartar Nobles or Tartar Warriors may be taken in the army.

WESTERN RUSSIAN STATES

(Novgorod, Pskov, Galych)

Characters: Up to 25% of the points value of the army.

Cavalry: Up to 50% of the points value of the army.

Infantry: At least 33% of the points value of the army.

Vassals, Allies & Mercenaries: Up to 25% of the points value of the army. Includes 0-1 Light Cannon for every 1,000 pts.

Restrictions: Handgunners and Artillery should be taken only in Western Russian armies after 1380.

SPECIAL RULES

Shieldwall

Units that benefit from the Shieldwall special rule may form a Shieldwall instead of moving, causing all enemy attacks from the front to suffer -1 to hit (shooting and hand-to-hand), and lasting until the unit moves or is defeated in hand-to-hand combat.

CHARACTERS

0-1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
Kniaz	4	5	5	4	4	3	5	3	9	170
Voyvoda	4	5	5	4	3	2	5	3	8	140

Equipment: Hand weapon, heavy armour, and shield. May ride a warhorse (+ 16 pts). May have a thrusting spear (+ 2 pts), partial plate armour (+ 2 pts) and cloth barding (+ 4 pts). If on foot, may have a two-handed weapon (+ 2 pts).

Special Rules: May take either the Kniaz or the Voyvoda as the Army General. Stubborn if on foot. In Eastern Russian Armies, a Kniaz may be upgraded to Veliki Kniaz (+ 15 pts, WS6, 16). A Veliki Kniaz may only lead a unit of Senior Druzhniks.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	4	5	5	4	3	2	5	2	8	90

Equipment: Hand weapon, heavy armour, and shield. May ride a horse (+ 8 pts) or a warhorse (+ 16 pts). May have a thrusting spear (+ 2 pts), partial plate armour (+ 2 pts) and cloth barding (+ 4 pts).

Special Rule: Army Battle Standard.

Nobles

	M	WS	BS	S	T	W	I	A	LD	Pts
Boyar	4	5	5	4	3	2	5	2	8	75
Pomestnik	4	4	4	4	3	2	4	2	8	65

Equipment: Hand weapon, heavy armour, and shield. May ride a horse (+ 8 pts) or a warhorse (+ 16 pts). May have a thrusting spear (+ 2 pts), partial plate armour (+ 2 pts) and cloth barding (+ 4 pts). If on foot, may have a two-handed weapon (+ 2 pts).

CAVALRY

Druzhina

	M	WS	BS	S	T	W	I	A	LD	Pts
0-1 Senior Druzhina	8	4	4	3	3	1	4	1	8	32

Equipment: Hand weapon, thrusting spear, heavy armour, shield and warhorse. May have a bow (+ 3 pts) and cloth barding (+ 4 pts).

Special Rules: First Charge. Eastern Shock Cavalry. At least one unit of Junior Druzhniks must be taken if the army includes a unit of Senior Druzhniks. In armies of the Western Russian States, Senior Druzhniks cost 36 points, have partial plate armour and lance, and may not take a bow.

	M	WS	BS	S	T	W	I	A	LD	Pts
Junior Druzhnik	8	4	3	3	3	1	4	1	7	29

Equipment: Hand weapon, thrusting spear, heavy armour, shield and warhorse. May have a bow (+ 2 pts) and cloth barding (+ 4 pts).

Special Rules: Superior Shock Cavalry. At least one unit of Junior Druzhniks must be taken if the army includes a unit of Senior Druzhniks. In armies of the Western Russian States, Junior Druzhniks cost 33 points, have partial plate armour and lance, and may not take a bow.

	M	WS	BS	S	T	W	I	A	LD	Pts
0-1 Dismtd	4	4	3	3	3	1	4	1	8	17

Equipment: Hand weapon, thrusting spear, heavy armour and shield. May replace thrusting spear with two-handed weapon (free) and may take partial plate armour (+ 1 pt).

Special Rules: Shieldwall. Stubborn if led by a Kniaz. Dismounted Druzhniks may only be taken in the armies of the Western Russian States.

Light Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Horse Archer	8	3	3	3	3	1	3	1	7	16

Equipment: Hand weapon, bow, shield, and a horse. May take a thrusting spear (+ 2 pts) and light armour (+ 2 pts).

Special Rules: May be Open Order or Skirmishers. In armies of the Eastern Russian States, may be upgraded to Expert Horsemen (+ 2 pts).

INFANTRY

Urban Militia

	M	WS	BS	S	T	W	I	A	LD	Pts
Urban Footman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield and light armour. May take a thrusting spear (+ 2 pts) or replace shield with a two-handed weapon (+ 1 pt).

Special Rule: Combined Formation – may have up to 50% Urban Militia Archers in the rear ranks of the unit.

	M	WS	BS	S	T	W	I	A	LD	Pts
Urban Archer	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon and a bow. May have light armour (+ 2 pts).

Special Rules: Open Order. Combined Formation with Urban Militia Footmen, in which case they are no longer Open Order.

	M	WS	BS	S	T	W	I	A	LD	Pts
Militia Crossbow	4	3	3	3	3	1	3	1	6	9

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

Special Rule: Open Order.

Rural Levies

	M	WS	BS	S	T	W	I	A	LD	Pts
Smerdys	4	2	2	3	3	1	2	1	5	3

Equipment: Improvised weapons. May have either a bow (+ 2 pts) or a shield (+ 1 pt).

Special Rules: Fear enemies they do not outnumber by at least two to one. They do not *fear* other levies or skirmishers.

Tartar Vassals

	M	WS	BS	S	T	W	I	A	LD	Pts
0-1 Tartar Nobles	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, bow, light armour, thrusting spear and a horse. May have a shield (+ 2 pts) and half-barding (+ 4 pts).

Special Rules: Open Order and Nomad Cavalry. Tartar Nobles may only be taken in the armies of the Eastern Russian States.

	M	WS	BS	S	T	W	I	A	LD	Pts
Tartar Warrior	8	3	3	3	3	1	4	1	6	21

Equipment: Hand weapon and bow. May have a thrusting spear (+ 2 pts), light armour (+ 2 pts) and a shield (+ 2 pts).

Special Rules: May be Open Order or Skirmishers. Nomad Cavalry. Tartar Warriors may only be taken in the armies of the Eastern Russian States. At least one unit of Tartar Warriors must be taken for every unit of Tartar Nobles in the army.

ALLIES & MERCENARIES

	M	WS	BS	S	T	W	I	A	LD	Pts
Handgunner	4	3	3	3	3	1	2	1	7	11

Equipment: Hand weapon and handgun. May have light armour (+ 2 pts).

Special Rules: Open Order. Only one unit of Handgunners may be taken in armies of the Eastern Russian States.

0-1 Western Knights – See the entry for Mounted Crusader Knights in the Teutonic Order list.

Special Rules: Allies & Mercenaries. Western Knights may only be taken in the armies of the Western Russian States.

Lithuanian Light Horsemen – See the entry for Lithuanians in the Kingdom of Poland list.

Special Rules: Allies & Mercenaries. Lithuanians may only be taken in the armies of the Western Russian States.

Artillery (50 pts)

Special Rules: Artillery. Up to one gun for every 1,000 army points in Western Russian States armies and up to one gun for every 1,500 army points in Eastern Russian States armies.

Allies for The Eastern Russian States

Western Russian States: 0-1 Boyar (acts as General for the Western contingent), Junior Druzhniks, Dismounted Druzhniks, Horse Archers and all Urban Militia units.

Allies for The Western Russian States

Eastern Russian States: 0-1 Boyar (acts as General for the Eastern contingent), Junior Druzhniks, Horse Archers, all Urban Militia units and Tartar Warriors.

THE KINGDOM OF HUNGARY

(1307–1526)

The Hungarian state took a significant step forward with the founding of the Anjou dynasty. King Charles Robert was able to establish an effective feudal military system and a stable monarchy, and laid the groundwork which transformed Hungary into a leading Central European power. Albeit a bit late, Hungary finally realised its calling as the last hope against Ottoman expansion. Combining a unique mix of Eastern and Western methods of warfare with inspired leadership from such men as Janos Hunyadi and Mathias Corvinus, Hungary stood tall against the formidable Turkish Empire. Despite the kingdom's eventual fall at Mohacs, churches to this very day toll their bells to honour Hungarian courage, sacrifice, and victory.

ARMY COMPOSITION

Characters: 0-25% of the points value of the army.

Cavalry: 25-50% of the points value of the army.

Infantry: 25-50% of the points value of the army. Artillery and War Wagons are bought from the Infantry allocation.

Allies: 0-25%. May have Moldavian/Wallachian, Polish, or Hundred Years War French allies. Moldavians/Wallachians are subject to the rules for Allies & Mercenaries.

