

Vlad the Impaler™



South Eastern Europe in the Age of Vlad the Impaler



VLAD THE IMPALER & The Ottoman Wars in Europe

"Here begins a very cruel, frightening story about a wild bloodthirsty man Prince Dracula. How he impaled people and roasted them and boiled their heads in a kettle and skinned people and backed them to pieces like cabbage. He also roasted the children of mothers and they had to eat the children themselves. And many other horrible things are written in the tract and in the land he ruled..."

Frontispiece of Nuremberg pamphlet, 1499



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INTRODUCTION

In popular culture, there are few historical figures that have commanded more attention than Vlad the Impaler. Almost overwhelmingly, that attention comes from Irish novelist Bram Stoker's decision to base his mournful vampire Count Dracula on the real Vlad the Impaler. There have been more than 100 movies inspired by Prince Vlad, and countless novels, books of folklore, comics, and histories. The figure of Vlad the Impaler is known worldwide. But who was the historical Dracula? Almost all of what is believed about him comes from Stoker's work and subsequent novels and films, but almost none of it is true. It turns out that reality may be more unsettling than anything you have seen starring Bela Lugosi or Christopher Lee.

The real Vlad the Impaler was born in 1431, the middle son of Vlad II Dracul (the Dragon), ruler of Walachia from 1437. Vlad III Dracula (Son of the Dragon) became ruler of Walachia briefly in 1448; then in 1456 he began his longest reign. Vlad III Dracula ruled Walachia for only seven years between 1448 and 1476, but his intermittent reign is marked with stories of vengeance, bloody reprisals, and pure cruelty.

There is the tale that relates how Vlad, shortly after taking the throne in 1456, invited the poor and homeless people of his capital Tirgoviste to a feast. He then locked the doors and burned down the hall, saying that no one should be poor in his realm. Another story relates how two Ottoman

envoys would not remove their turbans in his presence. Vlad is reported to have had the turbans nailed to the diplomats' heads. There is also the tale of how he invited 500 of Walachia's boyars to a dinner, condemned them for their failure to show loyalty to any prince, and had them either slaughtered or put into irons and forced to build his castle at Poenari: those who survived the back-breaking labour were impaled. Impalement, which Vlad is reported to have learned about while an Ottoman hostage, was meted out as punishment for so many crimes that Vlad III earned his nickname – Tepes 'the Impaler', or as the terrified Turks would call him, Kaziklu Bey – 'the Impaler Prince'.

There are literally dozens of Dracula 'horror stories', and while we may have a morbid fascination with them, they were either essentially medieval propaganda published by Vlad's Transylvanian Saxon enemies or they were based on fact and circulated by Vlad's subjects to scare his military adversaries. As you will see, they were extraordinarily effective. Vlad's true story exists against a rich backdrop, a mural of portraits as compelling as his, but less well known.

It is the aim of this book to bring the Vlad the Impaler of legend to life, and to feature his military gamble against the odds as the entry point to the period and the style of warfare. We will place Vlad within the rich context of the medieval Balkans, resurrecting characters both noble and infamous, and the armies they led.



Dan Minculescu, Steve Schifani and I have written nine army lists representing all the major players of the region. Some lists are new and others are more detailed updates of the previously published *Armies of Chivalry* lists. Each is accompanied by a brief history, digest of the main tactics used, and modelling tips for each army.

We have tried as much as possible to use the language of each list's origin for proper names to reinforce the sense of nationality (which accounts for different spellings of similar terms from list to list – eg, Voivode/Vajda [Hungarian], Vojvoda [Serb] and Voievod [Romanian] – all meaning 'warlord'), timelines, relevant quotes from primary sources, and brief biographies and profiles for the period's most important figures will further help you get into the mindset of the generals of the Balkan Wars of the late 13th through early 16th centuries. We also provide you with a ready-made campaign and some scenarios for recreating historical battles.

We hope this is a fun and useful sourcebook that sketches out the most fascinating figures and charts the flow of events so that players will be able to devise endless combinations – re-creating real conflicts and building plausible and entertaining 'what-if' battles. It was somewhat daunting to create an approach to wargaming the era. This is a period that is truly rich in events and people and we could not include them all (you will notice that the most important battle of the era is missing – Constantinople – which will find a place as a featured battle in the upcoming WAB Siege supplement). We had no end of narratives and people who are a fascinating basis for creating tabletop battles and campaigns. But, since these are national heroes and legends, we wanted to make sure that we were not trivialising either individual achievement or history. Dan, Steve, and I have a great affinity and affection for the history of south-eastern Europe. We have tried to forge a balance that honours history while still providing you with the jumping off point for fun and exciting wargames.

We sincerely hope you enjoy our efforts.

We wish to thank everyone involved in putting this book together. Our great team of reviewers and playtesters, including Tom Opalka; Jim Clarke; Dave Watson and his mates at the Glasgow & District Wargaming Society; Matt Iverson, Al Garnache, Paul Georgian, Bob Rioux, Peter Lowitt, Mark Callahan, and Joe Gorski; Paul Frith; Igor Olshansky, Jay Stone; Russell Etts; Dion Antipas, Jovica Jovic, Marcus 'Grimm' Kaufmann, Bogdan Suteu, Razvan Zoitanu and Andrei Mirea, Martin Gibbins, Trevor Browne; Dave Lanchester, George Moraitis, and Dr Simon Moore at Ponders End; Bob Black; Brian Casey; Mats Elzinga; Aaron Deas, Jeff Cooper, and my friends at The Warmonger Club: Matt Birdoff, Kevin Coleman, Ken Lacy, Nate Merchant, Nidal Nasr, Gene Ostrovsky, Don Slater and Andy Small (special thanks to Andy, Don, Dave Watson, Liam Entwistle, and Rob Broom for painting up so many beautiful figures, and to Andy for multiple reality checks).

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And of course, a big thank you to my wife Kathy and daughters Julia and Dinah for their help and understanding that this project would actually be finished – someday...

Dan and Steve join me in thanking Rob Broom for believing in this project and guiding it in the right direction. And finally, I'd like to dedicate this book to the late Heine Baekkelund for including me in his work and giving me the encouragement to go forward.

"İyi Şanslar!"

(Good luck!)

John Bianchi

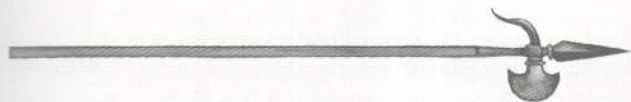
October 31, 2005



PROLOGUE

"I have killed men and women, old and young, who lived at Oblucita and Novoselo, where the Danube flows into the sea, up to Rahova, which is located near Chilia, from the lower Danube up to such places as Samovit and Ghighen. We killed 23,884 Turks and Bulgars without counting those whom we burned in homes or whose heads were not cut by our soldiers. Thus your Highness must know that I have broken the peace with him (the Sultan)."

Letter from Vlad the Impaler to King Mátyás Corvinus, 1462



VLAD TEPES & THE CRUSADE AGAINST THE TURKS

The mention of Dracula's name conjures up the horror movie images of vampirism that have by now become familiar to everyone, yet very few know the 'real' Dracula. He was indeed flesh and blood, though he lent little more to Bram Stoker's creation than his name and truly fearsome reputation.

The real man was Vlad III Tepes and he was not from Transylvania, though he developed a reputation there. The ruler of Walachia, Vlad, waged a war remarkable in both its cruelty and modernity against the Ottoman Turkish invaders of his homeland. And, though he was not the most powerful ruler or successful general of his time, Vlad the Impaler's struggle is most deserving of attention.

Vlad became infamous in Hungary and the Holy Roman Empire for impaling Transylvanian German merchants who broke trade treaties and stole business from Romanians. But, despite the mountain of 'bad press' these acts generated in German-speaking towns in Hungary (where he was accused of cannibalism, boiling people alive, and other acts too vile to mention), Vlad the Impaler made his fearsome reputation in south-eastern Europe as the prince who did not shrink from impaling more than 20,000 Turks in the course of waging a ferocious war of terror against Ottoman invaders. This tireless and single minded resistance guaranteed his place in Romania's pantheon of national heroes. Yet, as exceptional and bloody as Vlad's story is – it is in many ways representative of the stories of other Balkan and south-eastern European princes of the 14th, 15th and early 16th centuries. Vlad, and others like him, struggled to keep their countries free, using whatever means at their disposal. During a period of sweeping devastation caused by constant warfare and the Black Death, while stronger nations tried to fulfil their dreams of carving an empire out of the heart of the Balkan Peninsula, the states of south-eastern Europe tried simply to survive.

THE WARS IN SOUTH-EASTERN EUROPE

When we begin our story in the late 13th Century, this part of Europe was recovering from a period of upheaval. The Byzantine Empire had just retaken its ancient capital, Constantinople, from the piratical Frankish knights of the

Fourth Crusade, and though only a vestige of its former glory, the empire was resurgent under the capable leadership of Michail Paleologus. To the north of Byzantium, the Bulgarians were trying to rid themselves of Tartar control and had just installed a former swineherd as their ruler. To Bulgaria's west, the small state of Serbia was growing in land and power, its Nemanjić kings intent on creating their own empire and supplanting Byzantium as the leading power in the Balkans. North of the River Danube, the large Kingdom of Hungary, ruled by the Arpad Dynasty, was strong and influential, and trying to keep the Romanian-speaking lands to the east in its powerful orbit. Other states dotted the region: Dubrovnik (Ragusa), the Duchy of Athens (ruled by the Frankish Knights of Achaia), the Byzantine Despotates of the Morea and Epiros, and the Byzantine provinces of Albania and Macedonia. All were small in size and influence, though some were militarily better off than others.

Though this area was relatively calm, this was about to change forever. In 1281, an innocuous Turkish state came under the rule of an unknown tribal leader, Osman. He began a campaign that ended in just a few generations with the conquest of nearly every nation previously mentioned. The Ottoman state was to become one of the most powerful nations in Europe in less than 200 years. But despite the great sweep of these events, the wars in the Balkans and Carpathians were ultimately conflicts between people. Friendships and betrayals, murders and assassinations, wars waged to satisfy personal vendettas and raids of vengeance – all these took place. At the end of the medieval era and the beginning of the modern, this region was rife with Machiavellian politicians, emerging nationalists, and warriors of faith. Players in this drama included the remarkable Romanian-born Hungarian general János Hunyadi; his son, Mátyás Corvinus, the masterful king of Hungary; the Ottoman Padişahs Murad I, Bayezit I, and Mehmet the Conqueror; Moldavia's Stefan the Great; Mircea of Walachia; Serbia's Car Stefan Dušan; Bulgaria's Tsar Ivan Aleksandar; the Albanian freedom fighter Skanderbeg; and of course, the justly famous Walachian Prince, Vlad the Impaler. These were the heroes and villains; the rogues and warlords that make south-eastern Europe's Crusade against the Turks one of the most exciting conflicts to recreate on your tabletop.



EUROPE'S SHIELD & BUCKLER: KINGDOM OF HUNGARY (1280-1526)

"If this fortress had been lost, the very existence of the entire Christian republic would have been in danger. Then would the way be open... the Turks would have gained the opportunity to put to the test the entire Christian world."

Letter of Pope Calixtus III to Burgundy



THE MAKING OF A REGIONAL SUPERPOWER

Hungary by the mid-13th Century was Europe's melting pot. A steady succession of migrations into the region made it a nation built on a fusion of different elements. Though this mix led to a unique and strong military, it was an uneasy one. The Hungarian Király (King) would always have to be a master of the political game, having to win over or neutralise the country's nobles while building his own power base if he was to successfully rule.

A loose confederation of tribes, Hungary was transformed into a powerful nation by the Arpad dynasty, named for the leader chosen by the seven Magyar tribes to lead them west from their lands beyond the Dneister River in 877 AD. Once settled, the Magyars became the county's military elite, and presided over the Romanian-speaking Vlachs of Transylvania (Szekelers) and the Slavs of Slovenia, Slovakia, and Croatia who already peopled Hungary's countryside. German settlement followed a century later; the so-called Saxons' economic activity was instrumental in the rise of Hungary's cities. Then, in the 11th Century, the Cumans – displaced by Mongols in the east – began to filter into the country to take up a semi-nomadic lifestyle, owing allegiance directly to the Arpad King. Being outside the country's fairly well developed feudal structure, they would always be seen as a threat by the nobility. After the disastrous Mongol invasion of the 1240s, Arpad rule was marked by peace and prosperity, but military power shifted strongly toward the barons. In 1301, the death of Király Andras III without heirs threw the country into chaos.



THE ANGEVINS TAKE CONTROL

A decade-long civil war followed, with the strong house of Anjou stepping into the power vacuum. Their control of the throne was cemented when Charles Robert of Anjou defeated the barons opposed to his rule at Rogozsy in 1312. With the barons leashed and their armies disbanded, medieval Hungary entered its Golden Age.

Under Charles (Károly I Robert) and his son, Lajos I, the kingdom became the state with the most influence in eastern Europe, surpassing both the Holy Roman Empire and Poland in wealth and power. Lajos, in particular, pursued a policy of external expansion and internal reform, which resulted in a strong military and a bustling economy and earned him the sobriquet, Lajos the Great. Lajos fought Venetian incursions on the Dalmatian coast, while fighting off the Poles and expanding into their territories, and pushed his borders south into Serbia and Bulgaria. The Ottomans' crushing victory against the Balkan Crusade of 1371 filled Lajos with a desire to lead his own Crusade, but this was not to be. With his death in 1382, rule devolved to his daughter, Királynő (Queen) Maria I.

THE RISE OF SIGISMUND OF LUXEMBOURG

Hungary's first ruler of the Angevin period to actually face the Ottomans was himself not an Anjou. Sigismund of Luxembourg – brother of King Wenceslas of Bohemia and son of the Holy Roman Emperor – was Maria's prince consort. He fought to secure his young bride's right to rule, which was challenged by her cousin Charles Anjou of Naples. After a brief though bloody war, Sigismund succeeded in placing his wife on the throne, and then became sole ruler in 1387. After the Ottoman victory at Kosovo, Sigismund called for a Crusade and faced the full might of the Ottoman war machine at Nicopolis in 1396. Despite his disastrous defeat, Sigismund began a successful defensive programme of castle and army building that was to prove vitally important in the struggle against the Ottomans for the next century.

By 1411, Sigismund had acquired the title King of the Germans and was de-facto Holy Roman Emperor. His greater responsibilities led him to neglect his rule of Hungary, which had the result of allowing, for the first time in Hungary's history, the emergence of a parliament as a force with which all subsequent rulers would have to reckon. While Sigismund brought relative security to Hungary, he had less success in ruling Bohemia. His involvement in fighting the heresy of Jan Hus – and in Hus's subsequent execution – led to an open rebellion by the Hussites. The Crusades unwisely called by Sigismund became known collectively as the Hussite Wars, and though fought almost entirely on Bohemian soil, this conflict would have repercussions on Hungary's struggle against Ottoman invasions.

THE SUCCESSIONAL CRISIS

On Sigismund's death in 1437, Parliament declared for his son-in-law, Albrecht, King of Bohemia and the Holy Roman Emperor. Albrecht died suddenly in 1439 while on campaign against the Turks, and with his heir yet unborn, the Hungarian throne was empty. Hungary's senior magnates favoured Albrecht's widow, Queen Elizabetha, being named regent for her unborn child. Hungary's more numerous lesser nobility clamoured for a living king, and supported the 14 year old claimant King Wladyslavs Jagiello of Poland (son of the victor of Tannenberg). In the political and diplomatic manoeuvring that followed, Elizabetha, in fear for her son's life, fled to Austria with her son and the Royal Crown and Regalia of Hungary. Wladyslavs ascended the throne as Ulászló I – though with the Regalia missing, he could not be crowned. Hungary, split into sections loyal to either Wladyslavs or Elizabetha, was plunged into civil war.

HUNGARY'S KINGS & CAPTAINS

Károly I Robert. First Angevin King of Hungary, reigned from 1310 to 1342. Brought the Hungarian Interregnum to an end and enjoyed several diplomatic successes in checking the ambitions of Austria and Bohemia, but failed in preserving control over Walachia and Naples (as part of the Angevin inheritance).

Lajos the Great. Son of Károly I Robert and King of Hungary between 1342 and 1382, Lajos the Great successfully fought the Tartars in the 1350s, also became King of Poland in 1370 and intervened in the Balkans, but was unable to prevent the independence of Moldavia or Turkish expansion in the south.

Sigismund of Luxembourg. Son of the Holy Roman Emperor, Sigismund manoeuvred himself into the kingship of Hungary, Germany, the Imperial throne, and later, his brother's throne of Bohemia. Sigismund was an energetic and resourceful player whose plans, nonetheless, often came to naught. He sometimes made the mistake of underestimating his opponents.

Pippo Spano. His real name was Filippo Scolari, a Florentine condottiere in Hungarian service and a mentor of János Hunyadi. Made Count of Timisoara, he fought the Ottomans on the Danube alongside Dan II of Walachia, and the Hussites in Bohemia, being defeated by Jan Žizka in 1422. He died in 1426.

Wladyslavs Warneńczyk. King of Poland (1437–1444); he became King of Hungary (as Ulászló I) at the insistence of János Hunyadi in 1440, in place of the newborn László V. With Hunyadi, he led the Crusades of 1443 and 1444 against the Ottomans, but died in the defeat at Varna, his body was never retrieved.

Giovanni di Capistrano. Italian friar, theologian and inquisitor, lived between 1386 and 1456. Papal Legate in Bohemia and Hungary, staunch opposer of the Hussites, he helped gather troops for the anti-Ottoman Crusade of 1456, where he distinguished himself in the relief of the Siege of Belgrade.

Istvan Bathory. Voivode or Vajda of Transylvania. With Moldavian help, together with Knyaz Pavel of Timisoara, he defeated the Turks at Campul Painii (Kenyermező) in 1479 and was a staunch adversary of the Ottomans.



CIVIL WAR & THE APPEARANCE OF THE HUSSITES

Wladyslavs's barons controlled eastern Hungary and Transylvania, and parts of the south where several old families nevertheless favoured the Queen. Elizabetha's loyalists were located largely in western Hungary and the rich coastal province of Slovenia. In an effort to provide professional support for her magnates and their feudal forces, Elizabetha took the step of employing Hussite mercenaries led by Jan Jiskra. This was to prove a fateful move. To secure their services, Elizabetha ceded much of Slovakia to Jiskra. Hussite control of the province was so complete (the populace received them enthusiastically) there was no need for the mercenaries to venture out to do battle with Wladyslavs's forces. To motivate Jiskra to commit his army to battle, Elizabetha took the extreme step of requesting a loan from Friedrich of Austria, now Emperor. Several of Hungary's leading feudal estates would be offered up as Elizabetha's collateral, a decision extraordinarily unpopular among her loyalist supporters.

THE RISE OF JÁNOS HUNYADI

While Elizabetha worked to secure her infant son László's succession to the throne, King Wladyslavs needed to crush the rebellion, and at the same time suppress Transylvania's unruly nobles AND hold off the Turks! Wladyslavs was fortunate that the Bán (Lord) of Severin, János Hunyadi, who had achieved some note by defeating the Turks at Semendria in 1437, was his most energetic supporter. In 1441, Hunyadi and his ally Miklós Újlaki, Bán of Mačva, conducted an open field battle near Bataszek in the south, crushing Elizabetha's field army. Újlaki and Hunyadi were elevated to the status of Voivodes or Vajdas, with Hunyadi taking control of several eastern districts and Transylvania, which he quickly pacified. Then he went on to wrest control of Belgrade from the Turks. In 1442, he achieved three victories against Ottoman armies at Santimbru on March 18th and 23rd against Mezed Pasha, and – more significantly – against Beylerbey Shehabeddin in 1443 at the Iron Gates. The army with which he had accomplished his victories was raised with his own resources, and it featured many Hussites soldiers, veterans of the wars in Bohemia, which allowed Hunyadi to rely on solid infantry (and war wagons) for the first time when facing the Turks. Perhaps in part due to the nationalism Hunyadi's victories inspired, the Pope successfully brokered a truce between the warring Hungarian factions.



Though this did not end the civil war, the ceasefire allowed Wladyslaws and his leading general to focus on turning back the Ottoman advance. The Long Campaign of 1443 resulted in several dramatic victories; Wladyslaws and Hunyadi showed that the Turks, before seen as largely unstoppable, could be beaten – and beaten badly. Serbs, Albanians, and Morean Byzantines took this campaign as an opportunity to revolt against Turkish suzerainty in the next campaign season, but no territory was gained in these campaigns and this offensive ended tragically at Varna in 1444 – where defeat was literally snatched from the jaws of victory with the slaying of the King by the Sultan's janissaries. Wladyslaws's needless death led to a vacancy on the Hungarian throne for the second time in only five years. The spectre of civil war haunted Hungary once again.

As before, János Hunyadi stepped in. Now the most powerful magnate in the country, he managed to bring all factions together to forge a settlement. Sigismund's grandson, László 'Posthumus', so called because he was born after the death of his father – would ascend the throne as the rightful heir with Hunyadi as Regent. Seven elected captains, echoing the seven Magyar chieftains of old, would ensure the peace. Hunyadi was one of the Captains, as was Jan Jiskra, who with his Hussites and Slovakian power base was by now a real force in Hungarian politics. This augured that Hussite and Bohemian mercenaries would be an integral part of Hungarian armies, changing the way the Hungarians – and through conflict, the Turks – made war.

With László V finally became King, the civil war soon ended. In 1447, Hunyadi suppressed Vlad Dracul's army in Walachia, who by then was an Ottoman vassal. The year 1448 saw resumption of the struggle against the Ottomans, which led to Hunyadi's defeat at the Second Battle of Kosovo Polje.

That year also saw war against Serbian Despot Djuradj Branković, who had been branded a traitor after failing to support Hungary in order to honour his treaty with the Ottomans. Though occasionally suffering tactical defeats, Hunyadi had still become the pre-eminent Christian general in the Balkan Peninsula, changing how battles were fought and keeping the Turks at bay. After his decisive 1456 defeat of Mehmet II's forces at Belgrade, János Hunyadi suddenly died of the Black Death.

The passing of Hunyadi was a tragedy. Born in the Huneadora region, this Transylvanian nobleman was a hero to Romanians as well as Hungarians. Truly gifted politically and militarily, at a crucial time he appeared to be the only man in Europe with the sagacity and flexibility to defeat the Turks. Ultimately, he was not only a great general, but during a period and in a place where it was rare, his dealings were marked with a real sense of chivalry. Pope Calixtus III described him as the "most outstanding man the world has seen in 300 years", and on his death, his archenemy, Sultan Mehmet the Conqueror, eulogised him, saying: "Though he was my enemy, I still feel grief at his death because the world has never seen such a man".

A MURDER, A KING'S KIDNAPPING AND A NEW KING

János Hunyadi's lands and titles were inherited by his eldest son, László, who proved to be a disaster. Still in his teens, László's first act was to murder the head of the Cilli family – his chief political rival – and in the ensuing chaos, to take the King into 'protective custody'. As the Hunyadi family was already the most powerful in the country, this inexplicable kidnapping gained László nothing but the enmity of the magnates and royal family. László's bizarre grasp at power ended when he was arrested on the King's orders, tried for treason, and quickly executed. His younger brother Mátyás – only a boy – was imprisoned. With a revolt by magnates loyal to the Hunyadis now brewing, the King fled, leaving Jan Jiskra and Miklós Újlaki, now aligned with the Royalists, to defend his right to the throne. The 1457 death in exile of King László V without an heir left Hungary truly leaderless.

Out of this chaos, Mátyás emerged as the only noble with enough political support to unite the country. Only 15 years old, Mátyás I Corvinus was crowned King with overwhelming support from Hungary's nobles. Any thoughts that he would be a malleable novice in the hands of his supporters swiftly vapourised; Mátyás clearly meant to rule. Within a few years, he consolidated power, crushed a military bid by Emperor Friedrich to take the throne, and effectively neutralised Jan Jiskra – turning him into a loyal supporter and integrating his Hussites into the royal armies as permanent troops, forming the basis of his 'Black Army'. Mátyás cannily incorporated Jan Vitovec – another Bohemian mercenary captain – into his loyal circle, making him baron of the Cilli's lands. Those of Vitovec and Jiskra's Hussites who would not join Mátyás remained free companies, pillaging the land for loot and food; they would remain a scourge until the late 1460s. Corvinus would use his masterful diplomatic skills – superior to his father's – to rule successfully until his death in 1490. He pursued an artful foreign policy, avoiding conflict where it could not be won, and going to war when it would provide victory and could make a point. Though Hungary was ostensibly at war with the Ottomans throughout their reigns, Mátyás and Mehmet II pursued a policy of mutual non-aggression. Despite this, war along the border could flare up – and Mátyás was quick to seize opportunities. His forces dealt several defeats to Mehmet's armies, most notably at Câmpul Paînii in 1479 in concert with Moldavia's Count Pavel of Timisoara. Mátyás also sponsored raids by Serbian and Transylvanian partisans into Ottoman strongholds and continued to pursue Sigismund's policy of building fortifications to contain his neighbour to the south. Mátyás Corvinus proved he was not only heir to his father's diplomatic gifts but his military genius as well.

Corvinus also pursued his family's feud with Friedrich of Austria, who continued to insert himself into Hungary's affairs, allying with Bohemia against Hungary. By the end of this conflict, Mátyás had won huge areas in Bohemia and Austria, eventually pushing up to the gates of Vienna, where he humiliated the Emperor by taking his palace in 1488. With the passing of Mátyás Corvinus in 1490, Hungary's military fortunes waned. The magnates elected Ulászló II – King of Bohemia – as his successor, forcing him to cut the taxes that supported the royal army.

Sadly, the Black Army was disposed of just as the Ottomans began to stir to the south. Upon Ulászló's death in 1516, Hungary was in a precarious position, having abandoned its successful policy of pursuing peace while holding a big stick.

THE END OF INDEPENDENT HUNGARY

Ulászló's son, Lajos II, was not the ruler Hungary needed in the 1520s; unable to bring the uncontrolled Hungarian magnates to heel, he had little authority to carry out foreign policy or cash to build his army. The man he faced was every bit his superior; Suleiman I had become Sultan and he quickly seized the opportunity to neutralise Hungary with what he conceived of as nothing more than a raid of demonstration. Lajos would be alone; he could count on no help from the West, which was embroiled in the bloody Franco-Hapsburg war. Suleiman crossed the Danube frontier with an army of nearly 100,000 (though likely less than half of this force were combat troops). At Mohacs, he met 25,000 Hungarians – the entire force Hungary could muster. What had been intended as a raid turned into the complete wreck of Hungary's army – and Hungary itself. King Lajos II was killed, thrown into a water-filled ditch by a baulking horse, and Hungary was reduced to a toothless buffer state on the Ottoman northern border. By 1541, what had once been the most powerful kingdom in Central and Eastern Europe had been partitioned by its enemies and disposed of.

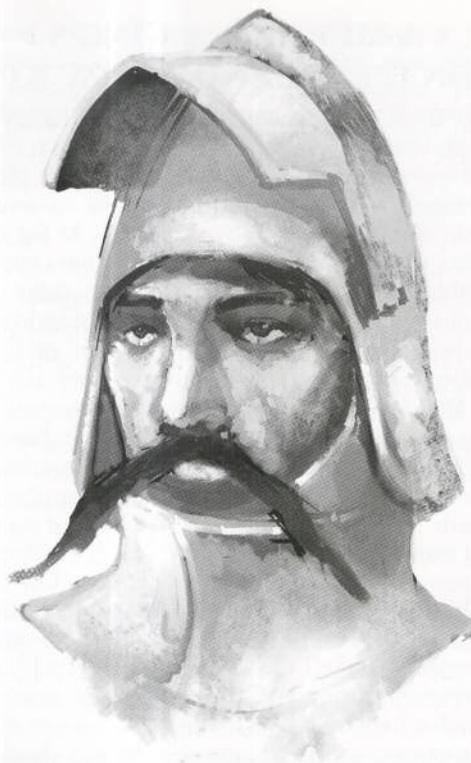


HUNGARIAN TACTICS

"In Hungary there are archers with bows like those of the Turks, but they are not as good or as strong. Nor are the people as good shots. The Hungarians shoot with three fingers and the Turks with the thumb and the ring finger."

Bertrandon de Brocquiere

Despite ever increasing Western influence, Hungary retained deep ties to the steppes. Its armies reflected an unusual and unorthodox mix of Eastern and Western methods of warfare. Hungary's elite nobility were found in the ranks of the armoured cavalry. Their reliance on the charge was a natural result of Angevin rule and Western European exposure, and Hungary's system of knighthood was similar to those in France or England. However, Hungary had access to large numbers of light cavalry and horse archers. These were heavily used in traditional roles such as skirmishing, screening, raiding, and ambushing. Hungarian infantry was well suited to a defensive role. King Mátyás described it thus, "We regard the heavy infantry as an immovable wall that, if necessary, would fight and die to the last man where they stood". He also stated, "All the infantry and arquebusiers are surrounded by armati and clipeati like a fortress". Hungarian foot was an integral part of a coordinated battle plan.



JÁNOS HUNYADI

It takes a great personality to be more than a match for the conqueror of Constantinople, in a time when the Ottoman advance towards Central Europe was regarded as a punishment from God. János Hunyadi was such a personality, probably the best general Christendom had ever produced to oppose the Turks during the Middle Ages. His career is remarkable both militarily and politically. Born in 1386, he was the son of Voicu, a member of the Romanian lesser nobility in the frontier districts of Transylvania, and Elizabeta Morzsinai, his Hungarian wife. In 1409, Sigismund of Luxemburg rewarded Voicu for his merits as a 'soldier of the Court' (aulae miles) with the domain and castle of Huneadóra (Hunyadvar). János was then 23 years old and is said to have entered the service of Miklos Csak, Voivode or Vajda of Transylvania. The following two decades of his life are poorly documented, but in 1431 he is recorded as serving the Bishop of Zagreb. In 1432 he travelled to Italy where he served under Filippo Maria Visconti, Duke of Milan, gathering valuable experience and wealth. He came back to Hungary in 1435 and repeatedly lent money to the Royal Treasury, the debts being settled by land grants, which made him the greatest landowner in the kingdom. Other grants following his military achievements only increased his domains and influence. In 1437 he battled the Ottomans at Semendria and in 1438 he became Bán of Severin, on the Danube. His victories against Isak Pasha in 1441 brought him the County of Timisoara (Temesvar) and then the title of Voivode of Transylvania. In 1442, he was defeated by Mezed Pasha at Santimbru, but five days later took a brilliant revenge by utterly routing the same army. Also in 1442 he achieved another clear victory against Shehabeddin, Beylerbey of Rumelia. The Long Campaign of

1443-44 was a success, forcing the very advantageous treaty of Szeged upon the Ottomans. But the breaking of this treaty by King Ulászló to grab the opportunity of trapping the Sultan in Asia and liberating the Balkans the same year, as well as the same King's rashness in battle, led to the disaster at Varna. Another defeat was to follow at Kosovo Polje in 1448 and a conflict with Djuradj Branković of Serbia. Hunyadi had become Governor of Hungary in 1446 during the minority of King László 'Posthumus' and led several campaigns into Austria against Friedrich III to bring King László and his mother to Hungary. Accused of aiming for the throne, he resigned in 1453 but was made Captain-General by King László. In 1453 Constantinople fell and Europe was in shock. Mehmet II tried to capitalise on this by attacking Belgrade in 1456. Hunyadi, helped by his brother-in-law Mihály Szilágyi and the Franciscan friar Giovanni di Capistrano, managed to defeat Mehmet and save the city, deemed 'The Gate to Hungary'. The victory electrified Europe, but it was to be Hunyadi's last. He died of plague at Zemun three weeks after the battle. His epitaph, written by Giovanni da Capistrano, states, 'The Light of the World is extinguished'. The Pope called him 'Christ's own athlete'. He was loved by his friends and troops, feared by his enemies and rivals, but respected by all. His charisma, vision, and excellent grasp of tactics made him a true leader of men.

(See the section at the back of this book for information on Bob Black's excellent book on Janos Hunyadi).

What further solidified the foot was the wholesale adoption of the war wagon. Thoroughly tested on numerous Hussite fields of battle, war wagons and their seasoned Bohemian crews flourished under János Hunyadi and King Mátyás. Italian observers reported that Mátyás used 3,000 wagons in one battle, and that he had 9,000 available for review in the 1470s. Antonio Bonfini provided an unusually informative account of Hungarian tactics, pointing out Hunyadi's instructions that they be used to encircle the enemy. Using the 'scorpion' formation, mobile wagons would serve alongside the cavalry as the offensive pincers, with the infantry and fortified camp (with more wagons) forming the central body.

HUNGARIANS ON THE TABLETOP

Like their historical counterparts, Hungarian players have one of the widest assortments of available troop types in Warhammer Ancient Battles. This opens the door for just about any method of play, from solid lines of infantry and war wagons to fluid commands of light and heavy cavalry. Perhaps the initial challenges to Hungarian generals are to first choose a style of play, and second, select the troops that will best fit that style.

Those that prefer a strong line of defence upon which the enemy can dash itself to pieces will naturally be drawn to the *armati*, the *clipeati*, and the war wagons. Supporting fire can be added to the heavy foot units, and these, along with the war wagons and artillery, can significantly thin opposing commands through withering fire. One advantage of a fixed line is that it greatly reduces the risks of suffering flank and rear attacks. Another is that it is relatively simple to play, and it maximises Hungarian missile superiority (should it exist!). However, there are also clear disadvantages; it is difficult to follow up local successes with counter-offensive strikes of any kind, and clever opponents are usually able to circumvent an inflexible defence, either by finding a favourable match, or by collapsing a flank.

Cavalry enthusiasts will immediately seek out the highly capable units of heavy and light horse. In large games with a correspondingly large table, there may be enough points to field two large wings of cavalry while still allowing for a strong centre composed of infantry and war wagons. However, in games of 2,000 points or less, players will find that only one strong mounted force is possible. The alternative, of course, is to purchase an all cavalry army. This option can be loads of fun against an opposing mounted force, especially if it is an appropriate historical opponent like the Ottoman Turks or the Poles.

In the end, most players are likely to find that a balanced force of foot and horse will yield the best results against the widest variety of foes. Deployment of this style of force is especially critical. The slow but steady foot and war wagons should be placed where they can blunt the enemy's strengths. Great care should be taken to ensure that the formed cavalry units are placed opposite units that they can quickly defeat, as their freedom to then engage powerful enemies from the flank and rear in the late stages of the battle can be decisive. Skirmish cavalry's ability to slow the enemy, both by denying march moves and by psychological effects upon the opposing general, can be

invaluable. They are also an excellent counter to war machines. No matter what size of game is played, the Hungarian list will allow for a limitless selection of models and tactics. Hungarian players can be confident that their favourite gaming partners must consider all manner of threats when planning for the next game; this anxiety should be mercilessly exploited!

MODELLING A HUNGARIAN ARMY

When setting out to create a Hungarian army in miniature, first determine which particular period of history to use for the army background. Although there are a lot of choices, three distinct phases seem to stand out above all the rest. These are the Nicopolis campaign, the wars of János Hunyadi, and the 'Black Army' of his son King Mátyás. All are worthy projects, each with its own unique personality, and all depict watershed moments in Hungarian medieval military history.

Many models will be equally useful for all of these periods, but this is not true of Hungarian knights. Appropriate knights for the 14th Century can be found among many Hundred Years War ranges. Hunyadi's period of 1440-1456 is a little more difficult, though later period knights are easier to find for King Mátyás thanks to late 15th Century figures appropriate for the Wars of the Roses, the Swiss-Burgundian wars, and certain Italian conflicts. Old Glory answers the call for all of these in their 'Vlad and the Turkish Frontier' range. It is also well worth perusing their 'Mongols in Europe' range for unarmoured musicians and other medieval 'todies'.

Light cavalry in a Hungarian army can be from many races and nationalities, and it is extremely helpful that a number of lines cover most of the possible types available. As there are a wide variety of arms and clothing, it is recommended that figures be compared to the army modeller's favourite sources. In this author's particular case, models were selected that looked most like those pictured in Ian Heath's *Armies of the Middle Ages Vol. 2*. The best options for this approach are from Old Glory which covers all possible foot soldier choices, while any Hundred Years War line can provide additional sources. Pavises can be found in many places, including Old Glory, Essex, and Front Rank. As a guideline, earlier soldiers are welcome in a later army, but those with complete plate harness (such as Old Glory's 'Black Army' offerings) might not fit in an army designed for Nicopolis or Varna. A pin vice is a must if spears are to be your desired weapon.

War wagons can be found in ranges devoted to the Hussites, Old Glory and Irregular come to mind. Commercially available war wagons will not be at quite the same scale as their crewman models (due to practical concerns and tabletop gaming limitations), so at this time only scratch-built models can achieve the impressive in-scale dimensions of real life war wagons. Many field pieces are available, so a fine artillery park is easily achievable. Model medieval armies are often given that extra edge by the inclusion of historically accurate banners. Freezywater Productions have long been pioneers in this area, and Hungarian armies are well served by their flag sheets.

ARMIES OF HUNGARY

ARMY COMPOSITION

ARPAD & ANGEVIN ERAS, 1280-1441

Arpad and Angevin-led armies had at least two things in common: a large proportion of Western-style armoured cavalry coupled with Cuman and Kipchak Turk horse archers. This combination, 'fearsome to behold' according to one chronicler, made the armies unique among Central Europe's – and very effective. These elements remained strong in Hungarian armies throughout the medieval era.

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

Cavalry: 33-75% of the total points of the army.

All cavalry choices are available with the exception of Serbian Hussars.

Infantry and Artillery: 0-50% of the total points of the army from the following troop types:

Honvéd

Nyílpuska

Crossbowmen

Előcsatározó

0-1 Heavy Ágyú (Heavy Bombard) per 2,000 points (only after 1380). No other Bombard choices may be taken.

0-1 Katapulta (Mangonel) per 1,000 pts.

Mercenaries and Allies: 0-25% of the total points of the army may be taken from the following lists:

Serbia (1280-1441)

Moldavia (1359-1441)

Walachia (1330-1441)

Bulgaria (until 1396)

Albania (1280-1441)

Italian Condotta (from *Armies of Chivalry*)

All such units are subject to the Allies and Mercenaries rule. No Armigeri may be taken.

THE PERIOD OF THE NEW MEN, 1441-1526

Beginning with János Hunyadi, Hungarian armies underwent a change. Hussites migrating from Bohemia began to offer their services as mercenaries. This influx of soldiers skilled in revolutionary infantry tactics brought a new dimension to Hungarian armies. See special character Mátyás Corvinus for making a Black Army using this list.

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

Cavalry: 25-50% of the total points of the army. All cavalry choices are available

Infantry and Artillery: 25-75% of the total points of the army. All infantry and artillery choices are available

0-1 War wagon per every 1,000 pts,

0-1 Ágyú (Bombard) or Katapulta (Mangonel) per every 650 pts.

0-1 Wagon tabor; may contain no more than one wagon per 1,000 points.

Mercenaries and Allies: 0-25% of the total points of the army may be taken as Armigeri and from the following lists:

Serbia (until 1458)

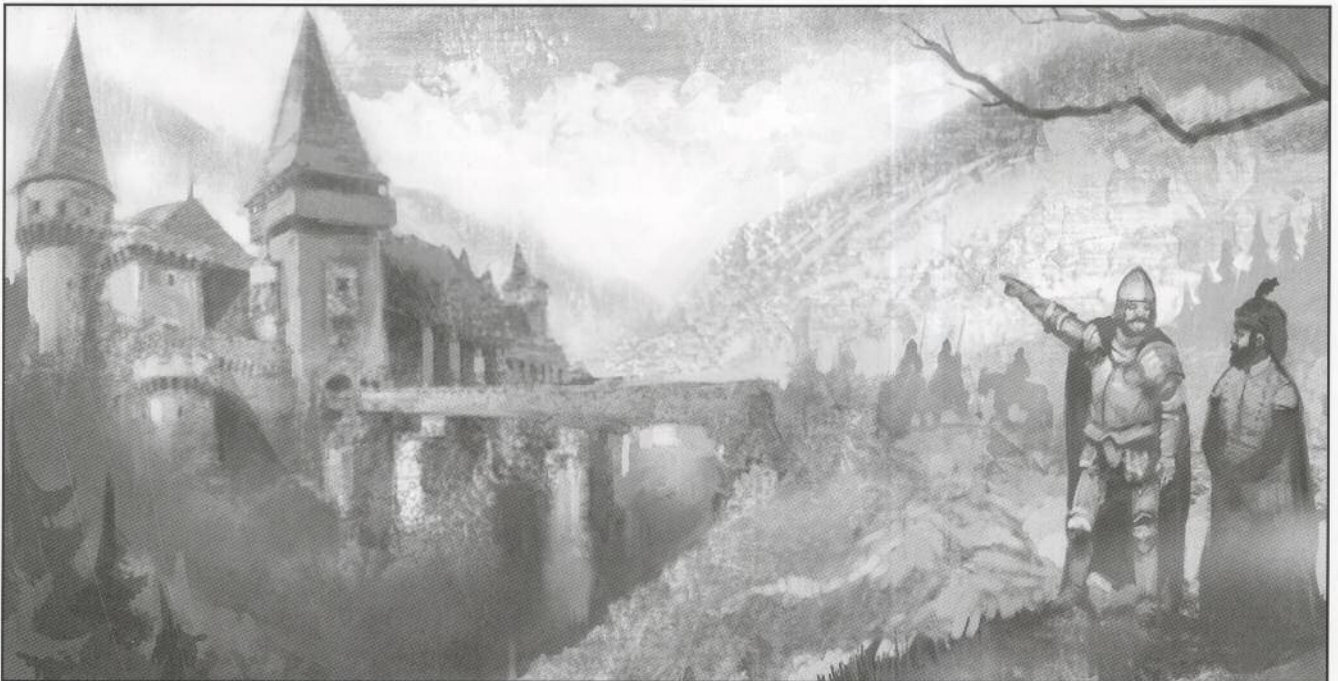
Moldavia (until 1527)

Walachia (until 1508)

Albania (Stradioti only until 1468)

Italian Condotta (from *Armies of Chivalry*)

All such units are subject to the Allies and Mercenaries rule.



HUNGARIAN/CRUSADER ARMIES, 1396, 1443-8, 1456

The Hungarians led Crusades against the Turks at Nicopolis, Varna, Second Kosovo, and Belgrade, among others. At Belgrade, nearly all Crusader troops present were German peasants, while at Varna, the Crusaders and most Hungarians were mounted. Crusader list requirements are flexible enough to allow you to put together any of these forces.

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

Cavalry: At least 25% of the total points of the army. All cavalry choices are available.

Infantry and Artillery: 0-25% of the total points of the army. All infantry and artillery choices are available.

0-1 War wagon per every 1,000 pts

0-1 Ágyú (Bombard) or Katapulta (Mangonel) per every 650 pts

0-1 Wagon tabor. May contain no more than one wagon per 1,000 points

Crusaders: 25-50% of the total points of the army. Must take one unit of Crusader Knights for every unit of Crusader Sergeants if Crusader cavalry is taken.

Mercenaries and Allies: 0-25% of the total points of the army may be taken from the following lists:

Serbia (until 1458)

Moldavia

Walachia

Bulgaria (until 1396)

Albania (Stradioti only)

Italian Condotta (from *Armies of Chivalry*)

All such units are subject to the Allies and Mercenaries rule. No Armigeri may be taken.

CHARACTERS**0-1 Király/Hadvezér**

	M	WS	BS	S	T	W	I	A	LD	pts
King/General	4	6	6	4	4	3	6	3	9	170

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

Special Rule: *Army General.*

0-1 Zászló

	M	WS	BS	S	T	W	I	A	LD	pts
Standard Bearer	4	4	4	4	4	2	4	2	8	90

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

Special Rule: *Army Standard Bearer.*

**Báns and Ispans**

	M	WS	BS	S	T	W	I	A	LD	pts
Nobles	4	5	5	4	3	2	5	2	8	65

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

Special Rule: If no other Army General is taken, a single Noble may be made *Army General* for +35 pts.

Magnates held more power in Hungary than in perhaps any other country in south-eastern Europe. Ispans (barons) and Báns (lords) wielded power in the Diet (an assembly of magnates) and working together, they were often able to lead Hungary, regardless of the plans of the King. Depending upon your point of view, this had the effect of either liberating the country from the hands of an indecisive ruler, or made it difficult for all but a political genius to rule. Either way, disagreements between the magnates and King could and did plunge the country into civil war.

Pap

	M	WS	BS	S	T	W	I	A	LD	pts
Churchman	5	3	3	3	4	2	4	2	6	75

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

Special Rules: *Warband.* The Pap must lead one unit of Crusading Peasants. All peasants within 12" of the Pap are subject to Frenzy. Frenzy is lost either by the Pap's death or by the unit being broken in combat. Any Crusading Peasant units within 12" may use the Pap's Leadership when calculating their cumulative Leadership just as if he were in the unit.

The peasantry, when roused, could be a very powerful force under the right conditions. This entry represents the various churchmen who, like Giovanni di Capistrano, inspired Hungary's poor peasantry to take arms in the service of God, or who may have been instrumental in the numerous Jobbágy peasant revolts.

CAVALRY

Familiars (Hungarian Knights)

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	12

Equipment: Mounted – hand weapon, lance, heavy armour, shield, and warhorse. May take cloth (+4 pts) or plate (+6 pts) barding. Dismounted – may take halberd or double-handed weapon (+2 pts). May take partial plate or full plate armour (free if mounted; partial plate is +2 pts if dismounted; full plate is +3 pts if dismounted).

Special Rules: *First Charge.* May have a +1 rank bonus if mounted. One unit may be upgraded to *Royal Banderium* for +5 pts each – which counts as Stubborn and WS5; if taken, Royal Banderium must accompany the Army General.

Royal Banderium represents a King's most loyal retainers or personal mercenaries. Many of them would have been inducted into Hungary's Order of Saint George, established by King Károly I in the 14th Century.

German Ritters and Bohemian Rytíř

	M	WS	BS	S	T	W	I	A	LD	Pts
Knights	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour, shield, horse. May wear heavy armour, partial plate or full plate armour (+2 pts). If using heavy armour or plate armour, may also then take cloth (+2 pts) or plate (+4 pts) barding.

Special Rule: *German Wedge.*

This entry represents inferior men-at-arms from the Saxon areas of Hungary and Transylvania, itinerant Bohemian mercenaries, or Cuman heavy cavalry. German and Bohemian men-at-arms favoured deep formations and were variously armed with lances, demi-lances, maces and swords. To reflect that units such as these commonly placed the best-armoured horseman largely on the edges of the unit, barding has a reduced points value.

Szekeler and Tartar Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Szekelers	8	3	3	3	3	1	4	1	7	26
Tartars	8	3	3	3	3	1	4	1	6	19

Equipment: Hand weapon, bow, and horse. Szekelers also have light armour, thrusting spear, and shield. Tartars may take thrusting spear (+2 pts), light armour (+2 pts), and shield (+2 pts).

Special Rules: Szekelers are *Open Order*, *Expert Horseman*, and have *Feigned Flight* and *Parthian Shot*. Tartars are *Nomad Cavalry*, and *Skirmishers*: if they take light armour, Tartars are *Open Order*. Tartar cavalry may not outnumber Szekelers.

Native Romanian speaking Vlachs, the semi-nomadic Szekelers, constituted a military body that owed allegiance not to local Hungarian Ispans, but directly to the King himself. This entry serves to represent them and the Tartars that occasionally found their way into Hungarian service.

Hungarian and Cuman Light Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Horse Archers	8	2	3	3	3	1	4	1	6	18

Equipment: Hand weapon, bow, and horse. May take shield (+2 pts).

Special Rules: *Nomad Cavalry. Skirmishers.*

Throughout the medieval era, Hungarian armies had in common a large proportion of western style familiares coupled with Cuman and Kipchak Turk horse archers. This combination, 'fearsome to behold' according to one chronicler, made Hungarian armies unique among Central Europe's – and very effective.

Serbian Hussars

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

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

Special Rules: *Open Order. Expert Horsemen.*

As Ottoman influence over Serbia grew, more Serbs began to enter into Hungarian armies, both as knights and hussars, an upgraded version of the spear-armed Serb gusar light cavalryman.

INFANTRY AND ARTILLERY

Armati/Hussite Flailmen

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

Equipment: Hand weapon, halberd or flail (counts as halberd), and heavy armour. May wear partial plate (+2 pts), and carry a shield (+1 pt).

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

Honvéd Militia & Clipeati/Hussite Mercenaries

	M	WS	BS	S	T	W	I	A	LD	Pts
Militia	4	2	2	3	3	1	3	1	6	8
Clipeati/Hussite	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, thrusting spear, light armour, and shield. May upgrade to large shield (+1 pt).

Special Rules: Militia and Clipeati/Hussites may be in *Mixed Order* with Archers, Crossbowmen, or Handgunners.

Before 1441, Hungarian foot consisted of Honvéd (militia) made up of Jobbágy (free peasants), but in the era of the 'New Men', veteran Armati halberdiers and flailmen and Clipeati pavisiers – Bohemian Hussite mercenaries – allowed Hungarian generals to rely on dependable infantry. Hunyadi's Transylvanian infantry may be covered by these entries as well.

Nyílpuska

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

Equipment: Hand weapon and bow. May take shield or buckler (+1 pt).

Special Rules: *Open Order*. May be in *Mixed Order* with Spearmen or Clipeati, and then become *Close Order*.

Archers – like Honvéd militia – entered into Hungarian service from the ranks of the free peasant Jobbágy, but also from the principalities of Bosnia, Croatia, and Transylvania.

Crossbowmen and Handgunners

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

Equipment: Sword, crossbow or handgun, and light armour. May take Pavise (+1 pt).

Special Rule: May be in *Mixed Order* with Clipeati or Armati.

Crossbows were featured in Angevin armies, but Hussite mercenaries brought with them an influx of new tactics using these and a new weapon – handguns. This entry also serves for Bosnian, Croatian and Transylvanian handgunners and crossbowmen.

Előcsatározó

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

Equipment: Hand weapon and bow.

Special Rule: *Skirmishers*.

These bow armed troops were supplied by poorly equipped Vlachs and borderers who had superior knowledge of local geography.

Ágyú (Bombards)

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Bombard	-	-	-	-	6	5	3	-	-	50
Heavy Bombard	-	-	-	-	7	7	3	-	-	75
Crewmen	4	3	3	3	3	1	3	1	6	8

Equipment: Three crewmen. May have light armour (+2 pts per model). Mantlets may be purchased at 10 pts per Bombard.

Special Rules: *Artillery*. *Heavy Artillery*. *Mantlets*.

Despite being among the first nations in south-eastern Europe to make use of artillery, Hungary seemed to use only heavy bombards for far longer after other nations made use of more mobile artillery.

Katapulta (Mangonel) – 75 points

Wagon Tabor – 15 pts for each wagon + cost of crew

War Wagon – 120 pts

CRUSADERS**Crusading Knights**

	M	WS	BS	S	T	W	I	A	LD	Pts
Knights	8	4	3	3	3	1	4	1	8	32

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

Special Rules: *Impetuous*. *Crusader*. *Arrogant Pride*. *First Charge*. May count rank bonus of up to +1. May be taken in *Mixed Order* with Crusading Sergeants.

In the Nicopolis campaign and others, Crusaders came from all over Europe, including French, Burgundian, German, Polish, Italian, Bohemian, Mercenary and Hospitalar knights in various Crusades.

Crusading Sergeants

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

Equipment: Hand weapon, lance, heavy armour, shield, horse.

Special Rules: *Impetuous*. May count rank bonus of up to +1. May be taken in *Mixed Order* with Crusading Knights.

Crusading Peasants

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

Equipment: Improvised weapons. May have shields (+1 pt).

Special Rules: *Warband*. 0-1 unit may be led by a Pap.

While not normally warlike, Hungary's German peasants miraculously took up defence of their homeland at the urging of the charismatic friar Giovanni di Capistrano. This entry may also serve as the highly motivated Jobbágy free peasants that took up arms in several peasant revolts throughout this period.

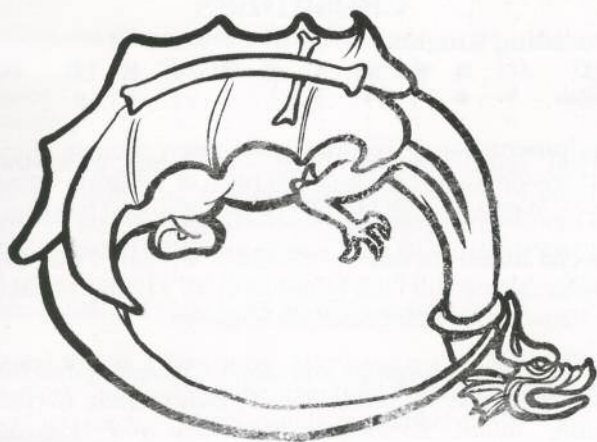
MERCENARIES AND ALLIES**Armigeri (Mercenary Knights)**

	M	WS	BS	S	T	W	I	A	LD	Pts
0-1 Mounted	8	4	3	3	3	1	4	1	8	27
Dismounted	4	4	3	3	3	1	4	1	8	11

Equipment: Mounted – hand weapon, thrusting spear, heavy armour, shield, and warhorse. May take cloth (+4 pts) or plate (+6 pts) barding. Dismounted – hand weapon, heavy armour, shield, and may take halberd or double-handed weapon (+2 pts). May take partial or full plate armour (free if mounted, partial plate is +2 pts if dismounted; full plate is +3 pts if dismounted).

Special Rules: *German Wedge* if mounted. *Allies and Mercenaries*. Dismounted Armigeri may upgrade to Stubborn (+3 pts).

Largely German and Bohemian Knights, Armigeri were an important feature of the Black Army of Király Mátyás.



SPECIAL CHARACTERS

János Hunyadi

	M	WS	BS	S	T	W	I	A	LD	Pts
Hunyadi	4	6	6	4	4	3	6	3	9	200

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

Special Rule: *Army General.*

Athlete of Christ – Even in his lifetime, János Hunyadi had a legendary reputation, which led to him being named 'Athlete of Christ' by the Pope. Troops under his command trusted his judgment and ability implicitly. Therefore, in armies he leads, no Allies and Mercenary tests are required for allied troops deployed within his 12" command radius at the start of battle. They are considered to have automatically passed this test and may move as normal for the rest of the battle.

King Mátyás I Corvinus

	M	WS	BS	S	T	W	I	A	LD	Pts
Corvinus	4	6	6	4	4	3	6	3	9	200

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

Special Rule: *Army General.*

Leader of the Black Army – the Black Army was Mátyás Corvinus's creation. It must be built from a 'New Men' army list and, as it was largely comprised of mercenaries, at least 25% of its total must be taken from the Allies and Mercenaries list and up to 35% may be. In addition, the Black Army must take one War Wagon for every 1,000 points, and must take 2+ units of Hussite Handgunners. Mercenary troops in a Black Army led by Corvinus are not bound by the Allies and Mercenaries special rule if deployed within his 12" command radius at the start of battle. They are considered to have automatically passed this test and may move as normal for the rest of the battle.

Count Jean de Nevers

	M	WS	BS	S	T	W	I	A	LD	Pts
Count Jean	4	5	5	4	4	3	4	3	9	150

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

Special Rules: *Impetuous. First Charge. Crusader Arrogant Pride.*

Flower of Chivalry – Count Jean was well versed in the chivalric ideal, and his commitment to knightly virtue extended to his fellow Crusaders. To reflect this, Count Jean is a Veteran and any unit he leads counts as Veterans as well. If Count Jean is taken, Crusading Knights may not take plate barding.

MÁTYÁS I CORVINUS (1458 – 1490)

Born in 1443, Mátyás was the younger of János Hunyadi's two sons by Erzsébet Szilágyi and was unexpectedly elevated to the throne of Hungary in 1458 on the death of Władysław V Posthumous. He was chosen due to having the largest landholdings in the country, his father's sterling reputation, and because he seemed an average, callow, 15 year old youth that might easily be led by the overly powerful nobility of Hungary. Mátyás may have been young, but he was bred to lead; the first thing he did was to raise taxes on the nobility and create a large standing army of Hussite, Serb, German, and Polish mercenaries. This hired force was numerous (25,000-30,000), powerful, and loyal only to one man – Mátyás. The young king used this 'Black Army' (likely so-called because of their grim demeanour, rather than the explanation that they blackened their armour as proof against rust) to intimidate the nobility and as a field force to crush Hungary's enemies. Mátyás beat the armies of the Sultan and his vassals, and the armies of the Holy Roman Emperor Friedrich III, whose incessant meddling in Hungarian affairs caused Mátyás no end of frustration. Friedrich must have been sorry he ever had designs on Hungary, for Mátyás hurt him terribly in what became an increasingly personal war. Mátyás took Moravia, Silesia, Lusatia, and Bohemia (crowning himself King in 1469),

eventually besieging and capturing Vienna in 1485 and making it his capital (though after his death in 1490, all reverted to their original owners). Mátyás rose to the challenges he faced, proving to be Hungary's most capable king, and the last of the Golden Age. Under him, the country became the most powerful in Central Europe. He won great fame as a Crusader against the Turks and also inserted himself into Romanian affairs to ensure a buffer between his growing nation and the Ottoman Empire. A great collector of knowledge and books, Mátyás was widely known as Hungary's philosopher king and his library at Buda, the 'Corvina' was second only to the papal library. The significance of 'Corvinus' – latin for 'of the crow' – is important in Hunyadi family history, and figures prominently in their coat of arms: azure, a raven sable perched on a couped tree branch or, holding in the beak a gemmed ring. In family folklore, Mátyás's father, the boy János Hunyadi, was asked by his mother Elizabeta Morzsinai to return a ring to Emperor Sigismund. But, on the way to court, as János rested, the ring was stolen by a crow or raven. As the bird flew off with the ring, János shot it in mid-flight with his last arrow, recovering the ring and upholding family honour. In tribute to his father, Mátyás retained his coat of arms, taking 'of the crow' for his surname.

THE BATTLE GROUNDS: MOLDAVIA & WALACHIA (1330-1527)

"You know that our land is a neighbour to your land... You also may have heard that the Sultan has set up a huge army against us. If this land of ours is subjugated, please realise that they will not stay content with our land but will immediately make war on you, and the inhabitants of your land will suffer great misfortunes at their hands. So now is the time; by helping us, you really help yourself by stopping their army far from your own land and by not allowing them to destroy our land and harm and oppress us."

Letter from Vlad the Impaler to King Mátyás Corvinus



THE FOUNDING OF THE ROMANIAN STATES

References to organised Romanian entities south and east of the Carpathians are scarce prior to the 13th Century. But with the Mongol invasion of 1247, a picture of Romanian life can be pieced together. South of the mountains, several local rulers began to contest Hungarian influence. Chief among these was Litovoi, ruler of a principality along the river Olt and the first to attempt to unify the lands between the Danube and the Carpathians. His efforts ended in 1272 with his death in combat at the hands of the Hungarians, but the large sum for which his brother Barbat was later ransomed bears witness to the wealth of the voievods on the Olt. Another voievod ruling along the river Arges was also exercising significant authority, and it was from here that the successful unification of Walachia was initiated. East of the mountains, the picture was less clear. The Mongol presence obscured what other states existed, although there is little doubt that the local population was organised in several small voievodates (principalities) subject to the Horde.

In 1301, Andras III, the last Arpad King of Hungary, died. An interregnum marked by civil war followed, which was the catalyst that allowed the independent Walachian state to develop on the Arges. Ioan Alexandru Basarab, son of Tihomir, came to power around 1310 and gradually brought the entire area between the Danube and the Carpathians under his control, as well as the lands north of the Black Sea, until then under Tartar control. Basarab's power grew steadily until 1327 when the Angevin King of Hungary, Károly I Robert, recognised him as Voievod of Walachia. However, the Voievod's attempts at proclaiming his independence soon brought him into conflict with his Angevin overlord. Károly invaded Basarab's territory to take his capital and replace him as Voievod. After using classical attrition tactics (which would become the standard for the Romanian way of war), Basarab trapped the Hungarians in a narrow canyon on their return journey and, after three days of fighting (9-12 November 1330), managed to practically annihilate the invading army (Károly himself narrowly escaped capture by dressing as a commoner). Walachian independence was secured and Károly never brought the country under Hungarian suzerainty again.

Basarab I was succeeded in 1352 by his son Nicolae Alexandru (1352-1364) who consolidated central power and established an Orthodox Bishop's seat at Curtea de Arges. His son, Vladislav Vlaicu (1364-1377) was the first Walachian Voievod to confront an Ottoman force (1367). In 1371, Walachian contingents would be defeated along with Serbian forces at the Battle of Cernomen. Tensions with Hungary peaked in 1369, when Lajos the Great captured Bulgarian Vidin from Vladislav's brother-in-law, Ivan Stratsimir – and then Vladislav reinstated his relative after defeating a Hungarian army led by Miklós Lackfy, Voievod of Transylvania. Vladislav was succeeded by his brother Radu I 'the Black' (1377-1383) and Radu's son Dan I (1383-1386). The latter is said to have died in a conflict with Ivan Shishman, the Bulgarian Tsar of Tarnovo.

The Moldavians achieved independence under very different circumstances. Following his campaigns against the Tartars, Lajos II formed a March east of the Carpathians in 1352, which he entrusted to a loyal noble from northern Transylvania, Dragos. During the 1340s, a conflict developed between King Lajos and another Romanian nobleman of northern Transylvania, Bogdan of Cuhea. The conflict continued and in 1359, Bogdan and his followers crossed the mountains into Moldavia, defeated Balç, the grandson of Dragos, and took the Hungarian March for themselves, proclaiming independence. Bogdan became the first Voievod of Moldavia. Between 1359 and 1365, continuous fighting would take place between Bogdan and the Hungarians, but the King's attempts to bring Moldavia under his rule proved futile and he abandoned them to concentrate on the ever-growing Ottoman threat to the South. Bogdan died in 1365 and was succeeded by his son, Latco. At this time, Moldavia was still a small nation; the south belonged to Walachia while the east was still under Tartar rule. The new state with its capital at Baia was at this time confined to the north-western area of the territory it eventually occupied.



Latco's reign lasted until 1375, and he saw Moldavia expand east to the Dnestr. The Tartars were pushed back and relations with Hungary became more peaceful, especially since Latco had acknowledged Catholicism as the state religion of Moldavia in 1370. This would not last; his successors reinstated the Orthodoxy practiced by the vast majority of the population. When Latco died in 1375, his nephew Petru became Voievod. Called Petru Musat after his mother Margareta Musata, daughter of Bogdan, he lent this name to the dynasty that would rule Moldavia until late in the 16th Century.

Petru's reign saw Moldavia develop ties with Jagiellonic Poland and Walachia, as well as the country's return to Orthodoxy and a sharp spike in commerce, as Moldavia was crossed by tradeways uniting the Baltic with the Black Sea and Central Europe with Asia. Upon his death in 1391, Petru was succeeded by his brother Roman. During his reign, Moldavia would expand to the Black Sea after the area was given to Roman by Mircea the Old. In 1394, Roman would be deposed by Stefan I who would rule until 1399 and successfully resist an invasion of Sigismund of Hungary in 1395, by defeating him at Ghindaoani. Upon his death in 1399, a certain Iuga, of unknown origins, would rule for a year until in 1400, Roman's son Alexandru I would conquer the throne with the help of Mircea the Old.

