

WARMASTER[®]

MEDIEVAL ARMIES



WARHAMMER[™]
• HISTORICAL •

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The vanguard of a Saracen army musters for battle.



A Crusader army advances towards the Holy Land.

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FOREWORD

Living in Canterbury as a young child meant that we would often visit Dover and its castle. It was here that I first saw the most wonderful collection of model soldiers on display, a huge diorama of the Battle of Waterloo that I believe is now on display in the Royal Armouries at Leeds. It was this splendid model that sparked my interest in visiting the local library, where I would spend countless hours gathering information on a hobby known simply as 'wargaming'. As a result of these visits, I discovered a world of books by authors such as Donald Featherstone, Brigadier Peter Young and Charles Grant. These wonderful and inspiring writers would keep me entranced for hours on end. My weekly pocket money was spent on numerous boxes of Airfix 1/72 plastic soldiers, which would end up being excitedly painted with Humbrol paints. My poor mum and dad despaired of me as I grew through my teenage years still obsessed with games and model soldiers. My good old granddad assured them that this was just a phase that I would eventually grow out of. Alas, as I grew older my hobby grew too! Now here I am struggling to write the introduction to a book intended to help and encourage others to play games using – yes, you guessed it – model soldiers.

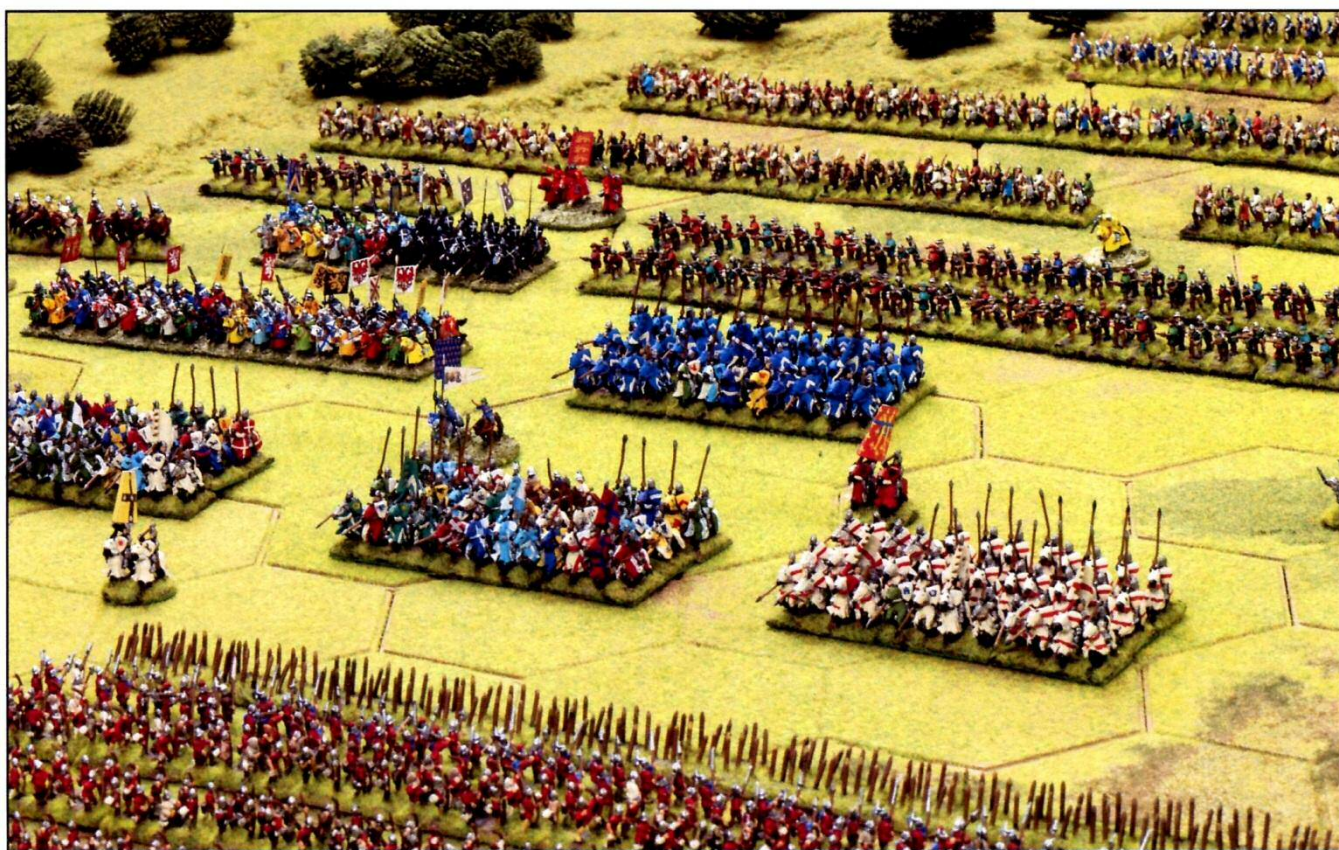
This book allows players who already own a copy of the Warmaster Ancients game to fight battles with medieval armies. You will find rules for using gunpowder weapons, stakes and the medieval knight and much more besides. There are also 30 new army lists – some of which cover several different though related armies. Each army has

been associated with a battle – although I must point out that in most cases the army list is representative of a broader force and not just with the battle cited. If you wish to know more about the battles mentioned, simply typing the name of the battle into any internet search engine should provide you with a wealth of information to get you started. After the army lists there is a new and substantial section of rules for fighting sieges. The remains of medieval castles abound throughout Europe and will be familiar to many readers. I have spent countless hours visiting these historic buildings over the years and often tried to imagine what it must have been like to have been one of the besieged in those perilous times.

I would like to thank you to those who have helped me to make this publication a reality: Ray McGarry, Keith Warren, Mark Adda, Blake Radetsky, Murray Palmer, Paul Kerrison and Alex Elliott. I would like to make a special mention for Grant Thomas who was originally just a name from Rick's database but has over the last year become a good friend (wargaming is a funny hobby after all!). So Grant, thank you very much! Now have I forgotten anyone? Ah yes! Thanks to Rick Priestley for his help, advice and encouragement as well as for creating a game which I and others have enjoyed and hope to continue to enjoy for many years to come.

This book is dedicated to my beautiful wife Claire and my children: Marcus, David and Charlie.

Ken South



THE ARMY LISTS

Warmaster Medieval Armies adds 30 new armies to the Warmaster Ancients game. The format follows that used for the first supplement, *Warmaster Ancient Armies*, and is therefore slightly different to the original presentational style in *Warmaster Ancients* itself. However, all armies from Warmaster Ancients, Warmaster Ancient Armies, and now Warmaster Medieval Armies are compatible and can be played against each other should you so wish.

From hereon the following abbreviations are used in order to save space: Warmaster Ancients (WA), Warmaster Ancient Armies (WAA), and Warmaster Medieval Armies (WMA).

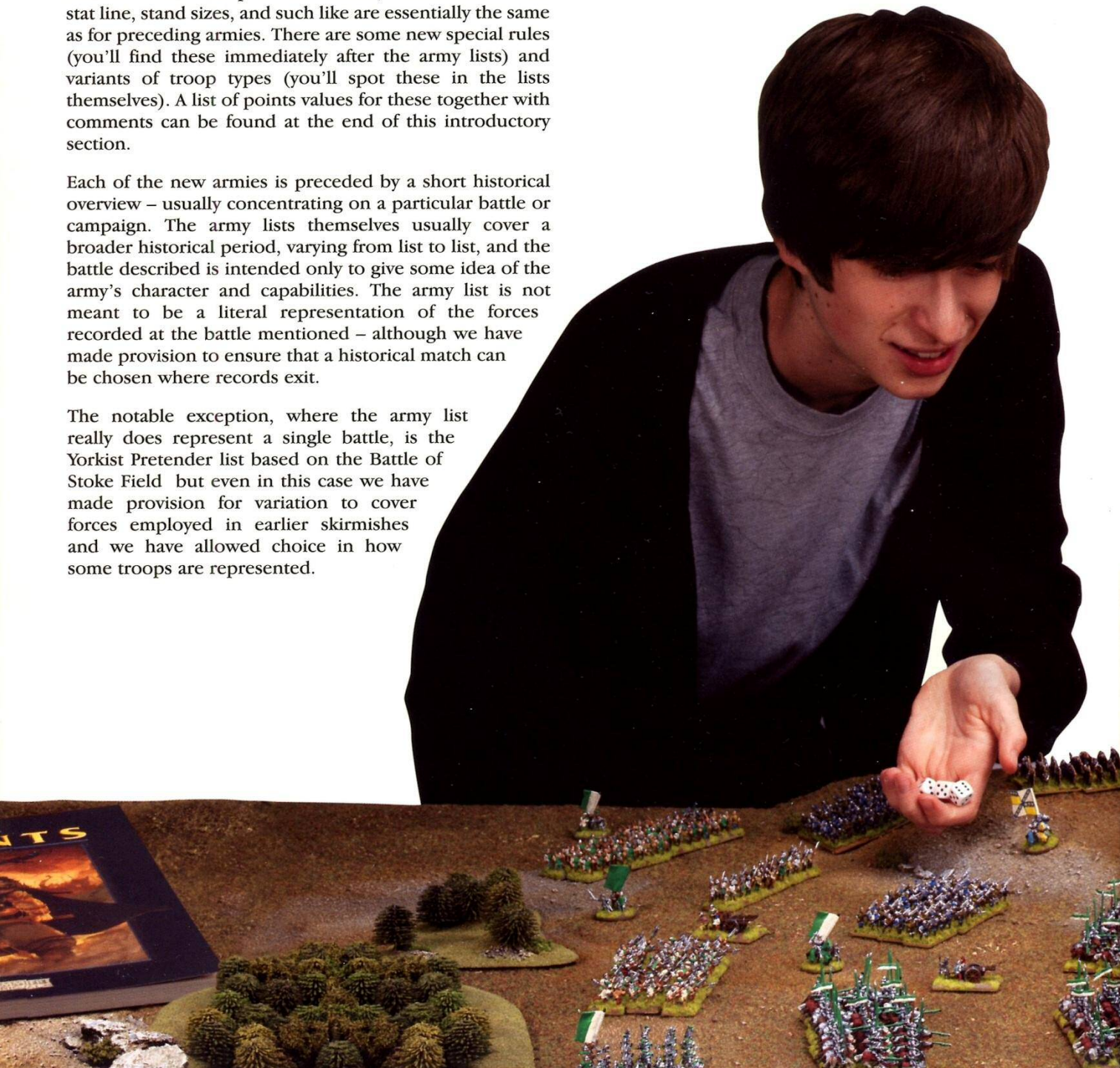
Details of how to pick the armies, definitions of the stat line, stand sizes, and such like are essentially the same as for preceding armies. There are some new special rules (you'll find these immediately after the army lists) and variants of troop types (you'll spot these in the lists themselves). A list of points values for these together with comments can be found at the end of this introductory section.

Each of the new armies is preceded by a short historical overview – usually concentrating on a particular battle or campaign. The army lists themselves usually cover a broader historical period, varying from list to list, and the battle described is intended only to give some idea of the army's character and capabilities. The army list is not meant to be a literal representation of the forces recorded at the battle mentioned – although we have made provision to ensure that a historical match can be chosen where records exit.

The notable exception, where the army list really does represent a single battle, is the Yorkist Pretender list based on the Battle of Stoke Field but even in this case we have made provision for variation to cover forces employed in earlier skirmishes and we have allowed choice in how some troops are represented.

CHOOSING OPTIONS

Most of the army lists have options to upgrade individual units to various kinds of elites or guards, or to re-define units as skirmishers in some cases. There are also options to give some troops prepared defences in the form of stakes, or mobile ones in the form of pavisse. Some troops have options to change weapons. All armies have options for General or other Commander upgrades. All of these options, and a few more besides, are listed underneath the main army list in the section under the heading 'Options'. The availability of options is explained in the accompanying notes for each list and will be familiar to anyone who owns Warmaster Ancient Armies.



POINTS VALUES

The following new points value modifiers have been applied to the armies in this book to represent new special rules or unit types.

Combined Arms	Free
Crossbows	+5 pts
Handguns	+5 pts
Knights	Free
Longbows	+5 pts
Mounted Infantry	+10 pts
Pavisse	+5 pts
Schiltron	+5 pts
Stakes	+5 pts
Arquebus (Handgun variant)	+10 pts
Cannons	50 pts
Heavy Cannons	75 pts
Organ Gun	50 pts
War Wagons	60 pts

The following adjustments to troop types also involve points value changes – these are explained here for the sake of transparency.

Infantry and cavalry with a 4+ armour save have not always been treated as 'slow' (as they are in the Warmaster Ancient lists). This takes into account improvements in armour technology and widespread use, and was felt to better represent the armies in question. Removal of the Slow rule from these units has been costed at +10 points.

Camels appear in the Ottoman list as tethered animals for infantry – this is a variant of the usual Camel rule and has been costed at +5 points.

More skirmishing troops have 30cm range in medieval armies – notably Crossbowmen. The extension from 15cm to 30cm has been costed at +5 points for foot skirmishers and +10 points for mounted light cavalry types that would otherwise have a range of 15cm.