CHARACTERS

0-1 King/General

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	6	3	4	3	3	6	2	9	160

Equipment: Hand weapon, partial plate armour, and shield. May wear full plate armour (free if mounted, +2 pts if dismounted). May have a lance (+4 pts) and must have a horse (free) or warhorse (+4 pts) if mounted. May have a halberd (+4 pts) or a double-handed weapon (+4 pts) if dismounted. The warhorse may have cloth (+4 pts) or plate (+6 pts) barding.

Special Rules: Army General. Stubborn if with the Royal Banderium.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	4	5	3	4	3	2	5	2	8	100

Equipment: Hand weapon, partial plate armour, and shield. May wear full plate armour (free if mounted, +2 pts if dismounted). Must have a horse (free) or warhorse (+4 pts) if mounted. The warhorse may have cloth (+4 pts) or plate (+6 pts) barding.

Special Rules: Army Standard Bearer. Stubborn if with the Royal Banderium.

Noble

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	4	5	3	4	3	2	5	2	8	75

Equipment: Hand weapon, partial plate armour, and shield. May wear full plate armour (free if mounted, +2 pts if dismounted). May have a lance (+4 pts) and must have a horse (free) or warhorse (+4 pts) if mounted. May have a halberd (+4 pts) or a double-handed weapon (+4 pts) if dismounted. The warhorse may have cloth (+4 pts) or plate (+6 pts) barding.

0-1 Religious Personality

	M	WS	BS	S	T	W	I	A	LD	Pts
Religious Pers	4	3	3	3	3	2	4	2	6	60

Equipment: Hand weapon. May have a double-handed weapon (+4 pts).

Special Rules: Warband. The Religious Personality must lead one unit of Crusading Peasants. The Religious Personality and his unit are subject to *frenzy*. Frenzy is lost either by the Religious Personality's death, or by the unit being broken in combat. Any other Crusading Peasant units within 12" of the Religious Personality may use his Leadership.

CAVALRY

Hungarian Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	8	34
Dismounted	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour, and shield. Mounted Knights have a lance and a warhorse. The warhorse may have cloth (+4 pts) or plate (+6 pts) barding. May wear partial plate (mounted free, dismounted +2 pts) or full plate armour (mounted free, dismounted +4 pts). Dismounted Knights may have a halberd (+2 pts) or a double-handed weapon (+2 pts).

Special Rules: One unit may be upgraded to WS5 and Stubborn as Royal Banderium (+6 pts). First Charge if mounted.

"In a valley near the river, Harnad the King and his army had meanwhile made confession and been given absolution and had received from the aforesaid crusaders the sacrament of the Lord's Body, and thus in all ways they had made themselves ready to die."

Anonymous – Chronica de Gestis Hungarorum (Chapter 196), between 1342–1382

German/Bohemian Mercenary Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Merc. Knight	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, heavy armour, shield, and horse. May wear partial plate or full plate armour (free, shield optional). The horse may have cloth (+4 pts) or plate (+6 pts) barding.

Special Rule: May count Rank Bonus of up to +2 in combat.

Hungarian Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Hungarian/										
Cuman	8	2	3	3	3	1	4	1	6	20
Szekeler	8	3	3	3	3	1	4	1	7	24
Serbian	8	3	3	3	3	1	4	1	7	17

Equipment: Horse. Hungarians/Cumans have a hand weapon and bow, and may have a buckler (+2 pts). Szekelers have a bow, thrusting spear, light armour, and shield. Serbians have a lance and shield. Serbians may have light armour (+3 pts).

Special Rules: Hungarians/Cumans are Skirmishers and Nomad Cavalry. Szekelers are Open Order and Expert Horsemen with Feigned Flight and Parthian Shot. Serbians are Open Order.

Hungarian armies may also have the following cavalry:

Tartars: See the Tartar Warriors entry in the Armies of the Medieval Russian States list.

INFANTRY

Armati

	M	WS	BS	S	T	W	I	A	LD	Pts
Armati	4	3	3	3	3	1	3	1	7	10

Equipment: Halberd and heavy armour. May wear partial plate armour (+2 pts) and carry a shield (+1 pt).

Special Rules: Veteran. May be in Mixed Order with Crossbowmen or Handgunners.

Clipeati

	M	WS	BS	S	T	W	I	A	LD	Pts
Clipeati	4	3	3	3	3	1	3	1	7	10

Equipment: Thrusting spear, light armour and large shield.

Special Rule: May be in Mixed Order with Crossbowmen or Handgunners.

Crossbowmen/Handgunners

	M	WS	BS	S	T	W	I	A	LD	Pts
CB/HG	4	3	3	3	3	1	3	1	7	11

Equipment: Crossbow or handgun, hand weapon and light armour. May have a pavise (+1 pt).

Archers

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

Equipment: Bow and hand weapon.

Special Rule: Skirmishers.

Crusading Peasants

	M	WS	BS	S	T	W	I	A	LD	Pts
Peasant	4	1	1	3	3	1	3	1	5	3

Equipment: Improvised weapons.

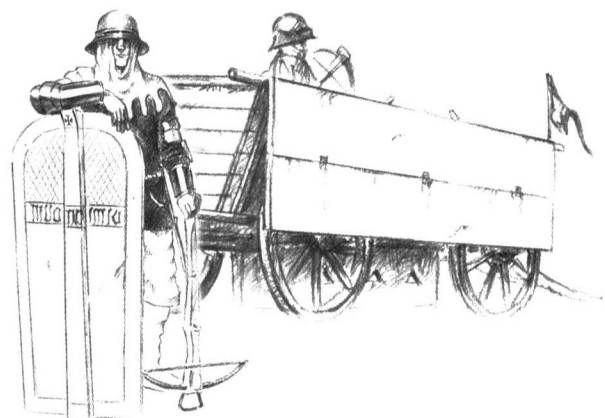
Special Rule: Warband.

Light Artillery (50 pts)

Special Rules: Artillery. May have one gun per 750 army points.

War Wagon (120 pts)

Special Rules: War Wagon. May have one War Wagon per 1,000 army points.



THE OTTOMAN TURKS

(c. 1280–1517)

This army list has been written to recreate the earliest armies of the Ottoman Turks. From humble beginnings in western Anatolia in the late 13th Century, the Ottomans increased their influence over the region in which they lived. Within a century they had taken all of Anatolia, and the southern parts of the Balkan Peninsula. Though suffering setbacks, such as the defeat to Timur Lenk (Tamerlane) and his Mongols at Ankara in 1402, the resilient Ottoman Sultanate always proved able to regain its footing. After defeating a combined western force at the bloody battle of Varna in 1444, the Ottomans finally sacked Constantinople in 1453. They then turned to southern Europe, and in the coming centuries they would advance ever further into the European heartland.

ARMY COMPOSITION

Ghazi Ottomans (c. 1280-1361)

Characters: Up to 25% of the points value of the army.

Ottoman Cavalry: 0-2 Sipahi units (may not take heavy armour).

Turkoman Cavalry: At least 50% of the points value of the army.

Volunteers: Up to 15% of the points value of the army (no Handguns).

Vassals: 0-2 units of Mountain Tribesmen.

Ghazi Ottomans Special Rule

The Ghazi Ottoman army was carried forward on an opportunistic surge of religious zeal. Therefore, any unit may be upgraded to Ghazis at the cost of +1 point per model. Ghazis may re-roll their first failed Panic test.

Conquest Ottomans (1361-1517)

Characters: Up to 25% of the points value of the army.

Ottoman Cavalry: At least 25% of the points value of the army. At least one unit of Sipahis must be chosen.

Akinçis Cavalry: Up to 15% of the points value of the army. 10% minimum if no Infantry (including Vassals) are taken.

Volunteers: Up to 25% of the points value of the army. 10% minimum if any Infantry (including Vassals) are taken.

Janissaries: Up to 33% of the points value of the army.

Vassals: Up to 50% of the points value of the army.

Artillery: Up to 10% of the points value of the army.

Conquest Ottomans Special Rule

The Ottomans used a special type of gunpowder superior to that used in most Western armies. To portray this, all Ottoman artillery may be equipped with Master Gunners at the cost of +20 pts per cannon.

SPECIAL RULES

Ottoman Wagon Tabors

In Conquest Ottoman armies, the Ottoman elite infantry force may deploy inside a Wagon Tabor (see the AoC Special Rules).

Janissaries replace the regular wagon defenders. The Army General, the Army Standard Bearer and all the Janissaries must deploy inside the Tabor. The Tabor wagons must be paid for out of the Janissary points allowance.

The Conquest Ottoman's artillery may be placed in the 3" intervals between the Tabor wagons, and may have frontal plates at the cost of +10 pts per cannon. Frontal plates count as a large shield in all frontal attacks (shooting and close combat) made against the crew.