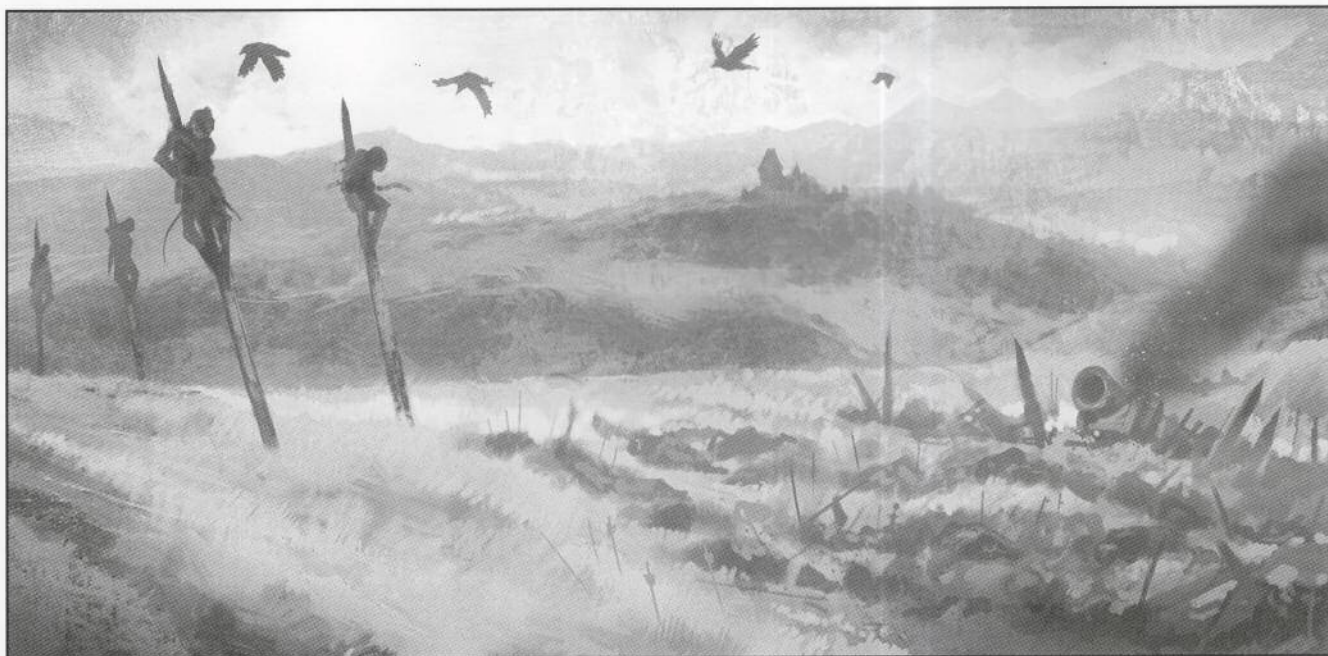
Alexandru, son of Roman I, had the longest reign in Moldavian history with the exception of Stefan the Great, from 1400 to 1432. His name survived as that of a wise and popular ruler, as his nickname 'The Kind' or 'The Good' shows. He strengthened Moldavia greatly, developed excellent relations with Poland and Walachia and managed to resist the first Ottoman attempts to invade the country. He left his heirs a strong and rich country. Alexandru did not have to wage war often, but he sent troops to help his Polish allies in their struggle against the Teutonic Order. Moldavian soldiers (especially horse archers) were present at Grünwald (Tannenburg) in 1410 and Marienburg in 1422.

In 1420, attempts by Mehmet I to take Chilia and Akerman by sea were successfully resisted by the Moldavians. Alexandru's greatest achievements were however in the areas of legislation and culture, and commerce flourished in the area thanks to the safety of the important trade routes connecting the Baltic Sea and the Black Sea, as well as Central Europe and Asia. His mistakes would only become apparent after his death.

WALACHIA - MIRCEA & THE OTTOMAN MENACE

The Walachian Voievod Dan I was succeeded by his brother Mircea in 1386. Mircea was arguably the most important Walachian ruler, author of many reforms meant to strengthen central power at the expense of the anarchic aristocracy. Peasants and commoners were taken under the Voievod's protection, openly encouraged to resist the pressure of wealthy landowners; the army and the Church were reorganised and put under the Voievod's control. Government administration was reformed, the great boyars and landowners being replaced by the so-called 'dregatori', small noblemen from the Voievod's entourage who themselves later rose to form the Walachian high aristocracy from the 15th and 16th centuries. Mircea proceeded to annex Dobrudja, the land between the Danube and the Black Sea (formerly known as Moesia Inferior), extending his territory to the sea. Diplomatic relations with Poland and Moldavia were established and, with the acknowledgement that the Ottoman threat was the greatest the Walachian state faced, relations with Hungary improved significantly.

Walachia's first conflict with the Ottomans occurred in 1390, when, after their victory at Kosovo Polje, Ottoman raiders crossed the Danube in search of plunder. Mircea defeated them, following them south and destroying their camp at Karinovasi. During the early 1390s, such incidents were common until Beyazid I invaded in 1394. Mircea summoned the Great Host and fought two battles, one in



late 1394, one in 1395, both with uncertain results, but Ottoman losses were great, so the Sultan abandoned the campaign. In the chaos that ensued a usurper emerged; Vlad, who – backed by the Ottomans – controlled the lowlands for about a year. Mircea meanwhile took part in the ill-fated Crusade of 1396, and witnessed the destruction of Christian forces at Nicopolis, but the fall of the Bulgarian state forced the boyars to support the most capable ruler. Mircea's control of the country solidified in late 1396 and Vlad disappeared from the records.

The Ottoman disaster at Ankara in 1402 offered new opportunities for Mircea, who emerged as a leader of the Balkans and inserted himself into the conflict that marked the Ottoman interregnum. By supporting Mustafa against Mehmet Celebi, Mircea hoped to weaken the remnants of the Empire and give the Christians the chance to profit from it. His plan failed however, and by 1413 Mehmet was sole ruler; his reaction was swift. Aging and confronted with an energetic opponent and a resurgent Ottoman state, Mircea was forced to accept Ottoman suzerainty in 1417. He died the following year, being succeeded by his son Mihail.

MOLDAVIAN AND WALACHIAN VOIEVODS

Basarab I. *Founder of the Walachian state, reigned between 1310 and 1352. Defeated Károly Robert of Hungary in 1330, ensuring Walachian independence and extended his rule to the entire territory between the Carpathians and the Danube.*

Bogdan I. *Founder of Moldavia, reigned between 1359 and 1365. A rebel in Transylvania against Hungary's Lajos the Great, he crossed the mountains and took control of the Hungarian March of Moldavia, where he created an independent state.*

Mircea the Old. *Voievod of Walachia between 1386 and 1418. Defeated the Turks at Rovine in 1394, took part in the disaster of Nicopolis and tried to play a pre-eminent role during the Ottoman interregnum by supporting Mustafa and Isa against Mehmet Celebi. Was forced to accept the latter's suzerainty in 1417, but is nevertheless considered Walachia's greatest ruler.*

Alexandru the Kind. *Voievod of Moldavia between 1400 and 1432. Withstood the first Ottoman attack on Moldavia in 1419-20 and helped Wladyslaw Jagiello of Poland in the wars against the Teutonic Order.*

Vlad II Dracul. *Mircea's son, he ruled as Voievod of Wallachia between 1437 and 1446, when he was deposed and assassinated by boyars loyal to the Danesti branch of the Basarab family.*

CIVIL STRIFE AND DECLINE

After the relatively prosperous reigns of Mircea the Old and Alexandru the Kind, Walachia and Moldavia were to be faced with their first period of acute crisis. While the cause of the crisis was the same in both cases, in Walachia the impact was more immediate and serious due to the proximity of the ever-growing Ottoman threat.

Both Mircea and Alexandru had a large number of sons, and in Walachia the descendants of Dan I were also strongly supported. The predominance of several families and the absence of firm succession rules were the main cause of the civil wars that marked the two countries' history until the days of Vlad Tepes and Stefan the Great nearly three decades later.

In Walachia, Mihail was slain in 1420 fighting the Ottomans at Severin, and the throne was disputed during the next decade by Radu Praznaglava, another son of Mircea (backed by the Turks), and Dan II, son of Dan I, (backed by the Hungarians). The crown changed hands no less than six times in seven years, until in 1427 Radu was defeated. Dan died in 1431 fighting the Turks, and was succeeded by another son of Mircea, Alexandru Aldea, an undistinguished character and a Turkish pawn.

1437 was to witness the rise to power of Vlad II Dracul, (meaning 'the Dragon' or 'the Devil'), who was also a son of Mircea, with Hungarian help. Vlad was forced to acknowledge Turkish suzerainty however, and until 1442, he would manage to maintain his precarious balance, appeasing both the Turks and the Hungarians. But, after the Ottoman defeat of 1442 at the hands of Janos Hunyadi, Murad II called Vlad to Edirne and forced him to leave two of his sons – Vlad and Radu – as hostages.

In October 1442, a large Turkish army under Shehabeddin, Beylerbey of Rumelia, was crushed by Hunyadi on the Ialomita River, which prompted Vlad to switch allegiances and rally to the Christian cause. In 1443, Vlad took part in the Hungarian expedition south of the Danube and was also present at the 1444 disaster at Varna. He also assisted the Burgundian expedition on the Danube in 1445, led by Walerand de Wavrin.

In 1446 however, relations between Vlad and Hunyadi abruptly worsened, and he was deposed and assassinated together with his son Mircea by the boyars loyal to the Danesti branch of the Basarabs (the descendants of Dan I). His place on the throne was taken by Dan III, son of Dan II. In 1447 however, Dan III was deposed in his turn by the Turks who had another son of Dan II enthroned, Vladislav II.

For a short while in 1448, Vlad III, son of Vlad the Devil (and later to become the infamous Vlad the Impaler) was on the Walachian throne, but Vladislav reigned again in 1449. Vladislav however quarrelled with Hunyadi and took the offensive against the Hungarians in 1455, being soundly defeated.

With Hunyadi's blessing – and as part of a coordinated effort to throw the Ottomans off balance, Vlad Tepes (the Impaler) would defeat Vladislav in 1456, take his throne and his life in a gruesome (but typical) manner.

VLAD THE IMPALER, (1431-1476)

Few personalities have been the object of so much controversy as Vlad III Basarab, called 'The Impaler'. Fact mingles with legend and pure fiction to give him an aura of infamy and mystery shared by no other Romanian leader and very few other men. From contemporary historians (Chalkokondylos, Doukas, and Sead'edin), tales published in the West by vengeful German merchants, and the glorifying legends of Romanians and Slavs under the Ottoman yoke, to modern historians, fictional author Bram Stoker, and countless horror movies, Vlad has inspired an incredible, sometimes scholarly, but mostly morbid fascination among readers of history and fiction alike. Yet Vlad III Tepes was a complex personality, a man both of his time and ahead of it, both pragmatist and idealist, devoid of humanity and yet passionate. Vlad was born in the Transylvanian city of Sighisoara in 1431, the son of Vlad the Devil (future Voievod of Walachia) and grandson of Mircea the Old. His mother was a Moldavian princess, making him cousin of Stefan the Great. He received his education during his father's reign in Walachia, as well as during travels to the Catholic West and the Ottoman Empire. In 1443, Vlad the Devil was forced to leave Vlad and his younger brother Radu as hostages in Adrianople (Edirne), where Vlad was introduced to the intrigues of the Seraglio, and was able to make contacts and powerful friends. Inexplicably, Murad II released Vlad after Varna although his father had sided with the Crusaders, but kept Radu, who soon became a favourite of his son, Mehmet. Young Vlad fought the Turks under Walerand de Waurin in 1445, but when Hunyadi had his father and brother Mircea executed, Vlad turned to the Sultan. An Ottoman army enthroned Vlad in Walachia in 1448, but Hunyadi counterattacked and Vlad sought refuge in Moldavia at the court of his uncle, Bogdan II. After Bogdan's assassination in 1451, Vlad took refuge in Transylvania, now tolerated by Hunyadi who saw him as a potential ally after Vladislav II's defection to the Ottomans. Prior to the Battle of Belgrade, Vlad was given command of Hungarian forces along the Danube, and, perhaps taking advantage of Hunyadi's death, he seized Walachia's throne for himself. In 1457, he supported his cousin Stefan, who became Voievod of Moldavia; 19 years later, the service would be returned.

Understanding Vlad's aims and principles is vital to understanding his actions. He viewed himself as the natural leader of Eastern Christianity, now that Byzantium had fallen; it is widely believed he planned to have himself crowned Emperor had one of the many proposed Crusades reached its aim. A student of Byzantine politics, he was flexible in his alliances and ruthless with those who opposed him. He also viewed himself as the rightful leader of all Romanians, and Amlas and Fagaras, Transylvanian districts owned by his grandfather Mircea and his predecessors. This is why his punitive actions against these districts had such an atrocious nature; he considered the inhabitants traitors.

He was a man of his day because he was fully conversant in the mentality and realities of the age, and yet many of his actions denote a visionary nature. His accent on psychological war, predilection for collective punishment as an instrument of waging this war, perception of Romania as a nation and not feudal states, as well as a Machiavellian approach to power and politics, are indications of this. He was among the first to use the concept of a 'war-oriented economy', and in his conception, the State was the Voievod, and the Voievod was the image of his armed forces. He understood that without military power, there was no way to survive in the 15th Century

Balkans. Thus, his efforts were dedicated to the creation of an efficient military, with which to eventually achieve his larger objectives. For this he needed cash, and this prompted him to adopt highly protectionist economic policies, bringing him in conflict with Transylvania's German merchants (the 'Fare Wars'). He realised what an awesome weapon his reputation was against the superstitious Anatolians. His ruthless rooting out of anarchy and crime in Walachia in order to transform it into a society able to support military efforts built that reputation, which he used as the primary psychological weapon in his arsenal. Cultivating that reputation was the main impetus behind the deliberate nature of Vlad's mass executions by impalement. During his raids south of the Danube in 1461, the terror among the Turkish population was so great that people fled their homes in Constantinople and crossed to Anatolia. The damage caused to the Ottoman administration and supply lines was vast, and the popularity Vlad gained among Christians was comparable to Skanderbeg's. When Mehmet invaded Walachia in 1462, the terror Vlad's name inspired played a major role in shaking Turkish morale. Faced with hunger, thirst, stifling heat, relentless harassment, the disappearance of their patrols, lack of sleep due to nightly surprise attacks, as well as being forced to march through deep woods (of which the Turks, used to the plains and wide spaces of Anatolia and Asia Minor, had a primal fear), the Ottomans were on the verge of breakdown when Vlad delivered his most famous attack. Dressed as Turks and attacking at night, his troops caused nearly complete panic and confusion, inflicting nearly 30,000 casualties. As the Turkish camp was attacked, Anatolians were driven into the Janissaries who promptly killed them, and Rumelioti, rallied by the Sultan, killed everything that moved. Vlad didn't manage to take Mehmet himself, as his Kapikülli guards stood their ground, but the damage was immense. A few days afterwards, when the battered Turks finally saw Tirgoviste and thoughts of imminent victory reanimated them, the nightmarish sight of 20,000 impaled Turkish prisoners greeted them. It was the last straw. Mehmet himself acknowledged that there was nothing he could do against such a man. He retreated, leaving Radu the Handsome to deal with his brother, which the Sultan's protégée managed surprisingly well, by capturing the families of Vlad's followers and holding them hostage. Abandoned, Vlad fled to Hungary where he was imprisoned by Mátyás Corvinus on fabricated evidence of collaboration with the Turks.

In 1475, released and granted command of a Serbian campaign at Stefan the Great's insistence, Vlad acquitted himself admirably and the nightmare of Kaziku Bey returned to haunt the Ottomans. In 1476, Stefan had Vlad installed as Voievod for a third time. It seemed as if an awesome Christian front was taking shape to menace Mehmet II, yet it was not to be; Vlad fell victim to Walachia's boyars two months later and a pro-Turkish ruler took the throne. Mehmet defeated Venice, Hungary made peace, and a golden opportunity to free the Balkans fizzled. Vlad's legend survived and still overshadows those of his more fortunate contemporaries, except maybe the Conqueror himself. He lived and died by the sword, as war was the essence of his existence. To this day his name is associated with blood and the infamous nicknames attached to him in his lifetime have only grown with time. Loved by some, hated by others, feared by all, the Walachian achieved immortality and a permanent place in history, in spite of his ultimate failure to achieve any of his aims.

MOLDAVIA: CRIPPLING POWER STRUGGLE

In Moldavia, things fared little better. Alexandru the Kind died in 1432 and his son Ilie succeeded him. Almost immediately, he was challenged by his half-brother Stefan and civil war followed. Though Poland supported Ilie's claim, luck favoured Stefan. A joint rulership was established, but this agreement was quickly ignored by both sides. Ilie died in 1442, and his sons, Roman and Alexandru, continued the struggle. Stefan was killed in 1447, and the throne was disputed between Roman and Petru II, his uncle. This power struggle attained ridiculous proportions. Petru, backed by Hunyadi, acknowledged Hungarian suzerainty, while Roman swore fealty to the King of Poland. Both were eager to sacrifice the country's independence simply in order to secure the throne. By 1449, they were both dead, and Bogdan II, another son of Alexandru the Kind, took the throne. He utterly defeated a Polish host backing Alexandru (Roman's brother) at Crasna in 1450, but was killed by another half-brother, Petru-Aron, in 1451. Petru-Aron and Alexandru II fought for the crown until the latter's death in 1455. For more than a year, Petru-Aron was sole ruler, during which period Moldavia paid tribute to the Ottoman Empire for the first time.

WALACHIA: VLAD TEPES AND THE ANTI-OTTOMAN RESISTANCE

Vlad Tepes's longest and most important reign was secured with Hungarian assistance in 1456. Once enthroned, Vlad's ruthless nature became apparent in his draconian pursuit of order, with impalement being by far his favourite punishment. His protectionist economic policies led the Saxon merchants of Brasov to support a pretender, Dan III, whose ill-fated attempt to wrest the throne from Vlad would have tragic consequences for his protectors as well; in 1459, Vlad had 41 Saxon merchants impaled. He crossed the mountains in Transylvania, burned the hinterland and suburbs of Brasov and committed many atrocities, which would ensure him extremely 'bad press' from German chroniclers for decades. In 1460, Dan III made another grab at the throne; he was defeated again and captured. Vlad famously had him witness his own funerary service and the digging of his grave – and then had him beheaded. Vlad conducted reprisals against Transylvania's Saxons, with numerous atrocities recorded.

Vlad's relations with the Ottomans were worsening as well. He had not paid tribute for three years and now moved openly to defy Mehmet II, the conqueror of Constantinople. The Sultan, knowing Vlad to be a dangerous opponent, tried to entice him into coming to Constantinople with the due tribute. For this he sent a contingent of 20,000 men led by Hamza Pasha, Bey of Nicopolis, and the Greek emissary Katavolinos, but the trap failed. Vlad had most of the Turks captured, taken to Tirgoviste and impaled. After that, he took Giurgiu on the Danube, crossed the river, and devastated the southern shore. Nicopolis was taken and 20,000 Ottomans perished. From then on, the name of Vlad Tepes was to inspire utter dread in Ottoman hearts.

This brazen rebellion proved too much for Mehmet to ignore. He gathered a great army in the Spring of 1462 (Chalkokondylos mentions 250,000, but most likely the numbers were smaller) and marched to Nicopolis, crossed the Danube, and invaded Walachia. Vlad's attempt to prevent the crossing failed, so he used classical scorched earth tactics and ambushes.

While the Turks slogged through a blasted landscape, Vlad took the opportunity to launch a famous night attack on the Ottoman camp, the assault narrowly missing Mehmet himself. When Mehmet reached Tirgoviste, he was greeted by the gruesome sight of a literal forest of impaled bodies – the contingent sent in 1461 under Hamza Pasha. Combined with disease and lack of food, this atrocity proved the final straw; Mehmet ordered retreat.

The campaign would have ended in disaster, had Mehmet not found an ally in Vlad's brother, Radu the Handsome. Radu was installed on the throne and the boyars, resenting Vlad's draconian reign, were quick to adopt him as their liege. Vlad had to flee to Transylvania, where the Saxons convinced Mátyás Corvinus that he was conspiring against him. The King had the Walachian Voievod imprisoned.

MOLDAVIA: THE REIGN OF STEFAN THE GREAT

Petru-Aron – still sole ruler of Moldavia – managed to hold the throne until 1457. In April of that year, however, Stefan, son of Bogdan II, invaded the country with help from his cousin Vlad Tepes and defeated Petru-Aron at Doljesti. Stefan was crowned Voievod of Moldavia and was to rule until 1504, the longest rule of a Romanian Voievod and without doubt the greatest as well.

Stefan began his reign by eliminating boyars loyal to Petru-Aron and by ensuring that the latter would be deprived of Polish help. In 1459, he signed a treaty with Kazmierz IV in which he recognised Polish suzerainty. Petru-Aron left Poland in 1460 and took refuge with the Szekels in Eastern Transylvania, but a raid by Stefan in 1461 forced him to flee to Brasov and seek the protection of Mátyás Corvinus. Stefan then unsuccessfully besieged Chilia (in Hungarian hands since 1448) in 1462. He would make another attempt in 1465, using bombards for the first time, and would prevail.

This led to open conflict with Mátyás Corvinus, who decided in 1467 to back Petru-Aron and invade Moldavia. At the head of 40,000 men, he entered the country in November 1467, advanced to Baia and stopped to celebrate Christmas. On the night of December 15th, Stefan surrounded the town and attacked while the Hungarians were celebrating. The battle soon turned into a rout and Mátyás himself was badly wounded. He was able to flee to Brasov where he spent several months recovering. Following this complete success, Stefan crossed the mountains in early 1468. He ravaged eastern Transylvania and captured Petru-Aron, whom he promptly executed, removing the last pretender from the days of the civil wars. After this, relations with Mátyás Corvinus would improve and peace with Hungary would last until years after Stefan's death in 1504.



Having removed the dangers posed by Poland (through a treaty) and Hungary (through battle), Stefan now dedicated himself to neutralising the Turkish threat. To do this, he had to ensure that the Ottomans would lose their power base in Walachia, where they enjoyed the full support of Radu the Handsome. Stefan took the initiative, raiding deep into Walachia and burning several towns. Radu and Mehmet II were unable to respond, but the Sultan ordered his Tartar allies to invade Moldavia, which they did in August 1470. Stefan, however, cut off their retreat at Lipniti and routed them, freeing a great number of slaves and recovering whatever loot they had taken. In 1471, Radu the Handsome invaded Moldavia, but Stefan utterly defeated him at Soci. In 1473, Stefan decided to put Basarab II on the Walachian throne. He crushed Radu at Cursul Apei in November and took his capital Bucharest, capturing Radu's family. Basarab II was however not able to resist the Ottoman retaliation, and Radu was handed back his throne in December. Stefan invaded again in early 1474, Radu fled and Basarab II was reinstated. But the Ottoman might once again proved too much for Basarab, who submitted to the Sultan in 1474. Having solved his problems in Asia, Mehmet now focused on Stefan who had defied him for too long. In late 1474 he ordered Suleiman Pasha, Beylerbey of Rumelia, to lead an invasion of Moldavia. An army of 120,000 was assembled in September 1474 at Sofia and it crossed into Moldavia in late December, strengthened by a Walachian contingent of 15,000. Stefan used scorched earth tactics to exhaust the Ottomans and finally gave battle on January 10th, at Vaslui, on favourable ground. The battle was to become the greatest victory of a Romanian army against the Turks in history and the epitome of the Romanian way of war. Stefan's victory was complete and even Ottoman historians (most notably Seaded-Din) acknowledged the proportions of the disaster.

However, Stefan knew that the conqueror of Constantinople was not one to give up. Immediately after the battle, Stefan asked for help from Western Europe in building an anti-Ottoman front; none came. In Summer 1475, Mehmet took Caffa in the Crimea and by 1476 he was ready to subdue Moldavia once and for all. Mehmet first unleashed the Tartars of Eminek Marza on Moldavia, forcing Stefan to release the Great Host to defend their homes. Against the Ottoman army, he was forced to stand only with his Small Host, formed of the Boyars and the Lefegii.

Battle was joined at Razboieni on July 26th and was an exceptionally bloody affair. Led personally by Mehmet, the Turks managed to take the Moldavian positions with great losses and forced Stefan's battered army to retreat. Stefan moved into the mountains, compelling Mehmet to subdue the numerous fortresses that comprised Stefan's defensive system. With Mehmet occupied and the Tartars expelled from the country, Stefan was able to muster a new host with which to harass the invaders. His fortresses held, and the heat and lack of supplies led to disease breaking out in the Sultan's army. Meanwhile, Hungarians under Istvan Bathory approached from the west, finally answering Stefan's call for help. With the game up, Mehmet ordered retreat. Harassed by the Moldavians and weakened by famine and disease, the disorganised Ottoman army crossed the Danube in shame, having sustained heavy losses and abandoned their plunder and many cannons.

Stefan had survived the invasion better than expected and tried to capitalise on the Ottoman failure. He invaded Walachia and brought Vlad Tepes to the throne, a man Stefan knew would never submit to Mehmet. But Vlad was assassinated by the boyars after only a month and Stefan had to rebuild Moldavia after the terrible years of 1475 and 1476, marked by war, famine and drought.

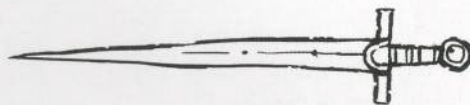
In 1477, a new invasion of Walachia led to Basarab Tepelus being given the throne by Stefan, but he too would submit to the Turks. A new Hungarian-assisted invasion took place in 1480, with Tepelus being defeated, but nothing significant was achieved. With Ottoman help, Tepelus would invade Moldavia in 1481, but Stefan crushed him at Ramnic on July 8th. Tepelus lost his throne eventually to Vlad the Monk, but he too was forced to accept Turkish dominance. In 1484, Beyazid II led an expedition to conquer Akerman and Chilia and Stefan was unable to prevent the cities from falling to the Turks. Poland, Venice, and Hungary had all made peace with the Ottomans and Stefan stood alone. In 1485, he again accepted Polish suzerainty in the hope of securing their backing for an anti-Ottoman campaign, but this came to nought. In 1489, Stefan finally made peace with Beyazid II and agreed to pay the Sultan an annual tribute.

After the death of Kazmierz IV, and having ensured good relations with Hungary and the Ottomans, Stefan decided to revenge himself on Poland for their abandonment of him in 1476 and 1485. He invaded Pocuia, to which he had certain rights due to an agreement between Petru Musat and Wladyslavs Jagiello (the Poles had not repaid a loan made by Petru and Pocuia was held as pledge). Jan Olbracht I, the new King of Poland, had his own plans concerning Moldavia. His brother Wladislaw was King of Hungary and his brother Alexander was Duke of Lithuania.

He would make his youngest brother Sigismund ruler of Moldavia and form a Jagiellonic block in Eastern Europe worthy of competing with the Habsburgs and the Ottomans. To achieve this, Stefan would have to be sacrificed.

In 1497, Jan Olbracht asked for safe passage for his army on their way to take Chilia from the Ottomans. Reluctantly, Stefan had to agree, but the intentions of the Poles became obvious when they started to besiege Suceava, Stefan's capital. But, Olbracht had miscalculated. As the siege dragged on, he had to face the threat of a coalition between Moldavia, Walachia, Hungary (where his own brother ruled and opposed his plan) and the Ottomans. With his army cut off, out of water and food, Jan Olbracht was forced to negotiate for safe passage back to Poland by granting war reparations. However, the Polish monarch broke the treaty by taking a route back which was forbidden by the agreement. This time, Stefan took action. He ambushed the Poles in a heavily forested area at Cosmin and utterly crushed them, Jan Olbracht barely escaped with his life. The following year, Stefan plundered deep into Poland, with Turkish and Tartar help. A peace treaty was forced upon Jan Olbracht in which Poland and Moldavia became equals. The treaty was a great diplomatic success for Stefan.

The great Voievod died in 1504, leaving a strong, prosperous and pacified country. He was succeeded by his son Bogdan One-Eye (1504-1517) and his grandson Stefan IV (1517-1527). His reign saw Moldavia rise to the status of a major power in the region. Unfortunately, his successors were not able to preserve this status and by 1538, Moldavia had been fully absorbed into the sphere of Ottoman influence. Attempts during the 16th Century to overthrow Turkish domination by the likes of Petru Rares (illegitimate son of Stefan the Great) or Ioan the Terrible (or 'the Brave') would end in failure. Only in 1877 would Moldavia, by that time united with Walachia under a Hohenzollern Prince, be able to throw off the Ottoman yoke and enjoy full independence.



TACTICS AND ORGANISATION

The armies of Moldavia and Walachia were very similar in organisation and tactics, the very few exceptions being due to geographical factors. The supreme commander of Romanian armies was the Voievod. Only he had the right and authority to summon the Great Host, which meant the calling to arms of every able-bodied man in the land.

STEFAN THE GREAT (1434–1504)

"You've never had another like him, and you never will". These are the words King Charles I of Romania bluntly spoke to his audience in 1904, upon commemorating the 400th anniversary of Stefan's death. Ironically, Charles was to be the only Romanian ruler to have a longer reign than Stefan, 48 years compared to Stefan's 47. Nevertheless, the words of the Prussian-born King are indisputable; the personality of Stefan, although perhaps less internationally famous than that of his cousin Vlad the Impaler, dominates the gallery of Romanian rulers by a wide margin.

Stefan was born in 1434, son of Bogdan II (who was himself the natural son of Alexandru the Kind and later Voievod of Moldavia) and Oltea, a presumably Walachian noblewoman. Not much is known of his youth other than that it occurred during a period of constant civil wars between pretenders to the crown, backed alternatively by Poland, Hungary, and even the Ottomans in later stages. His father became Voievod in 1449, utterly defeated a Polish army at Crasna in 1450, and was assassinated in 1451. Stefan then took refuge in Transylvania together with Vlad Tepes and was helped by the latter to wrestle the throne from his half-uncle Petru-Aron in 1457. At this moment, Stefan embarked upon a path of turning Moldavia from a war-torn obscure principality into a local power and a major player on the political scene for most of the next century – until it succumbed to Ottoman expansion in 1538.

A fine diplomat, Stefan's major concern was securing his back whenever taking on one of his mighty neighbours. This wise policy prevented him from suffering the fate of Vlad the Impaler, who found himself on hostile terms with both the Turks and the Hungarians in 1462. Stefan acknowledged Polish suzerainty in 1459 when he first had to fight Hungary and then resist two massive campaigns mounted against him by Mehmet II. Finally, after the loss of Chilia and Akerman to the Turks in 1484, he made peace with the Porte and concentrated on Poland, defeating Jan Olbracht in 1497 and annexing Pocutia. His military and social reforms proved vital to the country's development. He created a class of peasant landowners very loyal to the ruler, and curbed the power of the boyars. He also invested Moldavia with a belt of fortresses along the Dneestr to guard the eastern and northern frontiers, while the Carpathians formed a natural barrier in the west. He relied much on the 'Great Host', making sure every man in the land underwent some military training and encouraging military games and competitions at festivals and holidays. Stefan died in 1504 after having defeated Mátyás Corvinus, Mehmet II, the Jagiello of Poland, and the Tartars. At the time of his death, Moldavia had more territory than ever. It had also enjoyed two decades of relative peace and prosperous commerce along its roads uniting the Black Sea with the Baltic. Most importantly, Moldavia was regarded as a power to be reckoned with on the political and military scene. To this day, the name Stefan the Great commands the utmost respect among his people, an achievement of which any leader should be proud.



MOLDAVIAN AND WALACHIAN ARMY ORGANISATION

Romanian armies fell into two types: the Small Host and the Great Host. The Small Host was comprised of the nobility, the Voievod's vassals owing him military service, and the professional soldiers in the Voievod's pay, and it was present at virtually every battle, either on its own or forming the nucleus of the Great Host. The highest ranking soldiers were the Dregatori. Each of these great dignitaries had local subordinates and this administrative organisation was retained in wartime, the various branches of government and administration forming various fighting units (usually called 'banners') under the leadership of their respective high dignitary. Another category of noblemen were the Viteji ('braves'), who acted as bodyguards and companions to the Voievod, and who were usually the best, bravest, and most loyal fighters. Then came the bulk of the nobility, the Boieri, either fighting under the Dregatori as described above or organised in banners on a geographical basis if they did not take part in government administration. The courts of the Voievod and of the Dregatori, along with their sons and close followers (of which not all were noble), were called Curteni.

The second category of troops making up the Small Host were professional soldiers, the so-called Lefegii (literally meaning 'paid men'). They were used both for guard duties and in the field, and grouped in units based either on their weapons and equipment or their place of origin. Many were foreigners – Transylvanians, Italians, Bohemians, Germans, Walloons or men of the Balkans. The banners they formed were led by a mercenary captain, usually the man with whom the contracting was arranged. They could be hired either directly by the Voievod (as were those hired on a long-term base) or by towns as part of their obligation to provide a number of men for the Host.

A distinct category that could be included both in the Small Host and the Great Host were the Calarasi, light horsemen recruited from the lower nobility or inhabitants of the plains, whose duties were to patrol borders and act as couriers or scouts.

The Great Host was comprised of every able-bodied man in the country and was usually raised in times of foreign invasion. It did not take part in operations beyond the borders of the state. The bulk of the Great Host were the Pedestrasi (footmen), who were in fact free peasants – not serfs. All owned a patch of land, and this was the basis on which they answered the call to arms. Unlike Western rulers, Voievods relied on the peasantry and even made sure that they enjoyed basic military training under the guidance of district governors – the Parcalabs. Again, peacetime organisation also applied in wartime. The Pedestrasi were grouped under a Cneaz (chieftain), and the

men of several villages were grouped in a banner on a regional basis, under the command of a regional authority (a Parcalab or a Boyar). Two distinct categories of peasants stand out: the Razesi and the Plaiesi. The first were a class specific to Moldavia identifiable from the time of Stefan the Great. They were free land-owning peasants settled in the plains of eastern and southern Moldavia, enjoying fiscal privileges and answering only to the Voievod. Their loyalty was unquestioned and their primary duty was to guard against Tartar incursions from the east. The Plaiesi (or Darabanti) were peasants and shepherds from mountainous areas who were entrusted with guarding the passes of the Carpathians, laying ambushes, and generally operating in difficult ground.

MOLDAVIAN & WALACHIAN TACTICS

Romanian tactics varied greatly depending on the enemy and the purpose of the campaign. Four types of campaigns can be distinguished, and each employed different tactics and army compositions, although some elements remained the same.

Defensive Campaign

This most common type of campaign was waged against an invading force, usually numerically superior. Whether Ottoman, Hungarian or Polish, tactics stayed virtually the same. Invaders were harassed from the moment they crossed the border, which had the multiple purpose of evaluating the enemy's forces and giving the Voievod time to summon the Great Host and move the people safely to the mountains. After the enemy entered the country, he would find it laid waste before him: crops burned, wells and rivers poisoned, and villages abandoned. This forced the invader to send out patrols in hostile territory in search of food or loot, which were annihilated, one by one, weakening morale and strength. Cities were abandoned while fortresses were held, whatever the cost, forcing the enemy to lose time and men in long sieges or leave his supply lines unprotected. Traps were laid using food and other resources to lure the invader onto favourable ground, where battle was finally given on the defender's terms. If the battle was won, the enemy was usually forced to retreat and pursued relentlessly, even beyond the border in order to capitalise on the success and compensate for the economic loss that scorched earth tactics created. This plan was the basis of many of Stefan's victories.

Raid

This involved fast-moving troops, almost always restricted to the Small Host, perhaps supplemented with reinforcements from the border areas. Battle was avoided; the purpose of the raid was to strike swiftly and hard, to plunder and pillage, and to damage enemy morale. Raids often took place after a failed enemy invasion and took

advantage of his inability to respond quickly. Raids also had the purpose of making up for the damage Romanian homelands had sustained during such invasions. Raids were sometimes conducted to capture pretenders to the Crown or punish border towns that supported such pretenders. That was the case with the raids of Vlad Tepes against Sibiu and Brasov in 1459-60, the 1468 raid of Stefan, and many raids south of the Danube to eliminate pretenders residing in Turkish-held towns, ready to join an invading force in the hope of being rewarded with the throne. Most towns in the border area had no serious fortifications and were easy prey for an organised raiding force.

Offensive

Conducted for the purpose of conquest or regime change, offensives were typical of the period of Stefan's repeated invasions of Walachia to install a favourable Voievod (1470-1481), or of the times when Walachian Voievods intervened in the fighting between rival factions in the Balkans in the 14th Century, as in the case of Vladislav Vlaicu or Dan II. Otherwise, offensives were rare.

Support Campaigns

Romanian forces often acted as allies for the offensive campaign of a powerful neighbour, as Walachia did during the Nicopolis Crusade of 1396, the campaigns of János Hunyadi, and the Ottoman wars against Stefan the Great. Moldavia also took part in such actions, albeit much more rarely (supporting Poland against the Teutons or the Ottomans against Poland in the last years of the period covered by the book). Tactics were usually dictated by the allied general and Romanian forces played a secondary role.

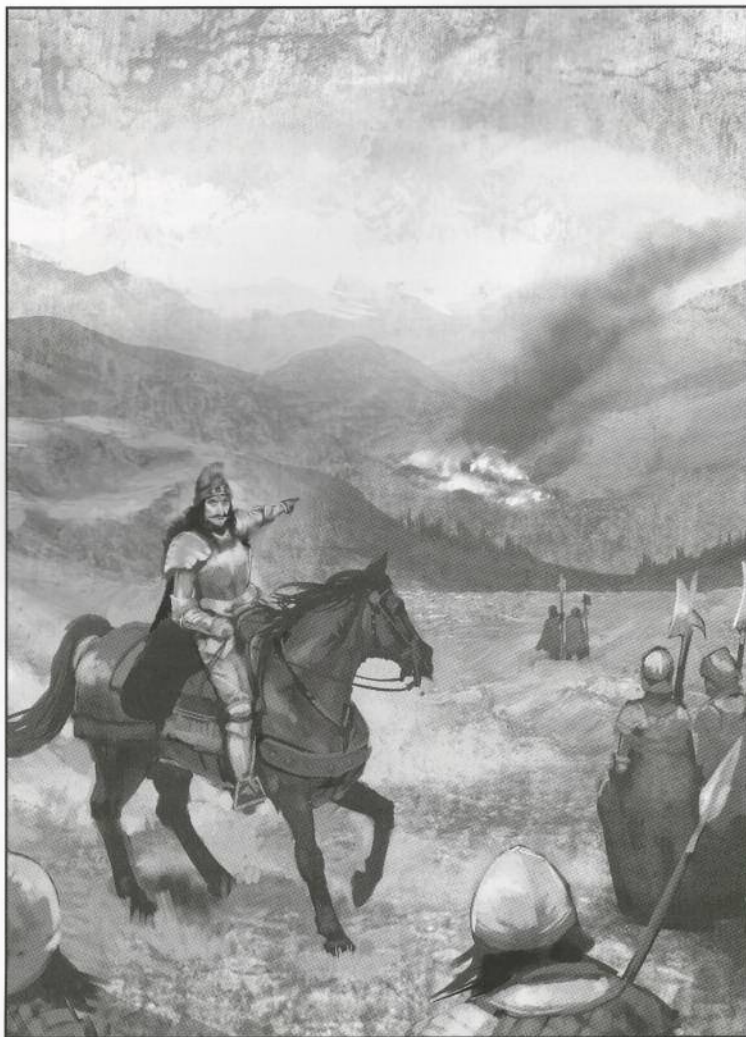
ROMANIANS ON THE TABLETOP

As was the case in real life, Romanian tactics for WAB depend greatly on the scenario played and the type of army used. Terrain is a major component of Romanian tactics and needs to be used with great care in order to compensate for the lack of powerful shock troops. Special rules such as the *Strategist* and *Hidden Ambush Force*, and the numerous *Open Order*, *Skirmishers*, and *Mounted Infantry* options in the army list make Romanian armies suitable for use on 'loaded' battlefields, where the enemy can be easily outmanoeuvred and flanked. Open battlefields pose major problems for Romanian armies, as most of their historical enemies are superior in both artillery and shock troops.

The Voievod is meant to be the obvious choice as General and the compulsory one in large battles. He is the heart of the army and his Leadership and special rules are much needed. Also, his presence allows the option of taking the best close combat unit in the list – the Garda Domneasca (Voievod's Guards), perhaps the only unit able to sustain a charge from an elite enemy unit such as Heavy Cavalry or Janissaries. However, in a small game where numbers might make a bigger difference, players might be tempted to go with the much cheaper option of a Vornic.

The Dregatori are a good option to boost the Leadership of your units of Boieri and Curteni, all with Leadership 7. Although less than impressive, their Leadership and their two attacks at Strength 4 might make the difference between a combat won and the need to take a Break test (and its consequences in terms of *panic* if failed). The Romanian list is rich in cavalry options, although none are of outstanding quality. The Viteji are without doubt the best choice for a shock unit, with their Strength of 4 (from thrusting spear on the charge, which once used is exchanged for Strength 4 Cavalry mace in continuing combat) and the option of a 3+ save. However, they are limited to one unit, and a Romanian general must choose carefully where and when to deploy it for achieving the maximum effect. The major strength of the Romanian cavalry is the *Eastern Shock Cavalry* rule. This allows them to use their re-rolls on a charge, FBIGO even if they win the combat but fail to break the enemy, and the opportunity to countercharge (if fighting against cavalry, of course).

However, the key to success is using your troops in conjunction with the rather cheap and reliable light cavalry (Ld 7), which provide good troops for manoeuvring around the enemy or baiting him. A Romanian general must rely on his Lefegii (the most reliable infantry option) as a means to pin the enemy and give the rest of his troops time to outflank them and take advantage of the terrain. With a





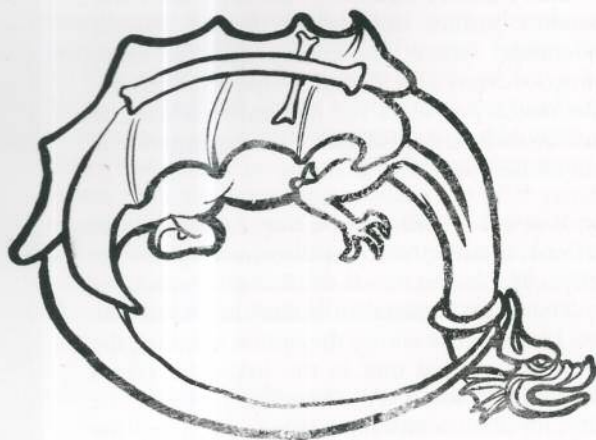
Great Host, this can be done by using large numbers of manoeuvrable Open Order Pedestrasi and Plaiesi, while with a Small Host this would normally be a job for your cavalry. Using your Boieri dismounted might prove a good idea if you are forced to hold your ground and form a solid infantry front, but remember that the strength of the list is not its resilience, but its flexibility.

Use inexpensive bowmen as skirmishers to achieve a maximum of firepower and manoeuvrability, and to wear out the enemy's more expensive troops before they charge your lines or you charge theirs, as a rank less might be crucial when your cavalry tries to break a unit with a frontal charge. The Plaiesi are a crucial element of the list, allowing you to make even better use of cover and terrain. Place them strategically on the table; you may prevent your enemy from marching, even from the first turn, giving you an edge in manoeuvrability and more turns to shoot. Your opponent will either be forced to deal with them, thus exposing himself to your charges or simply losing time by fighting in difficult ground, or ignore them, which is a very dangerous thing to do if you keep in mind they are a formed unit that may be equipped with double-handed weapons. Also, try to take advantage of 'mounted infantry'. This rule might give you the tactical initiative in a battle or compensate for a poor deployment. Not many get this chance. Last but not least, remember that you have a wide variety of options for Allies, especially with the Walachians. They might prove just the little extra something you need to tip the balance in your favour.

A final piece of advice: WAB is a game for those of us who love history, so try to play 'in-character' army lists. We have tried to limit the possibilities of out-of-character lists, but with the wide variety of options available for allies and mercenaries (especially in the Balkans), this is impossible to achieve entirely. Remember that this is about simulating, and not taking advantage of, the historical peculiarities of this troubled region.

MODELLING ARMIES OF THE ROMANIAN STATES

The release of the Old Glory 'Vlad the Impaler' range has made creating a Moldavian or Walachian army relatively simple. This line offers several excellent light cavalry and infantry choices that are suitable for either army during this period, and an even greater variety within units can be achieved by mixing different packs together. The first thing you should consider as a Romanian general is which type of army to create and what period you want to represent. Lefegii were mercenaries, so Bohemian, Hungarian, and even some Western infantry from the period you wish to represent will work well for these. While Walachian and Moldavian infantry and light cavalry will work for any part of the period covered by this book, the men-at-arms models one uses to represent the higher nobility must be carefully considered. Luckily, there is a wide variety of men-at-arms and knight models ranging in time period from the 14th through the early 16th centuries available from the manufacturers mentioned at the back of this book to represent Viteji and bodyguards. Boyars are somewhat more difficult; no one makes suitable models for these currently. Keep in mind that while most troops in Romanian armies can be somewhat similar in colour palette to Hungarian armies, Romanian peasants, perhaps uniquely, were clothed in white or light grey shirts and tunics. While Old Glory makes Eastern peasants, Foundry Dacians (though several centuries off) can also be used to good effect as the caps are typically Romanian. Use the models without the two-handed falx. In addition, fur caps are often seen on Romanian light cavalry of this period; this could be marten or muskrat. Ian Heath notes that hats were often made of spotted lynx fur.



MOLDAVIAN & WALACHIAN ARMIES

ARMY COMPOSITION

Players using a Moldavian or Walachian force must decide whether it is a Great Host or Small Host.

GREAT HOST, PRINCIPALITY OF WALACHIA, 1330-1508

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

Small Host: 33-50% of the points value of the army must be spent on troops from the following list:

0-1 Viteji

0-1 Garda Domneasca (only if the army is led by a Voievod)

Curteni

1+ Boieri

Calarasi

1+ Lefegii per 1,000 pts

0-1 Catapultă (Mongonel) or Tun (Bombard) per 1,000 pts, Bombards may only be used after 1448.

Great Host: 33-50% of the points value of the army must be spent on troops from the following list:

1+ Pedestrasi per 1,000 pts (not in Small Host)

Arcasi

0-2 Plaiesi

Allies: 0-20% of the points value of the army may be spent on allied troops from the following lists:

Hungarians (1371-1476)

Serbians (1330-1389)

Bulgarians (1330-1396)

Ottomans (1420-1508)

Moldavians (1371-1508): No Great Host troops may be taken from this list.

All such units are subject to the Allies and Mercenaries rule.

GREAT HOST, PRINCIPALITY OF MOLDAVIA, 1359-1527

Characters: 0-25% of the points value of the army may be spent on the following characters:

0-1 Voievod or Vornic (a Vornic may only lead armies of less than 2,000 pts)

0-1 Stegar

Dregator

Small Host: 33-50% of the points value of the army must be spent on troops from the following list:

0-1 Viteji

0-1 Garda Domneasca (only if the army is led by a Voievod)

Curteni

1+ Boieri

Calarasi

1+ Lefegii per 1,000 pts

0-1 Catapultă (Mangonel) or Tun (Bombard) per 1,000 pts; Bombards may only be used after 1464.

Great Host: 33-66% of the point value of the army must be spent on troops from the following list:

Pedestrasi

1+ Razesi per 1,000 pts (not in Small Host)

Arcasi

0-2 Plaiesi

Allies: 0-20% of the points value of the army may be spent on allied troops from the following lists:

Hungarians (1471-1504)

Polish (1387-1491) from *Armies of Chivalry*

Ottomans (1489-1527)

Walachians (1371-1527): No Great Host troops may be taken.

All such units are subject to the Allies and Mercenaries rule.

SMALL HOST ARMY, MOLDAVIA OR WALACHIA

Characters: 0-25% of the points value of the army may be spent on the following characters: 0-1 Voievod or Vornic (a Vornic may only lead armies of less than 2,000 pts.); 0-1 Stegar; Dregator.

Small Host: At least 50% of the points value of a Small Host army must be spent on troops from the Moldavian or Walachian Small Host troop list.

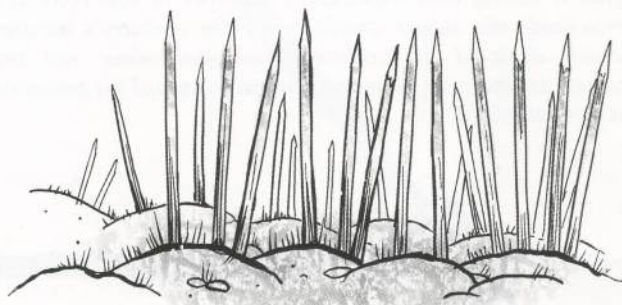
Great Host: 0-15% of the points value of the army may be spent on the Moldavian or Walachian Great Host troops.

Allies: 0-33% of the points value of the army may be spent on the Moldavian or Walachian allied troop lists above.

SPECIAL RULES

Scythe: A farm implement used expertly by Romanian peasants, the scythe is a double-handed weapon. Scythe-armed models gain a +1 to hit bonus against cavalry. At the same time, cavalry attacking them are at -1 to hit.

Heavy Mace: Used as a mark of rank, this weapon was used only by princes and their highest ranking noble retainers. Its weight confers a +1 strength bonus to mounted models armed with it.



CHARACTERS

0-1 General

	M	WS	BS	S	T	W	I	A	LD	Pts
Voievod	4	5	5	4	4	3	5	3	9	185
Vornic	4	5	4	4	4	3	5	2	8	135

Equipment: Hand weapon, heavy armour and shield. If mounted may have thrusting spear (+4 pts) and/or a heavy mace (+4 pts), and must be mounted on a horse (free) or a warhorse (+4 pts). If on foot, may have a double-handed weapon (+4 pts). May wear partial plate or full plate armour (free if mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted).

Special Rules: *Army General. Strategist* (Voievod only). *Eastern Shock Cavalry* if mounted. *Heavy Mace*.

The Voievod was the head of state in each and every aspect, his power was absolute. He was the natural commander of the army and it was seldom that an army was not commanded by the Voievod himself, especially in the 14th and 15th centuries. He was also the only one able to call upon the Great Host in cases of foreign invasion. The title was inherited on a hereditary elective basis, meaning that every son (even illegitimate ones) or brother of the deceased Voievod was eligible, as long as he was not 'marked' (he should have no physical disability, a custom of Byzantine origins which explains why defeated pretenders were not killed but blinded).

Sometimes, strategy demanded that the army be separated in two or more bodies, which could, if necessary, operate on their own. While the Voievod usually commanded the main guard, command of other battles was given to a Vornic (a senior grand boyar). In times of peace, the Vornic was the head of the Voievod's court and had extensive legal and administrative duties. In a document from 1408 he is called 'Judex et palatinus curie nostre' by Mircea the Old. In Moldavia, command of the army in the Voievod's absence was his by law; in Walachia more by custom.

0-1 Stegar

	M	WS	BS	S	T	W	I	A	LD	Pts
Standard Bearer	4	4	4	4	4	2	4	2	8	90

Equipment: Hand weapon, heavy armour and shield. May be mounted on a horse (free) or a warhorse (+4 pts). May wear partial plate or full plate armour (free if mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted).

Special Rules: *Army Standard Bearer. Eastern Shock Cavalry* if mounted.

Often a young and trustworthy member of the Voievod's household, the Stegar would carry the country's banner (which depicted the country's national arms, not the Voievod's) and stay near the general to signal his presence on the battlefield.

Dregator

	M	WS	BS	S	T	W	I	A	LD	Pts
Magnate	4	4	4	4	3	2	4	2	8	55

Equipment: Hand weapon, heavy armour and shield. If mounted may have a thrusting spear (+4 pts) and/or a heavy mace (+4 pts), and must be mounted on a horse (free) or a warhorse (+4 pts). If on foot, may have a double-handed weapon (+4 pts). May wear partial plate or full plate armour (free if mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted).

Special Rules: *Eastern Shock Cavalry* if mounted. *Heavy Mace*.

A grand boyar with administrative and military duties given to him by the Voievod, and usually a trusted man (not always though!), a dregator was among the country's richest and most powerful nobles. Dregatori led units of other boyars, usually their subordinates in administration during peace time.

SMALL HOST

Viteji

	M	WS	BS	S	T	W	I	A	LD	Pts
Household Horse	8	4	3	3	3	1	4	1	8	26

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

Special Rules: *Eastern Shock Cavalry. Heavy Mace.*

Viteji were wealthy land-owners directly responsible to the Voievod, from whom they held their hereditarily transmitted domains. They fought on horseback and were the most loyal and dependable of the Voievod's troops.

Curteni

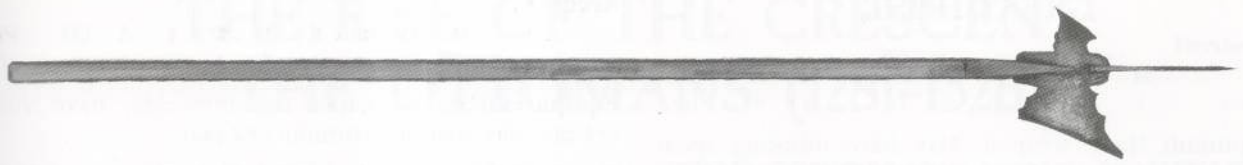
	M	WS	BS	S	T	W	I	A	LD	Pts
Court Boyars	8	4	3	3	3	1	4	1	7	24

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

Special Rule: *Eastern Shock Cavalry.*

The Curteni were boyars with military and administrative duties at the various courts (the Voievod's and those of the great boyars) and were grouped in units in accordance with their place of service during peacetime.





Boieri

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

Equipment: Hand weapon, light armour, shield. May wear heavy armour (+2 pts). May have thrusting spear (+2 pts). Dismounted Boyars may have double-handed weapon (+2 pts).

Special Rules: Dismounted Boyars are *Mounted Infantry* and may be *Stubborn* (+3 pts); Mounted Boyars are *Eastern Shock Cavalry*. All regiments of Boieri in the same army must either be mounted or dismounted.

The country's nobility, Boyars owned villages. Due to the difficult nature of the country's terrain, they commonly fought on foot, but sometimes, especially on the offensive, they fought as cavalry.

Calarasi

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Horse	8	3	3	3	3	1	4	1	7	16

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

Special Rules: Calarasi are *Skirmishers*. If light armour is taken, they become *Open Order*. Moldavian Calarasi are *Expert Horsemen* and cost 18 pts.

These ubiquitous horse archers were often armed with spears, and were a fixture of both Moldavian and Walachian armies, Great Host and Small Host alike

Lefegii

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

Equipment: Hand weapon and light armour. May have thrusting spear (+1 pt) or halberd (+2 pts); May have shield (+1 pt). May have composite bow (+2 pts) and 0-2 units of Lefegii may have crossbow (+4 pts) or handgun (+4 pts); May wear heavy armour (+1 pt).

Special Rules: May be *Mounted Infantry* (+1 pt); Crossbowmen and Handgunners are *Open Order*. Lefegii are considered *Permanent Mercenaries*; this upgrade is built into their point cost and the increase in Leadership to 7 is already included in their profile.

Literally 'mercenaries' or 'paid men', lefegii nevertheless formed the bulk of the Small Host, acting both in the field and in garrisons, and were mostly foreigners – Transylvanians, Hungarians, Poles, Germans and others.

Garda Domneasca

	M	WS	BS	S	T	W	I	A	LD	Pts
Dism. Guard	4	4	3	3	3	1	4	1	7	15
Mtd. Guard	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour and shield. Mounted guards have thrusting spear and may upgrade to lance (+2 pts). Dismounted Guards may have thrusting spear (+1 pt) or halberd (+2 pts). May have partial or full plate armour (free if mounted, +2 pts if dismounted).

Special Rules: If taken, must be accompanied by the Voievod who may not join another unit during the game. Dismounted Guards are *Stubborn*; Mounted Guards have *First Charge* and may count a Rank Bonus of +1 in close combat.

The Voievod's bodyguard, all professional warriors handsomely paid. Voievods preferred to rely on mercenaries rather than on the not always trustworthy loyalty of the boyars. Most were foreigners, usually Germans or Bohemians.

Tun (Bombard)

	M	WS	BS	S	T	W	I	A	LD	Pts
Bombard	-	-	-	-	3	5	3	-	-	50
Crewman	4	3	3	3	3	1	3	1	6	10

Equipment: Three crewmen armed with hand weapon and light armour; May take two additional crewmen.

Special Rule: *Artillery.*

Artillery was used by Walachia from 1448 and by Moldavia beginning with the siege of Chilia in 1464. Gunners were always foreign specialists and guns were not manufactured in the Romanian principalities.

Catapultă (Mangonel) – 75 points



GREAT HOST

Pedestrasi

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

Equipment: Hand weapon. May have thrusting spear (+2 pts) or double-handed weapon (+2 pts). May have shield (+1 pt). May wear light armour (+2 pts). If Skirmishers, may take scythe (+3 pts).

Special Rules: *Different Weapons.* Either *Skirmishers* or *Open Order*, in which case they may count Rank Bonus of +2 in close combat.

Pedestrasi formed the bulk of the Great Host. They were landowning peasants and commoners, and, unlike their Western counterparts, were called upon by Voievods in time of need. Often used in garrisons, they were combat trained and the relative wilderness of the countryside combined with numerous raids by Tartars or Turks ensured that their skills were tested often enough. Armed with axes, spears, and polearms, most had shields and some form of leather armour; helmets were rarely used. Some used scythes on the battlefield, with which they were trained to cut the legs of enemy horses.

Razesi

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

Equipment: Hand weapon. May have thrusting spear (+2 pts), or double-handed weapon (+2 pts). May have shield (+1 pt). May wear light armour (+2 pts).

Special Rules: *Different Weapons.* *Open Order.* May count Rank Bonus of +2 in close combat. Hatred against Ottoman Akinci and Tartar units.

The Razesi were a category of peasants typical to Moldavia. Granted their lands by the Voievod himself, they were his vassals and no one else's, answerable to him and his court only and owing him military service.

Plaiesi

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

Equipment: Hand weapon. May have double-handed weapon (+2 pts); May wear light armour (+2 pts).

Special Rules: *Hidden Ambush Force.* *Open Order.* May count Rank Bonus of +2 in close combat. If taken as allies or mercenaries in other armies, they lose *Hidden Ambush Force* abilities.

The Plaiesi (sometimes also called Darabanti, although this term later described another troop type typical of the 19th Century) were guardians of mountain passes. They prepared ambushes and cut off enemy retreat by felling trees behind an advancing force, a common Romanian tactic.

Arcasi

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

Equipment: Hand weapon and bow. May have shield (+1 pt). May wear light armour (+2 pts).

Special Rules: *Skirmishers.* *Open Order* if wearing armour.

Romanian archers were mostly supplied by the same free peasants that made up the Pedestrasi, and would be clothed in the same manner – white or undyed shirts and tan or brown pants.

SPECIAL CHARACTERS

Vlad III Tepes, Voievod of Walachia

	M	WS	BS	S	T	W	I	A	LD	Pts
Vlad Tepes	4	6	4	4	4	3	5	3	9	200

Equipment: Hand weapon, full plate armour and shield. May be mounted on a horse (free) or warhorse (+4 pts) which may have plate barding (+6 pts). If on foot, may have double-handed weapon (+3 pts).

Special Rules: *Army General.* *Strategist.*

Grim Reputation – Vlad's reputation in his time was grim to say the least, especially among his enemies. Vlad (but not his bodyguard) causes *fear* in enemy troops.

Pagan Hatred – Vlad was a devout Christian and always uncompromising in his relations with the Turks. This and his sad childhood spent at Edirne as a hostage grant him Hatred against Ottoman troops and their allies.

Loyal Bodyguard – Vlad has learned to trust no one and thus he does not join any unit except his loyal bodyguard of foreign mercenaries, handsomely paid and whose loyalty is ensured. Vlad must always be accompanied by a unit of Garda Domneasca who have Ld 8, are Veterans and wear partial plate armour at a basic cost of 16 pts for a dismounted guard model and 30 pts for a mounted guard model. Additional equipment may be bought as normal.

Stefan III the Great, Voievod of Moldavia

	M	WS	BS	S	T	W	I	A	LD	Pts
Stefan the Great	8	5	4	3	3	4	5	3	9	200

Equipment: Hand weapon, heavy armour, shield and warhorse. The warhorse may have cloth barding (+4 pts). May take a heavy mace (+5 pts).

Special Rules: *Army General.* *Strategist.* *Heavy Mace.*

Beloved Leader – Stefan's popularity among the people and the army has never been matched by any Romanian ruler since. His Ld radius as Army General is increased by D6", roll at the start of the battle, before deployment.

Resilient – Stefan was a veteran of many campaigns and received numerous wounds. One in the leg, received during the Siege of Chilia in 1462, went on to plague him his entire life. To show his resiliency, his Wounds value has been increased by 1, but the effects of his wounds and his small stature (only 5'5") is reflected in his decreased Strength and Toughness values.

Master of Ambushes – If Stefan is the army's General, the 0-2 restriction for Plaiesi/Darabanti is lifted.

THE RISE OF THE CRESCENT: THE OTTOMANS (1281-1526)

"They are a tolerably handsome race, with long beards, but of moderate size and strength. They are diligent, willingly rise early, and live on little... They have a more numerous cavalry and their horses, though inferior in strength to ours and incapable of carrying such heavy weights, gallop better and skirmish for a longer time without losing their wind. I must own from my experiences that I have always found the Turks frank and loyal, and when it was necessary to show courage they have never failed..."

Bertrandon de la Brocquiere



HUMBLE BEGINNINGS

Early Ottoman rulers were among the most remarkable military leaders of late medieval times. From what was essentially a standing start, they created an immense state built on conquest. The first Ottoman leader came from complete obscurity. Osman I was among a group of Turcomans pushed west as a result of Mongol activity, and not much is certain about his rise to rule, though legends tell of divine intervention or predestination in Osman's success. Whether these stories were prophecy or propaganda, the stars seem to have favoured the Turkish warlord and his remarkable line. The destiny of geography certainly took a strong hand in their success; being placed on the frontier march of Byzantium was perhaps Osman's best piece of good fortune. After the Seljuk Empire's collapse in the mid 13th Century, this land was essentially up for grabs. Even after the restoration of Byzantium in 1261, the allegiances of local magnates were fluid and Byzantine possession of the territory was tenuous.

When Osman inherited control of Sogut in 1281, his luck at being located on the flank of the Orthodox Christian empire became apparent. Muslim warriors of the faith arrived in droves, joining a mix of Turcoman warriors, Anatolian Muslim peasants, and many Christian frontier fief-holders – the Byzantine Akritoi. No longer supported by the economically faltering empire, they looked to Osman for leadership. Osman may have been lucky, but his energy and skill in forging a weapon from these disparate elements made him successful. In a very typically Turcoman tribal model, Osman's army was the state that Osman led. After victory, Beys (tribal chiefs) were rewarded with titles and the use of Osman's land – in fact, all Ottoman lands were the direct possessions of the Padişah (sovereign). The opportunity for advancement and land use motivated Beys to bring more resources to the state. Conquest fuelled growth and growth spurred more conquest.

THE OTTOMANS MOVE FORWARD

Despite their proximity to the Empire, the Ottomans must have seemed to come out of nowhere. Osman's army moved inexorably and hit hard. He and his successors defeated the forces of the Byzantine Empire in lightning strokes at Koyunhisar 1301 and Bursa 1326. These victories were made possible by continual Ottoman expansion into undefended territory, allowing Osman to cut roads and supplies to Byzantine outposts long before assaulting them. The Byzantine practice of neutralising enemies through diplomacy further helped Osman's son and successor Orhan Gazi. He kept his conquests in exchange for frequent Imperial requests for military assistance. Surprisingly, the Ottomans became Constantinople's strongest allies at this time, guarding against opportunistic thrusts by Serbia and Bulgaria. In 1353, Orhan Gazi, taking advantage of the Byzantine civil war and understanding that the balance of power had shifted in his favour, took the fortresses at Tzimpe and Gallipoli on the European side of the Dardanelles. Despite Byzantine Emperor Ioannis VI's protests, Orhan Gazi kept his prizes. Before him was a new territory, open for a conquest prophesied in legends. From this point, Ottoman armies would advance through Balkan Europe – or, as it was known to the Ottomans – Rumelia; the lands of the eastern Roman Empire.

RUMELIA AND DESTINY

In 1359, Orhan Gazi's son Murad I became Emir, and later, Sultan. His grandfather founded a state, but Murad would found an empire. He quickly embarked on a campaign that was as successful as it was unexpected. His armies – one of which was led by a remarkable figure named Gazi Evrenos Beg (a former Byzantine Akritoi regarded as one of the best among 14th Century Ottoman generals) – took the Byzantine city of Adrianople in 1361, destroying a combined Byzantine/Bulgar army. Having cut Constantinople off from Europe, Murad rapidly settled Thrace. In 1371, another combined army of Serbian, Bulgarian, Hungarian, Walachian, and Bosnian forces moved south to push the Turks out of the city, but was itself crushed in a daring night attack on its camp at Cernomen by Lala Sahin Bey's army. This battle on the banks of the Marica River (not the later Battle of Kosovo) resulted in the wreck of Serbia's faltering empire. By 1376, Thrace, Macedonia, and the Bulgarian province of Tarnovo had become vassals to the Turks. By 1388, the second Bulgarian province, Dobruja on the Black Sea, became a vassal state, and southern Serbia was opened. One of Murad's other accomplishments was to have a long-ranging effect on the Ottoman state; he created the Kapikülü corps, the Sultan's men, which became an elite force within the Ottoman army.