Additional Attacks and Hits are generally costed at +10 points each – as is usual for Guard and Elite troops. Such troops are inevitably limited in availability and taking them will restrict the choice of other troops but they do represent good value where available.

Toby Green and Rick Priestley enjoy a game of Warmaster Medieval inspired by The Battle of Bosworth.



THE ALMORAVID MOORS

The Almoravids were an Islamic Berber dynasty that ruled over an area of north-west Africa roughly equivalent to what is today Morocco, the Western Sahara and Mauritania. The empire grew both southwards and northwards during the mid-11th Century under the leadership of the powerful and ambitious Yusuf ibn Tashfin. The great city of Marrakesh was founded in 1062.

In 1075 the Almoravids fought and partially conquered the powerful Ghana Empire which lay southwards of the Almoravid heartlands. As a result increasing numbers of Africans were subsumed into the growing Almoravid state. Where the armies of the Almoravids conquered Islam inevitably followed.

In 1086 the Muslim princes of Al Andalus appealed to Yusuf ibn Tashfin to help them resist the growing power of Alfonso VI – the King of Leon and Castille. When the Almoravid force arrived, all of Christian Spain was immediately threatened and opposing forces rapidly gathered for battle. As Yusuf ibn Tashfin made his way through Al Andalus, his army swelled in number as local leaders flocked to his banners.

THE BATTLE OF SAGRAJAS, 1086

The two armies met at the Battle of Sagrajas or az-Zallaquah. The Almoravid army attacked in three hosts. The fighting was so savage that the battle was subsequently called 'the Battle of the slippery slope': it being scarcely possible to stand upon the blood-soaked ground. The Christian army found itself surrounded and panicked, leading to wholesale slaughter in which it was almost annihilated. Only King Alfonso and a handful of knights managed to escape with their lives. Luckily for the Spanish, Yusuf ibn Tashfin was forced to return to Africa, and as a result he was unable to press an advantage won at the cost of so many lives.

In 1090 Yusuf returned again to Spain and waged a four year war against the Muslim princes of Al Andalus. With his victories against his fellow Muslims, he added southern Spain to the Almoravid empire. Valencia fell to Yusuf, but otherwise the Christian kingdom of Spain remained intact. After the great and aged leader died, the Almoravids began to decline. Internal strife weakened the kingdom and created the rival Almohad dynasty in North Africa. The Aragonese, Castilians and Portuguese pressed upon their territory in Spain. In 1147 Marrakech fell to the Almohads, effectively ending the power of the Almoravids.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Hasham Guard Cavalry	Cavalry	3	-	3	5+	-	3	-/1	80	-
Camel Riders	Cavalry	1	15	3	6+	-	3	-/1	60	*1, 2
Jinetes	Cavalry	2	15	3	6+	-	3	-/4	60	*1
Black Guard	Infantry	4	-	3	6+	-	3	1/2	55	-
Almoravid Spearmen	Infantry	3	-	3	6+	-	3	4/-	45	*3
Almoravid Archers	Infantry	2	30	3	-	-	3	-/Spearmen	40	*3
Skirmishers	Infantry	1	15	3	-	-	3	-/-	30	*1
Caliph	General	+2	-	-	-	8	1	1	100	-
Sayyid	Leader	+1	-	-	-	8	1	-/1	80	-
Iman	Subordinate	+1	-	-	-	7	1	-/-	30	-

OPTIONS

The following options are available to the army of the Almoravid Moors. See the accompanying descriptions for details.

Hasham Guard Cavalry	Cavalry	3	-	3	5+	-	3	Any	+30	*4
Yusuf ibn Tashfin	General	+2	-	-	-	9	1	-/1	+25	-

SPECIAL RULES

*1 Skirmish; *2 Camels; *3 Combined Arms; *4 Shock.

Hasham Guard Cavalry. Although the Almoravids were an infantry based army, the commanders soon realised the importance of cavalry. The Caliph Yusuf Ibn Tashfin included 200 mounted Black Guards during his invasion of Spain and this could be how the Hasham originated. Armed with javelins and carrying shields, the Hasham's main employment was as mounted guards to the army's leaders. The Hasham Guard Cavalry can be upgraded to 'shock' cavalry at the points cost shown. This takes account of their overall abilities against the Spanish knights.

Camel Riders. It is unlikely that camels were employed in any significant battlefield role outside of Africa, but we have included them as a speculative option and for those who wish to employ the army in an African context.

Jinetes. These are light cavalry armed with javelins. During the Moorish invasion they would have been Berbers. They quickly gained a reputation for ferocity, inspiring the Spanish to develop the type which would become a feature of Spanish armies throughout the Middle Ages and Renaissance.

Black Guard. The Black Guard are elite warriors whose task is to protect the Caliph. They carried a spear and hide-covered shield. There is some debate whether their name is a reference to the colour of their uniforms or their skin. Whatever the case, at the Battle of Sagradas the Black Guard's charge dealt the decisive blow against Alfonso.

Almoravid Spearmen. The Berber Spearmen who make up the main arm of this force are well trained and highly disciplined. They fight in close formation assisted by foot archers mixed into their rear ranks. Almoravid Spearmen and Archers can form a combined arms formation with spears to the front and Archers behind.

Almoravid Archers. Berber Spearmen are backed up by bodies of Archers within their ranks. This mixed formation was used to great effect against the Spanish knights and their allies. The Almoravid Archers are limited to the number of Spearmen in the army – the army cannot have more units of Archers than it has Spearmen – this is to represent the mixture of troops used by the Berbers.

Skirmishers. These represent the largely untrained and less well-equipped tribal infantry that accompanied the invaders from Africa. Usually armed with javelins, these troops were used to harass the enemy before running for cover behind the main infantry. The category also includes better equipped archers from the main Almoravid forces fighting as skirmishers.

Yusuf Ibn Tashfin. As a great leader and tactician, his victory over King Alfonso at Sagradas, where he defeated a numerically superior force, demonstrated this brilliantly as did his conquest and uniting of the Muslim kingdoms. If you upgrade your General to 'The Emir of the Faithful', his Command value is increased to 9.



THE ARMY OF EL CID

Rodrigo Diaz de Vivar was born into a minor noble family of Castille. He attended the court of King Ferdinand I and after the King's death, he remained in the service of his son King Sancho II of Castille. Sancho had ambitions to extend his kingdom at the expense of his own brothers, each of whom ruled over a portion of Ferdinand's former possessions. Rodrigo Diaz was instrumental in helping Sancho achieve his aims, helping him to defeat his rival siblings and sending one of them, Alfonso, King of Leon, into exile. Sancho was killed under suspicious circumstances in 1072 and Rodrigo found himself in the service of the new King – Sancho's brother Alfonso.

With the accession of Alfonso, Rodrigo was out of favour. The power and influence he had enjoyed under Sancho ebbed away. Rivals and enemies now held the King's favour and Rodrigo was stripped of his position as royal standard bearer. Following Rodrigo's unauthorised campaign against the Moorish kingdom of Granada, Alfonso banished him from the kingdom. By 1081 Rodrigo Diaz was a mercenary. He travelled across Spain and eventually found service in the court of Moorish king Yūsaf al-Mutamīn.

In 1087 after the disastrous defeat of Alfonso's army by the Almoravids at the Battle of Sagrajas, Rodrigo was recalled to save Christian Spain. With a combined Christian and Moorish army the Cid, as he had become known, forced back the invaders and when the city of Valencia finally fell to Rodrigo, he took it for his own.

THE BATTLE OF CUARTE, 1094

When the Almoravid army invested Valencia they were met and defeated by the Cid in what appears to have been a cleverly coordinated two-pronged attack. This battle is known as the Battle of Cuarte and took place just beyond Valencia. The Cid's main force struck from the city's gates, enabling a carefully hidden second force to attack the enemy's vulnerable flank. This was the first time the Muslim invaders had ever been defeated. With this historic victory over the Almoravids, Rodrigo established his own kingdom in Valencia, ruled by the Cid in the name of Alfonso. Rodrigo died in 1099 and by then the kingdom that the Cid had founded was home to both Muslim and Christians.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Knights	Cavalry	3	-	3	5+	-	3	2/4	110	*1
Andalusian Nobles	Cavalry	3	-	3	6+	-	3	1/2	100	*2
Andalusian Jinetes	Cavalry	2	15	3	6+	-	3	2/4	60	*3
Andalusian Infantry	Infantry	2	15	3	-	-	3	-/-	40	*3
Infantry	Infantry	3	-	3	6+	-	3	-/-	45	-
Archers	Infantry	2	30	3	-	-	3	-/2	40	-
Guard Spearmen	Infantry	3	-	3	5+	-	3	-/-	60	-
General	General	+2	-	-	-	9	1	1	125	-
Lord	Leader	+1	-	-	-	8	1	-/2	80	-
Andalusian Lord	Subordinate	+1	-	-	-	8	1	-/1	40	-

OPTIONS

The following options are available to the army of El Cid. See the accompanying descriptions for details.

Skirmishers	Infantry	1	15	3	-	-	3	Any	-10	*3
El Cid	General	+2	-	-	-	9	-	-/1	+25	*4

SPECIAL RULES

*1 Knights; *2 Shock; *3 Skirmish; *4 Terror

Knights. Spanish knights were generally well armed and trained. They are armed with a thrusting spear or lance and protected by chain mail armour and shield. Shields carried by Christian Knights often bore a religious design such as a cross.

Infantry. Spanish infantry wearing light armour and carrying a shield often of the kite design. They are armed with spear and sword.

Archers. These troops are armed with either simple crossbows or the short bow. Andalusian archers often fought in loose formation ahead of the main formation of the army or were placed on the flanks to protect the knights.

Guard Spearmen. These are men-at-arms who might otherwise have fought mounted as Knights or nobles, but in this case we represent them as Guard spearmen on foot. They would often take up position to strengthen the Spanish infantry.

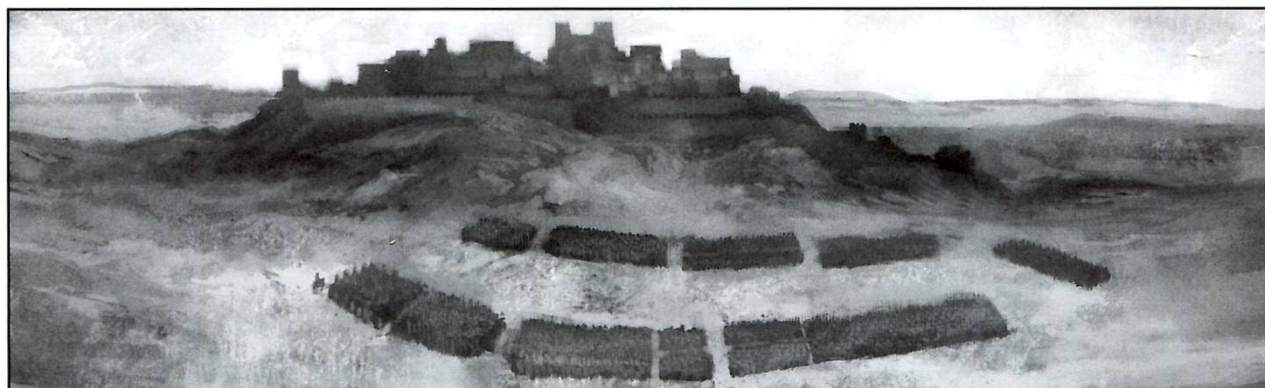
Andalusian Nobles. These represent those of the nobility of Al Andalus who fought alongside Rodrigo. They are well equipped much like their Christian counterparts but are likely to be less heavily armoured.

Andalusian Jinetes. These are cavalry armed with bows and throwing spears. They were expert loose order cavalry and would often be used for flank attacks against the enemy.

Andalusian Infantry. These troops are probably the least trained of those at the Cid's disposal. Often used to defend the baggage train or to be held back in reserve, these troops carried javelins and thrusting spears and a small shield.

Skirmishers. These are Bowmen and Crossbowmen fighting in loose formation as Skirmishers. Any Archers can be regraded as Skirmishers with the stats and costs reduction shown.

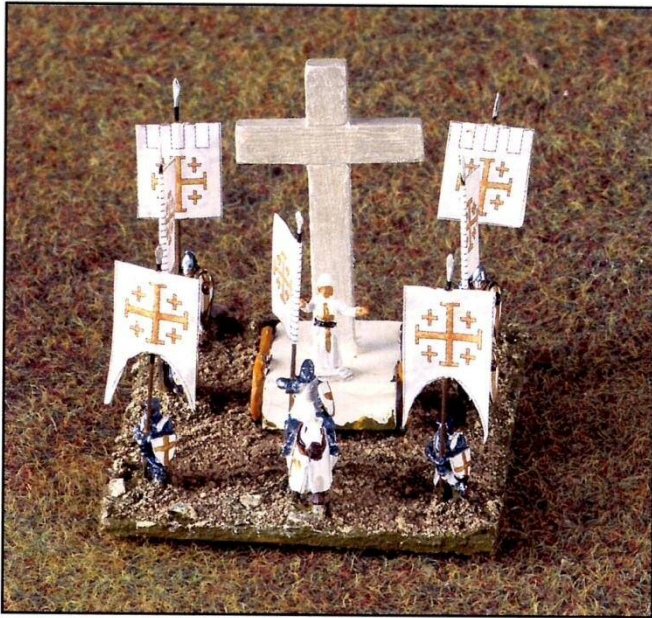
El Cid. If the General is El Cid, then any unit he joins becomes 'terrifying'.