Mehterhane

Apart from their devotion and ferocity in battle, the Ottomans were notorious for the infernal noise of their marching bands, called the Mehterhane. With crashing cymbals and booming drums, the musicians scared the wits out of their adversaries, and infused their comrades with courage.

The Mehterhane characters must be placed in the same unit as the Army General. As long as the Mehterhane and the Army General remain in the same unit, the following rules apply: The unit led by the Mehterhane marching band is immune to *panic*. Furthermore, for every Mehterhane model in the unit, 1" is added to the Leadership radius of the Army General – up to a maximum of +3".

Camels

To deprive heavy cavalry of their most effective weapon, namely their charge, Ottoman infantry often dragged their beasts of burden with them onto the battlefield. The smell and sight of camels was foreign to the knight's destriers, and they could refuse to charge such strange creatures!

To show that a unit has Camels, place an appropriate number of kneeling or standing camel models in base contact with the rear of the unit when the unit is deployed.

Formed units with Camels cause *fear* in enemy cavalry. If a unit with Camels either charges or flees, the camel models are removed, and the unit no longer causes *fear* in enemy cavalry.

CHARACTERS

	M	WS	BS	S	T	W	I	A	LD	Pts
0-1 Amir/Sultan	4	4	5	4	3	3	5	2	9	135
Beylerbegh	4	5	4	4	3	2	6	2	8	75
0-3 Mehterhane	4	3	3	3	3	2	4	1	8	20

Equipment: Hand weapon. May have shield (+2 pts), light armour (+3 pts), heavy armour (+4 pts), thrusting spear (+2 pts), and bow (+3 pts). May ride a horse (+8 pts), and take half-barding (+4 pts), or cloth barding (+4 pts).

Equipment – Mehterhane: A hand weapon, and some sort of hellish musical instrument. May ride a horse (+8 pts).

Army Standard Bearer Option: One Beylerbegh without spear may be upgraded to Army Standard Bearer (+15 pts).

Special Rules: The Amir or Sultan is the Army General. For an explanation of the Mehtherhane, see the Ottoman Special Rules.

CAVALRY

Ottoman Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
0-1 Kapikulu	8	4	4	3	3	1	4	1	8	26
Sipahis	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, shield, bow, and thrusting spear. May have light armour (+2 pts). The Kapikulu and every other unit of Sipahis may have heavy armour (+3 pts), and may be Drilled (+1 pt). The Kapikulu may also have either half-barding (+4 pts), or cloth barding (+4 pts).

Special Rules: Open Order. Ottoman Cavalry with heavy armour are Eastern Shock Cavalry. All other Ottoman Cavalry are subject to Eastern Shock Cavalry rule 1. Kapikulu Cavalry may only be chosen if an Army General has been chosen as well.

Turkoman & Akinçis Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Turkoman	8	3	3	3	3	1	3	1	7	18
Akinçis	8	2	3	3	3	1	3	1	5	15

Equipment: Hand weapon, shield, and bow. May have thrusting spear (+2 pts).

Special Rules: Skirmishers. Parthian Shot. Feigned Flight.

INFANTRY

Janissaries

	M	WS	BS	S	T	W	I	A	LD	Pts
Janissary	5	3	4	3	3	1	4	1	7	12

Equipment: Hand weapon, shield, and either bow or halberd. May be Drilled (+1 pt). Halberdiers may have bows (+2 pts). In 0-2 units, models without halberds may exchange bow for either crossbow (+2 pts), or handgun (+2 pts).

Mixed Order: Janissary Halberdiers may combine in Mixed Order with Janissaries solely armed with missile weapons.

Deployment Options: May have Stakes (+30 pts per unit), or Camels (+10 pts per unit), or defend an Ottoman Wagon Tabor.

Solak Janissaries Option: One unit may be Solak Janissaries (+3 pts), who are Stubborn. The Solaks must be led by the Army General, and must be the smallest Janissary unit in the army.

Special Rules: Open Order (count Rank Bonus up to +2 in open ground). Mixed Order. Stakes. Camels. Ottoman Wagon Tabor. Janissaries may re-roll their first failed Panic test. Can only be chosen if an Army General has been chosen as well.

Volunteers (Gonullu, Azab and Yaya)

	M	WS	BS	S	T	W	I	A	LD	Pts
Volunteer	5	2	2	3	3	1	2	1	5	5

Equipment: Hand weapon, javelins, and shield. May take throwing spear (+1 pt), or bow (+1 pt) instead of javelins.

Deployment Options: May either place Stakes (+20 pts per unit), or have Camels (+10 pts per unit). Alternatively,



Volunteers may be designated as Skirmishers (free). Skirmishers may take either sling (free), or bow (+1 pt) instead of javelins. 0-2 Skirmisher units may take crossbow (+4 pts), or handgun (+4 pts) instead of javelins.

Special Rules, Formed Volunteers: Open Order. Warband. Either Stakes or Camels.

Special Rules, Volunteer Skirmishers: Skirmishers. Volunteer Skirmisher models with handguns and crossbows may not outnumber Volunteer Skirmisher models with other weapons.

VASSALS

0-2 Serbian Vlastelas

	M	WS	BS	S	T	W	I	A	LD	Pts
Vlastela	8	4	3	3	3	1	4	1	8	34

Equipment: Hand weapon, lance, heavy armour, shield, and warhorse. May have partial plate or full plate armour instead of heavy armour (+1 pt), and cloth barding (+4 pts).

Special Rules: First Charge. Vlastelas must always pursue enemy units that they have defeated in close combat.

Other Vassal Troops

0-2 Balkan or Anatolian Tribesmen: Use the Mountain Tribesmen entry (see the rulebook, page 130). Double-handed weapons may not be chosen.

0-2 Byzantine Regular Pronoiarios: See the Last Byzantines list.

0-2 Balkan Cavalry: To represent Vassal Cavalry from the Balkans, 0-2 units of Serbians (see the Kingdom of Hungary list) and/or Wallachian Calarasi (see the Moldavian/Wallachian list) may be chosen.

0-1 Voynuks: To represent Voynuks, one unit of Regular & Militia infantry may be chosen from the Moldavian/Wallachian list.

0-2 Vassal Archers: To represent Balkan Vassal archers, use the Archer entry in the Kingdom of Hungary list.

Light Artillery (50 pts)

Special Rule: Artillery.

THE LAST BYZANTINES

(1204-1461)

This army list allows you to field the armies of the various Byzantine states that arose after the Crusaders sacked and plundered Constantinople in 1204. Until the Palaeologans restored Byzantine rule in the capital in 1261, these small states fought the former empire's adversaries: Latins in the West, Seljuk Turks and later Ottoman Turks in the East. Byzantine armies from the 1200s and onwards bore little resemblance to those of their predecessors. Consisting mostly of mercenaries, the Last Byzantine armies were almost solely Byzantine by name.

ARMY COMPOSITION

Below you will find a brief description of the different Byzantine armies you can put together with this army list. All Byzantine armies use the same Army Composition. The troops available to each Byzantine army are listed after the description. Note that unless a troop type is mentioned in the list of troops available to the army in question, it may not be used. Only troops mentioned as Permanent Mercenaries may be upgraded to Permanent Mercenaries (see Last Byzantines Special Rules).

Characters: Up to 25% of the points value of the army.

Infantry: Up to 25% to the points value of the army.

Cavalry: Up to 33% of the points value of the army.

Allies & Mercenaries: Up to 75% of the points value of the army.

NIKAEAN BYZANTINES (1204-1261)

This army represents the eastern half of the Byzantine Empire after the fall of Constantinople in 1204. Being one of the most effective Byzantine states to arise after the Latin intervention, the Nikaeen army defeated both the Latins and Seljuk Turks, and retook the provinces of Thrace and Macedonia.

Nikaeen Armies: Regular & Elite Pronoiarios, Regular & Irregular Psiloi and Hoplitai, and Turkoman Cavalry.

Permanent Mercenaries: Latinikoi and Skythikoi.

TRAPEZUNTINE/MOREAN BYZANTINES (1204-1461)

After the fall of Constantinople in 1204, the city of Trapezunt on the northern coast of Anatolia was cut off from the other remnants of Byzantium. Trapezunt survived the onslaught of the Turks by clever diplomacy, but fell to the Ottomans in 1461, by then having outlasting even Constantinople itself.

Controlling the southern part of Byzantium (Greece) after the Palaeologans regained control of Constantinople, the Morean Byzantines were defeated by the Ottoman Turks in the mid-15th Century.

Trapezuntine & Morean Armies: Regular Pronoiarios, Regular & Irregular Psiloi and Hoplitai, and Barbarian Warriors.

Permanent Mercenaries: Balkan Cavalry, Mountain Tribesmen, and either one unit of Latinikoi troops (for the Morean Byzantines), or Skythikoi & Turkopoloi (for the Trapezuntine Byzantines).