KOSOVO PLAIN

Murad's campaign for 1389 called for a thrust into Serbia with the hope of bringing the country into line as a vassal state. The Sultan led a large army north, which included a right wing commanded by his son Bayezit and the general Gazi Evrenos. Kosovo is a fascinating battle, but very few of its details survive in the historical record. What is known is that Kralj Lazar Hrebljanović, the Serbian King – and his hastily assembled alliance of Serbs, Bulgars, Albanians, and Bosnians – truly bloodied the Ottomans, who were supported by troops from their Serb, Bulgar, Albanian, and Greek vassals. Both armies suffered crippling casualties, including their royal commanders; Kralj Lazar was killed and Sultan Murad I assassinated, as the legends tell, by Milos Obilic, a Serbian captain.

Bayezit, now in command and mindful of the chaos that would erupt if news of his father's death preceded him to the capital at Edirne (Adrianople), pulled the army from the field within hours of apparent victory. This led to some confusion at the time about exactly who had won. Tvrtko, the Bán of Bosnia, had written that despite the Serb withdrawal, the Turks had swiftly abandoned the field, and he declared the battle a Serbian victory. The truth of the situation must have become quickly apparent; Kosovo was not a Serb victory, but despite the Ottomans' advantage, they failed to pursue the broken Serb army. Many historians now consider Kosovo to be an exceptionally bloody tactical draw, but Bayezit's swiftness of decision paid off – it was one in a series of quick actions establishing his nickname 'Yildirim' or 'Lightning Bolt'. Later that year he declared himself Sultan of the Ottoman Empire, a state that was, by now, fulfilling its destiny in Rumelia more swiftly than anyone could have anticipated.

NICOPOLIS: DEFEAT OF A CRUSADE

Bayezit's rule was marked by enterprise. He added a dozen Anatolian provinces to his growing empire, and Serbia and Bosnia to the list of Ottoman vassal states. But Bayezit's activity on the Danube caught the attention of Hungary's King, Sigismund, who was concerned that Ottoman conquest would visit his lands. He begged the Pope to call for a Crusade, and, in 1396, the last great Crusade of the Middle Ages was launched. From all over Europe, Crusaders assembled, including Friedrich of Hohenzollern, making ready to receive the Turkish army's advance. The Duke of Burgundy's son, Count Jean de Nevers, also answered the call, and led a contingent of several thousand Burgundian and French knights, including Marshal Boucicault and the Sire de Coucy, to Hungary. But the Ottomans failed to oblige them. In fact, the main Ottoman army was nowhere near Hungary. Bayezit was otherwise occupied, his troops ringing Constantinople. Impatient to fulfil their pledges, the Crusaders attacked. Their swords fell on Ottoman-captured Serbian and Bulgarian towns on the Danube, and they slaughtered Ottomans and Christian inhabitants alike. They then moved downriver through the Iron Gates toward Nicopolis on the south bank of the Danube, where they planned to swiftly defeat the Ottoman garrison, then move south, retaking the Balkans from the cowardly Sultan. The more starry-eyed among them spoke of relieving Constantinople and pressing on to the Holy Land to liberate Jerusalem itself. Shortly after their arrival at

Nicopolis, Crusader hopes were shattered by the sudden appearance of the Sultan and a large army. A crisis of command followed in which King Sigismund and Mircea the Old, Voievod of Walachia, urged the use of light troops and infantry to disorganise the Turkish force before a flanking cavalry assault. Jean de Nevers and his supporters among the Western nobility called for their chivalric knights to lead the army in a glorious charge straight against the Ottoman position. What followed was a mess in which the Crusaders charged unsupported and Bayezit won the day. Through this victory, Bayezit cemented control of the region, absorbed Vidin – the third and last Bulgarian province – and forced the Byzantines to accept him as overlord.

Bayezit's successes mounted, but in 1402 the Empire faced sudden disaster. The Turco-mongol warlord Tamerlane (Timur the Lame), at the head of a huge and victorious army, emerged from Central Asia and began taking lands in Anatolia. The Sultan rushed out to meet the threat and the armies encountered one another at the citadel of Ankara. Bayezit, betrayed by his Tartar allies and newly conquered Turkish beylik vassals, was taken prisoner and died in captivity shortly thereafter.

OTTOMAN LEADERS

Orhan I 'the Gazi'. Son of Osman, Amir and then Sultan of the Ottomans between 1326 and 1362. He conquered eastern Anatolia, intervened in the Byzantine civil wars on the side of Ioannis VI and secured an Ottoman bridgehead in Europe when his son Suleiman took Gallipoli in 1356.

Suleiman Bey. Son of Orhan Gazi, he led the main military campaigns during the later stages of his father's reign, taking Gallipoli and Ankara. He died in 1357.

Lala Sahin. Turkish general, Beylerbey of Rumelia and tutor of Murad I, took part at the capture of Adrianople in 1361, defeated the Serbians at Cernomen in 1371 and played a pre-eminent role during the Ottoman expansion in Thrace and the Balkans under Murad I.

Murad I. The first Ottoman leader to be declared Sultan, his empire building was both swift and virtually permanent; within a generation he created one of the world's most powerful nations, which endured another 550 years. Murad was perhaps the most influential Ottoman ruler; without him, there may have been no Ottoman Empire at all.

Gazi Evrenos. Greek-born general who served several Padişahs, including Orhan I, Murad I and Bayezit I. Like Lala Sahin, played a pre-eminent role in Murad's conquest of Thrace and the Balkans. Was present at Kosovo in 1389 and later was an advisor of Bayezit I. He died in 1417, allegedly more than 110 years old.

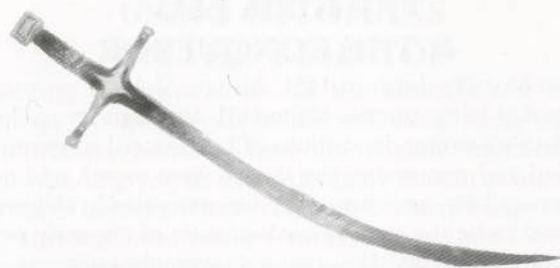
Mehmet I Celebi. Son of Bayezit I, reigned between 1413 and 1421. Defeated his brothers Suleiman, Mustafa and Isa in the civil war following Bayezit's capture at Ankara and ended the Interregnum, ensuring the survival of the Ottoman state and a new beginning for its expansion in Europe.

Murad II. Son of Mehmet I, reigned from 1421 to 1444 and from 1446 to 1451. He followed an aggressive expansionistic policy in both Europe and Asia, defeated János Hunyadi's Crusades at Varna (1444) and Kosovo (1448) and subdued the Anatolian Emirates, laying the foundations for his son's glorious reign.

Bayezit II. Son of Mehmet II, ruled from 1481 to 1512, when he was deposed by his son Selim. Not a warlike Sultan, he nevertheless imposed Ottoman suzerainty over Moldavia, quelled rebellions in Anatolia, and neutralised his rebellious younger brother Djem through an efficient combination of force and diplomacy.

SUCCESSIONAL CRISIS & CIVIL WAR

Four of Bayezit's sons: Mehmet, Suleiman, Mustafa, and Isa, fought each other for the throne, which allowed the Empire's enemies time to recover, and many vassal states broke out of Ottoman suzerainty, either asserting their independence or allying with Hungary, the region's other superpower. But by 1413, Mehmet I emerged as the only survivor, and he began to re-assert Ottoman Imperial authority. Mehmet's son, Murad II, became Sultan in 1421 and recovered further lost lands, bringing Walachia, Byzantium, Serbia, and Bosnia back into the fold. Importantly, Murad II instituted sweeping reforms that created the artillery and engineering corps of the Kapikülü, intensified janissary training, and modernised weaponry, placing strong emphasis on handguns and gunpowder. He approved the introduction of uniforms, created new ranks, and instituted administrative and logistical reforms. Some believe Murad to be the father of the Ottoman army and navy that would range throughout Europe, the Middle East, and North Africa for the next 250 years. However, Murad was also a man of peace, and late in 1443 he made the decision to retire. This was an uncommon action that elevated the 12 year old Mehmet II to the throne.



1444 was a bad year to take it easy. Hungarians and Crusaders under the brilliant Christian general János Hunyadi and Hungarian King Wladyslaws (Ulászló) I were moving south through Walachia and Bulgaria. Their goal was to draw out Ottoman forces and, if possible, link up with a Morean Byzantine army moving north. Murad made the decision to shunt aside his son, something that undoubtedly caused young Mehmet great shame, and personally took command of the large Ottoman army moving to meet János Hunyadi. Murad effectively cornered the Hungarian/Crusader force near Varna, and in the following battle Murad achieved a decisive, though terribly costly, victory.

BAYEZIT I YILDIRIM (1389-1402)

Born in 1354 of Murad I and a Greek or Albanian mother, Bayezit excelled at the hunt and trained to be a soldier, as Ottoman tradition dictated. Though a man of action, he was fond of reading, and later in life would be the first Ottoman Sultan to emerge as a patron of literature and poetry. His first notable political appointment did not come until he was 27 in 1381, when he was granted governorship of the recently acquired Turkish Beylik of Kutahya. Five years later, Bayezit earned his nickname 'Thunderbolt' commanding a wing of his father's army in combat against the Bey of Karaman when the lightning-quick charge of his cavalry delivered a crushing blow. The nickname suited him – according to Edward Gibbon, it matched "...the fiery energy of his soul and rapidity of his destructive march". Fatefully, Bayezit was leader of the Ottoman right at Kosovo Polje (Plain of the Blackbirds), and with his father's death on that field, the Sultan's establishment quickly recognised him as successor. To secure his throne, Bayezit had his brother Yakub – who commanded the left wing – immediately murdered with a bowstring, then led a forced march to Edirne before news of his father's death could reach the capital. He quickly married the daughter of Lazar Hrebljanović, the enemy defeated at Kosovo, which cemented Serb-Ottoman relations for years to come. Bayezit was fast, though his reputation hinted at

impetuosity. Critically, he brought the same energy – with all its benefits and liabilities – to state politics.

Bayezit had nearly perfect instincts in battle, and he was only defeated once: his last battle at Ankara. In the 1390s, his subjugation of the Bulgars was total. In 1396, he was able to pull out of his siege lines at Constantinople, march north to surprise the Crusade at Nicopolis, and crush it – all in just a few days.

He led blitzkrieg-like campaigns through Anatolia against the Turkish Beyliks, forcing many of them into the empire. But the seeds he sowed had no time to send down roots; his swift conquests failed to allow time for relationships to develop with the defeated.

At Ankara in 1402, facing the might of Tamerlane, Bayezit's new allies and vassals – the Turkish beyliks and the Crimean Tartars – swiftly defected. Surrounded and betrayed, Bayezit was captured. The story that Tamerlane kept Bayezit as a living trophy in a cage for the rest of his life is oft-repeated, though apocryphal. However, the Thunderbolt could not survive long; he died in less than a year, like his father before him with no heir apparent.

Sadly, none of his four sons inherited his decisiveness or speed, and the civil war that ensued nearly destroyed the empire he helped build.

THE KIZIL ELMA & THE CONQUEROR

Upon Murad's death in 1451, his son Mehmet once again ascended to the throne. Mehmet II, although reconciled to his father's earlier depositions of him (Murad subsequently retired and returned to the throne once more), had much to prove. By any measure, he succeeded. Mehmet II proved to be the most renowned ruler of the early period of Ottoman history. His conquests were the culmination of his ancestors' ambitions, but they were wholly his own. Mehmet's skills were not confined to the military; one of his most important accomplishments was winning over his vassals by improving the lives of their citizens and interfering in their affairs as little as possible.

In just the first two years of his reign, Mehmet planned the capture of Constantinople, the 'kizil elma' (literally, red apple) of Ottoman Imperial hopes. In a mammoth undertaking – the failure of which would have damaged his reputation irretrievably – the 23-year-old Mehmet surrounded and captured the most well defended city in the world. In only two months, he breached the walls, the only general to accomplish this in the history of the Byzantine Empire. Mehmet now added the title 'Caesar of the Romans' to his honourifics, intending to rule his new subjects humanely and wisely. He reformed civil law, formally codifying the Ottoman tradition of religious and cultural tolerance by allowing all his citizens the right to worship, whether Christian, Muslim, or Jew. But now that Mehmet had taken the ultimate prize, he would forever be known as 'The Conqueror', whatever else he did.

VLAD THE IMPALER EMERGES

Despite this remarkable early success, Mehmet was pitted against some of the best generals Europe could produce, and the rest of his reign was marked by both great victories and defeats. After his embarrassing defeat at Belgrade in 1456 by János Hunyadi and Giovanni of Capistrano, he never again seriously challenged Hungary's independence. And despite having enough military muscle, Mehmet never fully suppressed Moldavia. Mehmet also inherited from his father the bloody rebellion fermented by the irrepressible Albanian resistance fighter Djerdj Kastrioti (Skanderbeg). And then there were his problems with Walachia and its most famous ruler, Vlad the Impaler.

Though Vlad's three reigns were short, his impact was long remembered in Constantinople. Mehmet's desire to control Walachia could never be quenched while this rebellious and bloodthirsty noble was able to resist him. Two campaigns to remove one man from the throne of Walachia ended in the impalement of literally thousands of Turks. In 1462, Mehmet took decisive action, personally leading an army north to crush Vlad, who, employing scorched earth tactics and a campaign of terror against the Turks, retreated north. When Mehmet reached Vlad's capital of Tirgoviste, the sight of perhaps as many as 20,000 impaled Turks (many from the previous year's failed expedition) greeted his eyes. He went no further in his pursuit. Mehmet's prestige no doubt suffered greatly at this elaborate and macabre insult. It's likely that Mehmet wanted to give Vlad no further thought, but this was not the last time Vlad surfaced. The Romanian hero was in residence at the

Hungarian court for many years, held there by King Mátyás Corvinus, his very existence a veiled threat to the Turks, who feared him and his ability to mount campaigns of terror. The Turks could at last sleep easily when Vlad was murdered in 1476. Mehmet died only five years after his staunch adversary. He accomplished much, bringing mainland Greece, the Morea, the Aegean Islands, the Crimea and parts of Georgia, Dalmatia, and the Balkans under Ottoman control for the next several hundred years. He had taken the Empire of Trebizond and brought Anatolia into the Empire permanently, despite interference from the powerful White Sheep Turcomans on his Eastern border.

THE FALL OF HUNGARY

Mehmet's son, Bayezit II, was a different leader. Though the first of Osman's lineage without an interest in leading armies, the Padişah was nonetheless blessed with excellent subordinates who would add Moldavia to the list of Ottoman vassal states and take parts of the Ukraine and Venetian ports in Albania and the Morea. His Viziers and Beylerbeys aggressively policed the long border with Hungary, and fought several actions in this simmering rivalry. Selim I succeeded his father in 1512. Known as 'The Grim' for his cold and serious demeanour, he proved to be quite a capable leader, despite his brief reign. He invaded Iran and Azerbaijan, made the Kurdish Emirate an Ottoman vassal, and – in his most important victory – defeated the Egyptian Mameluke Empire, becoming overlord of all its Middle Eastern and North African possessions. Sultans henceforth would be called Caliph, protector of Mecca, Medina, and Jerusalem – they remained the political leaders of the Muslim world until 1914.

While Selim looked to Egypt, his son, Suleiman I, later to be known in Europe as 'The Magnificent', would look even further. Ascending after his father's death in 1521, Suleiman would have a brilliant career that would forever be remembered as the zenith of Ottoman vitality and power. In 1526, five years into his reign, he decided to move on Hungary. The former Christian bulwark against the Ottomans had not prospered since Mátyás Corvinus' death, and internal politics had weakened the state's military irretrievably. Suleiman's victory was complete and the way was open for him to take Budapest and to besiege Vienna three years later. This campaign finally awoke Western Europe to the real ambitions of the Sultans, and made the Ottomans a key player in the European political scene for centuries to come.

OTTOMAN ARMIES AND STRATEGY

*From Hungary, he's soon away; in Austria by break of day;
Bavaria is just at hand; from there he'll reach another land;
Soon to the Rhine, perhaps he'll come...*

German Folksong about the Turks

The Ottoman state was founded on a philosophy of continued expansion. The Sultans and their advisors showed an almost single-minded dedication to this strategy; a year did not pass by when Ottoman armies did not take the field. Their remarkable system ensured that large bodies of troops were available every year, no matter what had happened the year before. The strategic

significance of large Ottoman defeats was greatly lessened as a result. None of the Ottomans' opponents had this depth of organisation or reserves. The Ottoman army of the 14th, 15th and 16th centuries was unique. It moved quickly, quietly (or with loud music when desired), and for measured periods of time. Ottoman soldiers made camp swiftly and broke it down to resume the march even faster. Physicians and surgeons accompanied field armies. "A hundred armed Christians would make more noise leaving their camp than ten thousand Turks," wrote Bertrandon de Broquiere. Ottoman armies were models of efficiency due to the influence and oversight of professional elements, and yet were full of the elan associated with their spirited volunteers. This synthesis was not an easy one, and led to factionalism that extended to the Sultan's inner circle, resulting occasionally in janissary corps revolts.

OTTOMAN TACTICS

Ottoman warriors developed unique and formalised tactics, perfecting 'defence in depth'. Akinci horse archers generally initiated Ottoman field battles, skirmishing ahead of the main body, drawing enemy troops forward toward skirmishing infantry. These irregulars would use bows and javelins to harry the advancing enemy, retiring into woods or fleeing back to the main Ottoman position, all the while drawing the enemy even further forward. Vassal and janissary infantry formed the main position of Ottoman formations, and these troops would be situated behind prepared positions – including stakes, fieldworks and wagon tabors. They were later accompanied by field artillery – either in tabors or field positions. After repeated volleys, Ottoman infantry would engage and hold enemy forces in place. At this time, Ottoman cavalry reserves – the much-feared sipahis and Balkan vassals – would move down enemy flanks, and hit their opponents from the flank and rear. Ottoman Kapikülü sipahis would serve as a final reserve in larger armies. Once the enemy either broke or retired, the Sipahis would pursue with spears and continue to harass with bow fire.

These tactics were very effective against Western knights trained in lance armed cavalry tactics. Their straightforward hard-charging approach proved to be inadequate when faced with troops that did not stand, but who instead shot, retired, and regrouped, exhausting their opponents before they even got within sight of the Ottoman main line. Tactical, and strategic, feigned flight was an essential part of the Ottoman repertoire. Ottoman armies often retired before invaders, drawing them deep into their home territory prior to engaging them. But Ottoman armies were also capable of direct attacks – janissaries were highly skilled in assaults on strong points, where they charged through the enemy line in a compacted mass, using kılıç (sabre), yatağan (recurved short sword) and bladed polearms rather than missile weapons. Janissaries assaulting fixed fortifications worked in combat teams, making use of armoured soldiers backed with archers and handgunners/arquebusiers in small units. The Ottomans' strength lay in their ability to use all arms of the service in a mixed tactical approach designed to thin, misdirect, and engage on their choice of ground, followed by flanking and pursuing their enemies.

USING OTTOMANS ON THE TABLETOP

Recreating Ottoman tactics on the tabletop will be a challenge, but the troop types are well suited to the task at hand. Akinci horse archers are slightly undercosted pointwise to give you the opportunity to field as many as you can of these extremely common Ottoman troops. Azab and other volunteer infantry are very cheap and fulfil the role of disposable skirmishers extremely well, allowing tabletop generals the ability to draw forward or march-block enemy troops while thinning their ranks. With their high Weapon Skill, their *Drilled* special rule, and the ability to re-roll their first Panic test, Janissaries are the best infantry available to an Ottoman player, but their high cost guarantees that they will be relatively rare in 2,000 point armies. At this size, players will rely on Azabs in Ottoman Gazi lists or vassal infantry in Ottoman Empire lists. These were historically more numerous in Ottoman forces, and perform surprisingly well when under the high Leadership of a Padişah. Sipahi cavalry seem weak compared to lance wielding knights – this is intentional. Sipahis should work in concert with light cavalry or infantry, endeavouring to get on the flank of enemy units. Their *Eastern Shock Cavalry* special rule allows them the ability to re-roll missed attacks on the charge, and this should make them very effective under these circumstances. Alternatively, Sipahi may be held back from combat until enemy units are engaged by janissaries or other formed infantry using *Ditch & Stakes*. These fortifications make it harder for attacking cavalry to hit, causing enemy units to flounder before Ottoman infantry and opening them up to Sipahi counterattack. Ottoman players also have the advantage of highly effective artillery, thanks to discounted master gunners; coupling this with the ability to take Ottoman wagon tabors means that a defensively arrayed Ottoman Empire force will be an extremely hard nut to crack. Adding to this durability is the superior Leadership provided by a Padişah. Representing the Sultan or (in the early days of the Ottoman state) the Emir, the Padişah gives Leadership 10 to the centre of his army. Adding Mehterhane bandsmen extends his command radius to a maximum of 16", making the Ottoman Imperial force difficult to dislodge from a defended position. Keep in mind that the Padişah – unlike a Beylerbey or Vizier general – has been given a reduced combat profile, making him very vulnerable. You must invest some points to protect him from attack, either in a unit of Janissaries, Solak Bodyguards or Kapikülü cavalry: if your Sultan dies, the entire army takes its Panic tests at -1 to their Leadership due to *The Sultan is Dead* special rule.

A note about Ottoman Empire army design

While Imperial-era field armies were remarkably formalised affairs with Akinci, Azab, Vassal and Janissary infantry, and Sipahis – both Timarli and Kapikülü – each taking distinct and integral roles, we have elected to offer more flexibility in army composition so that other forces – for example, provincial armies, cavalry raiders, or even portions of a larger Ottoman force – may be recreated on the tabletop. So, players have the choice of fielding armies that represent everything from the Ottoman field force that fought at the second Battle of Kosovo to the janissary-heavy fragment of Mehmet II's army that tried to hold back Vlad the Impaler's Walachians at Turnu.

Finally, a word about fielding a Gazi list; though the types of troops available to an Ottoman Gazi general are limited, the basic Ottoman tactics described above and nomadic cavalry tactics both work well with this list. And, due to the Gazi special rule, almost every unit in the army can re-roll its first failed Panic check. The army is more fluid in style than the Imperial Ottoman list, and as it relies quite a bit more on cavalry, players should make sure they take a large enough table on which to conduct battles. The Gazi Ottoman list can be an extraordinarily fun force to play, but not if it feigns flight clean off the table in turn two! Give yourself some room.

MODELLING THE OTTOMANS

There are currently several ranges of Ottomans, but only a few fit the period covered by this volume. The most complete among these is Old Glory's Ottoman range, which features nearly every troop type outlined in this list. Essex has a range of excellent sculpts that is limited in poses but which is easily convertible and can be used to add some variety to the army – it also offers Gazi cavalry in leather armour that may be used to tailor your force as an earlier period army. Eureka offers several Ottoman pirates that can serve as unit leaders or characters, and now

produce an excellent mortar team. Lastly, Redoubt offers a small Ottoman range that contain Solaks, Peyks and has some good artillery pieces as well as a number of vignettes that modellers may find interesting. Several Ottoman troop types, such as Silahdars, will have to be converted from janissary and Sipahi models. Any of Old Glory's Hungarian knights or other manufacturers' Western knights that fit the period of your army will work perfectly to portray vassal Serbian Vlastella. Voynuks can be any Balkan, Italian or German infantry but with an Eastern accent; mixing Old Glory's voynuk pack with Western halberdiers makes for a great effect. There are a wide range of Janissary models available, see the box on the Kapikülü on page 40 for a colour guide. The Ottomans can be a very colourful force, though it should be kept in mind that the dress of Kapikülü troops, sipahis, and their commanders was often expensive and brilliantly coloured while volunteer infantry and light cavalry were likely more drably attired in earth tones and muted colours. Finally, banners for the Ottomans are very straightforward and there are many good examples in David Nicolle's various Osprey titles and in Ian Heath's books on the subject. Tuğs will need to be made from scratch using plastic, brass rod and a little epoxy putty for the horse tails themselves.

MEHMET II IL FATİH (1443, 1444-1446, 1451-1481)

The fourth of Murad II's sons, Mehmet's early years were inauspicious. Born on 30th March, 1432 during an outbreak of the Black Death, he was his father's least favourite and not considered a candidate for the throne. At age 2, he was sent to Amasya, where his older brother Ahmet served as governor. When Ahmet died in his teens, Mehmet succeeded him at age 11; a few weeks later, when his father's favourite Ali was found strangled in bed, Mehmet was brought to Edirne and named heir apparent. Murad, grief stricken and exhausted from pushing his reforms of army and government, sought to retire, and he thrust his young son into the role of governor (essentially Vice-Sultan). But, Mehmet's high-handedness, likely born from inexperience and isolation, led to revolts from the Sultan's intimates, including Grand Vizier Candarli Halil and the janissaries. Confronted in 1443 with a János Hunyadi-led Crusade, Murad was forced to remove his son from the throne they shared. With Hunyadi's defeat at Varna, Murad abdicated. The two years that followed were marked by open conflict between Mehmet and Candarli Halil, and Murad was again forced to depose his son.

His father's apparent distrust of his abilities must have caused Mehmet great pain and shaken his confidence, but their relations improved. When his father died in 1451, 19 year old Mehmet became Sultan alone and in the face of enemies. He had much to prove to himself and to those who had intrigued against him. Murad's first act was dark – he ordered his infant brother drowned while he bathed – but it removed a serious

threat. His second act was to retain Candarli Halil as Grand Vizier (which neutralised him). His third act was to work with Halil to plan and execute the siege of Constantinople. This remarkable undertaking was planned to the last detail, but Mehmet reacted to the unexpected with coolness and intelligence. At one point, he ordered the overland transport of a galley fleet to outflank the defenders; this was amazingly accomplished in a few short days and was a catastrophe for the defenders. The success of this unprecedented siege left no doubt about Mehmet's considerable abilities. Though Mehmet identified with Alexander the Great, he was only human and suffered many tactical defeats, including the disasters of Belgrade and Vaslui. Strategically though, he kept to his vision and brought large areas of south-eastern Europe and Asia firmly under Ottoman control. A renaissance man, Mehmet could discuss religion with authority; he was a humanist who built soup kitchens, hospitals, and schools for his subjects. He passed a code of law guaranteeing free practice of religion within his realms. His temperament was solitary. He was a devotee of Greek literature and Byzantine history, wrote his own poetry and sponsored other poets. He was a follower of heretical (yet very tolerant) Bektashi teachings – a move that alienated him from the Ulema (religious authority), and he much preferred gardening to any other activity. Portraits reveal a man with an aquiline nose and broad cheekbones, and as he aged, he grew stockier. He died young at age 49, perhaps the result of a lifetime of striving to overcome his childhood fear that somehow, he was not worthy of the greatness thrust upon him.

OTTOMAN ARMIES

ARMY COMPOSITION

OTTOMAN GAZI STATE, 1281-1361

Characters: 0-25% of the points value of the army with the following restrictions:

May take one Imam for every unit of Iayalar.

May not take Mehtherhane

Cavalry: At least 50% of the points value of the army from the following:

0-1 Timarli Sipahi per 1,000 pts

1+ Müsellem

1+ Akinci

Infantry: Up to 25% of the points value of the army from the following list:

Azab, Gönüllü, or Yaya, (no handguns may be taken).
Note: Ditch & Stakes option may not be taken in Gazi armies

0-1 Iayalar or Balkan Tribal Warbands per 1,000 pts

Kapikülü & Special Troops: 0-1 Al Manjaniq may be taken per each 1,000 pts. No other special troops are available.

Vassals: 0-10% of the points value of the army may be spent on Darabanci; no other Vassal choices are available.

Allies and Mercenaries: Up to 25% of the points value of the army may be taken from the following list:

Late Byzantine – Archers, Kontaritoi (0-1 unit), Mercenary Horse Archers, Pronoia Alagaion

All such units are subject to the Allies and Mercenaries rule.

OTTOMAN EMPIRE, 1362 – 1526

Characters: 0-25% of the points value of the army with the following restrictions:

0-4 Mehtherhane (may take 0-2 in armies of up to 1,999 pts, 0-3 in armies from 2,000 to 2,999 pts, and 0-4 in armies from 3,000 pts and up)

0-1 Imam

Cavalry: At least 25% of the points value of the army on the following:

1+ Timarli Sipahi

1+ Akinci

Infantry: Up to 35% of the points value of the army may be spent on the following:

(0-1 unit of Azabs may be armed with handguns in armies after 1429)

0-1 Iayalar or Balkan Tribal Warband

Kapikülü and Special Troops: Up to 40% of the points value of the army may be spent on any choice with the following restrictions:

0-1 Kapikülü Suvarileri per first 2,000 pts, and 0-1 per each 1,000 pts thereafter

Kesici Sikahkarda Musellah – 0-1 unit may take crossbows up to 1429 – after 1429, every other unit may take handguns

0-1 Solaks may be taken if a Padişah is also taken

0-1 Al Manjanik or artillery piece per every 750 pts (Sahalož may be taken after 1388; Holonborna, Havayi and Bacalusa may only be taken after 1453)

0-1 Ottoman Wagon Tabor after 1470. One wagon per 1,000 points.

Vassals: 0-50% of the points value of the army may be spent on any Vassal choices, with the following restrictions:

0-2 Balkan Horse Archers

0-2 Tartars

0-1 Djanbazan/or Delis only after 1386

Allies: Up to 25% of the points value of the army may be spent on troops from the following lists:

Albanians

Bulgars (up to 1396)

Walachian Small Host

Byzantines (up to 1421) – Archers, Horse Archers, Kontaritoi (0-1 units), Mercenary Horse Archers

All such units are subject to the Allies and Mercenaries rule.

SPECIAL RULES

Ditch & Stakes – Ottoman infantry were particularly skilled in creating simple field fortifications that effectively protected them from cavalry. Consisting of a wide ditch, sometimes camouflaged, backed with an array of sharpened stakes, these fortifications were often used to fully enclose the janissaries present in a field army and anchor the Ottoman line. Ottoman units that purchase Ditch & Stakes will be -2 to hit by cavalry and their mounts in close combat. Furthermore, all enemy units that break an Ottoman unit behind Ditch & Stakes fortifications must subtract D6 from their pursuit roll (ie, a unit that normally rolls 2D6 in pursuit will roll only a D6). If a unit with Ditch & Stakes moves outside the fortification for any reason, they lose the benefits of Ditch & Stakes, but these units may attempt to retake these fortifications and use them again. Azabs and certain Kapikulu units may purchase Ditch & Stakes for the front of their units only (barricade) or they may be fully encircled (stockade), which extends the benefits of Ditch & Stakes around the entire unit. Several Kapikulu and Azab units may be deployed adjacent to each other and then combine their stockades as one fortification, but they still count as separate units. Ditch & Stakes barricades and stockades do not count as defended obstacles; units fighting over them retain their ranks and are still vulnerable to flank or rear attack. Ditch & Stakes are placed when a unit is initially deployed and must be represented by suitable models. Ditch & Stakes may not be moved once deployed.

Gazi – In an Ottoman Gazi State army, any infantry or cavalry unit may upgrade to Gazis for +1 pt per model. Gazis were religious warriors flush with the prospect of victory and as such may re-roll their first failed Panic test.



Kapikülü – Kapikülü, literally Slaves of the Gate, are a completely professional body. To reflect this, Kapikülü units may re-roll their first failed Panic test.

Mehterhane – The Ottoman Kapikülü Band was a unique institution, playing military marches on kettledrums, bell trees, clarinets and horns. Enemies described their music as an infernal noise. If used, Mehterhane models must be deployed together and with the Army General. The Mehterhane and Army General may accompany a unit, but while the Army General must be placed in the front rank of the unit, the Mehterhane bandsmen – unlike other characters – may occupy the back rank of the unit if it has multiple ranks. As long as the General and Mehterhane remain with the unit, the following special rules apply:

The unit led by the General and including the band is immune to *panic*. And, each Mehterhane model in the unit adds +1" to the Leadership radius of the Army General up to a maximum of +4".

Ottoman Artillery – The Sultans invested a great deal of resources into quickly creating a modern artillery corps that used a superior grade of gunpowder. As a result, all artillery pieces in the Ottoman army may take a Master Gunner for only 20 pts per Cannon.

Ottoman Wagon Tabor – In Ottoman Empire armies, the Ottoman elite infantry force may deploy inside a wagon tabor (see the Special Rules section). Units of Kapikülü infantry (player's choice as to number and type of units) replace the regular wagon defenders. The Army General, Bayraktar, and any Mehterhane taken may deploy inside the wagon tabor, which is paid for out of the Special & Kapikülü Troops point allowance.

The Padişah is Dead! – A person of nearly divine status, the Ottoman Padişah was well protected. If a Padişah is killed, the enemy must be in the process of delivering a crushing defeat. To represent the demoralising affect this would have on Ottoman troops, if the Padişah is killed, each unit in the army takes their Panic test at -1 to their Leadership.

CHARACTERS

0-1 General

	M	WS	BS	S	T	W	I	A	LD	Pts
Padişah	4	3	4	3	3	2	4	2	10	180
Beylerbey/Vizier	4	5	5	4	4	3	6	3	9	170

Equipment: Hand weapon, light armour, shield, and bow. May have a thrusting spear (+4 pts) and must have a horse (free) if mounted. May have cloth (+4 pts) or plate barding (+6 pts). May have halberd (+4 pts) if dismounted. May take heavy (+2 pts) or partial plate armour (+2 if mounted, +4 pts if dismounted).

Special Rules: *Army General. The Padişah is Dead!* applies if the Padişah is taken. *Eastern Shock Cavalry* if mounted.

Though inherently risky, Ottoman rulers led their armies personally when the occasion demanded. The Sultan's many titles befitted his lofty status; the Sublime Porte, the Father who feeds us all, the Kaiser of the Romans, the Shadow of God on Earth, etc. The presence of the imposing person of the Padişah all but prohibited his troops from failure, but this was offset by his vulnerability, clearly illustrated in the battles of Kosovo and Ankara. Beylerbeys were governors of Eyalets – or greater provinces (for example, Anatolia or Rumelia). Viziers were Sultans' advisors, assistants, and lieutenants, often called on to oversee and conduct military operations.



0-1 Bayraktar

	M	WS	BS	S	T	W	I	A	LD	Pts
Tuğ Bearer	4	4	4	4	4	2	4	2	8	90

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

Special Rules: *Army Standard Bearer. Eastern Shock Cavalry* if mounted.

A tuğ was made of brass and boars' teeth, adorned with horsetails. When a Bey (frontier or small provincial governor) led a regiment or small army, his tuğ would carry one horsetail; the tuğ of a Beylerbey (greater provincial governor) sported two horsetails; a Vizier's standard would be adorned with a triple horsetail; only if the Padişah himself led the army would his four-horsetail tuğ be in evidence. Later, the Grand Vizier took a five-tailed tuğ – while Sultans taking the field were accompanied by a tuğ of six horsetails.

Bey

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

Equipment: Hand weapon, light armour, bow, and shield. May have a thrusting spear (+4 pts) and must have a horse (free) if mounted. May have cloth (+4 pts) or plate barding (+6 pts). May have halberd (+4 pts) if dismounted. May wear heavy (+2 pts) or partial plate armour (+2 if mounted, +4 pts if dismounted).

Special Rules: If no other Army General is taken, a single Bey may be made *Army General* for +25 pts. *Eastern Shock Cavalry* if mounted.

Beys (lords) were officials who provided military leadership for smaller bodies of troops. Uc Beys (frontier governors) and Sancak Beys (governors of sancaks [banners], lesser provinces) were responsible for overseeing timars [fiefdoms] and mustering and maintaining military formations.

Mehterhane

	M	WS	BS	S	T	W	I	A	LD	Pts
Army Bandsman	4	3	3	3	3	2	4	1	8	20

Equipment: Hand weapon, light armour, and musical instrument. Must have a horse (free) or camel (+12 pts) if mounted. Mounts may have cloth barding (+4 pts). May wear heavy armour (+2 pts) or partial plate armour (+2 pts if mounted, +4 pts if dismounted)

Special Rules: *Kapikülü. Mehterhane.* If taken, *Camels.*

The Mehter is the Ottoman Kapikülü Band. Their marches and tattoos were designed to demoralise the enemy and provide Ottoman troops with a psychological edge.

Imam

	M	WS	BS	S	T	W	I	A	LD	Pts
Religious Leader	5	3	2	3	4	2	3	1	6	40

Equipment: Hand weapon and light armour. May have heavy armour (+2 pts), shield (+2 pts) and tirpan, balta, harba, or zipkin (polearms, all count as halberds, +2 pts).

Special Rules: *Warband.* The Imam must accompany the layalars. He is subject to *Frenzy* and confers *Frenzy* on the unit he leads.

Imams were present in many Ottoman ortas (regiments) as chaplains. However, it was in companies of religiously motivated warriors that holy men often took an active role as inspirational combat leaders.

**CAVALRY****Timarli Sipahi**

	M	WS	BS	S	T	W	I	A	LD	Pts
Feudal Horse	8	3	4	3	3	1	4	1	8	24

Equipment: Hand weapon, bow, thrusting spear, shield, and horse. May have light (+2 pts) or heavy armour (+3 pts).

Special Rules: *Eastern Shock Cavalry. Open Order.*

Sipahi formed the backbone of Ottoman armies. Highly motivated and much feared by Western troops, Sipahis whittled their foes down with bowfire, then charged in to break them. When fighting in the Balkans, the Ottoman battle array would call for Rumelian Sipahis to take the place of honour on the right flank of the army, while Sipahis from Anatolia deployed on the left. When fighting in Anatolia, their positions would be reversed.

Akinci

	M	WS	BS	S	T	W	I	A	LD	Pts
Horse Archers	8	2	3	3	3	1	3	1	6	17

Equipment: Hand weapon, bow, and horse. May have shield (+2 pts) and javelins (free).

Special Rules: *Nomad Cavalry. Skirmishers.*

Literally 'raiders', akinci were numerous in Ottoman field armies throughout this period, taking on the roles of scouts, skirmish cavalry, and when necessary, combat troops. Poorly equipped and attired, Akinci were always found in the vanguard of Ottoman armies and in the forward marches of the Empire. The reasons are clear: there was booty to be taken and akincis who distinguished themselves could be granted timars and elevated to the ranks of the Sipahi.

Müsellem

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

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

Special Rules: *Open Order. Parthian Shot. Feigned Flight. Expert Horsemen.*

When Orhan succeeded his father as Padisah, he quickly realised the need to professionalise the core of the Ottoman army. His solution was to create the Mussellem – a paid core of trained soldiers. Mussellem cavalry would have been similar looking to akinci though better equipped, and their clothing would likely have been more colourful and resplendent, reflecting their better circumstances. As Ottoman lands grew and more feudal timars were awarded to the growing sipahi class, the mussellem faded out.

INFANTRY

Azabs, Gönüllü, and Yaya

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

Equipment: Hand weapon. May have polearms (count as halberd, +1 pt) or thrusting spears (+1 pt). May have shield (+1 pt), bow (+2 pts), javelins (+1 pt). Bow or javelin armed volunteers may skirmish. 0-1 bow armed unit may become Tufenki (handgunners) (+2 pts) but may not then take shields. Units in Open Order may take Ditch & Stakes Barricade (+ 20 pts per unit) or Stockade (+50 points per unit) and Tethered Camels (+1 pt). 0-1 unit may take up to three Grenades (+20 points each).

Special Rules: Warband Rule 1. Open Order or Skirmishers. Ditch & Stakes. Tethered Camels. Grenadoes.

Though these infantrymen would have been indistinguishable from each other on the battlefield, they were raised in different ways. Originally established as marines in the early 14th Century, azab volunteers swiftly proved their worth and by the end of the century, they were the most common Ottoman infantry. Gönüllüyan were Balkan or Anatolian peasants sent from villages as part of a quota system. Yayas were Turkish farmers, raised for a

campaign season as part of the Musellem paid professional forces, earning regular wages from the state, but eventually given land grants by the time of the Battle at Edirne (1361). Like Musellem cavalry, Yaya began to disappear by the end of the 14th Century as the Azabs, Janissaries, and vassal infantry began to increase in numbers and quality.

Iayalar & Balkan Tribal Infantry

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

Equipment: Hand weapon, javelin and buckler. May have shield (+1 pt). Iayalar may be accompanied by an Imam.

Special Rule: Warband.

Tribal Gazi infantry flocked to the Ottomans' upraised horsetail standards in the late 13th and early 14th centuries; Iayalar were among the more ferocious of these troops, being fuelled by their belief in conquest of non-believers and supposedly fortified by hashish. Later, groups of Southern Balkan brigands – Martolos and Klephts – also came into service as irregular infantry fighting in loose warbands. Often comprised of peasants with no military training, local rivalries and feuds were some of the strong motivations that carried them into Ottoman service.

THE KAPIKÜLÜ

Murad I created this remarkable institution in the early 1360s to replace the Müsellem, a rudimentarily trained and paid body of professional infantry and cavalry. The Kapikülü Ocak was part of the Sultan's harem, and was largely made up of enslaved Christians who were given superior training as cavalry, shock infantry, and archers.

These troops were soon also raised from the *devşirme* (meaning 'collection'), a child tax that in later years came to be a symbol of terrible oppression. It called for a quota of rural Christian boys to be taken from their families and raised by the Padişah as Muslims. In the Kapikülü, Murad created the hard professional core of the Ottoman army. Literally 'Slaves of the Gate', the Kapikülü were never entirely made up of slaves; the sons of the rich and powerful voluntarily took on this social status as a way to advance.

The best of the draft taken by the *devşirme* were sent to train as pages, eventually taking their places in the ranks of the Civil Services. The strongest went to serve as *Acemi Oglan* (literally 'untrained likely lads') in the Kapikülü Cavalry corps, where after training they were assigned to one of the six elite Sipahi regiments, the most feared troops in the Ottoman battle array. Those remaining were sent to apprentice as *Acemi Oglan* in the cadet infantry regiments, and upon graduation, they either served in one of the two regular janissary divisions, or as *Bostancı* (Gardeners), an elite division that contained palace artillerymen and guardsmen; or in one of the several support or engineering establishments – *Saka* (literally Water Carriers – a sanitary and ambulance corps), *Topçu* (Field Artillerists), *Cebeci* (Armourers), or *Baltacı* (literally Woodcutters – engineers and pioneers). Mehmet the Conqueror quickly added *Top Arabacıları* (wagons and transport) and *Lagimçılar* (miners and sappers) corps to the system.

The janissary corps is often cited as being one of the first uniformed forces in medieval and early modern times, but sources seldom agree on just what that uniform consisted of beyond the distinctive white hat (*ak bork*). The earliest sources indicate that gold embroidered shirts were common from regiment to regiment, but overshirts and *kaftans* probably did not match within units. Konstantin Mihailovic, the so-called 'Serbian Janissary', gives the impression that after the reforms of Murad II in the 1420s, each *orta* (regiment) may have worn a uniform distinct to it, but that blue trousers were a common feature across the entire *ocak* (corps). Pictorial sources available toward the end of the 15th Century confirm this, showing each regiment in fully uniform *kaftans* – with red, blue, and green being the most common and yellow and white being rarer – and trousers being either blue or red. Shoes were dark red morocco leather in most regiments, but *solaks* and elite regiments wore yellow morocco shoes.

Janissaries also had several unique features associated with food; their colonels were called *Corbaşis* (literally, head soup chefs); their field officers, *Asci Ustasi* (master cooks); senior sergeants, *Asci* (cooks); and quartermasters were *Asci Başı* (chief cooks). Janissary unit banners and horsetail tufts were supplemented with large brass *kazans* (soup pots) carried by two *Karakullukcu* (scullions – essentially sergeants) accompanied by a third soldier, who carried a huge ladle over his shoulder. Far from being a mere symbol, this kettle was actually used to feed the *orta*. Losing the regiment's soup pot was akin to losing a regimental standard in Napoleonic-era Europe; a shame that would haunt a regiment until they were able to redeem themselves.

KAPIKÜLÜ AND SPECIAL TROOPS

Kapikülü Suvarileri

	M	WS	BS	S	T	W	I	A	LD	Pts
Guard Cavalry	8	4	4	3	3	1	4	1	8	27

Equipment: Hand weapon, light armour, bow, thrusting spear, shield, and horse. May have heavy or partial plate armour (+2 pts) and horses may take cloth (+4 pts) or lamellar (counts as plate) barding (+6 pts).

Special Rules: *Kapikülü. Eastern Shock Cavalry. Open Order.* If barding is taken in a unit, it loses Open Order, but then counts as Drilled. If a Padişah leads the army, 0-1 unit may upgrade to Silahkarda (Sword Bearers) or Sipahi Oğlan (Sipahi's Children) which are WS 5 and Stubborn (+5 pts).

The six regiments of the Kapikulu Suvarileri (guard cavalry corps) were the most powerful cavalry in Ottoman service, and were comprised of the cream of the Kapikulu Ocak. There were six regiments in the Suvarileri – the first to be founded were the Left and Right Salaried Men (comprised originally of Ottoman household troops) and the Left and Right Poor Foreigners (Comprised originally of Gazi Volunteers). The fifth regiment – Silahkarda (Sword Bearers) – originally served as the Sultan's bodyguard. This role was taken over in part in the early 1400s by the last of the regiments to be founded, the Sipahi Oğlan (Sipahi's Children). These regiments had access to the best Ottoman equipment and armour and were similarly attired in turbans and the most splendid silk caftans. Each regiment had a distinctive flag, but one regiment, the Silahkarda, was distinguishable by its red barks.

One other palace regiment, the Muteferikka – comprised of the sons of vassal nobles who were held hostage to ensure their fathers' loyalty – was an elite body trained in the Kapikulu establishment and is best represented by this entry.

Kesici Silahkarda Musellah

	M	WS	BS	S	T	W	I	A	LD	Pts
Janissaries	5	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, and either bow or polearm. May have shield (+1 pt) and light armour (+2 pts). Bow armed models may take polearms (+2 pts). May trade bow for crossbow or handgun (+2 pt). May take Ditch & Stakes per unit (+20 pts for frontal protection; +50 points for full encirclement) and Tethered Camels (+1 pt).

Special Rules: *Kapikülü. Drilled rules 2, 3, and 4. Open Order* – but counts rank bonus of up to +2 in open terrain. Polearm and bow armed models may be taken together in *Mixed Order. Ditch & Stakes. Tethered Camels.* May be upgraded to *Stubborn* (+3 pts).

The Kapikülü Piyadesi establishment – the foot troops of the Kapikülü Ocak – is famous for its janissaries, the Western term for the yeni çeri (new troops). This was the professional infantry core of the Ottoman military machine.

Zhirli Nefer

	M	WS	BS	S	T	W	I	A	LD	Pts
Armoured Janissaries	5	4	3	3	3	1	4	1	8	13

Equipment: Hand weapon, heavy armour, and shield. May have polearm (counts as halberd, +2 pts), and plate and mail armour (counts as partial plate, +2 pts). May be taken in mixed order with Kesici Silahkarda Musellah (bow armed models only), which may no longer use Ditch & Stakes.

Special Rules: *Kapikülü. Drilled rules 2, 3, and 4. Mixed Order.*

Zhirli Nefer were armoured janissary companies skilled in assault. They were most often used to take field works or fortifications in sieges.

0-1 Solak

	M	WS	BS	S	T	W	I	A	LD	Pts
Guard Archers	5	5	4	3	3	1	4	1	8	16

Equipment: Hand weapon, bow, and shield. May have light armour (+2 pts) and may take pole arms (+2 pts); may take Ditch & Stakes (+20 pts for frontal protection; +50 points for full encirclement) and Tethered Camels (+1 pt).

Special Rules: *Guard Archers. Kapikülü. Drilled rules 2, 3, and 4. Stubborn. Veterans. Ditch & Stakes. Tethered Camels. Open Order* – but counts rank bonus of up to +2 in open terrain. Solaks must be the smallest Janissary unit in the army.

Solaks were among the smallest ortas, most being company sized – though in the field, two or more ortas may have been regimented together. All Solaks wore the pointed janissary officer's uskuf to denote superior status as the infantry bodyguard of Ottoman generals. They continued to be armed traditionally as simple janissary archers well after the advent of gunpowder. The entry also serves to represent small specialised guard units, such as Peyks (Messengers), which were also part of the Sultan's inner circle.

Sahaloz and Holonborna

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Bombard	-	-	-	6	5	3	-	-	-	50
Culverin	-	-	-	7	6	3	-	-	-	75
Crewmen	8	3	3	3	3	1	3	1	7	free

Equipment: Three crewmen armed with hand weapon. May take two additional crewmen (+10 pts each). Crew may have light armour (+2 pts), and guns may have mantlets (+10 pts per gun).

Special Rules: *Artillery.* Culverins are medium artillery which confer D4 wounds. *Ottoman Artillery. Mantlets.* Ottoman Topçu (artillery) crews were Kapikülü and thus they were cooler fighters, which is reflected in higher Leadership than other medieval engineers.



Bacalusa

	M	WS	BS	S	T	W	I	A	LD	Pts
Heavy Bombard	-	-	-	-	10	7	3	-	-	100
Crewmen	8	3	3	3	3	1	3	1	7	free

Equipment: Three crewmen armed with hand weapon. May take two additional crewmen (+10 pts each). Crew may have light armour (+2 pts), and guns may have mantlets (10 pts per gun).

Special Rules: *Artillery. Ottoman Artillery. Heavy Artillery. Mantlets.*

The name Bacalusa is probably based on Basilisk (a term used to denote a super-heavy gun), but these guns went by several different names depending on proportions of barrel and weight of shot. Firing stone shot weighing up to several hundred pounds – some guns attained a rate of fire of as much as a dozen rounds per day.

Havayi

	M	WS	BS	S	T	W	I	A	LD	Pts
Mortar	-	-	-	-	4	5	3	-	-	50
Crewmen	8	3	3	3	3	1	3	1	7	free

Equipment: Three crewmen armed with hand weapon. May take two additional crewmen (+10 pts each). Crew may have light armour (+2 pts), and guns may have mantlets (+10 pts per gun).

Special Rules: *Stone Thrower*, but use *Artillery Misfire* table. *Ottoman Artillery.*

Ottoman mortars came in a variety of forms in the second half of the 15th Century, from trench mortars to larger pieces; all shot *bumbari* – a metal case filled with black powder and some form of shrapnel. Mehmet II is credited with creating the mortar at the 1453 Siege of Constantinople

– needing a gun that could shoot a plunging shot capable of sinking Byzantine galleys in the Golden Horn, Mehmet directed that a bombard be elevated at a high angle. It proved to be a remarkable effective piece.

Al Manjanik (Mangonel) - 75 points

Despite the emergence of gunpowder artillery, the Ottomans continued to employ wooden mangonels as late as the 1480s. They were easy to construct, reliable, and cheap.

Wagon Tabor

	M	WS	BS	S	T	W	I	A	LD	Pts
Tabor Wagon	-	-	-	-	6	3	-	-	-	15

Special Rule: *Ottoman Wagon Tabor.*

Ottomans learned the use of the wagon tabor from their opponents in the Balkans. Once adopted in the 1470s, wagons soon became a fixture of Ottoman battle plans. Period accounts speak of Ottoman wagons being chained together, crewed by janissaries, and deployed with light artillery between and inside wagons.

VASSALS

Serbian Vlastella

	M	WS	BS	S	T	W	I	A	LD	Pts
Serbs	8	4	3	3	3	1	4	1	8	33

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

Special Rules: *First Charge.* Serb Vlastella may count a +1 rank bonus.

After the defeat of the Serbs at Kosovo, Stefan Lazarevic brought Serbian Vlastella (Knights) into Ottoman service at the end of the 14th Century, but feudal cavalry from other Balkan states also served the Ottomans.

Voynuks

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

Equipment: Hand weapon and light armour. May take shields (+1 pt), heavy armour (+1 pt), javelins (+1 pt), and either thrusting spear (+1 pt) or halberd (+2 pts).

Armoured infantrymen provided by Ottoman vassal states, most notably from Serbia and Wallachia, voynuks were trained peasants, well equipped, and some of the best troops employed by Ottoman armies in the region.

Darabanci

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

Equipment: Hand weapon and javelins. May take shields (+1 pt) and may substitute bows for javelins (+1 pt).

Special Rule: *Skirmishers.*

Literally, guardians of the passes, darabanci were Greeks, Albanians, and Bulgars enlisted by Sancak Beys to defend mountain passes and report back on enemy movements through their territories.

Horse Archers

	M	WS	BS	S	T	W	I	A	LD	Pts
Horse Archers	8	2	3	3	3	1	4	1	6	18

Equipment: Hand weapon, bow, and horse. May take shields (+2 pts). Vlachs may take thrusting spears (+2 pts).

Special Rules: *Nomad Cavalry. Skirmishers.*

This entry represents horse archers from conquered territories that served in Ottoman armies, whether ex-Byzantine, Bulgar, Cuman, Hungarian, Serbian or Vlachs.

Tartars

	M	WS	BS	S	T	W	I	A	LD	Pts
Tartar Cavalry	8	3	3	3	3	1	4	1	6	19

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

Special Rules: *Skirmishers. Open Order* if wearing light armour. *Nomad Cavalry.*

The Khanate of the Crimea provided Ottoman armies with Tartar light horsemen from the late 14th Century onward. They fought for plunder and as a result, were ruthless fighters. They owed their allegiance only nominally to the Sultan, but directly to their Khan – which proved to be a problem at Ankara.

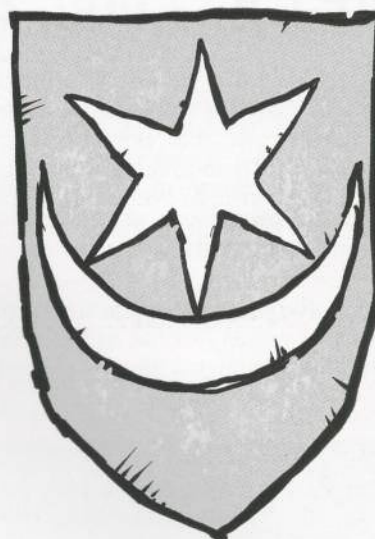
Djanbazan and Delis

	M	WS	BS	S	T	W	I	A	LD	Pts
Border Horse	8	3	3	3	3	1	4	1	7	24

Equipment: Hand weapon, bow, thrusting spear, light armour, shield and horse.

Special Rules: *Open Order. Expert Horsemen. Feigned Flight. Fearsome.*

Literally meaning 'Daredevils' and 'Crazies', djanbazan and delis were much-feared cavalry that carried out border raids (Delis eventually replaced akinci in this role). During the time of this supplement, they were rare. Similarly dressed in lynx hide and eagle feathers, djanbazan and delis were Serbs enlisted to fight against the Hungarians – with the later-appearing delis supposedly paid by the number of heads taken.



SPECIAL CHARACTERS

Sultan Bayezıt I 'Yıldırım' (Thunderbolt)

	M	WS	BS	S	T	W	I	A	LD	Pts
Bayezıt I	4	5	5	4	3	3	4	3	10	200

Equipment: Hand weapon, heavy armour, shield, and bow. May be mounted on a horse (free) or a warhorse (+4 pts), which may have cloth (+4 pts) or plate barding (+6 pts), and may then take a thrusting spear (+4 pts). If on foot, may have halberd or double-handed weapon (+4 pts). May have partial plate armour (free if mounted, +4 pts if dismounted).

Special Rules: *Army General. The Padişah is Dead!*

Thunderbolt – Bayezıt's legendary speed gives him and his escort extra movement on the charge. When Bayezıt and any cavalry unit he accompanies charges, you may add D6" to their charge move. If the charge fails, Bayezıt and his unit move forward at half their regular charge rate.

Sultan Mehmet II, 'İl Fatih', (The Conqueror)

	M	WS	BS	S	T	W	I	A	LD	Pts
Mehmet II	4	3	3	3	3	2	4	2	10	190

Equipment: Hand weapon, heavy armour, shield, and bow. May be mounted on a horse (+8 pts) or a warhorse (+12 pts), which may have cloth (+4 pts) or plate barding (+6 pts), and may then have a thrusting spear (+4 pts). If on foot, may have halberd or double-handed weapon (+4 pts). May have partial plate armour (free if mounted, +4 pts if dismounted).

Special Rules: *Army General. The Padişah is Dead!*

Protect the Sultan at all Costs – Mehmet is a great leader, but as the head of the Empire, his presence on the battlefield is an inherent risk. His viziers are mindful of this, and they have surrounded the Sultan with the best troops available.

Therefore, if taken, Mehmet must be deployed within a designated bodyguard unit – either Solaks or Kapıkülü Suvarileri.

SAMPLE 2,000 POINT ARMY ROSTERS

The following 2,000 point rosters are offered to provide you with an idea of how to construct armies using the lists in this volume. At this points value, the most commonly used for WAB tournaments and most friendly play, it isn't possible to include everything you would want to and armies can't take on every task with equal effectiveness.

We are therefore offering five lists for 'field armies' – well-rounded forces that are as flexible as possible under the 2,000 point restraint. Although a thumbnail sketch has been

provided for using these lists, please refer back to the tactical sections for each army to get a fuller idea of the best ways to field your choice of force.

The following includes the Walachian Great Host led by Vlad the Impaler; an Ottoman Empire army of the 1440s; an Ottoman Gazi State army of circa 1350, perhaps led by Orhan Gazi himself; an Angevin-era Hungarian army of the mid to late 14th Century; and a list for Hungary's Black Army, a largely mercenary force from the mid to late 15th Century led by King Mátyás Corvinus.

WALACHIAN GREAT HOST

As stated in the Moldavian & Walachian chapter, Great Host armies were called up by the Voievod to meet the emergency of invasion. Such armies employed a higher proportion of peasant infantry than the largely professional/feudal Small Host armies. Keep in mind that this Walachian force is very flexible, but is not a force for bludgeoning your foe. You must make the best

use of terrain – and exploit troops that can take advantage of it (such as Arcasi and Plaiesi) to take on opponents with more powerful troops. Your Calarasi Light Cavalry and Archers can march block and thin your foes before you pin the enemy with your infantry and launch a flank attack with Vlad and your elite cavalry.

Characters

357 pts

Vlad III Tepes – Army General, Strategist, Grim Reputation, Pagan Hatred, Loyal Bodyguard – hand weapon, full plate armour, shield, warhorse (+4 pts) 204 pts

Stegar – Army Standard Bearer, Eastern Shock Cavalry, hand weapon, heavy armour, shield & warhorse (+4 pts) 94 pts

Dregator – Eastern Shock Cavalry – hand weapon, heavy armour, shield, horse, thrusting spear (+4 pts) 59 pts

Small Host

991 pts

8 Garda Domneasca – First Charge, may count Rank Bonus of +1, Vlad's Loyal Bodyguard – hand weapon, heavy armour, shield, and lance (+2 pts), full command (+15 pts) 271 pts

10 Calarasi – Skirmishers – hand weapon, composite bow, shield, horse, leader (+5 pts) 165 pts

10 Calarasi – Skirmishers – hand weapon, composite bow, shield, horse, leader (+5 pts) 165 pts

20 Lefegii – Permanent Mercenaries – thrusting spear, shield, full command (+15 pts) 195 pts

20 Lefegii – Permanent Mercenaries – thrusting spear, shield, full command (+15 pts) 195 pts

Great Host

648 pts

18 Pedestrasi – Mixed Weapons, Open Order - but may count rank bonus of +2 in combat – hand weapon, spear (+2 pts), shield (+1 pt), light armour (+2 pts), full command (+15 pts) 213 pts

10 Arcasi – Skirmishers – hand weapon, bow, shield (+1 pt) 70 pts

13 Arcasi – Skirmishers – hand weapon, bow, shield (+1 pt) 91 pts

12 Plaiesi – Hidden Ambush Force; Open Order, may count Rank Bonus of +2 in HtH – hand weapon, double-handed weapon (+2 pts), light armour (+2 pts), leader (+5 pts) 137 pts

12 Plaiesi – Hidden Ambush Force; Open Order, may count Rank Bonus of +2 in HtH – hand weapon, double-handed weapon (+2 pts), light armour (+2 pts), leader (+5 pts) 137 pts

Total

1,996 pts

OTTOMAN GAZI STATE

The Ottoman Gazi field force is less formalised and more tactically flexible than the Empire army that followed it. Taking Gazi upgrades for your troops allows them to re-roll their first failed Panic test – this is very useful for your cavalry, which will make up the bulk of your army and will likely draw most of your opponent's fire. Use your superior manoeuvrability to dance around enemy

units, march blocking and shooting them all the while. Also, remember that only a Gazi army can take full advantage of *layalar* warbands, which become frenzied when accompanied by an Imam. Though not terribly skilled, these fast moving warriors may be able to carry the day in combined charges from *Müsellem* and *Sipahi*.

Characters

366 pts

- Padişah** – Army General, *The Padişah is Dead!*, Eastern Shock Cavalry – hand weapon, shield, bow, thrusting spear (+4 pts), horse, partial plate armour (+2 pts) 186 pts
- Bayraktar** – Army Standard – hand weapon, shield, horse, partial plate armour (+2 pts) 92 pts
- Imam** – Accompanies *Iayaler* – hand weapon, heavy armour (+2 pts), halberd (+2 pts) 44 pts
- Imam** – Accompanies *Iayaler* – hand weapon, heavy armour (+2 pts), halberd (+2 pts) 44 pts

Cavalry

1,215 pts

- 10 Timarli Sipahi** – Eastern Shock Cavalry, Open Order – hand weapon, bow, thrusting spear, shield, horse, light armour (+2 pts), full command (+15 pts), Gazi upgrade (+10 pts) 285 pts
- 10 Müsellem** – Open Order; Parthian Shot; Feigned Flight; Expert Horsemen – hand weapon, bow, horse, thrusting spear (+2 pts), shield (+2 pts), light armour (+2 pts), full command (15 pts), Gazi upgrade (+10 pts). 285 pts
- 10 Müsellem** – Open Order; Parthian Shot; Feigned Flight; Expert Horsemen – hand weapon, bow, horse, thrusting spear (+2 pts), shield (+2 pts), light armour (+2 pts), full command (15 pts), Gazi upgrade (+10 pts). 285 pts
- 9 Akinci** – Nomad Cavalry; Skirmishers – hand weapon, bow, horse, shield (+2 pts) and javelins (free), Gazi upgrade (+9 pts) 180 pts
- 9 Akinci** – Nomad Cavalry; Skirmishers – hand weapon, bow, horse, shield (+2 pts) and javelins (free), Gazi upgrade (+9 pts) 180 pts

Infantry

416 pts

- 11 Yaya** – Skirmishers – hand weapon, bow 66 pts
- 12 Yaya** – Skirmishers – hand weapon, bow 72 pts
- 31 Iayalar** – Warband, Frenzied (with Imam) – mixed weapons, full command (+15 pts) 139 pts
- 31 Iayalar** – Warband, Frenzied (with Imam) – mixed weapons, full command (+15 pts) 139 pts

Total

1,997 pts

OTTOMAN EMPIRE

Though it's not fully possible to represent the variety of troops available to an Ottoman general, this Empire field army is constructed to approximate the tactics of such an army as much as possible. Use your Akinci Light Cavalry and Azab Irregular Infantry Archers to draw your opponent forward and thin his ranks. Use your Kesici Silahkarda Janissaries and Azabs as a bastion from which to shoot your opponents and use Sipahis, Kapikulu Cavalry, and Serb Vlastella to launch counterattacks.

