Holy Roman Empire

WARHAMMER HISTORICAL

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject alllies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

GERMAN WEDGE

- may count rank bonus up to +2.

- ignore Ferocious Charge when charged and have at least +1 rank bonus

- better armoured models have to be placed in front and flank

LIGHT CANNON (50pts)

(See rulesbook page 130)

Each machine has a three man crew.

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------|---|----|----|---|---|---|---|---|----|-----|
| Crew | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | - |
| Cannon | - | - | - | - | 6 | 3 | - | - | - | 50 |

Equipment: Hand weapon.

The crew may have light armour (+6). Range 36", S6, no save, D6 wounds per hit **Special Rules:** *Cannon*

SUPERIOR BATTLE STANDARD

Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18" and fleeing troops within 6" are rallying automatically.

UNITS

All units may have a leader, standard and musician for 5pts each. All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY

Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

WAGON TABOR

See WAB Errata for details: http://warhammer-historical.com/PDF/WAB2%20Errata.pdf

WAR WAGON

See WAB Errata for details <u>http://warhammer-historical.com/PDF/WAB2%20Errata.pdf</u> Some War Wagons may have two war machines with crew instead of 6 missle armed crew members (+80).

HISTORICAL BACKGROUND



The Holy Roman Empire (HRE; German: *Heiliges Römisches Reich (HRR)*, Latin: *Imperium Romanum Sacrum (IRS)*, Italian: *Sacro Romano Impero (SRI)*) was a realm (*Reich*) that existed for a millennium in Central Europe. It was ruled by the Holy Roman Emperor. Its character changed during the Middle Ages and the Early Modern period, when the power of the emperor gradually weakened in favour of the princes. In its last centuries, its character became quite close to a union of territories.

The empire's territory was centered on the Kingdom of Germany, and included neighbouring territories, at its peak comprising the Kingdom of Italy and the Kingdom of Burgundy; for much of its history the Empire consisted of hundreds of smaller sub-units, principalities, duchies, counties, Free Imperial Cities, as well as other domains.

Otto I was crowned King of Germany in 962, but he is nevertheless considered to have been the first Holy Roman Emperor (German: *Römisch-Deutscher Kaiser*) in retrospect. Otto was the first emperor of the realm who was not a member of the earlier Carolingian dynasty.² The last Holy Roman Emperor was Francis II, who abdicated and dissolved the Empire in 1806 during the Napoleonic Wars. In a decree following the 1512 Diet of Cologne, the name was officially changed to **Holy Roman Empire of the German Nation** (German: *Heiliges Römisches Reich Deutscher Nation*, Latin: *Imperium Romanum Sacrum Nationis Germanicæ*).³

The territories and dominion of the Holy Roman Empire in terms of present-day states comprised Germany (except Southern Schleswig), Austria (except Burgenland), the Czech Republic, Switzerland and Liechtenstein, the Netherlands, Belgium, Luxembourg, and Slovenia (except Prekmurje), besides significant parts of eastern France (mainly Artois, Alsace, Franche-Comté, Savoy and Lorraine), northern Italy (mainly Lombardy, Piedmont, Emilia-Romagna, Tuscany, Trentino and South Tyrol), and western Poland (mainly Silesia, Pomerania, and Neumark).

History Carolingian forerunners The Holy Roman Empire looked to Charlemagne, King of the Franks, as its founder, who had been crowned Emperor of the Romans in 800 by Pope Leo III.⁷⁸ The Roman Empire was thus revived (*renovatio Romanorum imperii*) by transferring it to the Frankish king. This *Translatio imperii* remained the basis for the Holy Roman Empire, at least in theory, until its demise in 1806.

The Carolingian imperial crown was initially disputed among the Carolingian rulers of Western Francia (France) and Eastern Francia (Germany), with first the western king (Charles the Bald) and then the eastern (Charles the Fat) attaining the prize. However, after the death of Charles the Fat in 888 the Carolingian Empire broke asunder, never to be restored. According to Regino of Prüm, each part of the realm elected a "kinglet" from its own "bowels." After the death of Charles the Fat those crowned Emperor by the Pope controlled only territories in Italy. The last such Emperor was Berengar I of Italy who died in 924.

Formation



The German Kingdom with its stem duchies around the year 1000.

Around 900, East Francia saw the reemergence of autonomous stem duchies (Franconia, Bavaria, Alemannia and Saxony). After the Carolingian king Louis the Child died without issue in 911, East Francia did not turn to the Carolingian ruler of West Francia to take over the realm but elected one of the dukes, Conrad of Franconia as *Rex Francorum Orientalum*. On his deathbed, Conrad yielded the crown to his main rival, Henry of Saxony (r. 919–936), who was elected king at the Diet of Fritzlar in 919. Henry reached a truce with the raiding Magyars and in 933 won a first victory against them in the Battle of Riade.

Henry died in 936 but his family, the Liudolfing (or Ottonian) dynasty would continue to rule the Eastern kingdom for roughly a century. Henry's designated successor, Otto, was elected King in Aachen in 936. He overcame a series of revolts - both from an elder brother and from several dukes. After that, the king managed to control the appointment of dukes and often also employed bishops in administrative affairs.

The Kingdom had no permanent capital city and the kings travelled from residence to residence (called Kaiserpfalz) to discharge affairs. However, each king preferred certain places, in Otto's case, the city of Magdeburg. Kingship continued to be transferred by election, but Kings often had their sons elected during their lifetime, enabling them to keep the crown for their families. This only changed after the end of the Salian dynasty in the 12th century.

In 955, Otto won a decisive victory over the Magyars in the Battle of Lechfeld. In 951, Otto came to the aid of Adelaide, the widowed queen of Italy, defeated her enemies. He then married her and took control over Italy. In 962, Otto was crowned Emperor by the Pope. From then on, the affairs of the German kingdom were intertwined with that of Italy and the Papacy. Otto's coronation as Emperor made the German kings successors to the Empire of Charlemagne, which through *translatio imperii* also made them successors to Ancient Rome.



The Holy Roman Empire in 1000.

This also renewed the conflict with the Eastern Emperor in Constantinople, especially after Otto's son Otto II (r. 967– 983) adopted the designation *imperator Romanorum*. Still, Otto formed marital ties with the east, when he married the Byzantine princess Theophanu. Their son, Otto III, focused his attention on Italy and Rome and employed widespread diplomacy but died young in 1002, to be succeeded by his cousin Henry II, who focused himself upon Germany.

When Henry II died in 1024, Conrad II, first of the Salian Dynasty, was then elected king in 1024 only after some debate among dukes and nobles, which would eventually develop into the collegiate of Electors.

Investiture Controversy

Kings often employed bishops in administrative affairs and often determined who would be appointed to ecclesiastical offices. In the wake of the Cluniac Reforms, this involvement was increasingly seen as inappropriate by the Papacy. The reform-minded Pope Gregory VII was determined to oppose such practices, leading to the Investiture Controversy with king Henry IV (r. 1056-1106), who repudiated the Pope's interference and persuaded his bishops to excommunicate the Pope, whom he famously addressed as "Hildebrand ... Not Pope but false monk!" The Pope, in turn, excommunicated the king, declared him deposed and dissolved the oaths of loyalty made to Henry. The king found himself with almost no political support and was forced to make the famous Walk to Canossa in 1077, by which he achieved a lifting of the excommunication at the price of humiliation. Meanwhile, the German princes had elected another king, Rudolf of Swabia. Henry managed to defeat him but was subsequently confronted with more uprisings, renewed excommunication and even the rebellion of his sons. It was his second son, Henry V, who managed to reach an agreement with both the Pope and the bishops in the 1122 Concordat of Worms. The political power of the Empire was maintained but the conflict had demonstrated the limits of any ruler's power, especially in regard to the church, and robbed the king of the sacral status he had previously enjoyed. Both the Pope and the German princes had surfaced as major players in the political system of the Empire.

Hohenstaufen dynasty



Adhemar de Monteil carries the Holy Lance.

When the Salian dynasty ended with Henry V's death in 1125, the princes chose not to elect the next of kin, but rather Lothair, the moderately powerful but already old Duke of Saxony. When he died in 1138, the princes again aimed at checking royal power; accordingly they did not elect Lothair's favoured heir, his son-in-law Henry the Proud of the Welf family, but Conrad III of the

Hohenstaufen family, close relatives of the Salians, leading to over a century of strife between the two houses. Conrad ousted the Welfs from the possessions, but after his death in 1152, his nephew Frederick I "Barbarossa" succeeded and made peace with the Welfs, restoring his cousin Henry the Lion to his - albeit diminished possessions.

The Hohenstaufen rulers increasingly lent land to ministerialia, formerly non-free service men, which Frederick hoped would be more reliable than dukes. Initially used mainly for war services, this new class of people would form the basis for the later knights, another basis of imperial power. Another important constitutional move at Roncaglia was the establishment of a new peace (Landfrieden) for all of the Empire, an attempt to (on the one hand) abolish private feuds not only between the many dukes, but on the other hand a means to tie the Emperor's subordinates to a legal system of jurisdiction and public prosecution of criminal acts - a predecessor of the modern concept of "rule of law". Another new concept of the time was the systematic foundation of new cities, both by the emperor and the local dukes. These were partly caused by the explosion in population, but also to concentrate economic power at strategic locations, while formerly cities only existed in the shape of either old Roman foundations or older bishoprics. Cities that were founded in the 12th century include Freiburg, possibly the economic model for many later cities, and Munich.

Frederick was crowned Emperor in 1155 and emphasised the Empire's "Romanness", partly in an attempt to justify the Emperor's power independently of the (now strengthened) Pope. An imperial assembly at the fields of Roncaglia in 1158 reclaimed imperial rights in reference to Justinian's Corpus Juris Civilis. Imperial rights had been referred to as *regalia* since the Investiture Controversy, but were enumerated for the first time at Roncaglia as well. This comprehensive list included public roads, tariffs, coining, collecting punitive fees and the investiture, the seating and unseating of office holders. These rights were now explicitly rooted in Roman Law, a far-reaching constitutional act.

Frederick's policies were mainly aimed at Italy, where he clashed with the increasingly wealthy and free-minded cities of the north, especially Milan. He also embroiled himself in another conflict with the Papacy by supporting a candidate elected by a minority against Pope Alexander III (1159-1181). Frederick supported a succession of antipopes before finally making peace with Alexander in 1177. In Germany, the Emperor had repeatedly protected Henry the Lion against complaints by rival princes or cities (especially in the cases of Munich and Lübeck). Henry's support of Frederick's policies was only lackluster and in a critical situation during the Italian wars, Henry refused the Emperor's plea for military support. After his return to Germany, an embittered Frederick opened proceedings against the Duke, resulting in a public ban and the confiscation of all territories.

During the Hohenstaufen period, German princes facilitated a successful, peaceful eastward settlement of lands previously sparsely inhabited by West Slavs or uninhabited, by German speaking farmers, traders and craftsmen from the western part of the empire, both Christians and Jews. The gradual germanization of these lands was a complex phenomenon which should not be interpreted in terms of 19th century nationalism's bias. By the eastward settlement the empire's influence increased to eventually include Pomerania and Silesia - also due to intermarriage of the local, still mostly Slavic, rulers with German spouses. Also, the Teutonic Knights were invited to Prussia by Duke Konrad of Masovia to Christianise the Prussians in 1226. The monastic state of the Teutonic Order (German: *Deutschordensstaat*) and its later German successor states of Prussia however never were part of the Holy Roman Empire.

In 1190, Barbarossa participated in the Third Crusade and died in Asia Minor. Under his son and successor, Henry VI, the Hohenstaufen dynasty reached its apex. Henry added the Norman kingdom of Sicily to his domains, held English king Richard Lionheart captive and aimed to establishing a hereditary monarchy, when he died in 1197. As his son, Frederick II, though already elected king, was still a small child and living in Sicily, German princes chose to elect an adult king, which resulted in the dual election of Barbarossa's second son Philip of Swabia and Henry the Lion's son Otto of Brunswick, who competed for the crown. Otto prevailed for a while after Philip was murdered in a private squabble in 1208 until he began to also claim Sicily. Pope Innocent III, who feared the threat posed by a union of the Empire and Sicily, now supported Sicily's king Frederick II, who marched to Germany and defeated Otto. After his victory, Frederick did not act upon his promise to keep the two realms separate - though he had made his son Henry king of Sicily before marching on Germany, he still reserved real political power for himself. This continued after Frederick was crowned Emperor in 1220. Fearing Frederick's concentration of power, the Pope finally excommunicated the Emperor. Another point was the crusade, which Frederick had promised but repeatedly postponed. Now, though excommunicated, Frederick led the crusade in 1228, which however ended in negotiations and a temporary restoration of the Kingdom of Jerusalem. The conflict with the Pope endured who later supported the election of an anti-king in Germany.

Despite his imperial claims, Frederick's rule was a major turning point towards the disintegration of a central rule in the Empire. While concentrated on establishing a modern, centralised state in Sicily, he was mostly absent from Germany and issued far-reaching privileges to Germany's secular and ecclesiastical princes: In the 1220 Confoederatio cum principibus ecclesiasticis, Frederick gave up a number of *regalia* in favour of the bishops, among them tariffs, coining, and fortification. The 1232 Statutum in favorem principum mostly extended these privileges to secular territories. Although many of these privileges had existed earlier, they were now granted globally, and once and for all, to allow the German princes to maintain order north of the Alps while Frederick wanted to concentrate on Italy. The 1232 document marked the first time that the German dukes were called *domini terræ*,

owners of their lands, a remarkable change in terminology as well.

Interregnum



Flag of the Holy Roman Empire 1200–1350.

After the death of Frederick II in 1250, the German kingdom was divided among his son Conrad IV (died 1254) and the anti-king, William of Holland (died 1256). Conrad's death was followed by the Interregnum, during which no king could achieve universal recognition and the princes managed to consolidate their holdings and became even more independent rulers. After 1257, the crown was contested between the Richard of Cornwall, who was supported by the Guelph party, and Alfonso X of Castile, who was recognised by the Hohenstaufen party but never set foot on German soil. After Richard's death in 1273, the Interregnum ended with unanimous election of Rudolph I of Habsburg, a minor pro-Staufen count.

Changes in political structure



The Prince-electors

The 13th century also saw a general structural change in how land was administered, preparing the shift of political power towards the rising bourgeoisie at the expense of aristocratic feudalism that would characterize the Late Middle Ages. Instead of personal duties, money increasingly became the common means to represent economic value in agriculture. Peasants were increasingly required to pay tribute for their lands. The concept of "property" began to replace more ancient forms of jurisdiction, although they were still very much tied together. In the territories (not at the level of the Empire), power became increasingly bundled: Whoever owned the land had jurisdiction, from which other powers derived. It is important to note, however, that jurisdiction at this time did not include legislation, which virtually did not exist until well into the 15th century. Court practice heavily relied on traditional customs or rules described as customary.

It is during this time that the territories began to transform themselves into predecessors of modern states. The process varied greatly among the various lands and was most advanced in those territories that were most identical to the lands of the old Germanic tribes, *e.g.* Bavaria. It was slower in those scattered territories that were founded through imperial privileges.

Late Middle Ages Rise of the territories after the Staufen



Holy Roman Empire from 1273–1378, and its principal royal dynasties

The difficulties in electing the king eventually led to the emergence of a fixed college of electors, the *Kurfürsten*, whose composition and procedures were set forth in the Golden Bull of 1356. This development probably best symbolises the emerging duality between *Kaiser und Reich*, emperor and realm, which were no longer

considered identical. This is also revealed in the way the post-Staufen kings attempted to sustain their power. Earlier, the Empire's strength (and finances) greatly relied on the Empire's own lands, the so-called *Reichsgut*, which always belonged to the respective king (and included many Imperial Cities). After the 13th century, its relevance faded (even though some parts of it did remain until the Empire's end in 1806). Instead, the *Reichsgut* was increasingly pawned to local dukes, sometimes to raise money for the Empire but, more frequently, to reward faithful duty or as an attempt to civilise stubborn dukes. The direct governance of the *Reichsgut* no longer matched the needs of either the king or the dukes.

Instead, the kings, beginning with Rudolph I of Habsburg, increasingly relied on the lands of their respective dynasties to support their power. In contrast with the *Reichsgut*, which was mostly scattered and difficult to administer, these territories were comparably compact and thus easier to control. In 1282, Rudolph I thus lent Austria and Styria to his own sons.

With Henry VII, the House of Luxembourg entered the stage. In 1312, he was crowned as the first Holy Roman Emperor since Frederick II. After him all kings and emperors relied on the lands of their own family (*Hausmacht*): Louis IV of Wittelsbach (king 1314, emperor 1328–1347) relied on his lands in Bavaria; Charles IV of Luxembourg, the grandson of Henry VII, drew strength from his own lands in Bohemia. Interestingly, it was thus increasingly in the king's own interest to strengthen the power of the territories, since the king profited from such a benefit in his own lands as well.

Imperial reform



Map of the Empire showing division into Circles in 1512

The "constitution" of the Empire was still largely unsettled at the beginning of the 15th century. Although some procedures and institutions had been fixed, for example by the Golden Bull of 1356, the rules of how the king, the electors, and the other dukes should cooperate in the Empire much depended on the personality of the respective king. It therefore proved somewhat fatal that Sigismund of Luxemburg (king 1410, emperor 1433–1437) and Frederick III of Habsburg (king 1440, emperor 1452–1493) neglected the old core lands of the empire and mostly resided in their own lands. Without the presence of the king, the old institution of the *Hoftag*, the assembly of the realm's leading men, deteriorated. The *Imperial Diet* as a legislative organ of the Empire did not exist yet. Even worse, dukes often went into feuds against each other that, more often than not, escalated into local wars.

Simultaneously, the Church was in a state of crisis too, with wide-reaching effects in the Empire. The conflict between several papal claimants (two anti-popes and the legitimate Pope) was only resolved at the Council of Constance (1414–1418); after 1419, much energy was spent on fighting the Hussites. The medieval idea of unifying all Christendom into a single political entity, of which the Church and the Empire were the leading institutions, began to decline.

With these drastic changes, much discussion emerged in the 15th century about the Empire itself. Rules from the past no longer adequately described the structure of the time, and a reinforcement of earlier *Landfrieden* was urgently called for. During this time, the concept of "reform" emerged, in the original sense of the Latin verb *re-formare*, to regain an earlier shape that had been lost.

When Frederick III needed the dukes to finance war against Hungary in 1486 and at the same time had his son, later Maximilian I elected king, he was presented with the dukes' united demand to participate in an Imperial Court. For the first time, the assembly of the electors and other dukes was now called the Imperial Diet (German Reichstag) (to be joined by the Imperial Free Cities later). While Frederick refused, his more conciliatory son finally convened the Diet at Worms in 1495, after his father's death in 1493. Here, the king and the dukes agreed on four bills, commonly referred to as the Reichsreform (Imperial Reform): a set of legal acts to give the disintegrating Empire back some structure. Among others, this act produced the Imperial Circle Estates and the Chamber Reichskammergericht (Imperial Court); structures that would-to a degree-persist until the end of the Empire in 1806.

However, it took a few more decades until the new regulation was universally accepted and the new court actually began to function; only in 1512 would the Imperial Circles be finalised. The King also made sure that his own court, the *Reichshofrat*, continued to function in parallel to the *Reichskammergericht*. In this year, the Empire also received its new title, the *Heiliges Römisches Reich Deutscher Nation* ("Holy Roman Empire of the German Nation").

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

ARMY LISTS

III/1. EARLY SLAV (476-1218AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% INFANTRY: At least 50% ALLIES: Up to 25%

| | | | CHAF | RACT | FERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | | | Þa | a | | | | | | D. |
| | М | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is Army General. One sub-commander can be designated as Army Standard Bearer (+15) and one as Army General (+25) if no General is taken. The Ally-General acts as Army General but only for units from his allied contingent. May ride a horse (+8, M8).

| | | | C | AVA | LRY | ζ | | | | |
|------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|----------------------------------------------------|-----------------------------------|------------------------------------------|-----------------------|----------|--------|--------------|
| NOBLE CA | VALI | RY | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | | 1 | 3 | 1 | 7 | 20 |
| Equipment: | Hand | weano | n lioh | t arm | our | | | | | |
| May have the | | | | | | +2) | | | | |
| Special Rule | | | | | |). | | | | |
| Special Ital | | ij unoi | 00011 | | | | | | | |
| DANISH, O | LD S | AXON | AND | тни | RIN | GIAN | I ME | RCI | ENAR | IES |
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 18 |
| May have the Only if Wend | rowing ds afte | g spear er 1106/ | (+2) ai AD: Uj | pgrad | le to | | · · | | have h | ieavy |
| Equipment: May have the Only if Wend armour (+3), Special Rule | rowing ds afte lance | g spear er 1106 (+2), b | (+2) an AD: Uj arding | pgrac (+3) | le to | WS4 | (+2), | | have h | ieavy |
| May have the Only if Wend armour (+3), | rowing ds afte lance es: On | g spear er 11062 (+2), b ly if Wo | (+2) an AD: Uj arding | pgrad (+3) | le to | WS4 | (+2), | | have h | ieavy |
| May have the Only if Wend armour (+3), Special Rule | rowing ds afte lance es: On | g spear er 11062 (+2), b ly if Wo | (+2) an AD: Uj arding | pgrad (+3) | le to | WS4 11844 | (+2), | | have h | ieavy Pts |
| May have the Only if Wend armour (+3), Special Rule | rowing ds afte lance es: On KNIG | g spear er 11064 (+2), b ly if We EHTS | (+2) at AD: Uj arding ends fr | pgrad (+3) rom 1 | le to .057- | WS4 11844 | (+2), AD | may | | , |
| May have the Only if Wend armour (+3), Special Rule SWABIAN | rowing ds afte lance es: On KNIG M | g spear er 11064 (+2), b ly if Wo HTS WS | (+2) and AD: Uj arding ends fr BS | pgrad (+3) rom 1 | le to 057- T | WS4 11844 W | (+2), AD I | may A | Ld | Pts |
| May have the Only if Wend armour (+3), Special Rule SWABIAN | rowing ds afte lance es: On KNIG M 8 | g spear er 11064 (+2), b ly if Wo GHTS WS 3 | (+2) an AD: Uj arding ends fr BS 3 | pgrac (+3) rom 1 S 3 | le to 057- T 3 | WS4 11844 W 1 | (+2), AD I 3 | may A | Ld | Pts |
| May have the Only if Wend armour (+3), Special Ruld SWABIAN | rowing ds afte lance es: On KNIG M 8 Hand | g spear er 11064 (+2), b ly if Wo HTS WS 3 weapo | (+2) an AD: Uj arding ends fr BS 3 n, ligh | pgrac (+3) rom 1 S 3 t arm | le to 057- T 3 our, s | WS4 1184A W 1 shield | (+2), AD I 3 | may A | Ld | Pts |
| May have the Only if Wend armour (+3), Special Ruld SWABIAN Knight Equipment: | rowing ds afte lance es: On KNIG M 8 Hand rusting | g spear er 11064 (+2), b ly if Wo HTS WS 3 weapo g spear | (+2) an AD: Uj arding ends fr BS 3 n, ligh (+2) an | pgrac (+3) rom 1 S 3 t arm | le to 057- T 3 our, s | WS4 1184A W 1 shield | (+2), AD I 3 | may A | Ld | Pts |
| May have the Only if Wend armour (+3), Special Rule SWABIAN Knight Equipment: May have the | rowing ds afte lance es: On KNIG M 8 Hand rusting aded t | g spear er 11064 (+2), b ly if Wo HTS WS 3 weapo g spear o WS4 | (+2) an AD: Uj arding ends fr BS 3 n, ligh (+2) ar (+3) | pgrac (+3) rom 1 S 3 t arm nd sh | le to 057- T 3 | WS4 1184A W 1 shield +2). | (+2), AD I 3 | may A | Ld | Pts |
| May have the Only if Wend armour (+3), Special Rule SWABIAN Knight Equipment: May have the May be upgr | rowing ds afte lance es: On KNIG M 8 Hand rusting aded t | g spear er 11064 (+2), b ly if Wo HTS WS 3 weapo g spear o WS4 | (+2) an AD: Uj arding ends fr BS 3 n, ligh (+2) ar (+3) | pgrac (+3) rom 1 S 3 t arm nd sh | le to 057- T 3 | WS4 1184A W 1 shield +2). | (+2), AD I 3 | may A | Ld | Pts |