EPIROTE BYZANTINES (1204 -1318)

This army represents the western half of the Byzantine Empire after the fall of Constantinople in 1204. The Despot of Epiros fought the Latins with great success. He planned to retake Constantinople but was defeated by the Bulgars and taken captive. The Nikaeen Byzantines captured parts of the Epirot territories in 1246 and the rest was divided between the Palaeologans and the Catalans in Athens.

Epirote Armies: Regular & Elite Pronoiarios, Regular & Irregular Psiloi and Hoplitai.

Permanent Mercenaries: Latinikoi, Balkan Cavalry, and Mountain Tribesmen.

PALAEOLOGAN BYZANTINES (1259-1453)

Constantinople was at last taken back in 1261, and the waning 'empire' was ruled until the very end by the Palaeologans. Like their predecessors, the Palaeologans defended a slowly diminishing empire to the best of their ability – however, the resources of the Palaeologans were severely limited, and the rise of the Ottomans was to mean the end of Byzantium.

Palaeologan Armies: Guards, Elite & Regular Pronoiarios, Regular & Irregular Psiloi and Hoplitai, and Turkoman Cavalry.

Permanent Mercenaries: Skythikoi & Turkopoloi and Alans.

Palaeologan Special Rule: Palaeologan Regular Psiloi may take light armour (+1 pt).

SPECIAL RULES

Permanent Mercenaries

As the Last Byzantines had very small standing armies they relied heavily on mercenaries. Some were employed on a permanent or semi-permanent basis – these were either awarded regular pay or received land grants, and many settled within the empire. Others were hired only for the duration of a campaign or even only for the duration of a single battle. To portray this, one Mercenary unit per 1,000 army points may be upgraded to Permanent Mercenaries at the cost of +2 points per model. Permanent Mercenary units increase their Leadership value by +1. Furthermore, they do not need to take the usual test for Allies & Mercenaries at the

beginning of their first turn (see the AoC Special Rules). Note that although they are Permanent Mercenaries, they are still mercenaries, and cannot use the Leadership value of the Army General, or the re-roll benefit of the Army Standard Bearer.

CHARACTERS

	M	WS	BS	S	T	W	I	A	LD	Pts
0-1 Megas Dom.	4	5	5	4	3	3	5	2	9	135
Noble	4	4	4	4	3	2	4	2	8	55

Equipment: Hand weapon. May ride a warhorse (+16 pts). May have shield (+2 pts), light armour (+3 pts) or heavy armour (+4 pts), and throwing or thrusting spear (+2 pts). Mounted characters may have lance (+6 pts), and half-barding (+4 pts), or plate barding (+6 pts).

Army Standard Bearer Option: One Noble without spear/lance may be upgraded to Army Standard Bearer (+25 pts).

Special Rule: The Megas Domestikos is the Army General.



CAVALRY

Kavallarioi

	M	WS	BS	S	T	W	I	A	LD	Pts
0-1 Guards	8	4	3	3	3	1	4	1	8	23
Elite Pronoiarios	8	3	3	3	3	1	3	1	7	19
Reg. Pronoiarios	8	3	3	3	3	1	3	1	6	17

Equipment: A hand weapon, thrusting spear, light armour, and shield. Guards and Elite Pronoiarios may have heavy armour (+1 pt). Guards may have lance (+4 pts), and either half-barding (+4 pts) or plate barding (+6 pts).

Dismounted Kavallarioi Option: Guards and every other Elite Pronoiarios unit may fight on foot (-11 pts, reduce Movement to 4). They have a hand weapon, thrusting spear, light armour, and shield, and may have heavy armour (+1 pt).

Special Rules: Mounted Kavallarioi with heavy armour are Eastern Shock Cavalry, except Kavallarioi with lances who may count their rank bonus up to a maximum of +1. Mounted Kavallarioi without heavy armour are Open Order. If Elite Pronoiarios or Guards are chosen, at least one unit of Regular Pronoiarios must be chosen as well.

INFANTRY

Hoplitai

	M	WS	BS	S	T	W	I	A	LD	Pts
Regular	4	3	3	3	3	1	3	1	7	7
Irregular	4	2	2	3	3	1	2	1	6	4

Equipment: Hand weapon, throwing or thrusting spear, and shield. Regulars may have light armour (+1 pt).

Psiloi

	M	WS	BS	S	T	W	I	A	LD	Pts
Regular	4	3	3	3	3	1	3	1	7	7
Irregular	4	2	2	3	3	1	2	1	6	4

Equipment: A hand weapon, buckler, and either javelins or sling. May exchange sling or javelins for bow (+2 pts). One Regular Psiloi unit may take crossbow (+4 pts) instead of javelins/sling.

Special Rule: Skirmishers.

ALLIES & MERCENARIES

Some Allies & Mercenaries may be upgraded to Permanent Mercenaries – all others are Allies & Mercenaries.

Skythikoi & Turkopoloi

	M	WS	BS	S	T	W	I	A	LD	Pts
Horse Archer	8	3	4	3	3	1	3	1	6	23

Equipment: Hand weapon and bow. May have buckler (+2 pts), and throwing spear (+1 pt) or javelins (+1 pt).

Special Rules: Skirmishers. Nomad Cavalry.

0-3 Latinikoi Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Knight	8	4	3	3	3	1	4	1	7	31

Equipment: Hand weapon, lance, heavy armour, shield, and warhorse. May have partial plate armour (+2 pts), and take cloth barding (+4 pts) for their mounts.

Special Rules: First Charge. Impetuous.

0-1 Latinikoi Infantry

	M	WS	BS	S	T	W	I	A	LD	Pts
Spearman	4	3	2	3	3	1	3	1	6	5
Crossbowman	4	2	2	3	3	1	2	1	6	10

Equipment: Spearmen have a hand weapon, shield and thrusting spear. Crossbowmen have a hand weapon, shield and a crossbow. Any Latinikoi Infantry may have light armour (+1 pt). Latinikoi Spearmen may have heavy armour (+2 pts).

Special Rules: Spearmen and Crossbowmen may use Mixed Order. Latinikoi Crossbowmen are Open Order when not in Mixed Order. May only be taken if Latinikoi Knights are taken as well.

OTHER ALLIES & MERCENARIES

0-3 Turkoman Cavalry: For the Turkoman Cavalry entry, see the Ottoman Turks list.

0-2 Alan Cavalry: As Alans, use the Tartar Warrior profile in the Armies of Medieval Russia list.

0-3 Balkan or Anatolian Tribesmen: To represent Balkan and Anatolian tribesmen, 0-3 units of Mountain Tribesmen or Barbarian Warriors may be chosen (see the rulebook, page 130).

0-3 Balkan Cavalry: To represent Balkan Cavalry, 0-3 units of Cumans, Serbians (see tKingdom of Hungary list) and/or Wallachians (see Moldavian/Wallachian list) may be chosen.

ARMIES OF THE HUSSITES

(1419–1471)

Bohemia, at the beginning of the 15th Century, was quite literally a smouldering powder keg, filled with religious, ethnic, and economic discontent between its inhabitants: the wealthy and staunchly Catholic Germans and the repressed, reform-minded Slavs. The spark was provided by the judicial execution of 'Protestant' reformer John Hus in 1415, a martyr to his beliefs after the Holy Roman Emperor Sigismund failed to live up to his promise of safe conduct. Four years later, the ensuing resentment finally flared into open rebellion. The fledgling uprising would most likely have been easily stomped out were it not for Jan Zizka. A veteran of some of the era's most memorable battles, Zizka molded the Hussite peasantry into an incredibly efficient war machine, centred on the Hradba Vozova (the war wagon). This military innovation was readily fuelled by Hussite devotion, and the result was a steady stream of victories over a variety of German 'crusaders'. Zizka succumbed to the plague in 1424, but military success continued unabated until 1434, when a rift between the fanatic and moderate elements of the Hussite cause finally led to the Battle of Lipany. It was here that the more militant side of the movement was annihilated. From 1464-1471, Hungary's King Matthias Corvinus joined with Bohemian Catholic nobles in a final crusade against the Hussites. The target this time was none other than his father-in-law, King Goerg Podiebrad of Bohemia! Georg, the 'Hussite King', would resist by using mercenaries of his own financed with the considerable silver deposits in the region, and the resulting forces were remarkably similar to Hussite armies fielded 40-50 years earlier.

ARMY COMPOSITION

Characters: 0-25% of the points value of the army.

Cavalry: 0-25% of the points value of the army.

Infantry: 50-75% of the points value of the army.

Allies: 0-25% of the points value of the army may be Polish allies.

CHARACTERS

0-1 General

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	4	3	4	3	3	4	2	10	180

Equipment: Hand weapon and partial plate armour. May ride a horse (free) or a warhorse (+4 pts). May have a halberd (+4 pts) or a double-handed weapon (+4 pts) if dismounted or with a war-wagon. A warhorse may have cloth barding (+4 pts).