THE KINGDOM OF JERUSALEM

In 1095 Pope Urban II met with an embassy from the Emperor Alexius I. The Byzantines had come to plead for assistance against the Seljuk Turks who had overrun much of the Byzantine Empire following the disastrous Battle of Manzikert in 1082.

The Pope's response took the form of a sermon at the Council of Clermont where he called for all Frenchmen to pledge their swords to the service of God. The assembly of nobles, religious leaders and commoners simply replied "Dieu le veut" – God wills it! From all over Europe, noblemen and their followers headed for the Holy Land with its promise of land, riches and salvation. The original intent of driving the Turks from Byzantine territory was forgotten in the general enthusiasm for a religious war.



After four years of conflict, the Crusaders stormed and took the holy city of Jerusalem, slaughtering its inhabitants in the process. Following this victory, they would establish a number of Latin states in the east including the Kingdom of Jerusalem itself. Pope Urban II died before the news of Jerusalem's capture reached Rome. The Kingdom of Jerusalem was regarded being especially important as the centre of the Christian world and the foremost of the Christian states established in the east.

THE BATTLE OF ASCALON, 1099

The Battle of Ascalon was precipitated when an Egyptian Fatimid army led by al-Afdal marched into Palestine to confront the Crusaders. It was a large mixed army including Seljuks, Persians and Kurds, as well as Arabs, all supported by a powerful fleet. The Crusaders marched from Jerusalem and appear to have discovered the Fatimid army at camp in the broad valley outside the city of Ascalon. The Crusaders attacked before the Egyptians were fully aware of their enemy – possibly this is why the Fatimid cavalry played little part in the following battle. After the initial exchange of missiles, both sides met in hand-to-hand combat and the Egyptians appear to have broken and fled. An early opportunity for victory was lost when the Crusaders' flank was turned – but the day was saved by Godfrey of Bouillon who led his reserves to counter the threat. The Arabs routed back to the city of Ascalon leaving thousands dead.

The Kingdom of Jerusalem at its height occupied the territory of modern Israel whilst other Outremer (literally 'overseas') states included much of the Syrian and Lebanese coasts plus the County of Edessa which stretched inland to the Euphrates and the borders of Armenia. These states included many Moslem as well as Christian subjects and the Europeans who settled there absorbed much of the culture and habits of the surrounding peoples. Despite their relatively small numbers, the Crusaders found themselves engaged in periodic wars against their neighbours.

Following the fall of Damascus in the mid-12th Century, the Crusaders made an alliance with the Byzantines who sent troops to aid the Kingdom against Nur-ad-din, the ruler of Syria. With Byzantine help, Baldwin and his brother and successor Amalric led Crusader armies southwards, but the opportunity to capture Egypt fell victim to the inability of the Byzantines and Crusaders to fully co-operate. Egypt was left to Saladin whose influence was soon to spread northwards to Syria and whose power was to grow at the expense of the Kingdom of Jerusalem.

In 1187 Saladin had captured Jerusalem after which many Europeans either fled or were enslaved by their conquerors. The fall of Jerusalem led directly to the Third Crusade and the subsequent recovery of much Outremer territory – but not of the city itself. Although Jerusalem was recovered by treaty in 1229 during the Sixth Crusade, its power had been broken – it was subsequently besieged, recaptured and razed in 1244, leaving the city in ruins.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Crusader Knights	Cavalry	3	-	3	5+	-	3	1/3	110	*1
Knights Templar	Cavalry	4	-	4	5+	-	3	-/1	130	*1
Sergeants	Cavalry	3	-	3	6+	-	3	1/2	70	-
Turkomen	Cavalry	1	30	3	-	-	3	-/2	60	*2
Crossbowmen	Infantry	2	30	3	6+	-	3	2/4	55	*3
Infantry	Infantry	3	-	3	5+	-	3	2/4	60	-
Pilgrims	Infantry	2	-	3	-	-	3	-/4	25	-
Lord	General	+2	-	-	-	9	1	1	125	-
Noble	Leader	+1	-	-	-	8	1	-/2	80	-
Baron	Subordinate	+1	-	-	-	7	1	-/1	30	-

OPTIONS

The following options are available to the army of the Kingdom of Jerusalem. See the accompanying descriptions for details.

Crusaders on Foot	Infantry	3	-	3	4+	-	3	Any	-35	*4
Templars on Foot	Infantry	4	-	4	4+	-	3	Any	-35	*4
Sergeants	Cavalry	3	-	3	6+	-	3	Any	+30	*5
True Cross	General	-	-	-	-	9	-	-/1	+25	*6

SPECIAL RULES

*1 Knights; *2 Skirmish; *3 Crossbow; *4 Slow; *5 Shock; *6 True Cross (see description)

Crusader Knights. These are the lords and retainers who came from all over Christendom to fight for the Holy Land. These Knights fight for the Cross in return for domains in the newly found Christian kingdoms.

Knights Templar. This category represents the various military orders of which the Templars are probably the most well known. Man-for-man they were more than a match for their enemies. Eighty Templars took part in the defeat of Saladin and some 30,000 men at the Battle of Montgisard in 1177. The Templars were formed in 1118 to protect the ever-increasing numbers of European pilgrims making their way to the Holy Land. Military Orders often fought under the command of their own masters who would in turn be responsible to the Grandmaster.

Sergeants. These are the poorer and hence more lightly equipped of the European soldiers who made their way across Europe in search of Christ and perhaps new hope. These mounted troops would usually form part of a lord's retinue and would in battle support their lord and his knights. Any units of Sergeants can be upgraded to 'shock' cavalry for +30 pts per unit. This reflects their role as close fighting cavalry where lighter local horsemen are available to fulfil the role of light cavalry.

Turkomen. Also called Turkopole, these are native light horsemen who fought for European masters. They are bow armed cavalry, fast and trained to fight from a distance.

Crossbowmen. Many infantry fielded by the Crusaders were armed with the crossbow. These troops provide the army with missile support to the spear armed infantry.

Infantry. These troops carry a large shield and are armed with thrusting spear. They would usually operate behind the cavalry.

Pilgrims. These accompanied the troops to the Holy Land. They might gather around the remains of the True Cross which was said to have been discovered in Jerusalem and installed in a larger golden cross.

Crusaders on foot. Any units of Crusader Knights can instead be fielded as infantry at a cost reduction of -35 points and stats as shown (ie, 75 pts per unit).

Templars on Foot. Any units of Templar Knights can instead be fielded as infantry at a cost reduction of -35 points and stats as shown (ie, 95 pts per unit).

True Cross. The General can be upgraded by adding the True Cross to the army. It is not strictly necessary to add a model cross to the General's stand but we'd suggest accompanying the General model with a separate stand of figures carrying the True Cross in a suitably devout fashion. This large golden cross was said to contain the wood from the cross on which Christ was crucified, and was the most sacred relic in the whole Kingdom. If the army includes the True Cross, the player may re-roll any failed attacks from any one unit in a single round of combat during the game. Bear in mind this only works once in the whole game – so time it carefully!



THE ARMY OF SALAH AH-DIN (SALADIN)

Saladin was a Kurd whose family came from Tikrit in what is today northern Iraq. He rose to prominence in the court of Nur-ad Din, the ruler of Syria, which was a strong centre of power in the region. Nur-ad Din sought to unite much of the highly fractionised Islamic world, including Egypt, which had become disordered and anarchic under the rapidly disintegrating Shi'a Fatimid Caliphate. Nur-ad Din's army, led by his general Shirku who was accompanied by his nephew Saladin, overthrew the remnants of Fatimid power. Shirku ruled Egypt as vizier and Saladin became the sole ruler after his uncle's death, and eventually succeeded to the kingdom of his former master as well, uniting Syria and Egypt. Saladin was the founder of the Sunni Ayyubid dynasty.

Saladin established himself in Egypt during the lifetime of Nur-ad Din – his nominal overlord. He extended his domains westward and southwards down the Nile valley and eastward along the Red Sea coast to Yeman. Only with the death of Nur-ad Din did Saladin move northward to consolidate power over Syria. From that time onwards he found himself in conflict with the Crusader states. His particular enemy was Raynald of Chatillon whose forces harassed Arab traders and pilgrims and whose ships plundered and raided along the Red Sea. The trade routes from Syria to Egypt lay through territory controlled by Raynald and were protected by his fortresses.

THE BATTLE OF HATTIN, 1187

The Battle of Hattin was a deadly trap set to ensnare and destroy the Crusader army. Saladin laid siege to the fortress of Tiberias hoping to tempt the Crusaders to send their army to relieve the town. Once the Crusaders began their march, their enemies took every measure to slow their progress, cutting their supply lines, and denying them access to water. Guy, King of Jerusalem, was driven to such a state of desperation that he abandoned the only secure source of water to undertake a long march – hoping to cover the remaining nine miles to Tiberias in a single afternoon. Even without constant harassment this would have been a considerable feat – and under the circumstances it was hopeless.

In despair the thirsting Crusaders headed for the nearby springs at Hattin. Just outside the town was a distinct double peaked hill formed from an extinct volcano and laying beside the main east-west road towards Galilee. Saladin's army blocked their path forcing them to give battle. The Crusaders launched an uncoordinated attack with their cavalry alone, the army's infantry having taken up a position on the slopes. Having defeated the enemy cavalry, Saladin's army closed upon the infantry. The Crusaders made three desperate charges but each attack was contained and thrown back. The Crusaders were defeated and their leaders captured – the survivors being massacred or sold into slavery – a minority converted to Islam and were spared. Guy was imprisoned but released shortly after – by which time Jerusalem had fallen and the only city remaining in Christian hands was Tyre.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Faris	Cavalry	3	15	3	5+	-	3	2/4	115	*1
Turkish Horse Archers	Cavalry	1	30	3	-	-	3	1/-	60	*2
Kurdish Horsemen	Cavalry	2	-	3	6+	-	3	-/2	55	*2
Spearmen	Infantry	3	-	3	6+	-	3	-/-	45	-
Archers	Infantry	2	30	3	-	-	3	-/2	40	-
General	General	+2	-	-	-	9	1	1	125	-
Leader	Leader	+1	-	-	-	8	2	-/1	80	-
Tribal Chieftain	Subordinate	+1	-	-	-	7	1	-/2	30	-

OPTIONS

The following options are available to the army of Salah ah-Din. See the accompanying descriptions for details.

Mamluks	Cavalry	4	15	3	5+	-	3	-/1 max	+10	*1, 3
Gazi	Infantry	4	-	3	6+	-	3	Up to Half	+10	*3
Skirmishers	Infantry	1	15	3	-	-	-	Any	-10	*2
Salah ah-Din	General	+2	-	-	-	9	-	-/1	+25	-

SPECIAL RULES

*1 Shock; *2 Skirmish; *3 Fanatics

Faris. These are the typical mounted arm of the Arab world. Adept in horsemanship, these troops could unleash a lethal rain of arrows or a full-blown charge. They are armed with bow and lance. A single unit can be upgraded to Mamluks as noted below.

Turkish Horse archers. These represent all bow-armed light cavalry. The main source of these would be Seljuk Turks. They were expert horsemen capable of riding around the opposing army and then charging the exposed rear.

Kurdish Horsemen. Kurdish tribes were not armed with bows and were often held back until the horse archers had softened up the enemy. They are lighter than the Faris but armed for close fighting, unlike the Turks. Note - the points value has been reduced slightly more than usual for a -1A as we felt this only fair for a close fighting unit.

Spearmen. This category includes various tribesmen armed with spears and shields. They might fight as guards to the enormous baggage train or take to the field as a large infantry reserve. Many of the cities under Saladin's control maintained considerable infantry forces as they had since ancient times. Egypt especially could field large bodies of infantry. Up to half can be upgraded to Gazi as noted below.

Mamluks. These mounted troops form the General's bodyguard and are the elite troops of the Muslim army. They are armed with thrusting spears and carry shields and would charge into battle after the lighter cavalry had split up the enemy's formation. Regardless of the size of the army, a single unit of Faris can be upgraded to Mamluks with the stats and points adjustment indicated.

Gazi. Up to half the Spearmen can be upgraded to Gazi. These represent the large number of devout Moslems who fought against the Christians as part of the Jihad to rid their lands of invaders. Damascus became a magnet for those determined to fight for Islam against the hated Franks.

Archers. These represent the foot troops armed with either the crossbow or the more common bow. These troops provided firepower to back-up the spearmen and were not heavily relied upon. Up to half the units of archers can be upgraded to Gazi with stats and points adjustment as shown.

Skirmishers. Any Archers can be regraded as Skirmishers with the stats and points adjustment shown.

Salah ah-Din. The legendary leader of the Jihad against the Christian forces. His tactical mind was equally clever when faced with either a military or political problem. If you upgrade your General to Salah ah-Din then you can re-roll any of his failed Command rolls up until such time as you fail a re-roll – once a re-roll is failed, no further re-rolls are allowed.