Characters

268 pts

Beylerbey – Army General, Eastern Shock Cavalry – hand weapon, shield, bow, thrusting spear (+4 pts), horse, partial plate armour (+2 pts) 176 pts

Bayraktar – Army Standard, Eastern Shock Cavalry – hand weapon, shield, horse, partial plate armour (+2 pts). 92 pts

Cavalry

617 pts

10 Timarli Sipahi – Eastern Shock Cavalry, Open Order – hand weapon, bow, thrusting spear, shield, horse, light armour (+2 pts), full command (+15 pts) 275 pts

9 Akinci – Nomad Cavalry; Skirmishers – hand weapon, bow, horse, shield (+2 pts) and javelins (free) 171 pts

9 Akinci – Nomad Cavalry; Skirmishers – hand weapon, bow, horse, shield (+2 pts) and javelins (free) 171 pts

Infantry

236 pts

9 Azabs – Skirmishers – hand weapon, bow 54 pts

9 Azabs – Skirmishers – hand weapon, bow 54 pts

18 Azabs – Warband Rule 1; Open Order; Ditch & Stakes – hand weapon, thrusting spear (+1 pt), shield (+1 pt), ditch & stakes barricade (+20 pts) 128 pts

Kapikulu and Special Troops

536 pts

8 Kapikulu Suvarileri – Kapiküllü, Eastern Shock Cavalry, Open Order – hand weapon, light armour, bow, thrusting spear, shield, horse, and full command (+15 pts) 231 pts

18 Kesici Silahkarda Musellah – Kapiküllü, Drilled rules 2, 3, and 4, Ditch & Stakes, Open Order – but counts rank bonus of up to +2 in open terrain – hand weapon, bow, shield (+1 pt), light armour (+2 pts), ditch & stakes barricade (+20 pts), full command (+15 pts). 305 pts

Vassals

345 pts

10 Serb Vlastella – First Charge, May count a +1 rank bonus – hand weapon, lance, heavy armour, shield, warhorse, and full command (+15 pts). 345 pts

Total

2,002 pts

KINGDOM OF HUNGARY, ANGEVIN PERIOD

The armies of the Arpad and Angevin era rely on light and heavy cavalry, with the less skilled infantry taking on a supporting role. Hungarian Militia, however, can be combined with Archers, and Hungarian Előcsatározó Skirmishers are also bow

armed, allowing an Arpad/Angevin army to put a lot of shots into the air in one go. Use this ability to your advantage while setting up the charge of your heavy knights and lancers with light cavalry.

Characters

272 pts

Király – Army General – hand weapon, heavy armour, shield, lance (+4 pts), and warhorse (+4 pts) . . . 178 pts

Zászló – Army Standard – hand weapon, heavy armour, shield, and warhorse (+4 pts). 94 pts

Cavalry

894 pts

8 Familiares – First Charge, May count a +1 rank bonus – hand weapon, lance, heavy armour, shield, warhorse, full command (+15 pts) 279 pts

10 Szeklers – Open Order, Expert Horseman, and have Feigned Flight and Parthian Shot – hand weapon, bow, horse, light armour, thrusting spear, shield, full command (+15 pts). 275 pts

9 Hungarian Light Cavalry – Nomad Cavalry. Skirmishers – hand weapon, bow, horse, shield (+2 pts). 180 pts

8 Hungarian Light Cavalry – Nomad Cavalry, Skirmishers – hand weapon, bow, horse, shield (+2 pts). 160 pts

Infantry & Artillery

558 pts

10 Honvéd Militia – Mixed Order – hand weapon, thrusting spear, light armour, shield, and full command (+15 pts). 95 pts

- taken in Mixed Order with **10 Nyílpuska** – hand weapon and bow. 70 pts

10 Honvéd Militia – Mixed Order – hand weapon, thrusting spear, light armour, shield and full command (+15 pts) 95 pts

- taken in Mixed Order with **10 Nyílpuska** – hand weapon and bow. 70 pts

10 Crossbowmen – hand weapon, crossbow, light armour, and pavise (+1 pt). 120 pts

9 Előcsatározó – Skirmishers – hand weapon, bow. 54 pts

9 Előcsatározó – Skirmishers – hand weapon, bow. 54 pts

Allies and Mercenaries

275 pts

10 Bosnian Pronijar (Serbian list) – May count +1 rank bonus – hand weapon, shield, and horse, lance (+2 pts), heavy armour (+2 pts), full command (+15 pts) 275 pts

Total

1,999 pts

KINGDOM OF HUNGARY, PERIOD OF THE NEW MEN

'The Black Army'

About as different from the Arpad/Angevin list as a Hungarian army could be in this era, the 'Black Army' made full use of excellent professional infantry supplied by Bohemian Hussites. In a wargames army, these troops can fight their opponents on equal or superior terms, while Hungarian Knights, still the dominant offensive

arm of Hungary, are greatly aided by Hussite War Wagons and Handgunners, along with superior Hussar Light Cavalry. Also keep in mind that Armigeri Mercenary Knights are the perfect foil for enemy knights; their German Wedge negates First Charge and is meant to represent their professional status and use of deep formations.

Characters

302 pts

Király Mátyás I Corvinus – Army General, Leader of the Black Army – hand weapon, full plate armour, shield, lance (+4 pts) and warhorse (+4 pts) 208 pts

Zászló – Army Standard – hand weapon, heavy armour, shield, and warhorse (+4 pts). 94 pts

Cavalry

514 pts

8 Familiares – First Charge, May count a +1 rank bonus – hand weapon, lance, heavy armour, shield, warhorse, full command (+15 pts) 279 pts

10 Serbian Hussars – Open Order. Expert Horsemen – hand weapon, shield, lance, bow, horse, full command (+15 pts) 235 pts

Infantry & Artillery

649 pts

10 Handgunners – hand weapon, handgun, light armour, and pavise (+1 pt) 120 pts

10 Handgunners – Mixed Order – hand weapon, handgun, light armour, pavise (+1 pt), standard (+5 pts) 125 pts

- taken in Mixed Order with **10 Clipeati** – hand weapon, thrusting spear, light armour, and large shield (+1 pt) 110 pts

2 War Wagons 240 pts

9 Előcsatározó – Skirmishers – hand weapon, bow. 54 pts

Allies and Mercenaries

520 pts

20 Dismounted Armigeri – Allies and Mercenaries – hand weapon, heavy armour, shield and full command (+15 pts) 235 pts

10 Mounted Armigeri – German Wedge, Allies and Mercenaries – hand weapon, thrusting spear, heavy armour, shield, warhorse, and full command (+15 pts) 285 pts

Total

1,985 pts

VLAD THE IMPALER



Vlad Tepes and his retinue. These were all converted from Games Workshop models by Adam O'Brien.

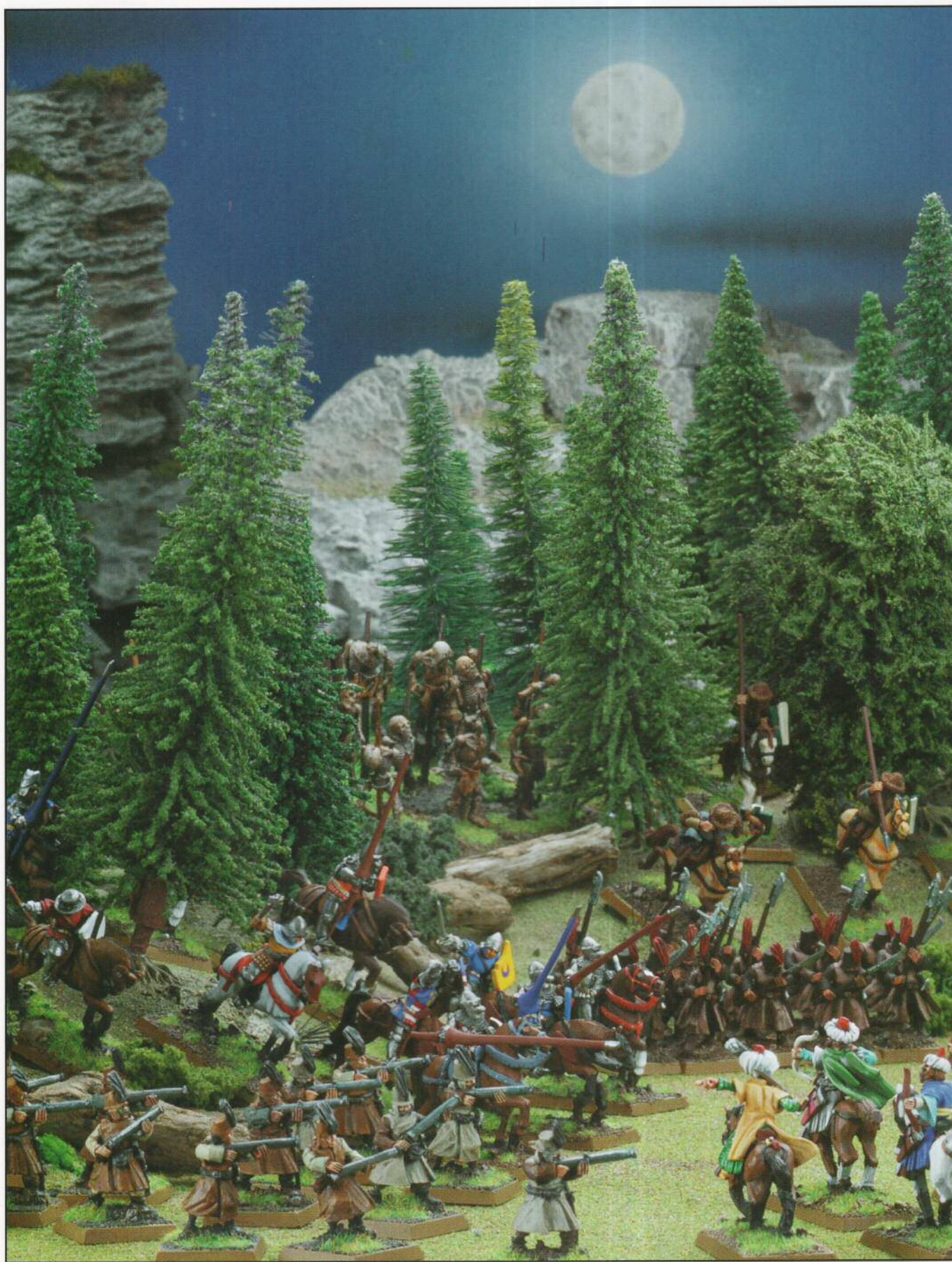


Three views of Vlad Tepes showing different shield designs and colour schemes



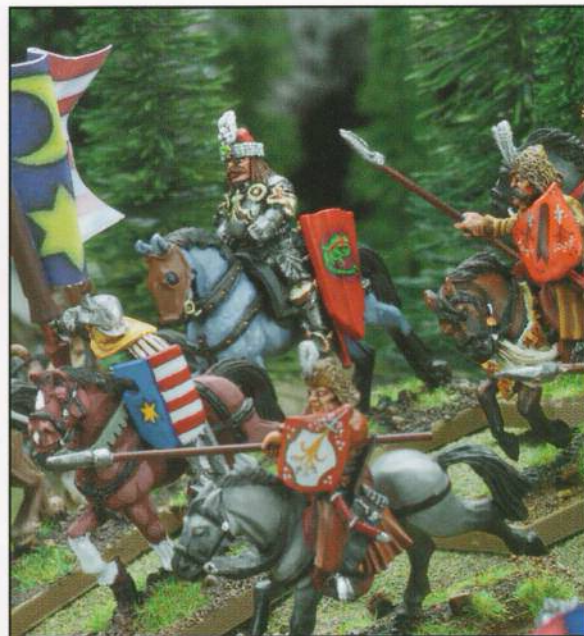
Mátyás Corvinus and members of his 'Black Army'.

FOREST OF THE IMPALED 1462





As the Ottomans approach Tîrgoviste in column, they are faced with the impaled bodies of previous invaders.



Whilst reeling from this grim warning, Vlad Tepes and the Wallachians launch their attack....



COMMON TROOP TYPES

Although the nations of south-eastern Europe shared much of the same geographical space, their armies became quite distinctive as different forces exerted influence over each country's military – and economic – development. Still, it will become quickly apparent to readers that certain troops have similar names or origins – and that certain units might be able to serve in more than one army.

This section has been provided to make it easier to collect a south-eastern European army – and to make it possible to build more than one army by using models that represent troops of more than one nationality. In many cases, using a unit of mounted knights or armoured infantry in both a Hungarian or Walachian army can be as simple as swapping out the appropriate standards. The following list of common troop types describes each unit and the armies in whose ranks it could be found.

CAVALRY

Balkan Horse Archers

This umbrella term describes Hungarian, Cuman, Alan, and Kipchak horse archers, which were truly ubiquitous, surfacing in every army in this volume. Pictured initially in kaftans and what can best be described as 'Robin Hood' hats with plumes or fur lined leather 'Mongol' caps, Cumans and related nomadic Turkic tribes soon began to wear the pointed cap and long sleeved coats distinctive of the Balkans.

Vlach Light Cavalry

The Romanian-speaking Vlachs of the Balkan peninsula had a pastoral lifestyle that brought them across borders and they served in many armies, distinctively dressed in fur caps and armed with both bow and spear. Though they may be taken as allies in every list, they served most commonly in the following armies:

Walachia & Moldavia - Calarasi

Hungary - Szekelers

Serbia - Vlach Horse Archers

Bulgaria - Vlach Horse Archers

Byzantium - Vlach Horse Archers

Ottomans - Vlach Horse Archers

Tartar Cavalry

Distinctively pictured in colourful patterned kaftans and tall blunt caps in 14th and 15th century art, Tartars (actually Golden Horde and Krim Khanate outriders) found their way into several armies, especially Ottoman and Bulgar, but also including Hungarian and Serbian forces.

Eastern Shock Cavalry

Bow equipped heavy horse was a longtime feature of Byzantine armies, so it should not be surprising that – at least at the beginning of this period – it was the mainstay of many armies from countries formerly in Byzantium's orbit. Accoutered in heavy mail, carrying spear, bow and shield, and occasionally on armoured horses, these troops appeared in the following armies:

Byzantium - Oeketai, Kavallarioi, Pronoia/Stratiotai (no bows)

Bulgaria - Pronija Retainers, Provincial Pronija

Serbia - Bow and spear armed Vlastella/Pronijar

Moldavia & Walachia - Viteji, Curteni, Boeri

Catalan Great Company - Alan Nobles

Western Knights

These troops were common in Hungarian armies, and they swiftly proliferated through the western side of the Balkans, while in the east, bow and spear armed shock cavalry remained dominant.

Hungary - Familiares, Crusading Knights, Armigeri

Serbia - Lance armed Vlastella/Pronijar, Mercenary Knights

Ottomans - Serb Vlastella

Albania - Mercenary Men-at-arms

Byzantium - Latinikoi Knights

Achaian Franks - Frankish Knights

Catalan Great Company - Aragonese/Allied Men-at-arms

Mounted Inferior Men-at-arms

These troops also appear in many nation's forces. They are characterised by light armour and unbarded horse, and may be armed with lances or perhaps thrusting spears. They can also serve as more lightly equipped examples of the above category.

Hungary - Ritters, Crusading Sergeants

Serbia - Bosian Pronijar

Moldavia & Walachia - Garda Domneasca

Achaian Franks - Frankish Sergeants

Turcoman Horse Archers

Prior to the Ottoman conquest of Byzantium, turbaned and robed Turcoman horsemen frequently appeared in Greek armies and as they made their mark, became sought after as horse archers in Balkan armies.

Ottomans - Akinci

Byzantium - Turkopoloi/Vardariots

Catalan Great Company - Turkish Mercenary Cavalry

Achaian Franks - Turcoman Horse Archers

Serbia - Turcoman Horse Archers

Moldavia & Walachia - Ottoman allies

INFANTRY

Armoured Infantry

Whether they were free peasants, urban militia, or professional soldiers, armoured Christian infantry were to be found in nearly every army in the Balkans and Carpathians by different names and at different levels of training. Often, they used equipment and shields of various origins, from east, west, and in between.

Hungary - Armoured Honvéd, Armati, Clipeati

Moldavia - Armoured Razesi, Plaiesi, and Pedestrasi, Lefegii

Walachia - Armoured Plaiesi and Pedestrasi, Lefegii

Ottoman armies - Voynuks

Serbia - Vojnici

Bulgaria - Greek Kontaritoi

Albania - Milici

Byzantium - Kontaritoi, Latinikoi Infantry

Achaian Franks - Frankish Spearman

Western Men-at-arms on Foot

Several forces made use of dismounted armoured knights and men-at-arms.

Byzantium - Italian Mercenary Men-at-arms

Achaian Franks - Frankish Knights

Albania - Mercenary Men-at-arms

Hungary - Dismounted Armigeri

Moldavia & Walachia - Dismounted Garda Domneasca

Handgunners

Nearly all armies covered in this supplement eventually added handguns to their arsenals. All nations fielded native gunners, though some originally imported not only guns but also gunners from Italy or Bohemia, depending on the proximity of trade routes and Hussite proliferation.

Italian Handgunners were used in:

Serbia

Byzantium

Moldavia & Walachia

Albania

Bohemian Handgunners were used in:

Hungary

Walachia & Moldavia

Balkan Archers

Composite bow shooting foot archers are common to every army of this period, and while Turkish archers are fairly distinctive and will serve only Ottoman armies (and those who may take Ottomans as allies), suitable models of Balkan Christian foot archers in robes and their distinctive pointed caps will work in the following armies:

Hungary - Nyilpuska

Moldavia & Walachia - Lefegii with bows

Serbia - Strelac

Albania - Harkëtar

Bulgaria - Bulgar or Vlach Ichirgu

Greek Archers

Slightly less ubiquitous than Balkan archers, bow armed Greeks could be completely unarmoured in plain tunics and pants or dressed in distinctive Eastern mail and helmets. Unarmoured Greek Archers could also serve as bow armed skirmishers in a number of different armies.

Hungary - Előcsatározó

Byzantium - Toxotai, Psiloi

Moldavia & Walachia - Arcasi

Ottomans - Bow armed Darabanci

Serbia - Strelac, Krajišnici

Bulgaria - Greek Archers

Albania - Harkëtar

Catalan Great Company - Impressed Greek Archers

Achaian Franks - Greek Archers, Hill Tribesman (bow armed)

Peasant Infantry

In Moldavia and Walachia, free peasants were experienced in warfare. In other countries, untrained peasants were sometimes called upon in dire emergencies to garrison castles and forts, or to supplement experienced troops. They were often simply attired and badly equipped.

Hungary - Unarmoured Honvéd, Crusading Peasants

Moldavia - Unarmoured Razesi, Plaiesi, and Pedestrasi

Walachia - Unarmoured Plaiesi and Pedestrasi

Serbia - Unarmoured Vojnici, Zamanitchka Vojska

Bulgaria - Bulgar Infantry

Albania - Fshatarësi

Byzantium - Tzakones, Maniates and Melingioi

Javelin-armed Troops

Though perhaps past their usefulness in most parts of Europe, buckler and javelin armed skirmishers and open-order infantry were ideally suited to the rough, broken terrain of the Balkan and Rhodope Mountain highlands.

Byzantium - Javelin armed Psiloi

Serbia - Krajišnici

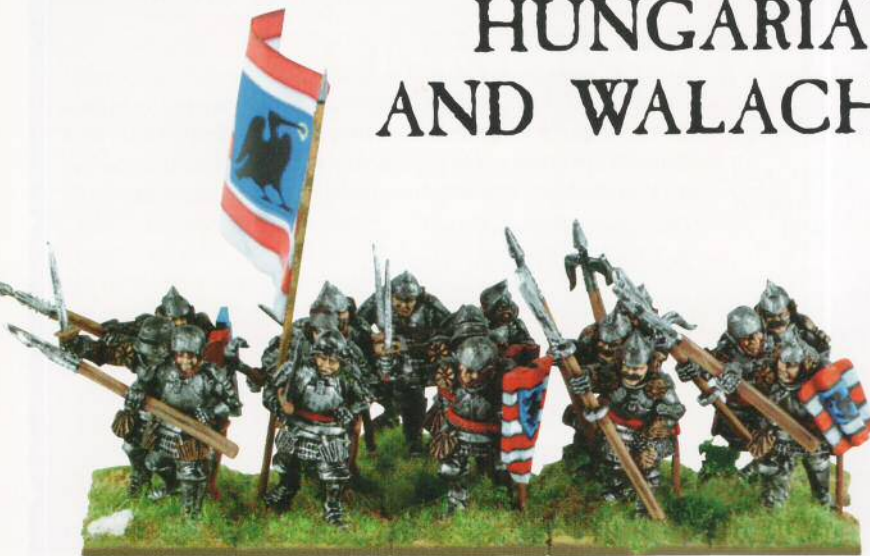
Ottomans - Darabanci

Albania - Qitës

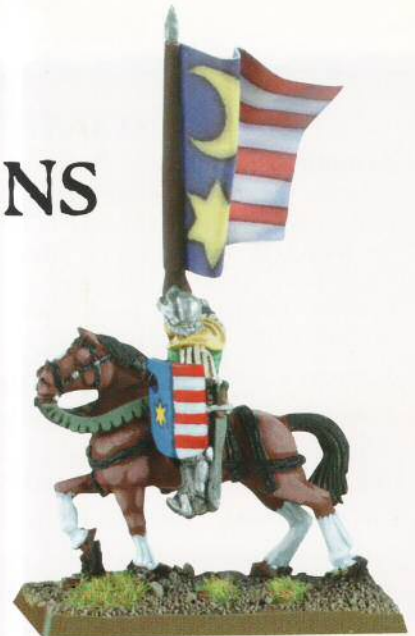
Achaian Franks - Hill Tribesmen

Bulgaria - Bulgar infantry

HUNGARIANS AND WALACHIANS



Dismounted men-at-arms from the Black Army of Mátyás Corvinus



A Walachian Standard



Walachian Calarasi



Well armed Honvéd militia led by a Bán.



By the end of this period, Hussars were becoming a familiar sight on the battlefield



Tartars in Ottoman employ are ambushed by Transylvanian handgunners and Hungarian infantry.

OTTOMAN ARMY



The all important Kazan moves past the artillery. (see Page 40 for more details of the kazan)



The might of the Ottoman army on display.



The Viziers and Beys gather to discuss tactics as the Sipahi and Akinci pour by.





Examples of Ottoman commanders and the Kazan.



A large unit of bow armed Azabs.



A fearsome unit of Delis in Ottoman employ.



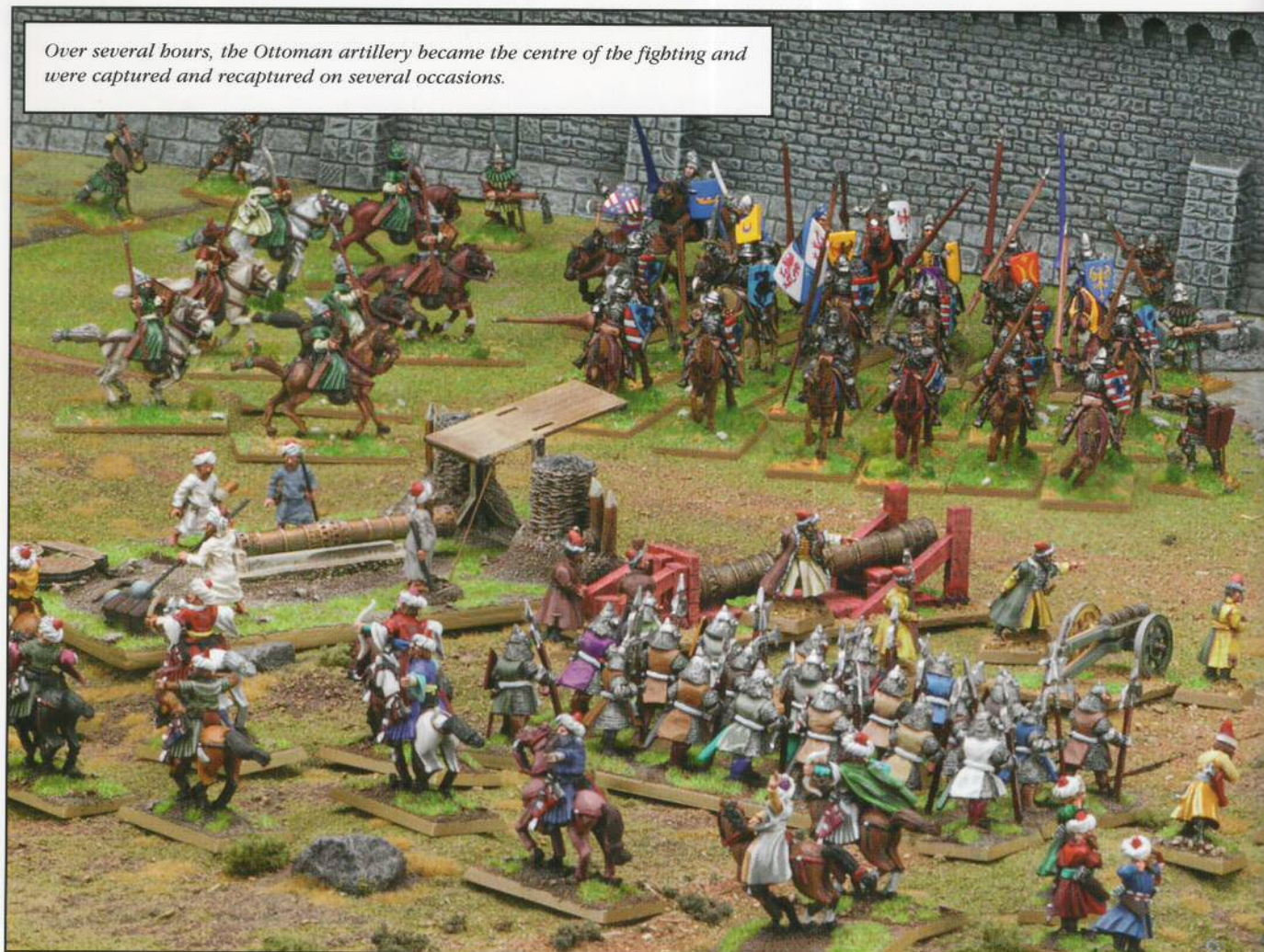
The Ottoman artillery pounds the walls of Belgrade.

BELGRADE 1456



Giovanni di Capistrano leads the unruly peasants out through the walls of Belgrade to face the might of the Ottomans.

Over several hours, the Ottoman artillery became the centre of the fighting and were captured and recaptured on several occasions.





Janos Hunyadi finally drives the Ottomans away and captures the artillery.

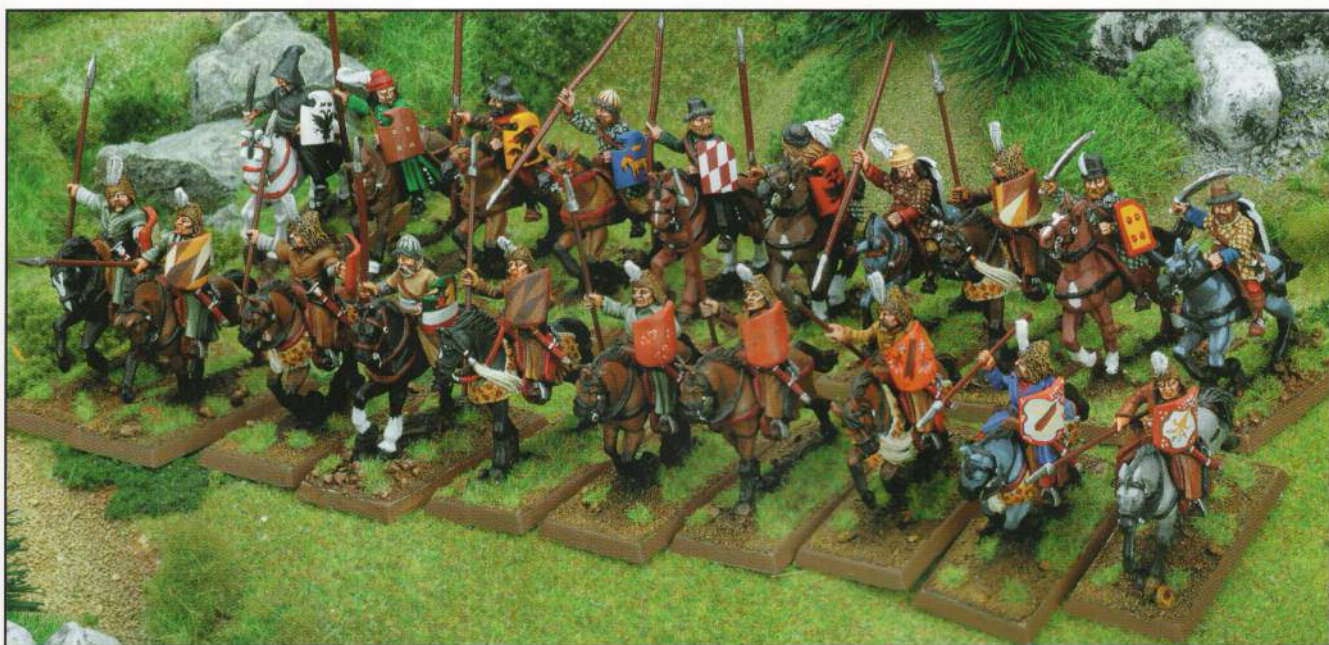


KRUJË 1467



The Ottomans of Ballaban Pasha on the march.





Skanderbeg's Albanians and Vlach allies prepares to set the trap.





Sigismund



Mátyás Corvinus



Stefan the Great with Moldavian standard.



A Moldavian standard



Two views of Janos Hunyadi



Ottoman Sipahis

DREAMS OF EMPIRE: MEDIEVAL SERBIA (1282–1459)

*“Lazar! Lazar! Tsar of noble family, Which kingdom is
Lit that you long for most? Will you choose a heavenly
crown today? Or will you choose an earthly crown?”*

‘The Battle of Kosovo’ – Serbian epic



SERBIA EMERGES

In 1196, the two Serbian provinces of Zeta and Rašcia were united by Rašcia's lord Stefan Nemanja, who threw off Byzantine domination. Under the Nemanjić dynasty, the small nation struggled to survive for about 100 years, and by the early 14th Century, its star was ascendant; Serbia became the most powerful nation in the Balkans, nearly supplanting the Byzantine Greek Empire with one of its own. But just as quickly, the Serbian Empire began a swift decline, fragmenting under Ottoman and Hungarian pressure. Landlocked and beset by enemies on all sides, the Serbian proto-state fought to stay independent. Zeta and Rašcia produced limited resources, and so Nemanja and his heirs set about taking the next province to the south, Kosovo. By 1282, when Stefan Uroš II Milutin came to power, Serbia's mines were producing enough wealth for the establishment of a native heavy cavalryman equipped along Byzantine lines and for the hiring of Western mercenaries. Milutin had created a Serbian army formidable enough to discourage all but the most determined attackers. His offensive thrusts into Macedonia and Albania and his taking of Adriatic ports finally allowed Serbia the opportunity to pursue prosperity through trade.

By the time Stefan Uroš III Dečanski succeeded his father Milutin in 1321, Serbia and its armies had undergone yet another evolution. Serbia was on the offensive in earnest, and it had at hand a new weapon. Lance-armed heavy cavalymen began to proliferate throughout this period, appearing in large numbers at the 1330 Battle of Kyustendil, where their headlong charge at the Bulgarian centre put the entire Bulgar force to flight. In 1331, Serbia's nobles backed Stefan's son Stefan Uroš IV 'Dušan' for the throne. He supplanted his father and ushered in Medieval Serbia's Golden Age. Using his country's wealth, Dušan further modernised his army, hiring German mercenaries and Italian engineers, the latter of which introduced artillery into Serbian armies, establishing what would later become a Serbian foundry operation. Serbia, which had been the smallest of the Balkan states two generations earlier, had become the most powerful.

STEFAN DUŠAN'S EMPIRE

Dušan also used his wealth to endow Serbian Orthodox churches and monasteries, and other institutions. Serbian art followed contemporary Byzantine styles, and Dušan was very proud of his court's adoption of the Empire's art and culture, and was often pictured in Serbian art of this period as a Byzantine Basileus. It should have been clear to Byzantine Greek envoys, who snobbishly saw his capital as a pale travesty of Constantinople, that Dušan's affinity for Byzantium ran deeper than art and ceremony alone.

Thus, it was into the heart of Byzantium that Dušan struck, using his army as a coiled threat to back up his demands. His strategy worked. By 1340, Dušan had taken much of the Western Balkans and the self-conferred title 'Car (Emperor) of the Serbs and Greeks'. A few years later, he added 'Bulgars and Albanians' to his grand title. The Serbian led South Slav Empire now extended from the Danube in the north to the Gulf of Corinth and the Aegean in the south, but Dušan's aggression – fuelled by unquenchable ambition – caused distrust and led to the permanent fragmentation of several conquered areas. His stated plan was to take the Byzantine throne, but by this point, he could get no support from any naval power to accomplish this. Medieval Serbia's Golden Age was fated to be brief. When Car Stefan Dušan died in 1355, Serbia's dreams of Balkan hegemony died also. Dušan's empire began to unravel immediately after his ineffectual son, Car Stefan Uroš V, took power. Greek and Albanian areas fell immediately into the hands of local nobles. The unwilling Uroš handed over much of his power to his administrator Vukašin, whom he subsequently elevated to the rank of Kralj. Macedonia fell under the control of the Balshan family and Kralj Vukašin (whose son gained fame as the Macedonian/Serb folk hero Marko Kraljević). Importantly, in the mid 1360s, Uroš handed north central Serbia and the city of Krusevać over to another lord, Lazar Hrebljanović, who would later command the fragments of Serbia at Kosovo and figure prominently in Serbian folklore and epics.

THE EMPIRE IS SHATTERED

These Serbian states rallied together in 1371 under Vukašin, providing the leadership of a pan-Balkan Crusade to liberate Adrianople (Edirne) from Turkish occupation. But this was a true disaster, resulting in the death of Kralj Vukašin and the utter destruction of his army at Cernomen on the banks of the River Marica. A few months later, Car Uroš was also dead with no heirs and no empire. Though Greater Serbia ceased to be at this time, there was still life left in its component parts. The Serbs managed to come back again, defeating the Turks in 1386 and 1387. Kralj Lazar Hrebljanović was now the leader of all that the Serbs could muster together, and the following year he met Sultan Murad I at Kosovo in an attempt to halt the Ottomans before they advanced into the heartland of Serbia.

KOSOVO

Kralj Lazar's defeat at Kosovo was a watershed event in Serbian history. It was the foundation of Serbian epic and myth that celebrated the King's choice of establishing a heavenly kingdom over trying to preserve an earthly one. It was a story that kept Serbian hopes and national identity alive during a several centuries long Ottoman occupation. But, at the time, Kosovo represented the last stand of the medieval Serbian kingdom against the Ottomans.

VASSALAGE AND AN END

By 1390, nearly all of Serbia had been reduced to Ottoman vassalage. It continued on as a despotate, producing great commanders like Stefan Lazarević and his successor Djurađ Branković, excellent heavy lancers, and good artillery, all of which achieved great distinction – but much of this while serving under the Ottomans. Lazarević and Branković were exceptionally loyal vassals, yet the latter was attacked several times by both the Hungarians from the north and his Ottoman suzerains to south. Despite Branković loyalty, Mehmet the Conqueror's viziers advised him that rather than take the chance of a revolt, he should replace the line of Serb despots with his own beys. In 1459, Serbia ceased to be a separate nation, divided instead into several *sancaks* of Ottoman Turkey.

SERBIAN TACTICS

Though early medieval Serbian armies relied mostly on native infantry armed with spear, javelin, bow and dagger, by 1280 Serbia had acquired enough wealth to begin to hire mercenaries and modernise. The Serbs also increased the number and quality of cavalry in their armies at this time. The close of the 13th Century began a period in which Serbian armies, though never large, were among the most modern in the region.

At this time Serbian armies, like many aspects of Serbian culture, emulated the great ancient Byzantine culture to the south. In the late 13th and early 14th centuries, Serb generalship relied upon a strong cavalry arm backed by numerous infantry. Cavalry used typical Byzantine tactics, stressing manoeuvre over blunt force. However, with the influx of mercenaries came Western influence, and Serb *vlastella* or *pronijar* (fief holders) soon emulated the hard charging tactics of Western knights. In addition, the crossbow became a prominent feature of Serbian forces, while use of the javelin tapered off. By the middle of the 14th Century, the *vlastella*'s transition to lance and abandonment of the spear/bow was apparently complete. The effectiveness of noble lancers was noted in almost every description we have of a major battle in which Serbs fought. At Kosovo, Nicopolis, and Ankara, Serbian *vlastella* are described as being deadly on the charge – a marked contrast to other native Balkan heavy cavalry and the Ottomans, who continued to rely on the tactics of bow and thrusting spear. At Kosovo and Kyustendil, Serbian heavy cavalry were noted as opening the Serbian offensive phase of battle, while Serb infantry are described as following in a supporting role. However, Stefan Dušan clearly invested in his infantry, kitting them out with modern equipment and creating a philosophy that led to Serbian infantry adopting handguns before any other Balkan nation. Serbia also made use of artillery very early, which was imported from Dubrovnik and Italy initially.

SERBS ON THE TABLETOP

The Serbian army will be fascinating to field as it can be a remarkably flexible force. You can try playing the earlier Serbian Kingdom list with its primary reliance on infantry, using typically Byzantine defensive tactics of thinning your opponent with missile fire before delivering a cavalry counterattack. You can field a Serbian Empire list, using the classic Western-inspired approach of this period, opening the battle with an aggressive and concentrated cavalry attack, following up your thrust with infantry – alternatively using the infantry as a mobile bastion behind which to rally your cavalry if necessary. Finally, the Serbian Despotate list is an extremely formidable army; it has access to nearly every available weapon of the time, including artillery, crossbows, handguns, and volley guns, plus good cavalry and solid infantry. In this period, *vlastella* were often held in reserve, ready to pounce on an exposed flank and decide the battle, just as at Nicopolis – where they delivered the coup de grace to the Hungarian field force.

In any list you use, *Vlastella*/*Pronijar* are your best troops. Though not as heavily equipped as other knights (only one unit can take *barding*), *Vlastella* are in general faster than knights in other armies. They are your punch. However, in Serb Empire and late Serbia lists, your cavalry choices increase for the better. Don't disregard cheap Bosnian Nobles, which when taken with a lance become extremely hard hitting, and *Gusars*, which when taken in open order can flank charge and break formed infantry. With so many choices, the Serbian general will want to try several different approaches to a battle. This is an army that will reward that kind of experimentation, and which will keep your opponents on their toes.

MODELLING THE ARMIES OF THE SERBS

Currently, Old Glory's Vlad the Impaler range offers the models needed to portray the Serbs of this period and most allied and mercenary troops that were part of Serbian armies. Perry, Front Rank, Foundry, Mirliton, Essex and others also make the Western or Italian style men-at-arms, artillerymen, crossbowmen, and handgunners that figured prominently in Serbian armies of the 14th Century and 15th Century. Tabletop generals can freely use German and Italian knights to fill the ranks of *Vlastella*, as they were often hired by Serbian *Kraljs* and *Despots* to fill this role. And, while foreign knights were fixtures of these units, the native lance armed *Vlastella* had two features that distinguished them. They sometimes used large, ring-like gorgets and they retained the almond shaped Byzantine style shield, possibly as protection against Ottoman and Balkan archery, as David Nicolle and Ian Heath both postulate. Heraldry was similar to Hungarian heraldry, and several examples can be found on the internet, while standards followed the Byzantine model, especially the Imperial Eagle. And finally, one contemporary account describes *Krajišnici* borderers as dressing in black woollen garments, moving silently through the woods from tree to tree; these particular peasants should look very distinctive when painted.

ARMIES OF SERBIA

ARMY COMPOSITION

KINGDOM OF SERBIA, 1280-1340

This list will allow you to build Serb armies from the time of Stefan Uroš II Milutin through the early part of Stefan Dušan's reign. In this period, infantry was still the dominant arm, but this is also a period of transition from Byzantine style heavy cavalry to Western style heavy lancers.

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

Cavalry: 20-40% of the points value of the army. Vlastella are the only cavalry choice available at this time. A maximum of one lance armed unit may be taken for every bow and spear armed unit.

Infantry: Up to 50% of the points value of the army with the following restrictions:

2+ units of Strelac must be taken

Schiopetti may not be taken.

Special Troops: 0-1 Mangonel may be taken for each full 1,000 points – no other special troops are available during this period.

Allies and Mercenaries: Up to 25% of the points value of the army. European Mercenary Knights are limited to 0-1 in the first 2,000 points, and an additional 0-1 for every 1,000 points thereafter.

Additionally, Serbia may take allies from the following lists:
Byzantines – May take Pronoia/Stratiotai, Kontarittoi, and Archers

Ottomans – May take Akincis (represent Turcomans) or Tartars

Walachians (from 1330) – May take Calarasi or Lefegii

All such units are subject to the Allies and Mercenaries rule.

SERBIAN EMPIRE, 1340-1371

The armies of the Serbian Empire reflect the modernising reforms of Stefan Dušan and the change to a more cavalry based force. Though Stefan Dušan began the introduction of gunpowder weapons, they do not make a significant appearance at this time.

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

Cavalry: 25-50% of the points value of the army. 1+ unit of Vlastella must be taken per 1,000 points. A maximum of one bow and spear armed unit may be taken for every lance armed unit. All cavalry choices are available.

Infantry: Up to 50% of the points value of the army. Schiopetti may not be taken during this period.

Special Troops: 0-1 Mangonels may be taken for each full 1,000 points – no other special troops are available during this period.

Allies and Mercenaries: 0-25% of the points value of the army. European Mercenary Knights are limited to 0-1 in the first 2,000 points, and an additional 0-1 for every 1,000 points thereafter.

Additionally, Serbia may take allies from the following lists:

Albanians

Bulgars

Ottoman – may take Akinci (represent Turcomans) and Tartars

Walachians – may take Calarasi or Lefegii

All such units are subject to the Allies and Mercenaries rule.



SERBIA'S LEADERS

Stefan Uroš III Dečanski. King of Serbia between 1321 and 1331. Enlarged Serbian territory in the Balkans at the expense of the Byzantines and Bulgars and utterly defeated the Bulgarian Tsar Mihail III Shishman at Velbuzhd. He was deposed by his son Stefan Dušan in 1331 and presumably killed at his orders.

Lazar Hrebljanović Assumed control of the Serbian state after the 1371 death of Stefan Uroš V. Defeated Lala Sabin at Plonick in 1387, but was in turn defeated, captured and executed at the Battle of Kosovo in 1389, after which Serbia was forced to accept Ottoman suzerainty.

Marko Kraljević Legendary hero of Serbian ballads, son of King Vukašin Ugljesa (killed at Cernomen in 1371). He accepted Ottoman overlordship and was loyal to Bayezit I until his death fighting Mircea the Old of Walachia at Rovine.

Stefan Lazarević Son of Lazar Hrebljanović and ruler of Serbia under Ottoman suzerainty from 1389 to 1427, he was a loyal subject of Bayezit I, but enjoyed some freedom during the Ottoman Interregnum and drew closer to the anti-Ottoman cause towards the end of his reign.

Djuradj Branković Nephew and successor of Stefan Lazarević, reigned between 1427 and 1458. Forced by Murad II to accept Turkish suzerainty in 1439, he sided with János Hunyadi in 1443, betrayed him in 1444 and 1448, and again sided with him in 1456, in a complicated diplomatic game meant to save both Serbia and his children held hostage by the Turks.



SERB DESPOTATES, 1372-1459

The Serbian Empire came to an end with the defeat at Cernomen. But the Serb successor states that survived the battle continued to field armies. By this time, Stefan Dušan's modernisation programmes began to bear fruit, and gunpowder weapons are noted in contemporary accounts. However, it may have been too late for these weapons to make a difference.

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

Cavalry: 25-50% of the points value of the army. 1+ unit of Vlastella (lance-armed variant only) must be taken per 1,000 points. All other cavalry choices are available.

Infantry: Up to 50% of the points value of the army. One unit of Schiopetti may be taken for every unit of Vojnici during this period.

Special Troops: 0-10% may be spent on special troops; all choices are available. May take 0-1 Organ Gun.

Allies and Mercenaries: 0-25% of the points value of the army. European Mercenary Knights are limited to 0-1 in the first 2,000 points, and an additional 0-1 for every 1,000 points thereafter.

Additionally, Serbia may take allies from the following lists:
Albanians

Bulgars (until 1396)

Ottoman – May take Akinci, Azab/Yaya, Balkan Tribal Warbands, Darabanci, and Tartars

Walachians – May take Calarasi or Lefegii

All such units are subject to the Allies and Mercenaries rule.

STEFAN UROŠ IV DUŠAN, (1331-1355)

The son of the King of Greater Serbia, Stefan Uroš IV was a general of great skill and a politician who followed the maxim that might makes right, and in the 14th Century, he made Serbia the pre-eminent force in the Balkans. Stefan's talent became apparent very early, and he loyally led his father's armies to two major victories, earning the nickname 'Dušan' (the Mighty) and greatly increasing the size of his father's realm. Then, mere days after swearing fealty to his father, Stefan overthrew him to gain the crown, imprisoned him, and then ordered his execution.

Dušan's single-minded ambition would mark his career; and was the catalyst that started Serbia's Imperial Age. Stefan forged the first modern Serbian army, complete with gunpowder weapons and full Western technology. He then used the threat of it to gain for himself most of the Balkans and the self-conferred title 'Emperor of the Serbs and Greeks'. He expanded the Serbian Empire from the Danube in the north to the Gulf of Corinth and the Aegean in the south, taking Albania, Macedonia, and parts of Bulgaria. But, Dušan's personal ambition caused distrust and his empire building permanently fragmented several conquered areas, making them difficult to control without the threat of force. His stated plan was to take the Byzantine throne, but by the 1350s he could rely on no support from Venice or Genoa to accomplish this. With his death, Serbia's dreams of Balkan hegemony died also: Stefan Dušan's Empire began to fall apart immediately, and it died on the banks of the Cernomen River in 1371.

CHARACTERS

0-1 Kralj/Despot/Lordovi Rata

	M	WS	BS	S	T	W	I	A	LD	Pts
King/General	4	6	5	4	4	3	6	3	9	180

Equipment: Hand weapon, heavy armour, and shield. May be mounted on a horse (free) or a warhorse (+4 pts). May have cloth (+4 pts) or plate barding (+6 pts). If mounted, may take thrusting spear (+2 pts) or lance (+4 pts). If on foot, may have halberd or double-handed weapon (+4 pts). May take partial or full plate armour (free if mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted).

Special Rules: *Army General. Eastern Shock Cavalry* if mounted and armed with spear.

0-1 Zastavnik

	M	WS	BS	S	T	W	I	A	LD	Pts
Standard Bearer	4	4	4	4	4	2	4	2	8	90

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

Special Rules: *Army Standard Bearer. Eastern Shock Cavalry* if mounted.

Vojvoda, Zupan or Tisuchnik

	M	WS	BS	S	T	W	I	A	LD	Pts
Lords	4	5	4	4	3	2	5	3	8	80

Equipment: Hand weapon, heavy armour, and shield. May be mounted on a horse (free) or a warhorse (+4 pts). May have cloth (+4 pts) or plate barding (+6 pts). If mounted, may take a thrusting spear (+2 pts) or lance (+4 pts). If on foot, may have halberd or double-handed weapon (+4 pts). May take partial or full plate armour (free if mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted).

Special Rules: If no other Army General is taken, a single Vojevoda may be upgraded to Velki Vojevoda (*Army General* +25 pts). *Eastern Shock Cavalry* if mounted and armed with spear.

Leaders of 15,000 men, a Vojvoda was called upon to bring his retainers to battle under the Kralj or Car. The Velki (Great) Vojvoda was the ruler's deputy or marshall, charged with leading the army in his absence. Tisuchniks were minor nobles, captains of 1,000 expected to raise men from their home territory. Zupan is a term roughly meaning 'provincial lord'.

CAVALRY

Vlastella or Pronijar

	M	WS	BS	S	T	W	I	A	LD	Pts
Lance armed	8	4	3	3	3	1	4	1	8	32
Bow armed	8	4	3	3	3	1	4	1	8	28

Equipment: *Lance armed:* hand weapon, heavy armour, lance, shield and warhorse. *Bow and spear armed:* hand weapon, heavy armour, shield, thrusting spear, bow and horse. 0-1 unit may take cloth (+4 pts) or plate barding (+6 pts). May wear partial plate or plate armour (free).

Special Rules: *First Charge* if lance armed. *Eastern Shock Cavalry* if bow/thrusting spear armed. Vlastella may count a +1 rank bonus.

Serbian Vlastellini (Barons) or Pronija (fief holders) formed the backbone of Serbian armies throughout this period. Early in the 14th Century, Serb nobles closely mirrored their Byzantine neighbours, taking the field with thrusting spear and bow. But Serbia began to take on Western military ideas – and mercenaries – more readily than other states in the Balkans, which in turn led to nobility that resembled the armoured knight of Western Europe in equipment and tactics.



Bosnian Pronijar

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

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

Special Rule: Bosnian Pronijar may count a +1 rank bonus.

Bosnian nobles provided superior medium cavalry that was not only a feature of the Serbian Kingdom and Imperial armies, but which also figured in Hungarian armies in the 14th and 15th centuries.

Gusars

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Horse	8	3	3	3	3	1	4	1	7	20

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

Special Rules: *Skirmishers. Expert Horseman. Open Order* if wearing light armour.

Gusars or Husars are light lance-armed horse archers. Combining speed, archery skill, and a decent charge ability, they were the forerunner of the heavier Hussar that began to appear in Hungarian service in the early 15th Century.

INFANTRY**Strelac**

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

Equipment: Hand weapon, bow, and shield. In armies after 1340, every other unit may upgrade to crossbow (+2 pts).

Special Rule: *Open Order.*

Archers were among the most common troops in Serbian armies. During different periods of the Kingdom/Empire, they would consist of ethnic Serbs, Bosnians, Vlachs, Albanians, and Greeks.

Vojnici

	M	WS	BS	S	T	W	I	A	LD	Pts
Peasant Infantry	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, thrusting spear, shield and light armour. May take heavy armour (+2 pts) and may upgrade from thrusting spear to bills or roncones (count as halberds, +1 pt).

As the 14th Century progressed, Serbian armies relied increasingly on shock cavalry supported by missile fire, with infantry taking up a more secondary role. Nonetheless, Vojnici armoured peasant infantry were used to stiffen the Serbian line, provide protection from cavalry charges, and to throw their weight of numbers into combat when necessary.

Schiopetti

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

Equipment: Hand weapon, handgun, and light armour.

Special Rules: *Skirmishers. Handguns.* May take one unit per unit of Voynici.

Part of Stefan Dushan's modernisation program called for the Imperial Serbian army to use the latest weapons available. Though this did not fully occur until after Dushan's death, Serb armies did indeed incorporate handguns long before other Balkan states. In contrast, the Turks did not start to make full use of gunpowder until more than 40 years later.

Krajišnici

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

Equipment: Hand weapon; either bow or javelins and buckler. May take bow, javelins, and buckler (+2 pts). May take double-handed axes (+3 pts).

Special Rule: *Skirmishers.*

The black clothed Krajišnici were borderers tasked with keeping roads open and harassing enemy troops. They were most commonly Serbs, Bosnians and Croats, and when not at war, pursued the time honoured tradition of banditry.

Zamanitchka Vojska

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

Equipment: Improvised weapons and shield.

Special Rule: *Warband Rule 1.*

The 'Zamanitchka Vojska' was the emergency levy of all able bodied freemen, called to serve in defence of the Serbian Kingdom or Empire. It was rarely invoked, but there were times when the Serbian kingdoms were under threat, and levies were needed to hold key fortifications while trained soldiers took to the field. It is unclear whether or not the Zamanitchka Vojska fought in field battles, but it is likely these troops, if present, perhaps defended Serbian camps or were held in emergency reserve.

SPECIAL TROOPS**Top (Bombards)**

	M	WS	BS	S	T	W	I	A	LD	Pts
Light	-	-	-	6	5	3	-	-	-	50
Medium	-	-	-	7	6	3	-	-	-	75
Crewmen	4	3	3	3	3	1	3	1	6	free

Equipment: Three crewmen armed with hand weapon and light armour. Two additional crewmen may be purchased for +10 pts each. Crewmen may purchase light armour (+2 pts each). Mantlets may be purchased (+10 pts per gun).

Special Rules: *Artillery.* Medium Bombard confers D4 wounds.

In keeping with the Serbian policy of acquiring new weapons technology, artillery may have become a feature of Serbian armies as early as the 1370s. Serbian generals used artillery in sieges but also from prepared positions in open field battles.

SPECIAL CHARACTERS

Car Stefan Uroš IV Dušan

	M	WS	BS	S	T	W	I	A	LD	Pts
Stefan Dušan	4	6	6	4	4	3	6	3	9	190

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

Special Rules: *Army General* – Stefan Dušan is the Emperor, and if taken, must lead the army as General. He may only lead a Serbian Imperial Army.

'The Mighty' – Stefan Dušan earned his nickname in combat as an expert fighter skilled in the use of the lance. As a result, Dušan may re-roll his lance attacks once every battle; he must re-roll all dice and abide by the result of the re-roll.

Wealthy – Stefan Dušan inherited his family's wealth, which he compounded through taxing the output of Serbia's silver mines and collecting tribute from his Empire's member states. His wealth allowed him to fund a flowering in Serbian art, based on Byzantine forms. It also allowed him to pay for large contingents of Italian, Bohemian and German mercenary lancers. The restriction of this troop type is lifted; up to 100% of the mercenary allowance may be spent on Mercenary Knights.



0-1 Organ Gun

	M	WS	BS	S	T	W	I	A	LD	Pts
Organ Gun	-	-	-	4	5	2	-	-	-	50
Crewmen	4	2	3	3	3	1	3	1	6	free

Equipment: Three crewmen armed with hand weapon and light armour. Two additional crewmen may be purchased for +10 pts each. Crewmen may purchase light armour (+2 pts each). Mantlets may be purchased (+10 pts per gun).

Special Rules: Multiple Barrelled Artillery.

Mangonel – 75 points

ALLIES AND MERCENARIES

European Mercenary Knights

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

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

Special Rules: *Allies and Mercenaries*. Count rank bonus of up to +1 in combat.

Serbian generals fielded excellent native heavy lancers, but they nonetheless made extensive use of mercenary knights from Italy, Hungary, Germany and other European nations.

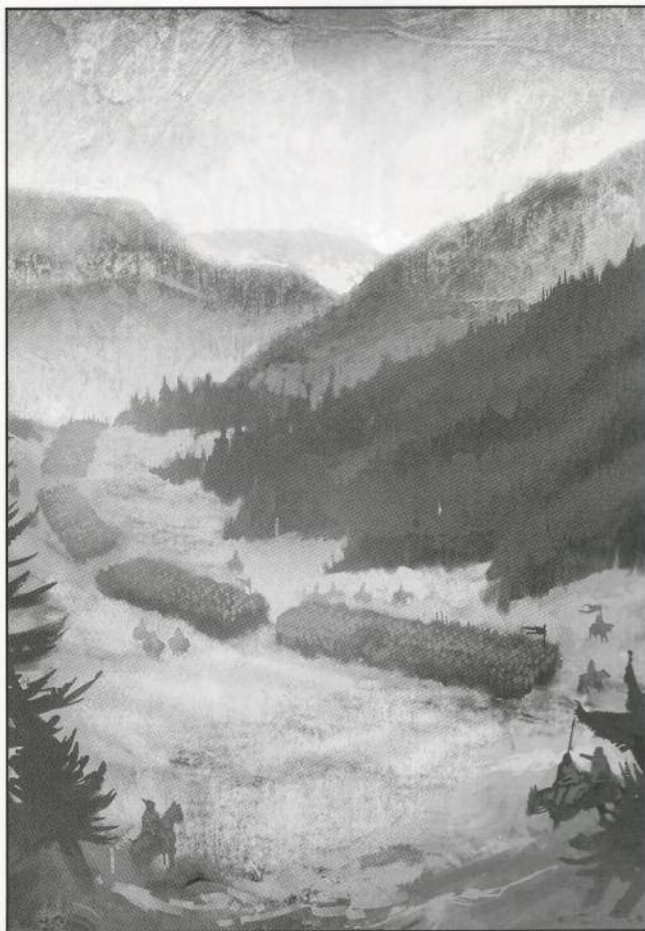
Horse Archers

	M	WS	BS	S	T	W	I	A	LD	Pts
Horse Archers	8	2	3	3	3	1	4	1	6	17

Equipment: Hand weapon, bow, and horse. May take shield (+2 pts). Vlachs may take thrusting spears (+2 pts).

Special Rules: *Skirmishers. Nomad Cavalry. Allies and Mercenaries.*

This entry represents the various types of light horse available to Serbian generals through the 14th and 15th centuries, especially local Vlach light cavalry, but also including Cumans, Hungarians, and Turcomans



RETURN OF THE BULGARS (1280-1396)

"It was a sweeping victory. Todor was crushed... and taken prisoner... his relatives and notables with all their wealth were captured by the Bulgarians. Ivan Assen, however, was merciful and let most of the soldiers, the ordinary ones, go..."

Georgius Acropolites, Battle of Klokotnitsa, 1230



BULGARIAN REVIVAL

The first Medieval Bulgarian Empire had been one of Byzantium's most tenacious adversaries, but by the beginning of the 11th Century, it had been thoroughly overcome and its army destroyed. Bulgaria once again became part of the Byzantine Empire, but it was never pacified. Several Bulgar rebellions took place, but it was a revolt by Romanian speaking Vlachs – assisted by large numbers of Cuman cavalry – that established the second Medieval Bulgarian state by 1197. It was a fusion of Vlach, Cuman, and Bulgar elements, and like so many other Balkan states, Byzantine misfortune would be to its advantage. With the fall of Constantinople to the Fourth Crusade in 1203-4, Bulgaria would blossom.



THE SECOND EMPIRE

The rise of the Second Bulgar Empire, as it was known at the time, occurred parallel to Serbia's. And, though they both sprung from Byzantine political and military traditions, they differed in several important ways. Unlike Serbia, Bulgaria was well fortified with stone castles and city walls, first by the Byzantines and later by its own rulers. And, as Serbia's armies quickly became Westernised, Bulgaria's armies became more Byzantine than Byzantium's.

The Bulgars became a real thorn in the side of the Latin Empire, inflicting several defeats upon the new masters of Constantinople. They crushed a Latin army at Adrianople in 1205 and took Emperor Baldwin prisoner. They also inflicted several defeats on the Byzantines throughout this century. Their territory grew modestly, though steadily. But in the mid 13th Century, the Tartars made Bulgaria a vassal, and Tartar raids across the border weighed heavily on the state's economy. Along with the resurgence of the Byzantine Empire in 1261 and the subsequent rise in Serbia's fortunes, Bulgaria began to falter.

ENEMIES WITHOUT AND WITHIN

In addition to rising Tartar and Byzantine aggression, Bulgaria's increasingly ineffectual Tsars were presented with yet another problem – peasant revolt. The Bogomil heresy (which stressed worshippers reading the Bible without a priest) flourished in Bulgaria even more so than in the Western Balkans. Medieval heresies were not only religious in nature; they were essentially political movements, putting interpretation of religion – the preserve of the church elite – into the hands of commoners. Bogomilism was no exception.

This new found power allowed an extremely articulate and charismatic man, Ivailo, to come to the forefront of Bulgaria's peasant movement. Everywhere Ivailo went, peasants flocked to his standard. His peasant army was highly motivated and more effective at dealing with Tartars than the state army. Eventually, challenged by Tsar Konstantin Tih, Ivailo defeated and killed him on the battlefield. Ivailo – born a peasant and once employed as a swineherd – became Tsar. Though his reign was a brief three years, his influence was felt long after. Peasants continued to be a force Bulgaria's boyars and Tsars had to reckon with.

TARTAR INFLUENCE

Tsar Ivailo was succeeded by Tsar Georgi Terter, a boyar elevated to the leadership of the country with Tartar backing. But Terter was anything but a puppet, and he defended against Tartar raids with alacrity. Under Tsar Terter, Bulgaria was involved in almost constant warfare to maintain its borders. By the late 13th Century, the state had been at war with the Latin Empire, the Tartars, Epirote and Paleologan Byzantines, Serbia, and Hungary.

The Tartars became disenchanted with Tsar Terter, replacing him in 1292 with a man they could bend to their will – Tsar Smilets. Only Tsar for eight years, Smilets opened the door for Tartar incursions. Bulgaria's boyars banded together to push out the Tartars, elevating the son

of Tsar Terter – Todor Svetoslav – to the throne. Svetoslav proved to be a resilient leader, serving from 1300 to 1321, uniting all the country except for Vidin (which under Mikhail Shishman was allied with Serbia), retaking territory from the Byzantines and at last ridding the country of the Tartar menace. In 1304, Svetoslav attacked the Empire's northern frontier, inflicting a sound defeat on a Byzantine army under Andronicus II in the Valley of Skafida. The next year, taking advantage of the revolt of the Catalan Great Company against Byzantium, Svetoslav seized the Empire's Black Sea ports including Mesembria and Sozopol. When Svetoslav died, his son reigned as Tsar Georgi Terter II. His time on the throne was remarkably brief. With his death in 1323, the boyars elected Mikhail Shishman Tsar.

THE SHISHMAN DYNASTY

Raids by the resurgent Byzantines in the 1320s resulted in a loss of territory and fortifications, but Mikhail Shishman struck back. This bought the Bulgars time on their southern border, but trouble was brewing to the west. The rising fortunes of their Serbian neighbours led to a conflict in which the Bulgars came out on the bottom. Turning to their old enemies – the Tartars and Byzantines – for assistance, Tsar Mikhail fought a campaign in 1330 to keep the Serbs out of Bulgaria's Western marches. He was successful, but during a truce, Stefan Dečanski took the Bulgars by surprise. The Battle of Kyustendil (Velbuzhd) fought that year resulted in the defeat of the Bulgar army and the death of Tsar Mikhail. Macedonia was lost to Serbia, much of Thrace was lost to Byzantium, and Hungary chiselled away at the country's northern borders. Mikhail's death resulted in a vacancy on the Bulgar throne, which the Serbs filled with Tsar Ivan Stefan, son of Shishman and the Serbian Princess Anna-Neda. The Serb puppet was deposed within the year, and in 1331, Ivan Aleksandar, Despot of Lovech and nephew of Shishman, became Tsar, ruling for 40 years.

Ivan Aleksandar was the Bulgar monarch fated to preside over the decline of his state. Though Ivan routed a force from Constantinople at the Battle of Russocastro in 1332, and several Byzantine civil wars allowed Bulgar expansion into the Empire's northern territories, the arrival of the Ottomans in the 1350s put new pressure on Bulgaria. Though the Ottomans at first focussed on taking Byzantine lands, soon the southern Bulgarian province of Tarnovo became an Ottoman target. After the destruction of a Bulgarian army and the fall of Plovdiv in 1364, Ivan Aleksandar was unable to control his independent boyars. Without cohesive leadership, Bulgaria fragmented.

BULGARIA'S SWANSONG

The Bulgar province of Vidin in the north-west stayed independent while Tarnovo and parts of the eastern coastal province of Dobruja became Ottoman vassals, ironically fighting against their former Christian allies at Kosovo and on other fields. Still, many Bulgarian boyars rebelled and answered the call of the Serb-led Balkan Crusade in 1371. Despite this defeat and the death of Tsar Ivan Aleksandar and his brother, the Despot Ugaljesa that same year, Bulgar forces took the field against the Ottomans several times over the next quarter century. But, with the utter defeat of the Crusader force at the Bulgarian city of Nicopolis on the bank of the Danube, the last hope of Bulgarian resistance faded, and the Vlach-Bulgar state became a memory.

BULGARIAN TACTICS

Despite the truly poor fortunes of the Bulgarian state, it was able to field an impressive army built on a medieval Byzantine model up until the disaster of the Marica River in 1371. Afterward, boyars who continued to resist the Turks did so in any way they could. Bulgaria's Thracian plains allowed its army access to plentiful cavalry, which is likely to have continued to use thrusting spear and bow right up until 1396. Light cavalry, whether native Bulgar, Cuman settler, or Vlach, were a large element in Bulgarian armies, and apparently much feared; the Frankish Emperor Baldwin warned his knights in vain not to follow them at the disastrous 1205 Battle of Adrianople. Greeks from Macedonian or Thracian pronoia fiefs played a large part in Bulgarian forces; these nobles brought with them their commoners, providing the Bulgars with their most reliable infantry. Bulgar peasants were often conscripted in large numbers, but their dependability was always variable. Bulgar armies were rounded out with a strong mercenary element, which in the late 13th and early 14th centuries contained a sizeable Tartar presence. Troops from other Balkan nations and Walachia were quite common, and horse archers, though already plentiful in Bulgar armies, were also hired in large numbers.