Special Rules: Army General. Stubborn.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	4	4	3	4	3	2	4	2	8	90

Equipment: Hand weapon and partial plate armour. May have a horse (free), a warhorse (+4 pts), or be with a war wagon. The warhorse may have cloth barding (+4 pts).

Special Rules: Army Standard Bearer. Stubborn.

Captain

	M	WS	BS	S	T	W	I	A	LD	Pts
Captain	4	4	3	4	3	2	4	2	8	65

Equipment: Hand weapon and partial plate armour. May have a lance (+4 pts), and a horse (free) or warhorse (+4 pts). May have a halberd (+4 pts) or a double-handed weapon (+4 pts) if dismounted or with a war wagon. The warhorse may have cloth barding (+4 pts).

Special Rules: Stubborn.

CAVALRY

0-1 Bohemian Nobles

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	8	4	3	3	3	1	4	1	8	30

Equipment: Hand weapon, lance, heavy armour, shield, and a warhorse. May wear partial plate armour (free). The warhorse may have cloth barding (+4 pts).

Hussite Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Heavy Cavalry	8	3	3	3	3	1	3	1	7	23
Light Cavalry	8	3	3	3	3	1	3	1	6	14

Equipment: Horse. Heavy Cavalry have thrusting spear, light armour, and shield. Light Cavalry have hand weapon, light crossbow.

Special Rules: Heavy Cavalry are Stubborn. Light Cavalry are Skirmishers.

INFANTRY

Flailmen/Halberdiers

	M	WS	BS	S	T	W	I	A	LD	Pts
Flails/Halberds	4	3	3	3	3	1	3	1	7	11

Equipment: Halberd and light armour. May wear heavy armour (+2 pts) and carry a pavise (+1 pt).

Special Rule: Stubborn.

Crossbowmen/Handgunners

	M	WS	BS	S	T	W	I	A	LD	Pts
CB/HG	4	3	3	3	3	1	3	1	7	11

Equipment: Crossbow or handgun, light armour. May carry a pavise (+1 pt).

Special Rules: Open Order. May be in Mixed Order with Flailmen/Halberdiers (+2 pts). Crossbowmen and Handgunners in Mixed Order are Stubborn.

Light Artillery (50 pts)

Special Rules: Artillery. Stubborn. May have one gun per 1,000 army points.

War-Wagons (150 pts)

Special Rules: War Wagon. Stubborn.

THE SWISS

(1422–1522)

This list will allow you to field the intimidating Swiss armies of the Burgundian and Swabian wars. The Swiss were able to defeat Charles the Bold and his Ordonnance army using excellent quality troops, superior numbers, and Charles' own tactical blunders. Two decades later they continued their dominance by thrashing the ineffective and unenthusiastic forces of the Holy Roman Emperor. The rest of Europe would continue the search well into the Italian Wars for a military answer to the Swiss 'phalanx'.

ARMY COMPOSITION

Characters: The Swiss themselves have no Characters. If one or more units of Allied Men-at-Arms are purchased, they may select an Allied Duke. The Allied Duke's Leadership can only apply to any Allied Men-at-Arms units that he chooses to join.

Infantry: 66-100% of the points value of the army.

Cavalry/Support: 0-33% of the points value of the army.

SPECIAL RULES

Cantonal Standards

The Swiss tended to group their most important confederate and cantonal banners in the centre block of pikemen (the Gewalthut). The Gewalthut must begin the game as the largest unit in the army (other units may be as large), and should contain one or more flags in addition to its unit standard. These extra flags may be placed anywhere in the unit (though the centre is recommended), and serve as a visual reminder of which unit is the Gewalthut.

As long as the Gewalthut is in good order (neither destroyed, fleeing, or off the table), all formed Swiss infantry units within 12" of it may re-roll failed Break tests.

The Gewalthut gains an additional +1 combat results bonus as if it had an Army Standard.

If the Gewalthut loses its standards to a victorious opponent as a result of combat, the standards are worth 300 Victory points.

Command By Committee

Swiss military decisions were heatedly debated and (sometimes even) agreed upon by a group of senior members from each canton; command did not reside with a single overall general. For this reason, no Swiss characters are used to portray the lack of central leadership. However, to represent the heroic actions of individual Swiss leaders, pike and halberd units may purchase a Captain for 20 pts instead of a Leader. A Captain is treated exactly as a unit leader and the unit may add +1 to its Leadership. A Captain's two attacks are always made at Strength 4, no matter what weapons are present on the model.

INFANTRY

Swiss Pikemen

	M	WS	BS	S	T	W	I	A	LD	Pts
Pikeman	4	4	3	3	3	1	3	1	8	13

Equipment: Pike. May wear light armour (+1 pt) or heavy armour (+2 pts).

Special Rules: Stubborn and Medieval Phalanx. The Gewalthut costs an additional +25 pts.

Swiss Halberdiers

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

Equipment: Halberd. May wear light armour (+1 pt) or heavy armour (+2 pts).

Special Rules: Stubborn. May be Open Order (+1 pt) with a Movement of 5 and a Rank Bonus of up to +2 in open ground.

CAVALRY/SUPPORT

Swiss/Allied Men-at-Arms

	M	WS	BS	S	T	W	I	A	LD	Pts
Man-at-Arms	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, partial or full plate armour, lance, and warhorse. May have cloth barding (+4 pts) or plate barding (+6 pts).

Special Rule: May count a Rank Bonus of up to +1 in combat.

0-1 Duke

	M	WS	BS	S	T	W	I	A	LD	Pts
Duke	8	5	3	4	3	2	5	2	8	75

Equipment: Hand weapon, full plate armour, lance, and warhorse. May have cloth barding (+4 pts) or plate barding (+6 pts).

Swiss/Allied Retainers

	M	WS	BS	S	T	W	I	A	LD	Pts
Retainer	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, heavy armour, thrusting spear, and horse.

Special Rule: May be in a Combined Formation (filling in the rear ranks) with Swiss/Allied Men-at-Arms.

Mounted Crossbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Mtd Crossbow	8	3	3	3	3	1	3	1	6	14

Equipment: Light crossbow and hand weapon. May have light armour (+2 pts).

Special Rules: Skirmishers.

Skirmishers

	M	WS	BS	S	T	W	I	A	LD	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	7

Equipment: Light crossbow and hand weapon. Every second unit may upgrade to handgun (+2 pts) or crossbow (+3 pts).

Special Rules: Skirmishers. May have up to one unit for every unit of Swiss Pikemen.

Light Artillery (50 pts)/Multi-barrelled Artillery (50 pts)

Special Rules: Artillery or Multi-barrelled Artillery. May have one gun per 1,000 army points.

FRENCH ORDONNANCE ARMIES

(1445–1503)

This list will allow you to create a French Ordonnance army of the mid-to-late 15th Century.

From 1445, the French King issued a series of ordinances, authorising the building of a standing army. A total of twenty 'Compagnies d'Ordonnance du Roi' were raised, of 100 lances each. These lances were comprised of six mounted men: a man-at-arms, a page, a coustillier and three archers. The members of these ordinance companies swore an oath of allegiance to the king.

These mounted Ordonnance troops were supplemented by a semi-regular infantry force comprised of native archers and crossbowmen, heavy infantry and foreign mercenaries, notably Swiss. The importance of the French archers (francs-archers) as a missile arm declined during the period, as they were held in low regard for their poor skills and unreliability.

French artillery was the best of the period, large in numbers, heavy in calibre and ably led by a competent professional officer corps.

ARMY COMPOSITION

Characters: 0-25% of the points value of the army.

Cavalry: 25-50% of the points value of the army.*

Infantry: 25-75% of the points value of the army. Artillery is bought from the Infantry allocation.

Mercenaries: 0-20% of the points value of the army.

**For every Ordonnance Gendarme model, there must be one Coustillier model and at least one Ordonnance Longbowman model.*

SPECIAL RULES

Keeper of the Oriflamme

*"L'Oriflamme est une Banniere,
Aucun poi plus forte que quimple:
De cendal roujoyant et simple,
Sans pourtraiture d'autre affaire"*

Guiart

If French armies are led by the King himself, the Oriflamme or 'Gold Flame' may be carried as the army's battle standard (+50 points). Special powers were attributed to this sacred red banner. According to one contemporary chronicler "When this was raised, no-one was to take prisoners on pain of death". To reflect its illustrious position, it may only be accompanied by a unit of Ordonnance Gendarmes. The unit which accompanies

the Oriflamme is immune to *panic*. If the unit is forced to surrender the Oriflamme to a victorious opponent, the banner is worth 250 Victory points. The Oriflamme's powers are lost when the Battle Standard Bearer is killed.