THE ANGLO-NORMANS

After the death of King Henry I in 1135, the crown of England should have passed by rights to his daughter Matilda. Matilda was sometimes known as Maud, the Saxon form of her name, and also as the Empress Matilda on account of her first marriage to the Holy Roman Emperor Henry V. Despite previous promises to uphold Matilda's inheritance, some of the powerful Anglo-Norman barons instead supported the rival claim of Stephen of Blois. This was because the barons had no great liking for Matilda's second husband Geoffrey of Anjou – a bitter rival of the Normans. Stephen's claim was strong: he was a second cousin to Matilda and, like Matilda, a grandchild of William the Conqueror. Stephen seized the initiative after Henry's death and had himself proclaimed King in London. Matilda sought help from her maternal uncle David I, the King of Scotland. Perhaps the Scottish King saw that by supporting Matilda he would benefit from the opportunity to invade England.

The army that was hastily formed to resist David was – in a sense – a Crusading army. The bedridden Archbishop of York called upon the King to raise an army by declaring the conflict against the northern barbarians a Crusade. He thoughtfully added that any knight who did not take up arms and follow the standards north would face eternal damnation.

NORTHALLERTON, 1138

The religious banners of St John of Beverly, St Cuthbert, St Peter of York and St Wilfred were carried upon wagons to further the cause. It was the presence of these standards that gives the Battle of Northallerton its other name – the Battle of the Standard. During the battle, the Anglo-Norman army took up a defensive position. The knights dismounted and formed a solid front whilst the hastily assembled York militia formed up behind. The Scots army attacked the defended position with great courage but suffered many casualties from bowfire and were eventually forced to withdraw. Following this defeat, David negotiated peace.

Although his forces were victorious at the Battle of the Standard, this did not secure the throne of England for Stephen. The ensuing years became known as the Anarchy or the Nineteen Years Winter. Many barons opposed to Stephen would rally and support Matilda's claim to the throne. It was not until the death of his son Eustace though that Stephen reached a compromise with the barons and Matilda, and it was agreed that Matilda's son Henry would succeed Stephen to the crown of England. In 1154 this is exactly what happened and Henry II, the first of the Plantagenet Kings of England, came to the throne, ending the long civil war of Stephen and Matilda.

TACTICS

The standard tactic of this army was for the knights to ride to the battle and to form the front lines of the army with the Fyrd making up the rear ranks. The Norman knights would form a shield wall whilst the mounted troops would form a reserve or protect the flanks.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Knights	Cavalry	3	-	3	5+	-	3	2/4	110	*1
Retainers	Cavalry	3	-	3	5+	-	3	1/2	80	-
Scouts	Cavalry	2	15	3	6+	-	3	-/1	60	*2
Fyrd	Infantry	3	-	3	6+	-	3	4/-	50	*3
Archers	Infantry	2	30	3	-	-	3	-/2	40	-
Religious Followers	Infantry	2	-	3	-	-	3	-/1 max	25	-
General	General	+2	-	-	-	8	1	1	100	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-
Bishop	Subordinate	+1	-	-	-	8	1	-/1	40	-

OPTIONS

The following options are available to the army of the Anglo-Normans. See the accompanying descriptions for details.

Skirmishers	Infantry	1	15	3	-	-	3	Any	-10	*2
Bishop with Religious Standard	Subordinate	+1	-	-	-	10	-	-/1	+20	-

SPECIAL RULES

*1 Knights; *2 Skirmish; *3 Shieldwall

Knights. These were Norman nobles and their personal followers along with foreign mercenary knights. The common practice was for the knights to ride to the battlefield where they would dismount to form the front rank of the army, fighting in a shield wall. They were well armoured and battle hardened, and were armed with a thrusting spear and the traditional kite shield.

Fyrd. These were local troops who formed the main body of the army. These troops formed up behind the knights and were armed with an array of hand weapons. Some wore armour and most carried shields. This category also represents Welsh warrior bands that also fought as part of the Anglo-Norman armies.

Archers. The Anglo Norman armies included a variety of bow-armed troops. This category represents troops armed either with the light European crossbow or the more common Welsh bow. Mixed models on stands could be used to give units a variety.

Retainers. This category represents all comparable cavalry but principally it encompasses the retainers of Norman lords. They are more lightly armoured than knights and would often fight in a supporting role.

Scouts. Light cavalry would scour the borderlands for raiders. These troops wore little or no armour and could be armed with bows, throwing spears, etc. They would also protect the flanks of the army when arrayed in battle.

Religious Followers. These represent pilgrims or possibly monks. The army cannot include more than one such unit regardless of size. If the Bishop carries a Religious Standard, the army **must** include a single unit of Religious Followers. Whenever a religious standard was carried to battle it would be accompanied by a group of followers responsible for the safety of the standard and the priests. These followers could be made up of knights and armed monks, right down to devout peasants, so there is plenty of scope when modelling this unit.

Skirmishers. Any Archer units can be regraded as Skirmishers with the stats shown and a cost reduction of -10 points per unit.

Religious Standard. These huge standards were mounted on a wagon or cart and pulled by oxen. They were taken along to inspire the troops, and would often be positioned to the rear of the army from where armed monks and priests would encourage the troops to fight in the name of God! The Bishop can be upgraded to carry a Religious Standard, increasing his Command value to 10. Bear in mind he is still a Subordinate and therefore still has a range of only 20cm when giving orders. Note that you may wish to include one or more models of wagon-borne standards to replicate the array of saintly icons displayed at the Battle of Northallerton. Regardless of how many wagons you include, the benefit is as described – any models used merely serve to indicate the Bishop's enhanced divinity.



THE SCOTS ARMY OF DAVID I

When Henry I of England died in 1135, King David I of Scotland invaded England with his army in support of Henry's daughter Matilda. The usurper King Stephen negotiated terms of peace and King David returned with his army intact to Scotland. However, the hastily negotiated peace did not last and in July 1138 the Scottish army advanced into England and laid siege to the castle at Bamburgh. The castle soon fell to the Scots.

THE SIEGE OF WARK, 1138

Following an unsuccessful attempt by the English barons to negotiate terms, King David advanced with his army across the River Tees and into Yorkshire. The two armies met outside the village of Brompton where they fought what was to become known as the Battle of the Standard or Battle of Northallerton.

Following the Battle of the Standard, the Scots withdrew northwards. The siege of the castle at Wark was pursued at the same time as negotiations for a lasting peace. From this strong position the Scottish king eventually agreed peace with the English, and David returned to Scotland where he felt sufficiently secure to instigate political and religious reforms. The Scots King retained control of Cumberland and Northumberland, and, most importantly, he had established a position of practical independence from England. The battle influenced the history of both nations and would not be the last between these bellicose neighbours

This army is a match for the Anglo-Norman army (the Battle of Northallerton) and represents the forces available to King David during his campaigns in the north of England in support of Matilda's claim to the English throne.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Knights	Cavalry	3	-	3	5+	-	3	-/2	110	*1
Scouts	Cavalry	2	15	3	6+	-	3	-/1	60	*2
Lowlanders	Infantry	3	-	3	6+	-	3	8/-	45	*3
Galwegians	Infantry	4	-	3	-	-	3	1/4	45	*3
Archers	Infantry	2	30	3	-	-	3	-/1	40	-
General	General	+2	-	-	-	8	1	1	100	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-
Chieftain	Subordinate	+1	-	-	-	8	1	-/1	40	-

OPTIONS

The following options are available to the Scots Army of David I. See the accompanying descriptions for details.

Skirmishers	Infantry	1	15	3	-	-	3	Any	-10	*2
Prayer	Re-roll General's Command	-	-	-	-	-	-	-/1	+10	*4

SPECIAL RULES

*1 Knights; *2 Skirmish; *3 Warband; *4 Portents – renamed for a Christian Age!

Knights. These Scottish nobles and landowners ride to battle in support of their King. They are armed with lance and wear mail armour. Scottish knights would often charge alongside the Galwegians. King David's son Henry commanded them at Northallerton although some dismounted to form a reserve around the Scottish King.

Lowlanders. These troops were usually armed with axes, swords and spears. They carry shields and have mail armour.

Galwegians. These were also known as the highlanders of Galloway and were hardened Scots who lived in the inhospitable highland regions. At the Battle of Northallerton, they insisted that their ancient right be honoured and they be allowed the first charge at the English. They were armed with a variety of hand weapons, which they wielded to great effect.

Archers. Although inferior in numbers to their English counterparts, Scots archers were present at Northallerton and were kept on the flank of the army.

Scouts. Used to forage and scout the countryside, Scouts would often be employed in a supporting role to the army and placed to the rear.

Skirmishers. Any units of Archers can be regraded as Skirmishers with the stats and points reduction shown.

Prayer. This rule allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

THE LOMBARD LEAGUE

When the German King Frederick Barbarossa advanced into Italy for the fifth time, the city states of Milan, Cremona and Piacenza united with their wealthy mercantile neighbours to form the Lombard League. These northern states were under Imperial control but they wished to be independent and to this end raised well-trained and well-equipped armies to oppose Frederick. These wealthy cities were often at odds with each other as they all had conflicting political interests. Frederick's invasion succeeded in bringing them together; with the signing of the Oath of Pontida the rivals united against their common enemy.



THE BATTLE OF LEGNANO, 1176

Barbarossa's forces met the League's army at Legnano. Although the main body of the Italian cavalry were swept from the field, the advance of the sacred Carroccio along with the legendary 'Company of Death' halted the Imperial forces. Without infantry support, the Imperial forces were unable to press home their advantage; the Italian infantry repulsed charge after charge of the German knights. When the Lombard cavalry, who had initially fled, returned to the battlefield and the tide was quickly turned. Frederick was forced to flee to Pavia. The result would send shock waves throughout the medieval world as Legnano saw the first major defeat of knights by a combined infantry and cavalry force. The ineffectiveness of the knights against the common foot soldier armed with a pike would cause major changes in the ways that armies were formed and battles fought.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Knights	Cavalry	3	-	3	5+	-	3	-/2	110	*1
Communal Cavalry	Cavalry	2	15	3	6+	-	3	-/1	60	*2
Communal Spearmen	Infantry	3	-	3	6+	-	3	2/-	45	-
City Guard	Infantry	3	-	3	5+	-	3	-/1	60	-
Crossbowmen	Infantry	2	30	3	-	-	3	-/4	50	*3, 4
General	General	+2	-	-	-	8	1	1	100	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Lombard League. See the accompanying descriptions for details.

Skirmishers	Infantry	1	30	3	-	-	3	Any	-15	*2, 3
Company of Death	Infantry	4	-	3	5+	-	3	-/1 max	+10	-
Carroccio with sacred standard	General	+2	-	-	-	9	-	-/1	+25	*5

SPECIAL RULES

*1 Knight; *2 Skirmish; *3 Crossbow; *4 Pavise; *5 Carroccio with Sacred Standard (see description)

Knights. These comprised Italian Nobles or the wealthier citizens of the Italian cities. These mounted troops although well equipped lacked the experience of their German counterparts.

Communal Cavalry. These more lightly equipped cavalry would often form up to the rear of the knights. Their role on the field of battle would be to assist the knights and to protect their flanks.

Communal Spearmen. Raised from the citizen ranks and equipped and trained by the state, these troops were generally well-equipped and trained.

City Guard. These troops were recruited from the best soldiers available – one of their roles is to guard the Carroccio – a wagon bearing the city's sacred standard and altar. At the Battle of Legnano these guards were known as the 'Company of Death'.

Crossbowmen. These well-trained troops provided the missile element to the army. They would often form a defensive line behind large pavise.

Skirmishers. Any Crossbowmen units can be regraded as Skirmishers with the stats and price reduction shown. Note that they lose their pavise when skirmishing, but retain the range and special rules for Crossbows.

Company of Death. Regardless of the army's size, a single unit of City Guard can be upgraded to represent the 'Company of Death' with the stats and points increase indicated. If this option is taken, the army must include a Carroccio with Sacred Standard.

Carroccio. You can upgrade your General by including a sacred war altar/banner carried upon a wagon – the Carroccio. If the Company of Death is included in the army then you must also include the Carroccio. It is not strictly necessary to model the Carroccio itself. It may prove quite a chore to model an entire wagon-mounted altar onto the base of your General. However, for those ambitious enough to wish to include it, a separate model can usefully serve as a token to indicate the enhanced status of the General. If the Carroccio is selected, the General has a Leadership value of 9.

THE ARMY OF BARBAROSSA

Frederick I Hohenstaufen was elected King of the Germans by the unanimous consent of his peers and crowned at Aachen in 1152. King Frederick Barbarossa (Red Beard) wished to extend his rule over the domains of the Holy Roman Empire and embarked on a series of campaigns into northern Italy. Frederick was then crowned the Holy Roman Emperor in 1155 in return for his help against the enemies of the Pope Adrian IV. The newly crowned Emperor would subsequently fight many campaigns in Italy as he tried to establish his authority there.