Bulgarian armies continued to use Medieval Byzantine tactics long after the Byzantines themselves had become a pared down force using a simpler tactical approach. Horse archers were instrumental in winning many early battles for the Bulgars, from Adrianople through to Russocastro. They were used to open battles offensively, and through tactical retreat, enemy troops were set up for heavy cavalry counterattack. Bulgarian leaders made use of shadow warfare tactics (a Byzantine practice of staying just out of reach of the enemy while keeping close track of his movements), and presumably used the tactical defensive, employing heavy cavalry as volley archers before committing them to flanking charges. They also used their infantry archers to thin the ranks of oncoming enemies and made intelligent use of difficult terrain, setting ambushes and traps.

BULGARIA'S TSARS

Mikhail III Shishman. Bulgarian Tsar from 1323 to 1330. He ended the civil strife in Bulgaria, made an alliance with the Byzantines and tried to oppose Serbian power in the Balkans. Was defeated and killed by Stefan Dečanski of Serbia at Velbuzhd, in 1330.

Ivan Aleksandar. Bulgarian Tsar between 1331 and 1371. He managed to ensure the survival of the Bulgarian state against Serbian, Ottoman and Hungarian expansion by a series of diplomatic measures and alliances. In 1365, he split the country leaving half to each son. His sons would both be defeated by Bayezit I and their states annexed by the Ottoman Empire in 1393 and 1396.

USING BULGARS ON THE TABLETOP

These tactics can readily be recreated on the tabletop using the Bulgarian army list. Opening the battle with horse archers is a good choice, as it can break up the enemy line and cause Panic tests in units upon which you concentrate your fire. However, be prepared to keep low Leadership skirmishers away from likely paths of cavalry retreat. Remember that horse archers will stop enemy units from marching if within 8", allowing you more time to thin down those units.

Provincial Pronoia units in the army receive a free automatic Special Deployment upgrade; take advantage of this to set up your advance or counter charge, and use Cuman/Bulgar horse archers to immediately slow your opponent's advance from your first turn. If operating your army on the defensive, the best place for your General is at the centre of your line, providing leadership for as many troops as possible. While Greek infantry may be able to move outside your General's control, you will want to keep your Bulgar peasant infantry under his command; otherwise their low Leadership will cause you problems.

Between heavy cavalry, horse archers, archers, and skirmishers, this is an army which can lay down a good amount of missile fire. Playing to that strength will allow you to get rid of the most troublesome enemy units, or will force your opponent to stick to cover, which more often than not will hamper his advance. This is when a concentrated heavy cavalry countercharge should be unleashed.

With more than half your force consisting of cavalry, you will experience some very fluid and exciting battles. But, make sure you have enough room. Play on as large a table as you can, and, as with any cavalry force, you will want to make sure you move your horse off your baseline to avoid the horror of losing the bulk of your troops to a bad round of Panic tests.



MODELLING THE BULGARS

At time of press, there is little from the 13th and 14th centuries suitable for depicting Bulgars, though Gripping Beast is planning a line of late Byzantines and Bulgars that should be the definitive choice for these armies. Bulgarian pronija and Macedonian/ Thracian Greek pronoia are nearly identical in appearance, and their infantry were quite similar as well, with the best wearing mail and Eastern-style helmets with feather holders, as well as the long-sleeved caftan so distinctive of the Balkans. Various horse archers (including Vlachs, Cumans, and Tartars) and light troops can be provided by Old Glory's Vlad the Impaler and Byzantine ranges to fill out any Bulgar force from this period.

Like other Balkan nations, the Bulgar empire and kingdoms used Byzantine imagery on their standards, notably the Imperial Eagle, while unit flags often resembled those of the Turks and Tartars, comprising a unit banner surmounted by a horsetail. For more information on the army's appearance, consult the source material in the back of this book.



ARMIES OF THE BULGARS

ARMY COMPOSITION

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

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

The number of Pronija Retainer units may not be greater than the number of Provincial Pronija units.

Must take 1+ unit of Cuman Settler/Bulgar Horse Archers for every 1,000 pts.

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

0-1 Mangonel may be taken for every 1,000 pts.

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

Additionally, Bulgars may select allies from the following lists:

Serbia (may not take Artillery)

Byzantium (may not take Kavallarioi or Artillery)

Walachia (Small Host – May not take Artillery)

All allies are subject to the Allies and Mercenaries rule.

CHARACTERS

0-1 Despot/Tsar

	M	WS	BS	S	T	W	I	A	LD	Pts
General	4	5	6	4	4	3	6	3	9	180

Equipment: Hand weapon, heavy armour, bow and shield. May have a double-handed weapon (+4 pts) if dismounted. May have a thrusting spear (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. May take cloth or half barding (+4 pts). May take partial plate armour (free if mounted, +4 pts if dismounted), but may not then take bow.

Special Rules: *Army General. Eastern Shock Cavalry* if mounted.

0-1 Army Standard Bearer

	M	WS	BS	S	T	W	I	A	LD	Pts
Standard Bearer	4	4	4	4	4	2	4	2	8	90

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

Special Rules: *Army Standard Bearer. Eastern Shock Cavalry* if mounted.

Boyar

	M	WS	BS	S	T	W	I	A	LD	Pts
Boyar	4	4	4	4	3	2	5	2	8	55

Equipment: Hand weapon, heavy armour, bow and shield. May have a double-handed weapon (+4 pts) if dismounted. May have a thrusting spear (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. The warhorse may have cloth or half barding (+4 pts). May wear partial plate armour (free if mounted, +4 pts if dismounted), but may not then take bow.

Special Rules: If no other Army General is taken, a single Boyar may be made *Army General* for +25 pts. *Eastern Shock Cavalry* if mounted.

Boyars were the backbone of the Bulgarian feudal system at this time. Since Bulgar armies were built following the Byzantine model, Boyars were responsible for bringing their own fief-holders in the form of Pronija cavalry, in addition to peasant infantry taken from each of their subjects' holdings.

CAVALRY

Pronija Retainers

	M	WS	BS	S	T	W	I	A	LD	Pts
Nobles	8	4	4	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, shield, thrusting spear, bow and horse. May have cloth or half barding (+4 pts).

Special Rules: *Eastern Shock Cavalry. Open Order.* 0-1 unit of Pronija Retainers may be upgraded to *Bodyguards* (+3 pts), which count as *Stubborn*.

Provincial Pronija

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

Equipment: Hand weapon, light armour, shield, thrusting spear, and horse.

Special Rules: *Eastern Shock Cavalry. Open Order. Special Deployment.* If taken as allies or mercenaries in other armies, they lose Special Deployment abilities.

This entry represents provincial Bulgar, Greek, and Macedonian noble cavalry, lightly equipped and expert in the use of their home terrain.





Cuman Settler, Vlach, and Bulgar Horse Archers

	M	WS	BS	S	T	W	I	A	LD	Pts
Horse Archers	8	2	3	3	3	1	4	1	6	18

Equipment: Hand weapon, bow, and horse. May take shield (+2 pts); Vlachs may take thrusting spears (+2 pts).

Special Rules: *Skirmishers. Nomad Cavalry.*

In this period of resurgence for Bulgaria, many of its armies were made up of Cuman settlers. Deployed in large numbers as horse archers, they gave Bulgaria an edge in several battles against neighbouring states and were perhaps the most numerous cavalry in Bulgarian field armies. Native Bulgar Horse Archers in particular were well acquainted with local geography and were experts at using wooded and broken terrain.

INFANTRY

Greek Kontaritoi

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

Equipment: Hand weapon, thrusting spear, light armour and shield.

Special Rule: May be in *Mixed Order* with Greek Archers.

When the Bulgar-Vlach state expanded, a large amount of Byzantine territory came under their control, bringing Macedonian and Greek pronoia fief-holders into the military, who brought their footsoldiers with them.

Greek Archers

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

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

Special Rules: *Open Order.* May be in *Mixed Order* with Greek Kontaritoi but they then lose *Open Order*. Every other unit may be armed with crossbows (+2 pts).

Bulgar Infantry

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

Equipment: Hand weapon and shield. May take light armour (+2 pts), thrusting spear (+1 pt), and javelins (+1 pt).

Special Rules: *Open Order.* May be in *Mixed Order* with Bulgar or Vlach Archers.

The bulk of the infantry in Bulgar armies was provided by Boyars from their peasantry. They were not well trained, and filled a secondary or supporting role, but under the right circumstances, they could be very effective.

Ichirgu

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

Equipment: Hand weapon, shield or buckler, and bow.

Special Rules: Either *Open Order* or *Skirmishers*. Units in *Open Order* may be in *Mixed Order* with Bulgar infantry.

Vlach and Bulgar archers were not formidable troops, but they were used extensively, and when firing from cover or deployed in large numbers, they successfully harassed and disrupted enemy formations.

Mangonel – 75 pts

ALLIES AND MERCENARIES

Tartar Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Tartar Cavalry	8	3	3	3	3	1	4	1	7	19

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

Special Rules: *Skirmishers.* If light armour is taken, become *Open Order. Nomad Cavalry. Allies and Mercenaries.*

This entry represents both Krim Tartars and the Golden Horde horsemen that formed a large part of allied contingents in the late 13th and early 14th centuries when Bulgaria was a Mongol vassal.

STRUGGLE FOR INDEPENDENCE: ALBANIA (1286-1479)

"I have not brought you liberty. I found it here, among you."

Djerdj Kastrioti (Skanderbeg), 1443



THE HEROES OF THE RESISTANCE

In the mid-15th Century, Albania was a symbol of hope in the West. This was a time of seemingly unstoppable Ottoman conquest, but Albania was seen as a bright example of heroic Christian resistance to the Muslim onslaught. The story of Albania's fight is a fascinating one, and at its heart is one of the most unique heroes of the medieval era.

BORN IN THE RECEDING SHADOW OF EMPIRE

Like so many other Balkan states, Medieval Albania emerged with the decline of Byzantine power in the Balkan Peninsula. The Albanians had never been an independent state, but their proto-nationalism quickly became evident, and may have actually been helped by the occupation of the Adriatic coast by the House of Anjou. This occupation led to the interior dwelling Albanians and mountain tribes coming together against their common enemy. In 1286, with Byzantine help, they revolted against the Angevins, pushing them out. Though the Angevins returned to much of the coastal strip in 1304, they had learned how powerful the Albanians could be when united; this time the Angevins allowed the inland areas to remain autonomous. Albania would have a dual personality: settled and Catholic on the coast, nomadic and Orthodox throughout the interior.

The growing power of Greater Serbia to the north meant that the Albanians would eventually come under the banner of Stefan Dušan's south Slav empire. Albanians served in Serbian armies, but with the collapse of Serb Imperial authority, Albania was once again riven by conflict between the Angevins and those who wanted them out. This conflict was never fully resolved until Skanderbeg's time.

SKANDERBEG

Albania was almost always in the situation of being a vassal state to one or another of the area's larger powers. First under Byzantine domination, Albania at times fell under the control of the Bulgars, Epirotes, and Serbs. These relationships were sometimes peaceful – but more often fractious, sometimes leading to open conflict. However, it was during the period of Ottoman vassalage that the rest of Europe began to notice the Albanian nationalist spirit, as anti-Ottoman factions came together to rebel against the Sultan.

It was one man in particular that captured the imagination of Europe. The son of an Albanian noble, Djerdj Kastrioti was taken into Murad II's harem as a military hostage, just as Vlad the Impaler would be later. In Edirne, Kastrioti learned the Ottoman way of making war. An adept pupil and an Islamic convert, he was granted Ottoman army commands as Iskander Bey (Lord Alexander). But, when Iskander Bey gained permission from the Sultan to move his command to Kruje, he deserted, renouncing the Sultan and returning to Christianity.

The appearance of the apostate Iskander likely did not inspire confidence among the Christian Albanians at first, but Skanderbeg, as he became known, exacted a bloody revenge on his family's enemies, the Thopias, who were aligned with the Turks. He swiftly gained recognition as leader of Albanian resistance to Ottoman rule, using his armies to ambush, harass and perform hit and run raids on enemy armies on the march. He also cannily allowed himself to be besieged at his stronghold of Krujë, drawing out and destroying his enemies. Skanderbeg's charismatic defiance of Ottoman rule made him a legendary hero in his lifetime, attracting support from Western leaders and the Church. By the time of his death in 1468, he had fought against two Sultans, tied down or destroyed several armies, and turned the Ottoman rear into the front lines.

But, with his passing, Albanian resistance effectively ceased. Skanderbeg's son Ioanni Kastrioti continued to fight against the Turks, and tried to raise support and money in Italy for liberating Crusades. After Kastrioti left Albania in 1474, stradiots continued to serve in Venetian and other European armies as mercenaries for another hundred years. But these highly visible symbols of the small Adriatic state belied the fact that it had ceased to exist politically.





ALBANIAN FIGHTING FORCES

Albanian arms became legendary. Their native cavalry and infantry evolved under the influence of the area's unique geography and as a direct result of the Albanian way of life. Albanian forces were dominated by stradioti light horse, which was recognised as the best in Europe for nearly two centuries. Albanian and Greek light infantry, capable of navigating dense terrain and setting ambushes, supported these formidable cavalymen.

Albanian armies from the coastal provinces fielded a limited amount of heavy infantry and were often supported by small numbers of Angevin or Italian mercenary heavy cavalry. However, it was as a highland guerilla force that Albanian's armies made their reputation. Albanian forces were nearly impossible to pin down on the defensive, and once caught, they were difficult to beat on their home turf, a point proved over and over again by Murad II's and Mehmet II's ill-starred Ottoman expeditions. Albanian stradiots became much sought after as mercenaries. They served in Serbian, Italian, German, Hungarian, Byzantine and even Ottoman armies in the 14th, 15th and 16th centuries.

ALBANIAN TACTICS

Albanian armies excelled at ambush and hit & run tactics. Considering the physical nature of the country, this is not surprising. Albania is largely mountain highlands, and any medieval army making its way into the interior without intimate knowledge of the ground would be at a distinct disadvantage. Albanian commanders knew this, and nearly all Albanian troops knew how to use terrain. Harassment of enemy columns by light troops, especially archers, was employed and likely highly effective – tactics reminiscent of Byzantine shadow warfare. Stradiots were also able to shoot and fade away, making it very difficult for an attacker to make contact. And once a foe was demoralised or in disarray, charges by companies of stradiot lancers routed them. Skanderbeg's siege tactics were also designed to demoralise and disorganise more than anything else. Once the Ottomans committed to a siege, their lines became thinly spread. As weak points in the opposing siege line emerged, Albanian ambush forces were able to concentrate and destroy that part of the enemy's army, and either follow up on success or fade away. Albanian field armies practiced a version of this tactic – engaging an enemy force while ambushing it at another, more vulnerable, point. Though Albanian armies were not heavily equipped, they were remarkably determined and able, proving to be nasty foes when fighting on their terms.

USING ALBANIANS ON THE TABLETOP

We have endeavoured to present an Albanian list that can perform like an Albanian army in WAB terms. Most Albanian infantry may skirmish and can take special advantage of terrain. Stradiots have advantages such as high Leadership and the Special Deployment ability. With the *Strategist* special rule, an Albanian General can use terrain to their advantage. These special abilities do not make the Albanians overly powerful – indeed there are no super troops in the entire army – but hopefully they do allow you to recreate Albanian tactics. That makes the Albanians fun to play and quite unique among WAB medieval armies.

One problem with armies that rely on cavalry is that if they don't rally on the first try, you often lose the unit. If facing Ottomans, get your opponent's permission to use Skanderbeg with his special ability to extend his Leadership to skirmishing Stradiots. But, remember that against most opponents, skirmishing Albanian cavalry will be vulnerable to Panic tests. Help yourself by getting off your baseline as soon as you can with your cavalry to give yourself room and time to rally.

The Albanians may appear to be a frustrating foe to play against. Having played against them many times, I can assure you that if you succeed in catching them, you will cut straight through them. Albanian generals must be mindful of this fact. This army takes a lot of work to play properly, and it must have room to 'dance'.

Note: Though we have not specifically created an option for a coastal Albanian Angevin force, this is easily created using the existing list. Italian mercenary knights should make up your entire Allies and Mercenaries points allotment if you decide to build a coastal 14th Century army. Several units of Milici should also be fielded. You will be fielding an army with more punch, but you will need to adjust your tactics accordingly. Against a more numerous foe that can skirmish – such as its most historically common adversary, the Albanian highlanders – the typical Angevin force can be vulnerable.

MODELLING THE ALBANIANS

Albania originated the distinctive long sleeves that allowed the arm to protrude through a slit at the elbow or shoulder that became a common feature of Balkan and Turkish dress. Though at time of press it is not yet available, Gripping Beast's Late Byzantine range should be ideal for depicting many of the troops that interior armies employed. Redoubt makes fine Stradiots and Old Glory makes a pack of Stradiots in its Italian Wars range that is perfect for portraying 15th Century Albanian cavalry (it even has a figure suitable for Skanderbeg). Many other figures in Old Glory's Vlad the Impaler and Mongols in Europe ranges can fill the role of archers, peasants, and halberdiers. Any Italian artilleryists or knights can portray engineers and Angevin or other mercenary men-at-arms from 14th and 15th century armies.

ALBANIAN ARMIES

ARMY COMPOSITION

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

Cavalry: 33-75% of the points value of the army; must take 2+ units of Stradioti per every 1,000 pts.

Infantry: Up to 50% of the points value of the army; must take 2+ units of Harkëtar.

May take no more than 0-1 unit of Crossbowmen per 1,000 pts.

Handgunners may be taken after 1392; 0-1 unit may be used.

May take one Mangonel or Top (Bombard) per 1,000 pts; may only take Bombards in armies after 1392;

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

Albanians may also select allies from the following lists:

Bulgar (until 1396)

Epirote Byzantine (until 1340)

Serbian (until 1458)

Italian Condotta (from *Armies of Chivalry*)

All such allies are subject to the Allies and Mercenaries rule.

CHARACTERS

0-1 Princ or Shef Ushtarak

	M	WS	BS	S	T	W	I	A	LD	Pts
Prince/General	4	5	5	4	4	3	5	3	9	185

Equipment: Hand weapon, light armour, and shield. May have a double-handed weapon or halberd (+4 pts) if dismounted. May have a thrusting spear (+2 pts) or lance (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. May have cloth (+4 pts) or plate (+6 pts) barding. May have a bow (+4 pts). May take heavy armour (+2 pts) or partial plate/full plate armour (+2 pts if mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted), but may not then have a bow.

Special Rules: *Army General. Strategist.*

Albania's largest provinces were each ruled by a Princ. While sometimes at war with each other, they were at last united under the leadership of Skanderbeg.

0-1 Flamur

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

Equipment: Hand weapon, light armour and shield. Must have a horse (free) or warhorse (+4 pts) if mounted. May take cloth (+4 pts) or plate (+6 pts) barding. May take heavy armour (+2 pts) or partial/full plate armour (+2 pts if mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted).

Special Rule: *Army Standard Bearer.*

Timarli

	M	WS	BS	S	T	W	I	A	LD	Pts
Feudal Lord	4	5	5	4	3	2	5	2	8	65

Equipment: Hand weapon, light armour, and shield. May have a halberd or double-handed weapon (+4 pts) if dismounted. May have a thrusting spear (+2 pts) or lance (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. May take cloth barding (+4 pts). May have a bow (+4 pts). May take heavy armour (+2 pts) or partial plate/full plate armour (+2 pts mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted), but may not then have a bow.

Special Rules: 0-1 may be upgraded to *Army General* if no other General is taken (+50 pts), and then *Strategist* applies.

CAVALRY

Stradioti

	M	WS	BS	S	T	W	I	A	LD	Pts
Stradioti	8	4	3	3	3	1	4	1	8	24

Equipment: Hand weapon, shield, bow or light crossbow, thrusting spear, and horse. Open Order units may take lance (+3 pts) or javelins (+2 pts). May be given light armour (+2 pts).

Special Rules: *Skirmishers. Feigned Flight. Parthian Shot. Special Deployment.* Become *Open Order* if they upgrade to light armour. If taken as allies or mercenaries in other armies, they lose *Special Deployment* abilities.

Known by an Italianized version of the Greek name for 'soldiers' (stratiotai), Albanian Stradioti were well equipped light cavalymen. Armed with spear or light lance, bow, and sword (and later crossbow and even handgun), stradiots were versatile and able to use mountainous terrain. Despite their lack of armour, they were regarded as ferocious opponents, able to fill nearly any combat role from horse archer to shock cavalry.

INFANTRY

Harkëtar

	M	WS	BS	S	T	W	I	A	LD	Pts
Archers	5	2	3	3	3	1	3	1	7	8

Equipment: Hand weapon, bow, light armour. May take shield or buckler (+1 pt).

Special Rules: *Open Order.* Any units may be designated *Skirmishers* at no cost.

These light troops, either ethnic Albanians or former Byzantine Greeks in Albanian territory, supplied a large proportion of Albania's infantry. These troops were experts in using terrain to shield themselves while shooting at invaders.

Crossbowmen/Handgunners

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

Equipment: Hand weapon, crossbow or handgun, light armour. May take shield or buckler (+1 pt).

Special Rules: *Open Order*. Every second unit of crossbowmen may be designated *Skirmishers* (+1 pt).

Milici

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

Equipment: Hand weapon, halberd. May take shield (+1 pt) and light armour (+1 pt).

Albanian militia, largely supplied from urban populations, were less common than archers, but they were well trained, equipped with armour and weapons imported from the Italian peninsula, and capable of holding their own in hand-to-hand combat.

Qitës

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

Equipment: Hand weapon, buckler, and javelins.

Special Rule: *Skirmishers*.

Albanian highlanders and brigands found their way into army service as skirmishers, using what had become by now archaic weapons – still nonetheless deadly in their capable hands.

Fshatarësi

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

Equipment: Improvised weapons, shield.

Special Rules: *Warband rule 1*. Fshatarësi fear all formed enemy cavalry and infantry, except other peasants.

If necessary, Albania's untrained peasants could be pressed into service. Literally 'small folk', Fshatarësi would be equipped with farm implements and whatever weapons came to hand.

Top (Bombards)

	M	WS	BS	S	T	W	I	A	LD	Pts
Light	-	-	-	6	5	3	-	-	-	50
Medium	-	-	-	7	6	3	-	-	-	75
Crewmen	4	3	3	3	3	1	3	1	6	free

Equipment: Three crewmen armed with hand weapon and light armour. Two additional crewmen may be purchased for +10 pts each. Crewmen may have light armour (+2 pts each). Mantlets may be purchased (+10 pts per gun).

Special Rules: *Artillery*. Medium Bombard confers D4 wounds.

Mangonel – 75 points

**MERCENARIES AND ALLIES****Mercenary Men-at-Arms**

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	3	1	7	30
Dismounted	4	4	3	3	3	1	3	1	7	12

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

Special Rules: If mounted, may count rank bonus up to +1 in combat. *Allies and Mercenaries*.

Throughout the 14th Century, Albania fought to rid itself of either its Byzantine or Angevin overlords. While the Byzantines were pushed out, the Angevins stayed, their power base centered in the coastal cities. Mercenary knights and men-at-arms from Italy were a common feature of coastal armies of this period.

SPECIAL CHARACTERS**Skanderbeg**

	M	WS	BS	S	T	W	I	A	LD	Pts
Skanderbeg	4	6	6	4	4	3	6	3	9	200

Equipment: Hand weapon, light armour, and shield. May have a double-handed weapon or halberd (+4 pts) if dismounted. May have a thrusting spear (+2 pts) or lance (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. The warhorse may have cloth barding (+4 pts). May have a bow (+4 pts). May take heavy (+2 pts), or partial plate/full plate armour (+2 pts if mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted), but may not then have a bow.

Special Rules: *Army General. Strategist. Veteran.*

Leader of the Resistance – Skanderbeg is leading a war of resistance against the Ottoman Empire, and his army is highly motivated, and trying to gain their independence. When fighting against Ottoman armies, Stradiots may always use Skanderbeg's Leadership, even if they are in skirmish formation.

SKANDERBEG (1402?-1468)

No one knows exactly when Djerdj Kastrioti was born, but numerous legends surround his childhood. He emerged from his mother's womb already battle-scarred; while an infant, he walked from his cradle and used his father's guns as toys; as a boy, he was already a great horseman; as a teenager, he would fight larger opponents just for fun. One certainty; his father was an Ottoman vassal, and, like Vlad Tepes, Gjon Kastrioti cemented his loyalty by sending his four sons to Murad II as hostages. In Edirne, Djerdj Kastrioti likely served in the Muteferikka regiment of Christian noble captives, and he also met the younger Vlad Tepes. By the late 1430s, he converted and took the name Iskander (Alexander). With his military skills, Djerdj was granted army commands, which caused damage to his reputation at home. His three brothers' conversions were of convenience, and the Albanians knew it; but Iskander Bey, as he was now titled, had not only become a Muslim, he led armies against Albanians, something that could not be countenanced. But no one could know what was in Iskander Bey's heart, and in 1443 – with his father now dead – he took his chance. Iskander asked for the stronghold of Krujë, which Murad granted. He then assembled a force of 300 Albanians in Ottoman service, and marched to his new province. When he arrived, he showed the order to the garrison commander, taking over the castle. Iskander Bey and his men slaughtered every Turk and stripped the crescent from the flagstaff.

His intentions clear, Skanderbeg, as he was now known, was greeted as a hero and named leader of the League of Lezhë – a council of Albanian princes. As Vlad Tepes would do only a few years later, he began to lead a war against the Ottoman regime. His was also to be a guerilla war, employing ruses, scorched earth, ambushes, and the psychology of fear. Ottoman experience served him well in the swift creation of a disciplined army, which showed its mettle within the year at the Battle of Torviolli. Facing Ali Pasha's army, the Albanians used feigned flight and terrain to pick the Ottomans apart before pushing them back across the frontier, leaving 8,000 Turks dead on the battlefield. Europe was electrified at the news that another János

Hunyadi was stopping Turkish armies, and they supported him with men and Venetian ducats. Skanderbeg continued to defeat Ottoman armies, routing the forces of Firuz Pasha in the Mocrene Forest and Ibrahim Bey at the Battle of the Talmirana Plain, though he failed to link up with János Hunyadi in 1448 at Second Kosovo Polje. In 1450, when the Sultan and his son Mehmet moved against him, he prepared one of the biggest traps ever laid for an Ottoman army. Skanderbeg, confident of his army's abilities and his vast supplies, allowed himself to be trapped at Krujë for five months. As the siege wore on, Skanderbeg and his army attacked the Ottoman rear, conducted night raids, and broke off chunks of the Ottoman force, stopping supply caravans and generally besieging the besiegers. Abandoning the siege, Murad and his forces were pursued all the way back to Thrace, where the Sultan realised he had lost as many as 20,000 men. Skanderbeg defeated Hamza Pasha in 1452, another Turkish army near Skopje in 1453, and in 1454, he defeated an Albanian/Ottoman army led by the traitor Mojsi at Berat. In 1461, Skanderbeg was in Italy to assist his ally King Ferrante of Naples. From 1463 onward, Skanderbeg was back in Albania and at constant war with Mehmet's hand-picked champion Ballaban Pasha in 1465, 1466, and 1467, finally defeating him by using his stronghold at Krujë to once again pin down the enemy while he went to Venice to bring reinforcements. Outmanoeuvred and outgeneraled, Ballaban Pasha was trapped and killed. Skanderbeg was named 'Athlete of Christ' by the Pope, but he could not maintain this pace indefinitely. In 1468, when the Sultan led an army against Shkodra, Skanderbeg was reportedly unable to get up from his bed. Legend says that Skanderbeg listened to the battle from his deathbed and received the news of his army's victory shortly before his passing. He had led his country's lopsided fight and built a force that could use every advantage Albania possessed to triumph against the odds. Unfortunately, his personality may have been the glue that held the princes together. With his death, Albanian resistance came to a close, but his energy and drive gained the small nation its first taste of independence.

RESTORATION & DISASTER: BYZANTINE EMPIRE (1280-1460)

"With the help of the Virgin Mary they armed themselves with swords and stones and threw themselves against the enemy, and just as smoke scares a swarm of bees, they encouraged each other, everyone with the weapons they had to hand, or even just with bare hands... They tied ropes to the platters they were eating from and used the lids of barrels as shields..."

Eyewitness account of the 1422 Defence of Constantinople



THE EMPIRE AND ITS SATELLITES

With the 1261 recapture of Constantinople and the fall of the Latin Empire established by the knights of the Fourth Crusade, the Byzantine Empire's restoration was underway. But this salve could not heal the mortal blow the Medieval Roman Empire was dealt in 1204. Byzantium, despite several of its characteristic rallies, was like a warrior furiously fighting for his life, slowly bleeding to death from an unnoticed wound. This period was marked by almost constant war. Though Byzantine armies are today viewed as weak and flawed, throughout this time of declining fortunes Byzantine arms delivered several victories. Yet, despite the heroism of its soldiers, Byzantium hadn't the economic resources to make up for its losses.

THE EMPIRE'S SITUATION

In 1281, Byzantium would never be larger. The Eastern Roman Empire occupied the entire southern Balkan Peninsula, and on the Asian side of the Sea of Marmara, Nicaea and a large part of Western Anatolia stretching from the Aegean to the southern shore of the Black Sea. But, despite its impressiveness on the map, the once proud empire had merely been cobbled back together. Large territories threatened to break away and others were only nominally under the Emperor's control. Epiros, Thessaly and the Morea – three of the Empire's most fertile and productive areas – had been semi-independent for more than 80 years, and when not at war with the empire, they contributed little to Byzantium's military resources. Imperial lands on the southern side of the Bosphorous were dotted with fiercely independent Turkish military states, including Karaman, Aydin, and the tiny Ottoman Emirate.

THE DISASTROUS REIGN OF ANDRONIKOS II

In 1281, the excellent Basileus Michail VIII Paleologos, who restored the Empire in 1261, delivered a complete victory against Charles of Anjou and his Albanians at Berat. The Angevin defeat the next year in the War of the Sicilian Vespers – the product of Michail's alliance building – miraculously saved the Empire from its worst enemy. When Michail died shortly after these triumphs, it seemed that the empire might be resurgent with a little luck and with the right Basileus on the throne. Unfortunately, Byzantium was to get neither. Michail's successor was Andronikos II; both his luck and judgment turned out to be very bad indeed. With enemies on all sides, Andronikos took the remarkable first step of reducing his army to a skeletal force and disbanding his navy entirely to grow the Imperial treasury. Ironically, Andronikos soon ended up paying heavily from the treasury for overpriced but now desperately needed mercenaries and Genoese and Venetian ships. With the threat of a vital Byzantine military completely removed, the situations in both Europe and Asia deteriorated quickly. The Serbs, now emboldened, formed alliances with both Epiros and Thessaly, while the Turkish beyliks began to take the poorly defended towns of Anatolia until only a dozen major Greek cities remained. By the turn of the 14th Century, Byzantium's troubles had multiplied. Several military disasters, including their first encounter with Emir Osman I at Nicomedia, forced Andronikos to make the fateful move of hiring Roger de Flor and his Catalan Grand Company to defend the Anatolian frontier. This they did admirably, defeating every Turkish force arrayed against them. But Andronikos's inability to pay or control the Company led to his truly awful decision to assassinate de Flor. The furious Catalan retaliation that followed did more damage to the empire than the Turks ever had. They sacked villages, took cities and defeated nearly every force the Emperor dispatched to pacify them.

By the time of his abdication in 1328, Andronikos's 45 years of ineptitude and his unbroken string of bad fortune had weighed heavily on the struggling empire. He had lost large territories to the Bulgars and Serbs; had watched his lands and people ravaged by the Catalans; had lost Nicaea, Bursa, Nicomedia, Iconium, and Ephesus to the Turks; had lost Rhodes to the Knights Hospitaller; had gained no support from the West; and had allowed Venice and Genoa to pick at the bones of the empire like jackals. To make matters worse, the leadership of the Empire was settled on his grandson, the hard drinking and seemingly unstable Andronikos III.



THE NEW EMPEROR PROVES HIS WORTH

Certainly, there was nothing in Andronikos's checkered past that indicated he would be anything more than an inebriated version of his grandfather. Andronikos III inherited a terrible situation, but he unexpectedly rose to the occasion like an eastern Henry V. Though he lost his first battle against the Turks, he proved to be a good general and a capable Basileus. He opened alliances with the Ottoman and Aydin Turks. In the face of the Pope's decree cutting Byzantium off from aid unless they converted to Catholicism, this was a remarkably realistic move. The Turks were the only support Byzantium could expect against the depredations of their Balkan Christian neighbours. He was also blessed with an excellent advisor, Ioannis Cantecuzenos, who proved to be the very welcome brain behind the throne. Together, they rebuilt the Byzantine Navy, ejected the rapacious Genoese from some of their Aegean possessions, brought them to heel in their business dealings, and made some gains against the Serbs and Bulgars. These were important achievements, but not enough to secure the future, and by 1341, Andronikos III was dead – and with no acknowledged successor.

A SEA OF TROUBLES

Though the young Ioannis V Paleologus was the logical heir to the throne, without his having been made Caesar or Co-Emperor, his accession could not be secured. The empire now embarked on a string of crippling civil wars. For 17 years, Ioannis V battled with Ioannis Cantecuzenos (Ioannis VI). This succession of unnecessary wars left the Empire terribly divided, and the misfortunes Byzantium faced began to resemble a sea of troubles.

In 1347, Stephan Dušan advanced into the heart of the empire – eventually cutting it in half. That same year the Black Death visited Constantinople, taking nearly 85 percent of the city's inhabitants within the year. Over the next decade Bulgaria took much of the northern frontier. In 1354, the Ottomans, enlisted by Ioannis VI as mercenaries in the fight against Ioannis V, took Tzimme and Gallipoli after most of the inhabitants had been killed or had fled during an earthquake. It truly seemed to contemporary chroniclers that the will of God was against Byzantium. All that remained of the Empire by 1357 was Thrace, a few Aegean islands, some isolated outpost cites including Philadelphia and the often-rebellious Thessalonica, and the vassal Despotate of the Morea. By now, Ioannis V was sole Basileus, but he had no empire left to command. By 1355, Stephan Dušan was dead and the threat from the Slav Empire he had tried to forge was gone, but Ioannis V was unable to take advantage of this small respite. His Ottoman allies, now firmly entrenched in Europe, began to settle Thrace and took Didymotichum in 1361 and Adrianople in 1362. By 1366, Ioannis, beaten repeatedly and with his army ground down from the civil wars he had pushed on the Byzantine people, realised too late that he was overmatched. His decision to beg the West for help proved to be a disaster; never before had a Byzantine Basileus gone, hat in hand, to the Catholics for help, but Ioannis did that now. He asked Lajos the Great of Hungary for backing to defeat the Turks, which Lajos refused to do unless the Emperor submitted to Rome. On his crestfallen return to

Constantinople, Ioannis suffered the further indignation of being captured by his own in-law, the Bulgar Tzar Ivan Aleksandar. As the Byzantines were unable to mount a rescue, Ioannis V had to wait several months for his brother in law, Amadeo of Savoy – the 'Green Count' – to retrieve him. In 1368 Ioannis submitted to the Pope, but this personal gesture in no way healed the schism between the churches, and it was an empty and humiliating act that further alienated his people.

With Byzantium's staunchest allies now taking away their core possessions, and the West's aid dependent upon the Byzantine people's abandonment of their Orthodox faith, something to which they would never assent, Ioannis V had nowhere to turn. By the time of the Turkish victory on the Marica in 1371, it was clear that the Empire could no longer rely on any real help from any quarter. Had the Pope and Central Europe been able to put aside religious differences and support the empire, they would have saved themselves 300 years of costly and destructive war defending their own borders against the might of the Ottoman Turks. The final and ironic insult heaped on Ioannis was that in 1390, he and his son, Co-Emperor Manuel II, as vassals of Sultan Bayezit, were forced to assist him in the siege and reduction of Philadelphia, the last loyal Byzantine city in Asia. The Venetians, always looking for a moneymaking enterprise at Byzantium's expense, provided the ships. By 1391, Ioannis was dead. His astonishingly long rule was marked by poor decisions, personal disloyalty, the prosecution of countless civil wars which tore the empire and what was left of its army to shreds, his pathetic and willing debasement at the hands of the Pope, and his humiliation as a hostage at the hands of his neighbours. He had failed as Basileus in every respect but one; he somehow managed to hold onto his throne for 50 years.

ENDGAME

The last three men to hold the title of Basileus did so as vassals of the Ottoman Sultan. But Manuel II, Ioannis VIII, and Constantinos XI were men of determination and talent, and they were anything but willing vassals. They gave everything in their fight to save the Empire, yet their tragedy was to have been emperors when the time of Byzantium's possible salvation had long passed. The 1402 defeat of Bayezit by the Turco-mongol warlord Tamerlane the Great plunged the Ottoman Empire into a civil war. This augured well for the Byzantines, who were suddenly no longer Ottoman vassals. When Ottoman Prince Suleiman appealed to Byzantium for support against his three brothers, Mehmet, Mustafa and Isa, Manuel could hardly believe his luck. Then when Suleiman was defeated by his brother, Prince Mustafa, Manuel successfully courted Prince Mehmet as an ally. With Manuel's help, the Ottoman prince defeated his brother by 1413, taking sole control of the Ottoman Empire. Mehmet I manfully acknowledged his debt to the Emperor and re-confirmed an alliance of equals with tiny Byzantium. This good relationship lasted until Mehmet's death in 1421. His son, Murad II, was far more hostile to Byzantium's continued existence. That year, the Sultan embarked two forces – a fleet to besiege Thessalonica and an army to take Constantinople. Byzantine determination came into play once again when the Sultan's all-out assault against the famed land walls

failed miserably. But while Constantinople survived easily, Thessalonica simply could not be defended. In 1423, the second largest city of the Empire was lost forever. Later that year, Manuel II, crippled by a stroke years earlier and now very sick, abdicated in favour of his son Ioannis VIII. When Manuel died in 1425, all Byzantium – and indeed, all the world – mourned his passing with glowing eulogies, much deserved.

The Empire Ioannis VIII led was almost literally bounded by the walls of Constantinople and Galata. Ioannis dispatched his family to the Morea, which with its large army and an allied Venetian navy on patrol was very defensible. Constantinople, with its resources now reduced to what was inside the walls, was not. The life of the Empire was clearly ebbing away. One bright spot – the 1437 Council of Basel, designed to heal the schism between the Orthodox and Catholic Churches – quickly turned ominous. By the time the Basileus returned to Constantinople in 1440 with the Agreement of Union, his people rejected his achievement and Orthodox churchmen who participated in the Council were actually beaten by their flocks. It was at this time that the Byzantine Greeks, despite their precarious situation, began to declare that the Sultan's turban was preferable to the Cardinal's hat. The Union did secure the one thing that mattered for Constantinople's survival – yet another Crusade, this led by the one general who had a chance of succeeding, János Hunyadi. Sadly, as we have seen, this failed at Varna in 1444, and by failing, negated all that Ioannis VIII had tried to do for the dying city in the previous eight years. By 1448, Ioannis VIII Paleologos was dead at the young age of 53, perhaps more from disappointment than illness. His brother Konstantinos, Despot of the Morea, was next in line for the throne. It is somehow fitting that the last man to occupy the throne of the Eastern Roman Empire should have the same name as the first.

THE FALL OF CONSTANTINOPLE

When Konstantinos XI Dragases was crowned Basileus, the realm he inherited was only a few square miles in size. Konstantinos had no money, no food, and ultimately very little goodwill from the West, despite the union between the Orthodox and Catholic Churches. It seemed that Byzantium would be on its own in the end, but the Genoese and Venetians came through with supplies, and a few transports loaded with several hundred reinforcements and sailors that would allow the city to mount a real defence. With Konstantinos and the Genoese soldier Giovanni Giustiniani Longo at their head, the soldiers and families of the city worked to strengthen the walls and stockpile supplies. When the Turks finally came, Constantinople was as ready as it could be.

On April 5, 1453, the young Sultan Mehmet began to invest the city from both land and sea. His demand for surrender was refused; all citizens knew it would mean the final end of the Roman Christian Empire that had survived nearly 1,200 years. Behind the best defensive walls in the world and hopeful of significant Venetian reinforcements, the Byzantines held firm. The final battle came on May 29, 1453. A week earlier, the Greeks said they saw God desert

the city. A lunar eclipse was followed by the destruction of the ancient Icon of the Holy Virgin in a freak electrical storm. A few days later, an unseasonable winter fog completely obscured the city. That night, the dome of the Hagia Sophia was bathed in an unearthly red glow. Although perhaps an instance of Saint Elmo's fire, to the Byzantine people it was clearly seen as the end of their time. Urged to leave the city and set up a government in exile, Konstantinos refused; with no city to command, there could be no Empire. He would stay.

At one o'clock on the morning of the 29th, Mehmet gave the word for the final assault. Konstantinos and nearly 9,000 men (half of which were armed civilians) held the city against Mehmet's tens of thousands. They withstood the first two waves of Ottoman troops, and were holding firm against the third and final wave, the Sultan's elite janissaries. Despite its ferocity, this attack appeared to founder when luck favoured the Sultan. Giovanni Giustiniani Longo, shot through the armhole of his harness, was hurriedly carried to the rear. With his general apparently retreating, and a janissary standard bearer on the inner wall (the Turkish trooper was actually cut off, but holding firm against his Byzantine attackers), the Emperor feared the day was lost and soon his troops lining the wall gave way. Konstantinos and his bodyguards were left alone in the breach created by the Ottoman artillery. Surrounded by Turks, he was reported to have cried, "Is there no Christian here who will take my head?" Basileus Konstantinos XI was carried away in the flood, his body never recovered. With his death, the last of the Roman Empire also died. Yet there were those among the Greeks who believed Konstantinos survived or perhaps achieved a kind of apotheosis, and that he would one day return to lead the Greeks to victory and finally push the Ottomans out of the city that bore his name. As for the new owner of the empire, on entry into the Hagia Sofia, Mehmet is reported to have uttered these words of a Persian epic, "The spider weaves the curtains in the palace of the Caesars; the owl calls the watches in the towers of Afrasiab..."

LATE BYZANTINE TACTICS

In the High Byzantine period, 840-1171, cavalry tactics ruled the day, with hard trained infantry providing moveable bastions behind which shock cavalry could retire and regroup. A century later, cavalry was still very much the dominant arm of the later Byzantine field force. Cavalry still used close formations, but these were most likely squadron-sized *alagaia*, much smaller and more tactically flexible than the wedges of 500+ described by Nikephros in his famous *Tactica*. Shadow warfare – the guerilla tactics of keeping tabs on an enemy from a distance and conducting hit & run attacks when possible – was still practiced at this time.

Byzantine forces evolved despite the loss of military resources. A description of a 1345 battle describes the Byzantine deployment as occurring in three separate bodies: a strong centre comprised of the best cavalry and formations of spear-armed infantry, a defensive left of heavy cavalry, and an offensive right of Turkish horse

archers. In other battles, Byzantine heavy cavalry is noted several times as being held in reserve, ready to exploit any openings made by lighter cavalry such as horse archers or turcoples. Infantry was used as a second line, providing a rallying point behind the main cavalry line.

But, Byzantine armies of this period could not avoid becoming very small. Prince Teodor Paleologos is recorded as advising that when suddenly attacked, Byzantine commanders should not waste time trying to form into battles, but rather should quickly band together in one body and fight their way out of ambush. The loss of cash income, the sinews of war, also dictated that cavalry lightened and became less wedded to the old, specialised tactics of shooting, then shock charging the weakened foe. At this time, traditional Byzantine mounted archery based on disciplined volley fire was abandoned in favour of producing more lightly equipped lancers. The development of a native light horse archer, capable of fighting in much the same way as its Turkish model is recorded in the late 14th Century, but very few of this troop type were likely produced with military resources so much on the wane, and with skilled light horsemen readily available as mercenaries.

BYZANTIUM'S LEADERS

Ioannis VI Cantacuzenus. *Megas Domestikos of the Empire had himself crowned Emperor in 1341 during the minority of Ioannis V Paleologos, the rightful heir. Ruled in Constantinople between 1347 and 1354. Was defeated by Ioannis V and forced to retire to a monastery, where he died in 1383.*

Manuel II Paleologos. *Son of Ioannis V, reigned from 1391 to 1425. He managed to withstand the attempts of Bayezit I to take Constantinople and enjoyed some diplomatic successes during the Ottoman Interregnum. He toured Europe in search of help against the Ottomans between 1399 and 1403, but in vain.*

Konstantinos XI Paleologos. *Last Emperor of Byzantium, he reigned from 1448 to 1453. Led the defence of the besieged city against Mehmet II and died fighting the besiegers on the day of the city's fall. His pleas for military help remained largely unanswered by the West.*

Giovanni Giustiniani Longo. *Genoese mercenary who led Constantinople's defence during the siege of 1453. His retreat when wounded and subsequent flight on a Genoese ship signalled the end of the city's resistance.*

USING BYZANTINES ON THE TABLETOP

To reflect the real scarcity of regulars and effective provincial troops, the Byzantine lists in this supplement have been created with a small core of true Byzantine Greek troops, and are designed to allow players to take up to 75% of their armies as mercenaries. On the tabletop, Allies and Mercenaries tests can kill you. Avoid these as much as possible by making use of the troops that can be upgraded to Permanent Mercenaries – these automatically pass their initial Allies and Mercenaries Leadership tests. Also, remember that most cavalry units will be cheaper to upgrade to Permanent Mercenaries than infantry due to their smaller size. And since you will be taking a fair number of mercenary units that will sink or swim on their own Leadership, cavalry tend to be a bit more forgiving with their generally higher Leadership stats during this period.

These aren't easy armies to win with. Byzantine commanders of the time studied the latest military treatises from Italy, and to win with the hodge-podge of troops available requires you to be nearly as well read as your Byzantine predecessors. You will need to be clever. Take advantage of ruses and feints, using allied light cavalry to feign flight while you set up combined frontal and flanking charges with your heavy cavalry. You may want to deploy a division of Permanent Mercenaries to open the battle on one flank, forcing your opponent to open his line to flank attacks from the rest of your force. You may also use skirmishers and light horse to hold your opponent's army, preventing it from marching while you attempt to thin it out with bow and crossbow fire before committing your combat troops to the fray. Remember that only your native contingent will be able to use the Leadership of your general. It makes sense to deploy and use these troops together in a division; despite its small size, it can be the strong central core of your army.

The use of the Emperor in a Paleologan, or true Imperial, force, allows you to use his Oiketai. This is a small elite force of palace guardsmen, the Basileus's family, and supporters; it is counted as Stubborn. Using it aggressively if mounted, or to absorb an enemy charge if dismounted, are both risky, but if the Emperor survives, you can thunder in against the enemy unit with your own flank charges in the next turn. Remember though this desperate gamble can end in disaster.

MODELLING THE BYZANTINES

Byzantine troops of the 14th Century are currently not available, though, as mentioned earlier, Gripping Beast is planning to offer a late Byzantine range. These very distinctive looking troops will also figure prominently in the Bulgarian, Early Serbian, and Albanian armies featured in this book. Late Byzantine troops from about 1420 on can currently be represented by a combination of models from the Old Glory Byzantine range (archers and skirmishers) and any appropriate models of 15th Century men-at-arms, both foot and mounted, and crossbowmen and handgunners, as Byzantine armies by this point had begun to use the latest plate armours and some modern weaponry.

ARMIES OF BYZANTIUM

ARMY COMPOSITION

PALEOLOGAN BYZANTINES, 1280-1453

The state of the Paleolog dynasty is the core of the Byzantine Empire. Its armies reflect this status, however diminished it had become, in that they have more choices of troop types and it is the only army that can be led by the Emperor of Byzantium, take bodyguard troops, or take elite cavalry units.

Characters: 0-25% of the points value of the army. May take a Basileus as Army General.

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

Infantry: 0-25% of the points value of the army. May only take 0-1 Mangonel or artillery piece for each 1,000 pts. Bombards may only be taken after 1420.

Allies and Mercenaries: 0-75% of the points value of the army.

Additionally, Paleologan armies may take allies from the following lists:

Serbian (1327-1352) may take any Serbian troops, but Vlastella are limited to 0-1 per 1,000 pts

Bulgarians (1327-1352) may take any Bulgarian troops, but Pronija Retainers are limited to 0-1 per 1,000 pts – may not take Provincial Pronija

Ottomans (1327-1442) may take any Ottoman infantry or cavalry, but Sipahi are limited to 0-1 per 1,000 pts; may not take Kapikülü troops

Italian Condotta from *Armies of Chivalry*. May take any Italian cavalry or infantry, but Mercenary Knights are limited to 0-1 per 1,000 pts; may not take Feudal Knights

All such units are subject to the Allies and Mercenaries rule.

DESPOTATES OF EPIROS, 1280-1340; THESSALY, 1280-1318

The armies of the Byzantine Epirote and Thessalian satellite states were marked by a lack of elite native troops, and indeed, a Latin knightly element remained strong in these armies. Thessaly was in theory a province of Epiros, but in reality it remained fiercely independent. Both armies notably lacked nomadic horsemen other than Vlach and Bulgar elements.

Characters: Up to 25% of the points value of the army. May not take a Basileus.

Cavalry: Up to 25% of the points value of the army may be Pronoia/Stratiotai. No other cavalry choices are available.

Infantry: Up to 25% of the points value of the army. May not take Tzakones Militia. May only take 0-1 Mangonel for each 1,000 pts; Bombards may not be taken.

Allies and Mercenaries: Up to 75% of the points value of the army may consist of Latinikoi Knights and Skythikoi (must be Vlachs), and allies from the following army lists:

Paleologan Byzantines (1309-1310) may take Pronoia/Stratiotai and 0-1 Kavallarioi

Albanian Allies (1280-1340) only Epirotes may take Stradioti, Harkëtar and Qitës.

Bulgar Allies (1280-1318) may take only Bulgar Horse Archers, and Ichirgu; may only be taken by Thessaly

All such units are subject to the Allies and Mercenaries rule.

DESPOTATE OF THE MOREA, 1280-1460

The Despotate of the Morea was by all accounts a success story. By 1349, what had been a remnant Greek foothold in the Peloponnese in 1204 had become the semi-independent Despotate of the Morea. This state alone among Byzantine satellites managed to grow economically during this period, reaching a peak of development in the mid-15th Century. The Despotate fielded large armies in 1432 and 1443-4, largely comprised of mercenaries, but also including strong native and allied elements, and held out longer than any other Byzantine state in Europe once the full power of the Turks came to bear on the Empire. But, as sturdy as it was, the Morea was never big enough to hold out long; it finally succumbed to the Ottomans in 1460.

Characters: Up to 25% of the points value of the army. Morean armies may not take a Basileus.

Cavalry: Up to 25% of the points value of the army may be Pronoia/Stratiotai; no other cavalry choice is available.

Infantry: Up to 25% of the points value of the army; may not take Tzakones Militia. May only take 0-1 Mangonel or artillery piece for each 1,000 pts; Bombards may only be taken after 1420.

Allies and Mercenaries: Up to 75% of the points value of the army may be taken of Maniates/Melingioi, Latinikoi Knights, Italian Handgunners (1459-1460), and 0-1 Italian Men-at-Arms (1459-1460).

In addition, allies may be taken from the following army lists:

Paleologan Byzantines (1280-1347) may take Kavallarioi, Kontaritoi, and Pronoia/Stratiotai only

Albanian (from 1347) may take Stradioti, Harkëtar and Qitës only

Hungarian (1445-1450) may take Crusader Knights and Sergeants only

Ottoman (1382-1394) may take Akinci, Azab/Yaya, and Voynuks

All allies are subject to the Allies and Mercenaries rule.

CHARACTERS

0-1 Basileus or Despot/Ceasar/Senior General

	M	WS	BS	S	T	W	I	A	LD	Pts
Basileus/Emperor	4	6	6	4	4	3	6	3	9	180
Despot/General	4	5	5	4	4	3	5	3	9	165

Equipment: Hand weapon, heavy armour, and shield. May have a double-handed weapon (+4 pts) if dismounted. May have a thrusting spear (+4 pts) or lance (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. May take half (+4 pts) or lamellar (plate) barding (+6 pts). May have a bow (+4 pts). May take partial or full plate armour (free if mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted), but may not then have a bow.

Special Rules: *Army General.* The Paleologan Emperor may be accompanied by his Oeketai (bodyguards). *Eastern Shock Cavalry* if mounted and armed with a thrusting spear.

This category serves for not only those generals 'born to the purple': Emperors, Despots, and Caesars (the Emperor's recognised immediate family) – but also any of the Byzantine high commanders, such as the Megas Domestikos, Sebastokrator, Megas Dux, or Protostrator.

0-1 Skouterios

	M	WS	BS	S	T	W	I	A	LD	Pts
Standard Bearer	4	4	4	4	4	2	4	2	8	90

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

Special Rules: *Army Standard Bearer.* *Eastern Shock Cavalry* if mounted.

Pictorial evidence and written accounts suggest that Byzantine armies continued to use a system of multi-tailed banners, often featuring the image of a dragon, eagle, or a cross, to indicate who was in charge of the army. In the 14th Century romance of Alexander the Great, Alexander himself is shown accompanied by a three-tailed banner sporting a dragon, while lesser commanders are shown with swallow-tailed or single-tailed pennants.



Dux or Comes

	M	WS	BS	S	T	W	I	A	LD	Pts
Duke or Count	4	4	4	4	3	2	5	2	8	65

Equipment: Hand weapon, heavy armour, and shield. May have a double-handed weapon (+4 pts) if dismounted. May have a thrusting spear (+4 pts) or lance (+4 pts), and must have a horse (free) or warhorse (+4 pts) if mounted. The warhorse may have half barding (+4 pts) or lamellar (plate) barding (+6 pts). May have a bow (+4 pts). May take partial or full plate armour (free if mounted; partial plate is +4 pts if dismounted; full plate is +6 pts if dismounted), but may not then have a bow.

Special Rules: If no other Army General is taken, a single Dux may be made *Army General* (+25 pts). *Eastern Shock Cavalry* if mounted and armed with a thrusting spear.

There were only a handful of nobles still able to field units of troops, and throughout the 14th Century, Paleologan Byzantine forces may have totalled no more than 6,000. This category not only represents the few remaining Byzantine feudal magnates but also Byzantine minor court level commanders, such as Archontes, Drongarios, Konostaboulos (Frankish commanders) and other Imperial officials entrusted with command.

CAVALRY

Kavallarioi

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	8	21
Dismounted	8	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, light armour, shield, thrusting spear, and horse. May have a bow (+3 pts) and may have heavy armour (+2 pts).

Special Rules: *Open Order* and *Eastern Shock Cavalry* if mounted.

Ostensibly the Emperor's strong cavalry arm, true kavallarioi became increasingly rare as the Byzantines lost land and their resources dried up. In the late 13th Century and for most of the 14th Century, kavallarioi were armed with thrusting spears and bows in the traditional Byzantine style. By the late 14th Century, the bow most likely disappeared as Kavallarioi began to adopt Western armour and abandoned Byzantine mounted archer tactics.

Oiketai Bodyguards

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	4	3	3	1	4	1	8	33
Dismounted	8	4	4	3	3	1	4	1	8	18

Equipment: Hand weapon, heavy armour, shield, thrusting spear, bow, and horse. May have partial or full plate armour (free if mounted; partial plate is +2 pts if dismounted; full plate is +3 pts if dismounted), but may not then have a bow. Horse may have half barding (+4 pts) or lamellar (plate) barding (+6 pts). May exchange bow and spear for lance. Dismounted models may exchange thrusting spears for halberds.

Special Rules: *Stubborn. Eastern Shock Cavalry* if mounted. If taken with lance, they lose Eastern Shock status but may then count a +1 rank bonus. *Guard Archers.* Oiketai must be the smallest infantry or cavalry unit taken in the army. May only be fielded if the Paleologan Emperor is taken; if Oiketai are taken, the Emperor may accompany no other unit.

The Oiketai is a small body of troops loyal only to the Emperor. Comprised of his sons, cousins, nephews, and handpicked troops from his palace bodyguards, they never left the Emperor's side in battle. These formations were never large and are therefore limited in size. Rather than break out the many different Byzantine guard units, we have used Oiketai as a catch-all entry representing all available guardsmen. Palace guard units had become so small by the 14th Century that many of them consisted of no more than a few score individuals; in 1404, only about 80 Varangians were still recorded as serving the Emperor, and some may have served until later. Five hundred Catalans were brought into service as a group in the mid 1300s and Catalans are still recorded as late as 1437, though likely at a much reduced size. Mounted Guard units included the Paramonai and Vardariots, while foot units included the aforementioned Varangians, Mourtatoi archers, Catalans, the Emperor's personal Tzakones (Marine bargemen), and a company or two of Cretan guards, soldiers with a fierce reputation who may have served the Byzantines right up to May 29, 1453.

Pronoia and Stratiotai

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

Equipment: Hand weapon, thrusting spear, light armour, shield, and horse.

Special Rules: *Open Order. Eastern Shock Cavalry.*

Pronoia were Byzantine feudal cavalry, which by the 14th and 15th centuries had largely abandoned the bow and came to battle equipped as medium cavalry. Stratiotai, meaning simply soldiers, likely refers to the same lightly equipped feudal horsemen.

INFANTRY**Kontarittoi**

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

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

Special Rule: May be taken in *Mixed Order* with Toxotai.

Kontarittoi (spearman) would only be seen in the most well equipped armies of the period, with their role usually filled by more widely available mercenary infantry. Throughout the 14th Century, these troops made use of distinctive Byzantine almond or kite-shaped shields and a combination of leather and mail or lamellar armours.

Toxotai

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

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

Special Rules: *Open Order.* May be taken in *Mixed Order* with Kontarittoi, but then lose *Open Order* status

Byzantine art of the 14th Century depicts well-equipped archers with padded gambesons, helmets, and some mail. This equipment was rare, in all likelihood, Byzantine archers were mostly poorly outfitted in whatever pieces of armour they could find.

Tzakones Militia

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

Equipment: Hand weapon, thrusting spear, and shield. May substitute throwing spear for thrusting spear.

The term Tzakones originally meant 'marines', but by the 14th Century, Tzakones refers to a number of different Byzantine units, from bandit warriors to Marine guardsmen. This particular entry represents militias, most commonly employed for the defence of fixed fortifications in frontier territory, and for supplementing locally raised, regular troops.

Psiloi

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

Equipment: Hand weapon and bow. May substitute javelins and buckler for bow. 0-1 unit may take crossbows, or handguns after 1421 (+2 pts).

Special Rule: *Skirmishers.*

Mangonel – 75 points



ALLIES & MERCENARIES

Turkopoloι and Skythikoi (Alans, Cumans & Vlachs)

	M	WS	BS	S	T	W	I	A	LD	Pts
Horse Archers	8	2	3	3	3	1	4	1	5	16

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

Special Rules: *Skirmishers. Nomad Cavalry. Allies and Mercenaries.* May be upgraded to *Permanent Mercenaries* (+2 pts).

Skythikoi horse archers were a feature of the various Byzantine armies of the period. The Vlachs of Thessaly in particular were especially well-known soldiers and had a reputation as good hand-to-hand fighters. This category also represents Turkopoloι (Sons of Turks), and Turkish Vardariotai, an Imperial guard regiment that served in the late 13th and early 14th centuries. For modelling purposes, Cumans served in Paleologan Byzantine armies until 1292; Turkopoloι to 1306; and Alans, briefly, 1301-1305. Vardariot guardsmen are not mentioned after the early 14th Century.

Maniates and Melingioi

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

Equipment: Mixed weapons and shield.

Special Rules: *Open Order* but count rank bonus up to +2. *Warband. Allies and Mercenaries.* May be upgraded to *Permanent Mercenaries* (+1 pt).

Maniates and Melingioi are ill disciplined auxiliaries comprised of bandits, tribesmen, or farmer-soldiers from the Balkans or Anatolia.

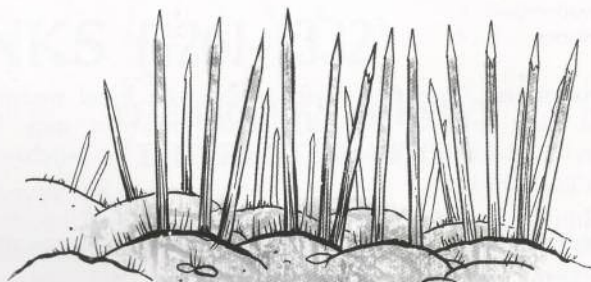
Latinikoi Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Mounted	8	4	3	3	3	1	4	1	7	29
Dismounted	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, lance, heavy armour, shield, and warhorse. May take cloth barding (+4 pts). If dismounted, may take double-handed weapon or halberd (+2 pts). May have partial plate armour (free if mounted; partial plate is +2 pts if dismounted).

Special Rules: *First Charge* and *Impetuous* if mounted. If dismounted, may be taken in *Mixed Order* with Latinikoi Crossbowmen. *Allies and Mercenaries.* May be upgraded to *Permanent Mercenaries* (+2 pts if mounted, +1 pt if dismounted).

After the 1204 Sack of Constantinople, large numbers of Crusaders settled in the lands of the former Byzantine Empire. The Crusader states that persisted after the Byzantines retook the city in 1261, began to ally with the revived empire in exchange for recognition of their possessions.



Latinikoi Infantry

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

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

Special Rules: Can be taken in *Mixed Order* with Latinikoi Crossbowmen. *Allies and Mercenaries.* Can be *Permanent Mercenaries* (+1 pt).

Frankish mercenaries were accompanied by their own infantry, which was trained well enough to be preferable to most Byzantine native troops

Latinikoi Crossbowmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Crossbowmen	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon and crossbow. May have light armour (+1 pt) and shield (+1 pt).

Special Rules: *Open Order.* Can be taken in *Mixed Order* with Latinikoi Infantry or dismounted Latinikoi Knights, which then makes them *Close Order.* *Allies and Mercenaries.* Can be *Permanent Mercenaries* (+1 pt).

Italian Mercenary Men-at-Arms

	M	WS	BS	S	T	W	I	A	LD	Pts
Men-at-Arms	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon and partial plate armour and shield or full plate armour. May take double-handed weapon or halberd (+2 pts).

Special Rules: *Allies and Mercenaries.* May be upgraded to *Permanent Mercenaries* (+1 pt).

Italian Mercenary Handgunners

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

Equipment: Hand weapon, handgun, and light armour (+1 pt). May take Pavises (+1 pt).

Special Rules: *Handguns. Open Order. Allies and Mercenaries.* Can be *Permanent Mercenaries* (+1 pt).

These handguns, described as shooting projectiles the size and shape of 'Pontic walnuts' were known in Byzantine service as 'Sciopos'.

Light Bombard

	M	WS	BS	S	T	W	I	A	LD	Pts
Light Bombard	-	-	-	6	5	3	-	-	-	50
Crewmen	4	3	3	3	3	1	3	1	6	free

Equipment: Three crewmen armed with hand weapon and light armour. Two additional crewmen may be purchased for +10 pts each. Mantlets may be purchased (+10 pts per gun).

Special Rules: *Artillery.* Can be *Permanent Mercenaries* (+5 pts).

Though the Byzantines did not acquire cannon until the 1420s at the earliest, they are recorded as being used in sieges and are included for completeness.

SPECIAL CHARACTERS**Emperor Konstantinos XI**

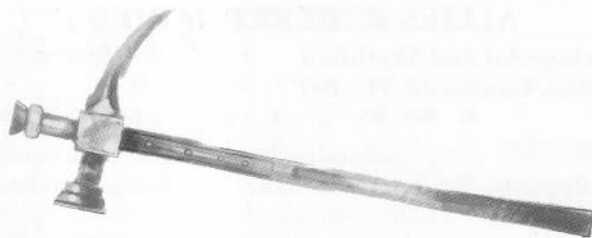
	M	WS	BS	S	T	W	I	A	LD	Pts
Constantine	4	6	6	4	4	3	5	3	9	190

Equipment: Hand weapon, full plate armour, and shield. May be mounted on a horse (free) or a warhorse (+4 pts), which may have plate barding (+6 pts). If on foot, may have halberd or double-handed weapon (+4 pts).

Special Rule: *Army General.* If taken, Konstantinos XI may serve as the Army General.

Leader of the True Faith – As the leader of the Orthodox Christian Empire, Konstantinos is an inspiring presence. He allows any one non-allied or mercenary unit in his army to automatically pass one Panic test per game – no dice roll is required.

Embodiment of the State – If Konstantinos is slain, each unit in the Byzantine army and all allied and mercenary units take the resultant Panic test at -1 to their Leadership.