Chicken

In 1448, an ordinance created the so-called 'francs-archers', bowmen whom served in exchange for exemption from taxes and guard duties. Although they practiced archery, it was claimed the only thing they could kill were chickens! Easily overawed by the sight of enemy forces and the presence of famous leaders, they were a liability on the battlefield. As a result, Francs-archers *fear* any formed troops with a Leadership of 7 or more.

CHARACTERS

0-1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	5	3	3	3	3	5	2	9	150

Equipment: Hand weapon and full plate armour. Has a halberd or a double-handed weapon if on foot. Has a lance and warhorse if mounted. The warhorse may have cloth barding (+4 pts), or plate barding (+6 pts).

Special Rule: Army General.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	4	5	3	3	3	2	5	2	8	80

Equipment: Hand weapon and full plate armour. Has a warhorse if mounted. The warhorse may have cloth barding (+4 pts), or plate barding (+6 pts).

Special Rule: Army Battle Standard.

CAVALRY

Ordonnance Gendarmes

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	8	35
Dismounted	4	4	3	3	3	1	4	1	8	18

Equipment: Hand weapon and full plate armour. Has a halberd or a double-handed weapon if on foot, and a lance and warhorse if mounted. The warhorse may have cloth barding (+4 pts), or plate barding (+6 pts).

Special Rules: First Charge. Different Weapons (if dismounted). Combined Formation; when mounted may include Coustilliers. May be Veteran (+3 pts). Mounted Gendarmes gain up to a +1 Rank Bonus if supported by Coustilliers. Every second unit of Ordonnance Gendarmes may be upgraded to WS5 (+3 pts).

Ordonnance Coustilliers

	M	WS	BS	S	T	W	I	A	LD	Pts
Coustilliers	8	3	3	3	3	1	3	1	7	22

Equipment: Horse, thrusting spear, hand weapon, and partial plate armour.

Special Rules: Combined Formation; may be included in a unit of Gendarmes. May be Veteran (+2 pts).

Ordonnance Longbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	3	3	3	3	1	3	1	7	22
Dismounted	4	3	3	3	3	1	3	1	7	11

Equipment: Hand weapon and heavy armour. Dismounted Ordonnance Longbowmen have a longbow and may have stakes (+20 pts per unit). When mounted they have a thrusting spear and a horse.

Special Rules: Stakes. May be Veteran (+2 pts).

INFANTRY

Francs-Archers

	M	WS	BS	S	T	W	I	A	LD	Pts
Franc-Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow and hand weapon. May have light armour (+1 pt), a buckler (+1 pt), and stakes (+20 pts per unit).

Special Rules: Chicken. Stakes.

Partisanmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Partisanman	4	3	3	3	3	1	3	1	7	10

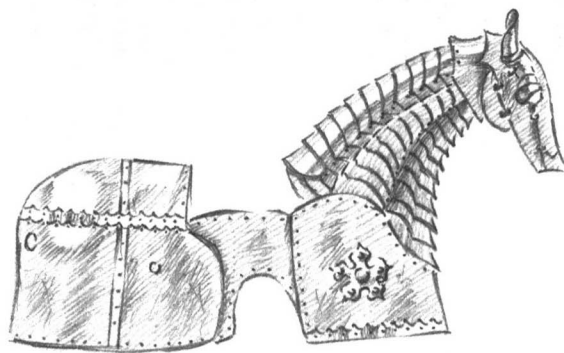
Equipment: Halberd, hand weapon, and partial plate armour. May upgrade to full plate armour (+4 pts).

Crossbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	11

Equipment: Crossbow, hand weapon, and light armour. May have stakes (+20 pts per unit), a buckler (+1 pt), or a pavise (+1 pt).

Special Rules: Stakes. Open Order.



Handgunners

	M	WS	BS	S	T	W	I	A	LD	Pts
Handgunner	5	3	3	3	3	1	3	1	6	10

Equipment: Handgun, hand weapon, and light armour.

Special Rules: Skirmishers. May have one unit for every 750 points in the army.

Bideaux

	M	WS	BS	S	T	W	I	A	LD	Pts
Bideaut	5	3	3	3	3	1	3	1	7	10

Equipment: Throwing spears, javelins, hand weapon, and buckler.

Special Rules: Skirmishers. Feigned Flight.

Light Artillery (50 pts)/Multi-barrelled Artillery (50 pts)

Special Rules: Artillery or Multi-barrelled Artillery. May have one gun per 500 army points. One crewman per gun may be upgraded to a Master Gunner (+20 pts). Up to two Master Gunners are allowed in the army.

MERCENARIES

Swiss

A Swiss mercenary contingent can only comprise of Swiss Pikemen and/or skirmishers.

"All of us, alive or dead from our last effort, promise to bring you victory today before your very eyes."

French Ordonnance captains addressing King Charles VIII prior to the Battle of Fornovo, 1495
(in Alessandro Beneditti's 'Diaria de Bello Carolino'
(Diary of the Caroline War) 1495)

LATE MEDIEVAL BURGUNDY & BURGUNDIAN ORDONNANCE

(1453–1477)

Charles 'the Bold', the final Duke of Burgundy, was simply a man who viewed warfare as a fulfilling way of life. His attempts to unite his northern and southern territories led to clashes with virtually all of his neighbours, including France, the Holy Roman Empire, the Low Countries, and, catastrophically, the Swiss Confederacy. The shortcomings of the feudal army he inherited from his father led him to author a series of ordinances, which laid out in great detail the procedures for recruiting and sustaining a professional army. The result was an awe-inspiring mix of nearly every celebrated soldier in Western Europe: English longbowmen, French gendarmes, Low Countries pikemen, and an impressive artillery train. Sadly, the army never lived up to its potential. It was thoroughly hammered by the Swiss alliance in a series of three great battles, and was swept from history along with Charles himself by the blade of a Swiss halberd. This army list will allow for both Charles' earlier feudal as well as his later ordonnance army.

SPECIAL RULES

Special Formations

Ordonnance Longbowmen may be in a Combined Formation with Ordonnance Pikemen.

Mounted Coustilliers may be in the rear ranks of a Combined Formation with Mounted Knights/Ordonnance Gendarmes or Mounted Feudal Knights.

Household Foot, Dismounted Knights/Ordonnance Gendarmes, Dismounted Feudal Knights, or Dismounted Coustilliers may be in Mixed Order with Archers/Ordonnance Longbowmen, Crossbowmen, or Handgunners.

One unit of Archers/Ordonnance Longbowmen or Handgunners may be skirmishers for every 1,000 army points.

ARMY COMPOSITION

Characters: 0-25% of the points value of the army.

Cavalry: 25-75% of the points value of the army.

Infantry: 25-75% of the points value of the army.

Artillery: May have one gun per 500 army points. Bought from the Infantry point allocation.

Allies: 0-25% of the points value of the army may be Wars of the Roses English.

CHARACTERS

0-1 Duke/General

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	6	3	4	3	3	6	2	9	160

Equipment: Hand weapon and full plate armour. May have a halberd (+4 pts) or a double-handed weapon (+4 pts) if dismounted. May have a lance (+4 pts) and must have a horse (free) or warhorse (+4 pts) if mounted. The warhorse may have plate barding (+6 pts).

Special Rules: Army General. Stubborn if dismounted.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	4	5	3	4	3	2	5	2	8	100

Equipment: Hand weapon and full plate armour. Must have a horse (free) or warhorse (+4 pts) if mounted. The warhorse may have plate barding (+6 pts).

Special Rules: Army Standard Bearer. Stubborn if dismounted.

Captain

	M	WS	BS	S	T	W	I	A	LD	Pts
Captain	4	5	3	4	3	2	5	2	8	75

Equipment: Hand weapon and full plate armour. May have a halberd (+4 pts) or a double-handed weapon (+4 pts) if dismounted. May have a lance (+4 pts) and must have a horse (free) or warhorse (+4 pts) if mounted. The warhorse may have plate barding (+6 pts).

Special Rule: Stubborn if dismounted.

CAVALRY

Knights and Ordonnance Gendarmes

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	8	34
Dismounted	4	4	3	3	3	1	4	1	8	16

Equipment: Hand weapon and full plate armour. May have a halberd (+2 pts) or a double-handed weapon (+2 pts) if dismounted. Armed with a lance and a warhorse if mounted. The warhorse may have plate barding (+6 pts).

Special Rules: One unit may be upgraded to WS5 (+2 pts) as Household Gendarmes. First Charge if mounted. Stubborn if dismounted.

Feudal Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	2	3	3	3	1	3	1	7	22
Dismounted	4	3	3	3	3	1	3	1	7	11

Equipment: Hand weapon and heavy armour. Armed with a lance and a warhorse if mounted. May have a halberd (+2 pts) or a double-handed weapon (+2 pts) if dismounted.