However, conflicts against his former ally, the ambitious Saxon King Henry the Lion, took the newly crowned Emperor away from Italy. When he returned, he found that the Pope had made peace with his former enemies, and it was now Frederick who would find himself an opponent of the Pope. Warfare between the German Emperor and the Papacy would dominate the following decades. Frederick made six expeditions into Italy in all, but in the end he was obliged to concede authority to the Pope. However, this did not stop him from consolidating his considerable power at home or extending his influence amongst his fellow Christian rulers.

THE SIEGE OF CREMA, 1159-60

The siege of Crema was a particularly brutal battle in Barbarossa's bloody career. It took place during Frederick's campaign in northern Italy. The siege is noted for an episode where the besiegers bound captives to their siege engines in the belief that the defenders would be unwilling to shoot at the vulnerable engines lest they harm their fellows. Sadly for all concerned, this proved a somewhat naive assumption!

The charismatic Frederick Barbarossa met his end somewhat bizarrely whilst leading his armies eastward during the Third Crusade. In the year 1190 he drowned crossing a river in eastern Turkey whilst en route to Jerusalem. He was 67 years old and had led an active and industriously combative life. Panic and disorder quickly spread amongst his troops, some of whom deserted whilst other battled onwards in the face of fierce Turkish resistance. His untimely death deprived the Crusade of a much needed figurehead.

Our list can, of course, be used to represent the 12th Century forces of Frederick in any of his campaigns including those in Italy as well as subsequent battles in the holy land.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
German & Allied Knights	Cavalry	3	-	3	5+	-	3	3/-	110	*1
Sergeants	Cavalry	3	-	3	6+	-	3	1/4	100	*2
Mercenary Cavalry	Cavalry	2	15	3	6+	-	3	-/2	60	*3
Militia Crossbowmen	Infantry	2	30	3	-	-	3	-/2	45	*4
Militia Spearmen	Infantry	3	-	3	6+	-	3	-2	45	-
Mercenary Crossbowmen	Infantry	2	30	3	6+	-	3	-1	60	*4, 5
General	General	+2	-	-	-	8	1	1	100	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-
Cleric	Subordinate	+1	-	-	-	8	1	-/1	50	*6

OPTIONS

The following options are available to the army of Barbarossa. See the accompanying descriptions for details.

Skirmishing Crossbowmen	Infantry	1	30	3	-	-	3	Any	-10	*3, 4
Barbarossa	General	+2	-	-	-	9	1	-/1	+25	-

SPECIAL RULES

*1 Knights; *2 Shock; *3 Skirmish; *4 Crossbow; *5 Pavise; *6 Cleric – see description

German and Allied Knights. These are knights along with their personal retainers armed and armoured in similar fashion. At the Battle of Legnano in 1176, the army was almost entirely made up of some 3,000 to 4,000 German and allied knights.

Sergeants. These are mounted retainers and less well equipped mounted troops.

Mercenary cavalry. These are lightly equipped cavalry mostly armed with light spears. Their chief role was probably as scouts but they would undoubtedly have found service on the field of battle as wagon guards or out on the flanks.

Militia crossbowmen. Crossbowmen would often be used alongside armed infantry to provide vital firepower.

Militia spearmen. These are poorly trained civilians who would be pressed into military service at times of conflict. Normally equipped with a shield and thrusting spear, these troops would often be kept back in reserve.

Mercenary crossbowmen. Mercenaries found regular employment throughout Barbarossa's campaigns in Italy. They often carried a large shield or pavise for protection.

Skirmishing crossbowmen. Any units of Militia Crossbowmen can be regraded as Skirmishers with the stats and points reduction shown. Skirmishing Crossbowmen retain their Crossbow special rules and range.

Cleric. These charismatic characters would incite the troops by preaching that their actions were just and good. If a Cleric joins a unit, then that unit may re-roll all failed armour saving rolls during its first round of every combat engagement so long as the Cleric is with the unit. The Cleric can move from one unit to another if required – though the benefit of his inspiring words can only be enjoyed by one unit at a time. Bear in mind the benefit applies in the first round of the engagement – and not each turn!



THE MONGOLS

When Genghis Khan died in 1227, the empire that he had conquered was divided between his four heirs. Jochi Khan, the eldest of Genghis's sons, died before his father and his lands therefore passed to his own sons: Orda and Batu. Batu Khan inherited the westernmost portion of the Mongol domains. Batu's Blue Horde would later unite with Orda's White Horde to form what would become known in the West as the Golden Horde. The term Kipchak Khanate is also used by some scholars and, just to confuse matters, the Khanate is also known as the Jochi Ulus – the land given to Jochi and his heirs by Genghis Khan.

From modest beginnings Batu Khan succeeded in expanding his control to include the Black Sea and Volga regions, subjugating Russia in a campaign that began in 1237 and preparing the way to invade Europe in 1241. Batu Khan began by invading the lands of Poland and Hungary.

The Khan's forces were commanded by the great Mongol General Subutai who was entirely responsible for planning and undertaking the invasion. The horde was divided into three. One group invaded Poland as a diversionary tactic. The two remaining groups struck directly at the Kingdom of Hungary. The Mongols easily defeated the first forces sent against them, leaving the Hungarian King Bela IV little choice but to gather his army and offer battle once more – their forces met outside the town of Mohi.

THE BATTLE OF MOHI, 1241

The most important feature of the Battle of Mohi was the flooded River Sajo that lay between the two armies. The Hungarians were probably unaware that the Mongols were present in such large numbers because the Khan's camp was concealed amongst woodland east of the river. King Bela's army had built a fortified camp of wagons on the west side of the river. Separating the armies was the River Sajo itself and a bridge. The Mongols attempted to seize the bridge overnight: possibly so that they could launch a surprise dawn attack upon the Hungarian camp. The Hungarians learned of this, possibly from an informant, and a contingent hurried to defend the crossing. The Mongols were discovered whilst attempting to cross and forced into a hasty night-time battle in which the Hungarians proved the stronger, benefiting from the deadly fire of their crossbow armed troops. The Mongols were driven back.

The Hungarians, probably unaware of their enemy's total strength, appear to have considered the battle won at this

point and returned to camp leaving only a small party to defend the bridge. However, the Mongols sent forces northwards and southwards to find crossing points and succeeded in working their way around the bridge by dawn. Stone throwing engines were brought up to clear the defenders from the west bank, and soon the Mongol army was able to begin crossing the river. The surviving defenders retreated to their fortified camp where they roused the main Hungarian force. The response of the Hungarians was disorganised. It is likely that King Bela simply failed to appreciate that a substantial Mongol army was descending upon him. It was some time before the entire Hungarian force was able to meet the enemy. The fighting that followed was fierce and initially the Mongols, with their backs to the river, had a hard time of it. Fortunately for them, the Mongol force that had been set to cross the river to the south arrived in time to take the Hungarians in the flank, throwing King Bela's army into rout. Although badly mauled, the Mongols pressed the attack upon the fleeing Europeans and the Hungarian army was all but destroyed.

Batu Khan was set to continue the invasion when news reached him of the Great Khan Ogedei's death. Batu had no choice and returned to Mongolia. He failed to become Great Khan and spent his remaining years consolidating the conquests in the eastern part of his realm. In the following decades the Mongol empire would become embroiled in internal rivalries and Europe was saved. Were it not for the death of Ogedei, things might have turned out very differently.

TACTICS

The Mongol army is the ultimate army of the steppe, consisting almost entirely of bow-armed horsemen. The chief difference between the Mongols and their neighbours was their great sophistication when it came to strategy and government. The Mongols had well-organised spy networks amongst their foes and used clever propaganda to undermine their enemy's confidence and create an aura of invincibility around the Mongols themselves. They were also tremendously well organised in battle, and that has been reflected in their Command values and free choice of leaders. Most importantly they were well-trained and battle-hardened warriors with access to superb weaponry and highly effective armour. This has been reflected in their unusual stats – combining long range horse archery with a degree of protection and close combat fighting ability.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Heavy Cavalry	Cavalry	3	30	3	5+	-	3	2/4	125	*1
Mongol Cavalry	Cavalry	2	30	3	6+	-	3	4/-	70	*2
Subject Cavalry	Cavalry	2	15	3	-	-	3	-/-	60	*2
Catapult	Light artillery	1	2x40	2	-	-	2	-/1	60	*3
Khagan	General	+2	-	-	-	9	1	1	125	-
Noyan	Leader	+1	-	-	-	8	1	-/-	80	-

OPTIONS

The following options are available to the Mongols. See the accompanying descriptions for details.

Guard Cavalry	Cavalry	3	30	4	5+	-	3	-/1 max	+10	*1
Subutai	General	+2	-	-	-	9	1	-/1	+10	-

SIEGE OPTIONS

The Mongols have no infantry options in their list – but infantry options are needed to play sieges and Mongols were expert at siegecraft. They fought dismounted during sieges and also employed conscripted locals at least in the East and we assume this would have happened in the West as well. These options are available only during siege games and during campaigns where ‘infantry’ may be recruited from territories as described in *Warmaster Ancient Armies*.

Subject Infantry	Infantry	3	-	3	6+	-	3	-/-	45	-
Dismounted Mongols	Infantry	2	30	3	6+	-	3	-/4	50	-
Pavisse	Include pavisse for Dismounted Mongols					-	-	Any	+5	*4

SPECIAL RULES

*1 Shock; *2 Skirmish; *3 Light Artillery; *4 Pavisse

Heavy Cavalry. These warriors wear leather armour reinforced with small iron plates or lamellar armour. Their horses would often be armoured with barding. They carry both bow and lance. Their role was to deliver the final blow to an enemy softened up and surrounded by the light horse.

Mongol Cavalry. These troops made up the vast majority of the invading horde. They would include many different nomadic tribes of principally Turkic origin and not just Mongols. They wear less armour than the heavy cavalry, relying instead on their extreme speed and mobility. They carry a side arm, such as a sword or axe, and lassoes; however, the bow is their main weapon – so much so in fact they probably carried two: one for long distance shooting and one for shorter range.

Subject Cavalry. These represent troops drawn from subject tribes who are perhaps less enthusiastic or less warlike than those represented by the Mongol Cavalry entry. Otherwise they would be armed in a similar fashion with bow and javelins. The region occupied by Batu was populated by nomadic Kipchak tribes, as well as the remnants of other nomadic peoples mostly of Turkic origin. In the West these were generally known as Cumans.

Guard Cavalry. These heavier armoured troops could include units such as the Khan's personnel bodyguard known as the Bahadur. Regardless of army size, a single unit of Mongol Heavy Cavalry can be upgraded to Guard cavalry with the stats and points adjustment shown.

Catapult. This weapon hurls a primitive explosive charge or stones. At the Battle of Mohi, the Mongols used these catapults to weaken the defensive position that the Hungarians had formed around the bridge.

Subutai. Subutai was the tactical advisor to the legendary Genghis Khan and following the Great Khan's death, he accompanied Batu on his invasion of Europe. It was Subutai's use of the Mongolian catapults to weaken the strong Hungarian position and his orders to construct a temporary river crossing that helped win the Battle of Mohi. If you choose to upgrade your General to Subutai, you can re-roll any blunders by any of your leaders – only one re-roll is allowed for any given order though, if the re-roll results in another blunder then the commander really has blundered!

Subject Infantry. We have included these to make allowance for siege warfare where the Mongols typically employed locally recruited infantry – for example, Chinese.

Dismounted Mongols. These represent Mongols fighting on foot during a siege. Any Mongol on foot can be given pavisse at the cost shown.



THE SECOND BARONS WAR

The Second Barons War was a period of civil war in England fought between 1264 and 1267. It was a struggle for power between King Henry III and a group of disaffected barons led by Simon de Montfort, the Earl of Leicester. Matters came to a head over a treaty known as the Provisions of Oxford in 1258. This was a document that established various common rights and set limits on the authority of the monarch. Its significance was in many ways greater than the better known Magna Carta of 1215. Henry soon reneged on the agreement and both sides raised armies to oppose the other.

THE BATTLE OF LEWES, 1264

Three years later on May 12th 1264, the two sides met in the county of Sussex at Lewes. Simon de Montfort was victorious and the King, along with his oldest son Prince Edward the

future Edward I – were captured. The King was forced to accede to the Barons' demands and de Montfort became the de facto power behind the throne. The situation changed when Prince Edward escaped to raise a new army. The young prince first defeated a baronial army led by Simon de Montfort's son, who was also called Simon, and then advanced on the Earl's own forces encamped within the Vale of Evesham. When Simon de Montfort awoke, he found to his surprise that his army was surrounded. The Earl had been outmanoeuvred and was now outnumbered. It is believed that the usurper said "May God have mercy on our souls because our bodies belong to theirs!". The baronial army led a valiant charge headlong into the prince's forces where they were met by a hail of arrows. Those that survived were hewn down by the Royalist forces who gave no quarter. So ended yet another bloody episode in the history of England!