**Protostrator Giovanni Giustiniani Longo**

	M	WS	BS	S	T	W	I	A	LD	Pts
Longo	4	6	6	4	4	3	5	3	9	180

Equipment: Hand weapon, partial plate armour, and shield. May be mounted on a horse (free) or a warhorse (+4 pts), which may have cloth (+4 pts) or plate barding (+6 pts). If on foot, may have halberd or double-handed weapon (+4 pts).

Special Rules: *Army General* – Giustiniani Longo may be taken as Army General. Longo and Konstantinos XI may be taken as characters in the same army. Under these circumstances, Longo becomes army General. Konstantinos's special rules still apply, with the exception of Army General.

Desperation – When Longo led the Byzantine army, they fought the most desperate, and last, fight in the Empire's life. All mercenaries under Longo knew that there was no retreat from the Turks; therefore all allied and mercenary troops count as being Permanent Mercenaries in armies led by Longo and automatically pass their Allies and Mercenaries tests when fighting against Ottomans.

The Devotion of his Men – Though he was head of the Byzantine army for only a short time, Giustiniani Longo quickly won the devotion of his troops. As long as he led them, they were determined to stay by his side. But if Longo is killed or leaves the field, all allies and mercenaries take their Panic test at -1 to their Leadership.



TWILIGHT OF THE ACHAIA FRANKS (1261-1332)

"Great was the joy of the Franks at the glory and the victory God had given them, for those who had been poor were now raised to riches and delight."

Geoffrey of Villebardouin



THE LATIN CRUSADER STATE

The infamous Fourth Crusade began much as the previous three, and Pope Innocent III doubtless envisioned further advances in the Holy Land. However, the Crusaders found themselves deep in debt to the Doge of Venice, and this opportunistic ruler took full advantage of his new puppets. Aggressively meddling in Byzantine politics, the Doge's campaign climaxed with the Crusaders successfully storming and looting Constantinople, capital of Byzantium. Irreplaceable treasures were plundered or callously destroyed, and yet another nail was hammered into the coffin of the Empire.

To add further injury, the unlikely Frankish conquerors successfully settled in after dividing up their new holdings. A Latin Emperor was selected and received one quarter of the spoils, while the Franks and Venetians took the remaining three quarters. Lords distributed their lands in 'fees'; a leading vassal might receive several, and he in turn could then award them to his own retainers in return for service. This transplant of feudalism worked surprisingly well. The local Slav and Greek populations perhaps found their lot in life a bit better under this system and easily adapted from the Byzantine tax official to the Frankish lord.

The tiny Latin states endured some early territorial losses, but their most catastrophic setback came when they once more became embroiled in Byzantine affairs. In 1259, the Franks in Achaia formed an alliance with Manfred of Sicily and Michail II of Epiros (Epiros being one of the three principal Byzantine states left after the fall of Constantinople). The target of their pact was Nicaea, another of the remaining Byzantine states, and some disputed territory in the Balkans. Nicaea, in turn, built its own coalition, and the two armies met at Pelagonia in 1259. The result was a foregone conclusion. The Epirote alliance disintegrated due to suspicion and distrust, leaving the Franks under William Villehardouin, Prince of Achaia, alone and far from home. William now faced a superior enemy force in a better tactical position, and quite sensibly contemplated withdrawing. But, Franks being Franks, they elected to attempt a furious charge. After a desperate struggle, they were annihilated, with the Prince and only 30 of his remaining knights languishing in captivity for some time until a ransom was raised. This victory served as a springboard for Michail Palaeologus, then the Nicaean Emperor; he rode its momentum all the way to repossession of Constantinople in 1261. The Latin Emperor Baldwin ignobly (though wisely) fled for his life.

THE FRANKS SURVIVE THE RESTORATION

Despite the overwhelming losses the Achaian Franks had suffered, they rebounded with surprising vigour. A spirited defence stabilised the situation, and Frankish Greece would survive for another 50 years. Sporadic sparring continued with overextended Byzantine garrisons, but the Frankish death stroke would come from a much fiercer hand.

CONFLICT WITH THE CATALANS

In 1310, the French Duke of Thebes and Athens, Walter de Brienne, encountered marauding Catalans sweeping south through Boeotia. Ever the mercenaries, the Catalan Great Company immediately placed itself at Walter's disposal, and with brutal efficiency took control of Thessaly. Predictably, Walter soon found himself in a squabble over pay with his new employees, and the two sides met for battle near the Kephissos riverbank on 15 March, 1311. A reckless charge into a marsh, whether the result of Frankish foolishness or Catalan cunning, led to wholesale slaughter of the Latin knights, and Walter was killed in combat. The Duchy of Athens was now a Catalan state.

THE LAST GASPS

Despite what seemed the final disaster, elements of Frankish Greece remained somewhat viable. Louis of Burgundy, Prince of Achaia, ably defended his Morean interests with a victory at the obscure Battle of Manolada in 1316. Unfortunately, he died in 1318 and his wife Matilda was forcibly removed from power. A final significant Frankish effort to regain Athens was made by Walter de Brienne, son of the former duke of the same name. Despite papal support, this expedition was aborted in 1332. Though arguments can be made for Frankish resurgences at later dates, this failure marks the end of the line for Frankish hopes in Greece.

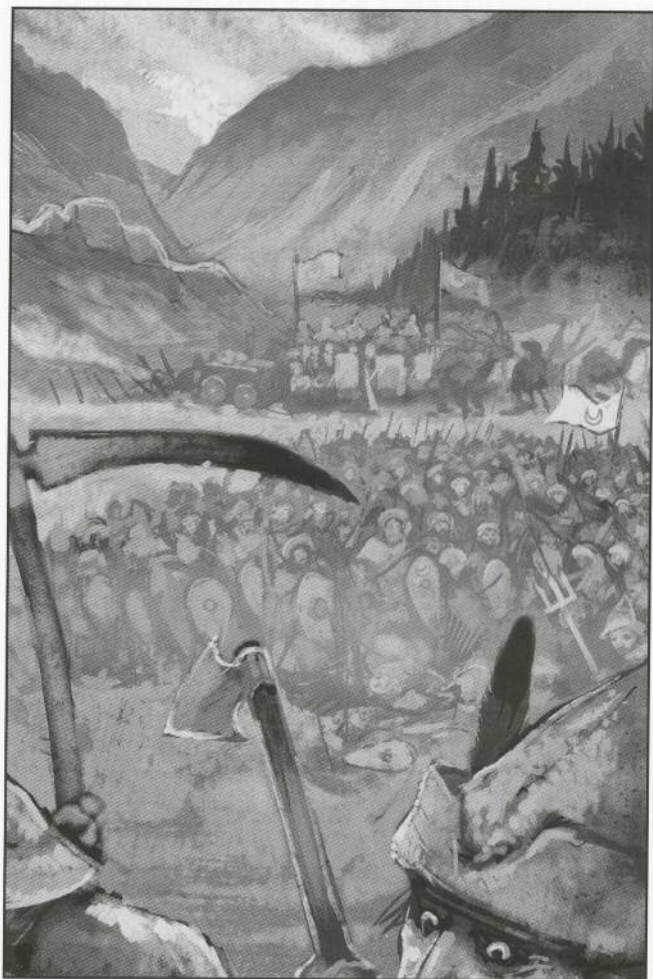
ACHAIA FRANK TACTICS

The armies of Frankish Greece in many ways resemble the armies of other Crusader states in that they were, in a real sense, an ideal miniature of their feudal Western European counterparts. Armoured horsemen were their main strength, and the importance of the knightly charge was paramount to the Franks' tactical approach. But, as noted, the reliance on an all-or-nothing stroke could be an immense drawback when the Franks faced an enemy that knew how to misdirect it. Native and Crusader infantry served an important ancillary role, as did native Byzantine cavalry.

ACHAIAN FRANKS ON THE TABLETOP

The Franks have the stereotypical strengths and weaknesses of a traditional Western feudal army. The powerful Duke/General is a key component for success, and, when at the head of a unit of Frankish Knights, his impressive statistics might be the difference in achieving a quick breakthrough. Should points allow, Barons in additional units dramatically improve this potential. Don't forget about those with Veteran status! The knights of Frankish Greece were accounted to have been the finest in the world; we have certainly made them among the best knights in this supplement.

Frankish Sergeants are quite useful. They are a very cost effective means of gaining a +1 rank bonus for their knightly betters. As an alternative, when on their own, their Open Order status and strong armour save make them good candidates for pursuing enemy skirmishers or attacking flanks. Byzantine Nobles are not quite as useful, but are noticeably cheaper and provide a colourful option. Frankish foot is solid if unspectacular. A stout line of spearmen and crossbowmen is available, and the Hill Tribesmen offer the opportunity to challenge enemy light troops in difficult terrain. Greek archers provide bulk, if little else, but the Mercenary Cavalry can certainly offset what is normally a weak area in Western armies.



When viewed as a whole, the Achaian Frank army can be tailored to fit a number of roles. However, it will not usually have missile superiority, and its foot is mundane at best, so is not the most likely path to success. Any plan that quickly locates the Duke/General and his knights a tempting target will bring about a dramatic result one way or the other. Cry havoc!

Finally, Duke Walter wasn't far from having the right idea, so feel free to dip into the available Allies. The Catalan Company in particular can provide another offensive threat.

MODELLING AN ACHAIAN FRANK ARMY

Find and read a copy of *Lord Geoffrey's Fancy* by Alfred Duggan. If the story of the desperate existence of the tiny Latin states doesn't inspire the reader, then perhaps this isn't the army for that individual.

Finding the proper figures for an Achaian Frank army is not quite as easy as it may first appear. There are far more choices for the 3rd Crusade (1189-1192) and the early phases of the Hundred Years War (1337-1360). One very general statement regarding armour might be that at the beginning of the Frankish adventure, widespread surcoats were just beginning to be commonplace. Another is that toward the end of the list, there was an increasing tendency to add plate protection for the outer extremities: rerebraces, vambraces, and couters (elbow-guards) for the arms, and greaves and knee-cops for the legs. Thus many figures will be perfect matches (or very near), with plenty of options for the collector. One highly recommended range for Achaian Franks is the 1100-1300 offerings from Qualiticast. These are not in production as of the printing of this supplement, but it is hoped that they will again be available.

Feudal retainer figures on foot are simpler. Old Glory has plenty of choices in its Crusader, Mongols in Europe, and Early Hundred Years War ranges. Foundry Barons' Wars figures are excellent for this period. Gripping Beast and Essex come through as well.

Greek archers are particularly easy to find, as light bowmen are found in just about every range of Byzantines produced. Hill tribesmen are available from Old Glory in either their Mongols in Europe (MIE) or Asiatic Horse Peoples (AHP) ranges. The AHP range is also a fine source for Mercenary Cavalry of all sorts.

There are currently no commercially produced flag sets for the Achaian Franks. However, the arms for the house of Villehardouin are 'Or, a cross moline sable'. Arms for the house of Brienne are 'Azure, semé of billets, a lion rampant or'.

ARMIES OF THE FRANKS

ARMY COMPOSITION

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

Cavalry: Up to 75% of the points value of the army. 1+ unit of Frankish Knights must be taken.

Infantry: 0-50% of the points value of the army. May take 0-1 Mangonel for each 2,000 pts.

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

The Franks may take allies from any one of the following lists:

Byzantine Empire

Italian Condotta (Venetians only) from *Armies of Chivalry*.

The Catalan Company

In addition, they may select any number of units of Pronija Retainers, Provincial Pronija, Cuman Settler, Vlach, and Bulgar Horse Archers from the Bulgar list.

All units from these lists are subject to the Allies and Mercenaries rule.

CHARACTERS

0-1 Duke/General

	M	WS	BS	S	T	W	I	A	LD	Pts
Duke/General	4	6	3	4	4	3	6	3	9	185

Equipment: Hand weapon, heavy armour, and shield. May have 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 cloth barding (+4 pts).

Special Rules: *Army General. Veteran.*

0-1 Army Standard Bearer

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

Equipment: Hand weapon, heavy armour, and shield. Must have a horse (free) or warhorse (+4 pts) if mounted. The warhorse may have cloth barding (+4 pts).

Special Rules: *Army Standard Bearer. Veteran.*

Baron

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

Equipment: Hand weapon, heavy armour, and shield. May have 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 cloth barding (+4 pts).

Special Rules: *Veteran.* If no other Army General is taken, a Baron may be made *Army General* for +25 pts. Every other Baron may have an additional attack (+20 pts).

CAVALRY

Frankish Knights

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

Equipment: Hand weapon, heavy armour, shield, lance, and warhorse. Warhorses may be given cloth barding (+3 pts).

Special Rules: *First Charge. Veteran.* May count a Rank Bonus of up to +1 in combat.

Frankish Sergeants

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

Equipment: Hand weapon, light armour, shield, thrusting spear, and horse.

Special Rules: May be *Open Order*. May be the rear rank(s) of a *Combined Formation* with Frankish Knights.

INFANTRY

Frankish Spearmen

	M	WS	BS	S	T	W	I	A	LD	Pts
Spearmen	4	3	2	3	3	1	3	1	7	9

Equipment: Hand weapon, thrusting spear, light armour and shield.

Special Rule: May be in *Mixed Order* with Frankish Crossbowmen.

Frankish Crossbowmen

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

Equipment: Crossbow, light armour and hand weapon. One unit per unit of Frankish Knights may upgrade to BS 3 and LD 7 (+4 pts).

Special Rule: May be in *Mixed Order* with Frankish Spearmen.

Greek Archers

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

Equipment: Bow, improvised weapon.

Special Rules: *Open Order* or *Skirmishers*. Immediately rally if fleeing or firing & fleeing from troops with a lower Movement rate (and if they aren't caught!).

Hill Tribesmen

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

Equipment: Hand weapon, javelins, and buckler. Open Order units may have throwing spears (+1 pt). Skirmishers may have bows or slings instead of javelins and bucklers (free).

Special Rules: *Open Order.* Every second unit may be *Skirmishers*. *Fear* formed cavalry units.

Mangonel – 75 points.

ALLIES & MERCENARIES

Turcoman Horse Archers

	M	WS	BS	S	T	W	I	A	LD	Pts
Horse Archer	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow, and horse. May have shield (+2 pts) and javelins (free).

Special Rules: *Nomad Cavalry. Skirmishers. Allies and Mercenaries.*

THE GRAND COMPANY OF CATALANS (1302-1388)

"In a warfare of twenty years a ship or a camp was become their country; arms were their sole profession and property; valour was the only virtue which they knew; their women had imbibed the fearless temper of their lovers and husbands; it was reported that with a stroke of their broad-sword the Catalans could cleave a horseman and a horse; and the report itself was a powerful weapon."

Edward Gibbon



ROGER DE FLOR AND THE GRAND COMPANY

The Grand Company of Catalans, scourge to Frenchmen, Byzantines, Alans, Turks, and Achaian Franks alike, might never have been more than a mere footnote in Spanish military history were it not for Roger de Flor – a talented visionary with ambition to match. He certainly deserves the credit for vaulting the Catalan Company into the international spotlight.

De Flor was said to have been the son of Richard von der Blume, a German falconer who served, in turn, King Frederick II of Sicily, King Manfred of Sicily, and finally Manfred's young nephew Conradin. Unfortunately, this royal family was doomed by a determined French and Papal coalition; Manfred met defeat and death at the Battle of Benevento in 1266, and Conradin was also beaten in 1268 at Tagliacozzo. Richard died in battle fighting for Conradin, and his wife was left penniless with two young sons. One story relates that de Flor's mother finally found her way into a brothel, but, whatever her fate, it appears that the younger son, one Rutger von der Blume, joined the crew of a Templar vessel at only eight years of age. Rutger didn't surface again until twenty years later. Known as Roger de Flor, he captained his own ship *The Falcon*. His first great opportunity for advancement presented itself during the fall of Acre. De Flor performed his duty to the last, but when the city's collapse was assured, he found room on board his ship to be in desperate demand. Only those who could meet his exorbitant price were admitted, and when Roger dropped off his passengers in Cyprus, he was a fabulously wealthy man. The Templar's Grand Master did not tolerate such conduct, however. Roger's deeds were no secret; he was swiftly and unceremoniously expelled from the Order. This mild setback propelled Roger into open piracy, and he did quite well in his new career.

A few years later, Roger followed nearly in his father's footsteps. He was gratefully accepted as an admiral in the service of yet another King Frederick of Sicily (this time of Spanish origin, rather than German). This office led to further opportunities, and, when the event-filled year of 1302 came to pass, Roger de Flor was in command of the Grand Company of Catalans. He was just getting started!

With the War of the Sicilian Vespers (the struggle between Spanish and French factions for sovereignty of Sicily) at an end, de Flor was well aware that to remain in Sicily as unwanted mercenaries was not a favourable option. Even less appealing was the thought of returning to Spain, where his support of the Sicilian King was viewed somewhere in the vicinity of treason by Aragon's King James. He turned his eyes to gaze on the unpredictable east.

The Byzantine Emperor Andronicus Palaeologus received a startling proposal in 1302. De Flor offered the services of the war-hardened Catalan Company to him for nine months. In exchange, the swords-for-hire would receive DOUBLE the rates of the usual mercenaries, with four months' worth in advance. Roger would be commissioned as *megas dux* (fifth highest position in the Byzantine rank structure), and he would marry one of the Emperor's nieces. Despite the outrageous nature of the proposition, Andronicus accepted the offer. During the first visit to Constantinople, and on the night of Roger's wedding, the Company proceeded to engage in a street brawl of immense proportions with the locally stationed Genoese. Needless to say, their stay was cut short. The Catalan Company then quickly marched on Cyzicus, where the Turks who had so vexed Andronicus were laying siege. Approximately three months later, the Turks were in disarray and retreating. His hiring of the Catalans seemed to be well worth the steep price.

Or was it? Roger and his Catalans showed absolutely no regard for the Emperor's orders, and their doubled wages had thoroughly upset the jealous Alans that were supposedly supporting them. Still, the Company continued to rout their enemies, with their next action being the total dismantling of the Karaman Turks at Philadelphia. At this stage it was becoming clear that Roger smelled yet another opportunity for advancement. Perhaps his own kingdom in Anatolia? His authority was already unquestioned; he even passed judgment (including the death penalty) on Byzantine officials and citizens who annoyed him! His riches, victories, and influence grew unabated.



But success breeds enemies. The events that led up to 5 April, 1305, are a confused maze of political manoeuvres between Roger and Michail Palaeologus, son of Andronicus and co-Emperor. Warfare with the Turks remained constant, as did Catalan dominance. Despite this, Roger and Michail had a hostile relationship. Overdue pay was always an issue, and command was hotly contested. Yet Roger was promoted to Caesar, and even more importantly was granted all of Byzantine Anatolia. With all of his demands satisfied, Roger travelled to meet face to face for the first time with his rival, and Michail welcomed him for a long visit at Adrianople. Roger's wife and mother-in-law had begged him not to attend, but perhaps he hoped to cement his gains by patching up differences with the co-Emperor. And, on the surface, this appeared to be exactly what was occurring. On 5 April, the masquerade ended; Roger de Flor was treacherously assassinated. While there are conflicting details in the reports, the lead assassin is named as George Gircon, an Alan chieftain who bitterly hated de Flor for his son's death at the hands of Catalan soldiers.

Thus passed Roger de Flor, adventurer without peer, into history. But his death did not bring peace; in fact, it was the harbinger of quite the opposite. Byzantium would now endure the Catalan vengeance.

CATALAN VENGEANCE

Roger's death and the widespread murder of his former soldiers did not snuff out the Catalan flame; in fact, it doused it with petrol. Aggressive recruiting of suitable Bulgars and Turks kept the Company at full strength, and its scattered elements quickly regrouped. They smashed Michail's Byzantine army near Rhaedestum, leaving the now vulnerable province of Thrace at their mercy. With unprecedented brutality, they swept across Thrace, systematically committing acts of destruction and revenge. The once fertile land was literally gutted.

The Catalan Company finally settled into service with Walter of Brienne, Duke of Athens, in 1310. Their efficiency led to the capture of over 30 castles for him, but when peace ensued, he tried to dismiss them without pay (but did grant lands to 500). The Catalans, as always, were willing to fight for what they felt was their entitlement.

THE BATTLE OF KEPHISSOS

The Catalan reputation for ruthless efficiency was not lost upon Duke Walter. He gathered contingents from all across Frankish Greece, and reportedly assembled an army of 2,000 or more cavalry (including 700 knights) and between 4,000 and 8,000 infantry (mostly Greeks). The Catalans meanwhile totalled 3,500 horse (including many Turks) and 4,000 foot (Almughavars and a few reluctant Byzantine archers). The disgruntled mercenaries formed along the bank of the Kephissos River, with their right flank on Lake Kopais. The Franks obligingly charged right into a carefully prepared plain that had been transformed into a suffocating trap of marsh and mud. What initially appeared to be a fierce contest instead turned into a routine slaughter by the Catalans. Duke Walter perished along with most of the Frankish nobility.

THE FINAL CHAPTERS

The Duchy of Athens was now in Catalan hands. They promptly requested that the royal house of Sicily rule over them, and a series of eight Dukes (absent figureheads all) reigned from 1312-1388. It is perhaps fitting that a later band of European mercenaries, the 'Navarrese Company', so disrupted the Catalans that they were finally defeated by a Florentine expedition in 1388. The Florentines would maintain a tenuous hold on their new conquest until 1456, when the Ottoman Turks (who had up until this time accepted tribute, since 1394) finally dispensed with all pretences and absorbed the duchy into their vast empire.

THE ALMUGHAVARS

"Now these soldiers that are called Almoghavars are men who live for naught save only warfare, and they dwell not in towns nor in cities but in mountains and in the forests. And they fight continually with the Saracens and make forays within their land for a day or two, pillaging and taking many Saracens captive, and likewise their goods whereby they live. And they suffer many hardships such as other men could scarce endure... and these men are exceeding strong and are swift to flee or to pursue"

Bernat Desclot

It is impossible to understand and appreciate the achievements of the Catalan Company without first examining its primary soldier, the Almughavar mercenary. Despite humble origins, these fierce warriors would face the most diverse of opponents: Muslims of Spain, Byzantine Greeks, Slavs, Turkish horse archers, and Frankish knights. Even more astounding, they would routinely best them all. So, who were they?

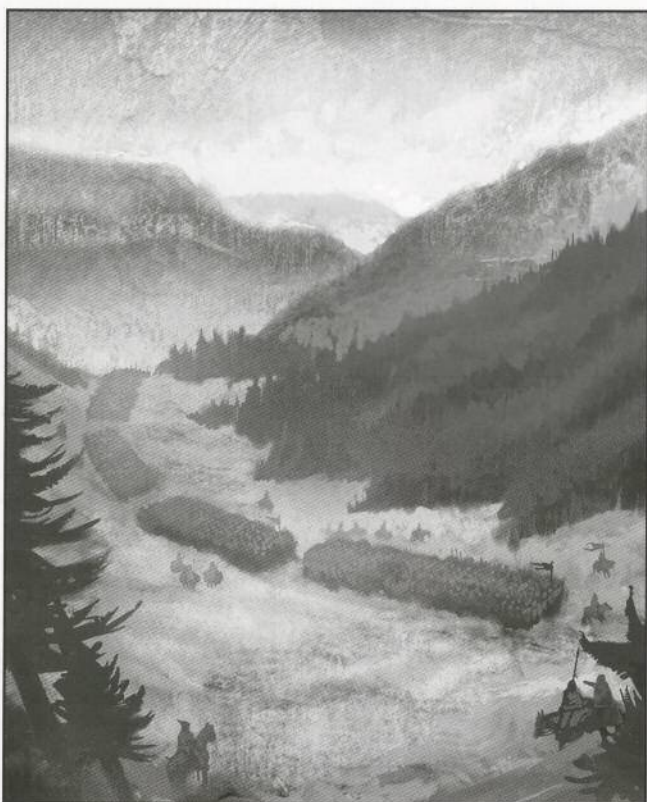
Perhaps the obvious place to start is to define the term Almughavar. It is believed by most to be Arabic, and its meaning is something along the lines of 'raider', 'devastator' or 'light soldier'. The first Almughavars of record were shepherds and the like from the Pyrenees. They were employed in the on-going border disputes between Christian Catalonia-Aragon and Muslim Valencia and Murcia. Their swift and efficient approach to war was ideally suited for the harsh, rugged Spanish frontier, as Desclot's quote makes quite clear. They were instrumental to Aragonese territorial expansion in the Iberian Peninsula under King James I the Conqueror (reigned 1213-1276).

Although perhaps initially Aragonese, Almughavars were made up from a number of peoples. They included Basques, Navarrese, Catalans, Mozarabs (Christians formerly under Muslim rule), and even Muslim fugitives. Later Mediterranean adventures would open the door for Bulgars, Greeks and Turks as well, so the Almughavars were by no means racially distinct.

Appearance was doubtless of a wide variety, but certain features seem to have been widespread. In dress, Almughavars typically wore tunics, short furry sheepskin jackets, leggings, tough leathery shoes or sandals, and a floppy cap. A shoulder-slung bag was common for carrying provisions, usually one loaf per planned day of operations. Their hair was worn long, along with an unkempt beard, and most of them were from races with dark complexions.

Organisation was very straightforward. The terms *almogaver*, *almogaten*, and *adalil* were used as ranks, and correspond to today's private, NCO, and captain respectively. The smallest 'units' were usually groups of 15 or less men, and leaders came from within the ranks. Advancement seems to have been based on performance and merit, and is a sharp contrast to the typical feudal and tribal military systems of the day. It is small wonder that they displayed such uncommon professionalism and *esprit de corps*.

Long-time medieval wargamers are well aware that defining Almughavar weaponry in terms of playing a game can be an uncertain task! Javelins were carried, as was a sturdy short sword called a *coutel*. A long, broad-bladed spear was also used, and, curiously, Ramon Muntaner, a gentleman adventurer who fought with the Almughavars as part of the Catalan Company, confirms that the spear was often broken short for close quarter fighting. Shields and armour were not normally carried, though one source indicates a mail cap or hood might have been used. Throwing darts with a vicious reputation are also specifically discussed, though if these were different to the aforementioned javelins (and if different, in what way?), it is not exactly clear. These darts, called *azagaya* (a Berber word which would later evolve into *assegai*), were used as armour piercing missiles or stabbing weapons.



"They hurled these darts with such speed and violence that they challenged armoured men and horses."

Francisco de Moncada, 17th century historian

"And of the Almogavars I can tell you the deed of one called Porcell, who was afterwards of my company in Romania. He gave such a cut with his coutel to a French knight that the greaves with the leg came off in one piece and besides it entered half a palm into the horse's flank."

Muntaner

Almughavars were at their best on foot. They were thoroughly at home in difficult treacherous terrain, and they further capitalised on this gift with a talent for terrain selection (and even modification). They built their reputation not on words but on deeds; their battle cry of "*Desperta ferres!*" ("Awake the iron!"), along with the spark-striking blows of their weapons on rocks, is claimed by Muntaner to have inspired terror, prompting one Frenchman to liken them to devils!

CATALAN TACTICS

When focussing on the Catalan Company with regard to employing them upon the gaming table, it is immediately apparent that they are unlike other typical Western medieval contingents. They do have a small but serviceable selection of heavy and light cavalry, but they lack formed heavy infantry, and cannot count on any sort of missile superiority. Thus Catalan plans must revolve around how to get the most out of their ferocious Almughavars.

Maximising terrain will undoubtedly improve the chances of Catalan Company armies. Open Order troops have much greater freedom of movement than their Close Order counterparts, and this combined with terrain should ensure that there are parts of the table that the Catalan general can safely dominate without worry. The +1 rank bonus in difficult terrain can be decisive.

Sadly, there are likely to be many areas of open space on the typical gaming table. This is not as daunting as it may first appear. Almughavars are no slouches in combat even when in clear terrain, and are more of a threat to cavalry than most foot. Their resistance to *panic* should be exploited aggressively; a failed Break test normally will not have anywhere near as disastrous an effect as it has on other armies – so feel free to attack. Adalils have the potential to turn narrow losses into narrow wins (and narrow wins into game winning breakthroughs).

The rest of the army should be used to set up Almughavar success. Any victories achieved by this 'supporting cast' should be viewed as icing on the cake! Thus the knights can seek out easy prey or deter enemy heavy cavalry, the light cavalry can delay or engage vulnerable enemy foot skirmishers or war machines, and the auxiliary foot units (scouts, sailors, and Greeks) can contribute in whatever way they can.

Naturally, there will be enemies for which the Catalan Company is not a favourable match. However, even these can be challenged, and on a good day defeated, by 'aggression with discretion'. Whatever Catalan Company generals face, they can be assured of playing a colourful and fun-to-play army with a style that maximises the fun for both them and their tabletop opponent.



The Almughavars of the Catalan Great Company protect the flank of the knights and jinetes.

MODELLING A CATALAN COMPANY ARMY

Thanks to James Morris (the author of the WAB *El Cid* supplement), there are a surprising number of models with Spanish-influenced equipment. It is well worth the time to search for figures in lines intended for the Reconquista, especially the later portion. Indeed, there are many models that will be suitable throughout the approximately 600 years of Spanish medieval history. Gripping Beast, Crusader, and Old Glory all do yeoman's work in this regard, and there are a nice selection of mounted figures to represent the company's knights and jinetes. Allied horse are also available, and are easily found in Byzantine, Turkish, and Asiatic nomad ranges.

Company sailors are represented by reasonably well equipped crossbowmen. Italians from Mirliton are certainly appropriate, and many Hundred Years War ranges feature Genoese crossbowmen. Impressed Greek archers can be found in Byzantine ranges by seeking out lightly equipped psiloi. So far, so good.

Almughavars are rare, indeed. So rare, in fact, that none existed in 25mm during the preparation of this supplement. At the writing of this particular essay, Eureka Miniatures had sent four samples that were commissioned by the chief author of this book (and one of his minions); they were unanimously approved with enthusiasm, and they will definitely be available when this book is published. Other figures capture partial elements of the Almughavars (a wild beard on one, a fur vest on another, etc), but none come close to equalling Eureka's offerings.

SPECIAL RULES

Almughavars!: Well-documented Almughavar successes against all manner of opponents make them a difficult type of soldier to represent on the tabletop. The following rules apply to any unit designated as Almughavars:

1. Almughavar units not designated as *Skirmishers* are *Open Order*, and may claim up to a +2 rank bonus when in open terrain.
2. Almughavars had unusual success against mounted opponents. They ignore any opponent's save bonuses for being mounted in close combat, though barding still applies as normal.
3. Almughavar survivability was quite remarkable considering their lack of armour and shield, and can arguably be attributed to martial skill and dexterity. Almughavars receive an unmodified 6+ save when in open terrain. This improves to an unmodified 5+ save if the model is in difficult or very difficult terrain.
4. Almughavars may perform *Feigned Flight*.
5. Formed Almughavars units may re-roll failed Panic tests until the first formed Almughavar unit fails a re-roll. After that, the ability is lost for the remainder of the game.

THE CATALAN COMPANY

ARMY COMPOSITION

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

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

Infantry: 25-75% of the points value of the army. May take 0-1 Mangonel for each 2,000 points.

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

The Catalan Company may select allies from the following:

Byzantine Empire.

All such units are subject to the Allies and Mercenaries rule.

CHARACTERS

0-1 Company Commander

	M	WS	BS	S	T	W	I	A	LD	Pts
Commander	4	6	3	4	4	3	6	3	9	175

Equipment: Hand weapon, heavy armour and shield. May have 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 cloth barding (+4 pts).

Special Rule: *Army General.*

0-1 Company Standard Bearer

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

Equipment: Hand weapon, heavy armour, and shield. Must have a horse (free) or warhorse (+4 pts) if mounted. The warhorse may have cloth barding (+4 pts).

Special Rule: *Army Standard Bearer.*

Captain

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

Equipment: Hand weapon, heavy armour and shield. May have 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 cloth barding (+4 pts).

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

Almughavar Adalil

	M	WS	BS	S	T	W	I	A	LD	Pts
Captain	5	5	5	4	3	2	5	3	8	85

Equipment: Hand weapon, heavy throwing spear and javelins. May be Mounted Infantry (+5 pts).

Special Rule: *Almughavars!*

CAVALRY

Aragonese/Allied Knights

	M	WS	BS	S	T	W	I	A	LD	Pts
Knight	8	4	3	3	3	1	4	1	8	32

Equipment: Hand weapon, light armour, shield, lance, and warhorse. May upgrade to heavy armour (+2 pts).

Special Rules: *First Charge.* May count a Rank Bonus of up to +1 in combat.

Aragonese Jinetes

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

Equipment: Hand weapon, light armour, shield, throwing spear, javelins, and horse.

Special Rules: May be *Open Order* or *Skirmishers*. *Feigned Flight.* May be the rear rank(s) of a *Combined Formation* with Aragonese Knights (they are then treated as *Close Order* and may no longer use *Feigned Flight*).

INFANTRY

Almughavars

	M	WS	BS	S	T	W	I	A	LD	Pts
Almughavar	5	3	3	3	3	1	4	1	7	13

Equipment: Hand weapon, heavy throwing spear, thrusting spear, javelins. May be Mounted Infantry (+1 pt).

Special Rule: *Almughavars!*

Almughavar Scout

	M	WS	BS	S	T	W	I	A	LD	Pts
Scout	5	3	3	3	3	1	4	1	7	10

Equipment: Throwing spear, hand weapon and javelin. May substitute light crossbow for throwing spear and javelin. May be Mounted Infantry (+1 pt).

Special Rules: *Skirmishers. Almughavars!* Up to one Almughavar Scout unit may be taken for every two Almughavar units.

Company Sailors

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

Equipment: Crossbow, light armour and hand weapon. May have heavy armour (+2 pts). Up to one Company Sailor unit may be taken for every 1,500 points in the army.

Impressed Greek Archers

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

Equipment: Bow, improvised weapon. Every second unit may have staff slings (+2 pts).

Special Rules: *Open Order.* Any Panic test that results in a natural roll of higher than a 7 is a failure regardless of character influence.

Mangonel – 75 points.

ALLIES & MERCENARIES

Mercenary Cavalry

	M	WS	BS	S	T	W	I	A	LD	Pts
Alan	8	3	3	3	3	1	3	1	6	20
Alan Noble	8	4	4	3	3	1	4	1	7	26
Turkish	8	2	3	3	3	1	3	1	5	15
Albanian	8	4	3	3	3	1	4	1	8	26

Equipment: Alans have hand weapon, bow, shield, and horse. Alan Nobles have hand weapon, bow, thrusting spear, light armour, shield, and horse, and may have heavy armour (+2 pts). Turks have hand weapon, bow, and horse, and may have a shield (+2 pts) and javelins (free). Albanians have hand weapon, shield, bow or light crossbow, thrusting spear, and horse, and may take lance (+2 pts), javelins (+2 pts), or light armour (+2 pts).

Special Rules: Alans are *Allies and Mercenaries*, *Skirmishers*, and *Nomad Cavalry*. Alan Nobles are *Allies & Mercenaries* and *Eastern Shock Cavalry*. Turks are *Allies and Mercenaries*, *Skirmishers* and *Nomad Cavalry*. Albanians are *Allies and Mercenaries*, *Skirmishers* with *Feigned Flight* and *Parthian Shot*, and become *Open Order* if they upgrade to light armour.

HISTORICAL SCENARIOS

THE BATTLE OF KOSOVO POLJE

- JUNE 15, 1389

SERB DESPOTATE vs. OTTOMAN EMPIRE

*"Before the Sultan, Milos bowed, and he leaned o'er to
kiss his boot,*

*His golden dagger drew and struck, then trampled him
underfoot..."*

Serbian Folksong



THE SITUATION

The Serbian Empire and its army had been wrecked on the banks of the Marica River in 1371. Since then, remaining Serb princes either became Ottoman vassals, or tried to stay independent through the creation of defensive alliances. One such prince was Lazar Hrebljanović. In response to Sultan Murad's thrust north in 1389, he cobbled together a determined defensive league and the battle he fought at Kosovo Polje – 'the field of the blackbirds' – is perhaps one of the bloodiest fought in the Balkans during this period. Though it was not understood to be so at the time, Kosovo is independent Medieval Serbia's last stand against the Ottomans. Over the centuries that followed, the battle entered Serb legend. It was hard not to reference the epics when creating the scenario for Kosovo. They tell a great story: one of treachery, self-sacrifice, and redemption. These poems, written many years after the battle, are a combination of fact, oral folk history, and tragic verse.

Kosovo became a defining event in the flickering national consciousness of the Serbs. In portraying it, we have no wish to trivialise the battle, nor do we wish to judge its impact on Serbian and Yugoslav history over the course of the last two centuries (we've incidentally just marked the bicentennial of the first Serbian uprising against Ottoman rule). But it is among the most stirring battles of the time and had to be included.



Ottoman horse archery no doubt inflicted serious casualties on the Serbs, disorganising them. But nevertheless, the Serbs charged in from the high ground on their right, inflicting terrible damage and putting the Ottoman left to flight. The Ottoman centre, behind stakes, managed to hold while Prince Bayezit and Gazi Evrenos on the right at first held and then pushed back the Serb onslaught. In this action, Kralj Lazar was either killed or mortally wounded and captured. Soon after, the coalition army quit the field. Chroniclers all note that the Ottomans failed to pursue. The reason quickly became clear; Sultan Murad was dead – assassinated, as the accounts and legends state, by a Serb named Milos Obilic. Who was Obilic and how did he get so close to the Sultan? We will never know, but the epics have an answer. Accused of treachery by Kralj Lazar at a banquet the night before the battle, Captain Milos Obilić swears to all present he is not the traitor Lazar fears him to be. To prove his loyalty, he vows to make his way to the Sultan, to get close enough to put his foot upon the Grand Turk's throat, and kill him.

KRALJ LAZAR'S ARMY

Serb Successor State force of 2,500 pts consisting of:

Characters – Up to 25% - must include a Kralj as General to represent Lazar Hrebljanović. Battle leaders may be taken to lead left and right battles. The Serb player also receives a free special character – Milos Obilić – who has the profile of a Vojevoda on foot, armed with a hand weapon, heavy armour and shield.

Cavalry – 25-50% - must take 1+ unit of Bosnian Noble Cavalry

Infantry – 15-25%

Special Troops – the Serbian player may take 0-1 light bombard

Allies – 25-50% must be spent on Bulgar and Albanian Allies

The Serbian force is divided into three battles, preceded by a screen of skirmishers:

Left Wing

Commanded by Bosnian general Vlatko Vukavić
Comprised of Bosnians, Bulgars, and Albanians

Centre

Under Command of Serbian Kralj Lazar Hrebljanović
Likely comprised of Serb infantry, cavalry, and artillery

Right Wing

Commanded by Serbian general Vuc Branković
Likely comprised of Serb infantry and cavalry

SULTAN MURAD'S ARMY

Ottoman Empire force of 3,000 points with the following modifications:

Characters must include a Padişah General to represent Sultan Murad I. Battle leaders may be taken for the right and left battles.

Must take at least one unit of Kesici Silahkharda Musellah, which must be taken fully enclosed by Ditch & Stakes.

Vassals -15-25% - all choices available except Delis.

Allies - at least 20% must be spent on Byzantine, Bulgar, and Albanian allies.

The Ottoman force was divided into three battles, preceded by skirmishers:

Left Wing – The Sipahis of Anatolia

Commanded by Prince Yakub and the Beylerbey of Anatolia

Comprised of sipahi and akinci

The Centre

Commanded by Sultan Murad I

Azab skirmishers, Vassal and Allied infantry, and Azabs and Janissaries fully enclosed by Ditch & Stakes stockade with tethered camels; akinci and cavalry reserve of Kapikülü Suvarileri

The Right – the Troops of Rumelia

Commanded by Prince Bayezit and Gazi Evrenos Bey

Bulgar, Byzantine, and Albanian cavalry and Rumelian sipahi.

THE BATTLEFIELD

The battlefield is a 8'x4' table. Set up the scenery in any mutually agreeable manner.

DEPLOYMENT

We know that forces were arrayed at Kosovo in three distinct battles on each side. Each player divides his army list into three battles and then Deploy by Battles using the optional rules on page 133.

THE BATTLE

The Battle of Kosovo Polje is played as a Pitched Battle scenario with the following exceptions:

- The game lasts eight turns or until army break point.
- If Kralj Lazar Hrebljanović is killed, the Ottoman player adds 100 Victory points to his score in addition to the 100 points usually awarded for killing an enemy general, for a total of 200 pts.
- If Sultan Murad is killed, the Serb player adds 100 Victory points to his score in addition to the 100 points usually awarded for killing an enemy general, for a total of 200 pts.
- If Milos Obilić is successful in fulfilling his vow to kill the Sultan, the Serb player adds an additional 200 points to this score for a total of 400 Victory points.

SPECIAL RULES

Milos Obilić – It is unclear if Milos Obilić pretended to offer his services to the Sultan the night before the battle in order to get close to him, or if he was brought as a captive to Murad during the battle. This should not make too much difference in game terms, since we only need to recreate the situation that Murad and Milos come face to face, and that Milos grabs his chance!

The Serbian player rolls a D6 on Turn 3. On a 6, Milos is triggered – on a roll of 1-5, he remains hidden and the Serbian player must roll for him the following turn. On Turn 4, he is triggered on a 5+; if he fails to appear, he is triggered on Turn 5 on a 4+. If he fails to appear, he is either dead or injured and unable to carry out his vow.

On a successful roll, Milos makes his move, issuing a challenge that must be taken by the Sultan and cannot be refused. Place an appropriate model in base-to-base contact with the Sultan's model and fight the challenge as normal. Milos is unbreakable and will fight the Sultan until successful or until he himself is killed. If he kills the Sultan, Milos will continue to fight any models in the Sultan's unit until he is overcome.

HISTORICAL OUTCOME

After the battle, Serbia becomes the Ottomans' staunchest vassal, backing up their new leader Stefan Lazarević's pledge of loyalty with their blood and steel. Lazarevic (the son of Kralj Lazar) is instrumental in Sultan Bayezit's victories in several battles, and he and his Serb nobles stand by Bayezit to the very end at the fateful and tragic Battle of Ankara.



THE BATTLE OF NICOPOLIS

- SEPTEMBER 25, 1396

HUNGARIAN CRUSADE vs. OTTOMAN EMPIRE

"Hang on bravely, and I will look after you. You shall see that I will be here like a flash of lightning!"

Sultan Bayezit I to Dogan Bey, garrison commander at Nicopolis



THE SITUATION

The 1396 Battle of Nicopolis is a true classic; though not as well remembered today as Agincourt or Poitiers, it is one of Europe's most decisive land battles. The Hungarian player will have to cope with difficult allies and the hard nut of the classic Ottoman defensive array if they are to avoid the fate of the original Crusaders.

In response to Sultan Bayezid's rapid advance into Bulgarian and Serbian territory along the Danube in the early 1390s, King Sigismund of Hungary urged the Pope to call a Crusade. The Pope obliged and the call was answered by thousands of Burgundian and French knights, including Jean de Nevers, the future Duke Jean sans Peur of Burgundy, and Jean le Maingre (called Boucicault), as well as Enguerrand de Coucy, who were quickly joined by several thousand more Bohemians, Polish, Hospitallers, Germans – including Friederich von Hohenzollern. The Crusaders arrived in Buda, eventually advancing into Ottoman-held Bulgaria. When they arrived at Nicopolis, the Ottoman garrison commander requested help from the Sultan. Within a week, the entire Ottoman army had pulled out of its siege lines at Constantinople and appeared behind the Crusaders. Caught between the Sultan, the Ottoman garrison, and the Danube in flood, the Hungarian/Crusader army was in a terribly disadvantageous position and retreat was not an option.

KING SIGISMUND'S ARMY

Hungarian Crusader force of 3,000 points with the following included:

Characters – A King character portrays Sigismund and serves as Army General. The Army must contain the special character Count Jean de Nevers.

Crusaders – May only take Crusading Knights & Sergeants

Allies – 15-25% of the army must be spent on Walachian allies.

The army of approximately 16,000 was divided into three battles:

Vanguard - The Franco-Burgundian Crusaders

Commanded by Count Jean de Nevers

Approximately 6,000 mostly Burgundian and French mounted men-at-arms; 10-15% of the force are archers and crossbowmen

Main guard - The Hungarians and European Crusaders

Commanded by King Sigismund of Hungary

Approximately 8,000 Hungarian knights and horse archers, Bohemian, Polish, Hospitaller, and German knights, mounted archers, crossbowmen and infantry

Rearguard - Walachians and Transylvanians

Likely commanded by Mircea the Great of Walachia

Approximately 2,000 light and medium cavalry

SULTAN BAYEZIT'S ARMY

Ottoman Empire force of 3,000 points with the following included:

Characters – Ottoman player must include the special character Sultan Bayezit I.

Infantry – All formed infantry that may take Ditch & Stakes barricade must purchase them.

Special Troops – May only include Kapikülü Suvarileri and Kesici Silakarda Musellah, which may take Ditch & Stakes barricade to their front only.

Vassals – Up to 33% of all choices available except Delis. All Lagators and Balkan horse archers taken must be deployed together as the Serb flanking force; they may be led by a Vojvoda representing Serb Despot Stefan Lazarević.

The Ottoman army of nearly 16,000 was divided into three battles:

Left Wing - the Sipahis of Anatolia

Commanded by Prince Mustafa and Kara Timurtash Pasha, Beylerbey of Anatolia

Approximately 2,000 sipahis and akincis

Centre - Infantry and the Kapikülü Reserve Regiments

Commanded by Bayezit, supported by Gazi Evrenos Bey

Approximately 9,000, including 6,000 infantry (perhaps half azab archers and half janissary archers behind a Ditch & Stakes barricade) 1,000 akinci, and a reserve of 3,000 Kapikülü Suvarileri

Right Wing - the Sipahis of Rumelia

Commanded by Prince Suleiman and Vizier Ali Pasha Candarli

Approximately 2,000 sipahis and akincis

Reserve Division - Serbian Vassals

Commended by Serb Despot Stefan Lazarević

Approximately 2,000 Vlastella – Serbian heavy lancers

THE BATTLEFIELD

This is a big cavalry battle, and so a bigger table is called for – we recommend 8'x6'. The Hungarian/Crusader table edge is the bank of the Danube River. The Ottoman table edge is marked by heights, which extend 18" onto the table; the face of the heights counts as difficult terrain except for a 48" wide section in the centre, which is considered open terrain. Each short table edge consists of several small stands of woods

DEPLOYMENT

On a 8'x6' table, players deploy with the following restrictions:

- Armies should be deployed 36" apart – deployment zones extend 18" onto the table.
- The Hungarian player deploys his whole army first using the Council of War special rule.
- Scouts. After both sides deploy, the Ottoman general may place up to six units of light cavalry or skirmish infantry anywhere on the Ottoman side up to the table midpoint.

THE BATTLE

- The Ottomans take the first turn.
- The game lasts up to 10 turns or army break point.
- Standard Pitched Battle victory conditions apply, except that Crusading unit standards are worth double points
- Flanking Force. The Ottomans' Serb Vassals are being held in reserve as a flanking force. At the start of his Turn 4, the Ottoman player rolls a D6 to see if the Serbs turn up – they do so on a 4+. If they fail to appear this turn, they will appear in Turn 5 on a 3+. Failing that, they will appear in Turn 6 on a 2+. If they fail to appear on the sixth turn, they are considered lost and will not appear. The Ottoman player may bring them on either short table edge – and all must be brought in on all on the same edge.

SPECIAL RULES

Council of War: While King Sigismund favoured Mircea the Great's idea of using infantry and light cavalry to clear the field of akinci, the Crusading faction led by Count Jean de Nevers believed honour could only be satisfied by a glorious charge of knights seeking combat against the Turks' best troops. The Hungarian Crusader player rolls a D6 before deployment. On a 1-2, Mircea's wisdom prevails and the army's missile troops and light cavalry may move to

the front to clear the field of skirmishers. Deployment consists of three battles in lines, front to back:

Walachian & Transylvanian Cavalry in centre front, bow-armed infantry on wings,

Franco-Burgundian Crusader cavalry

Hungarian knights and other troops

If the player rolls 3-6, Count John de Nevers's faction prevails, and deployment of the battles takes place in three lines, front to back as follows:

Franco-Burgundian Crusader cavalry in front

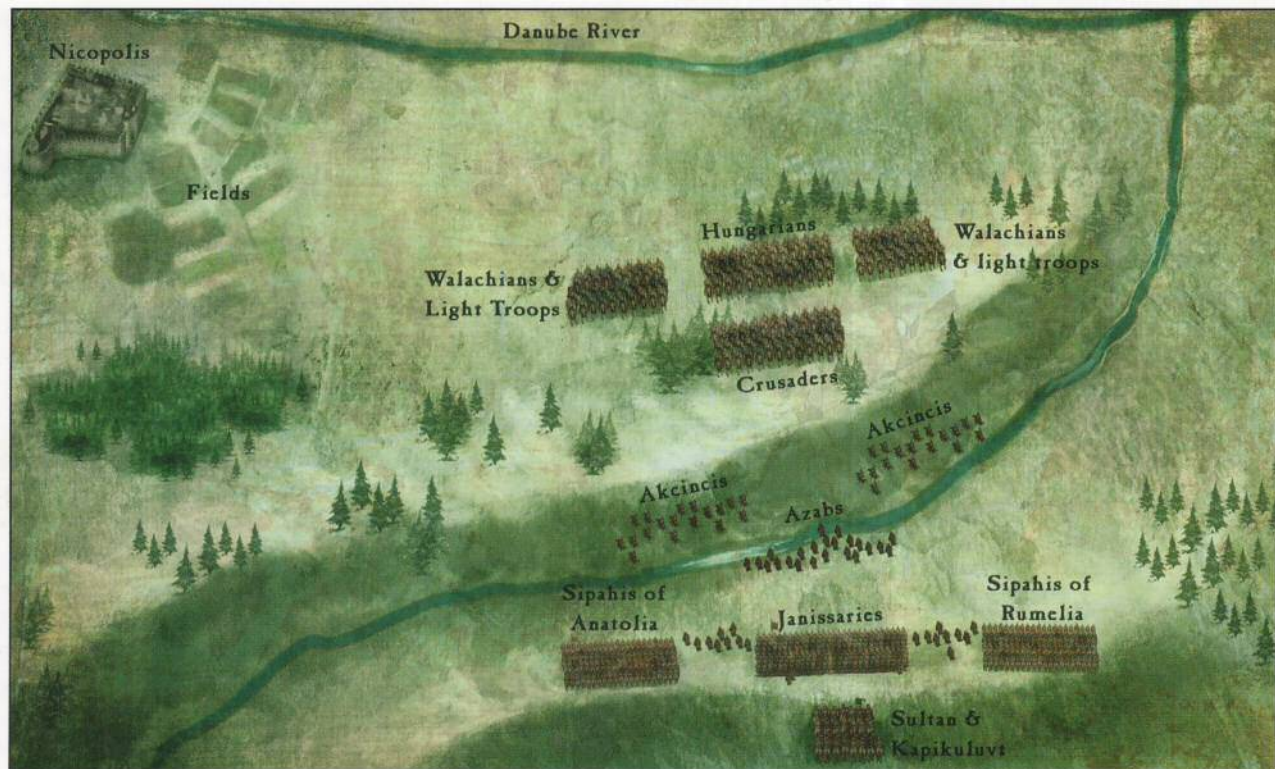
Hungarian cavalry and other troops in the rear

Infantry in centre; Walachian & Transylvanian Cavalry on wings

Yes – it is a stupid deployment, but that's what happened. Jean de Nevers, by getting his way, truly shoots himself in the foot, to use an anachronism!

HISTORICAL OUTCOME

Though Sigismund's plan was agreed upon, Jean de Nevers ignored it and led the Crusaders in a glorious though ill-advised charge into the strong Ottoman position. Though foolish and risky, it nearly succeeded. The Ottoman infantry broke in several places, and were it not for the Kapikülü sipahi reserve, the Crusaders might have won. Hungarian reserves under Sigismund pushing forward to support the faltering Crusaders met with disaster in the person of Stefan Lazarević and his Serb heavy lancers. They tore through Sigismund's flank, setting him and the Crusaders to headlong flight toward – and into – the Danube. Out of the army of 16,000 Christians that reached Nicopolis, only 4,000 survived, including prisoners. Several, like Boucicault and De Coucy, spent years waiting to be ransomed; others less celebrated ended up in the Ottoman army. This debacle brought to an end the last major Western Crusade of the Middle Ages.



THE BATTLE OF VARNA

- NOVEMBER 10, 1444

HUNGARIAN CRUSADE vs. OTTOMAN EMPIRE

"We did not inflict fewer wounds to the enemy than we received. We left them with the remains of a bloody and funestuous victory. Further, it is worthwhile to lament with great sighs the deplorable casualties we suffered. For there perished at Varna the king, our most illustrious prince and leader, and the venerable father, the Lord-Legate, Julian, whose character was virtuous and solid. Our defeat was not caused by our weakness, or the superior bravery of the Turks, but it was divine justice which administered the defeat to us for we were ill equipped and almost unarmed; the barbarians won the day because of our sins.

Letter from János Hunyadi to Pope Eugenius IV



THE SITUATION

In 1443, King Wladyslaws Jagiello of Hungary and Poland and his general János Hunyadi had won a political victory by forcing a disadvantageous treaty on Sultan Murad II after their Long Campaign. However, Pope Eugenius, through the person of Papal Legate Cardinal Cesarini, convinced the King to break treaty with Murad under the pretext that an agreement signed with an infidel was not valid. Under these circumstances, the King set out on a Crusade to push back the Ottomans from the Danube. Their army of Hungarians, Walachians, European knights, and Hussite mercenaries thrust forward through Bulgaria, seeking to destroy Sultan Murad II's field army and relieve besieged Constantinople. The successful result of Ioannis VIII Paleologus' tireless diplomatic efforts to gain support for his faltering Byzantine state, Wladyslaws' Crusade goes from victory to victory, and for the first time in nearly 30 years, it looks as though south-eastern Europe may unite and succeed in pushing the Turks out of the Balkans. The Hungarians and Turks meet near the Black Sea port of Varna. Hunyadi, King Wladyslaws, and Vlad II Dracul, though outnumbered, are confident of a victory.



HUNYADI AND WLADYSLAWS'S ARMY

The Hungarian player fields a Hungarian Crusader force of 2,500 points with the following parameters:

Characters: Hungarian player must take the special character János Hunyadi and a King character to represent King Wladyslaws.

Infantry: He or she may not purchase any infantry other than either a Wagon Tabor and crews (which must be armed with handguns and halberds/flails), or War Wagons, and must take at least two light bombards.

Allies: Vlad Dracul (the father of Vlad the Impaler) led a large reserve contingent of Walachians at this battle. The Hungarian player must take 20-25% of their force as cavalry from the Walachian list to satisfy their Allies allotment.

The Hungarian army was approximately 20,000 strong and was divided into four battles including:

Left Wing

Commanded by Vlad II Dracul, Voievod of Walachia:
4,000 Walachian light and heavy cavalry

The Centre

Commanded jointly by János Hunyadi & King Wladyslaws:
8,000 cavalry divided into five banners including Hunyadi's Transylvanians, Hungarian nobles under under Mihály Szilágyi (Hunyadi's brother-in-law), and German mercenaries

The Right Wing

Commanded by Bishop Jan Dominek
6,500 Crusader and mercenary cavalry in five banners under Dominek, Cardinal Cesarini, and Matko Talotsi, Bán of Slavonia

The Reserve

3,000-4,000 cavalry in two banners, including the Royal Hungarian Mercenaries (represented best by Royal Banderia) under command of Hungarian Royal Standard Bearer Istvan Bathory, and the King's own Polish Household troops. Also in reserve are 100 war wagons, some light field pieces, and 300 Bohemian/Hussite mercenary handgunners. (The Hungarians deployed the wagons in tabor with the handgunners and artillery stationed within the wooden fort; but as Hungarian armies used war wagons for offensive purposes as part of the scorpion attack formation, you may wish to take war wagons instead of tabors to explore that 'what if?' aspect of the battle).

MURAD II'S ARMY

The Ottoman player fields an Ottoman Empire force of 3,500 points using standard parameters. The Ottoman player must take a Padişah to represent Sultan Murad II to lead the army and at least two light bombards. All Kesici Silahkarda Musellah and Solaks taken must be encircled by Ditch & Stakes and they must be deployed together, combining their Ditch & Stakes into one stockade.

The Ottoman army was approximately 40,000 strong and it is known to have deployed in four battles, consisting of:

The Left

Commanded by the Beylerbey of Anatolia
15,000 akincis and the sipahis of Anatolia.

The Right

Under the Beylerbey of Rumelia:

Akinci and Balkan horse archers and the sipahis of Rumelia.

The Centre

Vassal infantry and azabs, backed by janissaries surrounded by a Ditch & Stakes stockade, the Sultan and viziers, and artillery.

Franzen Hills Force

Azab and janissary archers and akincis harassed the Crusader right with bowfire from the hills throughout the battle.

THE BATTLEFIELD

The Hungarian/Crusader force is literally backed onto the dunes of the shoreline. The field to the Hungarian right is bounded by the wooded Franzen Hills (difficult terrain). The Ottomans occupy a long sparsely wooded ridge (open terrain). Their right is bounded by the Black Sea.

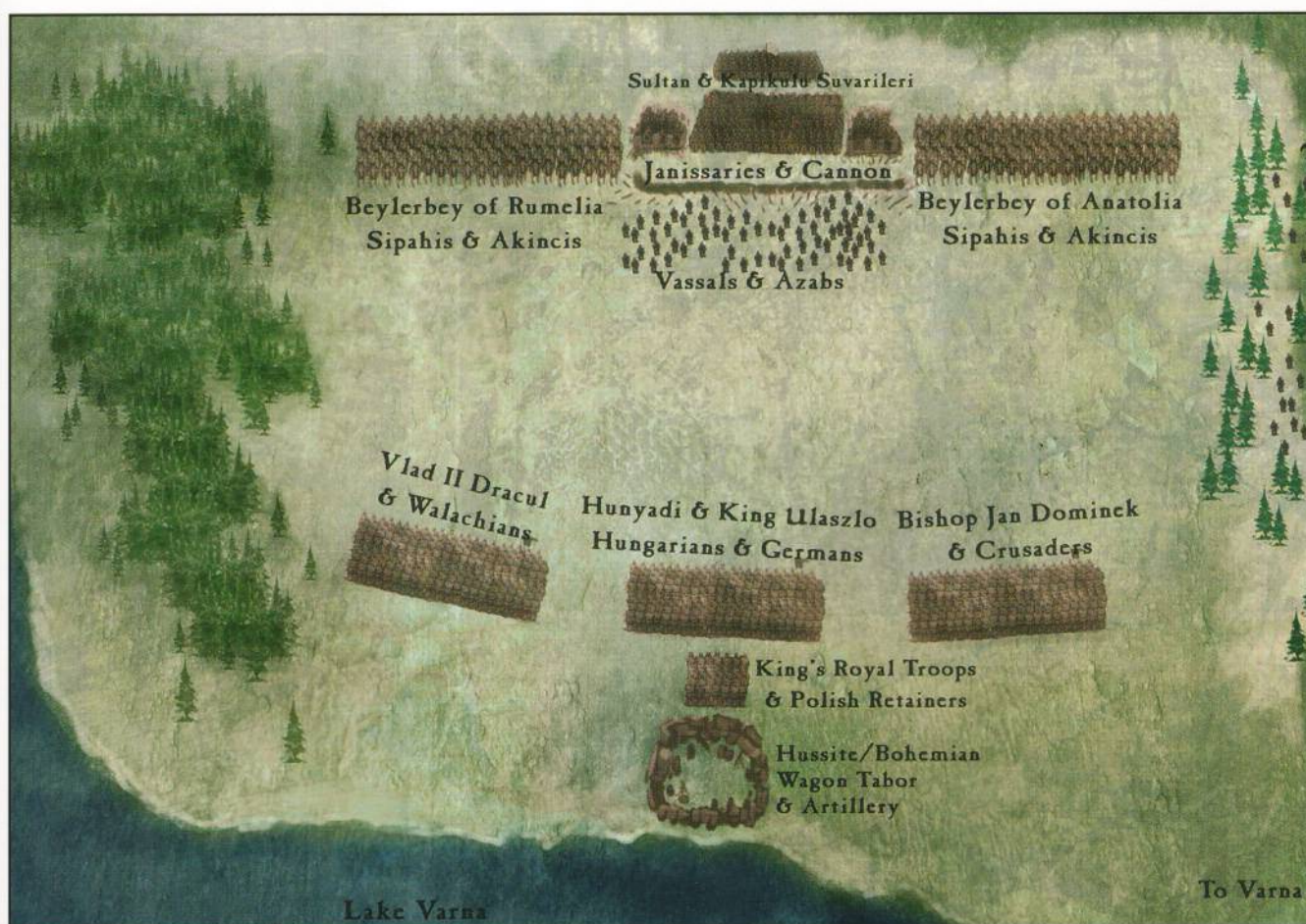
DEPLOYMENT

Standard deployment for a Breakout scenario applies with the following additions:

- The Ottoman player must deploy the Ditch & Stakes stockade at the centre of his deployment area. Any bombards taken must be deployed within the fortification with the janissaries.
- If a Wagon Tabor is taken by the Hungarian player, they must deploy it and the artillery at the centre rear of their deployment zone. If the Hungarian player instead takes war wagons, they may deploy them and the artillery wherever they wish.
- The Ottoman player may take advantage of the wooded Franzen Hills lining their left short table edge and may deploy a force comprised of janissary archers, azabs and akinci in this special deployment area.



The author's diorama of King Wladyslavs' headlong charge into the Sultan's janissaries.



THE BATTLE

Play Breakout scenario on an 8'x6' table. The Hungarian player wins if they get a third or more of their figures either into the Ottoman player's deployment zone, or off the Ottoman player's table edge. If they fail, the Ottoman player wins. No other point values are used. Hungarian units that pursue Ottoman troops off the Ottoman edge count toward the total.

- The game lasts eight turns.
- The Hungarian player takes the first move.

SPECIAL RULES

King Wladyslaws – In this scenario, the King is Army General and Hunyadi, as his co-commander, is a Subordinate General. The King must be deployed with a unit of Crusader knights, and like them, he is Impetuous. If King Wladyslaws is killed, the Hungarian army takes a Panic test at -1 penalty to their Leadership.

Walachian Cavalry – In this battle, the Hungarian Walachian allies under Vlad Dracul counterattacked the advancing Ottoman left, pushed it into retreat, and kept going to plunder the Ottoman baggage train. To reflect the Walachians' potential to leave the field, if any Walachian unit pursues an enemy unit after breaking them in combat, take a Leadership test. If passed, the Walachian unit remains under the Hungarian player's control at the end of the pursuit move; if they fail the test, they are in pursuit of

plunder, removed and count as lost. If the Walachians have contacted enemy troops and are in new combat, they are exempt from the check. Fight the new combat; if the Walachians win and pursue, take the Leadership test once again at the end of the pursuit move. If the Walachians successfully pursue enemies off the Ottoman table edge, their numbers contribute to the Hungarian game objective.