Special Rules: Stubborn if dismounted.

Coustilliers

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	3	3	3	3	1	3	1	7	20
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting spear, heavy armour, and horse. May exchange thrusting spear for halberd (+1 pt) if dismounted.

Italian Light Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Cavalry	8	3	3	3	3	1	3	1	6	16

Equipment: Light crossbow, hand weapon, light armour, and horse.

Special Rule: Skirmishers.

INFANTRY

0-1 Household Foot

	M	WS	BS	S	T	W	I	A	LD	Pts
Household Ft	4	3	3	3	3	1	3	1	7	10

Equipment: Halberd and heavy armour. May wear partial plate armour (+2 pts).

Special Rule: Veteran.

Archers/Ordonnance Longbowmen

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

Equipment: Longbow, hand weapon, and light armour. May wear heavy armour (+2 pts). May have a hand and a half sword (+2 pts, treat as a halberd).

Special Rules: If not in a Combined Formation or Mixed Order, may have Stakes (+20 pts per unit) or be in Open Order (free). One unit may be Veteran (+1 pt).

Low Countries/Ordonnance Pikemen

	M	WS	BS	S	T	W	I	A	LD	Pts
Low Ctry Pike	4	3	3	3	3	1	2	1	6	10
Ord. Pike	4	3	3	3	3	1	3	1	7	11

Equipment: Pike and heavy armour. Ordonnance Pikemen may have a buckler (+1 pt).

Special Rules: Low Countries pikemen are a Medieval Phalanx. Ordonnance Pikemen are a Medieval Phalanx if not in a Combined Formation.

Crossbowmen

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

Equipment: Crossbow, hand weapon, and light armour. May have a pavise (+1 pt).

Special Rule: If not in Mixed Order, may be in Open Order (free).

Handgunners

	M	WS	BS	S	T	W	I	A	LD	Pts
Handgunner	4	3	3	3	3	1	3	1	7	11

Equipment: Handgun, hand weapon, and light armour. May have a pavise (+1 pt).

Special Rule: If not in Mixed Order, may be in Open Order (free).

Light Artillery (50 pts)/Multi-barrelled Artillery (50 pts)

	M	WS	BS	S	T	W	I	A	LD	Pts
Artillerist	4	3	3	3	3	1	3	1	7	-

Equipment: Artillery include three crewmen. May have up to two additional crewmen (+10 pts per crewman) per gun. May upgrade one crewman in the army to a Master Gunner (+20 pts).

Special Rules: Artillery or Multi-barrelled Artillery. Up to one gun for every 500 army points.

WARS OF THE ROSES

ENGLISH (1455–1487)

This list will allow you to create any of the armies that struggled for the crown during the sporadic campaigns known as the Wars of the Roses. The period begins with the Yorkist victory over Lancastrian supporters at 1st St. Albans in 1455. Yorkist fortunes rose and fell at an alarming rate after that. Richard of York was driven into exile, but returned in triumph to capture the hapless Henry VI at Northampton. His victory was short-lived, and he was killed in a well-laid ambush at Wakefield. Rather than doom Yorkist ambitions for good, the surprisingly resourceful Edward (soon to be Edward IV) came into his own, winning convincingly at the epic battle of Towton in 1461 to solidify his hold on the crown. A relatively peaceful decade followed, but a falling out between Edward and his most important supporter, Warwick the Kingmaker, led to another bitter chapter. Edward was himself forced to seek asylum at the house of Charles the Bold. When it became clear that France would benefit, Charles helped finance a spectacular comeback, and Edward again achieved military greatness on the fields of Barnet and Tewkesbury in 1471. Another reasonably calm decade ensued, but Edward's death led to an ugly struggle for power that saw Richard III make his unique mark on history and the pages of Shakespeare. His death at Bosworth Field (while seeking a horse, according to the bard) ushered in the Tudor dynasty. Henry VII had one last challenge; a strange mix of Yorkist diehards, German mercenaries, and enthusiastic Irish rustics, all gathered together to support a child imposter! However, this romantically doomed expedition was defeated after a sharp clash at Stoke in 1487, and signals the end of the conflict.

ARMY COMPOSITION

There were arguably five distinct army compositions that fought in the Wars of the Roses. These were the armies of Lancaster, York, Richard III, Henry Tudor, and the Yorkist Pretenders. Availability of some troop types is restricted to specific armies and these are indicated in the troop's entry.

Characters: 0-25% of the points value of the army.

Cavalry: 0-50% (Yorkist Pretenders: 0-25%) of the points value of the army.

Infantry: 25-75% (Yorkist Pretenders: 0-25%) of the points value of the army.

Special Units: 0-25% (Yorkist Pretenders: 25-75%) of the points value of the army.

SPECIAL RULES

Mixed Order

The following troops may use Mixed Order:

Retinue Longbowmen – Dismounted Men-at-Arms.

Retinue Longbowmen – Retinue Billmen.

Shire Longbowmen – Shire Billmen or Border Spearmen.

Welsh Longbowmen – Welsh Spearmen.

Continental Mercenaries (mêlée weapons) – Continental Mercenaries (missile weapons).

CHARACTERS

0-1 Army General

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	6	3	4	3	3	6	2	9	160

Equipment: Hand weapon and full plate armour. May have a lance (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. May have a halberd (+4 pts) or double-handed weapon (+4 pts) if dismounted. The warhorse may have cloth barding (+4 pts) or plate barding (+6 pts).

Special Rules: Army General. Stubborn when dismounted.

Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Standard	4	5	3	4	3	2	5	2	8	100

Equipment: Hand weapon and full plate armour. Must have a horse or warhorse (+4 pts) if mounted. The warhorse may have cloth barding (+4 pts) or plate barding (+6 pts).

Special Rules: Army Standard Bearer. Stubborn when dismounted.

Nobles

	M	WS	BS	S	T	W	I	A	LD	Pts
Noble	4	5	3	4	3	2	5	2	8	75

Equipment: Hand weapon and full plate armour. May have a lance (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. May have a halberd (+4 pts) or double-handed weapon (+4 pts) if dismounted. The warhorse may have cloth barding (+4 pts) or plate barding (+6 pts).

Special Rule: Stubborn when dismounted.

CAVALRY

Men-at-Arms

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	8	34
Dismounted	4	4	3	3	3	1	4	1	8	15

Equipment: Hand weapon, and partial plate armour. May wear full plate armour (mounted free, dismounted +2 pts). Lance and warhorse if mounted. May have a halberd (+3 pts) or double-handed weapon (+3 pts) if dismounted. Any mounted unit may add cloth barding (+4 pts) or plate barding (+6 pts).

Special Rules: May have up to +1 Rank Bonus if mounted. First Charge if mounted. Stubborn if dismounted. May be the front rank(s) of a Combined Formation with Curroues.

Curroues

	M	WS	BS	S	T	W	I	A	LD	Pts
Currou	8	3	3	3	3	1	3	1	7	20

Equipment: Thrusting spear, heavy armour, and horse.

Special Rule: May be the rear rank(s) of a Combined Formation with Mounted Men-at-Arms.

Staves/Hobilar

	M	WS	BS	S	T	W	I	A	LD	Pts
Stave/Hobilar	8	2	2	3	3	1	3	1	6	12

Equipment: Hand weapon and horse. May have light armour (+2 pts) and thrusting spear (+2 pts).

Special Rule: Open Order.

0-1 Irish Cavalry/Border Horse

	M	WS	BS	S	T	W	I	A	LD	Pts
Skirmish Cav.	8	3	3	3	3	1	3	1	6	15

Equipment: Irish Cavalry have hand weapon, javelins, shield, and horse. Border Horse have throwing spear (a boar spear), hand weapon, light armour, and horse.

Special Rule: Skirmishers.

Availability: Lancaster – Irish Cavalry or Border Horse, Yorkist Pretenders – Irish Cavalry, Richard III – Border Horse.

INFANTRY

Retinue Billmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Billman	4	3	3	3	3	1	3	1	7	10

Equipment: Halberd and heavy armour.

Retinue Longbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Longbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Longbow, light armour, and hand weapon. May have a buckler (+1 pt). May have Stakes (+20 pts per unit) if not in Mixed Order.

Special Rule: Stakes.

Shire Billmen/Border and Welsh Spearmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Bill/Spear	4	2	2	3	3	1	3	1	6	6

Equipment: Halberd or thrusting spear and light armour. Welsh have a thrusting or throwing spear and shield.

Availability: Lancaster, York, Richard III and Henry Tudor.

Shire/Welsh Archers

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

Equipment: Longbow and hand weapon. May have Stakes (+20 pts per unit) if not in Mixed Order.

Special Rule: Stakes.

Availability: Lancaster, York, Richard III and Henry Tudor.