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Knights	Cavalry	3	-	3	5+	-	3	1/2	110	*1
Sergeants	Cavalry	3	-	3	6+	-	3	-1	100	*2
Border Horse	Cavalry	2	15	3	6+	-	3	-1	60	*3
Bowmen	Infantry	2	30	3	-	-	3	1/6	40	-
Spearmen	Infantry	3	-	3	6+	-	3	4/-	45	-
Mercenary Crossbow	Infantry	2	30	3	-	-	3	-2	45	*4
Welsh Infantry	Infantry	3	-	3	-	-	3	-4	35	*5
General	General	+2	-	-	-	8	1	1	100	-
Lord	Leader	+1	-	-	-	8	1	-2	80	-

OPTIONS

The following options are available to armies of the Second Barons Wars. See the accompanying descriptions for details.

Skirmishers	Infantry	1	15	3	-	-	3	-2	-10	*3
Longbowmen	Infantry	2	30	3	-	-	3	Any	+5	-
Prince Edward	General	+2	-	-	-	8	-	-1	+25	*6
Simon de Montfort	General	+2	-	-	-	8	-	-1	+25	-

SPECIAL RULES

*1 Knights; *2 Shock; *3 Skirmish; *4 Crossbow; *5 Warband; *6 Terror

Knights. As well as the English nobility, the war attracted european mercenaries who hoped to gain money and land at the expense of their enemies.

Bowmen. The mid-13th Century saw the introduction of the longbow into English use, probably from Wales. Within a few decades of the Battle of Lewes, these troops would become an established feature of English armies. During this transitional time we judge that ordinary bowmen are a better representation of the abilities and tactics of contemporary archers; however, this would quickly change, and we have therefore allowed for upgrades to reflect this.

Spearmen. The majority of the English infantry at this time were armed with a spear and large shield. They would form in deep formations and would advance behind the mounted knights.

Mercenary crossbowmen. These were professional soldiers from the continent. They would be well equipped and well trained.

Sergeants. These were mounted retainers to the knights. Armed with a lance and shield, they would charge in at the rear of the knights.

Border Horse. These cavalry were recruited from the hilly border areas. They were used as scouts and during the battle would often protect the flanks or rear of the mounted knights.

Welsh Infantry. Raised from the Welsh villages and towns these troops would be a match for the English infantry of the time.

Skirmishers. Up to two units of Bowmen per 1,000 points of army size can be regraded as Skirmishers with the stats shown and a reduction of -10 pts.

Longbowmen. Bowmen can be upgraded to Longbowmen for an additional +5 pts.

Prince Edward. The General can be upgraded to either Prince Edward (Royalists) or Simon de Montford (Baronial Rebels). If you upgrade your General to Prince Edward then he is *terrifying*! If Prince Edward joins a unit then the unit becomes *terrifying* as described on p46 WA.

Simon de Montfort. A charismatic character and an inspiration to those he led. If you have Simon de Montfort as your General then you may add +1 to the result of all combats that the General or any leaders are taking part in (+1 combat result in the same way as +1 for support).

Designer's note

This list allows players to recreate one of the most turbulent periods of English history. There was very little difference between the forces that fought at either battles of Lewes or Evesham, so the list will stand equally well for Royalist or Baronial armies. It is a transitional period in terms of armour technology and battle tactics, with the evolution of plate armour and emergence of the longbow on the battlefield.

THE REBELLIOUS BORDERS

When Prince Edward inherited the English throne from his father Henry III, he also inherited a troubled relationship with Scotland and Wales. Both nations were a source of internal rebellion where England was often drawn to support one faction against another. Conversely, whilst both nations remained even nominally independent, they were a potential source of support for English rebels like Simon de Montfort. Edward, like his father before him, was determined to bring his troublesome neighbours under control.

War in Wales followed the capture and imprisonment of Eleanor De Montfort, daughter of Simon de Montfort and bride of Llywelyn ap Gruffudd, the Prince of Wales. Edward's first campaign of 1276 resulted in Welsh defeat. Llywelyn was permitted to continue to rule as Prince of Wales but very much under the English yoke. In 1282 Llywelyn's younger brother Dafydd rebelled and attacked Hawarden Castle, starting the final stage of a war that would ultimately cost the Welsh their independence.

Following the conquest of Wales, Edward turned northwards. At that time the Scots nobility were divided over who should be heir to the throne of Scotland. Fearing a destructive dynastic war, the Scots invited Edward to mediate. The

English king took the opportunity to establish his feudal superiority over the Scottish King, obliging the new King John Balliol to promise to support Edward's wars in France, and even forcing Balliol to travel to Westminster to swear fealty to the English crown. Fearing for the future of a Scotland under English rule, Balliol rebelled. This revolt was put down in a ruthless campaign following which Edward ruled Scotland through his barons much as an English province.

THE BATTLE OF STIRLING BRIDGE, 1297

This situation did not bring peace to Scotland. Disaffected Scots led by William Wallace rose up against English rule. With every fresh success, increasing numbers flocked to his cause. Wallace scored a notable victory at Stirling Bridge before marching southwards into England at which point English ambitions appeared to lie in tatters. However, Edward responded by raising an army and returning to Scotland where he crushed Wallace at the Battle of Falkirk. Edward I would die in 1307 during his campaigns against Robert the Bruce, and so the ambitious English King never did conquer his northern neighbours. Robert the Bruce led the Scots to victory at Bannockburn ensuring that the conflict would continue for many years to come.



THE WELSH ARMY

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Welsh Knights	Cavalry	3	-	3	5+	-	3	-/1	110	*1
Welsh Foot	Infantry	3	-	3	-	-	3	6/-	35	*2
Irish Mercenaries	Infantry	3	-	3	6+	-	3	-/4	45	*2
Archers	Infantry	2	30	3	-	-	3	2/8	40	-
Border Horse	Cavalry	2	15	3	6+	-	3	-/1	60	*3
Prince	General	+2	-	-	-	8	1	1	100	-
Lord	Leader	+1	-	-	-	8	1	-/2	80	-
Irish Chieftain	Subordinate	+2	-	-	-	8	1	-/1	50	-

OPTIONS

The following options are available to Welsh armies. See the accompanying descriptions for details.

Skirmishers	Infantry	1	15	3	-	-	3	Any	-10	*3
Llywelyn ap Gruffudd	General	+2	-	-	-	8	1	-/1	+25	-

SPECIAL RULES

*1 Knights; *2 Warband; *3 Skirmish

Welsh Knights. These were the wealthier Welsh land owners. They fought in the style of Anglo-Norman Knights and would almost certainly have fought mounted at most engagements.

Welsh Foot. These troops would vary quite considerably in both equipment and standard of training received. They would be primarily armed with a spear and shield.

Irish Mercenaries. These troops aided the Welsh against the English aggressor probably for reward but also because they may have feared their kingdom could have been next! They would be armed with an assortment of death-dealing weapons and would have assembled upon the field of battle as a massed warband. If you include Irish Mercenaries then you can also include an Irish Chieftain in the army if you wish.

Archers. These light troops armed with a short bow or crossbow would have provided support for the advancing or defending spearmen. Any Archers can be regraded as Skirmishers with the cost reduction and stats as noted.

Border Horse. These would have been the retainers of the Welsh nobles. They would have been used as scouts and foragers.

Irish Chieftain. If you include Irish Mercenaries then you can also include Irish Chieftains if you wish. You cannot include Irish Chieftains if the army does not include Irish Mercenaries.

Skirmishers. Any Archers can be regraded as Skirmishers with the cost reduction and stats as noted.

Llywelyn ap Gruffudd. If Llywelyn is taken, the army benefits from the 'Ambush' rule. The Welsh avoided battle in the field where possible and waged a guerilla war against the invaders where they could. Because we 'do' want to fight battles, we represent this in a way that can be applied universally. In the opposing player's turn, in his Command phase, Llywelyn can spring an 'ambush' after any successful Command roll made by the enemy General. The opposing player can't make any more Command rolls that turn after the ambush has been sprung – even if the opposing General would otherwise be entitled to re-rolls. The Ambush rule can only be used once in the game – so choose your moment carefully!



THE SCOTTISH ARMY

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Knights	Cavalry	3	-	3	6+	-	3	-/1	100	*1
Lowland Infantry	Infantry	3	-	3	6+	-	3	8/-	50	*2
Highlanders	Infantry	4	-	3	-	-	3	1/2	45	-
Archers	Infantry	2	30	3	-	-	3	-/1	40	-
Light Horse	Cavalry	2	15	3	6+	-	3	-/1	60	*3
King	General	+2	-	-	-	8	1	1	100	-
Lord	Leader	+1	-	-	-	8	1	-/2	80	-
Clan Lord	Subordinate	+1	-	-	-	8	1	-/2	40	-

OPTIONS

The following options are available to Scottish armies. See the accompanying descriptions for details.

Skirmishers	Infantry	1	15	3	-	-	3	Any	-10	*3
William Wallace	General Upgrade	+2	-	-	-	9	1	1	+25	-

SPECIAL RULES

*1 Shock; *2 Schiltron; *3 Skirmish

Knights. The Scottish Knights though steeped in the chivalric tradition were noticeably more lightly equipped and rode conspicuously smaller highland mounts. They were few in number too.

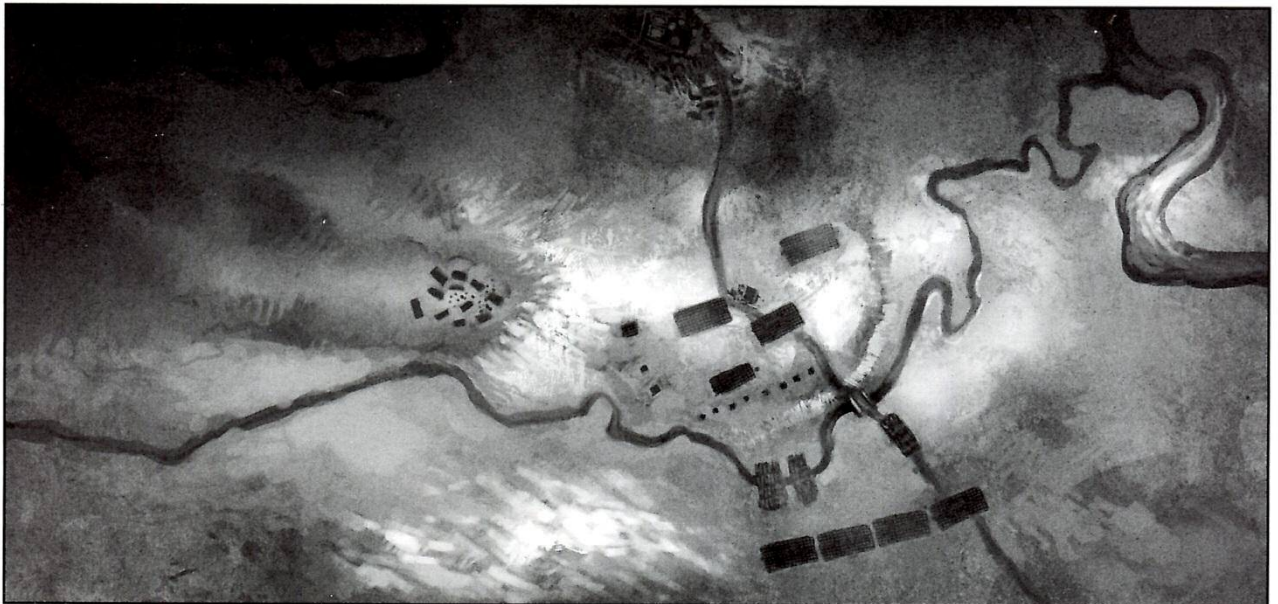
Lowland Infantry. The main part of the army of William Wallace was the common infantry using long thrusting spears. These troops fought in a formation known as the Schiltron and, although effective against the English cavalry, were not very manoeuvrable and as such suffered against English bowfire.

Highlanders. These ferocious followers of Wallace would often charge headlong towards the enemy ignoring any thought at all for their own safety. Armed with claymores and axes they were a disconcerting sight.