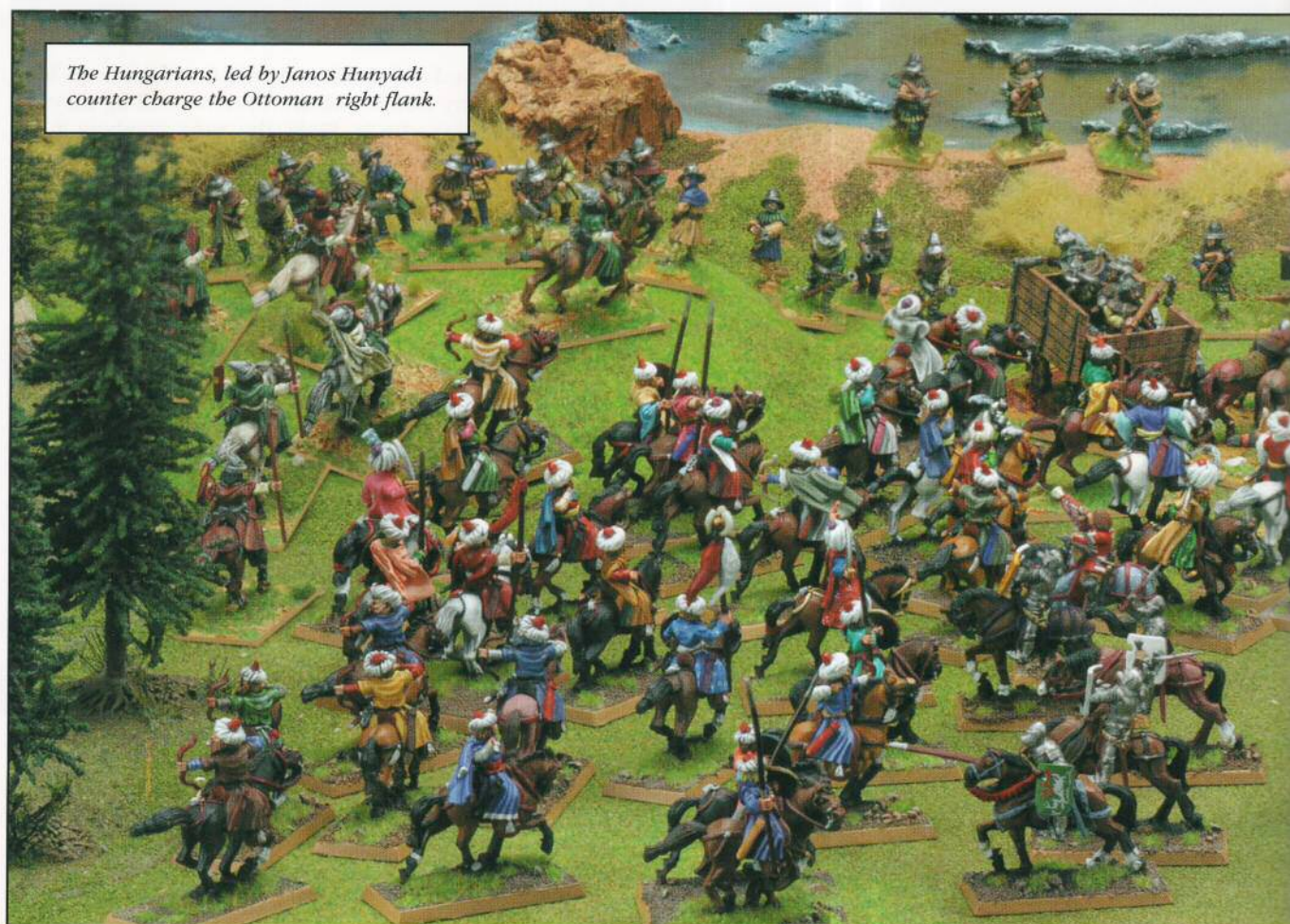
HISTORICAL OUTCOME

Deployed in a large crescent, the Hungarian right likely attacked the Ottoman left, and then broke under the counter attack of 15,000 Ottoman cavalrymen (here Cardinal Cesarini was lost in the pursuit). Hunyadi led the Royal Mercenaries in a counterattack against the flank of the now overextended Ottoman left. Vlad Dracul's battle moved to the right to attack the gap in the Ottoman line, but went on to plunder the Ottoman camp and took no further part in the battle. Meanwhile, the centre – now under Szilágyi – moved forward to engage the Ottoman right, holding it in place until Hunyadi could hit it in the flank with the troops he could gather and lead forward. The Hungarians – bloodied but holding together – took possession of the field surrounding the Ottoman centre. The Sultan, now cut off, seemed doomed. But King Wladyslaws, in a vain bid at glory, charged with his Polish bodyguard into the Sultan's janissaries. He was swiftly slain, his head – still in its helmet – impaled on a spear displayed beside the treaty he broke. The Hungarians, seeing the disaster before them, fled the field in disarray toward the Walachian frontier.

THE BATTLE OF VARNA 1444



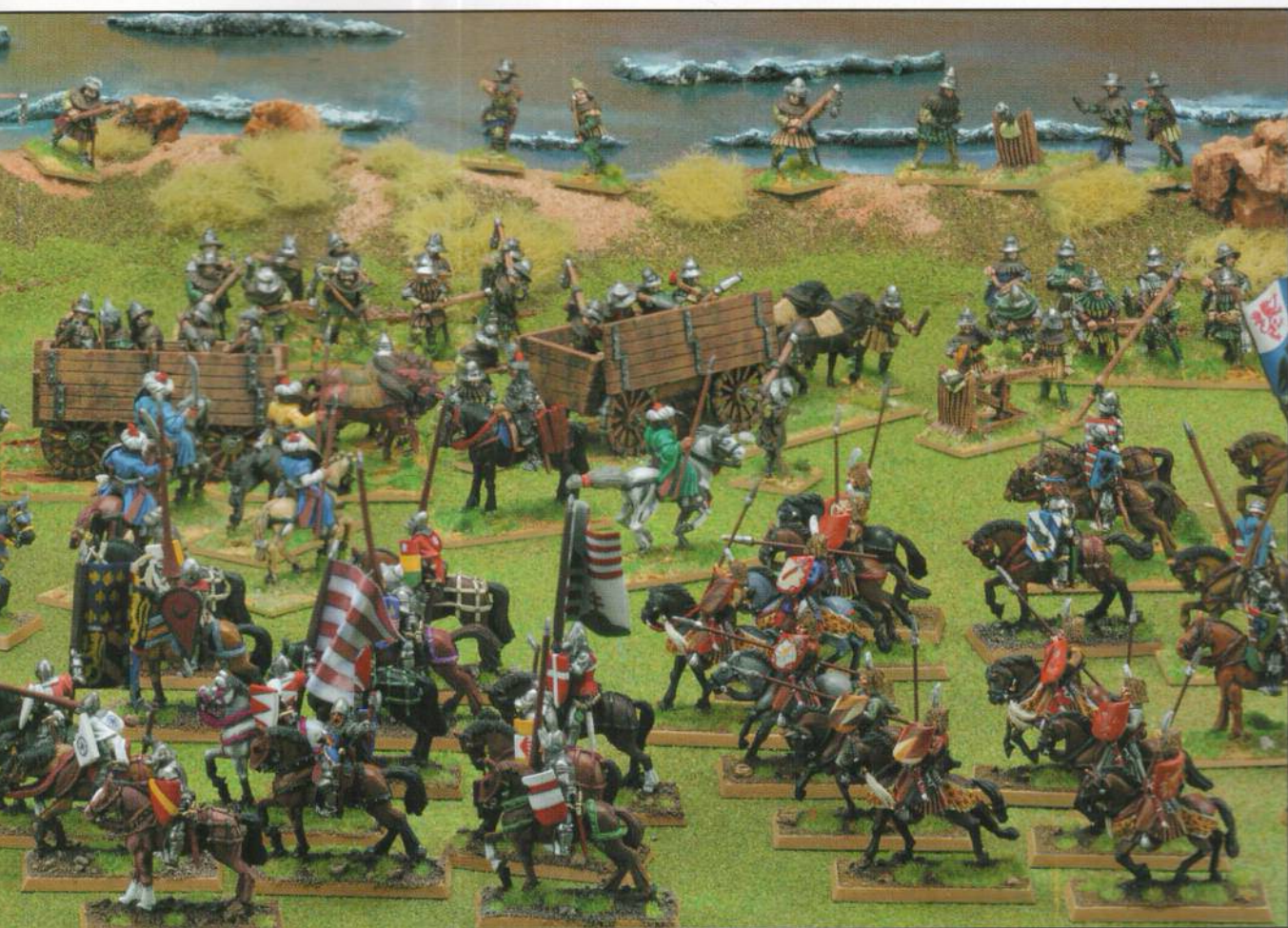
The Ottoman sipahis reach the wagons and desperate fighting breaks out.



The Hungarians, led by Janos Hunyadi counter charge the Ottoman right flank.



King Wladyslaw leads his Polish bodyguard and other knights on a desperate and ultimately failed, bid for glory.



THE SIEGE OF BELGRADE – JULY 22, 1456

HUNGARIAN CRUSADE vs. OTTOMAN EMPIRE

"The Supreme Lord did not allow his religion to be covered with such darkness. Neither did he permit such a shame to be showered upon the true faith. The barbarians were routed by the most powerful Athlete of Christ, Prince John Hunyadi, and a small army of plebians and unarmed soldiers. With joy in our hearts we were in a state of exaltation after this memorable victory."

Letter of Pope Calixtus III to Burgundy



THE SITUATION

Less than three years had passed since the devastating fall of Constantinople, and already Europe was faced with a crisis of perhaps even greater consequence. The victorious Ottoman Sultan Mehmet II had marshaled an impressive host at the gates of Belgrade (Nándorfehérvár). Belgrade's fall would leave the reeling West wide open to a Turkish invasion. Despite awareness of the coming Ottoman siege, the Hungarians were nonetheless surprised to find the Sultan and his army surrounding Belgrade weeks earlier than expected. Hunyadi arrived soon after, and proved equal to the task of breaking the Turkish fleet's stranglehold on the Danube River. The beleaguered city was re-supplied.

Turkish plans then focused on their immense artillery train. The city was battered mercilessly, and several breaches appeared in the walls. A fierce assault was conducted on July 21, but the defenders narrowly held after using flammable materials to separate the troops that had already penetrated into the city from those still trying to enter. The next day, a break in fighting seemed logical so both defenders and attackers could regroup, and the dead could be buried.

But this was not to be. Despite orders to the contrary, some unruly Crusaders elected to leave the rubble of the outer wall and harass the enemy both verbally and physically. A Turkish attempt to disperse them failed, and the incident escalated from an unimportant skirmish into a full-scale battle. Unexpectedly, the celebrated commanders of both armies found themselves thrust into a desperate struggle that would decide the fate of a continent.

THE OTTOMAN FORCES

Although there are estimates as high as 300,000, an army of approximately 100,000 is probably closer to the truth. Ian Heath proposes 60,000 cavalry, 20,000 infantry, and 300 artillery pieces (22 of immense size), as well as a supporting navy. Mehmet II had enjoyed unparalleled success to this point with the conquest of Byzantium, and his confidence was high. He felt sure that he would be dining in Buda (capital of Hungary) within two months.

1 Army General – special character: Sultan Mehmet the Conqueror

3 Mehterhane

1 Bayraktar

2 Beys – representing the Beylerbegh of Rumelia and the 'new' Aga of the Janissaries (the previous Aga had been killed the night before)

1 battery of 5 light artillery pieces and 15 crewmen

1 unit of 6 'replacement' artillery crewmen

1 unit of 8 Kapıkülü Suvarileri

2 units of 12 Sipahis

2 units of 10 Akincis

1 unit of 8 Tartar Cavalry

2 units of 24 Janissaries

4 units of 20 formed Volunteers

2 units of 10 skirmishing Volunteers

1 unit of 8 Vassal Horse Archers

1 unit of 20 Voynuks

1 unit of 10 Vassal Darabanci armed with bows



HUNGARIAN CRUSADER ARMY

Although the situation was grim, there was still hope in the form of János Hunyadi. No one had been as successful as he in war against the Turks, and he had with him his immediate banderia of maybe 10,000 warriors. In addition, a papal emissary named Giovanni of Capistrano had raised his own large but ragged following. A fiery speaker, he had impassioned the lower classes to stand and resist the Turkish threat, and they gathered at Belgrade in the tens of thousands. Thus the mix of professional soldiers and Crusading peasantry combined to make an army of 60,000-75,000.

- 1 Army General - special character: János Hunyadi
- 1 Army Standard Bearer
- 1 Bán
- 1 Pap - Giovanni of Capistrano
- 1 unit of 20 Dismounted Familiares
- 2 units of 10 Hungarian Light Cavalry
- 1 unit of 12 Szekeler Cavalry
- 1 unit of 20 Armati
- 2 Mixed Order units of 12 Clipeati/12 Crossbowmen
- 2 units of 10 Nyílpuska (archers)
- 4 units of 48 Crusading Peasants
- 1 unit of 6 artillery crewmen

THE BATTLEFIELD

An 8'x5' foot table is recommended for this scenario. The Hungarian Crusader edge of the table is comprised of the battered walls of Belgrade. If the players have any castle wall models available, then these may be placed along the very edge. However, they are not necessary. The walls were breached in several places, which allowed the Crusaders free access to enter or leave the city, so alternatively some rocks may be placed along the edge to indicate rubble. The 6" along the edge closest to the Hungarian Crusader player counts as a defended obstacle for any foot troops in it fighting against enemy cavalry. The exact centre of the table will serve as the location of the Turkish battery. As the city had been under siege for some time, the rest of the battlefield has been cleared, and is treated as open terrain.

DEPLOYMENT

As this battle was characterised by an unplanned beginning and a haphazard sequence of subsequent events, each player is not exactly certain what forces will arrive at a given time. However, the units that start the game are known and are deployed in the following manner:

The Turkish battery of five artillery pieces and 15 Ottoman artillerists are placed in the table's centre facing the walls of Belgrade. One unit of 12 Sipahis and one unit of 10 Akincis are placed anywhere in the Turkish Deployment zone. These are assumed to be the forces that first attempted to disperse the gathering peasants.

Giovanni of Capistrano, two units of 48 Crusading Peasants, and one unit of 10 Nyílpuska are placed in the Hungarian deployment zone.

As the beginning of each player's second turn, that player will roll a D6 for each of his units and his characters (for purposes of this rule, the Mehterhane are not rolled for and simply enter with the Sultan). A 1-2 for a Hungarian unit/character, or a 1 for an Ottoman unit/character, indicates that it may enter the table on its own side. Characters may enter attached to any unit that also enters, if they prefer. A +1 is added every turn after the second, so, for example, the Hungarian needs a 1-3 and the Ottoman a 1-2 in the third turn, a 1-4 and a 1-3 respectively in the fourth turn, and so on. A roll of 6 is always a failure.

SPECIAL RULES

- Any foot unit fighting cavalry within 6" of the Hungarian table edge counts as if it were defending an obstacle.
- The unit of Ottoman gunners in the artillery battery counts as if they are behind a defended obstacle the very first time they are attacked. In subsequent rounds of combat, as well as for the rest of the game, the battery area is treated as open terrain.
- Hungarian artillery crewmen are allowed to use captured Ottoman guns. Guns may be turned and fired in the turn after they are captured.
- Guns are captured when crew models are within 1" of the gun and not in combat with enemy models. If any enemy models are within 1" of the gun, it is considered in dispute and may not be fired until the enemy models are either defeated or driven off.
- The game lasts 10 turns.
- The Hungarian player takes the first turn.
- Victory conditions. At the end of the game, the player in possession of the Turkish battery is the victor. If the guns are still in dispute, then determine Victory points.

HISTORICAL OUTCOME AND AFTERMATH

The unlikely yet decisive battle lasted five hours. The guns were overrun and turned on the Turks, and then were lost to a spirited counterattack; accounts claim the guns were retaken up to three times. At one point the Christian army was even driven back to the walls of Belgrade. In the end, however, it was the Turks who lost both ground and heart, with Sultan Mehmet suffering a wound to his leg. His army abandoned their baggage and retreated after night fell.

THE SIEGE OF KRUIË - APRIL, 1467

ALBANIA vs. OTTOMAN EMPIRE

“Remember that we are the same Epirotes who have fought in different times with the Romans on this very soil on which you now tread, and always in honour and glory, and not in disgrace.”

Skanderbeg to the Prince of Tarenta



THE SITUATION

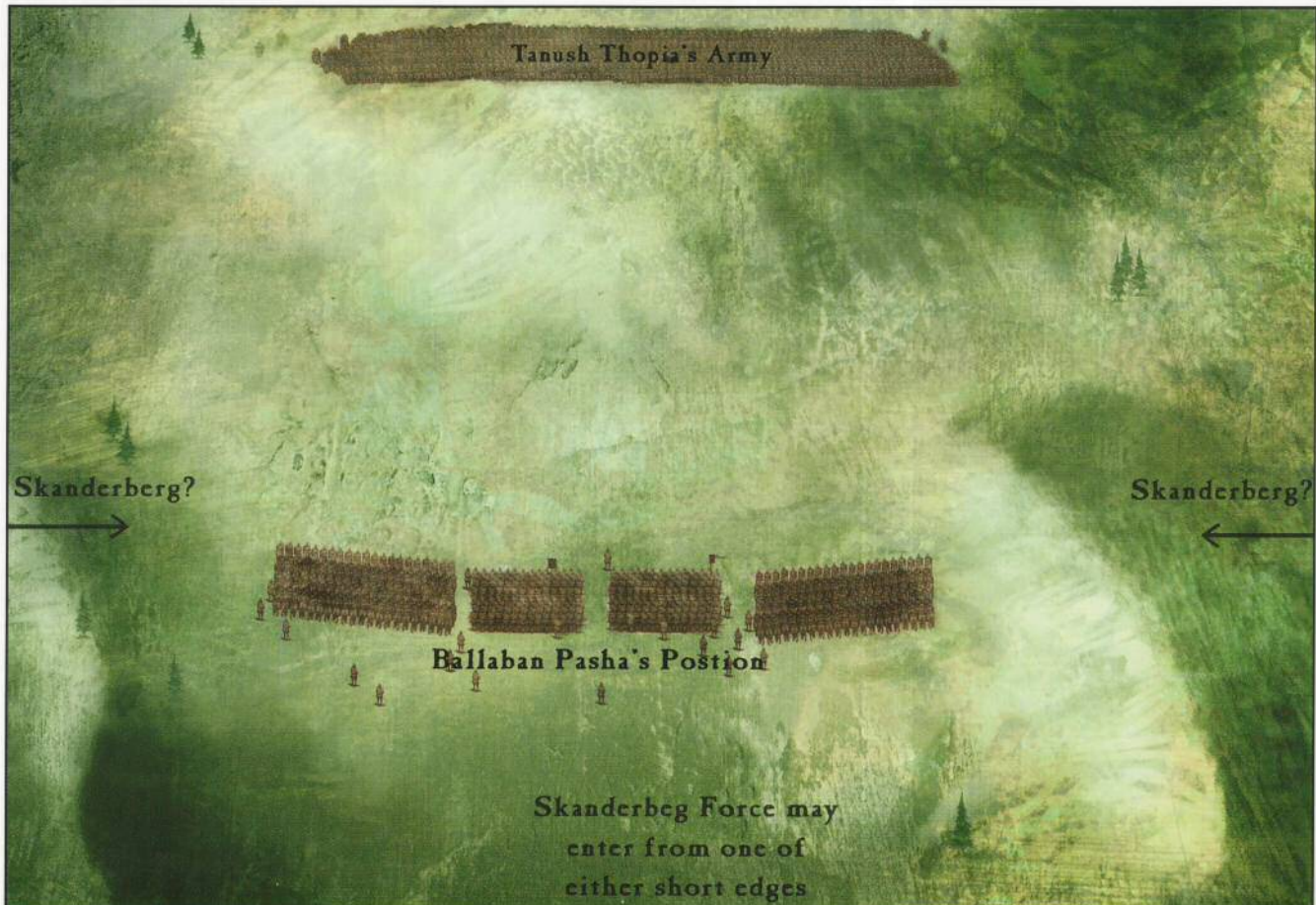
Though Ottoman armies were fighting on a front many hundred miles to the north along the Danube, Albania remained unbroken, a dangerous thorn in the Ottoman Western flank. To neutralise this threat, Mehmet II was forced to commit substantial forces to the area.

Mehmet himself had suffered a humiliating defeat in 1450 at Skanderbeg's hand while besieging the citadel at Krujë, and thereafter, several punitive expeditions were mounted to suppress Albania, but all met with defeat. In 1463, with Vlad the Impaler deposed and the front with Hungary relatively quiet, Skanderbeg returned to Albania from his campaigns in Italy in the service of Venetian interests. At

this point, Mehmet had the resources to deal with Skanderbeg once and for all. Mehmet outfitted an army of 100,000 effectives and sent them to Albania in 1465 under the leadership of his picked general, Ballaban Pasha. For two years, Ballaban fought the fight of his life against Skanderbeg, who used every trick and stratagem in his repertoire to frustrate, misdirect and nibble away at the Pasha's forces. In very short order, Skanderbeg had acquired a terrifying reputation among the Ottoman rank and file. In March of 1467, Skanderbeg dispersed his forces and took a small army to his stronghold of Krujë, which had been prepared for a siege of many years duration. Ballaban Pasha took the bait and besieged the city, apparently having learned nothing from Mehmet's experience at the same fortress 17 years earlier. Skanderbeg left Tanush Thopia in command and took a fast ship to Italy to get support and reinforcements. Through April, Thopia and his nearly 5,000 Albanians held out, waiting for Skanderbeg to return. Finally, they sallied out, and while their confidence was high, the Ottoman besiegers began to waver as the question nagged at them, "Where is Skanderbeg?"

THE BATTLE

The battle is a straightforward Flank Attack scenario.





Skanderbeg and his stradioti near Krujë

THE OTTOMAN ARMY

By this point in the campaign, Ballaban Pasha's besieging force consisted of approximately 80,000. But, as we are only portraying part of the siege lines, the Ottoman player chooses an Ottoman Empire force of 2,500 points led by a Bey representing Ballaban Pasha.

ALBANIAN FORCES

The Albanian player chooses an Albanian army of 2,500 points which can then be split into two forces: Tanush Thopia's garrison and Skanderbeg's relief force. Skanderbeg must be used as general and a Prince character should be used to represent Tanush Thopia, who functions as a Subordinate General.

THE BATTLEFIELD

Play this battle on a 8'x4' table. Thopia's deployment area represents the fortress and hill of Krujë, and so should be a large hill, which counts as open terrain. There are two hills to either side of the Ottoman deployment zone (see diagram) both of which count as open terrain.

DEPLOYMENT

As for Flank Attack.

SPECIAL RULES

The Flank Attack scenario is a variable length battle and its length is decided by a D6 roll. If, at the end of the battle the Ottomans have won based on the Victory Point schedule, the battle is over. If the Albanians win, roll a D6. On a roll of 1-2, the battle ends in an Albanian victory. On a roll of 3-6, the battle continues.

If the battle continues, the Ottoman player may select half (rounding down) of his units lost or destroyed at the end of the first phase of the battle. These units form the Ottoman reserve, which enters from the table edge opposite that from which the Albanian flank attack was launched. This represents the much larger size of the Ottoman force and its ability to draw on more manpower. The Albanians, however, cannot call on any reinforcements and must continue the battle with whatever forces they have on the table. The battle lasts four more turns.

Fleeing or killed characters may not 'return' with Ottoman reserve troops, as once a character is gone, it is considered lost. If Ballaban Pasha has been killed, no other general emerges to take command, the Ottomans fighting the remainder of the battle leaderless.

HISTORICAL OUTCOME

Whilst the Ottomans fought the enemy to their front, Skanderbeg took the key to the Ottoman position, Cruino Hill. With his line cut and the main body of his army flanked, Ballaban Pasha tried to fight his way out of the trap, but this part of his army was crushed and he was killed. The remainder of his forces surrendered to Skanderbeg, who wanted to grant them a safe conduct out of the country, but Skanderbeg's troops would have none of it; they launched a fresh attack against the leaderless Ottomans. The Turkish forces showed their professionalism by keeping their heads and breaking out of the Albanian trap, despite terrible losses. After this victory, Skanderbeg was named 'Athlete of Christ' by the Pope, but he only lived another year and Albania fell within a decade of his passing.

THE BATTLE OF VASLUI

- JANUARY 10, 1475

OTTOMAN EMPIRE vs. MOLDAVIA

"Praiseworthy hero, in no respect inferior to other hero soldiers we admire. He was the first contemporary among the rulers of the world to score a decisive victory against the Turks. To my mind, he is the worthiest to lead a coalition of the Christian Europe against the Turks."

Polish Chronicler Jan Dlugosz, 1475

Mehmet ordered Suleiman Pasha, Beylerbey of Rumelia, to advance on Moldavia and deal with the disobedient Stefan. 120,000 Ottomans gathered at Sofia in September 1474, joined by a Walachian contingent of 17,000 under the turncoat Basarab Laiota. Suleiman crossed the Danube into Moldavia in December and, advancing northwards, he found only desolation in front of him. Winter was harsh and his column was constantly harassed. After reaching the deserted Barlad, his scouts told him of villages still standing to the east. He headed in that direction reaching Vaslui on January 10th. This was exactly what Stefan had planned.



THE SITUATION

Ever since defeating the Hungarians at Baia in 1467, Stefan the Great had concentrated his efforts on dealing with the ever-growing Turkish threat. In the early 1470s, Moldavia staged a series of invasions of Walachia with the aim of placing an anti-Ottoman Voievod on the throne. Radu the Handsome was finally removed in 1474 and replaced with the seemingly loyal Basarab Laiota. Having quelled Uzum Hasan's rebellion in Asia, Mehmet II now had time to deal with Moldavia. He gave Stefan an ultimatum to come to Istanbul with the tribute he was due for the last five years and yield the fortresses of Chilia and Akerman at the Black Sea, or face the full wrath of the Ottoman Empire. Hoping for help from the West, Stefan chose the second option.

THE OTTOMAN ARMY

3,000 points - Ottoman Empire List

Vanguard (850 pts):

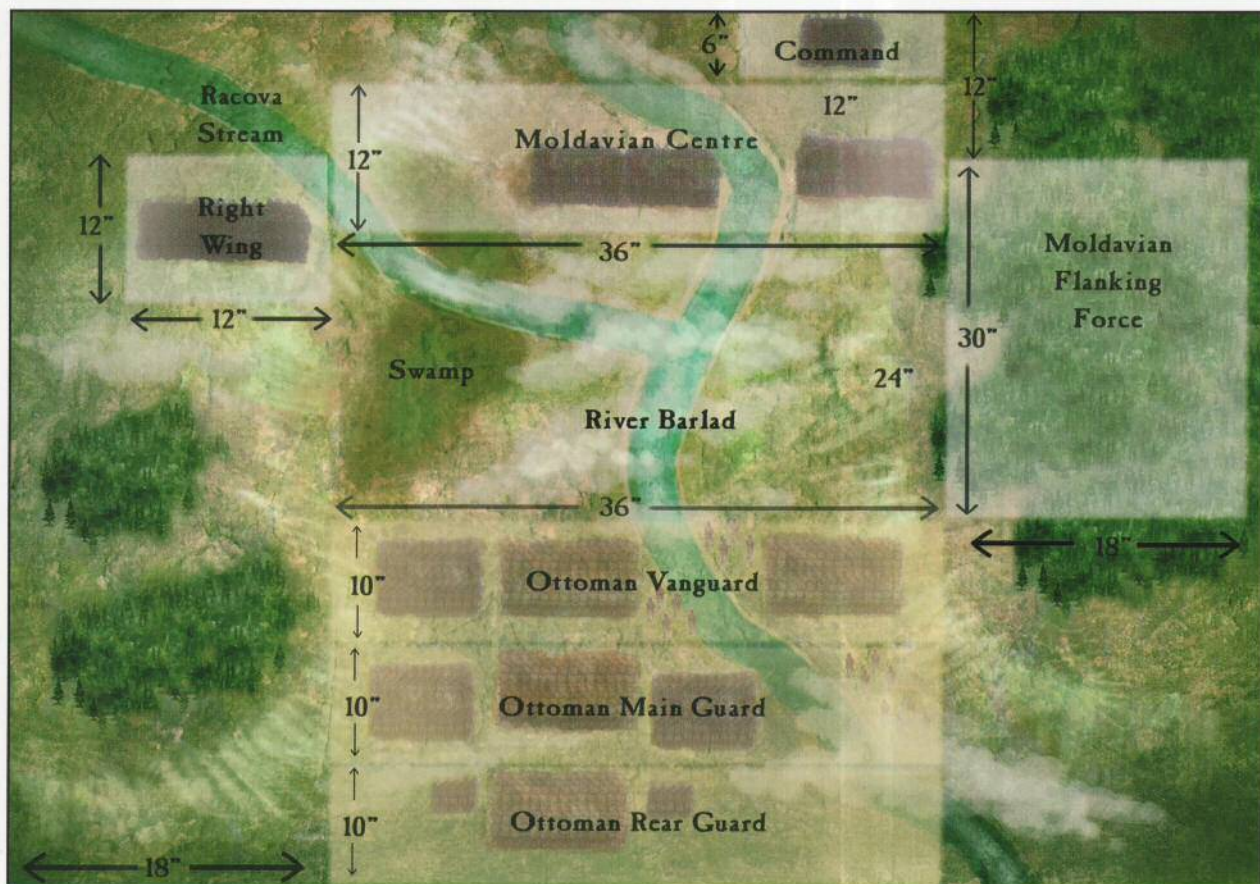
8 Akincis, 8 Akincis, 8 Timarli Sipahis, 20 Azab Spearmen, 10 Azab Bowmen, 10 Azab Bowmen

Main Guard (1,630 pts):

1 Beylerbey (Army General), 1 Bayraktar, 20 Zhirli Nefer, 12 Kesici Silahkarda Musellah handgunners, 8 Kapikülü Suvarileri, 8 Timarli Sipahis, 20 Azab Spearmen, 15 Voynuks, 10 Azab Bowmen, 10 Azab Bowmen

Rearguard (520 pts):

1 Walachian Dregator, 7 Walachian Viteji, 8 Walachian Calarasi, 8 Akincis



THE MOLDAVIAN ARMY

2,250 points – Moldavian Army List

Centre (650 pts):

20 Dismounted Boyars (Stubborn), 20 Lefegii with Spear or Halberd, 10 Arcasi

Right Wing (340 pts):

3 Light Bombards, 10 Lefegii Handgunners, 10 Arcasi

Flanking Force (640 pts):

15 Razes, 15 Razes, 16 Pedestrasi, 16 Pedestrasi

Command (620 pts):

Stefan the Great with 1 Stegar and 8 Viteji

THE BATTLEFIELD

The battle is played on a table measuring at least 6' x 6'. The river Barlad, half frozen, (treated as very difficult ground with the special rules below) flows along the road to Vaslui with hills on each bank and patches of marshy ground alongside it. The hills form a shallow canyon, and are mainly covered with forests. A dense fog covers the entire battlefield, especially above the water.

DEPLOYMENT

On a 6'x 6' table, players deploy according to the map. Moldavian Commoner units deploy last.

THE BATTLE

- The Ottomans take first turn.
- Game lasts up to 10 turns or until army break point.
- Standard Pitched Battle victory conditions apply.
- If Stefan the Great is killed, the Ottoman player is awarded an extra 300 Victory points, instead of the normal 100 Victory points for a killed enemy general. Banners of the Kapikülü units are worth 150 Victory points instead of the normal 100.
- Flanking Force: The Moldavian Left Wing is being held in reserve as a flanking force. At the beginning of his Turn 4, the Moldavian player rolls a D6 to see if the order to attack successfully reaches the Flanking Force – it does on a 3+. Failing that, they will appear in subsequent turns on a roll of 2+. If they fail to appear on Turn 6, they are considered lost and will not appear. The Moldavian player may bring them on from his left table edge (see map), 18" up from the Moldavian table edge. They are assumed to be hidden in the dense fog.

SPECIAL RULES

Dense Fog: At the beginning of each turn, roll a D6 for every unit. To establish how far it can see that round, multiply the result by 4. No unit may charge or shoot at an enemy it cannot see. Units within 6" from a water feature (River or Marsh) multiply the result by 3, since the fog is denser above water. Units on hills add 6 to the result.

Thin Ice: Units crossing the river for any reason (either voluntarily or fleeing) roll a D6. On a 1-3, the ice breaks. Place the 3" template on the centre of the unit and allocate hits as normal. All models hit must make a successful Initiative test (roll equal to or less than their Initiative on a D6) or the figure is lost with no saves allowed. Characters benefit from the "Look Out Sir!" rule. Cavalry models and models of armour save of 3+ or better take the Initiative test with a -1 penalty. A unit must take this test at the start of every round it has at least five models on the river.

Alphorns: The Alphorn is a musical instrument typical of Romanian shepherds, consisting of a very long (up to 8') conical tube. Stefan had several such instruments played in the centre of his line to attract the Ottoman army towards his position from beyond the dense fog, there to be pinned and flanked. At the beginning of each of the first three turns, every Ottoman unit without a line of sight to an enemy (either due to the fog or to obstacles) must take a Leadership test on 2D6. If it is failed, the unit makes a full move directly towards the middle of the Moldavian centre.

HISTORICAL OUTCOME

Stefan positioned his troops in three groups. The Centre was held by Boieri and Lefegii (including Transylvanians), troops on whom Stefan knew he could count in resisting the initial shock of the Ottoman onslaught and who had orders to slowly retreat while fighting. On the hills to the west (on the left of the Ottoman march direction) was his right wing – some artillery and a few mercenaries (including Transylvanian handgunners). On and behind the hills to the East (right of the Ottoman route), he placed the bulk of his troops, 'the Great Host', mostly the men summoned from among the population. They were concealed by the woods and the hill, as well as by their dull clothing. Stefan and his closest companions took position behind the centre, on the eastern hills. The army was about 35,000 (8,000 Transylvanian reinforcements).

The Ottoman force reportedly numbered about 75,000 (at least 10,000 being Walachians) and 20,000 auxiliaries (Bulgarian and Albanian slaves and workers). About 55,000 saw action. The Turks were still in marching order when the vanguard heard the sound of the alphorns and was engaged by a few skirmishing troops. These were quickly pushed back and pursued along the canyon, towards the Moldavian centre. The Turkish army never assumed battle formation, lacking the space to deploy. The vanguard hurled itself at the Moldavian position, coming under heavy fire, and fierce close combat followed. Strengthened by the bulk of the Turkish column, the Ottoman vanguard gained ground and managed to make a breach in the Moldavian line. At this point, the rest of the Moldavian host charged the Turks (still deployed roughly in column and packed between river and woods) in the flank from the east, causing great confusion amplified by the fog. Suleiman, himself at the back of the column, failed to restore order. Sensing a chance, Stefan launched himself and his companions in a furious charge against the Turkish front. Pinned from the north and flanked from the east, the Ottoman line crumbled, being driven into the Barlad River or back on the rest of the Ottoman troops, setting them to flight. The Moldavian pursuit lasted several days, until the remnants of the Ottoman army crossed the Danube at Oblucita into Dobrudja.

VLAD THE IMPALER'S DEFENCE OF WALACHIA THE TURCO-WALACHIAN WAR OF 1462

“With a few horsemen, often at night, using hidden paths, Dracula would come out of the forest and destroy Turks too far from their camp... A terrible fear crept into our souls... Even though Dracula's army was small, we were constantly on our guard. Every night we used to bury ourselves in our trenches, and yet we still never felt safe.”

*Testimony of Konstantin of
Ostrovitz, the 'Serbian Janissary'*

Crusade against the Turks in 1461. During his lifetime, Vlad the Impaler may have been as famous a Crusader as Skanderbeg, his cousin Stefan the Great, and even the great János Hunyadi himself. All four of these men knew each other and at times worked together in the enterprise of trying to defeat the Ottoman menace. His successful defence of Walachia in 1462, though it ended in his flight from the country, cemented a third reputation, held by Balkan Christian and Muslim Turk alike, that he was a devil that could not be defeated.

SITUATION – 1462

Vlad Tepes had ruled Walachia for six years, but in the last three, his acts of disobedience towards the Sultan became blatant. Payment of tribute had been ignored, the Danube fortresses were re-garrisoned, and ties with Hungary strengthened. In 1461, Mehmet II sent his emissary Catavolinos and an expeditionary force under Hamza Pasha, Bey of Nicopolis, to gather the tribute owed by Vlad, and, if possible, take the Voievod prisoner. But the Walachians ambushed the party. Catavolinos, Hamza Pasha, and their entire force were impaled. That winter, Vlad crossed the Danube and pillaged its southern shore terribly, causing great panic among the Turkish inhabitants of the Balkans. These acts could not be overlooked by the Conqueror of Constantinople, and his response was to gather a large army, Chalkokondylos mentions 250,000, but this is most likely exaggerated, south of the Danube in the spring of 1462.

VLAD THE CRUSADER

Vlad's terrifying reputation has more than one side to it. On the one hand, he is the proto-Machiavellian prince who impaled his enemies to make a point (no pun intended) in his cross-border war with the Germans of Transylvania, who harboured a pretender to the Walachian throne and who violated their trade agreements. On the other hand, he is the guerilla general who used scorched earth, ruses, and a campaign of psychological warfare that strongly featured the use of impaled prisoners and night attacks to defend his soil against Muslim attack. When living in Transylvania and during his second (and longest) reign as Voievod of Walachia, Vlad had the reputation of being a dedicated Turk fighter. The Pope was a strong proponent of Tepes's, holding him up as the only ruler to answer his call for





SPECIAL CHARACTERS

The use of special characters for this campaign is encouraged, but not compulsory. By not using Mehmet II and Vlad Tepes as presented in the Special Characters section, the campaign can be transformed into a generic one, but suitable characters (Sultan and Voievod) should be used in their stead nevertheless.

DEATH OF SPECIAL CHARACTERS

If special characters die during one of the battles of the campaign, at the end of the battle, roll a D6 for them and consult the table below. If the character has died but his side has won the battle, add +2 to your roll. If both characters die during Scenarios 3 or 4, the campaign ends as a draw. If both die during Scenario 6, the campaign result depends on the outcome of the battle.

SLAIN SPECIAL CHARACTER TABLE

Mehmet II

1 – 2 Captured

3 – 4 Slain

5 – 6 Escaped

Scenario 3	Mehmet is captured and impaled to serve as an example and further enhance Vlad's grim reputation. The Ottoman invasion is defeated, jump to Scenario 6. In Scenario 6, the Ottoman army is led by the Beylerbey of Rumelia (a Beylerbey).	The Sultan is dead and the Ottoman invasion is defeated, jump to Scenario 6, in which the Ottoman army is to be led by the Beylerbey of Rumelia (a Beylerbey).	The Sultan is alive and may lead his troops in the next battle.
Scenario 4	Same as above	Same as above	Same as above
Scenario 5	Same as above	Same as above	Same as above
Scenario 6	Mehmet is captured and carried as a prisoner to Buda and then through Europe, suffering the ignominious fate of Bayezit I. The Ottoman defeat is utter and complete.	Mehmet II is slain. His leaderless army poses no real threat. As the teenage Sultan Bayezit II takes the throne under the regency of a Grand Vizier, each general tries to secure his position against the uncertain times to come. The campaign result depends on the outcome of this battle.	Same as above

Vlad Tepes

1 – 2 Captured

3 – 4 Slain

5 – 6 Escaped

Scenario 2	Vlad is captured by the enemy. The Walachian ruler is taken to Constantinople and publicly executed. His death serves as an example to any who resist the might of Mehmet II, and satisfies the Turks who have been terrorised by his deeds. The Ottomans automatically win the campaign as local resistance swiftly crumbles and Radu the Handsome is installed on the throne.	Vlad is slain on the field and with him dies the last hope of Walachian independence. The Ottomans win the campaign. However, he is not to be taken as a trophy by the Conqueror and lives on as a people's hero.	Vlad is alive and may lead his troops in the next battle.
Scenario 3	Same as above	Same as above	Same as above
Scenario 4	Same as above	Same as above	Same as above
Scenario 5	Same as above	Same as above	Same as above
Scenario 6	Vlad is captured by the enemy. The Walachian ruler is taken to Constantinople and publicly executed. The Christian offensive is defeated and the campaign ends as a Turkish victory	Vlad is dead, but remains a hero of his people. The campaign result depends on the outcome of this battle.	Same as above

SCENARIO 1: BORDER RAID – MAY, 1462

SITUATION

Prior to the great Turkish expedition, parties of akincis have crossed the Danube and are raiding the Walachian countryside. This scenario recreates an akincis raid on a Walachian village north of the Danube in 1462. The peasants, gathered around the only local authority, the priest, quickly organise the defence of the village. At the same time, the priest sends a messenger to the estates of their lord to call for help.

ARMIES – DEFENDER

The Walachian player has 500 points available. He can deploy 200 points of it at the start of the battle from the following list:

1 Village Priest (counts as an Army General with a range of 6").

Peasants – May choose any number of units of Pedestrasi. The only equipment they may take are either scythes, and every fourth figure may be armed with a bow (which are not normally available to them, but which may be purchased at +2 pts for this scenario only). They may not select Leaders, Standard Bearers or Musicians.

Townsfolk – There must be 3-6 models of Townsfolk for every house in the village (depending on the number of houses, between 12 and 36 civilian models).

Another 125 pts must be spent on a second force which may only comprise Calarasi. Note that the Calarasi may take Leaders, Standard Bearers or Musicians and equipment as normal.

A third force of 175 points may only comprise Lefegii and/or Calarasi and must be led by a Dregator.

ARMIES – ATTACKER

The attacker (the Ottoman player) has 500 points available. This force must be led by a Bey and may be comprised of the following unit types:

Akincis

0 – 1 Delis

BATTLEFIELD

The battle should be played on a 48" x 48" table. The Walachian player sets up a settlement of four to six houses, as well as a larger structure in the middle of the settlement – the village church. The terrain between the houses counts as open. The defenders may enter any of the buildings.

The village must be placed at least 18" away from the Ottoman deployment zone. The players should place the rest of the scenery in a mutually agreeable manner, but at least one wood should be present.

BATTLE

This battle is fought using the Skirmish scenario from the WAB rulebook with the following special deployments and conditions:

DEPLOYMENT

The Ottoman player deploys first anywhere within 12" of his table edge. The entire Ottoman force is placed in one go.

The Walachian player then deploys his 200 pts of Pedestrasi, Townsfolk, and the Priest. They must be placed anywhere within 9" of the church, and no closer than 18" to the Ottoman deployment zone.

At the beginning of Walachian Turn 2, roll a D6. On a 4+, the force of 100 pts of Calarasi enters the board from any side, but not closer than 18" to the Ottoman deployment zone. They may move and shoot normally that turn, but may not charge. If they fail to appear, roll in subsequent rounds adding +1 each round to the result.

At the beginning of Walachian Turn 4, roll a D6. On a 4+, the force of 150 pts of Lefegii/Calarasi and Dregator enters the board from the Walachian table edge. They too may move and shoot normally that turn, but may not charge. If they fail to appear, roll in subsequent rounds adding +1 each round to the result.

WHO GOES FIRST

The Ottoman player goes first.

LENGTH OF GAME

The game lasts for six turns or until one of the players concedes defeat.

OBJECTIVES & VICTORY CONDITIONS

Victory points are granted as for Pitched Battle, including those for table quarters. In addition, the Ottomans get 25 pts for each house they have entered and looted, 50 pts for looting the church, 25 pts for each house they have destroyed and 100 points for destroying the church. The Ottoman player gets 50 pts if there are no Townsfolk on the battlefield at the end of the game. Roll a D6 for every Ottoman model killed in close combat. On a 5+, he has been captured alive and grants the Walachian player an additional 10 VPs. If the Ottoman Bey was killed in close combat, roll a D6: 1 Escaped, 2-3 Dead, 4-6 Captured alive. If the Bey is captured alive, the Romanian player is granted double the Bey's Victory points.

SPECIAL RULES

In this scenario, characters may exercise command over skirmishing units, though this is not normally allowed. Therefore, any skirmishing unit may use the Leadership of characters or generals when taking Leadership-based tests. If a Village Priest purchases an icon to gain Army Standard Bearer abilities, troops within 6" of him may re-roll their Break tests, even if they are skirmishers.

Any unit or character may attack a building by setting fire to it. A unit may make a fire attack by spending a Close Combat phase in base-to-base contact with any building; attacks automatically hit at S6. If a building is successfully wounded, the attack does D3 wounds. Once a fire has caused one point of damage it burns unaided, gaining +1 Strength in every close combat round. Once a fire is started, the unit or character setting it may move off and fight as normal or try to start a fire in another building.

Ottoman troops may enter a building by spending a full turn adjacent to it (they are considered to be dismounting and looting the house). The looting unit must be unengaged for that turn to successfully pillage the structure. After this, they may move on or attempt to set fire to the building.

UNITS & BUILDINGS

Townsfolk

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

Equipment: Townsfolk have improvised weapons and may throw rocks – count as slings with a range of 6" and Strength of 2.

Village Priest

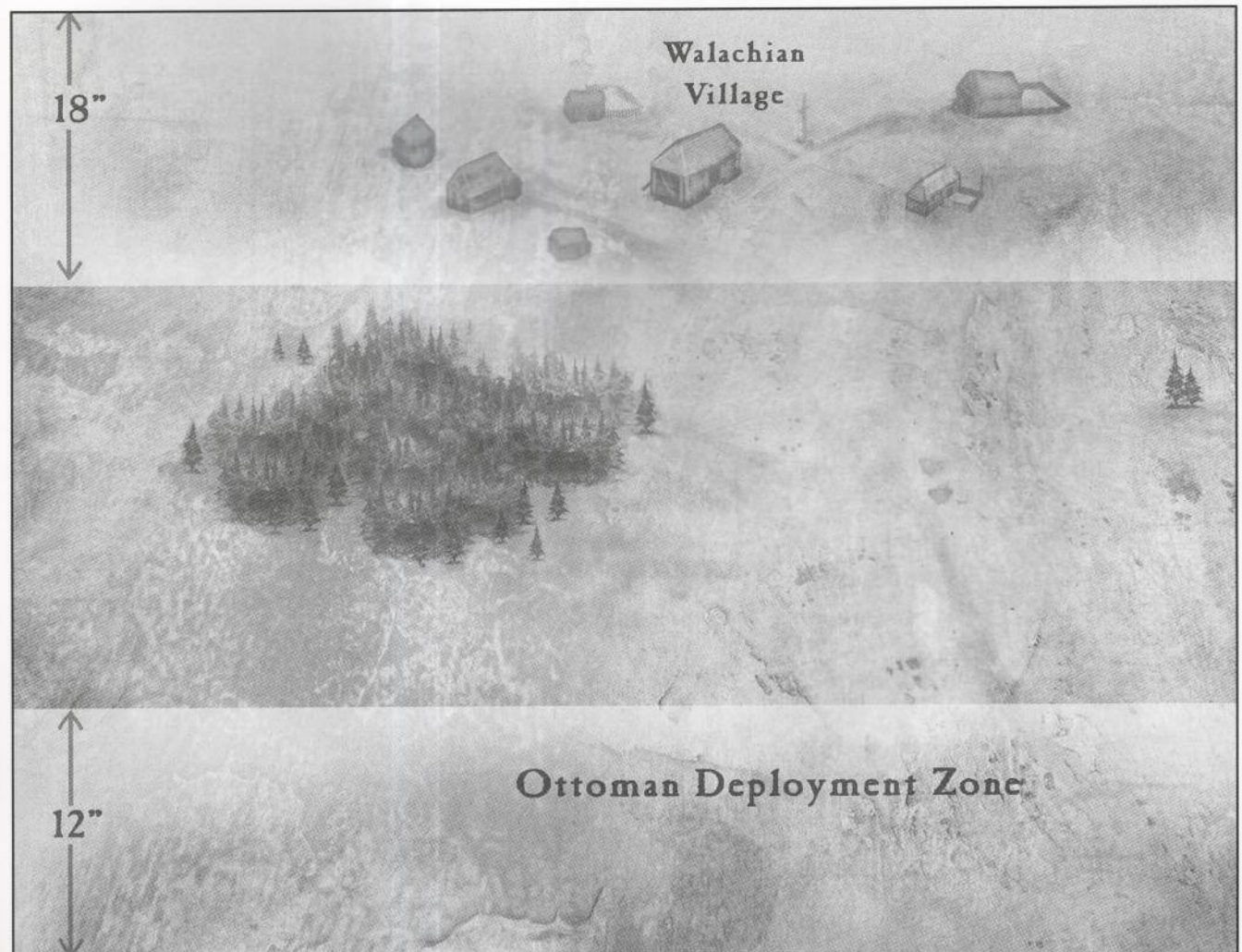
	M	WS	BS	S	T	W	I	A	LD	Pts
Priest	4	3	3	4	4	2	3	1	8	55

Equipment: Armed with a hand weapon. May have an Icon (+15 pts), in which case he may be treated as an Army Standard Bearer with a range of 6" (in addition to him being a General).

Special Rule: *Hatred* (extends to any unit he joins).

House (mud-brick or wood) – T 7, W 5

Church (wood) – T 8, W 10



SCENARIO 2: THE DANUBE CROSSING - JUNE 4, 1462

"Then the Sultan immediately ordered that they be given eighty large and well-rigged boats and other necessities... and we reached the other side some furlongs below where the Voievod's army lay, and there we dug in..."

Konstantin Mibailovic of Ostrovitza, the 'Serbian Janissary'



SITUATION

Mehmet II's great army has reached the Danube and tried to cross into Walachia at an unguarded point. Yet, every time the Turks try to cross, Vlad's forces stare back at them, promising a tough fight. Finally, Mehmet's army reaches the ford of Nicopolis, where the city's artillery grants them some added cover. Still, crossing the Danube is cumbersome, and Vlad's men on the left bank at Turnu are attempting to stop the Ottoman vanguard before they reach the Walachian shore.

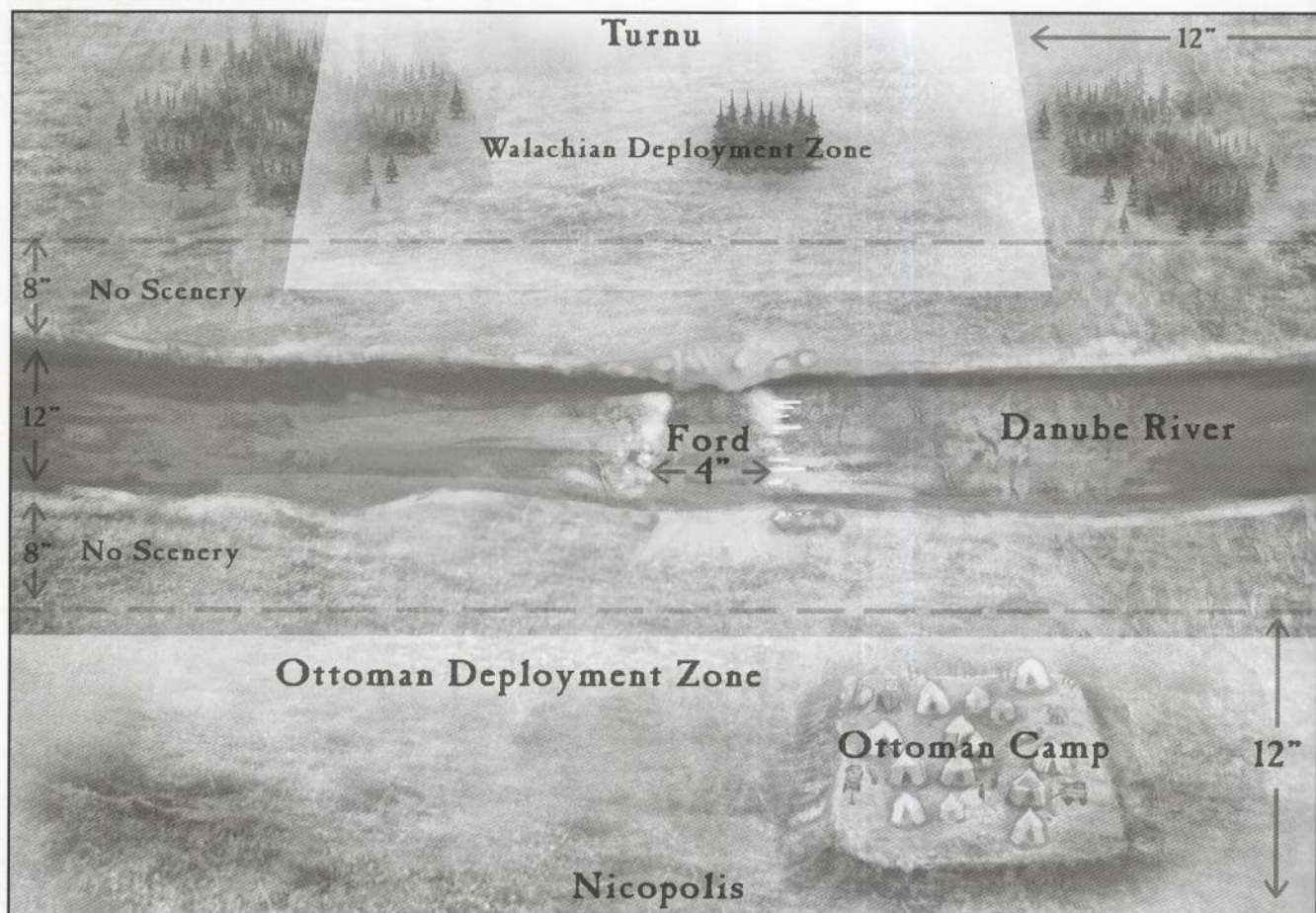
ARMIES - DEFENDER (THE WALACHIANS)

The defender has 1,350 pts available, selected from the Small Host army list. No Allies or Mercenaries are allowed, except for one artillery piece. The Walachian player may have a Vornic or Vlad Tepes as General, as described in the Special Characters section.

ARMIES - ATTACKER (THE OTTOMANS)

The Ottomans have 2,000 pts available, chosen from the Ottoman Empire list and including the following unit types:

- 1+ Bey (one Bey acts as army general at no additional cost)
- Infantry
- Cavalry
- 0 - 1 Humbaraci
- 0 - 1 unit of Janissaries (Kesici Silakharda Musellah or Zihrlı Nefer)
- Vassals



BATTLEFIELD

The battle should be played on a 72" x 48" table. The 12" wide Danube River flows through the middle of the battlefield. It is impassable, with the exception of a 4" wide ford, which counts as difficult terrain for cavalry. On the Turkish side, the table edge counts as the walls of Nicopolis, and the Ottoman player may place two artillery pieces, separated by at least 12" from each other, which may not move during the game. These come in addition to the 2,000 points of troops and represent the artillery in the towers of Nicopolis.

The rest of the scenery should be arranged in a mutually agreeable manner, but no scenery may be placed within 8" of each edge of the Danube, and no scenery may be placed on the Turkish side of the Danube (except a Turkish camp, if both players agree – 3-5 tents surrounded by a ditch and stakes, which count as a defended obstacle).

DEPLOYMENT

Deploy as you would for a Pitched Battle, with each player taking turns to deploy one unit a time, unless the Walachians have captured the Ottoman Bey in Scenario 1. If so, then the Walachian player may choose to deploy his entire army last. The Turkish deployment zone is 12" deep along their entire table edge. The Walachians may deploy 12" from their own table edge, but not within 12" of their short table edges.

WHO GOES FIRST

The Ottoman player goes first.

LENGTH OF GAME

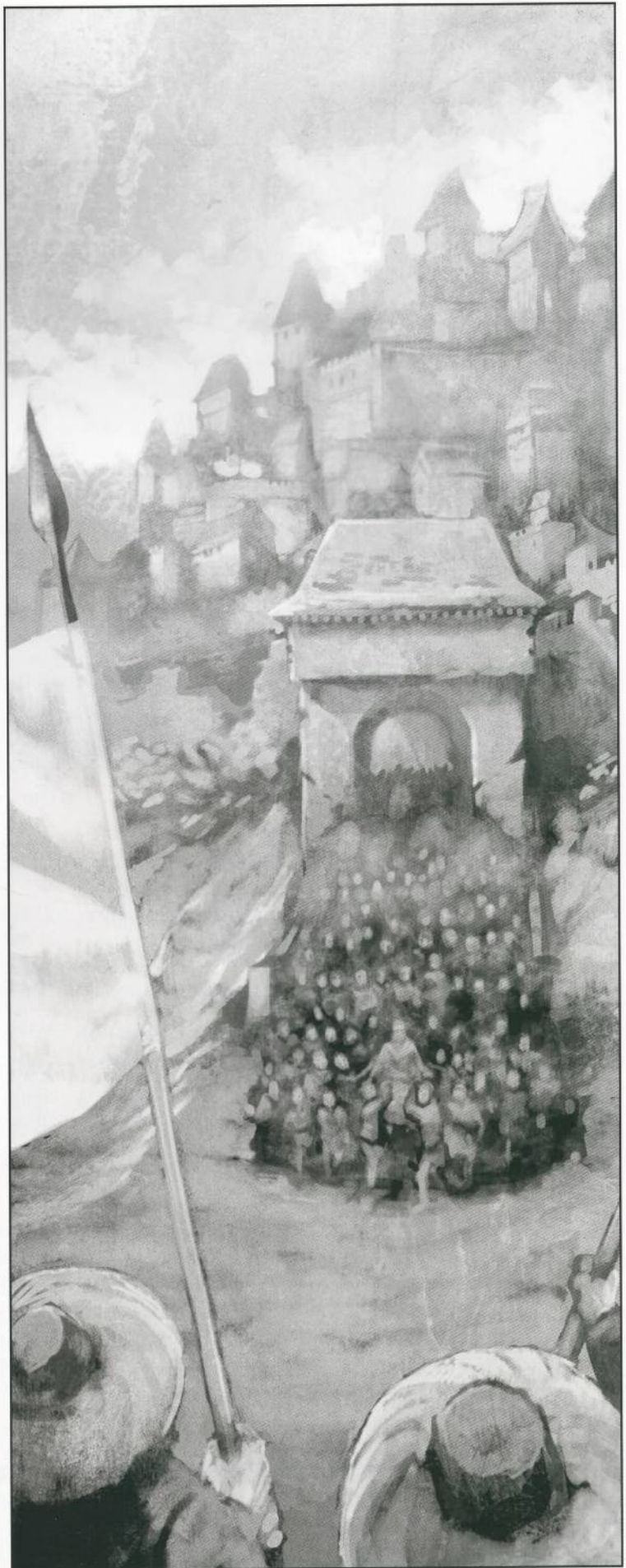
The battle lasts for ten turns or until victory conditions have been met.

OBJECTIVES & VICTORY CONDITIONS

If the Turkish general manages to get three units on the Romanian side of the Danube at the end of any full turn, the Ottomans have won the scenario. Note that units with a strength of less than five models or units that are fleeing do not count towards the minimum of three units.

CONSEQUENCES

If the Ottomans win the scenario, play Scenario 3. If not, try Scenario 2 again. If the Ottomans fail to cross the Danube in three attempts, they retreat and the campaign begins again the following year.



SCENARIO 3: THE NIGHT OF TERROR – JUNE 16–17, 1462

“Striking us in the night, they beat and killed men, horses and camels and cut down tents so that they killed several thousand Turks and did the Sultan great harm.”

Konstantin Mibailovic of Ostrovitza, the ‘Serbian Janissary’



SITUATION

Now that the Ottomans have crossed into Walachia, Vlad's efforts to stop their advance turn to a scorched earth campaign. And while the heat and lack of food and drinkable water are taking their toll, Vlad introduces the tactic of fear. Vlad's forces shadow the advancing Ottoman horde, which finds pickets kidnapped at night and impaled further down the route of march in the morning. With Ottoman nerves on edge, Vlad launches an ambitious night attack that has as its objective the capture of Sultan Mehmet from his tent. The Ottoman army's morale is at breaking point, and the kidnapping of the Sultan would no doubt end the campaign. On the hot night of June 16th, Vlad takes his chance while the Ottoman army sleeps south of Tiroviste. This type of battle is a Last Stand with special rules.

ARMIES – ATTACKER (THE WALACHIANS)

The attacker has 2,000 points available, selected from the Walachian Large Host list. Vlad Tepes must be the army's General.

ARMIES – DEFENDER (THE OTTOMANS)

The Ottomans have 3,000 points available, chosen from the Ottoman Empire army list. Mehmet II must be the army's General. Though the Ottoman army is large, it is reeling from the effects of disease brought on by contaminated water and heat (and perhaps also by Vlad's reported tactic of having plague victims don Turkish attire and march with the Sultan's army). Roll a D6 before deployment. On a roll of 4+, disease affects the Ottoman army. Remove 200 points of troops of the Ottoman player's choice.

BATTLEFIELD

The battle is played on an 8'x4' table. The battlefield depicts the camp of the Ottoman army on the march; no scenery may be set up in the centre 24" section of the table.

DEPLOYMENT

The entire Ottoman army deploys first in a 24" square in the centre of the table (see the battlefield diagram below). The Ottoman player may wish to deploy his units facing out from the centre of the camp. The location of Mehmet's tent is marked below, and the Ottoman general must be deployed there alone – he may not be attached to a regiment in this battle and neither Mehterhane nor Bayraktar may be used. The Walachians use a night deployment – see Special Rules below.

WHO GOES FIRST

The Walachians go first.

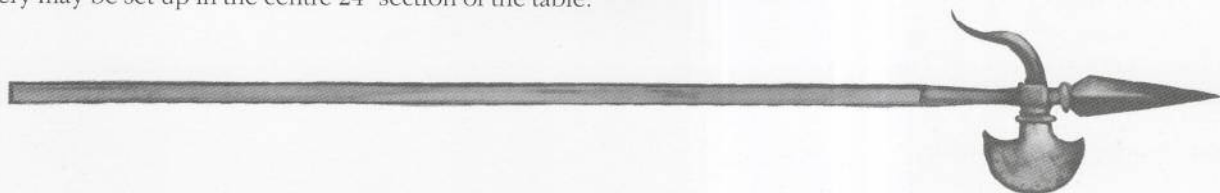
LENGTH OF GAME

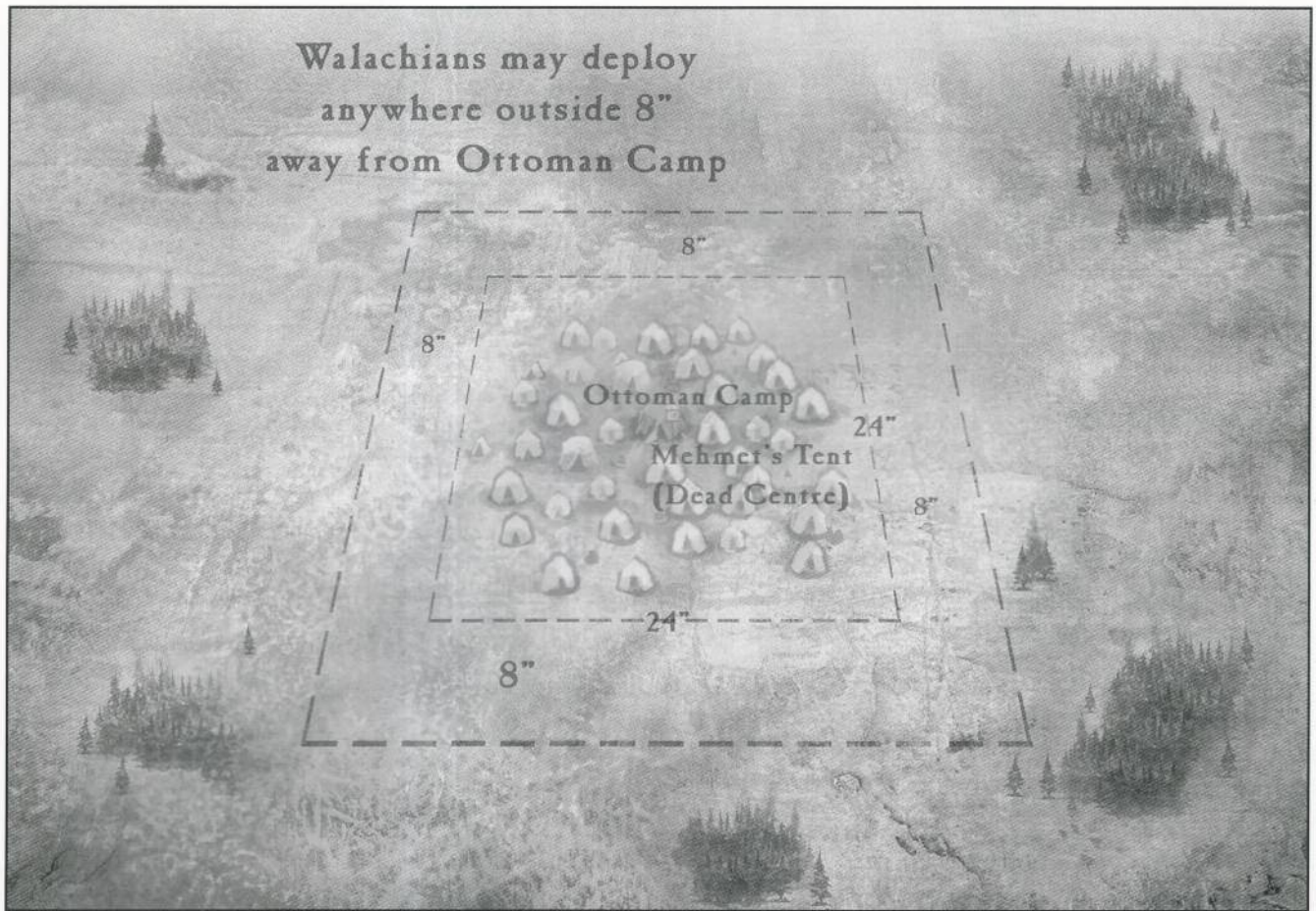
The game lasts for six turns.