SLAV JAVELINMEN Μ WS BS S Т W I A Ld Pts Javelinman 4 3 3 3 3 1 3 1 6

Equipment: Hand weapon, javelins and buckler

Only if Western Slavs after 830AD: Upgrade to Ld7 and thrusting spear instead of Light Infantry and javelins&buckler (+2), may have shield (+1) Special Rules: Light Infantry

| SLAV ARC | M | WS | BS | S | Т | \mathbf{W} | Ι | А | Ld | Pts |
|--------------|---------|----------|----------|-------|--------|--------------|------|---|----|-----|
| Archers | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |
| Equipment: | Hand | weapon | , bow | | | | | | | |
| Only if Wend | ls from | 1057-1 | 1184A | D: | | | | | | |
| Upgrade to B | S3, Ld | 7 and L | .ight Iı | nfant | ry (+3 | 3) | | | | |
| Only if West | ern Sla | vs after | 830A | D: | • | | | | | |
| Upgrade to B | S3, Ld | 6 and n | ot lon | ger S | kirmi | shers | (+2) | | | |
| Special Rule | s: Skir | mishers | , | | | | | | | |
| • | | | | | | | | | | |
| SLAV SCOL | JTS | | | | | | | | | |
| 5511, 5660 | | | | | | | | | | |

Equipment: Hand weapon, javelins and buckler May have sling instead of javelins&buckler (free) Special Rules: Skirmishers

3

3

| SLAV ILL-A | RME | D | | | | | | | | |
|------------|-----|----|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Javelinman | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |

3 3

1 3 1

5

5

Equipment: Hand weapon, javelins and buckler Special Rules: Light Infantry

0-1 WAGON TABOR

Scout

4

| VIKINGS | | | | | | | | | | |
|---------|---|----|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Viking | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 8 |

Equipment: Hand weapon

May have light armour (+2) and shield (+1) Special Rules: Only if Wends from 804-1056AD

ALLIES

Only if Western Slavs from 741-772AD: Bavarian Allies, II/73 Only if Wends before 804AD: Old Saxon Allies, II/73 Only if Western Slavs after 830AD: Pecheneg Allies, III/30 Only if Western Slavs after 830AD: Magyar Allies, III/47

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III/21. ITALIAN LOMBARD (584-1076AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | _ |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| | | | C | | | | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|--------------------------------------------------------------------|-------------------------------------------------------------------------------|------------------------------|----------------------|--------------------|-----------|
| GASTALDI | м | ws | BS | s | Т | w | I | A | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| Equipment: May have hea May have Wa | avy ar | mour (- | | | | | ng sj | pear | | |
| FOLLOWE | RS | | | | | | | | | |
| Horseman | M 8 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 22 |
| Equipment: May have shi Special Rule duchies) | ield (+ | 2). | - | | | | | | ingdon | n and |
| BULGAR SI | GYDYDT | FB <i>G</i> | | | | | | | | |
| DULGAK | | ERS | | | | | | | | |
| Horseman | M 8 | ERS WS 4 | BS 4 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 24 |
| | M 8 Hand ht arm ay hav | WS 4 weapon nour (+2 e bow i | 4 n, thro 2) and instead | 3 wing buck l of sj | 3 spea ler (+ pear (| 1 r (free) | 3 | 1 | 7 | |
| Horseman Equipment: May have lig Up to half ma | M 8 Hand ht arm ay hav s: Cor MERC | WS 4 weapon nour (+2 e bow i nbined CENAR | 4 n, thro 2) and instead <i>Forma</i> RIES | 3 wing buck l of sp ation, | 3 spea ler (+ pear (Only | 1 (free) from | 3 n 668 | 1 | 7 AD | 24 |
| Horseman Equipment: May have lig Up to half ma Special Rule | M 8 Hand ht arm ay hav s: Cor | WS 4 weapon our (+2 e bow i <i>nbined</i> | 4 n, thro 2) and instead <i>Forma</i> | 3 wing buck l of sj | 3 spea ler (+ pear (| 1 r (free) | 3 | 1 | 7 | |
| Horseman Equipment: May have lig Up to half ma Special Rule MAGYAR M | M 8 Hand ht arm ay hav s: Cor M 8 MERC M 8 Hand ckler (to Ex | WS 4 weapon nour (+2 e bow i <i>nbined</i> CENAR WS 3 weapon (+1) and pert Ho | 4 n, thro 2) and instead Forma RIES BS 3 n, bow d light orseme s, Only | 3 wing buck l of sp <i>ation</i> , S 3 armon n (+2 y from | 3 spea ler (+ Only T 3 bur (+ () and m 900 | 1 r -1) (free) y from W 1 -2) 1 <i>Feig</i> 0-997. | 3 1 668 1 3 nned | 1 3-700 A 1 | 7 AD Ld 6 | 24 Pts |
| Horseman Equipment: May have lig Up to half ma Special Rule MAGYAR M Horseman Equipment: May have bu May upgrade Special Rule | M 8 Hand ht arm ay hav s: Cor M 8 MERC M 8 Hand ckler (to Ex | WS 4 weapon nour (+2 e bow i <i>nbined</i> CENAR WS 3 weapon (+1) and pert Ho | 4 n, thro 2) and instead Forma RIES BS 3 n, bow d light orseme s, Only | 3 wing buck l of sp <i>ation</i> , S 3 armo <i>n</i> (+2 | 3 spea ler (+ Only T 3 bur (+ () and m 900 | 1 r -1) (free) y from W 1 -2) 1 <i>Feig</i> 0-997. | 3 1 668 1 3 nned | 1 3-700 A 1 | 7 AD Ld 6 | 24 Pts |
| Horseman Equipment: May have lig Up to half ma Special Rule MAGYAR M Horseman Equipment: May have bu May upgrade | M 8 Hand ht arm ay hav s: Cor M 8 MERC M 8 Hand ckler (to Ex | WS 4 weapon nour (+2 e bow i <i>nbined</i> CENAR WS 3 weapon (+1) and pert Ho | 4 n, thro 2) and instead Forma RIES BS 3 n, bow d light orseme s, Only | 3 wing buck l of sp <i>ation</i> , S 3 armon n (+2 y from | 3 spea ler (+ Only T 3 bur (+ () and m 900 | 1 r -1) (free) y from W 1 -2) 1 <i>Feig</i> 0-997. | 3 1 668 1 3 nned | 1 3-700 A 1 | 7 AD Ld 6 | 24 Pts |

Equipment: Hand weapon, bow Special Rules: *Light Infantry*

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|----------|--------|---------|--------|-------|--------|--------|-------|--------|-----|
| Militia | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment | : Hand y | weapon | throw | /ing s | spear | | | | | |
| May have sl | | | , | | peur | | | | | |
| Only after 7 | | · | e to Ld | 7 (+) | 1). m | av hav | ze lig | ht ar | mour (| +2) |
| - J | | | | | | | | | | |

Equipment: Hand weapon **Special Rules:** *Levies,* Only after 774AD

ALLIES

Only from 590-601AD: Aver Allies, III/13 Only in 603AD: Slav Allies, III/1 Only from 835-870AD: Aghlabid Allies, III/33 Only after 950AD: Imperialist Allies, III/52 Only from 1018AD: Normann Allies, III/51

III/30. MAGYAR (650-997AD)

CHARACTERS: Up to 25% CAVALRY: At least 50% INFANTRY: Up to 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | м | ws | BS | s | Т | w | T | А | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | | 5 | | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | | | | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour Special Rules: General is Army General. One sub-commander can be designated as Army Standard Bearer (+15) and one as Army General (+25) if no General is taken. The Ally-General acts as Army General but only for units from his allied contingent. May ride a horse (+8, M8).

| | | | С | AVA | LRY | Z | | | | |
|------------------------------------------------------------------------|-----------------------------------|------------------------------|-------------------|----------------|--------|--------|--------|--------|---------|-----------|
| MAGYAR | NOBL | ES | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| Equipment: May have he May have W May upgrade Special Rule | avy ar S/BS4 e to <i>Ex</i> | mour (+ (+3) pert Ho | +2) or | bow | (+2) | | | | et (+2) | |
| MAGYAR S | SKIRN | MISHE | ERS | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |
| May have lig Only after 89 May upgrade Special Rule | 06AD: e to Ex es: Ski | Upgraa pert Ha rmisher | de to L orseme | ight | Cava | lry (+ | 1) | | | 2) |
| KAVAR GU | JARD M | s ws | BS | S | Т | w | I | А | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | A 1 | 7 | 22 |
| Equipment: May have he Special Rule | avy ar | mour (· | +2) an | d shi | | | ıt arn | nour | | |
| SZEKELY | | | | | | | | | | |
| Horseman | M 8 | WS 3 | BS 4 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 22 |
| norseman | 0 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | / | 22 |
| Equipment: May have lig May upgrade Special Rule | ght arm to <i>Ex</i> | nour (+: pert He | 2) and orseme | buck en (+2 | 2) and | d Feig | gned . | Fligh | et (+2) | |
| SLAV GEN | TRY | | | | | | | | | |
| Horseman | M 8 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 20 |
| Equipment: May have the Special Rule | rusting | g spear | (+2) ai | nd sh | | (+2). | | | | |

| | | | IN | FAN | TRY | | | | | |
|---------------|--------|---------|--------|--------|-------|---|---|---|----|-----|
| SLAV SPEA | RME | N | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: 1 | Handy | weanon | thrus | ting s | mear | | | | | |
| May have shi | | | , unus | ung | spear | | | | | |
| Whay have shi | Ju (+) | .) | | | | | | | | |
| SLAV ARCH | IERS | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Archers | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: 1 | Handy | weanon | how | | | | | | | |
| Special Rules | | | | | | | | | | |
| Special Kules | • 5KI | misners | | | | | | | | |
| SLAV JAVE | LINM | IEN | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Javelinman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6 |

Equipment: Hand weapon, javelins and buckler Special Rules: Skirmishers

ALLIES

Only from 912-932AD: Bohemian (Western Slav) Allies, III/1

III/40. NORSE VIKING AND LEIDANG (790-1280AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% **INFANTRY:** At least 50% ALLIES: Up to 25%

| CHARACTERS | | | | | | | | | | | | |
|------------|---|----|----|---|---|---|---|---|----|-----|--|--|
| | М | ws | BS | S | Т | W | I | A | Ld | Pts | | |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 | | |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 | | |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 | | |

Equipment: Hand weapon, shield, light armour

Special Rules: General is Army General. One sub-commander can be designated as Army Standard Bearer (+15) and one as Army General (+25) if no General is taken. The Ally-General acts as Army General but only for units from his allied contingent.

CAVALRY

MOUNTED SCOUTS WS BS S м Т W Pts T Ld Α Horseman 8 3 3 3 3 1 3 1 7 18 Equipment: Hand weapon, javelins, buckler.May have light armour (+2) Only Leidang after 1070AD: Not Light Cavalry. May have thrusting spear (+2), shield (+2) and Ld4 (+2) Special Rules: Light Cavalry

LAENSTROPPERNE

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------------|---------|----------|----------|-------|--------|--------|-------|------|----|-----|
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 24 |
| Equipment: | Hand | weapor | n, light | t arm | our, t | hrusti | ng sp | bear | | |
| May have sh | ield (+ | -2) and | heavy | armo | our (+ | -2) | | | | |
| Special Rule | s: On | ly Leida | ang aft | er 11 | 33AI | D | | | | |

INFANTRY

| HUSCARLS | | | | | | | | | | |
|---------------|--------|---------|----------|--------|--------|---------|--------|------|--------|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Huscarl | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |
| Equipment: I | Hand v | weapon | , shield | l. Ma | iy ha | ve ligl | nt arr | nour | (+2) a | nd |
| throwing spea | r (+2) | . May h | ave Sh | iieldv | vall (| (+2) | | | | |
| Only Viking a | fter 8 | 50AD: | May h | ave I | Riding | g Hor. | ses (- | +1) | | |

BERSERKS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|---------|---------|------|-------|---|-------|---|----|----|-----|
| Beserk | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 7 |
| Equipment: | | | | | | | | | | |
| Only Willing | ofter 8 | 50 A D. | Monh | ovo I | | ~ U~~ | | 1) | | |

Only Viking after 850AD: May have Riding Horses (+1) Special Rules: Warband, Frenzy

JAVELINMEN

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------|----------|---------|----------|--------|--------|--------|--------|-----|----|-----|
| Javelinman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 5 |
| Equipment: | Hand v | veapon | , javeli | ins ai | nd bu | ckler | | | | |
| Only Viking a | after 85 | 50AD: | May h | ave I | Riding | g Hor. | ses (- | +1) | | |
| Special Rules | s: Skiri | mishers | - | | | | | | | |

UNDISCIPLINED RAIDERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------------|----------|---------|----------|-------|--------|---------|--------|------|------|-----|
| Raider | 5 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 9 |
| Equipment: | Hand v | weapon | , shield | l. Ma | iy ha | ve ligl | nt arr | nour | (+2) | |
| Only Viking | after 85 | 50AD: 1 | May h | ave I | Riding | g Hor. | ses (- | +1) | | |
| Special Rule | s: Only | Viking | g befoi | re 85 | 0AD | | | | | |

HIRD

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------|---------|---------|----------|--------|--------|---------|--------|------|--------|-----|
| Huscarl | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |
| Equipment: | Hand v | weapon | , shield | d. Ma | iy ha | ve ligl | nt arı | nour | (+2) a | nd |
| throwing spea | ar (+2) | . May h | ave Sh | hieldv | vall (| +2) | | | | |

May have Riding Horses (+1). May have WS4 (+3) Special Rules: Only Viking after 850AD

ARCHERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------|---------|----------|---------|------|-------|---------|-------|-------|------|-----|
| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |
| Equipment: | Hand v | veapon | , bow. | May | have | e Ridir | ng He | orses | (+1) | |
| Special Rules | s: Ligh | t Infant | try, On | ly V | iking | after | 850A | ٨D | | |

IRISH

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------|---------|----------|----------|-------|--------|--------|--------|------|--------|------|
| Irish | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: | Hand v | veapon | , javeli | ns. N | /lay h | ave sl | hield | (+1) | | |
| Special Rules | s: Ligh | t Infani | try, On | ly Di | ublin | Vikir | ngs fr | om 8 | 50-109 | 94AD |

ENGLISH REBELS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------------|---------|--------|----------|-------|-------|---------|--------|------|------|-----|
| English | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 9 |
| Equipment: | Hand | weapon | , shield | 1. Ma | iy ha | ve ligl | nt arı | nour | (+2) | |
| Special Rule | s: Only | y Norw | egian V | Vikin | g in | 1066A | D | | | |

ENGLISH FLEMING MERCENARIES

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|---------|--------|---------|--------|--------|-------|------|------|---------|-----|
| English | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |
| Equipment: | Hand v | veapon | , thrus | ting s | spear. | May | have | shie | ld (+1) | |
| Special Rule | s: Only | / Norw | egian V | Vikin | g in 1 | 1066A | ١D | | | |

BONDI

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------------|---------|---------|----------|-------|-------|---------|--------|------|------|-----|
| Bondi | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6 |
| Equipment: | Hand | weapon | , shield | l. Ma | iy ha | ve ligl | ht arr | nour | (+2) | |
| Special Rule | s: Only | y Leida | ng | | | | | | | |

BONDI ARCHERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|--------|--------|-------|---|---|---|---|---|----|-----|
| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: | Hand v | weapon | , bow | | | | | | | |

Special Rules: Light Infantry, Only Leidang

THRALLS AND LEVIES

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|---------|---------|--------|------|-------|--------|----|---|----|-----|
| Thrall | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 3 |
| Equipment: | Hand v | veapon | . May | have | shiel | d (+1) |). | | | |
| Special Rule | s: Levi | es, Onl | y Leid | ang | | | | | | |

FREELANCE VIKING RAIDERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------------|---------|----------------|----------|-------|-------|---------|--------|------|------|-----|
| Raider | 5 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 10 |
| Equipment: | Hand | weapon | , shield | d. Ma | iy ha | ve ligl | nt arı | nour | (+2) | |
| May have Shi | ieldwa | <i>ll</i> (+2) | | | | | | | | |
| Special Rule | s: Only | v Leida | ng | | | | | | | |

GERMAN COLONISTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------|-----------|----------|---------|-------|--------|--------|--------|--------|--------|-----|
| German | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 9 |
| Equipment: I | Hand v | veapon | , light | armo | ur, th | rustir | ig spo | ear | | |
| May have shie | eld (+1 | l). | | | | | | | | |
| Up to half ma | y have | crossb | ow ins | stead | of sp | ear or | shie | ld (+2 | 2) | |
| Special Rules | : Ligh | t Infant | ry, Co | mbin | ed Fe | ormat | ion, (| Only | Danish | 1 |
| Leidang after | 1218A | ۵D | - | | | | | • | | |

ALLIES

Only Viking in 866AD: Breton Allies, III/18 Only Dublin Vikings from 850-1094AD: Irish Allies, III/46 Only Danish Viking in 1069AD: English Rebel Allies, III/71 Only Danish Viking in 1069AD: Scots Allies, III/45 Only Leidang after 1133AD: German Clerical Allies, IV/13 Only Danish Leidang after 1218AD: Wendish Allies, III/1 Only Danish Leidang after 1218AD: Dithmarschen Free Canton Allies, IV/13

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III/47. PECHENEGS (850-1122AD)

CHARACTERS: Up to 25% CAVALRY: At least 50% INFANTRY: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|----------|---|----|------|------|------|---|---|---|----|-----|
| | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

| | | | C | AVA | LRY | 7 | | | | |
|-------------------------------------|----------------|--------------|---------------|----------|-------|---------------|--------|--------|---------|----------|
| NOBLES | | | | | | | | | | |
| | М | WS | BS | S | Т | W | I | А | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| Equipment: | Hand | weapor | n, kont | os, li | ght a | rmou | r | | | |
| May have he | | - | | | - | | | 1 (+2 |) | |
| HORSE AR | CHE | RS | | | | | | | | |
| - | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 18 |
| | | | | | d (+2 | / | | | | |
| | | | s | | - | | | | | |
| Special Rule | | | s | | TRY | | | | | |
| | es: Skii | rmisher | IN | FAN | TRY | Z | | | | |
| Special Rule | | | s | | - | | I | A | Ld | Pts |
| Special Rule | es: Skii | rmisher | IN | FAN | TRY | Z | I 3 | A 1 | Ld 5 | Pts 3 |
| Special Rule | M 4 Hand | ws weapon | IN BS 2 | FAN S | TRY | <u>v</u> W | - | | | |
| Special Rule LEVIES Levy Equipment: | M 4 Hand | ws weapon | IN BS 2 | FAN S | TRY | <u>v</u> W | - | | | |
| Special Rule | M 4 Hand | ws weapon | IN BS 2 | FAN S | TRY | <u>v</u> W | - | | | _ • |

 Archer
 4
 2
 3
 3
 1
 3
 1
 6

 Equipment:
 Hand weapon, bow.

0-1 WAGON TABOR May replace all infantry and set up Wagon Tabor with War Wagons.

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III/51. WEST FRANKISH OR NORMAN (888-1072AD)

CHARACTERS: Up to 25% CAVALRY: At least 25% INFANTRY: Up to 50% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|--------------|---|---|----|-----|
| | | | | | | | | | | |
| | М | WS | BS | S | Т | \mathbf{W} | Ι | Α | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| | | | C | AVA | LKJ | (| | | | |
|--------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------|------------------------------------------------------------|---------------------------------------------------------|------------------------------|--------------------|--------------|----------------|
| MILITES | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 24 |
| Equipment: Aay have sh pecial Rule | ield (+ | 2) and | heavy | armo | | | ng sj | pear | | |
| SCOUTS | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Iorseman | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 16 |
| Equipment: May have lig Special Rule | ght arm | nour (+2 | 2) and | | d (+2 | .) | | | | |
| | | | | | | | | | | |
| Horseman Equipment: | M 8 Hand | WS 2 weapon | BS 3 n, javel | | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 16 |
| Horseman Equipment: May have lig | M 8 Hand ght arm | WS 2 weapon | BS 3 n, javel 2) and <i>alry</i> , O | 3 lins shield nly A | 3 d (+2 aquita | 1 2) anian a | 3 | 1 | | |
| Horseman Equipment: May have lig | M 8 Hand ght arm | WS 2 weapon | BS 3 n, javel 2) and <i>alry</i> , O | 3 lins shield | 3 d (+2 aquita | 1 2) anian a | 3 | 1 | | |
| Horseman Equipment: May have lig Special Rule | M 8 Hand ght arm es: <i>Lig</i> | WS 2 weapon nour (+2 ht Cave | BS 3 n, javel 2) and 2 <i>ilry</i> , O | 3 shield nly A FAN | 3 d (+2 Aquita | 1 () anian a | 3 armie | 1 es | 7 | 16 |
| Jorseman Equipment: May have lig pecial Rule PEARME | M 8 Hand ght arm es: <i>Lig</i> N M | WS 2 weapon nour (+2 ht Cava | BS 3 n, javel 2) and 2) and <i>ulry</i> , O IN BS | 3 lins shield nly A FAN | 3 d (+2 quita TRY | 1 anian a <u>X</u> W | 3 armie | 1 es | 7 Ld | 16 Pts |
| Horseman Equipment: May have lig Special Rule SPEARME | M 8 Hand ght arm es: <i>Lig</i> | WS 2 weapon nour (+2 ht Cave | BS 3 n, javel 2) and 2 <i>ilry</i> , O | 3 shield nly A FAN | 3 d (+2 Aquita | 1 () anian a | 3 armie | 1 es | 7 | 16 |
| GASCON L Horseman Equipment: May have lig Special Rule SPEARME SPEARME Spearman Equipment: May have sh May upgrade | M 8 Hand ght arm es: <i>Lig</i> N M 4 Hand ield (+ | WS 2 weapon our (+2 ht Cava WS 3 weapon 1) and | BS 3 n, javel 2) and 2 2) and 2 <i>ulry</i> , O IN BS 3 n, thrus light an | 3 lins shield nly A FAN S 3 sting rmou | 3 d (+2 xquita T 3 spear r (+2 | 1 ()) anian a Y W 1 r | 3 armid I 3 | 1 es | 7 Ld | 16 Pts |
| Horseman Equipment: May have lig Special Rule SPEARME SPEARME Spearman Equipment: May have sh May upgrade | M 8 Hand ght arm es: <i>Lig</i> N M 4 Hand ield (+ to Ld | WS 2 weapon our (+2 ht Cave WS 3 weapon 1) and 7 (+1). | BS 3 n, javel 2) and 2 <i>ulry</i> , Or IN BS 3 n, thrus light an May h | 3 lins shield nly A FAN S 3 sting rmou ave S | 3 d (+2 aquita T 3 spear r (+2 Shield | 1 anian a <u>Y</u> W 1 r :)) dwall | 3 armid I 3 (+2) | 1 ess A 1 | 7 Ld 6 | 16 Pts 6 |
| Horseman Equipment: May have lig Special Rule SPEARME SPEARME Spearman Equipment: May have sh | M 8 Hand ght arm es: <i>Lig</i> N M 4 Hand ield (+ | WS 2 weapon our (+2 ht Cava WS 3 weapon 1) and | BS 3 n, javel 2) and 2 2) and 2 <i>ulry</i> , O IN BS 3 n, thrus light an | 3 lins shield nly A FAN S 3 sting rmou | 3 d (+2 xquita T 3 spear r (+2 | 1 ()) anian a Y W 1 r | 3 armid I 3 | 1 es | 7 Ld | 16 Pts |

| | N | 1 W | S B | S | S | Т | W | Ι | A | A L | d 1 |
|-------------------------------------------------|--------|-----------|----------|-------|-------|--------|-----|-------|------|-------|------------|
| Crossbowma | n 4 | 1 2 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 16 | 5 |
| Equipment: 1 Only after 950 Special Rules | DAD: I | May up | grade | | 17 an | ıd not | lon | ger S | Skir | mishe | ers (+3 |
| PEASANTS | | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | 1 | [] | A | Ld | Pts |
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 3 | 1 | 5 | 3 |
| Javelinman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 3 | 1 | 6 | 5 |
| Equipment: 1 Special Rules | Hand v | weapon | , javeli | ins a | nd b | uckle | r | | 1 | U | 5 |
| | REEF | KS | | | | | | | | | |
| SICILIAN G | M | WS | BS | S | Т | W |] | [. | A | Ld | Pts |
| ~~~~~ | IVI | | 3 | 3 | 3 | 1 | 3 | 3 | 1 | 6 | 6 |
| SICILIAN G Greek | 4 | 3 | 3 | | | | | | | | |