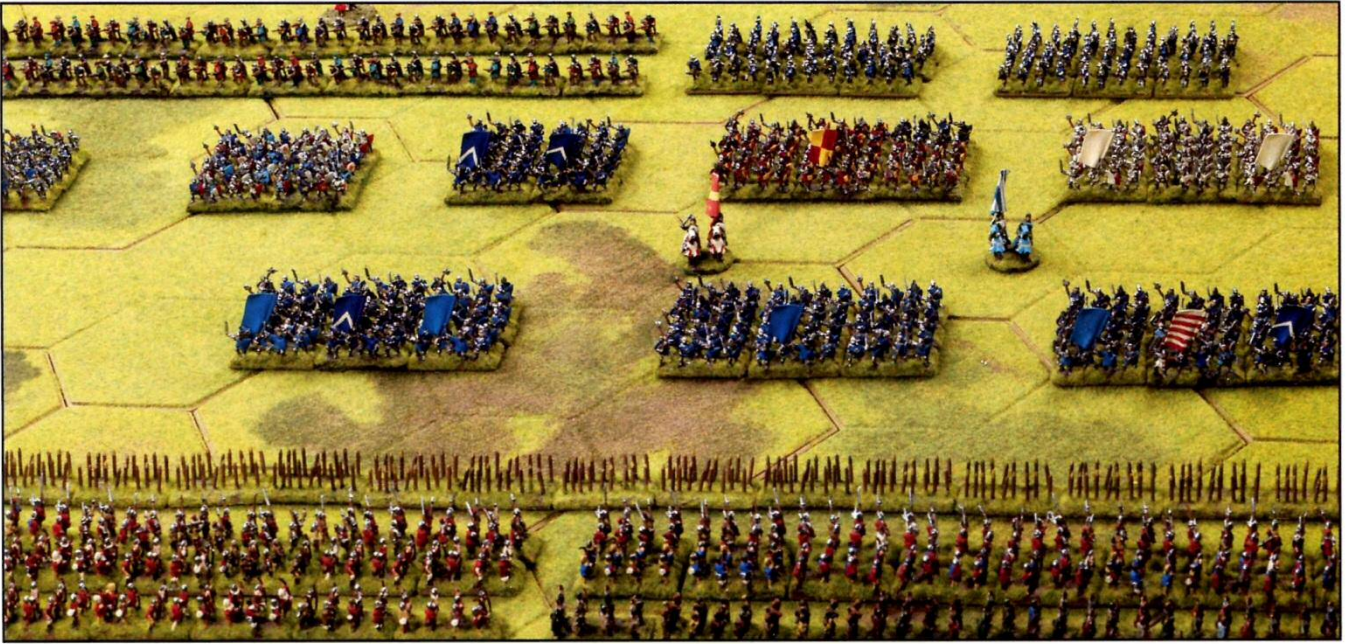
Archers. These are lightly armed infantry with either a short bow or crossbow. They would often skirmish to the front of the Scottish spearmen.

Light Horse. These are lightly equipped horsemen whose chief role was as scouts. Rarely used as an offensive arm, these light horsemen would be unleashed to chase after a defeated enemy or would lie in ambush ready to spring upon an unsuspecting foe.

Skirmishers. Any Archers can be regraded as Skirmishers with the cost reduction and stats as shown.



THE HUNDRED YEARS WAR



English longbowmen pour volleys of fire into the oncoming French army during the Battle of Agincourt.



French Knights charge the English line.



Bolstered by their defensive line of stakes, the English line holds fast.

THE ENGLISH ARMY OF THE HUNDRED YEARS WAR

When King Henry V of England invaded France in the summer of 1415, his actions brought an end to the uneasy peace that had prevailed since 1389. The prolonged conflict between the two countries had entered a new phase. Henry knew that war with France would be popular with his lords and would help strengthen his position as King. With the opportunity to acquire lands, and also the added benefits of substantial ransoms to be had, the King foresaw no problem in assembling an army for the forthcoming campaign.

Following the lengthy siege of the port of Harfleur, Henry's army found itself cut off from its stronghold at Calais. After marching over 250 miles, the English, ridden with dysentery and reaching the end of their supplies, found their route blocked by a French field army that had taken up a position at the northern exit of a gorge running along the tree line of the Agincourt forest. With no other option available, the English army was forced to fight.

THE BATTLE OF AGINCOURT, 1415

Agincourt is such a well-known battle that it seems scarce necessary to describe it in detail. Suffice to say the French knights suffered in equal measure from their own inability to co-ordinate the initial attack, a battlefield that was so muddy it severely hampered their advance, and the determined

resistance of an English army famously characterised by numerous well-trained and highly effective archers. Casualties amongst the French nobility were extraordinary – the principal exception being the initial wave of mounted knights who, having been beaten off by English archery, seem to have played little part in the remainder of the battle. So unimpressed were contemporary French chroniclers by this conspicuous dereliction of duty that the survivors' names were carefully compiled into a list of dishonour!

The English victory meant that the French were forced to recognise Henry V as the heir to the throne of France, and this recognition was further strengthened when Henry married Catherine of Valois, daughter of the King of France. Unfortunately the historic victory at Agincourt would prove ultimately fruitless as Henry would die before he could inherit the French throne. Ironically, the French King Charles VI died only two months after him.

TACTICS

The English army of Crecy, Agincourt and Poitiers relied heavily on the static defence of well-chosen ground. The opportunity to use the surrounding terrain to secure a sound defensive position together with dense formations of dismounted men-at-arms and archers won them the day. It is certainly not an army of manoeuvre.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Sergeants	Cavalry	3	-	3	5+	-	3	-/1	110	*1
Men-at-Arms	Cavalry	3	-	3	4+	-	3	} 1/2	135	*2
Men-at-Arms	Infantry	3	-	3	4+	-	3		85	*3
Longbowmen	Infantry	2	30	3	-	-	3	2/-	45	*3, 4
Billmen	Infantry	3	-	3	6+	-	3	2/4	45	*3
Peasants	Infantry	2	-	2	-	-	3	-/2	20	-
Welsh Infantry	Infantry	3	-	3	6+	-	3	-/4	45	*5
Cannons	Artillery	1	2x40cm	2	-	-	2	-/1	50	*6, 7
General	General	+2	-	-	-	8	1	1	100	-
Lord	Leader	+1	-	-	-	8	1	-/2	80	-
OPTIONS										
The following options are available to English armies of the Hundred Years War. See the accompanying descriptions for details.										
Stakes	Include stakes with any Longbowmen units					-	-	-	Any	+5 *8
Skirmisher Longbowmen	Infantry	1	30	3	-	-	3	-/2	-10	*4, 9
Henry V	General	-	-	-	-	9	-	-/1	+15	-

OPTION FOR CHEVAUCHEE

This army represents an army caught on the hoof, ruthlessly ravaging the countryside in part to loot, demoralise or deny resources and in part to draw the locals from their finely built fortresses. Note that a Chevauchee army must include at least four units of Longbowmen per 1,000 pts and can include more (min/max becomes 4/- for Longbowmen) as shown below. Up to half the Longbows can be Skirmishers and up to two units can be mounted infantry. The min/max for Men-at-arms is also increased to 2/4 and that of Sergeants to -/6. The army can also include up to eight units of Peasants representing members of the baggage train following in the wake of the mounted ravagers gathering booty. All these troop entries are therefore replaced as shown below. The army can also include Hobilars – a mix of lightly armed cavalry/mounted infantry who would otherwise fight on foot. A Chevauchee army may not include Longbow units equipped with stakes and the 'Combined Arms' rule is not used, in both cases representing a mobile force.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Sergeants	Cavalry	3	-	3	5+	-	3	-/6	110	*1
Men-at-Arms	Cavalry	3	-	3	4+	-	3	} 2/4	135	*2
Men-at-Arms	Infantry	3	-	3	4+	-	3		85	*3
Longbowmen	Infantry	2	30	3	-	-	3	4/-	45	*3, 4
Skirmisher Longbowmen	Infantry	1	30	3	-	-	3	Up to Half	-10	*9, 4
Mounted Longbowmen	Infantry	2	30	3	-	-	3	-/2	+10	*4, 10
Peasants	Infantry	2	-	2	-	-	3	-/8	20	-
Hobilars	Cavalry	2	15	3	-	-	3	-/4	60	*9

SPECIAL RULES

*1 Shock; *2 Knight; *3 Combined Arms; *4 Longbow; *5 Warband; *6 Cannon; *7 Slow; *8 Stakes; *9 Skirmish; *10 Mounted Infantry

Men-at-Arms. These are the nobles, lords, knights and their personal retainers. They wear heavy armour and ride to battle on warhorses that were also often armoured. It had become common for these troops to fight dismounted during this period and we have included a separate entry for Men-at-arms on foot to represent this. Note that the min/max for Men-at-arms is set for both infantry and cavalry – the standard army must include one unit and can include up to two units – it does not matter whether these are infantry or cavalry. Longbow units can make a combined arms formation with Men-at-arms on foot in the front rank.

Longbowmen. The longbow was the dominant weapon on the battlefields of Britain during this period and the main bulk of the armies that took to the field would have carried one. Longbow units can make a combined arms formation with either Billmen or Men-at-Arms on foot in the front rank. Any Longbow units can be equipped with stakes at a cost of +5 pts per unit. Note that stakes are not allowed in a Chevauchee army.

Billmen. These were armed with various pole arms and would often be deployed mixed with the longbowmen to add strength and protection to the English battleline. Longbow units can make a combined arms formation with Billmen in the front rank.

Peasants. These were the followers that would be made up of cooks, armourers and other servants. They would be kept back with the baggage during the heat of battle.

Welsh Infantry. These represent not only Welsh but other infantry recruited from the shires and armed with spears and shields. They were often deployed on the flanks of the army to secure a defensive position.

Sergeants. The knights were accompanied by an assortment of mounted troops ranging from scouts to riders equipped with armour and lances. These mounted units would often form a mounted reserve.

Cannons. Cannons were at a very early stage of their development at the start of the Hundred Years War but simple weapons called 'ribaldis' were employed by the English at the Battle of Crecy in 1346. From the end of the 14th Century, smaller cannons were commonly provided with wheeled carriages (from about 1380 at the earliest). We have chosen to present the list with small wheeled guns consistent with 15th Century use. The English often referred to all cannons as 'bombards' to begin with, although the term was later reserved for only the heaviest weapons. Note that should you want to represent an earlier force, Cannon must be regarded as immobile and treated as Heavy Cannon for purposes of drive backs from shooting (see pg 76).

Hobilars. These lightly-armed cavalry originated during the border raids of England. We have given them a skirmishing role to reflect their mobility and mixed armament.

Skirmisher Longbowmen. Longbow units in the army can be regraded as Skirmishers as indicated with the stats shown and a points reduction of -10 pts per unit. Skirmishers cannot carry stakes. Note that Skirmishing Longbowmen retain the range of longbows but lose the Longbow special rule (+1 shot from 'massed' bowfire).

Henry V. If you field the English King and victor of Agincourt, you can re-roll one failed shooting attack from any one of your Longbow units during each Shooting phase.

Mounted Longbowmen. Up to two units of Longbowmen per 1,000 points can be upgraded to Mounted Longbowmen at the points cost shown. Mounted Longbowmen cannot carry stakes – nor can they make a Combined Arms formation.







THE FRENCH ARMY OF THE HUNDRED YEARS WAR

The Battle of Patay was a hugely significant victory for France and marked a change in the fortunes of war that would eventually see English ambitions on the Continent thwarted. Prior to Patay, the French had been unable to muster a force that could match the English on the open battlefield. Although not necessarily typical or indicative of the relative strengths of their respective armies, Patay proved that the English could be beaten – the boost to French national morale was crucial.

The battle resulted from the failure of an English attempt to seize Orleans and several other French-held towns in the Loire Valley. The French strategy was to avoid open battle and instead defend a line of strategically important and heavily fortified towns. This forced the English to resort to time consuming sieges that they could ill afford. The role of Jeanne D'arc in spurring the French forces to the relief of Orleans has since taken on mythic status. None-the-less, the result was that an English army, already much reduced in number and worn down by siege warfare, was forced to abandon Orleans due to the appearance of a newly mustered and highly motivated French army.

THE BATTLE OF PATAY, 1429

The English retreated from the Loire Valley into territory controlled by the English crown and its Burgundian allies. The French army followed, and at Patay, north of Orleans, the two forces met in open battle. The French advance appears to have caught the English unprepared. For once a headlong charge by the French vanguard proved successful, possibly catching the archers before they had time to fully deploy. The remainder of the French army, including Jeanne D'arc, arrived only after the fighting was over. The English were routed and, most importantly, a large core of experienced and irreplaceable longbowmen was destroyed.

Jeanne D'arc would go on to liberate various French cities before being captured by the Burgundians who would eventually sell her to the English.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Retainers	Cavalry	3	-	3	5+	-	3	1/-	110	*1
Breton Horse	Cavalry	2	15	3	6+	-	3	-/2	60	*2
Knights	Cavalry	3	-	3	4+	-	3	2/-	135	*3
Foot Knights	Infantry	3	-	3	4+	-	3	-/2	85	-
Crossbowmen	Infantry	2	30	3	-	-	3	1/-	45	*4
Brigands/Militia	Infantry	2	15	3	-	-	3	-/8	35	*5
Mercenary Archers	Infantry	2	30	3	6+	-	3	-/2	50	*5
Mercenary Infantry	Infantry	3	-	3	5+	-	3	-/2	60	*5
Cannon	Artillery	1	2x40	2	-	-	2	-/1	50	*6, 7
General	General	+2	-	-	-	8	1	1	100	-
Noble	Leader	+1	-	-	-	8	1	-/-	80	-

OPTIONS										
The following options are available to French armies of the Hundred Years War. See the accompanying descriptions for details.										
Pavisse	Include pavisse with any Crossbowmen units	-	-	-	-	-	-	Any	+5	*8
Skirmishers	Infantry	1	30	3	-	-	3	-/2	-10	*2
Oriflamme	General upgrade to give one unit of French Knights the Oriflamme	-	-	-	-	-	-	-/1	+25	-

OPTIONS FOR FINAL YEARS

During the 'infantry revolution' of the later Medieval Ages, the French and their allies began to change their tactics from mass mounted charges to more of a mixed arms approach. If this option is taken, no more than four units of Knights can be taken per 1,000 points (min/max is set to -/4) and the number of Foot Knights is increased (2/4). The maximum number of Cannons allowed is also increased (min/max becomes 3). New entries have been added for Retainers on foot, Handgunners, Scots, Genoese and Jeanne D'arc as the army's General.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Knights	Cavalry	3	-	3	4+	-	3	-/4	135	*3
Foot Knights	Infantry	3	-	3	4+	-	3	2/4	85	-
Foot Retainers	Infantry	3	-	3	5+	-	3	-/2	60	-
Handgunners	Infantry	2	20	3	-	-	3	-/2	45	*9
Scots	Infantry	3	-	4	6+	-	3	-/2	55	-
Genoese	Infantry	2	30	3	6+	-	3	-/4	55	*4
Cannon	Artillery	1	2x40	2	-	-	1	-/3	50	*6, 7

OPTIONS

The following further options are available to the French army of the final years of the Hundred Years War. See the accompanying descriptions for details.