SPECIAL RULES

The Ottoman army is in camp, its pickets have been neutralised, and Vlad's army is ready to attack. To represent the effect of the Walachian army descending silently under cover of darkness on the Ottoman camp, the following rules apply:

1. The Walachian player secretly decides which part of the Ottoman camp to attack. On paper, he assigns his troops to attack any or all of the four facings of the Ottoman camp (north, south, east and west). The Walachian player is not required to deploy troops in all sectors, though he may.
2. The Ottoman player deploys his entire army anywhere in the designated camp area.
3. The Walachian player now deploys their units in their assigned sectors. Units may be deployed no closer than 8" to the designated camp boundary.
4. In the Walachian player's first turn, units may declare charges as normal. Hold is the only charge reaction allowed to the Ottoman player in this turn.
5. The Ottoman player may not declare charges in their first turn.
6. Missile troops are hampered by night. Missile ranges are limited to 8" and all shooting attacks are at -1 before other modifiers.
7. When receiving a charge, the Ottomans are at -1 to hit their opponents in close combat.





OBJECTIVES & VICTORY CONDITIONS

The winner is the player who has accumulated the most Victory points at the end of six turns: ignore Victory points for table quarters.

If the Walachian player captures or kills Mehmet, his invasion comes to a swift end, and his army retreats for the border. Flush with victory, the Walachians, joined by Hungarian and Crusader allies, march on Constantinople. Play Scenario 5 with the Grand Vizier or Beylerbey of Rumelia as army general (consult slain character table).

Walachian victory by:

1,200+ VPs – A complete victory for the Walachian Voievod. The Walachians, soon to be joined by Hungarian and Crusader allies, harass the invader as he flees the country. Play Scenario 5 with the Sultan as army General, but with his Leadership reduced to 9. The Ottoman army loses 500 points of troops of the Ottoman player's choice.

600-1,200 VPs – A clear Walachian victory. The Ottoman host has been severely defeated. It will be able to regroup and move onward toward Tirgoviste, but it is terribly demoralised. Play Scenario 4, but with the Sultan's Leadership reduced to 9. The Ottoman army loses 200 points of troops of the Ottoman player's choice.

300-600 VPs – A Walachian victory, but the Ottoman army is still a viable invasion force. Play Scenario 4, but with the Sultan's Leadership reduced to 9.

Ottoman Victory by:

300-600 VPs – A Turkish victory, but the Walachian force is still very much intact. Play Scenario 4.

600-1200 VPs – A solid Turkish victory. Vlad's army has been defeated, and the Sultan's march to Curtea de Arges cannot be stopped. Play Scenario 4 with 200 points of Walachian troops removed from the Walachian army of the Walachian player's choice.

1200+ VPs – A decisive Turkish victory. The Walachian troops have been nearly destroyed and the country is at the mercy of the Sultan. It shall be most likely annexed to the Ottoman Empire and ruled by a Bey, and it is only a matter of time before all resistance is crushed. Play Scenario 4. The Walachian army loses 400 points of troops of the Walachian player's choice.

SCENARIO 4: VLAD'S LAST STAND/THE FOREST OF THE IMPALED – JUNE 20, 1462

"The Sultan's army came across the field with stakes, about two miles long and half a mile wide. And there were large stakes upon which he could see the impaled bodies of men, women, and children, about 20,000 of them..."

Account of Chalkokondylas



SITUATION

Mehmet II has gathered his disordered and terrified forces together and is marching toward Vlad's capital of Tirgoviste. All that is left to the Walachian Voievod is to scorch the earth and poison the wells in the path of the invader and retreat to the refuge of the hills until an opportunity to hit the Ottoman host shows itself. The Ottomans trudge onward, prostrated by the heat in the hottest summer in decades. The lack of water and food in a countryside stripped bare of all comfort begins to demoralise even the Sultan's elites. Then, finally a chance to punish the invaders presents itself as the Sultan's army must cross a forested area not far from the Walachian town of Tirgoviste. It is here that Vlad will try to push the invader back, once and for all, in a desperate last stand against the odds. This battle is a Surprise Attack.

ARMIES – DEFENDER (THE OTTOMANS)

The defender has 3,000 points available, selected from the Ottoman Empire list (consult previous scenario results for potential reductions). The Ottoman player must take Mehmet II as army's General.

ARMIES – ATTACKER (THE WALACHIANS)

The Walachians have 2,000 pts available, chosen from the Walachian army list (consult previous scenario results for potential reductions). No Allies and Mercenaries are allowed. Vlad Tepes must be the army's General.

BATTLEFIELD

Set up the scenery in a mutually agreed manner, but the field must include at least two woods.

DEPLOYMENT

Deployment takes place following the rules for Surprise Attack, with the Walachians deploying first. The Ottoman player should keep in mind that the Walachian force may be on the attack before deployment is completed.

LENGTH OF GAME

The game lasts for six turns or until one player concedes defeat.

OBJECTIVES & VICTORY CONDITIONS

As per the Surprise Attack scenario.

SPECIAL RULES

If the Walachians have won Scenario 1, before deployment but after the scenery has been set, the Walachian General may place an additional piece of scenery – a 6" x 6" 'forest of the impaled' made up of the bodies of former Turkish prisoners. If the Bey was captured or killed in Scenario 1, then this feature may be 8" x 8". The Walachian player may set this up anywhere on the table outside the Ottoman deployment zone. This piece of scenery causes *terror* to Turkish troops only (treat it as a stationary terror-causing unit) and any Ottoman troops within 12" of it suffer a -1 Ld penalty for all tests. Troops with the Kapikülü special rule are immune to the effects of this scenery piece.

CONSEQUENCES

When Mehmet and his Viziers saw the forest of the impaled, he ordered retreat and is said to have wailed "What can we do against such a man!?". This scenario presents a 'what if?' situation, but it is a plausible one; launching an attack on a disorganised foe was a time-honoured Romanian tactic, and Vlad used impaled enemy troops on more than one occasion to demoralise his enemies before launching ambushes. The results of the scenario are:

Ottoman advantage by more than 600 points:

Mehmet's army has managed to push Vlad and his loyalists to the fringes of the principality. While Vlad moves into Transylvania, where he is imprisoned by the Hungarians, Mehmet installs Vlad's younger brother Radu on the throne as an Ottoman puppet. The campaign ends in Ottoman Victory.

Ottoman advantage by 600 points to Walachian advantage by 600 points:

Vlad has managed to shake Mehmet's will. Though he may have damaged Vlad's army, Mehmet still orders retreat. He may launch a campaign later in the season to place Radu on the throne, but first must get safely south of the Danube. Play Scenario 5.

Walachian advantage by 600 points or more: Vlad has damaged the Ottoman army and its commander's reputation. Play Scenario 5 with Mehmet as General. His Leadership is reduced to 9.

SCENARIO 5: AMBUSH!

- LATE JUNE, 1462

"The front ranks of the army reported that there was not a drop of water to quench their thirst. All the carts and animals came to a halt. The heat of the sun was so great that you could cook kebab on the mail shirts of the gazis..."

Tursun Beg



SITUATION

The Conqueror is now the conquered. Mehmet is on the run for the Danube, and his once proud army is now a disorganised rabble. 'Kaziklu Bey's' scorched earth and terror tactics have broken the Ottoman army's will to do battle. At this point, Mehmet and his generals only hope to get as much of their army out of Walachia as possible. This is an Ambush with special deployment.

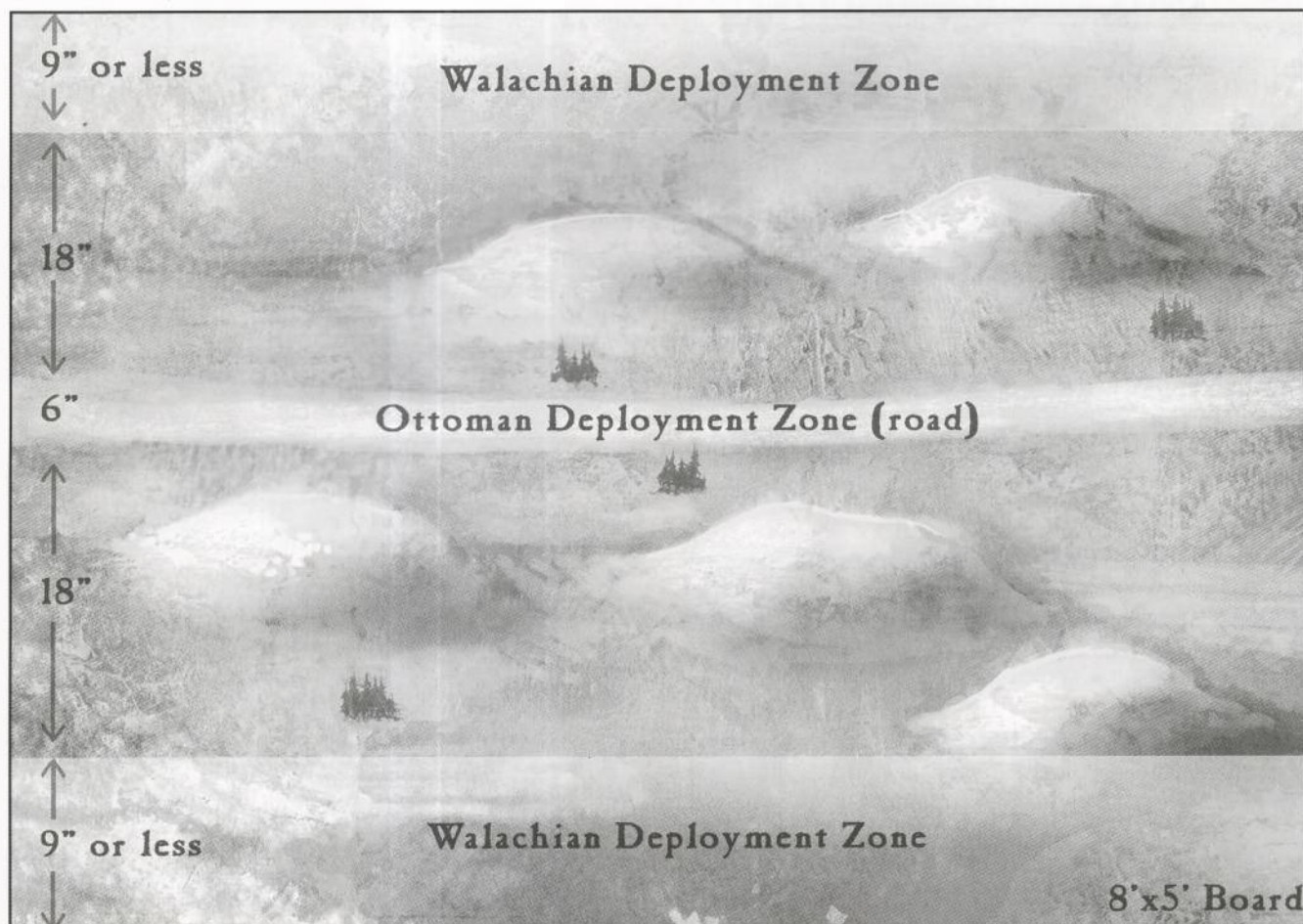
ARMIES – DEFENDER (THE OTTOMANS)

The defender has 3,000 pts available, selected from the Ottoman Empire army list. The Ottoman player must take as general Mehmet II.

Though the Ottoman army is still large, it is reeling from the effects of disease brought on by contaminated water and heat and plague. Roll a D6 before deployment. On a 4+, disease affects the Ottoman army. Remove 200 pts of troops of the Ottoman player's choice.

ARMIES – ATTACKER (THE WALACHIANS)

The Walachians have 2,000 pts available, chosen from the Walachian army list. No artillery or Allies and Mercenaries are allowed. Vlad Tepes must be the army's General.



BATTLEFIELD

Set up a 8' x 5' table as shown in the diagram. At least two woods must be present on each side of the defender's deployment zone, for a minimum of four woods in total. A road runs through the centre of the defender's deployment zone.

DEPLOYMENT

The Ottoman general sets up his army first in the deployment zones shown. All units must face towards the same short table edge. The Walachian general deploys his army in the two deployment zones shown on the map; at least one third of his points must be placed in each deployment zone.

WHO GOES FIRST

The Walachian player goes first.

LENGTH OF GAME

The game lasts for five turns or until one player concedes defeat.

OBJECTIVES & VICTORY CONDITIONS

Calculate Victory points for units or characters destroyed or fleeing, for captured standards and for slain or fleeing generals. No other VPs are awarded.

CONSEQUENCES AND CAMPAIGN RESULTS

Once the winner of the battle has been determined consult the following table:

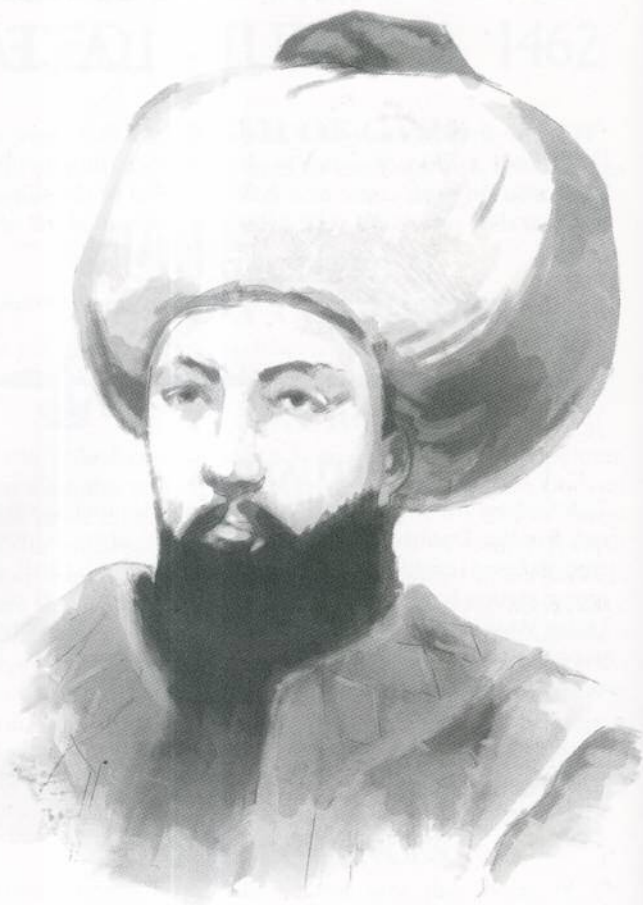
Ottoman advantage by:

1,200 or more points: Mehmet plucks a victory from the jaws of defeat. Though he has been forced to withdraw, he has ensured the destruction of Vlad's army and will install his favourite – Vlad's brother Radu the Handsome – as Voievod in the autumn, unopposed. The campaign ends in an Ottoman victory.

600-1,200 points: Mehmet has dealt Vlad a severe defeat, but Vlad's army will recover by the next campaign season. If Mehmet wants to put Radu on the throne, he will have to mount a new campaign in the Spring. The campaign ends in a draw.

300-600 points: Mehmet has ensured that his army will escape to fight another day, but nothing can dim the lustre of Vlad's accomplishment of having driven the Ottomans from Walachia. Fight Scenario 6 with Mátyás Corvinus as General and Vlad as Subordinate General.

0-300 points: An indecisive battle. Fight Scenario 6 with Mátyás Corvinus as General and Vlad as Subordinate General.



Walachian advantage by:

0-300 points: An indecisive battle. Fight Scenario 6 with Mátyás Corvinus as General and Vlad as Subordinate General.

300-600 points: Vlad has added insult to the injuries already inflicted on Mehmet and his army. The Ottomans head south to refit at Edirne while Vlad gathers his forces to rendezvous with the Crusade led by Mátyás Corvinus. Play Scenario 6 with Corvinus as General and Vlad as Subordinate General.

600-1,200 points: Vlad has solidly beaten the Ottomans. His reputation as a Crusader and his vow to the Order of the Dragon are fulfilled. Play Scenario 6 with Vlad as General and Mátyás Corvinus as Subordinate General. In addition, the Ottomans take the field with Mehmet as general, but with Leadership reduced to 9.

1,200 or more points: Vlad has achieved international renown by pulling off a near miracle and destroying the Sultan's Rumelian army. Play Scenario 6 with Vlad as General and Mátyás Corvinus as Sub-general. Mehmet's shame is so great that his position on the throne is tenuous, and to meet the coming Crusade, Mehmet must bring an army over the Bosphorous from Anatolia to join his surviving forces. The new Ottoman army takes the field at a 200 point reduction; Mehmet is general but his Leadership is reduced to 9.

SCENARIO 6: CRUSADE – AUTUMN, 1462

SITUATION

The troops sent by the Pope and Mátyás of Hungary have arrived, and Vlad has been proclaimed 'Athlete of Christ' by Pope Pius II for his Crusading achievements. His host advances into the Balkans, being received as liberators by the Christian populations of Bulgaria and Greece, and giving hope to the last of the Paleologs that their empire shall be restored. However, Mehmet II gathers himself an army and marches from Constantinople to meet this new threat, as his father had done at Varna and Kosovo Polje, and his great-grandfather at Nicopolis. The fate of the Balkans is at stake and Constantinople is the prize!

ARMIES – DEFENDER (THE OTTOMANS)

The Ottomans have 3,000 points available, chosen from the Ottoman Empire list. No Walachian Allies & Mercenaries may be taken. The army must be led by Mehmet II (refer to the result of the previous battle for possible points reduction).

ARMIES – ATTACKER (THE CRUSADERS)

The Crusaders have 3,000 points available. They may be selected from the Hungarian Crusader list, but must take at least 25% and may take up to 33% as Walachian allies (note that this is a larger percentage than allowed in the standard list). These troops do not take Allies and Mercenaries tests and may use Army General and Standard Bearer benefits as normal. Refer to the results of the previous battle to determine whether the army is led by Vlad Tepes with Mátyás as Subordinate General or the other way around. Both Vlad Tepes and Mátyás Corvinus must be taken and are paid for out of the Characters allowance.

BATTLEFIELD

Players set up the scenery in any mutually agreeable manner.

DEPLOYMENT

See the rules of Deployment for the Pitched Battle Scenario on pg. 79 of the *Warhammer Ancient Battles* Rulebook.

WHO GOES FIRST

Both players roll a dice. The first player to complete his deployment adds +1 to his dice roll. The highest scoring player chooses whether to go first or second.

LENGTH OF GAME

The game lasts for six turns or until one player concedes defeat.

SPECIAL RULES

If the Walachians have won Scenario 5, before deployment but after the scenery has been set, the Walachian general may place an additional piece of scenery – a 6" x 6" forest of impaled bodies – anywhere within the Crusader deployment zone. This represents captured Ottoman pickets and scouts, as well as the unfortunate Muslims living in the area. This piece of scenery causes *terror* to Turkish troops (treat it as a stationary terror-causing unit) and any Ottoman troops in 12" of it suffer a -1 Ld penalty for all tests. Troops with the Kapikülü special rule are immune to the effects of this scenery piece.

VICTORY CONDITIONS & CAMPAIGN OUTCOME

The winner is the player who has accumulated the most VPs at the end of the battle. Consult the following table:

Ottoman advantage by:

0-300 VPs: An undecided battle. The Crusaders' advance has been checked, but are still in the Ottoman heartland and pose a threat. The Sultan seeks battle again – re-play the scenario with 2,500 points on both sides. If the Sultan fought Scenario 6 at reduced Ld, this is restored to Ld10.

300-750 VPs: The Ottomans have won and stopped the Crusading army, but it was a hard-fought victory. Though re-conquering the Balkans will take time and energy, their serves as further proof for the Christians that undertakings such as this are doomed to failure. The campaign ends as a draw – Mehmet has failed in conquering Walachia, but so have the Crusaders failed to liberate Constantinople.

750-1,500 VPs: The Turkish victory is indisputable and the Christians have been pushed back with most of their army destroyed. The campaign ends as a minor Turkish victory, for although Walachia could not be subdued, time is working for the Sultan who is still the undisputed master of his Empire, unlike the ever-divided Christians.

1,500+ VPs: The Ottoman victory is complete; the Christians have been utterly crushed and scattered. The Sultan's hold on the Balkans is secure. Punishment for the rebels that have risen against Ottoman rule shall be swift. The campaign ends in Turkish victory, the Sultan having managed to turn a failed Walachian expedition into a decisive Balkan victory.

Christian advantage by:

0-300 VPs: An undecided battle. The Crusaders have managed to build upon their position, but could not defeat the Ottoman army, still a very significant force. The Christians seek decisive battle; re-play the scenario with 2,500 pts on both sides. If the Sultan fought the battle at reduced Leadership, this continues in the next battle.

300-750 VPs: The Crusaders have won the battle, but their army is incapable of pursuing. Constantinople cannot be taken, but most of the Balkans have been freed and the Serbian and Bulgarian kingdoms reinstated. The expedition proves that Mehmet II can be beaten. The campaign ends in a Christian victory.

750-1,500 VPs: A clear victory for the Crusaders. With the severe defeat of the Turkish armies, all of Christendom rejoices as the Serbian and Bulgarian kingdoms are reinstated. The march to Constantinople shall be resumed and it is only a matter of time before the City of the Basilei shall be re-conquered in the name of Christ. The campaign ends in a solid Christian victory.

1,500+ VPs: The Ottoman forces have been utterly crushed. Mehmet II has been defeated, his power dealt a crippling blow, and the Ottoman hold on the Balkans shaken. Constantinople is undefended and vulnerable, easy prey for the Crusaders. It is only a matter of time until the last remnants of the Turkish rule shall be pushed back into Asia. Jerusalem is the next target of Christ's victorious forces. The campaign is a resounding Christian victory.

TIMELINE OF IMPORTANT EVENTS IN SOUTH-EASTERN EUROPE

	1280	1290	1300	1310	1320
Kingdom of Hungary			1301; The Arpad King Andras dies with no heirs and Hungary is plunged into a war of succession.	1312; King Károly I cements his rule by defeating rebellious barons at Rozgony.	
Walachia			1307; The Angevin Károly I Robert is named king.	1310; Ioan Alexandru, Basarab rises to rule a Voievodate along the Arges; he unites lands between the Danube, the Carpathians and the Black Sea.	
Moldavia					
The Ottoman Empire	1281; Osman takes over warband of Emir Ertegrul; in 1288, he becomes Emir of Sogut.		1302; Osman crushes a Byzantine army under Co-Emperor Michail IX near Magnesia.		1326; Orhan I succeeds Osman I; Byzantine city of Bursa is taken and made his capital.
Serbia	1282; Stefan Uroš II Milutin wrests Macedonia from Byzantium. Skopje is taken.	1296; Milutin's army takes Albanian city of Durres on the Adriatic coast.			1321; Milutin dies. Stefan Uroš II Dechanski becomes Kralj.
Bulgaria	1280; Ivailo, the Swineherd Tsar, is deposed by Tsar Georgi Terter.	1292; Tsar Terter is exiled by the Tartar Khan Nogay and replaced with Smilets.	1300; The puppet Smilets is deposed. Terter's son, Todor Svetoslav, is Tsar; war against Byzantium.		1323; Mihail Shishman elected Tsar on death of Terter II.
Albania	1286; Albanians rebel successfully against Angevins under Charles I, King of Sicily.		1304; Angevins return under Philippe de Tarrente, who establishes himself as King in Durres.		
The Byzantine Empire	1281; Byzantines defeat the Angevins at Berat in Albania.	1292-93; Empire is at war with Despotate of Epiros. 1296; Empire 'hosts' war between Venice and Genoa.	1303; Catalan Great Company arrives in Constantinople. 1305; Roger de Flor is assassinated.	1310; Catalan Great Company, ravaging Thrace, is hired by Walter de Brienne to take Thessally.	1321-8; Civil war between the Andronicii. 1326, Bursa is lost to the Ottmans.
The Romanian Franks and Catalan Great Company			1304 – Hired by the Emperor to fight Turks, the Catalans defeat them at Ani, Tyre, & Philadelphia.	1311 – The Catalans beat the Franks at Kephissos, taking the Duchy of Athens for Aragon.	Aragonese nobles are awarded the dukedom, which is actually ruled by a series of Vicars General.

	1330	1340	1350	1360	1370
Kingdom of Hungary		1342 ; Lajos I becomes king after the death of Károly I; ushers in 40 years of Hungarian expansion and prosperity.		1365; Hungary joins a doomed Balkan Crusade to take Edirne from the Ottomans.	
Walachia	1330; Despite loss of many troops at the defeat at Kyustendil Walachia beats Hungary at Posada, securing independence.		1352; Basarab I dies. His son, Nicolae Alexandru succeeds him.	1367; first Ottoman incursion into Walachia. 1369; Vladislav I Vlaicu has Ivan Stratsimir reinstated as ruler of Bulgarian Vidin.	1371; Walachian contingents are among the defeated at the Battle of Cernomen (Marica River).
Moldavia			1359; Moldavia secures its independence from Hungary.		
The Ottoman Empire	1331; Gazi Evrenos takes Byzantine Nicaea. In 1337, Byzantine Nicomedia is taken.		1353; The Ottomans take Cimpe and Gellibolu. In 1359 Murad I succeeds his father Orhan as Emir.	1361; Ottoman victory at Eski Baba. In 1366, Edirne becomes the Ottoman capital.	1371; Ottomans under Lala Sahin defeat a Christian force at Cernomen.
Serbia	1330; Victory at Kyustendil. 1331; Stefan Dušan overthrows his father, Kralj Stefan Uroš III Dechanski.	Stefan Dušan takes Macedonia and Albania from the Bulgars and Epirotes. He declares himself Car in 1346.	1355; Car Stefan Uroš Dušan IV dies. His son Stefan Uroš V becomes Car. The short-lived Serb Empire begins to fall apart.	1365; Balkan Crusade of Serbs, Walachians, and Hungarians defeated by the Ottomans.	1371; Macedonian-Serb Kralj Vukašin and the Despot Ugljesa are killed at Cernomen. Serb Empire ends.
Bulgaria	1330; Bulgars lose at Kyustendil; 1332; Bulgar victory over Byzantium at Russocastro.	1341-7; Bulgaria takes new territory during a Byzantine civil war.	1352; Bulgaria backs Ioannis V against Ioannis VI in another Byzantine civil war.	1361; Bulgarian-Byzantine army defeated at Eski Baba by the Turks.	1371; Tsar Ivan Aleksandar dies; Bulgaria becomes an Ottoman vassal.
Albania	1336; Albanians revolt against the Byzantines; in 1338, Tanush Thopia named lord of Mat and Shkumbin.	1343; Stefan Dušan annexes Albania into his Empire, ending Byzantium's nearly 900-year rule.	1355; With Dušan's death, Albania becomes independent. The Thopias control Durres; the Balshans control Shkodër.		
The Byzantine Empire	1331; Nicaea lost to Ottomans. 1333; Andronikos III conquers Epiros and Thessaly.	1341-7; Civil war between Empress Anna and Ioannis Cantacuzenos. 1347; bubonic plague ravages the region.	In continuing civil war, Ioannis VI Cantacuzenos allies with the Ottomans to fight against Emperor Ioannis V.	1364; Byzantines capture Anchialus. 1366; Adrianople is lost and becomes new Ottoman capital.	1372; Byzantium becomes Ottoman vassal. 1373-85; Andronikos IV rebels against his father, Ioannis V.
The Catalan Great Company	1330; Don Niccolo Lancia is named Aragonese Vicar General.		1356; Don Niccolo dies. First Raymond Bernhard then Don Iago Federigo succeed him.		

	1380	1390	1400	1410	1420
Kingdom of Hungary	1382; Lajos dies, succeeded by his daughter, Maria I. By 1387, her husband Sigismund is sole ruler.	1396; Battle of Nicopolis. Hungarians and Crusaders are defeated.	1409; Sigismund founds the Order of the Dragon. Comprised of Hungarian and other nobles, its goal is to fight the Turks.	1411; Sigismund is elected King of the Germans. In 1419 he begins a series of wars against the heretic Hussites.	1428; Sigismund is defeated by the Turks on the lower Danube.
Walachia	1389; Mircea the Old of Walachia annexes Dobrudja.	1395; Mircea checks the Turks at the Battle of Rovine. 1396; Mircea supports Hungary at the Battle of Nicopolis.	1401; Mircea the Old defeats an invading force led by Gazi Evrenos Bey.	1417; Mircea forced to accept Ottoman suzerainty. Loses Dobrudja to the Turks. 1418: Mircea the Old dies.	1420; Ottomans campaign in Walachia. Mihail I dies in battle at Severin.
Moldavia	1387; Petru I Musat of Moldavia accepts Polish suzerainty to counter Hungarian menace.	1395; Stefan I defeats King Sigismund at Ghindaani, preserving Moldavian independence.		1410; Moldavians support the Poles at their victory over the Teutonic Order at Grünwald (Tannenburg)	1419; Ottoman attempt to seize Chilia and Akerman from Moldavia fails.
The Ottoman Empire	1389; Ottoman victory at Kosovo. Murad dies. His son Bayezit becomes Sultan.	1396; Decisive Ottoman victory against King Sigismund's Crusade at Nicopolis.	1402; Tamerlane defeats and captures Bayezit at Ankara. Anatolia and the Balkans throw off Turkish rule. War of succession erupts.	1411; Siege at Constantinople 1413; Mehmet I defeats his brothers and reunifies the Empire.	1421; Murad II succeeds his father as Sultan. Begins period of army reform.
Serbia	1389; Serb-led army is defeated at Kosovo. Kralj Lazar is killed.	1396; Serbs under Stefan Lazarević play key role in Ottoman victory at Nicopolis.	1402; Serbs under Stefan Lazarević fight valiantly alongside the Sultan at Ankara.		1427; Lazarević dies. His nephew Djuradj Branković becomes Despot.
Bulgaria	1387; Bulgar-Serb alliance defeats Turks at Plochnik. The Turks invade.	1396; After defeat at Nicopolis, Bulgaria is absorbed into the Ottoman Empire.			
Albania	1385; Karli Thopia is prince after defeat of Djerdj Balshan at Myzeqe with Ottoman backing.		1403 (?); Djerdj Kastrioti is born. Later known as Skanderbeg, he becomes Albania's national hero.		
The Byzantine Empire		1397; Ottoman siege of Constantinople ends in disarray when Tamerlane the Great appears.	1402-1413; A revitalised Byzantium is instrumental in helping Mehmet I to the Ottoman throne. He remains a Byzantine ally until his death in 1421.	1411; Ottomans under Mehmet's brother Mustafa unsuccessfully besiege Constantinople during the Ottoman war of succession.	1422; Turks under Murad II lay Constantinople under siege.
The Catalan Great Company	1388; Florentines take the Duchy of Athens from the Catalans.	1394; Duke Nerio I of the Acciaiuoli dies; his daughter Francesca replaces him as ruler.	1402; After seven years of Venetian rule, Antonio I (Nerio's bastard) becomes Duke.		

1430**1440****1450****1460****1470****Kingdom of Hungary**

1437; Sigismund dies. His son-in-law Albrecht I succeeds him. By 1439, he is dead and civil war rages for years.

Walachia

1440; János Hunyadi places Wladyslaws Jagiello on the throne. Albrecht's son László 'Posthumus' is born. Hunyadi fights the Turks in many battles; Lazlo ascends in 1444.

1443; The 'Long Campaign' led by János Hunyadi and Vlad Tepes. 1448; Walachians under Prince Dan take part in the Second Battle of Kosovo.

Moldavia

1432; Death of Alexandru the Kind. 1433; Civil War between his sons (and later grandsons) starts.

1448; Petru II accepts Hungarian suzerainty in exchange for help against other pretenders.

1456; Hunyadi dies of plague after the successful defence of Belgrade. László V dies in 1457. In 1458 Hunyadi's son Mátyás Corvinus is elected king.

1456; Vlad Tepes becomes Voievod. 1459; Vlad makes incursions into Transylvania where his atrocities remain legendary.

1450; Bogdan II defeats the Poles at Crasna. 1457; Stefan the Great defeats his half-uncle Petru Aron at Doljesti and becomes Voievod.

1463; Mátyás defeats the Turks at Jaysca in Bosnia, but the following year, Bosnia is lost to the Turk after an uprising of Bogomil heretics.

1461; Ottoman army sent to capture Tepes is impaled to the last man. 1462; Mehmet invades Walachia. Tepes takes refuge in Transylvania.

1465; Stefan takes Chilia from Hungary. 1467; Stefan ambushes and routs Mátyás Corvinus at Baia. 1468; Stefan raids Transylvania and kills Petru Aron.

1479; Mátyás allies with the Moldavians to defeat the Ottomans at Câmpul Păinii.

1471 & 1473; Radu the Handsome is utterly crushed by Stefan the Great. 1476; Vlad Tepes is killed by boyars in his last, short, reign as Voievod.

1475; Stefan inflicts a bloody defeat on an Ottoman army at Vaslui. 1476; Stefan is defeated by Mehmet II, but Ottoman campaign ends in failure.

The Ottoman Empire

1430; The Republic of Dubrovnik becomes an Ottoman vassal.

Hunyadi defeats the Turks at Sava, 1441, Alba Iula, Sibiu, Iron Gates, 1442, Sofia, 1443. Ottomans win at Varna, 1444 and Kosovo, 1448.

1451; Mehmet II becomes Sultan. In 1453, Constantinople falls. 1456; Defeat at Belgrade. Northern Aegean islands fall to the Ottoman navy.

1460; Ottomans conquer the Despotate of the Morea.

1475; Ottomans take the Khanate of the Crimea, which becomes a vassal state.

1476; Moldavian campaign fails.

Serbia

1438; Turks besiege Brankovic's capital, Smederevo. Control of Serbia is lost.

1443; Brankovic supports Hunyadi in battle and regains control of Smederevo.

1456; Brankovic dies. His son Lazar dies in 1458. 1459; Serbia is an Ottoman province.

1463; Ottomans conquer Bosnia.

Bulgaria**Albania**

1430-1443; First Turkish occupation of Albania.

1443; Skanderbeg deserts the Ottomans.

1450; Skanderbeg's Albanians defeat Murad II at Krujë.

1468; Skanderbeg dies. His son Ioanni becomes ruler.

1478; Albania falls to the Ottomans.

The Byzantine Empire

1442; Byzantine civil war. 1444; Ottomans lose Athens, Boeotia, and Thebes to an army launched from the Morea.

1453; Constantinople falls and the Empire's life comes to an end. 1456.

1460; The Morea falls to the Turks. 1461; The 'Empire' of Trebizond surrenders to Mehmet II.

The Catalan Company/ Duchy of Athens

1435; Antonio dies; his cousin Nerio II becomes Duke.

1441; in a civil war, Nerio beats his brother Antonio II.

1451; Nerio II dies. 1458; Duchy of Athens is lost to the Ottomans.

1480**1490****1500****1510****1520****Kingdom of Hungary**

1489; Mátyás's war against the Hapsburgs ends when he conquers Vienna and moves his capital there.

1490; Mátyás dies. Ulászló II Jagiello, King of Bohemia, succeeds him. By 1491, Mátyás' Black Army disbands.

1516; Upon Ulászló's death, Lajos II Jagiello becomes King of Hungary.

1526; Suleiman I destroys Hungary's army at Mohacs. Hungary becomes an Ottoman vassal.

Walachia**Moldavia**

1484; Bayezit II takes Chilia and Akerman. 1489; Stefan the Great accepts Ottoman suzerainty.

1497; Jan Olbracht of Poland invades Moldavia and is ambushed and routed by Stefan at the Battle of Cosmin.

1504; Death of Stefan the Great.

The Ottoman Empire

1481; Mehmet dies. Bayezit II becomes Sultan. 1484; Turks take Begorod-Dniestrovskiy Kiliya in the Ukraine.

1499-1501; Ottomans take Venetian outposts on the Adriatic and the Peloponnese.

1512; Selim the Grim succeeds Bayezit as Sultan. In 1517, he destroys the Mamluk Empire.

1521; Suleiman I becomes Sultan and leads Ottoman Turkey to the zenith of its power.

Serbia

1481; Herzegovina falls to the Ottomans.

1496; Zeta falls to the Ottomans, though Montenegro remains independent.

Bulgaria**Albania****The Byzantine Empire****The Catalan Company/
Duchy of Athens**

SPECIAL RULES

The following special rules are either unique to this supplement or reprinted from earlier supplements for your convenience:

Crusader Arrogant Pride

French and Burgundian Crusaders came to the Balkan Peninsula with very strong ideas about how battle should be conducted. French knights taking part in Crusades here were anxious to uphold the laws of chivalry – especially those stressing feats of arms at the forefront of battle. To reflect this, certain Crusading units are subject to this version of the Arrogant Pride rule:

If a unit containing knights of any nationality declares a charge an enemy unit, any friendly unit subject to Crusader Arrogant Pride within 12" of the charging unit will automatically charge their nearest enemy (or, if no such unit is within charge distance, they will move at least 4" towards the nearest enemy unit within their charge arc). This is to prevent their colleagues from gaining an advantage in military prowess and glory.

Fearsome

Troops that are Fearsome have a terrible reputation for ferocity or brutality. They cause *fear* in any troops with a base Leadership of 6 or less, regardless of the presence of a character. However, troops taking Fearsome tests may use the Leadership of a character accompanying the unit or a nearby general, if they are normally eligible to do so.

German Wedge

Certain types of German cavalry fought in dense wedge formations comprised of heavily armoured knights on the outer edges of the unit, with more poorly equipped men-at-arms towards the centre and rear of the unit. These troops trotted into combat and were variously armed with lances, demi-lances, maces and swords. What they lacked in manoeuvrability and striking power was more than made up for by being an implacable block of armoured horse that rivalled infantry for staying power.

A German Wedge is considered to be armed with thrusting spears, and it may count a rank bonus of up to +2. If a German Wedge retains a rank bonus of at least +1, at the beginning of its Close Combat phase that unit is immune to the effects of an opponent's First Charge. Therefore, if the unit loses a close combat against first chargers – or troops with Ferocious Charge – it does not automatically break. Instead, a Break test is taken as normal.

Guard Archers

Some bodyguard units that are limited in size have been designated Guard Archers. In these units, all figures may fire if the unit did not move during its Movement phase.

Grenadoes

Some armies of the period used incendiary grenades; these were made of earthenware or glass and filled with a variety of explosive substances from black powder to Greek fire. Regardless of how many grenades a unit has purchased, it may only make a maximum of one grenade attack per the controlling player's Shooting phase. Grenades may not be used as part of a stand & fire or fire & flee charge response. Grenades have the following profile:

Weapon	Range	Save Modifier	Strength
Grenade	4"	-2	4

Any model in the unit may be nominated as a grenadier. The model must have line of sight to the target. No To hit roll is made; it is assumed that ranges are so close that the grenade will land on target. The burst of the grenade covers 3" across (use the 3" template below). The model directly under the centre hole is automatically hit. Models whose bases lie under the rest of the template are hit on a D6 roll of 4+. If more than half a model's base lies under the template, it is considered to be fully under the template. Once you have determined which models have been hit, then roll to wound as normally, remembering the -2 saving throw modifier. Grenades are often unreliable and other times downright volatile; before rolling your To wound dice, roll a D6 – on a roll of 1, the Grenade is a dud and no one has been wounded. Conversely, a roll of a 6 means the grenade has gone off in the thrower's face: roll to wound as normal, but with the template placed around the throwing model!

Heavy Artillery

Heavy artillery cannot be turned or pivoted, and is therefore restricted to only the 45° field of fire it has at time of deployment. Heavy artillery confers D6 wounds. Heavy artillery is a large target.

Hidden Ambush Force

At the start of deployment, the player may pick units with this special rule and set them up in hiding, anywhere on the table that is out of sight of enemy troops and not in the opposing player's deployment zone. These units are deployed after both players finish deployment and before the first moves of the game.



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Mangonel

Although these weapons were only used in sieges, for a sense of completeness, we have allowed all armies in this supplement the ability to field mangonels – which might also be termed counterweight trebuchets. These massive, single-armed stone throwers were widely used throughout the region as a siege engine, finding use well into the age of gunpowder.

	M	WS	BS	S	T	W	I	A	LD	pts
Mangonel	-	-	-	7	7	3	-	-	-	75
Crewmen	8	2	3	3	3	1	3	1	6	free

Equipment: Three crewmen armed with hand weapon. May take two additional crewmen (+10 pts each). Crew may have light armour (+2 pts).

Special Rules: Stone Thrower. Range 60". Once deployed, these weapons may not be turned and may only shoot forward in a straight line, down the centre of the model.

Permanent Mercenaries

Byzantine armies had so many mercenaries in them that it was hard for contemporary observers to find the native Greek soldiers. Mercenaries were often settled within the Empire and other Balkan states, receiving land as payment for military service, and so they were consequently more like regular troops than mercenaries hired for short term campaigns. All units subject to the Permanent Mercenaries rule may be upgraded for +2 points per model. Permanent Mercenary units increase their Leadership value by +1. Furthermore, they automatically pass the Allies and Mercenaries test they would otherwise be required to take at the beginning of their first turn. 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.

Mantlets

Several armies can purchase mantlets for their artillery pieces. Mantlets confer a 5+ armour save to the gun and add +2 to the crew's armour save against missile attacks coming from the front arc of the artillery piece only. But, as mantlets are part of a fixed emplacement, any gun protected by a mantlet is restricted to the 90° field of fire it has at time of deployment (or 45° in the case of Heavy Artillery) and may not pivot or be moved.

Strategist

After choosing sides, a player fielding an army with the special Strategist rule may place one additional terrain feature anywhere on the battlefield outside the enemy deployment zone.

Staff Sling

The staff sling consisted of a large sling attached to the end of a stout staff. It could throw larger missiles over greater distances compared to a normal sling, although its rate of fire was not nearly as high. In game terms it is treated as being identical to a crossbow.

Tethered Camels

To deprive heavy cavalry of their most effective weapon, namely their charge, infantry of certain armies often dragged their beasts of burden with them onto the battlefield. The smell and sight of camels was foreign to the knights' destriers; they might 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 a unit when it is deployed. Formed units with Tethered Camels cause *fear* in enemy cavalry. If a unit with Tethered Camels charges or flees, the camel models are removed; the unit no longer causes *fear* in enemy cavalry.

Special Deployment

Troops with Special Deployment may make a march (but not a fast march) or double pace move after deployment, but before the battle begins. They may not use this free move to charge at the enemy, and may not shoot any missile weapons after making the move. Note that this extra move cannot be combined with the extra 4" move given to troops in skirmish formation in some scenarios.



OPTIONAL RULES

Medieval battles have a unique feel and medieval armies took to the field using conventions that core Warhammer Ancient Battles rules do not account for. The following are optional rules for players who want to add an extra layer of medieval character to their games. We encourage their use in larger games of 3,000 or more points, and especially in multi-player games, which are particularly well suited to medieval play. These are not for official tournament use unless organisers state they will be in effect. If you want to use these rules in friendly games, be sure to get your opponent's agreement.

BATTLES

Not battles in the sense of combats, but in the sense of army divisions. Medieval generals arranged their forces routinely into three divisions or "battles," which they used as semi-independent bodies of troops under subordinate commanders. When on the march, these divisions went by the names vanguard, main guard, and rearguard. On the battlefield, the numerically largest battle, the main guard, was usually commanded by the general and most often deployed at the centre of a battle line, with the smaller vanguard and rearguard taking the respective roles of right and left wings usually, but not always. Occasionally, medieval generals also employed a small fourth battle as a reserve behind their main line.

Deployment by Battles – In larger pitched battles, where it is easier to do so, players may wish to divide their armies into three or four distinct battles: left, centre, right, and sometimes a reserve. Instead of deploying unit by unit in the usual manner for pitched battles, players may 'deploy by battles', placing whole divisions at a time. The units of a single battle will be placed at the same time, and may not be interspersed among other battles.

This rule encourages players to deploy their armies in historical ways – and has the effect of forcing whole bodies of troops to fill specific functions in the general's battle plan. Beyond encouraging historical play, in larger games, deployment by battles speeds things up; always something to strive for at 3,000+ points!

BATTLE LEADERS

Many players like to strengthen their army's abilities by taking characters beyond the Army General and Army Battle Standard to lead individual units. These may take the form of characters like Beys in the Ottoman army or Dux/Comes in the Byzantine army whose Leadership and combat ability only directly benefit one unit. However, if you decide to employ battles in your larger games, it is natural that you will want to designate characters to lead these divisions, enhancing their ability to behave semi-independently.

Battle Leaders – In armies of more than 3,000 points where Deployment by Battles is employed, players may designate one character as Battle Leader (free of charge) for each battle beyond the main-guard, which is led by the Army General. Therefore in an army of four battles (Left Wing, Centre, Right Wing, and Reserve), a player may designate up to three characters as Battle Leaders.

Battle Leaders are Hero-level characters; they may not be the Army General or Army Battle Standard. The Leadership of Battle Leaders may be used by any troops up to 6" away. However, Battle Leaders' Leadership may not affect troops within 12" of the Army General, as it is assumed that the Army General's Leadership overrides that of Battle Leaders. If the Army General is killed, Battle Leaders cannot be promoted to General and retain their own status. The death of a Battle Leader does not cause Panic tests. In multiplayer games, you may represent each player using a Battle Leader.

SUBORDINATE GENERALS

Subordinate Generals enable sections of an army to act independently from the main force. They are most useful in large multi-player games, but can also be used in scenarios and historical matches to balance forces (see the scenario for Varna, which requires King Wladyslavs to be taken as general and János Hunyadi to serve as subordinate general, giving the numerically inferior Hungarian force a competitive leadership against the Ottoman Sultan's Leadership of 10).

A Subordinate General is allowed if an army exceeds 3,000 points and if both sides agree upon their use. Any character, except an Army Battle Standard, can be designated as a Subordinate General (free of charge). If one or more Subordinate Generals are used, they replace Battle Leaders at the head of the division to which they are assigned (it is assumed in very large multi-player games that Subordinate Generals will fill the function of Battle Leaders).

A Subordinate General's Leadership may be used by troops within 12" of his position, just like a regular general. However, he may not affect troops within 12" of the Army General, as it is assumed that the Army General's influence overrides his – so do not bunch these characters up unless you mean to! In truly large multi-player games, feel free to have as many Subordinate Generals as needed to represent each player, or as fits the historical situation. The death of a Subordinate General does not normally cause Panic tests – though in recreating particular battles, you may wish to allow the death of a Subordinate General to cause a Panic test in his division only – or perhaps across the entire army if desirable from the point of view of historicity.

ALLIED BATTLE LEADERS & SUBORDINATE GENERALS

If you field a division of allied troops, you may wish to assign an appropriate character as a Battle Leader or Subordinate General to lead it. Such a character's Leadership extends only to troops of his nationality within his battle or division. If other troops are included in the division he leads, they do not benefit from his Leadership. Units led by allied Battle Leaders or Subordinate Generals are still required to take their Allies and Mercenaries test unless exempted by other rules in force. Mercenaries do not benefit from a Battle Leader's or Subordinate General's Leadership.

GENERAL CLARIFICATIONS

MEDIEVAL SPECIAL RULES

The special rules in this section were developed for the Medieval period and originally appeared in *Armies of Chivalry*. They have subsequently been updated and apply to the armies in both AoC and *Vlad the Impaler*.

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

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.

Stubborn units have a chance to hold against a First Charge in accordance with Stubborn rule No. 2 on page 53 of the WAB rulebook. (Note: This applies to units with Ferocious Charge as well).

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 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 and Mercenaries

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

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

Allies and 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 and 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 and 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 and 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 and Mercenaries units have to take Panic tests along with all other units; and, if an Allies and Mercenaries unit happens to flee, it may panic nearby friendly units as usual.

MEDIEVAL TROOP TYPES

When using the *Vlad the Impaler* and *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.

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 band-to-hand combat, and only troops in skirmish formation for missile attacks.*

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



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 clarification 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

Mounted models are -2 to hit, do not have First Charge, and do not gain Weapon Strength bonuses when attacking across stakes. 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.

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 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.

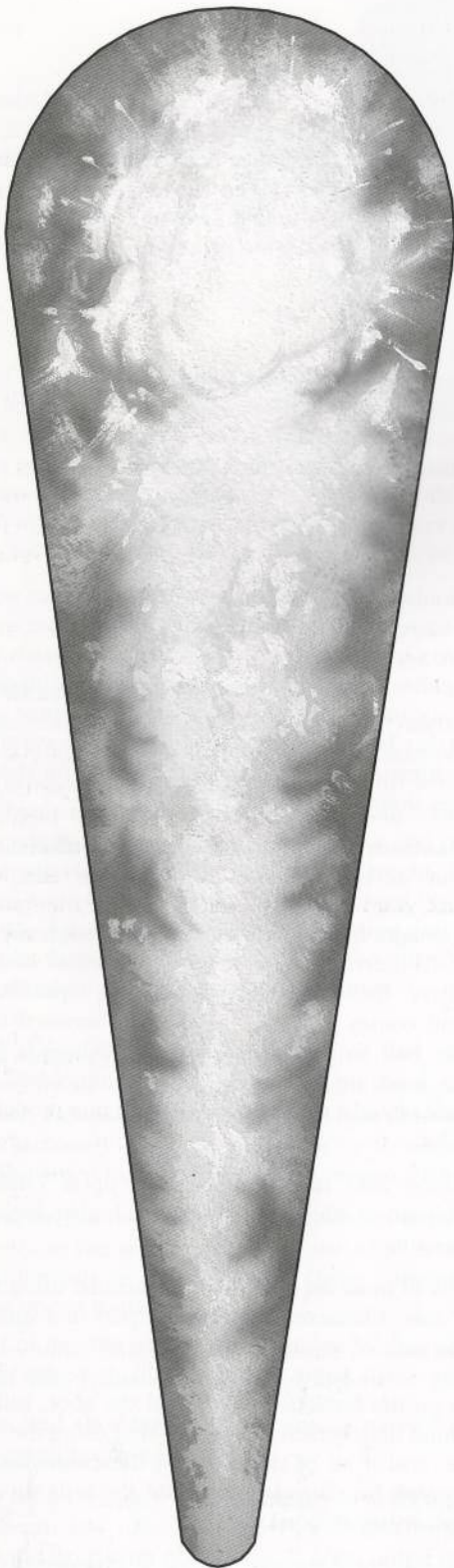
Once it has been estimated where the cannonball hits, place a small coin or other marker directly over the spot. The cannonball does not stop where it hits the ground, but bounces straight forward and cuts a line through any targets in the way. To determine how far the cannonball bounces, roll the Artillery 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 TEMPLATE



When firing at artillery, the bounce path can be used as an alternate means to determine whether a gun or crew are hit. Roll a D6 with a 1-4 resulting in the gun being hit and a 5-6 resulting in a crew member being hit.

This can be extended to War Wagons and other war machines.

Agree with your opponent before firing or when the game begins.

Friendly models are affected by friendly artillery fire.

Unengaged ranks/files of a unit engaged in hand-to-hand combat can be targeted by artillery.

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	Malfunction! 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.

	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).

Wounds from light artillery do not get an armour save.

Light artillery causes D3 wounds per model.

The allowance for two extra crewmen per gun applies to all armies.

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 becomes 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.

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.

Individual war wagons that were never part of a war wagon unit, are not subject to the 2" spacing between war wagons; this applies to wagons in a unit only.

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.

War wagons cannot flee or fire & flee as a charge reaction.

War wagons cannot cross obstacles, nor can they enter difficult terrain. If forced to move into difficult or very difficult going, the war wagon will instead stop on the edge without entering.

	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 caroballista 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.

No matter how many crew are modelled for a war wagon, only a maximum of six fight.

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", 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.

War wagons can Fall Back in Good Order if they qualify for it. In this case, the fall back move is D6".

If a war wagon *fears* its enemy and loses combat, where it would break and flee per the Fear rules, it is instead removed from play.

If a war wagon crew is all killed by any means, the wagon is removed from play.

If a war wagon that is part of a unit is destroyed or the crew wiped out, the victorious unit cannot pursue, but may freely move or shoot in its following turn.

Unengaged war wagons that are part of a unit that is in contact with the enemy may fire normally, but may not move.

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 Rule: 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.

FURTHER INFORMATION

Though we've tried to pack as much information as possible into the army lists and scenarios, we of course had to leave quite a bit out. If you are interested in doing some of your own research into military costume of the period, the battles, or the regional political situation, we recommend the following, much of which served as sources for *Vlad the Impaler*.

PICTORIAL SOURCE MATERIAL

- Nicolle, D. *Hungary and the Fall of South Eastern Europe, 1000-1568*, Osprey Men-At-Arms 195
Nicolle, D. *Armies of the Ottoman Turks, 1300-1700*, Osprey Men-At-Arms 140
Nicolle, D. *The Hussite Wars, 1419-1436*, Osprey Men-At-Arms 409
Nicolle, D. *Italian Medieval Armies, 1300-1500*, Osprey Men-At-Arms 136
Nicolle, D. *French Armies of the Hundred Years War*, Osprey Men-At-Arms 337
Heath, I. *Byzantine Armies, 1118-1461*, Osprey Men-At-Arms 287
Nicolle, D. *The Janissaries*, Osprey Elite 58
Turnbull, S. *The Walls of Constantinople, AD 324-1453*, Osprey Fortress 25

REFERENCE WORKS AND HISTORIES

- Florescu, R. and McNally, R., *Dracula, Prince of Many Faces*, Little Brown, 1989
Kinross, Baron, J.P.D.B., *The Ottoman Centuries, The Rise and Fall of the Turkish Empire*, Harper Collins, 1977
Sugar, P., *South-eastern Europe Under Ottoman Rule, 1354-1804*, University of Washington Press, 1977
Norwich, J.J., *A Short History of Byzantium*, Alfred A. Knopf, 1997
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Black, R., *János Hunyadi and the Turkish Invasions of Hungary in the 15th Century*, Freezywater Publications, 2003
Mills, L.K., *Hussite Wars 1419-1435*, The Battery Press,
McGill, P., Pacou, A., and Erskine Riddell, R., *The Burgundian Army of Charles the Bold*, Freezywater Publications, 2001
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Nicolle, D. *Nicopolis. 1396: The Last Crusade*, Osprey Campaign 64, 1999
Nicolle D. *Constantinople 1453: the End of Byzantium*, Osprey Campaign 78, 2000
Tuchman, B. *A Distant Mirror*, Ballantine, 1978
Rosetti, Radu, Gen., *Istoria artei militare a românilor*, Bucharest, Ed. Corint, 2003.
Rezachevici, Constantin, *Istoria popoarelor vecine si neamul românesc in Evul Mediu*, Bucharest, Ed. Albatros, 1998.
Dogaru, Mircea, *Dracula, Împaratul Rasaritului: Gandirea Politica si Practica Militara in Epoca Lui Vlad Tepes*, Bucharest, Ed. Globus, 1993.

HISTORICAL NOVELS

- Waltari, M., *The Dark Angel*, G.P. Putnam, 1953
Duggan, A., *Lord Geoffrey's Fancy*, Pantheon Books, 1962

FILM

My goodness, but there are a lot of Dracula movies! However, not many of them will give you much beyond a good scare. However, the 1954 Soviet production 'Skanderbeg' (a.k.a. Veliky Voin Albanii Skanderbeg), which recounts George Kastrioti's battles against the Turks, was Grand Prize winner at the Cannes Film Festival that year and it's worth a look if you can find it.

WEBSITES

- Balkan Military History - Dave Watson <http://members.aol.com/balkandave/frmcon.htm>
Studies in Heraldry - Brian Timms - <http://www.briantimms.com/>
Heraldica - <http://www.heraldica.org/intro.htm>

All the following companies and organisations have assisted Warhammer Historical in some way, our sincere thanks to them for their continued support.

MINIATURES MANUFACTURERS

Old Glory produce an extensive range of models for this period and are predominately featured in this supplement:

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

Additional miniatures and products included in, or suitable for use with, this supplement are available from the following companies amongst others:

Essex Miniatures, Unit 1, Shannon Square, Thames Estuary Estate, Canvey Island, Essex SS8 0PE

Eureka Miniatures, 149 Poath Road, Hughesdale, Victoria 3166. Australia www.eurekamin.com.au

Front Rank Figurines, The Granary, Banbury Road, Lower Boddington, Daventry Northhants. NN11 6XY www.frontrank.com

Redoubt Enterprises, Unit 2, Glennys Industrial Estate, 158 Latimer Road, Eastbourne, East Sussex. BN22 7ET
www.redoubtenterprises.com

Games Workshop - www.games-workshop.com

Wargames Foundry, 24-34 St Marks Street, Nottingham NG3 1DE, UK - www.wargamesfoundry.com

Gripping Beast, 3 Shor Street, Evesham, WR11 3AT, UK - www.grippingbeast.com

Little Big Men Studios - www.Littlebigmenstudios.co.uk.

Irregular Miniatures, 3 Apollo Street, Heslington Road, York YO10 5AP www.irregularminiatures.co.uk

Magister Militum, Unit 4, The Business Centre, Morgans Vale Road, Redlynch, Salisbury, SP5 2HA, UK -
www.magistermilitum.com

Perry Miniatures, PO Box 6512, Nottingham NG7 1UJ, UK - www.perry-miniatures.com

BUILDINGS & TERRAIN MANUFACTURERS

Grand Manner, Unit B, Smiths Way, Saxon Business Park, Stoke Prior, Bromsgrove, B60 4AD, UK - www.grandmanner.co.uk

Scheltrum Miniatures, 75 Albury Road, Aberdeen, AB11 6TP, UK - scheltrum.iron-mammoth.co.uk

Monolith Designs, The Bunker, Shaun McLaughlin 78 Harcourt St, Newark, NG24 1RF, UK

PUBLISHERS

Warhammer Historical, PO Box 5226, Nottingham NG7 2WT - www.warhammer-historical.com

Osprey Publishing Ltd, Midland House, West Way, Botley, Oxford OX2 0PH, UK

Wargames Research Group (WRG), The Keep, Le Marchant Barracks, London Rd, Devizes, Wilts SN10 2ER, UK

Freezywater Publications, 13 Rochester Drive, Hampton Park, Lincoln LN6 0XQ, UK. (also available from the Lance and Longbow Society.)

SOCIETIES

The Society of Ancients, The Membership Secretary, 39 Kempton Grove, Cheltenham, GL51 0JX www.soa.org.uk

Lance and Longbow Society, The Secretary, 11 Westmeade Close, Rosedale, Cheshunt, Herts, EN7 6JP, UK
www.lanceandlongbow.com

If you're seriously into ancient or medieval wargaming then you really should be a member of these two societies. Their respective bi-monthly magazines, Slingshot and Hoblar are gold mines of ideas and inspiration!

COMMUNITY

The WABList, WABMedievalBattles and many other Internet discussion groups can be found on Yahoo! Groups and similar services. A listing is available on the Warhammer Historical website.

MAGAZINES

There's been a recent resurgence in wargames magazines around the globe and below are several that are worth looking out for. These cover wargaming in general, rather than being specifically about a particular subject.

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.

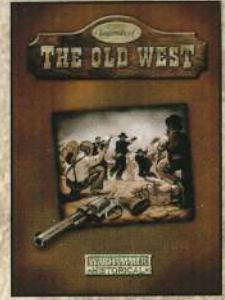
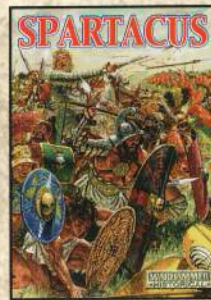
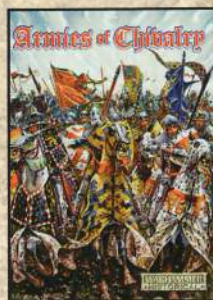
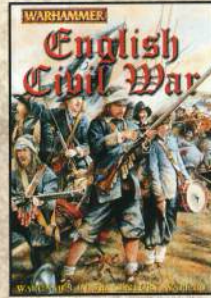
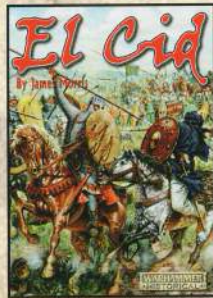
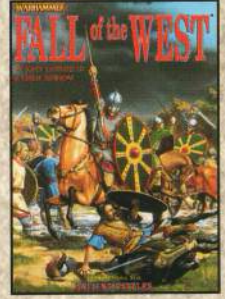
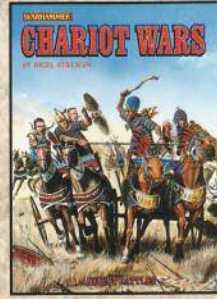
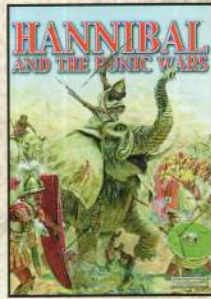
Wargames, Soldiers and Strategy, Revistas Profesionales S.L. Valentin Beato 42 28037 Madrid, Spain.

USA - Historical Miniature Gamer Magazine, France - Vae Victis, Italy - Dadi and Piombo. Australia - Broadsword.

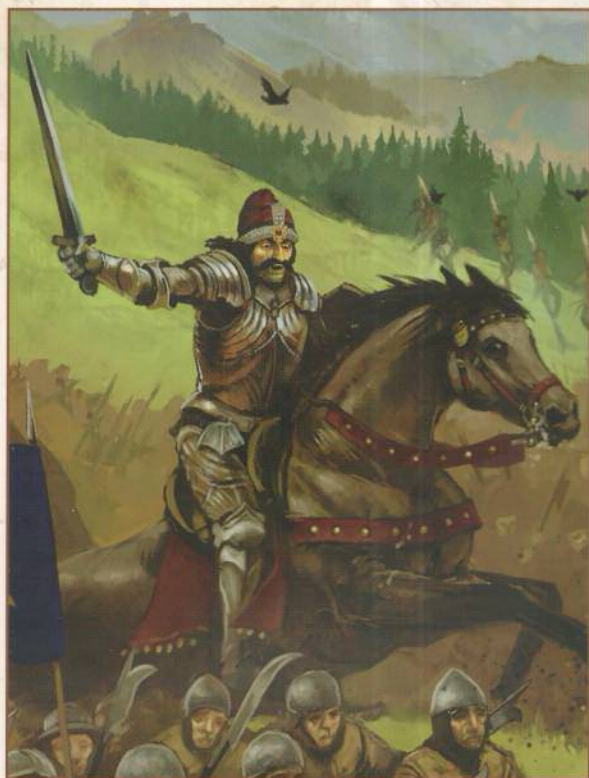
Miniatures in this supplement were painted by, or are from the collections of the following:

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Adam O'Brien, Don Slater, Andy Small and Dave Watson.*

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Vlad the Impaler

BY JOHN BIANCHI

WITH DAN MINULESCU AND STEVE SCHIFANI

Vlad the Impaler and the Ottoman Wars in south-eastern Europe is a sourcebook for Warhammer Ancient Battles.

1462: A Walachian prince and his small army stand alone against the military might of the Ottoman Empire. But this prince, Vlad Tepes, is no ordinary man: he succeeds in driving the best-trained army in the world from his homeland through a campaign of relentless terror. Employing a scorched earth policy, along with ambushes, night attacks, and the tactics of fear – by which more than 20,000 Turks were impaled on wooden stakes – he earns his bloody nickname 'Vlad the Impaler', and ensures his own immortality.

This source book contains an historical overview of the period and a chronology detailing the important events and battles from the age of 'Vlad the Impaler' and the Ottoman Turks.



Featured within this book are the following detailed army lists:

The Kingdom of Hungary (1280–1526); Moldavia and Walachia (1330–1527); The Ottoman Turks (1281–1526); Serbia (1282–1459); The Bulgars (1280–1396); Albania (1286–1479); Byzantium (1280–1460); The Achaian Franks (1261–1332); The Grand Company of Catalans (1302–1388).

Accompanying each of the army lists are detailed notes on Warhammer Ancient Battles tactics, and collecting and painting the armies from this tumultuous period in

south-eastern European history along with details of some of the principle characters of the period.

Also included are six historical scenarios including Nicopolis, Varna and Belgrade, and a campaign based on Vlad Tepes's 1462 defence of Walachia against the Ottoman Turks and Mehmet II, the Conqueror of Constantinople.

Vlad the Impaler also contains a colour section portraying the armies of the time, as well as a wealth of illustrations and maps, allowing you to bring the multicultural personalities of south-eastern Europe, and the armies they led, to your gaming table.

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