ALLIES

Only before 923AD: Viking Allies, III/40 Only Normans in Italy and Sicily from 1041AD: Lombard Allies, III/21 Only Normans in Sicily in 1061AD: Aghlabid Sicilian Allies, III/33 Only Duke William's Norman army in 1066AD: Breton Allies, III/18

III/52. EAST FRANKISH (888-1106AD)

CHARACTERS: Up to 25% CAVALRY: At least 25% INFANTRY: Up to 50% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|-----|---|---|----|------------|
| | | WG | DG | a | T | **/ | Ŧ | | | D / |
| | Μ | WS | BS | S | Т | W | I | Α | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| Horseman 8 4 3 3 1 3 1 3 1 7 24 Equipment: Hand weapon, light armour, thrusting spear May have shield (+2) and heavy armour (+2) May downgrade to WS3 (-2) Special Rules: Ferocious Charge OLD SAXON, THURINGIAN OR BOHEMIAN CAVALRY M M WS BS S T W I A Ld Pts Horseman 8 3 3 3 1 3 1 7 20 Equipment: Hand weapon, throwing spear M WS BS S T W I A Ld Pts Special Rules: Light Cavalry INFANTRY Image: Second state Image: Second state <th>MWSBSSTWIALdPtcrseman84333131724sipment:Hand weapon, light armour, thrusting spear y have shield (+2) and heavy armour (+2) y downgrade to WS3 (-2) cial Rules: Ferocious ChargeTNIALdPtcDSAXON, THURINGIAN OR BOHEMIAN CAVALRY MMWSBSSTWIALdPtcrseman8333131720tipment:Hand weapon, throwing spear y have light armour (+2) and shield (+2) cial Rules:Light CavalryINFANTRYCARMEN earman433313160ipment:Hand weapon, thrusting spear y have shield (+1) and light armour (+2) y upgrade to Ld7 (+1).May have Shieldwall (+2)CHERS MNWSBSSTWIALdPrcher423313160ipment:Hand weapon, bow. cial Rules:Light Infantry3313160MWSBSSTWIALdPchere423313160ipment:Hand weapon, bow. cial Rules:Light InfantryASANTS</th> <th></th> <th></th> <th></th> <th>C</th> <th>AVA</th> <th>LRY</th> <th>7</th> <th></th> <th></th> <th></th> <th></th> | MWSBSSTWIALdPtcrseman84333131724sipment:Hand weapon, light armour, thrusting spear y have shield (+2) and heavy armour (+2) y downgrade to WS3 (-2) cial Rules: Ferocious ChargeTNIALdPtcDSAXON, THURINGIAN OR BOHEMIAN CAVALRY MMWSBSSTWIALdPtcrseman8333131720tipment:Hand weapon, throwing spear y have light armour (+2) and shield (+2) cial Rules:Light CavalryINFANTRYCARMEN earman433313160ipment:Hand weapon, thrusting spear y have shield (+1) and light armour (+2) y upgrade to Ld7 (+1).May have Shieldwall (+2)CHERS MNWSBSSTWIALdPrcher423313160ipment:Hand weapon, bow. cial Rules:Light Infantry3313160MWSBSSTWIALdPchere423313160ipment:Hand weapon, bow. cial Rules:Light InfantryASANTS | | | | C | AVA | LRY | 7 | | | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|--------------------------------------------------------------------------|----------------------------------------------------------------|-----------------------------------------------------|-----------------------------|---------------------------------------------------------|---------------------------|----------------|--------|---------|----------|
| Horseman 8 4 3 3 1 3 1 7 24 Equipment: Hand weapon, light armour, thrusting spear May have shield (+2) and heavy armour (+2) May downgrade to WS3 (-2) Special Rules: Ferocious Charge OLD SAXON, THURINGIAN OR BOHEMIAN CAVALRY M WS BS S T W I A Ld Pts Horseman 8 3 3 3 1 3 1 7 20 Equipment: Hand weapon, throwing spear M WS BS S T W I A Ld Pts Special Rules: Light Cavalry Instant A Ld Pts Special Rules: Light Cavalry I A Ld Pt Special Rules: M WS BS S T | rseman 8 4 3 3 3 1 3 1 7 24 nipment: Hand weapon, light armour, thrusting spear y have shield (+2) and heavy armour (+2) y downgrade to WS3 (-2) cial Rules: Ferocious Charge D SAXON, THURINGIAN OR BOHEMIAN CAVALRY M WS BS S T W I A Ld Pts rseman 8 3 3 3 1 3 1 7 24 M WS BS S T W I A Ld Pts rseman 8 3 3 3 1 3 1 7 20 nipment: Hand weapon, throwing spear y have light armour (+2) and shield (+2) cial Rules: Light Cavalry EARMEN M WS BS S T W I A Ld P earman 4 3 3 3 1 3 1 6 0 upper Infantry CHERS M WS BS S T W I A Ld P rcher 4 2 3 3 1 3 1 6 0 A No S BS S T W I A Ld P rcher 4 2 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 4 4 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 | MILITES | | | | | | | | | | |
| Equipment: Hand weapon, light armour, thrusting spear May have shield (+2) and heavy armour (+2) May downgrade to WS3 (-2) Special Rules: Ferocious Charge OLD SAXON, THURINGIAN OR BOHEMIAN CAVALRY M WS BS S T W I A Ld Pts Horseman 8 3 3 3 1 3 1 7 20 Equipment: Hand weapon, throwing spear May have light armour (+2) and shield (+2) Special Rules: Light Cavalry | <pre>iipment: Hand weapon, light armour, thrusting spear y have shield (+2) and heavy armour (+2) y downgrade to WS3 (-2) cial Rules: Ferocious Charge D SAXON, THURINGIAN OR BOHEMIAN CAVALRY M WS BS S T W I A Ld Pts rseman 8 3 3 3 3 1 3 1 7 20 iipment: Hand weapon, throwing spear y have light armour (+2) and shield (+2) cial Rules: Light Cavalry</pre> | | | | | | | | | | | Pts |
| May have shield (+2) and heavy armour (+2) May downgrade to WS3 (-2) Special Rules: Ferocious Charge DLD SAXON, THURINGIAN OR BOHEMIAN CAVALRY M WS BS S T W I A Ld Pts Horseman 8 3 3 3 3 1 3 1 7 20 Equipment: Hand weapon, throwing spear May have light armour (+2) and shield (+2) Special Rules: Light Cavalry INFANTRY SPEARMEN M WS BS S T W I A Ld Pt Spearman 4 3 3 3 3 1 3 1 6 6 Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2) May upgrade to Ld7 (+1). May have Shieldwall (+2) ARCHERS M WS BS S T W I A Ld Pt Archer 4 2 3 3 3 1 3 1 6 6 Equipment: Hand weapon, bow. Special Rules: Light Infantry PEASANTS M WS BS S T W I A Ld Pt Low | y have shield (+2) and heavy armour (+2) y downgrade to WS3 (-2) cial Rules: Ferocious Charge D SAXON, THURINGIAN OR BOHEMIAN CAVALRY M WS BS S T W I A Ld Pte rseman 8 3 3 3 3 1 3 1 7 20 tipment: Hand weapon, throwing spear y have light armour (+2) and shield (+2) cial Rules: Light Cavalry | Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 24 |
| M WS BS S T W I A Ld Pts Horseman 8 3 3 3 3 1 3 1 7 20 Cquipment: Hand weapon, throwing spear Aay have light armour (+2) and shield (+2) 5 5 5 1 7 20 Special Rules: Light Cavalry INFANTRY I A Ld Pt SPEARMEN M WS BS S T W I A Ld Pt Spearman 4 3 3 3 1 3 1 6 6 Cquipment: Hand weapon, thrusting spear Aay have shield (+1) and light armour (+2) Aay upgrade to Ld7 (+1). May have Shieldwall (+2) ARCHERS M WS BS S T W I A Ld Pt Archer 4 2 3 3 1 3 1 6 6 Cquipment: Hand weapon, bow. Special Rules: Light Infantry SPEASANTS M | MWSBSSTWIALdPtsrseman83333131720tipment:Hand weapon, throwing spear y have light armour (+2) and shield (+2) cial Rules:Light CavalryINFANTRYEARMEN MMWSBSSTWIALdPearman433313166tipment:Hand weapon, thrusting spear y have shield (+1) and light armour (+2) y upgrade to Ld7 (+1).MWSBSSTWIALdPcheresMWSBSSTWIALdPcrearer423313166MWSBSSTWIALdPcherer423313166A WSBSSTWIALdPA WSBSSTWIALdPA WSBSSTWIALdPMWSBSSTWIALdPA WSBSSTWIALdP <td>Aay have shi Aay downgra</td> <td>eld (+2 ade to</td> <td>2) and l WS3 (-</td> <td>heavy 2)</td> <td>armo</td> <td></td> <td></td> <td>ng sj</td> <td>pear</td> <td></td> <td></td> | Aay have shi Aay downgra | eld (+2 ade to | 2) and l WS3 (- | heavy 2) | armo | | | ng sj | pear | | |
| Horseman 8 3 3 3 3 1 3 1 7 20 Equipment: Hand weapon, throwing spear May have light armour (+2) and shield (+2) Special Rules: Light Cavalry INFANTRY SPEARMEN M WS BS S T W I A Ld Prive Spearman 4 3 3 3 1 3 1 6 6 Equipment: Hand weapon, thrusting spear May upgrade to Ld7 (+1). May have Shieldwall (+2) ARCHERS M WS BS S T W I A Ld Pri Archer 4 2 3 3 1 3 1 6 6 Equipment: Hand weapon, bow. Special Rules: Light Infantry PEASANTS M WS BS S T W I A Ld Private | Seman 8 3 3 3 3 1 3 1 7 20 signment: Hand weapon, throwing spear y have light armour (+2) and shield (+2) y have light armour (+2) and shield (+2) y have light Cavalry INFANTRY INFANTRY CARMEN M WS BS S T W I A Ld P earman 4 3 3 3 1 3 1 6 0 ipment: Hand weapon, thrusting spear y have shield (+1) and light armour (+2) y upgrade to Ld7 (+1). May have Shieldwall (+2) CHERS M WS BS S T W I A Ld P rcher 4 2 3 3 1 3 1 6 0 infantry A WS BS S T W I A Ld P ada 3 3 | OLD SAXO | N, TH | URIN | GIAN | OR | вон | EML | AN (| CAVA | ALRY | |
| Equipment: Hand weapon, throwing spear May have light armour (+2) and shield (+2) Special Rules: Light Cavalry INFANTRY SPEARMEN M WS BS S T W I A Ld Pri Spearman 4 3 3 3 3 1 3 1 6 6 Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2) May upgrade to Ld7 (+1). May have Shieldwall (+2) ARCHERS M WS BS S T W I A Ld Pri Archer 4 2 3 3 3 1 3 1 6 6 Equipment: Hand weapon, bow. Special Rules: Light Infantry PEASANTS M WS BS S T W I A Ld Pri | <pre>iipment: Hand weapon, throwing spear y have light armour (+2) and shield (+2) cial Rules: Light Cavalry EARMEN EARMEN earman 4 3 3 3 3 1 3 1 6 (iipment: Hand weapon, thrusting spear y have shield (+1) and light armour (+2) y upgrade to Ld7 (+1). May have Shieldwall (+2) CHERS M WS BS S T W I A Ld P rcher 4 2 3 3 3 1 3 1 6 (iipment: Hand weapon, bow. cial Rules: Light Infantry ASANTS M WS BS S T W I A Ld P </pre> | | Μ | WS | BS | | - | W | - | Α | Ld | Pts |
| May have light armour (+2) and shield (+2) Special Rules: Light Cavalry INFANTRY SPEARMEN M WS BS S T W I A Ld Pri Spearman 4 3 3 3 3 1 3 1 6 6 Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2) May upgrade to Ld7 (+1). May have Shieldwall (+2) ARCHERS M WS BS S T W I A Ld Pri Archer 4 2 3 3 3 1 3 1 6 6 Equipment: Hand weapon, bow. Special Rules: Light Infantry PEASANTS M WS BS S T W I A Ld Pri Large | y have light armour (+2) and shield (+2) cial Rules: Light Cavalry EARMEN M WS BS S T W I A Ld P earman 4 3 3 3 3 1 3 1 6 (nipment: Hand weapon, thrusting spear y have shield (+1) and light armour (+2) y upgrade to Ld7 (+1). May have Shieldwall (+2) CHERS M WS BS S T W I A Ld P rcher 4 2 3 3 3 1 3 1 6 (nipment: Hand weapon, bow. cial Rules: Light Infantry ASANTS M WS BS S T W I A Ld P | Iorseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |
| M WS BS S T W I A Ld Ph Spearman 4 3 3 3 3 1 3 1 6 6 Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2) May upgrade to Ld7 (+1). May have Shieldwall (+2) A A Ld Ph ARCHERS M WS BS S T W I A Ld Ph Archer 4 2 3 3 1 3 1 6 6 Equipment: Hand weapon, bow. Special Rules: Light Infantry S S T W I A Ld Ph PEASANTS M WS BS S T W I A Ld Ph | M WS BS S T W I A Ld P earman 4 3 3 3 3 1 3 1 6 0 hipment: Hand weapon, thrusting spear A have shield (+1) and light armour (+2) A A Ld P y upgrade to Ld7 (+1). May have Shieldwall (+2) A Ld P CHERS M WS BS S T W I A Ld P rcher 4 2 3 3 1 3 1 6 0 hipment: Hand weapon, bow. cial Rules: Light Infantry A A Ld P ASANTS M WS BS S T W I A Ld P | | | | 111 | | 111 | | | | | |
| Spearman 4 3 3 3 1 3 1 6 6 Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2) May upgrade to Ld7 (+1). May have Shieldwall (+2) ARCHERS M WS BS S T W I A Ld Predict Archer 4 2 3 3 1 3 1 6 6 Equipment: Hand weapon, bow. Special Rules: Light Infantry S T W I A Ld Predict Archer M WS BS S T W I A Ld Predict Archer | earman 4 3 3 3 3 1 3 1 6 6 nipment: Hand weapon, thrusting spear y have shield (+1) and light armour (+2) y upgrade to Ld7 (+1). May have Shieldwall (+2) CHERS M WS BS S T W I A Ld P rcher 4 2 3 3 3 1 3 1 6 6 nipment: Hand weapon, bow. cial Rules: Light Infantry ASANTS M WS BS S T W I A Ld P | SPEARMEN | | ws | BS | S | т | w | T | Δ | Ld | Pts |
| May have shield (+1) and light armour (+2) May upgrade to Ld7 (+1). May have Shieldwall (+2) ARCHERS M WS BS S T W I A Ld Pr Archer 4 2 3 3 3 1 3 1 6 6 Equipment: Hand weapon, bow. Special Rules: Light Infantry PEASANTS M WS BS S T W I A Ld Pr | y have shield (+1) and light armour (+2) y upgrade to Ld7 (+1). May have <i>Shieldwall</i> (+2) CHERS M WS BS S T W I A Ld P rcher 4 2 3 3 3 1 3 1 6 0 nipment: Hand weapon, bow. cial Rules: <i>Light Infantry</i> ASANTS M WS BS S T W I A Ld P | | | | | | - | | - | | | - •• |
| Archer 4 2 3 3 1 3 1 6 6 Equipment: Hand weapon, bow. Equipment: Hand weapon, bow. Special Rules: Light Infantry Special Rules: Light Infantry PEASANTS M WS BS S T W I A Ld Provide the second seco | Archer 4 2 3 3 1 3 1 6 6 nipment: Hand weapon, bow. cial Rules: Light Infantry cial Rules: Light Infantry ASANTS M WS BS S T W I A Ld P | Spearman | 4 | 3 | 3 | 0 | 5 | 1 | 3 | 1 | 0 | 6 |
| Equipment: Hand weapon, bow. Special Rules: Light Infantry PEASANTS M WS BS S T W I A Ld Pt | uipment: Hand weapon, bow. cial Rules: Light Infantry ASANTS M WS BS S T W I A Ld P | Equipment: May have shi May upgrade | Hand eld (+ to Ld | weapor 1) and 1 7 (+1). | n, thrus light ai May h | sting rmou ave 2 | spear or (+2 Shield | r)) dwall | (+2) | - | U | Ū |
| Special Rules: Light Infantry PEASANTS M WS BS S T W I A Ld Pr | cial Rules: Light Infantry ASANTS MWSBSSTWIALD P | Equipment: May have shi May upgrade ARCHERS | Hand eld (+ to Ld ⁷ M | weapor 1) and 1 7 (+1). WS | n, thrus light ai May h BS | sting rmou ave S | spean r (+2 Shield T | r)) dwall | (+2) I | - | U | 6 Pts |
| M WS BS S T W I A Ld Pr | M WS BS S T W I A Ld P | Equipment: May have shi May upgrade ARCHERS | Hand eld (+ to Ld ⁷ M | weapor 1) and 1 7 (+1). WS | n, thrus light ai May h BS | sting rmou ave S | spean r (+2 Shield T | r)) dwall W | (+2) I | A | Ld | Ū |
| T | Г | Equipment: May have shi May upgrade ARCHERS Archer Equipment: | Hand eld (+ to Ld ² M 4 Hand | weapor 1) and 1 7 (+1). WS 2 weapor | n, thrus light an May h BS 3 n, bow. | sting rmou ave S 3 | spean r (+2 Shield T | r)) dwall W | (+2) I | A | Ld | Pts |
| | 4 2 2 3 3 1 3 1 5 3 | Equipment: May have shi May upgrade ARCHERS Archer Equipment: Special Rule: | Hand eld (+ to Ld ² M 4 Hand s: Ligh | weapor 1) and 1 7 (+1). WS 2 weapor ht Infan | n, thrus light an May h BS 3 n, bow. | sting rmou ave S 3 | spean r (+2 <i>Shield</i> T 3 | r) twall W 1 | (+2) I 3 | A 1 | Ld 6 | Pts |

Equipment: Hand weapon

Special Rules: Levies

ALLIES

Italian Allies, III/21 or III/76 Northern Slav Allies, III/1 Only from 928-1003AD: Western Slav Allies, III/1 Only after 935AD: Burgundian Allies, III/51 Only after 1044AD: Polish Allies, III/62

III/62. EARLY POLISH (960-1335AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% INFANTRY: At least 50% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | М | ws | BS | S | Т | W | I | Α | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| | | | C | AVA | LRY | Ĺ | | | | |
|-----------------------------------------------------------------------------------------------|-----------------------------------------------|--------------------------------------------------|--------------------------------------|--------|----------------|----------------|----------|--------|---------|-----------|
| NOBLE CA | VALI | RY | | | | | | | | |
| | M | WS | BS | S | Т | w | I | А | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| | | | | | | | | | | |
| Equipment: | Hand | weapo | n, thru | sting | spea | r, shie | eld | | | |
| May have lig | - | | , | | | | | | | |
| Only after 12 | | 2 | | | | | | | · · | |
| Only after 12 | 242AD | : May I | have V | VS4 (| (+2) a | and ba | rding | g (+3) |) | |
| LITHUANI | | A V A T 1 | DV | | | | | | | |
| LIIIUAN | M | WS | BS | S | Т | w | I | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| • | | | | AVA | Ū | | J | | | |
| HUNGARI | AN OI M | R CUM WS | IAN C BS | S | LRY T | w | I | A | Ld | Pts |
| HUNGARI | AN OI | R CUM | IAN C | | LRY | Y | | A 1 | Ld 6 | Pts 20 |
| - HUNGARL Horseman Equipment: | AN OI M 8 Hand | R CUM WS 3 weapoi | IAN C BS 3 n, bow | S 3 | ALRY T 3 | й W 1 | I | | | |
| HUNGARL Horseman Equipment: May have sh | AN OI M 8 Hand ield (+ | R CUM WS 3 weapor | IAN C BS 3 n, bow throwi | S 3 | ALRY T 3 | W 1 (+2) | I 3 | 1 | 6 | |
| Special Rule HUNGARL Horseman Equipment: May have sh Special Rule RUSSIAN (| AN OI M 8 Hand ield (+ es: Ski | R CUM WS 3 weapor -2) and rmisher | IAN C BS 3 n, bow throwi | S 3 | ALRY T 3 | W 1 (+2) | I 3 | 1 | 6 | |
| - HUNGARL Horseman Equipment: May have sh | AN OI M 8 Hand ield (+ es: Ski | R CUM WS 3 weapor -2) and rmisher | IAN C BS 3 n, bow throwi | S 3 | ALRY T 3 | W 1 (+2) | I 3 | 1 | 6 | |

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

3

3

3 3 1

4

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pt |
|--------------------------|-------------|-------------|---------|--------|--------|---|---|---|----|----|
| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |
| Equipment: | Hand | weapon | , bow | | | | | | | |
| May have light | nt arm | our (+2 |) | | | | | | | |
| Special Rules | s: Skir | mishers | 7 | | | | | | | |
| • | | | | | | | | | | |
| SLINGERS | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | P |
| a | | • | 2 | 3 | 3 | 1 | 3 | 1 | 5 | - |
| Skirmisher | 4 | <u> </u> | 1. | • | • | | • | | | - |
| Skirmisher | 4 | 2 | 2 | 3 | 3 | I | 3 | 1 | 3 | 2 |
| ~~~~~ | - | - | - | 3 | 3 | 1 | 3 | 1 | 3 | 3 |
| Equipment: | - Hand v | - weapon | , sling | 3 | 3 | 1 | 3 | 1 | 3 | 3 |
| ~ | - Hand v | - weapon | , sling | 3 | 3 | 1 | 3 | 1 | 3 | 3 |
| Equipment: Special Rules | - Hand v | - weapon | , sling | 3 | 3 | 1 | 3 | 1 | 5 | ť |
| Equipment: | - Hand v | - weapon | , sling | 3 S | 5 T | w | J | A | Ld | P |

Equipment: Hand weapon

May have shield (+1) and light armour (+2) Special Rules: *Light Infantry*, Only after 1200AD

ALLIES

Only in 960AD: Viking Allies, III/40 Only from 1024-1025AD: Rus Allies, III/48 Only before 1184AD: Northern or Western Slav Allies, III/1 Only from 1147-1230AD: German Allies, IV/13 Only from 1147-1230AD: Hungarian Allies, III/67 Only from 1224-1242AD: Teutonic Order Allies, IV/30

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Spearman

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7

7

III/67. EARLY HUNGARIAN (997-1245AD)

CHARACTERS: Up to 25% CAVALRY: At least 25% INFANTRY: Up to 50% ALLIES: Up to 25%

| CHARACTERS | | | | | | | | | | | |
|------------|---|----|----|---|---|---|---|---|----|-----|--|
| | М | ws | BS | S | Т | W | I | Α | Ld | Pts | |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 | |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 | |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 | |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only after 1150AD: May have a Carroccio as *Superior Battle Standard* which counts as *War Wagon*.

| | | | C | AVA | LRY | ľ | | | | |
|-------------------------------------------------------------------------|----------------------------------|-----------------------------|----------------------------------|----------------|-----------------|--------|--------|--------|---------|-----------|
| HUNGARIA | AN NO | OBLES | 5 | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| | | | | | | | | | | |
| Equipment: | | | | 0 | | | ıt arn | nour | | |
| May have he | | | +2) an | d shi | eld (+ | -2) | | | | |
| May have W | S4 (+2 | 2) | | | | | | | | |
| HUNGARIA | AN GI | ENTRY | v | | | | | | | |
| | M | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |
| HUNGARIA Horseman Equipment: Special Rule | M 8 Hand | WS 3 weapo | BS 3 n, bow | S 3 | T 3 Fligh | W 1 | I 3 | A 1 | Ld 6 | Pts 20 |
| "SAXON" F | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | I | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| Equipment: May have he Only after 11 Special Rule SZEKELY I | avy ar 50AE es: <i>Fei</i> | mour (): May rocious | +2) an have V <i>Charg</i> | d shi VS4 (| eld (+ | -2) | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| Equipment: May have lig May upgrade Special Rule | to <i>Ex</i> | nour (+: pert He | 2) and orseme | shiel | | | ned | Fligh | t (+2) | |

| | М | ws | BS | S | Т | W | I | A | Ld | Pts |
|---------------------------------------------------------------------------------|---------------------------------------------------|------------------------------------------------|-------------------------------|-------------------|------------|--------------|----------|------------|---------------------|-----------|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 18 |
| E quipment: May have sh S pecial Rule | ield (+ | 2) | | U | | | 50 A F |) | | |
| - | | | s, onry | non | 110. | 0-112 | | , | | |
| CROAT CA | M | WS | BS | s | Т | W | I | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |
| E quipment: May have sh Special Rule | ield (+ | 2) and l | ight ar | mou | | | / hav | e WS | 54 (+3) | I |
| HOSPITAL | | | DC | G | m | *** | Ŧ | | | D |
| Horseman | M 8 | WS 4 | BS 3 | S 3 | Т 3 | W 1 | I 4 | A 1 | Ld 8 | Pts 27 |
| Equipment: May have sh May be Vete Special Rule | ield (+: rans (+ | 2) and 1 -2) | barding | g (+3) |) | | 50AI |) | | |
| | | | IN | FAN | TRY | 7 | | | | |
| HUNGARIA | AN SL M | AV IN WS | FANT BS | RY S | Т | w | I | A | Ld | Pts |
| Trooper | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| HUNGARIA | AN SL M 4 | WS | CHEI BS 2 | S | T | W | I | A | Ld | Pts |
| Equipment: Special Rule | Hand | | n, bow | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| SERBS OR | | | | _ | _ | | _ | | | _ |
| Trooper | M 4 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 6 | Pts 6 |
| | Hand | weapor | n, shiel or bow | d | 2 | - | ž | | 2 | 0 |
| Equipment: May have the Special Rule | es: Ligl | | try | | | | | | | |
| May have the Special Rule CROAT FO | es: Ligl | | try BS | s | Т | w | I | A | Ld | Pts |
| May have the Special Rule | es: Lig) OT | ht Infan | | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 6 |
| May have the Special Rule CROAT FO Croat Equipment: | es: <i>Ligl</i> OOT M 4 Hand | ht Infan WS 3 weapor | BS 3 | 3 ins | 3 | 1 | 3 | 1 | 7 | |
| May have the Special Rule CROAT FO | es: <i>Ligl</i> OT 4 Hand rowing | ht Infan WS 3 weapor spear i RS | BS 3 n, javel nstead | 3 ins of ja | 3 velin | 1 as (+1) | 3 and | 1 shiel | 7 ld (+1) | 6 |
| May have the Special Rule CROAT FO Croat Equipment: May have the | es: <i>Ligl</i> OT M 4 Hand rowing | WS 3 weapor spear i | BS 3 | 3 ins | 3 | 1 | 3 | 1 | 7 | |

ALLIES

Only from 1105-1116AD: Polish Allies, III/62 Only after 1238AD: Cuman Allies, III/79

III/72. COMMUNAL ITALIAN (1029-1320AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% INFANTRY: At least 50% ALLIES: Up to 25%

| CHARACTERS | | | | | | | | | | | |
|------------|---|----|----|---|---|---|---|---|----|-----|--|
| | М | WS | BS | S | Т | w | I | A | Ld | Pts | |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 | |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 | |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 | |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

May have a Carroccio as *Superior Battle Standard* which counts as *War Wagon*.