Local Levies/Rebellious Peasants

	M	WS	BS	S	T	W	I	A	LD	Pts
Levy/Peasant	4	1	1	3	3	1	2	1	5	3

Equipment: Improvised weapons.

Special Rules: Fear formed foot units they don't outnumber by more than two to one. Fear formed cavalry units. Casualties from artillery cause a Panic test.

Availability: Lancaster, York, Richard III and Henry Tudor.

SPECIAL UNITS

Irish Galloglaichs

	M	WS	BS	S	T	W	I	A	LD	Pts
Galloglaich	4	4	3	3	3	1	3	1	7	12

Equipment: Double-handed weapon and heavy armour.

Special Rule: Veteran.

Availability: Lancaster and Yorkist Pretenders.

Irish Bonnachts and Kerns

	M	WS	BS	S	T	W	I	A	LD	Pts
Bonnacht/Kern	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelin, and buckler.

Special Rules: Warband. Open Order. Every 2nd unit may be Skirmishers.

Availability: Lancaster and Yorkist Pretenders.

Mercenary Pikemen

	M	WS	BS	S	T	W	I	A	LD	Pts
Merc. Pikeman	4	3	3	3	3	1	3	1	7	10

Equipment: Pike and heavy armour.

Special Rules: Yorkist Pretenders may be Stubborn (+2 pts). Medieval Phalanx.

Availability: York, Lancaster and Yorkist Pretenders.

Continental Mercenaries

	M	WS	BS	S	T	W	I	A	LD	Pts
Mercenary	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon and light armour. May upgrade to heavy armour (+1 pt). May have only one choice of halberd (+2 pts), thrusting spear (+1 pt), crossbow (+5 pts) or handgun (+4 pts). Crossbowmen and Handgunners may have pavises (+1 pt) if not in Mixed Order.

Availability: York, Lancaster, Tudor and Yorkist Pretenders.

Breton Javelinmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Breton	5	3	3	3	3	1	3	1	6	9

Equipment: Hand weapon, throwing spear and javelins if formed, javelins only if skirmishing, and buckler.

Special Rule: Open Order or Skirmishers. Feigned Flight.

Availability: Lancaster and Tudor.

Light Artillery (50 pts)/Multi-barrelled Artillery (50 pts)

Special Rules: Artillery or Multi-barrelled Artillery. Up to one gun for every 750 army points.

FURTHER INFORMATION

MINIATURES MANUFACTURERS

Old Glory USA, Box 20, Calumet, PA 15621, USA
www.oldgloryminiatures.com

Old Glory UK, Institute House, New Kyo, Stanley, Co. Durham, DH9 7TJ, UK. www.oldgloryuk.com

Front Rank Figurines Ltd, The Granary, Banbury Road, Lower Boddington, Daventry, Northants. NN11 6XY.
www.frontrank.com

Games Workshop, www.games-workshop.com

Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK.
www.wargamesfoundry.com

Essex Miniatures, Unit 1 Shannon Centre, Shannon Square, Thames Estuary Estate, Canvey island, Essex, SS8 0PE. www.essexminiatures.co.uk

Perry Miniatures, PO Box 6512, Nottingham NG7 1UJ, UK.
www.perry-miniatures.com

Gripping Beast, 32 Union Court, Richmond, Surrey TW9 1AW, UK. www.grippingbeast.com

PUBLISHERS

Warhammer Historical, PO Box 5226, Nottingham NG7 2WT. www.warhammer-historical.com

Osprey Publishing Ltd, Elms Court, Chapel Way Botley, Oxford OX2 9LP, UK

Wargames Research Group (WRG), The Keep, Le Marchant Barracks, London Rd, Devizes, Wilts SN10 2ER, UK

SOCIETIES

Lance and Longbow Society, The Secretary, 11 Westmeade Close Rosedale, Cheshunt Herts EN7 6JP
www.lanceandlongbow.com – The Society produces a useful magazine *The Hobilar* and a range of booklets from Freezywater Publications.

Warhammer Players Society, The Membership Secretary, PO Box 6420, Littleover, Derby DE1 9HA, UK www.players-society.com – the website includes an online Warhammer Historical Forum.

The WABList, WABMedievalBattles and many other Internet discussion groups can be found on Yahoo! and similar services.

MAGAZINES

Wargames Illustrated, PO Box 6712, Newark, Notts NG24 1GY, UK.

Miniature Wargames, Pireme Publishing Ltd, Suite 10, Wessex House, St Leonard's Road, Bournemouth BH8 8QS, UK.

Wargames, Soldiers and Strategy, Revistas Profesionales S.L. Valentin Beato 42 28037 Madrid, Spain.

REFERENCE WORKS & HISTORIES

Unsurprisingly, there is a wealth of books on the Medieval period – what follows are a few of the key volumes:

General

Heath, Ian. *Armies of the Middle Ages 1300-1487 vol.1*, Wargames Research Group.

Heath, Ian. *Armies of the Middle Ages 1300-1500 vol.2*, Wargames Research Group.

Bradbury, Jim. *The Medieval Archer*, The Boydell Press.

Urban, William. *Tannenberg and After*, Lithuanian Research and Studies Centre.

War of the Roses

Boardman, Andrew W. *The Medieval Soldier in the Wars of the Roses*, Sutton Publishing.

Haigh, Philip A. *The Military Campaigns of the Wars of the Roses*, Sutton Publishing.

Swiss

McCormack, John. *One Million Mercenaries*, Leo Cooper – London

Hungarians

Black, Bob. *Janos Hunyadi and the Turkish Invasions of Hungary in the 15th Century*, Freezywater Publications

Hussites

Mills, L. K. *Hussite Wars 1419-1435*, The Battery Press

Burgundians

McGill, Pacou and Erskine Riddell. *The Burgundian Army of Charles the Bold*, Freezywater Publications

Last Byzantines

Bartusis, Mark. *The Late Byzantine Army – Arms and Society, 1204-1453*. University of Pennsylvania Press.

Heath, Ian. *Byzantine Armies 1118-1461 AD*. Osprey.

Ottoman Turks

Nicolle, David. *Armies of the Ottoman Turks 1300-1774*. Osprey.

Nicolle, David. *Hungary and the Fall of Eastern Europe 1000-1568*. Osprey

Russia

Nicolle, David & Shpakovsky, Vyacheslav. *Medieval Russian Armies*. Osprey.

Romania

Rezachevici, Constantin. *Istoria Popoarelor vecine si neamul românesc in Evul Mediu ("History of the Neighbouring Peoples and the Romanian Nation in the Middle Ages")*. Albatros, 1998.

Densusianu, Nicolae. *Istoria militara a poporului român ("The Military History of the Romanian People")*. Vestala, 2002.

The Hundred Years War

Rothero, Christopher. *The Scottish and Welsh Wars 1250-1400*. Osprey.

Bennett, Matthew. *Agincourt*. Osprey.

Nicolle David. *Crecy*. Osprey.

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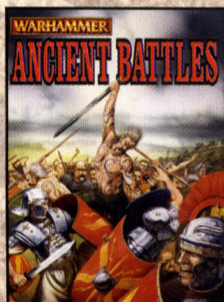


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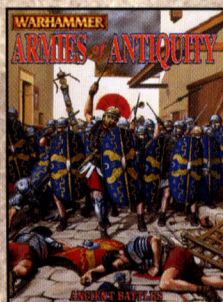


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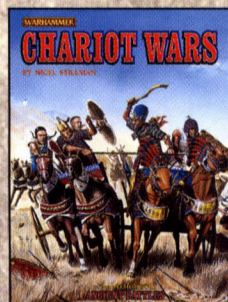
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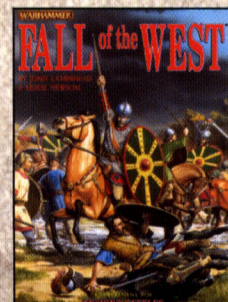
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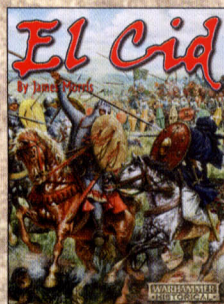
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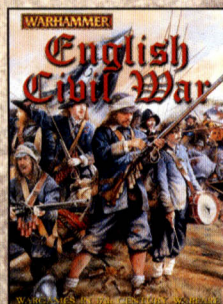
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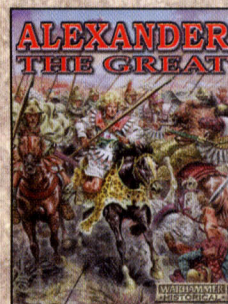
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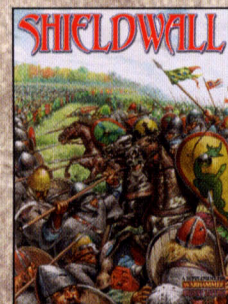
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