CAVALRY

| | | | C | AVA | LKI | (| | | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------|--------------------------------|-------------------|------------------|----------------|--------------|----------------------|---------------|---------|-----------|--|--|
| CONTADINI KNIGHTS | | | | | | | | | | | | |
| Horseman | M 8 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 22 | | |
| Equipment: Hand weapon, light armour, thrusting spear May have shield (+2) and heavy armour (+2) Special Rules: <i>Ferocious Charge</i> | | | | | | | | | | | | |
| COMMUNA | | | | a | | | | | | | | |
| Horseman | M 8 | WS 4 | BS 3 | S 3 | Т 3 | W 1 | I 4 | A 1 | Ld 7 | Pts 24 | | |
| Equipment: May have shi Only after 11 <i>Veterans</i> (+2) Special Rules | eld (+ 50AD) | 2), land : May l | xe (+3) nave L |), bar .d8 (- | ding +2) aı | (+3) and the | ind h n <i>Dr</i> | eavy illed | | | | |
| BERROVIE | | | DG | a | m | | | | | | | |
| Horseman | M 8 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 6 | Pts 18 | | |
| Equipment: Up to half ma Special Rules | ıy hav | e light | crossb | ow (| | | | | | | | |
| MERCENAL | | | | _ | _ | | _ | | | _ | | |
| Horseman | M 8 | WS 4 | BS 3 | S 3 | Т 3 | W 1 | I 4 | A 1 | Ld 8 | Pts 27 | | |
| Equipment: May have shi May be Veter Special Rules | eld (+ ans (+ | 2) and +2) | bardin | ıg (+3 | 3) | | | D | | | | |
| GERMAN K | | | | | | | | | | | | |
| Horseman | M 8 | WS 4 | BS 3 | S 3 | Т 3 | W 1 | I 4 | A 1 | Ld 8 | Pts 27 | | |
| Equipment: May have shi May be Veter Up to half ma placed in the Special Rules | eld (+ <i>ans</i> (+ y be c rear ra | 2) and ⊦2) lowngr ank | bardin aded t | o WS | 3) 53, I3 | , light | arm | - | | ance (-6) | | |

COMMUNAL SPEARMEN

| | | WS | | | | | | | | |
|----------|---|----|---|---|---|---|---|---|---|---|
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |

Equipment: Hand weapon, thrusting spear Only after 1200AD: May be *Light Infantry* without spears (-1) or WS4

with spears (+3) May have shield (+1) and light armour (+2). With shield may have

Shieldwall (+2)

COMMUNAL CROSSBOWMEN

| | | WS | | | | | | | | |
|-------------|---|----|---|---|---|---|---|---|---|----|
| Crossbowman | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, crossbow

May have light armour (+1).

Only after 1200AD: May be upgraded to BS4 and Ld8 (+6) **Special Rules:** *Light Infantry*

COMMUNAL ARCHERS

| | | WS | | | | | | | | |
|--------|---|----|---|---|---|---|---|---|---|---|
| Archer | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |

Equipment: Hand weapon, bow Special Rules: Skirmishers

COMMUNAL AXEMEN

| | | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------|---|----|----|---|---|---|---|---|----|-----|
| Axeman | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 9 |

Equipment: Hand weapon, double handed weapon May have shield (+1) and light armour (+2)

| CONTADIN | NI INF. | ANTR | Y | | | | | | | |
|----------|---------|------|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 3 |

Equipment: Hand weapon

Special Rules: Levies

| MERCENARY | CRO | SSBOV | VMEN | N | | | | | | |
|-------------|-----|-------|------|----|---|---|---|---|---|----|
| | | WS | | ~~ | - | | _ | | | |
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 13 |

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

PLAUSTRELLA MAN-PUSHED SCYTHED WAGONS Special Rules: War Wagons

ALLIES

Imperialist Allies, III/52 or IV/13

Pts 24

Pts

22

Pts

27

III/76. PAPAL ITALIAN (1049-1320AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | М | ws | BS | S | Т | W | I | A | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| CAVALRY | ľ |
|---------|---|
|---------|---|

| PAPAL FE | UDAL | . KNIG | HTS | | | | | | | |
|----------|------|--------|-----|---|---|---|---|---|----|--|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | |

Equipment: Hand weapon, light armour, thrusting spear May have shield (+2) and heavy armour (+2). Only after 1150AD: May have lance (+3) and barding (+3). May be *Veterans* (+2) **Special Rules:** *Ferocious Charge*

SWABIAN GERMAN MERCENARIES М WS BS S Т W Ld Swabian 8 3 3 3 3 1 3

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

| ITALIAN M | IERC | ENAR | Y KN | IGH | TS | | | | |
|-----------|-------------|------|------|-----|----|---|---|---|----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 |

Equipment: Hand weapon, heavy armour, thrusting spear May have shield (+2), lance (+3) and barding (+3). May be *Veterans* (+2) **Special Rules:** *Ferocious Charge*, Only after 1198AD

FRENCH MERCENARY KNIGHTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 27 |

Equipment: Hand weapon, heavy armour, lance May have shield (+2), lance (+3) and barding (+3). May be *Veterans* (+2) **Special Rules:** *Ferocious Charge*, Only after 1250AD

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | |
|----------|---|----|----|---|---|---|---|---|----|-----|--|
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 27 | |

Equipment: Hand weapon, heavy armour, thrusting spear

May have shield (+2) and barding (+3). Up to half may be downgraded to WS3, I3, light armour and no lance (-6) placed in the rear rank

Special Rules: German Wedge, Only after 1250AD

| | | | INI | FAN | ITR | Y | | | | | | |
|--------------------------------|-------|--------|-----|-----|-----|-------|-------|---|---|-----|----|-----|
| 0-1 PAPAL G | ΠΑΦΓ |) INFA | NTD | v | | | | | | | | |
| 0-11 AI AL O | M | WS | BS | s | 1 | [| w | Ι | Α | | Ĺd | Pts |
| Guard | 4 | 4 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | | 8 | 11 |
| Equipment: Ha | | | | | | | | | | | | |
| ROMAN MIL | ITIA | | | | | | | | | | | |
| | Μ | WS | BS | S | 1 | Γ | W | Ι | Α | | Ĺd | Pts |
| Levy | 4 | 2 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | | 5 | 3 |
| Equipment: H Special Rules: | | 1 | | | | | | | | | | |
| MERCENARY | | | - | G | - | | *** | | | | | D. |
| Archer | М | WS | BS | S | 1 | | W | Ι | Α | | Ĺd | Pts |
| Archer | 4 | 2 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 5 | 4 |
| Equipment: H Special Rules: | | 1 · | bow | | | | | | | | | |
| MERCENARY | Y SPE | | EN | | | | | | | | | |
| ~ | Μ | WS | BS | S | 1 | [| W | Ι | Α | . 1 | Ĺd | Pts |
| Spearman | 4 | 4 | 3 | 3 | 3 | 3 | 1 | 4 | 1 | | 7 | 12 |
| Equipment: H May have light | | | | ing | spe | ar, s | shiel | d | | | | |
| MERCENARY | - | | | | a | T | | • | Ŧ | | | D |
| Crossbowman | Μ | WS | 2, | - | S | Т | | N | I | Α | Ld | |
| CLOSSDOWINAN | 4 | 3 | 4 | | 3 | 3 | | 1 | 4 | 1 | 7 | 13 |

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

ALLIES

Perugian, Romagnol, Anconan, Tuscan or Spoletan Allies, III/72 Only before 1072AD: Norman Allies, III/51 Only before 1072AD: Imperialist Allies, III/52 Only before 1072AD: Byzantine Allies, III/75 Only before 1072AD: Lombard Allies, III/21 Only after 1072AD: Norman Allies, IV/5

III/79. CUMAN (KIPCHAK) (1054-1394AD)

CHARACTERS: Up to 25% CAVALRY: At least 50% INFANTRY: Up to 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| | | | 0. | AVA | | | | | | |
|--------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------|--------------------------------------------------------------------------|-------------------------------------------------------------|-------------------------------------------|------------------------------------|-----------------------|-----------------|-----------------|-----------------|-----------|
| CUMAN NO |)BI F | S | | | | | | | | |
| COMANYIC | M | ws | BS | S | Т | W | Т | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| Equipment: | Hand | weapoi | 1. bow | . shie | ld | | | | | |
| May have lig | | | | | | spear | (+2) | | | |
| May upgrade | to Ex | pert Ho | orseme | n (+2 | 2) | - | | | | |
| Special Rule | s: Lig | ht Cave | ılry | | | | | | | |
| CUMAN OI | R PEC | HENE | GS | | | | | | | |
| 00000000 | M | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 20 |
| May have sh | ield (+ | -2) and | throwi | ng sp | | | y aft | er 12 | 42AD | |
| Equipment: May have sh Special Rule UZES | ield (+ e s: Skii | -2) and rmisher | throwi s, Feig | ng sp gned | Fligh | t, Onl | - | | | D4- |
| May have sh Special Rule UZES | ield (+ | -2) and | throwi | ng sp | | | y aft I 3 | er 12 A 1 | 42AD Ld 7 | Pts 22 |
| May have sh Special Rule | M 8 Hand ht arm to <i>Exj</i> | 2) and rmisher WS 3 weapon nour (+2 pert Ho | throwi ss, Feig BS 4 n, bow 2) and orseme | ng sp gned S 3 | Fligh T 3 d (+2 | w 1 | I 3 | A 1 | Ld 7 | |
| May have sh Special Rule UZES Horseman Equipment: May have lig May upgrade | M 8 Hand ht arm to <i>Exj</i> | 2) and rmisher WS 3 weapon nour (+2 pert Ho | throwi ss, Feig BS 4 n, bow 2) and orseme | ng sp gned S 3 | Fligh T 3 d (+2 2) and | W 1) 1 Feig | I 3 | A 1 | Ld 7 | |
| May have sh Special Rule UZES Horseman Equipment: May have lig May upgrade | M 8 Hand ht arm to <i>Ex</i> ; <i>Skin</i> | 2) and rmisher WS 3 weapon nour (+2 pert Ho rmisher | throwi ss, Feig BS 4 n, bow 2) and orseme | ng sp gned S 3 shiel n (+2 | T 3 d (+2 2) and | W 1) 1 Feig | I 3 | A 1 | Ld 7 | |
| May have sh Special Rule UZES Horseman Equipment: May have lig May upgrade Special Rule | M 8 Hand ht arm to <i>Ex</i> ; <i>Skin</i> | 2) and rmisher WS 3 weapon nour (+2 pert Ho | throwi ss, Feig BS 4 n, bow 2) and orseme | ng sp gned S 3 shiel n (+2 | Fligh T 3 d (+2 2) and | W 1) 1 Feig | I 3 | A 1 | Ld 7 | |

0-1 WAGON TABOR

0-1 LIGHT BOLT THROWERS ON WAGON

Special Rules: *War Wagon* (with two light bolt throwers instead of missle trooper)

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------------------------|------------------|-------------------|---------------|-------|------------|------------|-------|-----|---------|----------|
| Thrower | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 8 |
| Equipment: I | Hand v | weapon | . greek | fire | (cou | nt as i | aveli | ns) | | |
| Cause Panic if | | | | | | | | | | |
| | | 0, | | | | | 1. | | | |
| Special Rules | Skiri | mishers | , Only | after | r 1180 | JAD | | | | |
| - | | | | | | | | | | |
| - | | | | | | | | | | |
| - VLACH JAV | ELIN | IMEN | | | | | | | | |
| - VLACH JAV | | | BS | S | т | w | T | A | Ld | Pts |
| | М | WS | BS | ~ | - | | - | | 2.4 | |
| | | | BS 3 | ~ | - | W 1 | - | | Ld 6 | Pts 5 |
| - VLACH JAV Javelinman | М | WS | -~ | ~ | - | | - | | 2.4 | |
| Javelinman | M 4 | WS 3 | 3 | 3 | 3 | 1 | - | | 2.4 | |
| | M 4 Hand v | WS 3 weapon | 3 , javeli | 3 | 3 nd bu | 1 ckler | 3 | 1 | 2.4 | |

| | CILLIN | 0 | | | | | | | | |
|--------|--------------|----|----|---|---|---|---|---|----|-----|
| | \mathbf{M} | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Archer | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |

Equipment: Hand weapon, bow.

Special Rules: Skirmishers, Only from 1122-1269AD

ALLIES

Alan Allies, II/58

IV/4. FEUDAL FRENCH (1072-1330AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| CHARACTERS | | | | | | | | | | | | |
|------------|---|----|----|---|---|---|---|---|----|-----|--|--|
| | М | ws | BS | S | Т | W | I | A | Ld | Pts | | |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 | | |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 | | |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 | | |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

| 8 | | | | Т | •• | Ι | Α | Ld | Pts |
|-------|-------------------------------|---------------------------------------------------------|-------------------------------------------------------------------------------|-------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| 0 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| land | weapoi | n, light | t arm | our, t | hrusti | ng sp | pear | | |
| ld (+ | 2) and | heavy | armo | our (+ | -2) | | | | |
| 0AD | : Upgra | ide to | WS4 | (+3) | , then | may | have | lance | (+2), |
| nd w | arhorse | (+3) | | | | | | | |
| le to | WS3 a | nd Lde | 5 (-5) |) | | | | | |
| Fer | ocious | Charg | 'e | | | | | | |
| | ld (+ 0AD nd w le to | ld (+2) and 0AD: Upgra nd warhorse le to WS3 a | ld (+2) and heavy 0AD: Upgrade to nd warhorse (+3) le to WS3 and Ldo | ld (+2) and heavy armo 0AD: Upgrade to WS4 nd warhorse (+3) | ld (+2) and heavy armour (+ 0AD: Upgrade to WS4 (+3) nd warhorse (+3) le to WS3 and Ld6 (-5) | ld (+2) and heavy armour (+2) 0AD: Upgrade to WS4 (+3), then nd warhorse (+3) le to WS3 and Ld6 (-5) | ld (+2) and heavy armour (+2) 0AD: Upgrade to WS4 (+3), then may nd warhorse (+3) le to WS3 and Ld6 (-5) | 0AD: Upgrade to WS4 (+3), then may have nd warhorse (+3) le to WS3 and Ld6 (-5) | ld (+2) and heavy armour (+2) 0AD: Upgrade to WS4 (+3), then may have lance nd warhorse (+3) le to WS3 and Ld6 (-5) |

| DRADANCO | 014 141 | ERCE | | UA | VAL | | | | | |
|--------------|---------|---------|---------|--------|-------|---------|------|------|------|-----|
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 26 |
| Equipment: | Hand | weapo | n, heav | vy arı | nour, | , lance | e | | | |
| May have shi | ield (+ | -2) and | bardin | g (+3 | 3). M | ay be | Vete | rans | (+2) | |
| Special Rule | s: Fer | rocious | Charg | e | | | | | | |

ITALIAN MERCENARY CAVALRY

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|----------|-------|---------|-------|----------------------|--------|-------|------|----------|----------|
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 24 |
| Equipment: | Hand | weapo | n, ligh | t arm | our, t | hrusti | ng sj | pear | | |
| M 11. | : 11 / . | 2) 1 | | | $(\cdot \mathbf{n})$ | 1 | (.) | | 1 | - (. 2) |

May have shield (+2), heavy armour (+2), lance (+2) and barding (+3). **Special Rules:** *Ferocious Charge*, Only Charles of Anjou from 1266-1285AD

INFANTRY

| FOOT CROSSI | M N | | BS | S | Т | w | I | A | Ld | Pts |
|--------------------------------------------------------|-------|---------|----|---|---|---|---|---|----|-----|
| Crossbowman | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 6 |
| Equipment: Han Only after 1150A Special Rules: S | AD: M | ay be L | | | | | | | | |
| ARCHERS | | | | | | | | | | |

| | \mathbf{M} | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------------|--------------|---------|--------|------|--------|--------|-------|------|----|-----|
| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: | Hand | weapon | , bow | | | | | | | |
| May have light | nt arm | our (+1 |). May | have | e Ridi | ing He | orses | (+1) | | |
| May have Ld | 7 (+1) | | | | | | | | | |
| Special Rules | : Ligh | t Infan | try | | | | | | | |
| SPEARMEN | м | WS | RS | S | т | w | т | • | Id | Dte |

| | M | ws | BS | S | T. | w | 1 | Α | Ld | Pts |
|---------------|---------|-----------|---------|--------|-------|---|---|---|----|-----|
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: I | Hand v | weapon | , thrus | ting s | spear | | | | | |
| May have shie | eld (+1 | l) and l | ight ar | mour | (+2) | | | | | |
| Special Rules | : Only | y until 1 | 150A | D | | | | | | |

INFANTRY

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Trooper | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6 |
| Equipment: | | | | | | | | | | |

FRENCH COMMUNAL MILITIA

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|---------|---------|---------|--------|-------|---|---|---|----|-----|
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |
| Equipment: | Hand v | veapon | , thrus | ting s | spear | | | | | |
| May have shi | eld (+1 |) and l | ight ar | mour | (+2) | | | | | |

BIDETS OR BRETONS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-----------------------------|--------|--------|----------|---|---|---|---|---|----|-----|
| Skirmisher | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 5 |
| Equipment: Special Rules | Hand v | weapon | , shield | | | | | | | |

RIBAUDS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|---------|--------|----------|---|---|---|---|---|----|-----|
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |
| Equipment: | Hand v | veapon | , shield | 1 | | | | | | |
| Special Rule | s: Levi | es | | | | | | | | |

PEASANT LEVIES

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------|---------|--------|----|---|---|---|---|---|----|-----|
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 3 |
| Equipment: | Hand v | weapon | | | | | | | | |
| Special Rules | s: Levi | es | | | | | | | | |

0-1 LIGHT BOLT THROWER

0-1 ROYAL GUARD CROSSBOWMEN

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------------|---------|----------|-------|-------|-------|--------|-------|------|--------|-----|
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 13 |
| Equipment: Har | nd wea | apon, cr | ossbo | w. M | ay ha | ve lig | ht ar | mour | (+2) a | ınd |
| pavise (+2). May | have | Riding | Horse | s (+1 |) | | | | | |
| Special Rules: C | Only af | fter 115 | 0AD | | | | | | | |

BRIGANS

| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
|------------|-------|----|----|-----|--------|---|---|---|----|-----|
| Brigan | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: | | | | | | | | | | |
| G | T · 1 | | | 1 0 | 5 11 1 | 1 | ` | | | |

Special Rules: Light Infantry, Only after 1150AD

GENOESE MERCENARY CROSSBOWMEN

| | M | WC | BS | C | т | XX/ | т | ٨ | Тd | Pts |
|------------------|---------|----------|--------|--------|------|-----|---|---|----|------|
| | IVI | **5 | DS | 3 | 1 | vv | 1 | A | Lu | r ts |
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 13 |
| Equipment: Har | nd wea | apon, ci | ossbo | w. | | | | | | |
| May have light a | rmour | (+2) ai | ıd pav | ise (+ | +2). | | | | | |
| Special Rules: C | Only at | fter 115 | 0AD | | | | | | | |

LOW COUNTRIES MERCENARY SPEARMEN

| | М | WS | BS | S | T | W | Ι | А | Ld | Pts |
|---------------|---------|-----------|---------|-----|------|-------|------|--------|------|-----|
| Pikeman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 7 |
| Equipment: | Hand | weapon | , pike. | May | have | light | armo | our (+ | -1). | |
| Special Rules | s: Only | y after 1 | 150A | D | | | | | | |

SARACEN MERCENARIES

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------------|---------|----------|--------|--------|--------|--------|------|--------|-------|-----|
| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |
| Equipment: | Hand v | veapon | , bow. | May | have | light | armo | our (+ | -1). | |
| Special Rule | s: Ligh | t Infant | ry, On | ıly Čl | harles | s of A | njou | from | 1266- | |
| 1285AD | | | | | | | | | | |

ALLIES

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

IV/5. SICILIAN (1072-1442AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|------------|------|---------|---------|-------|------|----|---|---|----|-----|
| | М | WS | BS | S | Т | w | I | A | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |
| Equipment: | Hand | weapon, | shield, | light | armo | ur | | | | |

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only after 1150AD: General may be upgraded to Ld10 (+50)

CAVALRY

FEUDAL KNIGHTS AND SERGEANTS M WS BS S T 8 3 3 3 3 W Ι Ld Pts Α Horseman 1 3 1 7 2.2 Equipment: Hand weapon, light armour, thrusting spear May have shield (+2) and heavy armour (+2)Only after 1150AD: Upgrade to WS4 (+2). May have lance (+2) and barding (+3). Special Rules: Ferocious Charge

ITALIAN COMMUNAL AND MERCENARY KNIGHTS

| | М | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|---------|---------|---------|-------|--------|---------|--------|------|---------|---------|
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 24 |
| Equipment: | Hand | weapor | n, ligh | t arm | our, 1 | thrusti | ing sj | pear | | |
| May have sh | ield (+ | 2), hea | vy arn | our | (+2), | lance | (+2) | and | barding | g (+3). |
| Special Rule | s: Fer | rocious | Charg | e | | | | | | |

SARACEN OR BERBER NOBLES

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------|--------|----------|---------|-------|-------|----|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |
| Equipment: | Hand | weapo | n, thro | wing | spea | r | | | | |
| May have lig | ht arn | nour (+2 | 2) and | shiel | d (+2 | 2) | | | | |
| Only after 11 | 94AD | : May l | have V | VS4 (| (+3) | | | | | |

BERBERS

| | М | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|--------|----------|---------|------|-------|----------------|--------|--------|------|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 20 |
| Equipment: | Hand | weapo | n, thro | wing | spea | r. | | | | |
| May have lig | ht arn | iour (+2 | 2) | | | | | | | |
| Special Rule | s: Ski | rmisher | s, Feig | gned | Fligh | <i>it</i> , On | ly aft | ter 11 | 50AD | |

SARACEN HORSE ARCHERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|--------|----------|------------|---|-------|---|-----|-----|------|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 20 |
| Equipment: | Hand | weapo | n, bow | | | | | | | |
| May have lig | ht arn | nour (+2 | 2) | | | | | | | |
| C | | | D · | , | T1. 1 | | 1 0 | 1.1 | 0110 | |

Special Rules: Skirmishers, Feigned Flight, Only after 1194AD

GERMAN MERCENARY CAVALRY

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------|---------|---------|---------|--------|------|---------|-------|-------|----|-----|
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 25 |
| Equipment: | Hand | weapo | n, heav | vy arı | mour | , thrus | sting | spear | • | |
| May have sh | ield (+ | -2) and | bardin | ig (+3 | 3). | | | | | |

Up to half may be downgraded to WS3, light armour and no spear (-3) placed in the rear rank

Special Rules: German Wedge, Only after 1235AD

ARAGONESE LIGHT HORSE

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------------|--------|---------|---------|------|---|-----|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |
| Equipment: | Hand | weapo | n, jave | lins | | | | | | |
| May have lig | ht arn | our (+2 | 2) | | | | | | | |
| ~ | | | | | | ~ ~ | | | | |

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

INFANTRY

ITALIAN COMMUNAL SPEARMEN

M WS BS S W Pts Т I Α Ld Spearman 4 3 3 3 7 3 1 3 1 7 Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2).

ITALIAN COMMUNAL CROSSBOWMEN

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------------|--------|----------|---------|-------|--------|---------|-------|-------|---------|-----|
| Crossbowman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |
| Equipment: Har | nd wea | apon, cr | ossbo | w. N | lay h | ave lig | ght a | rmou | r (+2). | |
| Only after 1194A | D: M | ay have | e and p | avise | e (+2) |) and t | be up | grade | ed to B | S4 |
| and Ld8 (+5). M | ay be | Veteran | ıs (+2) | | | | | | | |

SARACEN ARCHERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------------|--------|----------|--------|-------|----|---|---|---|----|-----|
| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: | Hand | weapon | , bow | | | | | | | |
| May have light | nt arm | our (+1) |). | | | | | | | |
| Only after 119 | 94AD: | May h | ave Ld | 17 (+ | 1) | | | | | |
| Special Rules | : Ligh | t Infant | rv | | | | | | | |

SARACEN JAVELINMEN AND AXEMEN

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|---------|---------|----------|------|-------|----|---|---|----|-----|
| Saracen | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6 |
| Equipment: | Hand | weapon | , shield | 1 | | | | | | |
| May have jav | elins (| +1). Ma | ay hav | e WS | 4 (+3 | 3) | | | | |
| Special Rule | s: Ligh | t Infan | try | | | | | | | |

MERCENARY CROSSBOWMEN

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------------|---|----|----|---|---|---|---|---|----|-----|
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 13 |
| Equipment: Har | | | | | | | | | | |
| pavise (+2). | | | | | | | | | | |

GRIFFONS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Griffon | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 5 |
| Equipment: | | | | | | | | | | |

Only after 1194AD: Downgrade to *Levies* instead of *Light Infantry* (-1) **Special Rules:** *Light Infantry*

ARAGONESE CROSSBOWMEN

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------|---------|---------|----|---|---|---|---|---|----|-----|
| Skirmisher | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 6 |
| Equipment: | | | | | | | | | | |
| Special Rules | s: Skir | mishers | 7 | | | | | | | |

CATALAN ALMUGHAVARS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|---------|--------|----------|--------------|------|---------|--------|------|-------|-----|
| Catalan | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 6 |
| Equipment: | Hand v | weapon | , shield | 1. Ma | y ha | ve ligl | nt arr | nour | (+2). | |
| Special Rule | s: Only | from 1 | 1282-1 | 301 <i>A</i> | ١D | | | | | |

ALLIES

Only Friedrich II's Crusade from 1228-1232AD: Crusader Allies, IV/17 Only after 1302AD: Aragonese Allies, IV/68

IV/13. MEDIEVAL GERMAN (1106-1500AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| | CHARACTERS | | | | | | | | | |
|-----------|------------|----|----|---|---|---|---|---|----|-----|
| | М | WS | BS | S | Т | W | I | A | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

General must be Imperial, Feudal, Clerical, City, Free Canton or Mercenary.

All except Feudal before 1450AD and Free Canton: General may be upgraded to Ld10 (+50).

Only with City or Clerical General after 1150AD: Superior Battle Standard (counts as War Wagon)

| W 1 r, lance owngrad to light | led t | A 1 o ligl | Ld 7 | Pts 24 |
|-------------------------------------------|--------------------|-----------------------------------------------|----------------------------------------------------------|-------------------------------------------------------------|
| 1 r, lance owngrad | 3 led t | 1 | | |
| 1 r, lance owngrad | 3 led t | 1 | | |
| owngrad | led t | o ligl | | |
| owngrad | led t | o ligl | | |
| wngrad | | o ligl | | |
| wngrad | | o ligl | | |
| U | | 0 | ht armo | our and |
| to light | arm | | | |
| C | | our a | ind no | |
| | | | | |
| | | | | |
| , | _ | | | Pts |
| | - | | | 26 |
| | - | | ' | 20 |
| 3, light | arm | | | ance (-(|
| | | | | 24 |
| 1 | 3 | T | ' | 24 |
| r, lance | | | | placed |
| 1 | W 1 r, lance | W I 1 4 r, lance 3, light arm W I | W I A 1 4 1 r, lance 3, light armour a W I A | 1 4 1 7 r, lance 3, light armour and no l W I A Ld |

Special Rules: Ferocious Charge

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 20 |

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2) **Special Rules:** *Skirmishers, Feigned Flight,* Only with Feudal General from 1150-1332 or Imperial from 1420-1457AD

TEUTONIC KNIGHTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 30 |

Equipment: Hand weapon, heavy armour, lance, warhorse May have shield (+2) and barding (+3). May be *Veterans* (+2) **Special Rules:** *Ferocious Charge*, Only with Imperial General from 1226-1430AD

ITALIAN KNIGHTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 26 |

Equipment: Hand weapon, heavy armour, lance May have shield (+2) and barding (+3). **Special Rules:** *Ferocious Charge*, Only Konradin's feudal army at Tagliacozzo in 1268AD

SPANISH KNIGHTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 26 |

Equipment: Hand weapon, heavy armour, lance May have shield (+2) and barding (+3). **Special Rules:** *Ferocious Charge*, Only Konradin's feudal army at Tagliacozzo in 1268AD

SPANISH JINETES

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |

Equipment: Hand weapon, javelins.

May have shield (+2), light armour (+2) and throwing spear (+2) **Special Rules:** *Skirmishers, Feigned Flight,* Only Konradin's feudal army at Tagliacozzo in 1268AD

| FEUDAL O | R ME | RCEN | ARY | моц | JNTI | ED CI | ROS | SBO | WME | N |
|----------|------|------|-----|-----|------|-------|-----|-----|-----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |

Equipment: Hand weapon, light crossbow.

May have light armour (+2)

After 1450AD: Handgun instead of light crossbow (+2). Then may have BS4 (+3)

Special Rules: Only after 1320AD

| EX-BURGUNDIAN COMPAGNIES D'ORDONNANCE | | | | | | | | | | | | |
|---------------------------------------|---|----|----|---|---|---|---|---|----|-----|--|--|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | | |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 28 | | |

Equipment: Hand weapon, plate armour, lance May have barding (+3). **Special Rules:** *Ferocious Charge*, Only after 1478AD

INFANTRY

| 0-1 CITY G | UARD | AXEN | IEN A | ND | HAL | BER | DIEI | RS | | |
|------------|--------|--------|---------|------|-----|-----|------|----|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Guard | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 12 |
| Equipment: | Hand v | veapon | , light | armo | ur | | | | | |

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

(+2) or halberd (+1) May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

| CITV | MII ITIA | CROSSBOWMEN |
|------|----------|-------------|
| | | |

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------|---|----|----|---|---|---|---|---|----|-----|
| Crossbowman | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, crossbow.

May have light armour (+2).

Only after 1320AD: May have pavise (+2) and then may have BS4 (+3)

| CITY M | ILITIA SI | PEARMEN |
|--------|-----------|---------|
|--------|-----------|---------|

| | | WS | | | | | | | | |
|----------|---|----|---|---|---|---|---|---|---|---|
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2). Only with Imperial or Clerical General or all after 1450AD: May have Ld6 and pike instead of spear (free) Only after 1478AD: may have pike instead of spear and *Medieval*

Phalanx (+2)

CITY MILITIA ARCHERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------|---|----|----|---|---|---|---|---|----|-----|
| Archer | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 | 5 |

Equipment: Hand weapon, bow Only after 1375AD: May have handgun instead of bow (+2) **Special Rules:** *Skirmishers*

FEUDAL RETAINERS

| - | | | | | | | | | | |
|--------------|---------|--------|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 3 |
| Equipment: | Hand | weapon | | | | | | | | |
| May have shi | eld (+ | 1) | | | | | | | | |
| Special Rule | s: Levi | es | | | | | | | | |
| HEERBAN | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |

| | TAT | 110 | DO | 0 | | •• | | A | Lu | 1 13 |
|----------|-----|-----|----|---|---|----|---|---|----|------|
| Spearman | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 5 |

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

Only after 1320AD: Downgrade to Levies (-1)

FREE CANTON SPEARMEN

| | | WS | | | | | | | | |
|----------|---|----|---|---|---|---|---|---|---|---|
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |

Equipment: Hand weapon, thrusting spear May have shield (+1) Only after 1450AD: Have Ld7 (+1) **Special Rules:** *Light Infantry*

FREE CANTON ARCHERS AND CROSSBOWMEN

| | | WS | | | | | | | | |
|--------|---|----|---|---|---|---|---|---|---|---|
| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |

Equipment: Hand weapon, bow May have crossbow (+3) Only after 1375AD: May have handgun instead of bow (+2) Special Rules: *Light Infantry*

MERCENARY SPEARMEN

| | M | WS | BS | S | т | w | T | Δ | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Spearman | | | | | | | | | | |

Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2). Only after 1450AD: May have WS3/I3 and pike (-2)

| MERCENAF | RY AX | EMEN | N, SW | ORD | SMI | EN AI | ND H | IALI | BERDI | ERS |
|-----------|-------|------|-------|-----|-----|-------|------|------|-------|-----|
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Mercenary | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 12 |

Equipment: Hand weapon, light armour

May have shield (+1), heavy armour (+2) and double handed weapon (+2) or halberd (+1) May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2) **Special Rules:** *Only until 1478AD*

MERCENARY ARCHERS AND CROSSBOWMEN

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------|---|----|----|---|---|---|---|---|----|-----|
| Archer | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, bow

May have light armour (+1) and crossbow (+3) Only after 1375AD: May have handgun instead of bow (+2) **Special Rules:** *Light Infantry*

0-1 WAGON TABOR Special Rules: Only after 1320AD

FEUDAL OR CLERICAL WAR WAGONS Special Rules: Only after 1426AD

ALLIES

Only with Imperial General before 1320AD: Italian Allies, III/72 Only with Free Canton General from 1144-12227 or feudal in 1147 or 1160AD: Danish Leidang Allies, III/40 Only with Feudal General in 1147 or 1227AD: Polish Allies, III/62 Only with Imperial General in 1278AD: Hungarian Allies, IV/43 Only with Feudal General in 1322 or City general from 1385-1388AD: Swiss Allies, IV/41 Only after 1426AD: Swiss Allies, IV/79

IV/22. SERBIAN EMPIRE (1180-1459AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| CHARACTERS | | | | | | | | | | | | | |
|------------|---|----|----|---|---|---|---|---|----|-----|--|--|--|
| | М | ws | BS | S | Т | W | I | Α | Ld | Pts | | | |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 | | | |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 | | | |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 | | | |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| CAVALRY | | | | | | | | | | | | | |
|----------------------------------------------|--------------|----|----|---|---|---|---|---|----|-----|--|--|--|
| SERBIAN VLASTELA M WS BS S T W I A Ld Pts | | | | | | | | | | | | | |
| | \mathbf{M} | WS | BS | S | Т | w | 1 | Α | Ld | Pts | | | |
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 24 | | | |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 12 | | | |

Equipment: Hand weapon, light armour, thrusting spear

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

Only after 1340AD: Upgrade to heavy armour, shield, lance, warhorse (+7). Then may have cloth (+2) or plate (+3) barding. May be *Veterans* (+2). May Dismount - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge.* Only after 1340AD may have a +1 rank bonus if mounted, *Stubborn* if dismounted

| HUNGARIAN OR CUMAN MERCENARIES | | | | | | | | | | | | |
|--------------------------------|---|----|----|---|---|---|---|---|--|--|--|--|
| | Μ | WS | BS | S | Т | W | Ι | Α | | | | |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | | | | |

Equipment: Hand weapon, bow

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

Special Rules: Skirmishers, Feigned Flight

| TURKOMAN OR WALLACHIAN MERCENARIES | | | | | | | | | | | | |
|------------------------------------|---|----|----|---|---|---|---|---|----|-----|--|--|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | | |
| Horseman | 8 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 22 | | |

Equipment: Hand weapon, bow.

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

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2) **Special Rules:** *Skirmishers*

| TARTAR M | IERC | ENAR | IES | | | | | | | |
|----------|-------------|------|-----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |

Equipment: Hand weapon, bow.

May have light armour (+2), throwing spear (+2) and shield (+2) May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2) **Special Rules:** *Skirmishers*

BYZANTINE DESERTERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 20 |

Equipment: Hand weapon, thrusting spear, light armour May have heavy armour (+2) and shield (+2) **Special Rules:** Only before 1355AD

| GERMAN (| OR BO | OHEM | IAN M | 1ER | CEN | ARY | CAV | ALE | RY | |
|----------|-------|------|-------|-----|-----|-----|-----|-----|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 25 |

Equipment: Hand weapon, heavy armour, thrusting spear May have shield (+2) and cloth (+2) or plate (+3) barding. Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank

Special Rules: German Wedge, Only after 1300AD

| OTHER WES | TER | N EUR | OPEA | N M | IERO | CENA | RY | CAV | ALRY | 7 |
|------------------|-----|-------|------|-----|------|------|----|-----|------|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 31 |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 12 |

Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2) Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only after 1300AD

SERBIAN GUSARS

| Horseman | | WS | | | | | | | | |
|------------|---|----|---|---|---|---|---|---|---|----|
| 1101 Seman | o | 3 | 3 | 3 | 3 | 1 | 3 | 1 | / | 22 |

Equipment: Hand weapon, bow.

Special Rules: Skirmishers, Feigned Flight, Only after 1340AD

| BOSNIAN I | NOBL | ES AN | D MC | UN | ГЕД | RETA | AINI | ERS | | | |
|------------------|------|-------|------|----|-----|------|-------------|-----|----|-----|--|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 25 | |

Equipment: Hand weapon, heavy armour, thrusting spear May have shield (+2) and cloth (+2) or plate (+3) barding. **Special Rules:** *Ferocious Charge*, Only after 1340AD

INFANTRY

| VOYNUK SI | PEAR | MEN | | | | | | | | | |
|-----------|------|-----|----|---|---|---|---|---|----|-----|--|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | |
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 | |

Equipment: Hand weapon, thrusting spear

May have shield (+1) and light armour (+2) Only after 1340AD: May be upgraded to WS4 (+3), then may have halberd (free)

SERBIAN, MORAVIAN, BOSNIAN OR GREEK ARCHERS M WS BS S T W I A Ld Pts

| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
|--------|---|---|---|---|---|---|---|---|---|---|
|--------|---|---|---|---|---|---|---|---|---|---|

Equipment: Hand weapon, bow Only after 1300AD: May have shield (+1) and then may upgrade to BS4 and Ld7 (+4) **Special Rules:** *Light Infantry*

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------------------------------|----------|----|----|---|---|---|---|---|----|-----|
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 3 |
| | | | | | | | | | | |
| Equipment: Special Rul ZAMANIT | es: Levi | | | | | | | | | |
| | es: Levi | | BS | S | Т | W | I | Α | Ld | Pts |

Special Rules: Levies

Pts

20

Ld

6

| SERBIAN, B | OSNI M | | ORA' BS | | | | | | | NICI Pts |
|-------------------------------|-----------|---|------------|---|---|---|---|---|---|-------------|
| Javelinman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: 1 Special Rules | | | | | | | D | | | |
| CROSSBOW | MEN | r | | | | | | | | |

| CROSSDOWM | LIN | | | | | | | | | |
|-------------|-----|----|---|---|---|---|---|---|---|----|
| | | WS | | | | | | | | |
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 13 |

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2) **Special Rules:** Only after 1380AD

HANDGUNNERS

| | | WS | | | | | | | | |
|------------|---|----|---|---|---|---|---|---|---|----|
| Handgunner | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, handgun. May have light armour (+1) **Special Rules:** *Skirmishers*

0-2 ORGAN GUNS

ALLIES

Only after 1380AD: Albanian Allies, IV/69 Only after 1380AD: Ottoman Allies, IV/55

IV/30. TEUTONIC ORDER (1201-1500AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|--------------|---|---|----|-----|
| | | | | | | | | | | |
| | Μ | WS | BS | S | Т | \mathbf{W} | Ι | А | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

RITTERBRÜDER, DIENENDE BRÜDER AND MITBRÜDER

М WS BS S Т WIA Ld Pts Mounted 3 8 4 3 3 1 4 1 33 4 Dismounted 3 3 3 4 8 14 4 1 1 Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3) barding. May be Veterans (+2) Dismounted - may take halberd or double-handed weapon (+2). Only after 1300AD: May take partial or full plate armour (free if mounted, +2/+3 if dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation; Stubborn* if dismounted

GERMAN CRUSADER OR VASSAL KNIGHTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-----------|--------|-------|---------|-------|-------|---------|------|-------|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 23 |
| Equipment | : Hand | weapo | n, heav | y arı | nour, | , thrus | ting | spear | | |

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

Only after 1450AD: Up to half may be downgraded to WS3, light armour and no spear (-3) placed in the rear rank **Special Rules:** *German Wedge*

KNECHTE

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------|---------|-------|---------|-------|--------|--------|-------|------|----|-----|
| Horseman | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 18 |
| Equipment: | Hand | weapo | n, ligh | t arm | our, t | hrusti | ing s | pear | | |
| May have sh | ield (+ | -2) | | | | | | | | |

TURKOPOLEN

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------|---------|-------|--------|--------|--------|------|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |
| Equipment: | Hand | weapo | n, bow | , ligł | nt arm | nour | | | | |
| May have sh | ield (+ | -2) | | | | | | | | |
| - | | | | | | | | | | |

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2) **Special Rules:** *Light Cavalry*

PRUSSIAN AND LIVONIAN CAVALRY

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------|---------|-------|---------|-------|--------|--------|--------|------|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 20 |
| Equipment: | Hand | weapo | n, ligh | t arm | our, t | hrusti | ing sj | pear | | |
| May have sh | ield (+ | -2) | | | | | | | | |

LIVONIAN HORSE ARCHERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------------|--------|----------|--------|------|--------|-----|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 18 |
| Equipment: | Hand | weapo | n, bow | , | | | | | | |
| May have lig | ht arn | our (+2 | 2) and | buck | ler (+ | -1) | | | | |
| Special Rule | s: Ski | rmisher | s | | | | | | | |
| May have lig | ht arn | 10ur (+2 | 2) and | | ler (+ | -1) | | | | |

| NON-GERM | IAN I | KNIGE | ITS A | ND S | SERC | GEAN | TS | | | |
|----------|-------|-------|-------|------|------|------|----|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 26 |

Equipment: Hand weapon, heavy armour, lance May have shield (+2) and barding (+3) **Special Rules:** *Ferocious Charge*, Only before 1414AD

INFANTRY

DIENENDE BRÜDER SPEARMEN

M WS BS S Т Pts Ld W T A Spearman 4 4 3 3 3 1 7 10 1 Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2)

DIENENDE BRÜDER CROSSBOWMEN

M WS BS S T W T A Ld Pts Crossbowman 4 3 4 3 3 1 13 1 3 Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2)

FEUDAL OR CRUSADER CROSSBOWMEN

M WS BS S T W Ι Ld Pts Α Crossbowman 4 3 3 3 3 1 3 1 7 10 Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2)

COLONIST AND BURGHERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|----------|---------|---------|--------|-------|---|---|---|----|-----|
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 |
| Equipment: | Hand v | veapon | , thrus | ting s | spear | | | | | |
| May have shi | ield (+1 |) and l | ight ar | mour | (+2) | | | | | |

LIVONIAN FOOT

Μ WS BS S Ld Pts Т I A Livonian 4 3 3 3 3 1 3 1 7 6 Equipment: Hand weapon, shield. May have light armour (+2) Special Rules: Light Infantry

PRUSSIAN D OR LITHUANIAN SUBJECT FOOT

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------|----------|--------|----|---|---|---|---|---|----|-----|
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 3 |
| Equipment: | Hand | weapon | | | | | | | | |
| Special Rul | es: Levi | es | | | | | | | | |

0-1 ENGLISH LONGBOWMEN

| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
|------------------|--------|----------|--------|--------------|-------|--------|-------|------|------|-----|
| Longbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 13 |
| Equipment: Ha | nd we | apon, lo | ongboy | <i>v</i> . M | ay ha | ve lig | ht ar | mour | (+1) | |
| May be Veteran | s (+2) | - | - | | - | - | | | | |
| Special Rules: (| Only f | rom 13: | 52-139 | 2AD |) | | | | | |

HANDGUNNERS

| | \mathbf{M} | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-----------------------|--------------|---------|--------|-------|-------|---------|-------|------|--------|-----|
| Handgunner | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |
| Equipment: H | and w | eapon, | handgı | un. N | lay h | ave lig | ght a | rmou | r (+1) | |
| Special Rules: | Skirm | isĥers, | Only a | after | 1380. | AD | | | | |

ALLIES

Only before 1242AD: Polish Allies, III/62

German City Allies, IV/13

IV/41. EARLY SWISS (1240-1400AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% INFANTRY: At least 50%

| | | | CHAF | RACT | TERS | | | | | |
|----------|---|----|------|------|------|---|---|---|----|-----|
| | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

| | | | С | AVA | LRY | ľ | | | | |
|---------|-----|------|----|-----|-----|---|---|---|----|-----|
| MOUNTED | CRO | SSBO | ws | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| | | | | - | - | | - | | 6 | 16 |

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

| | | | IN | FAN | TRY | 7 | | | | |
|---------------------------------------------|----------------------------------------|-------------------------------------------|---------|-------------------|-----------------|-------------------|-------------|-------------|--------------|--------------|
| HALBERDI | ERS | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Halberdier | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 12 |
| Equipment: 1 | Hand y | veanon | lioht | armo | ur h | albe | rd | | | |
| May have dou | | 1 | | | | ande | u | | | |
| May be Stubb | | | | · · · | | + | |)) | | |
| wiay be Stubb | 0111 (+ | 2), Dhi | ueu (+ | - <i>2)</i> an | u ve | ierui | 13 (+4 | -) | | |
| | | | | | | | | | | |
| | | | | | | | | | | |
| CROSSBOW | | | ср | c | c | т | XX / | т | А Т | d Df |
| | N | 4 W | S B | S | s | Т | W | Ι | A I | Ld Pt |
| | N | 1 W | ~ - | ~ | - | Т 3 | W 1 | I 3 | | Ld Pt 6 6 |
| CROSSBOW | n 2 | 4 W | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 6 |
| Crossbowma Equipment: 1 | n 2 Hand y | 4 Wa 4 2 weapon | , cross | 2 | 3 | 3 | 1 | 3 | 1 | 6 6 |
| | n 2 Hand y | 4 Wa 4 2 weapon | , cross | 2 | 3 | 3 | 1 | 3 | 1 | 6 6 |
| Crossbowma Equipment: 1 Special Rules | n 2 Hand v s: Skirt | 4 W 4 2 weapon <i>mishers</i> | , cross | 2 bow. | 3 May | 3 y hav | 1 | 3 | 1 | 6 6 |
| Crossbowma Equipment: 1 | n 2 Hand v s: Skirt | 4 W 4 2 weapon <i>mishers</i> | , cross | 2 bow. | 3 May | 3 y hav | 1 | 3 | 1 | 6 6 |
| Crossbowma Equipment: 1 Special Rules | n 2 Hand v s: Skirt | 4 W 4 2 weapon <i>mishers</i> | , cross | 2 bow. | 3 May | 3 y hav | 1 e ligi | 3 | 1 nour (+ | 6 6 |
| Crossbowma Equipment: 1 Special Rules | N n 2 Hand v s: Skirt ROWI | M Wi A 2 weapon mishers NG EN | , cross | 2 bow. FS P | 3 May ERD | 3 y hav | 1 e ligi | 3 nt arn | 1 nour (+ | 6 6 2). |

IV/43. LATER HUNGARIAN (1245-1500AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | | | | ~ | _ | | _ | | | - |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only after 1441AD: General may be upgraded to Ld10 (+50).

| | | | C | AVA | LRY | 7 | | | | |
|------------------------------------------------------------------------------------------------|--------------------------------------------------------------|-------------------------------------------------------|--------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------|---------------------------------------------------|-----------------------------|----------------------------|---------|-----------|
| HUNGARIA | AN NO | OBLES | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 25 |
| Equipment: May have sh Special Rule | ield (+ | -2) and | cloth (| +2) (| | | | ding. | | |
| HUNGARIA | ANS, O | CUMA | NS, JA | AZY | GES | OR F | UTI | HEN | IANA | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 20 |
| May have sh Special Rule SZEKELEF | es: Ski | rmisher | rs, Feig | | | | | | | |
| SZEKELER | | WS | BS | S | т | XX 7 | т | | га | Dta |
| Horseman | M 8 | w5 3 | в5 4 | 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 24 |
| May upgrade | | | | n (+2 | 2) and | l Feig | ned . | Fligh | t (+2) | |
| Special Rule | | ES AN | D MC | UNI | FED | RETA | AINI | ERS | | |
| Special Rule | | ES AN WS | D MC BS | UNI S | TED T | RETA W | AINI I | ERS A | Ld | Pts |
| Special Rule BOSNIAN M Horseman | NOBL | | - | | | | | | Ld 7 | Pts 23 |
| Special Rule BOSNIAN M Horseman Equipment: May have sh Special Rule GERMAN (| NOBL M 8 Hand ield (+ es: Fer OR BC M | WS 3 weapon -2) and rocious | BS 3 n, heav cloth (<i>Charg</i> IAN A BS | S 3 (y arr (+2) (c <i>e</i> , Or RM S | T 3 mour, or pla nly af IGEH T | W 1 , lance te (+3 čter 13 RI W | I 3 | A 1 rding. D A | 7 Ld | 23 Pts |
| Special Rule BOSNIAN M Horseman Equipment: May have sh Special Rule | NOBL M 8 Hand ield (+ es: <i>Fer</i> OR BC | WS 3 weapon -2) and cocious OHEM WS | BS 3 n, heav cloth (<i>Charg</i> IAN A | S 3 (y arr (+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((+2) ((| T 3 mour, or pla nly af IGEH | W 1 , lance te (+3 Fter 13 | I 3) bar 40A I | A 1 rding. D | 7 | |

| CRUSADEI | R KNI | GHTS | | | | | | | | | |
|------------|-------|-------|--------|-------|------|-------|----------|---|----|-----|--|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 26 | |
| Equipment: | Hand | weapo | n heav | vv ar | mour | lance | , | | | | |

May have shield (+2) and cloth (+2) or plate (+3) barding Up to half may be downgraded to light armour and no lance (-4) placed in the rear rank

Special Rules: *Ferocious Charge*, Only the Crusade of Nicopolis 1396AD

HOSPITALLER KNIGHTS AND SERGEANTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 33 |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 14 |

Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2) Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation; Stubborn* if dismounted, Only the Crusade of Nicopolis 1396AD

SERBIAN HUSSARS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |

Equipment: Hand weapon, shield

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

Special Rules: Skirmishers, Feigned Flight, Only after 1441AD

| HUNGARIA | M | WS | BS | S | Т | w | т | А | Ld | Pts |
|-----------------------------------------------------------------|--------------------------|-----------------------|---------|--------|-------|--------------|------|--------|------------|----------|
| a | IVI | ws | 82 | 3 | I | vv | I | A | La | Pts |
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: | Hand | weapon | , thrus | ting s | spear | | | | | |
| May have shi | eld (+1 | l) and l | ight ar | mour | (+2) | | | | | |
| Only after 14 | 41AD: | May h | ave W | S4 aı | nd Ld | 17 (+4 |) | | | |
| HUNGARIA | N. CR | ROATI | AN OI | R TR | ANS | YLV | ANI | AN A | RCH | ERS |
| | M | WS | | S | Т | W | Ι | A | Ld | Pts |
| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| | | | | | | | | | | v |
| | | | | May | have | light | armo | our (+ | -1). | U |
| Special Rule: 0-1 WAGON | s: Ligh I TAB RCHI | nt Infan OR ERS | try | | | C | | × | | Đ |
| Special Rule: 0-1 WAGON BOSNIAN A | s: Ligh | nt Infan OR | | | | e light W | armo | × | -1). Ld | Pts |
| Equipment: Special Rule: 0-1 WAGON BOSNIAN A Archer | s: Ligh I TAB RCHI | nt Infan OR ERS | try | | | C | | × | | Pts 7 |

| CROSSBOWM | EN | | | | | | | | | |
|-------------|----|----|---|----|---|---|---|---|---|----|
| | | WS | | ~~ | - | | - | | | |
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 13 |

Equipment: Hand weapon, crossbow.

May have light armour (+2), pavise (+2) and Riding Horses (+1)

| 0-1 CRUSADI | ER RI M | BAUD WS | S BS | S | Т | w | I | A | Ld | Pts |
|--------------------------------------------------------------------------------------------------------|-----------------------------------|---------------------------------------|-------------------------|----------------------|------------|---------|--------|--------|----------|------------|
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 | 4 |
| Equipment: H Special Rules: | | | | | 2-143 | 35AD | | | | |
| ARMATI | м | WC | DC | G | т | *** | I | | | D 4 |
| Armati | М 4 | WS 4 | BS 3 | S 3 | Т 3 | W 1 | 4 | A 1 | Ld 8 | Pts 12 |
| Equipment: H May take halbe May be <i>Stubbo</i> Special Rules: | erd or m (+2 | double- 2), <i>Drill</i> | -hando <i>led</i> (+ | ed we 2) an | eapoi | | | | armou | r (+2) |
| CROSSBOW | | | | _ | | | | _ | | |
| Crossbowman | M 1 4 | 2 WS | 5 B 2 | | | | | | AL 16 | |
| Equipment: H Special Rules: | | | | | : 144 | 1AD | | | | |
| GERMAN OF | R BOI | IEMIA | N H | AND | GUN | INER | S | | | |
| Handgunner | М 4 | WS 2 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 10 |
| Equipment: H Special Rules: | | | | | | | ight | armo | ur (+1) |) |
| WAR WAGO Special Rules: | | after 14 | 441A | D | | | | | | |
| 0-2 LIGHT CA Special Rules: | | | 441A | D | | | | | | |
| TRANSYLVA | | | | | | | | | T J | D4 |
| Levy | M 4 | WS 2 | BS 2 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 6 | Pts 4 |
| Equipment: H Special Rules: | | eapon, | shield | 1 | | | c | - | Ū | - |
| GERMAN OF | | | | | | | _ | | | _ |
| Pikeman | M 4 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | 1 3 | A 1 | Ld 7 | Pts 9 |
| Equipment: H May have light Special Rules: | and w | veapon, ur (+1) | pike. or he | avy a | rmo | ur (+3) |). | | , | , |
| | | | A | LLI | ES | | | | | |
| Wallachian All Moldavian Alli Only before 13 Only in 1285A Only from 137/ Only from 144 | ies, IV 08AD D: Mo 0-138 | 7/65 9: Germ ongol A 2 and 1 | allies, 440-1 | IV/4 444 <i>A</i> | 7 AD: F | Polish | Allie | s, IV | /66 | |

IV/54. MEDIEVAL SCANDINAVIAN (1280-1500AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% INFANTRY: At least 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | м | ws | BS | s | Т | w | I | А | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| | | | C | AVA | LRY | 7 | | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|---------------------------------------------------------------|---------------------------------------|----------------------------------------|-----------------------------------|--------------------------------|
| FEUDAL K | NIGH | TS | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 27 |
| Equipment: | Hand | weapoi | n, heav | y arı | nour | lance | e | | | |
| May have sh | ield (+ | 2) and | bardin | g (+3 | 5) | | | | | |
| Special Rule | s: Fer | ocious | Charg | е | | | | | | |
| SMAASVEN | NDE | | | | | | | | | |
| 5112125 121 | M | WS | BS | S | Т | w | Ι | А | Ld | Pts |
| Horseman | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 16 |
| | | | | | | | | | | |
| Equipment: | | | | | | | | | | |
| May have lig | nt arm | iour (+2 | 2) and | shiel | a (+2 | .) | | | | |
| | | | | | | | | | | |
| SKYTTER | | | | | | | | | | |
| SKYTTER | М | ws | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman Equipment: May have lig Only after 13 | 8 Hand ht arm 90AD | 2 weapon nour (+2 : May l | 3 n, bow 2) and have h | 3 shiel andg | 3 d (+2 un (+ | 1 | 3 | 1 | 7 | 18 |
| SKYTTER Horseman Equipment: May have lig Only after 13 GERMAN M Horseman Equipment: May have sh Up to half ma placed in the Special Rule and Union ar | 8 Hand ht arm 90AD MERC M 8 Hand ield (+ ay be c rear ra s: Gen | 2 weapon our (+2 : May l CENAR WS 4 weapon 2) and lowngr ank man W | 3 n, bow 2) and have h XY CA BS 3 n, heav bardin aded to <i>'edge</i> , | 3 shiel andg VAL S 3 yy arri g (+3 o WS | 3 d (+2 un (+ RY T 3 mour. 5). 3, lig | 1 2) and W 1 , thrus ght arr | 3 d hea I 4 sting nour | 1 vy ar A 1 spear and 1 | 7 mour (Ld 7 10 spea | 18 +2) Pts 25 ar (-5) |
| Horseman Equipment: May have lig Only after 13 GERMAN M Horseman Equipment: May have sh Up to half m placed in the Special Rule | 8 Hand ht arm 90AD MERC M 8 Hand ield (+ ay be c rear ra s: Gen | 2 weapon our (+2 : May l CENAR WS 4 weapon 2) and lowngr ank man W | 3 n, bow 2) and have h XY CA BS 3 n, heav bardin aded to <i>'edge</i> , 90AD | 3 shiel andg VAL S 3 vy arr g (+3 o WS Only | 3 d (+2 un (+ RY T 3 nour ()). 3, lig Dan | 1 () (2) and W 1 , thrus ght arr ish arr | 3 d hea I 4 sting nour | 1 vy ar A 1 spear and 1 | 7 mour (Ld 7 10 spea | 18 +2) Pts 25 ar (-5) |
| Horseman Equipment: May have lig Only after 13 GERMAN M Horseman Equipment: May have sh Up to half maplaced in the Special Rule | 8 Hand ht arm 90AD MERC M 8 Hand ield (+ ay be c rear ra s: Gen | 2 weapon our (+2 : May l CENAR WS 4 weapon 2) and lowngr ank man W | 3 n, bow 2) and have h XY CA BS 3 n, heav bardin aded to <i>'edge</i> , 90AD | 3 shiel andg VAL S 3 yy arri g (+3 o WS | 3 d (+2 un (+ RY T 3 nour ()). 3, lig Dan | 1 () (2) and W 1 , thrus ght arr ish arr | 3 d hea I 4 sting nour | 1 vy ar A 1 spear and 1 | 7 mour (Ld 7 10 spea | 18 +2) Pts 25 ar (-5) |
| Horseman Equipment: May have lig Only after 13 GERMAN M Horseman Equipment: May have sh Up to half m placed in the Special Rule | 8 Hand ht arm 90AD MERC M 8 Hand ield (+ ay be c rear ra s: Gen | 2 weapon our (+2 : May l CENAR WS 4 weapon 2) and lowngr ank man W | 3 n, bow 2) and have h XY CA BS 3 n, heav bardin aded to <i>'edge</i> , 90AD | 3 shiel andg VAL S 3 vy arr g (+3 o WS Only | 3 d (+2 un (+ RY T 3 nour ()). 3, lig Dan | 1 () (2) and W 1 , thrus ght arr ish arr | 3 d hea I 4 sting nour | 1 vy ar A 1 spear and 1 | 7 mour (Ld 7 10 spea | 18 +2) Pts 25 ar (-5) |
| Horseman Equipment: May have lig Only after 13 GERMAN M Horseman Equipment: May have sh Up to half m placed in the Special Rule and Union ar | 8 Hand ht arm 90AD MERC M 8 Hand ield (+ ay be c rear ra s: Gen | 2 weapon our (+2 : May l CENAR WS 4 weapon 2) and lowngr ank man W | 3 n, bow 2) and have h XY CA BS 3 n, heav bardin aded to <i>'edge</i> , 90AD | 3 shiel andg VAL S 3 vy arr g (+3 o WS Only | 3 d (+2 un (+ RY T 3 nour ()). 3, lig Dan | 1 () (2) and W 1 , thrus ght arr ish arr | 3 d hea I 4 sting nour | 1 vy ar A 1 spear and 1 | 7 mour (Ld 7 10 spea | 18 +2) Pts 25 ar (-5) |

Only Swedish armies after 1390AD: May have WS4 (+2)

Special Rules: Combined Formation, Light Infantry

Only Danish armies from 1350-1390AD and Union armies after 1390AD:

PANZENAR BILLMEN OR GERMAN HALBERDIERS WS BS S Т W Ι Ld Pts Μ Α Billmen 4 4 3 3 3 1 4 1 8 12 Equipment: Hand weapon, light armour, halberd May have shield (+1), heavy armour (+2) and double handed weapon instead of halberd (+1) May be Stubborn (+2), Drilled (+2) and Veterans (+2) Special Rules: Only Danish armies before 1350AD HANDGUNNERS М WS BS S Т W Ι A Ld Pts Handgunner 4 2 3 3 3 1 3 1 7 10 Equipment: Hand weapon, handgun. May have light armour (+1) Special Rules: Skirmishers, Only after 1390AD 0-3 LIGHT CANNONS Special Rules: Only after 1390AD LAPP OR OTHER SCOUTS Μ WS BS S Т W T A Ld Pts Skirmisher 4 2 2 3 3 3 1 5 3 1 Equipment: Hand weapon, javelins Special Rules: Skirmishers, Only Swedish armies after 1390AD OBUDSHAER WS BS S Pts M Т W I A Ld Trooper 4 4 4 3 3 8 12 1 Equipment: Hand weapon, shield, light armour May have heavy armour (+2) Up to half may have crossbow (+3). May be Stubborn (+2), Drilled (+2) and Veterans (+2) Special Rules: Combined Formation, Only Danish armies from 1350-1390AD and Union armies after 1390AD GERMAN LANDSKNECHT PIKEMEN Pts WS BS S W Μ Т I A Ld Pikeman 4 3 3 3 3 1 3 1 7 9 Equipment: Hand weapon, pike. May have light armour (+1) or heavy armour (+3). Special Rules: Medieval Phalanx, Only Union armies after 1487AD ALLIES Only Danish armies before1350AD: German Clerical or Free Canton Allies, IV/13 Only Union armies after 1390AD: German City, Feudal or Mercenary Allies, IV/13 Only Union armies after 1390AD: Swedish Allies, IV/54

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May downgrade to Ld6 (-1)

IV/57. LOW COUNTRIES (1297-1478AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% INFANTRY: At least 50%

| | | | CHAF | RACT | TERS | | | | | |
|----------|---|----|------|------|------|--------------|---|---|----|-----|
| | | | | | | | | | | |
| | Μ | WS | BS | S | Т | \mathbf{W} | Ι | А | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is Army General and may be upgraded to Ld10 (+50). One sub-commander can be designated as Army Standard Bearer (+15) and one as Army General (+25) if no General is taken. May ride a horse (+8, M8).

| CAVALRY |
|---------|
|---------|

FEUDAL OR MERCENARY KNIGHTS AND SERGEANTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 26 |
| Dismounted | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding. Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) Special Rules: Ferocious Charge and may have a +1 rank bonus if mounted

BURGHERS WS М BS S Т w I A Ld Horseman 8 3 3 3 3 3 1

Equipment: Hand weapon, heavy armour, lance May have shield (+2) and barding (+3). Special Rules: Ferocious Charge

INFANTRY

| CROSSBOWM | EN | | | | | | | | | |
|---------------------------------------------------------------------|-------|--------|--------|---|------|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 12 |
| Equipment: Har May have light a May have <i>Riding</i> | rmoui | (+2) a | nd pav | | -2). | | | | | |

0-1 WAGON TABOR

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------------------------|----------------------------------|-------------------|-------------------|-------------|-------|--------|---------|--------|---------|-----|
| Pikeman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 8 |
| | | | | | | | | | | |
| Equipment:] | Hand | weapon | . pike. | | | | | | | |
| Equipment: 1 May have ligh | | 1 | · 1 | avv a | rmou | ır (+3 |). | | | |
| May have ligh | nt arm | our (+1 |) or he | | | |). | | | |
| | nt arm | our (+1 |) or he | | | |). | | | |
| May have ligh | nt arm 30AD: | our (+1 Medie |) or he val Ph | alanı | | |). | | | |
| May have ligh Only after 133 | nt arm 30AD: | our (+1 Medie |) or he val Ph | alanı DN | : (+1 |) |). I | Α | Ld | Pts |
| May have ligh Only after 133 | nt arm 30AD: N WI ' | our (+1) Medie |) or he val Ph | alanı DN | т (+1 | w | | A 1 | Ld 8 | Pts |

Special Rules: Only from 1330-1410AD

| | Μ | WS | B B S | 5 5 | 5 [| ΓV | V | I | Α | Ld | Pts |
|----------------|--------|--------|-------|-----|-----|------|-------|-----|------|------|-----|
| Longbowman | 4 | 3 | 4 | 3 | 3 | 3 1 | L | 3 | 1 | 8 | 13 |
| Equipment: Ha | and w | eapon, | longb | ow. | May | have | light | arm | nour | (+1) | |
| May be Veterar | ıs (+2 | 3 | 0 | | 2 | | 0 | | | · / | |
| Special Rules: | · · | · | 330A | D | | | | | | | |
| • | | | | | | | | | | | |
| |)S | | | | | | | | | | |
| WHITEHOOI | | | | | | | | | | | |
| WHITEHOOI | M | WS | BS | S | Т | W | Ι | Α | . 1 | Ld | Pts |

S

| KCHEKS | | | | | | | | | | |
|--------|---|----|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |

Equipment: Hand weapon, bow.

May have light armour (+1)

May have BS4 and Ld7 (+4) Special Rules: Light Infantry, Only from 1330-1410AD

ORGAN GUNS

Special Rules: Only from 1330AD

GUILDSMEN WITH HALBERD

| | | WS | | | | | | | | |
|-----------|---|----|---|---|---|---|---|---|---|----|
| Guildsman | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 12 |

Equipment: Hand weapon, heavy armour, halberd May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2) Special Rules: Only from after 1410AD

HANDGUNNERS

| HANDGUNN | LIND | | | | | | | | | |
|------------|------|----|---|----|---|---|---|---|---|----|
| | | WS | | ~~ | - | | - | | | |
| Handgunner | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, handgun. May have light armour (+1) Special Rules: Skirmishers, Only from 1410AD

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Pts

25

IV/61. ITALIAN CONDOTTA (1320-1495AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% **INFANTRY:** At least 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | М | WS | BS | S | Т | w | Ι | Α | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is Army General and may be upgraded to Ld10 (+50). One sub-commander can be designated as Army Standard Bearer (+15) and one as Army General (+25) if no General is taken. The Ally-General acts as Army General but only for units from his allied contingent. May ride a horse (+8, M8).

Only before 1400AD: May have caroccio standard on ox-wagon as Superior battle standard

CAVALRY

| CONDOTT | M | WS | BS | S | T | W | I | A | Ld | Pts |
|-----------------------------------------------------------------------------|-------------------------------|--------------------------|------------------|------------------|----------------|----------|--------|--------|---------|-----------|
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 30 |
| Equipment: May have sh May be Vete Special Rule | ield (+ <i>rans</i> (- | -2) and +2) | cloth (| (+2) (| or pla | te (+3 |) baı | ding. | | -1 |
| FEUDAL E | LME1 M | ITI WS | BS | S | Т | w | I | А | Ld | Pts |
| Horseman | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 26 |
| Equipment: May have sh Special Rule Neapolitan | ield (+ es: <i>Fer</i> | -2) and cocious | cloth (Charg | (+2) (ge, ma | or pla | te (+3 |) baı | | | -1, On |
| MOUNTED | CRO M | SSBO WS | WME BS | N S | Т | w | I | А | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |
| Equipment: May have lig | | 1 | . 0 | t cros | ssbow | <i>.</i> | | | | |
| GERMAN N | | | | | | *** | Ŧ | | | D |
| Horseman | M 8 | WS 4 | BS 3 | S 3 | Т 3 | W 1 | I 4 | A 1 | Ld 7 | Pts 25 |
| Equipment: May have sh Up to half ma placed in the Special Rule | ield (+ ay be o rear ra | -2) and downgr ank | bardin aded t | g (+3 o WS | 3). 53, lig | ght arr | nour | - | | ar (-3) |
| BULGAR O | - | | | | _ | | _ | | | _ |
| Horseman | M 8 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 6 | Pts 20 |
| Equipment: May have bo | w (+2 | 1 | | U | | | | | | |

| HUNGARIANS | | | | | | | | | | | | | |
|------------|---|----|----|---|---|---|---|---|----|-----|--|--|--|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | | | |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 20 | | | |

Equipment: Hand weapon, bow

May have shield (+2) and throwing spear (+2)Special Rules: Skirmishers, Feigned Flight, Only Florentine, Neapolitan and Papal before 1440AD

0-1 FAMIGLIA DUCALE ELMETTI

| | | | | | - | | | | | |
|------------|---|----|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 33 |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 14 |

Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) Special Rules: Ferocious Charge and may have a +1 rank bonus if mounted, Stubborn if dismounted, Only Milanese after 1411AD

DALMATIAN FEUDAL KNIGHTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 24 |

Equipment: Hand weapon, heavy armour, lance

May have shield (+2), cloth (+2) or plate (+3) barding. Special Rules: *Ferocious Charge*, Only Venetian in Greece after 1440AD

TURKS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 20 |

Equipment: Hand weapon, bow

May have light armour (+2)

Special Rules: Skirmishers, Feigned Flight, Only Venetian in Greece, Neapolitan or Venetian in Italy after 1440AD

STRADIOTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 20 |

Equipment: Hand weapon, throwing spear.

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

Special Rules: Skirmishers, Feigned Flight, Only Venetian in Greece or Italy after 1440AD

| | | | IN | FAN | TRY | Y | | | | | | |
|--------------------------------------------------|--------------------------|---------------------|-----|-----|-------|-----|---|---|---|---|----|-----|
| MILITIA CR | OSSE | OWM | EN | | | | | | | | | |
| | \mathbf{N} | I W | S B | S | S | Т | W | 7 | Ι | А | Ld | Pts |
| Crossbowmar | ¹ 4 | 2 | 2 | 2 | 3 | 3 | 1 | | 3 | 1 | 6 | 7 |
| Equipment: H May have light Special Rules: | t armo : <i>Skirn</i> | our (+1) nishers |). | | | | | | | | | |
| MERCENAR | Y CR | | | • | S | т | W | 7 | T | A | Ld | Pts |
| Crossbowman | 1 | | 4 | ~ | 3 | 3 | 1 | | 3 | 1 | 7 | 12 |
| Equipment: H May have light | | | | | e (+2 | 2). | | | | | | |
| JAVELINME | N | | | | | | | | | | | |
| | Μ | WS | BS | S | Т | V | N | I | A | | Ld | Pts |
| Javelinman | 4 | 3 | 3 | 3 | 3 | | 1 | 3 | 1 | | 7 | 6 |

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

Special Rules: Light Infantry, Only until 1416AD

| SWORDSMI | EN M | ws | BS | S | Т | w | I | A | Ld | Pts | HANDGUNNERS M WS BS S T W I A Ld Pts |
|-----------------------------------------------------------|-------------------|-------------------------------|--------------------------------|------------------------|-----------------------------|---------------|--------|--------|------------|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Swordsman | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 10 | Handgunner 4 2 3 3 3 1 3 1 7 10 |
| Equipment: 1 May have hea Special Rules | vy arr | nour (+ | -2). | | ht arr | nour | | | | | Equipment: Hand weapon, handgun. May have light armour (+1) Special Rules: <i>Skirmishers,</i> Only after 1400AD |
| PAPAL OR | - | | | | DSM | EN | | | | | 0-1 ENGLISH ARCHERS M WS BS S T W I A Ld Pts |
| Guard | M 4 | WS 4 | BS 3 | S 3 | Т 3 | W 1 | I 4 | A 1 | Ld 8 | Pts 14 | Longbowman 4 3 4 3 3 1 3 1 8 13 |
| Equipment: May have heat May be Stubb Special Rules | Hand v vy arr | weapon nour (+ -2), Dri | , light -2) and illed (+ | armo shie -2) ar | our, th ld (+1 nd Vei | nrustin 1) | ng sp | ear | 0 | 17 | Equipment: Hand weapon, longbow. May have light armour (+1) May be <i>Veterans</i> (+2). May have <i>Riding Horses</i> (+1) Special Rules: Only Florentine and Venetian in Italy from 1400- 1440AD, Only |
| PIONEERS | | | | | | | | | | | SWORD-AND-BUCKLER-MEN M WS BS S T W I A Ld Pts |
| _ | М | WS | BS | S | Т | W | I | А | Ld | Pts | Swordsman 5 4 3 3 3 1 4 1 8 12 |
| Levy Equipment: 1 Special Rules | | - | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 3 | Equipment: Hand weapon, light armour, buckler May have heavy armour (+2) May be <i>Stubborn</i> (+2), <i>Drilled</i> (+2) and <i>Veterans</i> (+2) Special Rules: Only after 1416AD |
| 0-1 ORGAN | GUN | | | | | | | | | | ARAGONESE TARGETEERS M WS BS S T W I A Ld Pts |
| MILITIA SP | EAR | MEN | | | | | | | | | Aragonese 4 3 3 3 3 1 3 1 7 7 |
| Spearman | М 4 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 7 | Equipment: Hand weapon, javelins, light armour May have shield (+2). Special Rules: <i>Light Infantry</i> , Only Neapolitan after 1420AD |
| Equipment: May have shield Special Rules | eld (+1 | l) and l | ight ar | mou | | | | | | | ARAGONESE CROSSBOWMEN M WS BS S T W I A Ld Pts |
| MILITIA PA | VISI | ERS A | ND CI | ROS | SBO | WMF | N | | | | Skirmisher 4 2 2 3 3 1 3 1 5 6 |
| Crossbowma | Ν | 4 W | S B | | S ' | Г | | | A L 1 8 | | Equipment: Hand weapon, crossbow Special Rules: Skirmishers, Only Neapolitan after 1420AD |
| Equipment: May have light | nt arm | our (+2 | | | e (+2) |) | | | | | DALMATIAN CITY MILITIA CROSSBOWMEN M WS BS S T W I A Ld Pt |
| May be Veter Special Rules | | | e 1440 | AD | | | | | | | Crossbowman 4 3 4 3 3 1 3 1 7 12 |
| MILITIA SP | EARI M | MEN (WS | OR PII BS | KEM S | EN T | w | I | A | Ld | Pts | Equipment: Hand weapon, crossbow May have light armour (+2) and pavise (+2) Special Rules: Only Venetian in Greece after 1440AD |
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 7 | |
| Equipment: 1 | Hand | weapon | , thrus | ting | spear | | | | | | ARCHERS M WS BS S T W I A Ld Pts |
| May have shi May change t | eld (+1 o pike | l) and l and Lc | ight aı l6 (free | mou e) | r (+2) | | | | | | Archer 4 2 2 3 3 1 3 1 6 5 |
| Special Rules | - | | | 14402 | чD | | | | | | Equipment: Hand weapon, bow May have light armour (+2) |
| MERCENAI | M | KEME WS | BS | S | Т | w | I | A | Ld | Pts | Special Rules: <i>Skirmishers,</i> Only Neapolitan or Venetian in Greece or Italy after 1440AD |
| Pikeman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 9 | |
| Equipment: May have light | | | | | armou | ır (+3 |). | | | | ALLIES |
| Special Rules | | | | | | | |) | | | Italian Allies, IV/61 (only 0-2) Only Pisan/Paduan, Papal or Florentine before 1400AD: Free Company |
| BILLMEN | М | ws | BS | S | Т | w | I | A | Ld | Pts | Allies, IV/74 |
| Billmen | 4 | 4 | 3 | 3 | 3 | 1 | 4 | A 1 | 8 | 11 | Only Florentine from 1400-1440AD: Swiss Mercenary Allies, IV/79 Only Venetians in Italy after 1440AD: Swiss Mercenary Allies, IV/79 Only Neapolitan after 1440AD: Albanian Allies, IV/69 |
| Equipment: 1 May have shi double-hande | eld (+2 | 2), parti | ial or f | | | mour | (+2/ | (+3), | halberc | l or | · · · · · · · · · · · · · · · · · · · |
| May be <i>Stubb</i> | orn (+ | -2), Dri | illed (+ | | nd Ver | terans | ; (+2 |) | | | |

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Special Rules: Only after 1400AD

> Pts 13

> Pts 12

IV/64. MEDIEVAL FRENCH (1330-1445AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|------------|------|---------|---------|-------|------|----|---|---|----|-----|
| | М | WS | BS | S | Т | w | I | A | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |
| Equipment: | Hand | weapon, | shield, | light | armo | ur | | | | |

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only after 1418AD: General may be upgraded to Ld10 (+50).

CAVALRY

| NOBLES, KNIGHTS AND OTHER MEN-AT-ARMS | | | | | | | | | | | | |
|---------------------------------------|--------|----------|--------|-------|--------|--------|------|-------|--------|---------|--|--|
| ŕ | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | | |
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 31 | | |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 12 | | |
| Equipment: H | and w | eapon, | heavy | arm | our, s | hield, | lanc | e, wa | rhorse | | | |
| May have cloth | n (+2) | or plate | e (+3) | bardi | ing. 1 | May b | e Ve | teran | s (+2) | | | |
| Dismounted - r partial or full p | 2 | | | | | | | L V | | ay take | | |

Only after 1400AD: May be downgraded to WS3, I3, horse (-6 mounted/-3 dismounted)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

| | | | INI | FAN | TR | Y | | | | | | |
|-------------------------------------------|-------|----------------|----------|--------|--------|------|------|------|--------|------|--------|-------------|
| ARCHERS | М | WS | BS | S | Т | | w | I | А | | Ld | Pts |
| Archer | 4 | 2 | 3 | 3 | 3 | | 1 | 3 | 1 | | 6 | 6 |
| Equipment: H May have light | and v | <i>v</i> eapon | , bow | 5 | 5 | | 1 | 5 | 1 | | U | 0 |
| FRENCH CR | | | | | | | | | | | | |
| a 1 | N | 1 W | S B | S | S | Т | V | V | Ι | A | Ld | Pts |
| Crossbowman | 4 | 2 | 3 | | 3 | 3 | 1 | L | 3 | 1 | 7 | 10 |
| Special Rules: GENOESE Cl | ROSS | SBOW | MEN | c | ç | т | T. | 17 | T | • | T 4 | D 4- |
| Crossbowman | N | | | - | S | T | V | • | I | A | Ld | Pts |
| | | 5 | - | | 3 | 3 | 1 | | 3 | 1 | 7 | 13 |
| Equipment: H pavise (+2). | | weapon | , 010881 | bow. | 1110 | ly I | lave | ngi | it all | nou | 1 (+2) | anu |
| SPANISH CR | | | | | | | | | | | | |
| a 1 | N | 1 W | S B | S | S | Т | V | V | I | A | Ld | Pts |
| Crossbowman | 4 | 2 | 2 | | 3 | 3 | 1 | L | 3 | 1 | 5 | 6 |
| Equipment: H Special Rules: BRIGANS | | | | bow. | Ma | y h | nave | ligł | nt arı | nou | r (+1) | |
| DAIGANS | М | ws | BS | S | Т | | w | I | А | | Ld | Pts |
| Brigan | 4 | 3 | 3 | 3 | 3 | | 1 | 3 | 1 | | 6 | 6 |
| Equipment: H | • | - | - | - | 5 | | • | 5 | 1 | | ~ | v |
| Special Rules: | | | | | | | | | | | | |
| | | shop, the | | Vorksi | hop le | ogo, | Warh | amn | ner, W | arha | mmer H | istorical |

RIBAUDS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------------------------|---|----|----------|---|---|---|---|---|----|-----|
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |
| Equipment: Special Rule | | 1 | , shield | đ | | | | | | |

PEASANT LEVY

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------------|---------|--------|----|---|---|---|---|---|----|-----|
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 3 |
| Equipment: | Hand v | veapon | | | | | | | | |
| Special Rule | s: Levi | es | | | | | | | | |

PAVISIERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------|---------|-----------|---------|--------|--------|-------|-------|-----|---------|-----|
| Spearman | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 12 |
| Equipment: 1 | Hand v | veapon | , thrus | ting s | spear, | light | armo | our | | |
| May have shi | eld (+2 | 2) or par | vise (+ | 2). N | Iay h | ave R | iding | Hor | ses (+1 | l) |
| Special Rules | s: Only | from 1 | 350-1 | 450A | ٨D | | | | | |

BIDETS OR BRETONS

| | \mathbf{M} | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|---------------|--------------|---------|----------|------|-------|-------|-----|---|----|-----|
| Skirmisher | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 5 |
| Equipment: | Hand v | veapon | , shield | 1 | | | | | | |
| Special Rules | s: Skiri | mishers | , Only | fron | 135 i | 0-145 | 0AD |) | | |

DESPERATE PEASANTS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|-------------|----------|---------|--------|-----|-------|------|---|---|----|-----|
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 | 4 |
| Equipment: | Hand | weapon | | | | | | | | |
| Special Rul | es: Levi | es, Onl | y from | 135 | 6-136 | 50AD | | | | |

Special Rules: Levies, Only from 1356-1360.

0-1 WAGON TABOR

Special Rules: Only from 1356-1360AD

HANDGUNNERS

WS BS S Pts Т W Т Ld М Α Handgunner 2 4 3 3 7 3 1 3 1 10 Equipment: Hand weapon, handgun. May have light armour (+1) Special Rules: Skirmishers, Only after 1385AD

0-1 LIGHT CANNON

Special Rules: Only after 1385AD

VOULGIERS

| | Μ | WS | BS | S | Т | W | 7 | I | Α | Ld | Р | rts |
|---------------|------------|-----------|----------|--------|--------|-------|-------|------|-------|------------|------------|-----|
| Voulgier | 4 | 4 | 3 | 3 | 3 | 1 | | 4 | 1 | 8 | 1 | 2 |
| Equipment: H | land v | weapon | , heavy | arn | nour | | | | | | | |
| May have shie | ld (+2 | 2), parti | al or fi | ıll pl | late a | rmo | ur (+ | +2/+ | 3), 1 | halber | d or | |
| double-handed | l wear | oon (+2 |). Ma | y hav | ve Ri | ding | Ho | rses | (+1 |) | | |
| May be Stubbe |) rn (+ | 2), Dri | lled (+ | 2) ar | nd Ve | etera | ns (- | +2) | | | | |
| Special Rules | : Only | y after 1 | 400À | Ď | | | Ì | | | | | |
| SCOTS GUA | RD V | | THER | мо | IIN | FFD | ٨R | СН | FR | S | | |
| SCOIS GUA | M | | | S 1 | | | W | | L'N, | _ | ď | Pts |
| | | | 5 D. | | 3 | 1 | ٧V | 1 | F | <u>з</u> т | <i>J</i> u | rts |
| Longbowman | 4 | 2 | 4 | | 2 | 2 | 1 | 2 | 1 | | o | 14 |

Longbowman43433131814Equipment: Hand weapon, longbow. May have light armour (+2)May be Veterans (+2).Special Rules: Riding Horses, Only after 1400AD

ALLIES

Only after 1418AD: Scots Allies, IV/16

IV/66. LATER POLISH (1335-1500AD)

CHARACTERS: Up to 25% CAVALRY: At least 25% **INFANTRY:** Up to 50% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|------------|------|---------|---------|-------|------|----|---|---|----|-----|
| | м | WS | BS | S | Т | w | I | A | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |
| Equipment: | Hand | weapon, | shield, | light | armo | ur | | | | |

Special Rules: General is Army General. One sub-commander can be designated as Army Standard Bearer (+15) and one as Army General (+25) if no General is taken. The Ally-General acts as Army General but only for units from his allied contingent. May ride a horse (+8, M8).

| CAVALRY | | | | | | | | | | | | |
|----------------------------------------------------------|------------------|--------------------|------------------|------------------|------------------|-----------------------|--------|--------|---------|-------------|--|--|
| RYCERZ | | | | | | | | | | | | |
| Horseman | M 8 | WS 4 | BS 3 | S 3 | Т 3 | W 1 | I 4 | A 1 | Ld 7 | Pts 27 | | |
| Equipment: May have sh Special Rule | ield (+ | -2) and | cloth (| (+2) (| | | | ding | | | | |
| CZELADZ | | | • | a | | | | | | D. | | |
| Horseman | M 8 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 22 | | |
| Equipment: May have sh | | - | - | | | | ing sj | pear | | | | |
| LITHUANI | | | | | | | | | | | | |
| Horseman | M 8 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 20 | | |
| Equipment: May have sh Special Rule | ield (+ | -2), thro | owing | | (+2) | and 1 | ight | armo | ur (+2) | l. | | |
| WALLACH | | | | | | | | | L J | D 4- | | |
| Horseman | M 8 | WS 3 | BS 4 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 24 | | |
| Equipment: May have sh May upgrade Special Rule | ield (+ to Ex | -2) pert Ho | orseme | | | | ned . | Fligh | t (+2) | | | |
| HUNGARIA | | | • | a | | | | | | | | |
| Horseman | M 8 | WS 3 | BS 3 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 6 | Pts 20 | | |
| Equipment: May have sh Special Rule | ield (+ | -2) and | throwi | ing sj | | · · · | | | | | | |
| TARTAR E | | | | | T | **/ | | | | D | | |
| Horseman | M 8 | WS 3 | BS 4 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 24 | | |
| Equipment: May have sh May upgrade Special Rule | ield (+ to Ex | -2) and pert Ho | throwi orseme | ing sj en (+2 | pear (2) and | (+2) 1 <i>Feig</i> | | Fligh | t (+2) | | | |

| SERBIAN (| CAVA | LRY | | | | | | | | |
|-----------|--------------|-----|----|---|---|---|---|---|----|-----|
| | \mathbf{M} | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |

Equipment: Hand weapon, bow.

Special Rules: Skirmishers, Feigned Flight, Only after 1400AD

INFANTRY

| AXEMEN | | | | | | | | | | | |
|--------|---|----|----|---|---|---|---|---|----|-----|--|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | |
| Axeman | 5 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 10 | |

Equipment: Hand weapon, light armour

May have shield (+2) and double-handed weapon (+2), partial or full plate armour (+2/+3)

| TOWN MILITI | A CR | OSSB | OWM | EN | | | | | | |
|-------------|------|------|-----|----|---|---|---|---|---|----|
| | | WS | -~ | ~ | - | | - | | | |
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 13 |

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

0-1 WAGON TABOR

0-1 LIGHT CANNON

Special Rules: Only after 1400AD

| HANDGUNNI | ERS | | | | | | | | | |
|------------|-----|----|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Handgunner | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, handgun. May have light armour (+1) Special Rules: Skirmishers, Only after 1400AD

WAR WAGONS Special Rules: Only after 1400AD

ALLIES

Only from 1342-1382 and 1440-1444 AD: Hungarian Allies, $\rm IV/43$ Only after 1386 AD: Lithuanian Allies, $\rm IV/18$

IV/74. FREE COMPANY OR ARMAGNAC (1357-1444AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | М | WS | BS | S | Т | w | I | А | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | | | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GASCON, FRENCH, SPANISH OR NAVARRESE MEN-AT-ARMS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 26 |
| Dismounted | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 9 |

Equipment: Hand weapon, heavy armour, shield, lance

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

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) Every second unit may upgrade to WS4, 14 and Warhorse (+6) then may be *Veterans* (+2)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

ENGLISH GENTLEMEN AND LESSER MEN-AT-ARMS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 26 |
| Dismounted | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 9 |

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding. Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted

GERMAN MERCENARY MEN-AT-ARMS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 27 |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 12 |

Equipment: Hand weapon, heavy armour, shield, lance

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

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) Up to half may downgrade to WS3, light armour, thrusting spear (-3

mounted/-2 dismounted) placed in the rear ranks **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if

mounted, *Stubborn* if dismounted

INFANTRY

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | |
|--------------------------------------------------------------------|---------|----------|--------|--------|-------|--------|----------|---|----|-----|--|
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 13 | |
| Equipment: H | and we | apon, c | rossbo | w. | | | | | | | |
| May have light | armou | r (+2) a | nd pav | ise (- | +2). | | | | | | |
| ENGLISH LO |)NGB(|)WME | N | | | | | | | | |
| | M | WS | BS | S | Т | W | Ι | А | Ld | Pts | |
| Longbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 13 | |
| Equipment: Hand weapon, longbow. May have light armour (+1) | | | | | | | | | | | |
| May be Veterans (+2). May have Riding Horses (+1) | | | | | | | | | | | |
| | ns (+2) | . May h | ave Ri | aing | nors | 65 (11 | .) | | | | |
| | . , | | ave Ri | ding | 11075 | 65 (11 | .) | | | | |
| May be Vetera | VELIN | MEN | | 0 | | | <i>,</i> | A | Ld | Pts | |

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

Special Rules: Skirmishers, Feigned Flight

FRENCH BRIGANS

| | | WS | | | | | | | | |
|--------|---|----|---|---|---|---|---|---|---|---|
| Brigan | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 5 |

Equipment: Hand weapon, javelins

May have shield (+1). Special Rules: Light Infantry, Only in 1444AD

FRENCH RIBAUDS

| | | WS | | | | | | | | |
|------|---|----|---|---|---|---|---|---|---|---|
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |

Equipment: Hand weapon, shield Special Rules: Levies
IV/76. EARLY BURGUNDIAN (1363-1471AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25%

| | CHARACTERS | | | | | | | | | | | | | |
|----------|------------|----|----|---|---|---|---|---|----|-----|--|--|--|--|
| | | | | | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | | | | |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 | | | | |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 | | | | |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

| | | | CA | VAL | .RY | | | | | | | | |
|------------------------|---|----|----|-----|------------|---|---|---|----|-----|--|--|--|
| BURGUNDIAN MEN-AT-ARMS | | | | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | | | |
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 28 | | | |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 11 | | | |

Equipment: Hand weapon, heavy armour, shield, lance May have sloth (12) or plots (12) heading

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

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) Only after 1419AD: Downgrade to WS3 (-2)

Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

VALETS D'ARMES

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |

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

| BURGUND | IAN | OR ME | RCEN | NARY | Z MO | JUNI | ED | CRO | SSBO | WMEN |
|----------|-----|-------|------|------|------|------|----|-----|------|------|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |

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

FRENCH OR ITALIAN MEN-AT-ARMS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 31 |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 14 |

Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2) Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted

ENGLISH MEN-AT-ARMS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 26 |
| Dismounted | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 9 |

Equipment: Hand weapon, heavy armour, shield, lance

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

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted

| | | | INI | FAN' | ΓRY | (| | | | |
|---------------------------------------------|-----------|---------|---------|--------|--------|-------------|--------|--------|---------|-----------|
| LOW COUN | TRUI | ES PIF | KEME | N | | | | | | |
| Dilease | Μ | WS | BS | S | Т | W | I | А | Ld | Pts |
| Pikeman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 8 |
| Equipment: H May have ligh | | | | avy a | rmo | ur (+3 |). | | | |
| LOW COUN | TRIES | | | | | тч | N | I | A Lo | 1 |
| Crossbowma | n 4 | 3 | 3 | | 3 | 3 | 1 | 3 | 1 7 | |
| Equipment: H May have ligh | | | | | e (+2 | ?). | | | | |
| PICARD AR | - | | DC | e | т | XX / | т | | ТА | Dta |
| Archer | M 4 | WS 3 | BS 4 | S 3 | Т 3 | W 1 | I 3 | A 1 | Ld 7 | Pts 10 |
| Equipment: F May have ligh | Iand w | /eapon, | bow. | U | U | | U | | | 10 |
| ENGLISH LO | ONGB M | | | 5 5 | . , | ту | v | IA | Ld | |
| Longbowman | | 3 | 4 | . 3 | | | | 3 1 | | |
| Equipment: H May be <i>Vetera</i> | | | longb | ow.] | May | have | light | armo | ur (+1) | |
| VILLAGE LI | EVY M | ws | BS | S | Т | w | I | А | Ld | Pts |
| Levy | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 4 |
| Equipment: F Special Rules | | | shield | l | | | | | | |
| 0-1 WAGON | TABO | OR | | | | | | | | |
| ORGAN GUN Special Rules | | after 1 | 430AI |) | | | | | | |
| HANDGUNN | ERS M | ws | BS | S | Т | w | I | A | Ld | P |
| Handgunner | 4 | 2 | 3 | 3 | 3 | | 3 | | 7 | 1 |
| Equipment: H Special Rules | | | | | | | light | armo | ur (+1) | |
| SWISS | М | ws | BS | S | Т | w | I | А | Ld | Pts |
| Pikeman | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 10 |
| | Iand u | /eapon, | pike. | | rmo | | | | | |

IV/79. LATER SWISS (1400-1500AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% **INFANTRY:** At least 50%

| | CHARACTERS | | | | | | | | | | | | | | |
|----------|------------|----|----|---|---|---|---|---|----|-----|--|--|--|--|--|
| | | | | | | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts | | | | | |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 | | | | | |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 | | | | | |

Equipment: Hand weapon, shield, light armour

Special Rules: General is Army General and may be upgraded to Ld10 (+50). One sub-commander can be designated as Army Standard Bearer (+15) and one as Army General (+25) if no General is taken. May ride a horse (+8, M8).

| | | | C. | AVA | LRY | 7 | | | | |
|---------------|---------|--------|----------|-------|-------|--------|--------|--------|-------|-----|
| MOUNTED | CRO | SSBOV | WS | | | | | | | |
| | Μ | WS | | S | Т | W | Ι | Α | | Pts |
| Horseman | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 16 |
| Equipment: | Hand | weapor | n. light | cros | sbow | | | | | |
| May have lig | | | | | | | | | | |
| | | | | | | | | | | |
| LORRAINE | | | | G | T | *** | T | | | D |
| | M | WS | | S | Т | W 1 | 1 | A | Ld | Pts |
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 28 |
| Equipment: | Hand | weapor | n. heav | v arn | nour. | shield | d. laı | nce | | |
| May have clo | | - | | • | | | , | | | |
| May take ful | l plate | armou | (free) | - | U | | | | | |
| Up to half ma | | | | | ght a | rmour | , thr | usting | spear | (-3 |
| mounted/-2 d | - | - | | | - | | | C | . 1 | |
| Special Rule | | · 1 | | | | | | rank | bonus | if |
| mounted, On | | | 0 | | | nave | | | condo | |
| | | | | | | | | | | |
| - | | | | | | | | | | |
| | | | IN | FAN | TRY | 7 | | | | |

| PIKEMEN | м | ws | BS | s | Т | w | I | А | Ld | Pts |
|------------|---|----|-----|-------|------|------|---|---|----|-----|
| Pikeman | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 14 |
| Equipment: | | 1 | · · | y arm | our, | pike | | | | |

May have plate armour (+3)May be *Stubborn* (+2) Special Rules: Medieval Phalanx

0-1 LIGHT CANNON

| HANDGUNN | ERS | | | | | | | | | |
|------------|-----|---|----|----|---|---|---|---|----|----|
| | Μ | | -~ | ~~ | - | | - | | Ld | |
| Handgunner | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, handgun. May have light (+1) or heavy armour (+3) Special Rules: Skirmishers

| CROSSBOWM | EN | | | | | | | | | | |
|-------------|----|----|----|---|---|---|---|---|---|---|--|
| | | WS | -~ | ~ | - | | - | | | | |
| Crossbowman | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 | 6 | |

Equipment: Hand weapon, crossbow. May have light armour (+1). Special Rules: Skirmishers

| HALBERDI | ERS | | | | | | | | | |
|------------|-----|----|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Halberdier | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 13 |

Equipment: Hand weapon, heavy armour, halberd May have plate armour (+3) May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only before 1490AD

IV/80. HUSSITE (1419-1471AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% INFANTRY: At least 50% ALLIES: Up to 25%

| CHARACTERS | | | | | | | | | | | | | |
|------------|---|----|----|---|---|---|---|---|----|-----|--|--|--|
| | М | WS | BS | S | Т | W | I | A | Ld | Pts | | | |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 | | | |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 | | | |
| Ally-Gen. | 4 | 5 | 5 | | 4 | | 5 | 2 | 8 | 140 | | | |
| | | | | | | | | | | | | | |

Equipment: Hand weapon, shield, light armour **Special Rules:** General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| | | | C | AVA | LRY | 7 | | | | |
|---------------|---------------|----------|----------|-------|-------|--------|--------|-------|-------|----------|
| MOUNTED | CRO | SSBO | WS | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 16 |
| Equipment: | Hand | weapo | n light | cros | show | | | | | |
| May have lig | | | | | 5001 | • | | | | |
| Special Rule | | | · · | | | | | | | |
| Special Rule | 5. 5.0 | misner | 3 | | | | | | | |
| HUSSITE C | AVAI | LRY | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Mounted | 8 | 4 | 3 | | 3 | 1 | 3 | 1 | 7 | 28 |
| | | | | | | | | | | |
| Equipment: | | 1 | | | | shield | i, lar | ice | | |
| May have clo | oth (+2 |) or pla | ate (+3 |) bar | ding. | | | | | |
| May take ful | l plate | armou | r (free) | | | | | | | |
| Only after 14 | 22AD | : Upgra | ade to | Warh | orse | (+4) a | nd th | nen m | ay be | Veterans |
| (+2) | | 10 | | | | ` ' | | | 2 | |
| Special Rule | s: Fer | ocious | Charo | e and | l may | , have | a +1 | rank | honus | if |
| mounted, On | | | 0 | c and | ·uy | | | | conus | |
| mounted, On | iy alte | 1 1+20 | | | | | | | | |

INFANTRY

0-4 WAR WAGONS WITH MISSLE TROOPS OR 1-2 LIGHT GUNS

FLAILMEN AND HALBERDIERS Т Pts WS BS S W Ld Μ I A Trooper 4 4 3 3 3 1 4 1 7 9 Equipment: Hand weapon, light armour May have heavy armour (+2) and double handed weapon (+2) or halberd (+1). May be *Stubborn* (+2)

Only after 1422AD: May have Ld8 (+2) and then may be *Drilled* (+2) and *Veterans* (+2)

ALLIES

Only from 1421-1431AD: Polish Allies, IV/66 (can include Lithuanians)

IV/82. FRENCH ORDONNANCE (1445-1500AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | | | ÞG | a | m | | | | | |
| | М | WS | BS | S | Т | w | Ι | Α | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| | | | CA | VAL | LRY | | | | | | | |
|--------------------------------------|---|----|----|-----|------------|---|---|---|----|-----|--|--|
| ORDONNANCE GENDARMES AND COUSTLLIERS | | | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | | |
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 33 | | |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 14 | | |

Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3) barding. May be Veterans (+2) Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ORDONNANCE ARCHERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 20 |

Equipment: Hand weapon, bow. May have light (+2) or heavy (+3) armour Only after 1479AD: May have BS4 (+3) **Special Rules:** *Light Cavalry*

| MOUNTED | HAN | DGUN | INER | 5 | | | | | | |
|----------|-----|------|------|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Horseman | 8 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 22 |

Equipment: Hand weapon, handgun. May have light (+2) or heavy (+3) armour **Special Rules:** *Light Cavalry*

FEUDAL MEN-AT-ARMS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 31 |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 12 |

Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3). May be *Veterans* (+2) Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only before 1465AD

| SAVOYARD | MEN | -AT-A | RMS | | | | | | | |
|------------|-----|-------|-----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 31 |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 12 |
| | | | | | | | | | | |

Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only before 1465AD

GENETAIRES

| OLUBII | | | | | | | | | | |
|----------|---|----|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Horseman | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 18 |

Equipment: Hand weapon, bow.

May have light (+2) and *Feigned Flight* (+2) **Special Rules:** *Skirmishers*, Only in 1494AD

pectal reacts, skirmisticis, only in 119 mil

INFANTRY

| FRENCH PAF | RTISA | NME | N | | | | | | | |
|-------------|-------|-----|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Partisanman | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 10 |

Equipment: Hand weapon, heavy armour May have shield (+2), partial or full plate armour (+2/+3) and doublehanded weapon (+2). May *Veterans* (+2) **Special Rules:** Only until 1479AD

FOOT CROSSBOWMEN

| | | WS | | ~ | - | | - | | | |
|-------------|---|----|---|---|---|---|---|---|---|----|
| Crossbowman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, crossbow. May have light armour (+1). May have BS4 (+3) and then may have *Riding Horses* (+1) **Special Rules:** *Light Infantry*

FRANCS ARCHERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|--------|---|----|----|---|---|---|---|---|----|-----|
| Archer | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |

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

| GASCON CRO | SSBC | OWME. | N ANI |) SL | ING | ERS | | | | |
|-------------|------|-------|-------|------|-----|-----|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Crossbowman | 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 5 | 6 |

Equipment: Hand weapon, crossbow. May have light armour (+1). May have sling instead of crossbow (-3) **Special Rules:** *Skirmishers*

GASCON BIDETS OR BRETONS

| | | WS | | | | | | | | |
|------------|---|----|---|---|---|---|---|---|---|---|
| Skirmisher | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 5 |

Equipment: Hand weapon, shield Special Rules: *Skirmishers*

HANDGUNNERS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Handgunner | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, handgun. May have light armour (+1) **Special Rules:** *Skirmishers*

0-2 ORGAN GUNS

| FRENCH SP | EARN | ИEN | | | | | | | | |
|------------------------------------------------------------------------------------|--------------------------------|-----------------------------------------|------------------------|-----------------------|------------------------|--------|-------|--------|---------|------|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Spearman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 6 |
| Equipment: F May have shie May have Ld7 Special Rules | ld (+1 (+1) |) and li | ght (+ | 2) or | | y (+3) |) arm | our. | | |
| HALBERDIE | ERS A | | | | | | | | | |
| _ | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Trooper | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 8 |
| Equipment: F May have heav have <i>Medieval</i> Special Rules PIKEMEN | vy arn <i>Phala</i> | hour $(+2)$ | 2) and | pike | | | | erd (+ | -2) and | then |
| FIRENEN | М | WS | BS | S | Т | w | I | Α | Ld | Pts |
| Pikeman | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 13 |
| Equipment: F May have plat Special Rules SWISS SKIR | e armo : <i>Med</i> MISE | our (+2) ieval Pl |). May halanx | be S , Onl | <i>tubbe</i> y afte | orn (+ | 9AD | | Ld | Dta |
| Handgunner | Μ | | BS | S | Т | | Ι | Α | | Pts |
| Handgunner | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |
| Equipment: F May have ligh May have cros Special Rules | t (+1) sbow | or heav | y (+3) of ha |) arm ndgu | n (fre | · | | | | |
| SWISS HALI | BERD M | IERS WS | BS | S | Т | w | I | A | Ld | Pts |
| Halberdier | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 13 |
| Equipment: F May have plat May be <i>Stubbe</i> Special Rules WAR WAGO | e armo orn (+ : Only | our (+2) 2), <i>Dril</i> 7 from 1 |) lled (+ 1480-1 | 2) an 490 <i>A</i> | d <i>Vet</i> AD | | | | | |

Special Rules: Only from 1480-1482AD

ALLIES

Only before 1465AD: Milanese Allies, IV/61 Only rebels in 1469AD: Swiss Mercenary Allies, IV/79 Only after 1493AD: Italian Allies, IV/61

84. BURGUNDIAN ORDONNANCE (1471-1477AD)

CHARACTERS: Up to 25% CAVALRY: Up to 50% INFANTRY: At least 25% ALLIES: Up to 25%

| | | | CHAF | RACT | TERS | | | | | |
|-----------|---|----|------|------|------|---|---|---|----|-----|
| | | | | | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| General | 4 | 5 | 5 | 4 | 4 | 3 | 5 | 2 | 9 | 150 |
| Sub-Gen. | 4 | 5 | 5 | 4 | 3 | 2 | 5 | 2 | 8 | 85 |
| Ally-Gen. | 4 | 5 | 5 | 4 | 4 | 2 | 5 | 2 | 8 | 140 |

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

| | | | CA | VAI | LRY | | | | | |
|------------|-----|------|-----|-----|------------|---|---|---|----|-----|
| 0-1 HOUSEH | OLD | GEND | ARM | ES | | | | | | |
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 33 |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 14 |

Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3). May be Veterans (+2) Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

| ORDO | NNAN | ICE G | ENDA | RMES | 5 AN | D CO | DUST | LLI | ERS | | |
|------|------|-------|------|------|------|------|------|-----|-----|----|--|
| | | Μ | WS | BS | S | Т | W | Ι | Α | Ld | |
| | | | | | | | | | | | |

| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 31 |
|------------|---|---|---|---|---|---|---|---|---|----|
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 12 |
| | | | | | | | | | | |

Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3) barding. Dismounted - may take halberd or double-handed weapon (+2). May take

partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ITALIAN MEN-AT-ARMS

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 31 |
| Dismounted | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 7 | 12 |

Equipment: Hand weapon, heavy armour, shield, lance, warhorse May have cloth (+2) or plate (+3) barding. May have LD8 (+2) and then may be *Veterans* (+2)

Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) Up to half may downgrade to WS3, I3, no lance, horse (-6 mounted/-3

dismounted) placed in the rear ranks **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if

mounted, *Stubborn* if dismounted

MOUNTED CROSSBOWMEN

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 16 |

Equipment: Hand weapon, light crossbow. May have light (+2) or heavy (+3) armour **Special Rules:** *Skirmishers*

| FEUDAL MEN-AT-ARMS |
|--------------------|
|--------------------|

| - | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 26 |
| Dismounted | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 9 |

Equipment: Hand weapon, heavy armour, shield, lance

May have cloth (+2) or plate (+3) barding. Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted) **Special Rules:** *Ferocious Charge* and may have a +1 rank bonus if mounted

FEUDAL MOUNTED CROSSBOWMEN

| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts |
|----------|---|----|----|---|---|---|---|---|----|-----|
| Horseman | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 18 |

Equipment: Hand weapon, light crossbow. May have light (+2) or heavy (+3) armour **Special Rules:** *Skirmishers*

INFANTRY

| 0-1 HOUSEHOLD ARCHERS | | | | | | | | | | | | |
|-----------------------|---|----|----|---|---|---|---|---|----|-----|--|--|
| | Μ | WS | BS | S | Т | W | Ι | Α | Ld | Pts | | |
| Guard | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 11 | | |

Equipment: Hand weapon, bow. May have light armour (+1) May be *Veterans* (+2). May have *Riding Horses* (+1)

0-1 HOUSEHOLD INFANTRY

| -I HOUDEI | IOLD | TIATIN | | | | | | | | |
|-----------|------|--------|----|---|---|---|---|---|----|-----|
| | Μ | WS | BS | S | Т | W | Ι | А | Ld | Pts |
| Guard | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 11 |

Equipment: Hand weapon, heavy armour, halberd

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

May be Stubborn (+2), Drilled (+2) and Veterans (+2)

ORDONNANCE CROSSBOWMEN

| | | WS | | | | | | | | |
|-------------|---|----|---|---|---|---|---|---|---|----|
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 13 |

Equipment: Hand weapon, crossbow.

May have light armour (+2) and pavise (+2). May may have *Riding Horses* (+1)

ORDONNANCE FOOT ARCHERS

| | | WS | | | | | | | | |
|--------|---|----|---|---|---|---|---|---|---|----|
| Archer | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 8 | 11 |

Equipment: Hand weapon, bow. May have light armour (+1) May be *Veterans* (+2). May have *Riding Horses* (+1)

ORDONNANCE HANDGUNNERS

| | | WS | | | | | | | | |
|------------|---|----|---|---|---|---|---|---|---|----|
| Handgunner | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 10 |

Equipment: Hand weapon, handgun. May have light armour (+1) **Special Rules:** *Skirmishers*

ITALIAN FOOT CROSSBOWMEN

| TIALIANTOO | I CR | Obbb | , , , TATT | 21.4 | | | | | | |
|-------------|------|------|------------|------|---|---|---|---|---|----|
| | | WS | | ~ | - | | - | | | |
| Crossbowman | 4 | 3 | 4 | 3 | 3 | 1 | 3 | 1 | 7 | 13 |

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

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Pts

LOW COUNTY PIKEMEN

| | | WS | | | | | | | | |
|---------|---|----|---|---|---|---|---|---|---|---|
| Pikeman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 9 |

Equipment: Hand weapon, pike. May have light armour (+1) or heavy armour (+3). **Special Rules:** *Medieval Phalanx*

0-1 PETARDIERS

| | | WS | | | | | | | | |
|-----------|---|----|---|---|---|---|---|---|---|---|
| Petardier | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 8 |

Equipment: Hand weapon, petard Petard: Count as javelins, but no armour saves allowed. Special Rules: *Skirmishers*

ORGAN GUNS

ALLIES

English Yorkist Allies, IV/83

Battle of Lechfeld



Sources

The most important source is the monography of Gerhard Saint Ulrich of Augsburg, who denotes the series of actions from German point of view. Another source is the chronicler Widukind of Corvey giving us important details. The chronicle of Gesta Hungarorum written by Simon Kézai, provides insight from the Hungarian side however this chronicle was written around 1283.

Historical Context

Many decades of Hungarian raiding had highlighted the inability of the later Carolingian kings of Germany to demonstrate that they were kings in more than name.

Backround

After having put down a rebellion by his sons, The German King set out to Saxony, his duchy. Upon arriving in Madgeburg he received reports of the Hungarian invasion. The Hungarians had already invaded once before during the course of the rebellion¹. This was right after he had put down a revolt in Franconia. There were some stirrings of unrest among the Polabian Slavs on the lower Elbe, so Otto had to leave most of his Saxons at home. In addition to this, Saxony was distant from Augsburg and it's environs, and would have cost a lot of time in awaiting their arrival². The battle took place six weeks after the first report reached the ears of Otto, and Delbrück asserts that they could not have possibly made the march in time³. The King ordered his troops to concentrate on the Danube, in the vicinity of Neuburg and Ingolstadt. He did this in order to, asserts Delbrück, to march on the Hungarian line of communications and catch them in their rear while they

were raiding in this vicinity. As that particular vicinity is to the Northeast of Augsburg. In addition to this it was a central point of concentration for all the contingents that were assembling. Logistically therefore, this locality was the best location upon which to make the final descent upon the Hungarians⁴.

There were however, other troops that the King placed that were planned to have an outcome on the course of the battle. On previous occasions, in 932 and 954 for example, their had been Hungarian incursions which had invaded the Germanic lands to the South of the Danube, and then retreated back to their native country via Lorraine, to the West Frankish Kingdom and finally, through Italy. That is to say, a wide sweeping U turn that initially started westward, then progressed to the south, and then finally to the east back to their homeland; and thusly escaping retribution for their crimes in Germany. The King was aware of the escape of these Hungarians on the above mentioned occasions, and was determined to trap them. He therefore ordered his brother, the Archbishop Bruno, to keep the Knights of Lorraine in Lorraine⁵. He did this with the fear that the Hungarians would follow their plan of retreat on the previous occasions. However, with a powerful enough force of knights pressing them in the front from the west, and a powerful force of Knights chasing them from the East, the Hungarians would be unable to escape 6 .

The Bishop of Ulrich defended Augsburg, a border city of Swabia, with a contingent of soldiers. Motivating them with the psalm "Yea, though I walk through the valley of the shadow of death" etc...⁷. While this defense was going on, the King was raising an army to march south with⁸.

There is no reliable source on the size of the armies and the numbers are still disputed. The mostly accepted view is that Otto called up about 8,000 men.⁹ The eight 1,000strong *legiones* (divisions) included three from Bavaria, two from Swabia, one from Franconia and one from Bohemia under Prince Boleslav I. The eighth division, commanded by Otto and slightly larger than the others, included Saxons, Thuringians and the king's personal guard. The kings contingent probibly included seasoned Knights of Frankish origin.

According to chronicles, the Hungarian army amounted to 25-50,000 men, but a more realistic figure is 10-25,000 men.

Gerhard Saint Ulrich of Augsburg writes that the Hungarian forces advanced to the Iller river and placed Augsburg under siege. The fort was defended by bishop Ulrich. Most probably the fiercest battle took place on August 8 at the eastern gate, when the Hungarians tried to invade the fort in large numbers. The bishop's men defended bravely and killed the leader of the attack, forcing the Hungarians to withdraw. The next day the Hungarians launched a wider general attack. During the battle Berchtold of Risinesburg arrived, which heralded the approach of the German army. At the end of the day, the siege was suspended, and the Hungarians prepared for the next day's battle. Count Dietpald led soldiers to Otto's camp during the night.

The Hungarians were besieging Augsburg prior to the battle of Lechfeld itself. At this time, Augusburg was not quite touching the left bank of the river, upon which it was basically situated. When they received news of the impending German advance, the Hungarians crossed the and river to face the Imperial advance.

Battle at Lechfeld

The order of march of the German army was as follows; The Three Bavarian contingents, The Franks contingent under Duke Konrad, The Fifth was the royal unit (The Center), The sixth and seventh contingents were Swabians, and the eighth of Bohemians. ¹². The Bavarians were placed at the head of column, according to Delbrück, because they were marching through Bavarian territory and they therefore knew the territory best¹³. All of these were mounted ¹⁴.

According to the chronicler Widukind of Corvey, Otto "pitched his camp in the territory of the city of Augsburg and joined there the forces of Henry I, Duke of Bavaria, who was himself lying mortally ill nearby, and by duke Conrad with a large following of Franconian knights. Conrad's unexpected arrival encouraged the warriors so much that they wished to attack the enemy immediately."¹⁵.

The arrival of Conrad, the exiled duke of Lotharingia (Lorraine) and Otto's son-in-law, was particularly heartening because he had recently thrown in his lot with the Magyars, but now returned to fight under Otto; in the ensuing battle he lost his life. A legion of Swabians were commanded by duke Burchard, who had married Hedwig, the daughter of Henry, the brother of Otto. Also among those fighting under Otto was Boleslav of Bohemia. About 3,000 Saxons, including the Von Hoehne family of Hoehne, Saxony, were commanded by Otto himself.^{citation} needed

The Hungarians crossed the river and immediately attacked the Bohemians, then later the Schwabish legions, but retreated after a short fight. As Otto received word of the attack, he ordered Conrad to recover the baggage train, and Conrad succeeded in doing so. Conrad then returned to the main forces. For Otto it became evident that this was the time to attack the Hungarians, and he did not hesitate. Despite a volley of arrows from the Hungarians, Otto's army smashed into the Hungarian line, and began to sweep over it.

The Germans were able to fight hand-to-hand with the Hungarians, giving the traditionally nomad warriors no room to use their favorite shoot-and-run tactics. Bulcsú feigned a retreat with part of his force, in an attempt to lure Otto's men into breaking their line in pursuit, but to no avail. The German line maintained formation and routed the Magyars from the field. The German forces maintained discipline and methodically pursued the Magyars for the next couple of days, rather than dispersing jubilantly, as German forces had been known to do in the past. "Some of the enemy sought refuge in nearby villages, their horses being worn out; these were surrounded and burnt to death within the walls."^{citation needed} The captured Magyars were either executed, or sent back to their ruling prince,

Taksony, missing their ears and noses. On their return, the Hungarian dukes Lél, Bulcsú and Sur, who were not Árpáds, were executed. Duke Conrad was also killed, after he opened his vest in the summer heat and one arrow struck his throat. "Never was so bloody a victory gained over so savage a people," was Widukind's conclusion.

Tactical details

Otto deployed his divisions in a single line, without reserves. From right to left the line was held by Duke Conrad's Franconians, three Bavarian divisions, Otto's division and two Swabian divisions. The Bohemian division defended the camp. The Hungarians mounted a rapid frontal attack in a typical horse archer swarm, raining arrows among the German knights, but this was only a feint. The main attack circled behind Otto's host and struck the camp, routing Boleslav's knights. The Hungarian flanking force then attacked the two Swabian divisions from the rear while their compatriots attacked in front.

The Swabians were disordered by the double attack, but they did not panic. Instead, they fell back fighting toward the king's division. Otto ordered Conrad to pull his division out from the extreme right and bring it behind the German line to help the Swabians on the enveloped left flank. Conrad brilliantly executed the difficult maneuver and his knights charged the Hungarian flanking force. Pinned between Conrad and the Swabians, these horsemen were cut to pieces. Meanwhile, Otto and the Bavarians had been successfully holding off the enemy frontal attack. Once Conrad disposed of the flanking force, Otto led a general advance. Conrad was killed by an arrow.

Seeing the day going against them, the Hungarians bolted for their camp, fleeing across the river. Many were caught right in the shallow river bed made up of banks of pebbles and killed as they urged their tired horses up the steep and slippery west bank of the Lech. After the Germans stormed and plundered the Hungarian camp, the raiders set out for Hungary. They had to swing a long detour south and east, during which a number of the smaller war parties were overtaken and slaughtered by the enraged local people.

Aftermath

On the field of battle the German lords raised Otto on their shields in the Germanic manner and proclaimed him Emperor. A few years later, on the strength of this, Otto went to Rome and had himself crowned Holy Roman Emperor by Pope John XII.

The King spent the night after the battle in Augsburg¹⁷. The king specifically issued the order that all river crossings were to be held¹⁸. This was done so that, as many of the Hungarians, and specifically their leaders, as possible could be captured and killed. This strategy was successful, as the Duke Henry of Bavaria captured a number of their leaders and killed them¹⁹.

It is disputed how this had affected Hungarian statehood. What is certain is that it was not a crushing defeat, as Otto was not able to chase the army and extend the battle to Hungarian lands. After the defeat Hungarians reached the the Warhammer Historical Wareamesloeo are trademarks of Games Workshop. Ltd

end of the almost 100-year era, when they were seen as the dominating military force in Europe. 20

It is beyond doubt, though, that after 955 the Hungarians completely ceased all campaigns westwards. On the other side, Otto did not launch any military campaigns against the Hungarians either.

Source: http://en.wikipedia.org/wiki/Battle of Lechfeld

ARMY LIST SAMPLES

PAINTED MINIATURES



Pictures by dmoto





BATTLE REPORT

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SPECIAL THANKS

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