Skirmishers	Infantry	1	20/30	3	-	-	3	-/2	-10	*2
Pavisse	Include pavisse with Handgunner and/or Genoese units						-	Any	+5	*8
Jean D'arc	General upgrade to Jeanne D'Arc						-	-/1	+25	-

SPECIAL RULES

*1 Shock; *2 Skirmish; *3 Knights; *4 Crossbows; *5 Warband; *6 Cannon; *7 Slow; *8 Pavisse; *9 Handgunners

French Knights. The mounted fully armoured nobility and their personal followers formed the main arm of the French army as they have for hundreds of years. The armour worn by knights at this stage of the war had been improved upon to help combat the lethal bodkin arrows of the English archers.

Retainers. These are armoured cavalry who typically formed up behind the knights. They are armed with thrusting spears and lances and might also carry a shield.

Breton Horse. These are lightly equipped cavalry. They were primarily used as scouts or for foraging in the countryside. These horsemen would be kept to the back of the army as a mounted reserve. They are armed with spears and javelins.

Crossbowmen. These are professional foot soldiers who provided the French army with its essential firepower. Any Crossbowman units can be provided with pavisse for +10 pts per unit.

Brigands and Militia. Representing the ordinary largely untrained feudal soldier, these were variously armed and drawn from farmers, peasants and city militia.

Mercenaries. Mercenaries included Genoese, Spanish, Germans (as at Poitiers) or Scots.

Cannons. These were at an early stage of their development at the start of the Hundred Years War. During the later stages of the war, the French developed very sophisticated artillery, but by this time fighting had become centred upon sieges where such weapons were decisive. We have chosen to present the list with small wheeled guns consistent with 15th Century use as noted for the English army. It is thought that cannons were not provided with carriages until the 1380s and not routinely so until the 15th Century. Should you want to represent an earlier army, the Cannons must therefore be regarded as immobile and treated as Heavy Cannon for purposes of drive backs from shooting. This option will rarely prove a practical consideration except during sieges.

Dismounted Retainers. This entry represents the retainers, sergeants and vougiers who were well trained and equipped and who inspired the regular infantry of the French army on the ground.

Scots (Garde Ecosaise). These units represent the mix of stalwart Scottish noble and regular infantry present in honour of the 'Auld Alliance' and which remained a military presence in the French army until the age of Napoleon.

Handgunners. By the end of the conflict, Handgunners became a regular feature and were used very successfully with the first instance of effective massed cannon fire on a western European battlefield at the Battle of Formigny. Any Handgunner units can be provided with pavisse for +5 pts per unit.

Genoese. The much celebrated masters of the crossbow and pavisse were employed regularly by French noblemen, sometimes to the regret of the Genoese themselves. Any Genoese units can be provided with pavisse for +5 pts per unit.

Skirmishers. The indicated number of Crossbowmen and/or Handgunner units can be fielded as Skirmishers at a reduced cost of -10 per unit. Skirmishers cannot carry pavisse. Note that range is 20cm for handguns and 30cm for crossbows. Crossbowmen and Handgunners retain their special rules as Skirmishers.

Oriflamme. The French nobles had nothing but contempt for the English invaders. To help banish these pirates they took the sacred Oriflamme banner from its home of the Abbey of St Denis. If you take the Oriflamme banner, select one unit of French Knights. This unit can re-roll all missed attacks on its first charge during the game and can increase the distance at which it can use initiative from 20cm to 30cm.

Jeanne D'Arc. For those wishing to fight the later years of the conflict, you may elect to upgrade your General to the Maid of Orleans instead of choosing the Oriflamme. Note that a General can only be upgraded to either the Oriflamme or Jeanne D'arc and not both. If the General is Jeanne D'Arc, she can re-roll a single failed Command roll each turn until she rolls a Blunder – no further re-rolls are allowed once a Blunder has been rolled.

THE POLISH-LITHUANIAN UNION

This section contains two army lists that can be used in conjunction to represent the combined forces of Lithuania and Poland. Both lists can also be used independently to create armies of Lithuanians or Poles. In the late 14th Century the Grand Duchy of Lithuania and Kingdom of Poland were united by the marriage of Jogaila, Grand Duke of Lithuania, and Queen Jadwiga of Poland. Jogaila took the name Wladyslaw as King of Poland. Lithuania and Poland were both large and powerful nations. Lithuanian control extended over a huge area from the Baltic to the Black Sea encompassing the largest single state in Europe. Polish power likewise extended eastwards to the Black Sea. Together the union extended over much of north-eastern Europe including the Ukraine, Ruthenia, and parts of western Russia.

THE BATTLE OF GRUNWALD, 1410

The Battle of Grunwald was the decisive battle in the war between Poland-Lithuania and the Teutonic Order, and brought an end to the power of the Crusading Order. The Teutonic Knights had waged war against the heathen Lithuanians for years, and scarcely thought to stop doing so even once the Lithuanians had embraced Christianity: a process championed by Jogaila himself. As King Wladyslaw of Poland, he was able to marshal the forces of both nations against their common enemy. It was first necessary though to stabilise the situation in Lithuania's rebellious eastern territories and then to draw together a mighty army. Comprising troops from all over Lithuania and Poland,

including Tatars, the combined army crossed into Teutonic territory and headed straight for the Order's home at Marienburg – the greatest fortress in Europe and centre of their power.

The two armies met in the surroundings of the villages of Grunwald, Tannenburg and Ulnowo – hence the battle is known both as Tannenburg (German) and Grunwald (Polish). The area was a mix of open land, light woodland, and marshes, all of which would play their part in the ensuing battle. The fight began with the collapse of the Lithuanian right flank, and the Lithuanian Knights and Tatars apparently fleeing pursued by victorious Teutonic Knights. As a consequence the Poles were obliged to realign their forces, skillfully using reserves to form a new battle line at a right angle to the first. The consequence was that the Order's line now rested upon a wood behind which, unknown to them, was a body of Polish cavalry and within which the Polish reserve infantry were stationed. These announced their presence by attacking the Teutonic Knights in the flank. At the same time the Lithuanians and Tartars regrouped and fell upon their pursuers, driving them into the surrounding marshes and destroying them. There is some doubt whether the initial Lithuanian flight was simply a ruse designed to draw their enemy into an untenable position: this was certainly the result regardless of intent. With the Poles pressing upon the centre of the Teutonic line, the Polish Knights and infantry attacking in the flank, and the Lithuanians falling upon their rear, the Teutonic army was doomed. Few of the Order's leaders survived the slaughter and many thousands of troops were captured.

THE GRAND DUCHY OF LITHUANIA

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Nobles	Cavalry	3	-	3	4+	-	3	1/-	135	*1
Retainers	Cavalry	3	-	3	5+	-	3	1/-	110	*2
Light cavalry	Cavalry	2	15	3	6+	-	3	2/-	60	*3
General	General	+2	-	-	-	8	1	1	100	-
Noble	Leader	+1	-	-	-	8	1	-/2	80	-

OPTION

The following option is available to the Lithuanian army. See the accompanying descriptions for details.

Prayer	Re-roll General's Command	-	-	-	-	-	-	-/1	+10	*4
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SPECIAL RULES

*1 Knight; *2 Shock; *3 Skirmish; *4 Portents – renamed for a Christian Age.

Nobles. These are the mounted nobles of the Grand Duchy. They are heavily armed and armoured knights, comparable to their Polish cousins.

Retainers. These armoured cavalry are armed with long spears or lances and are less heavily armoured than the Nobles.

Light Cavalry. These are cavalry with either bows or throwing spears. Their role would be to operate on the flanks of the army and cover the main force.



Portents. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

The Polish-Lithuanian Union

To field a combined army, simply choose a force from each list to the total points value of the army. The combined force must respect minimum/maximum limitations and both forces must include a separate General. Commanders can give orders only to units in their own force. In the case of Generals, the failure of one force's General to give an order does not compromise the other. It is not really practical to field a combined army at 1,000 points – although it is possible within the minimums set.

THE KINGDOM OF POLAND

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Nobles	Cavalry	3	-	3	4+	-	3	1/-	135	*1
Retainers	Cavalry	3	-	3	5+	-	3	1/-	110	*2
Light Cavalry	Cavalry	2	15	3	6+	-	3	1/-	60	*3
Militia Crossbows	Infantry	2	30	3	6+	-	3	-/2	55	*4, 5
Militia Spearmen	Infantry	3	-	3	6+	-	3	-/2	50	*5, 6
Peasants	Infantry	2	-	2	-	-	3	-/4	20	-
Handgunners	Infantry	2	20	3	6+	-	3	-/1	60	*6, 7
Cannon	Artillery	1	2x40	2	-	-	2	-/1	50	*8, 9
General	General	+2	-	-	-	9	1	1	125	-
Lord	Leader	+1	-	-	-	8	1	-/2	80	*10

OPTION

The following option is available to armies of the Kingdom of Poland. See the accompanying descriptions for details.

Prayer	Re-roll General's Command	-	-	-	-	-/1	+10	*11
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SPECIAL RULES

*1 Knights; *2 Shock; *3 Skirmish; *4 Crossbow; *5 Combined Arms; *6 Pavise; *7 Handguns; *8 Cannons; *9 Slow; *10 Noble Attributes (see separate table); *11 Portents – renamed for a Christian Age.

Nobles. The Polish army's main strength lies in its numerous mounted troops. Very often a Polish army would consist of a fully mounted force. The Nobles are heavily armoured knights mounted on armoured horses. They would often form the first line of the army.

Retainers. These troops are armed with either a thrusting spear or a lance. They are less armoured than the Nobles. They would usually form up to the rear of the knights or to their flanks.

Light Cavalry. This category typically represents troops from the Baltic tribes. These cavalry are armed with bows, crossbows and throwing spears. Their main role on the battlefield seemed to be to protect the flanks of the army.

Militia. These could be troops recruited from the cities or Tatar mercenaries. These foot soldiers would be kept back and used as a reserve. Their favourite tactic was to form up behind large shields with the infantry kneeling behind them armed with thrusting spears. The next rank would be armed with crossbows and these would fire over the kneeling first rank. To represent this, Militia Crossbowmen and Militia Spearmen can adopt a combined arms formation with Spearmen in front and Crossbows behind.

Peasants. These come from the surrounding villages and are armed with an assortment of farm tools and other improvised weapons. Local peasants would often fight with the army rather than face the consequences of having to fend off the enemy unaided.

Handgunners. Troops armed with gunpowder weapons were still very much in the minority at the time of Tannenberg. As such they were used in a secondary role alongside the militia.

Retainers. These troops are armed with either a thrusting spear or a lance. They are less armoured than the Nobles. They would usually form up to the rear of the knights or to their flanks.

Portents. This rule allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

Noble Attributes. During the Medieval period, the Polish states were guided by powerful noble families. To represent this fractioned state of unrest, the following table is used to determine the characteristics of the various leaders within the Polish ranks. Roll a dice for each Leader in the army at the start of the game.

LEADER NOBLE ATTRIBUTES TABLE

D6 Result

- Potential Usurper.** This commander can only give orders to units within 20cm – effectively he becomes a 'Subordinate'.
- Reluctant Leader.** Units given orders by this commander can move no more than twice in a turn rather than up to three times as normal.
- Reliable Commander.** No special rules apply to this leader.
- Headstrong Commander.** Add +1 to the commander's attacks, up to +2 in total. If the commander rolls a blunder, all ordered units must advance as far as possible towards the nearest visible enemy and charge if able to do so.
- Charismatic Leader.** This commander may re-roll one failed command per game.
- Venerable Leader.** Increase the commander's Command value by +1 to 9.

THE TEUTONIC ORDER

The Teutonic army described is a historical match for the Polish-Lithuanian army. Founded in the Middle East in the 13th Century, the Teutonic Order established itself as the head of a monastic Crusading state along the Baltic coastline. Their mission was to Christianise the pagan tribes of northern Europe: notably the fierce and warlike Prussians. This was achieved by ruthless conquest and subjugation of the Prussians and their recalcitrant heathen neighbours over the next 50 years. The pagan Lithuanians remained the chief opponents of the Teutonic Order – in theory at least – but the knights were not above battling with their Christian neighbours: the Kingdom of Poland and the Republic of Novgorod.

THE BATTLE OF TANNENBERG 1410

On the accession of Grandmaster Ulrich Von Jungingen in 1407, the Teutonic Order was at the peak of its power and territorial extent. Recent conquests had brought Gotland under the Knight's rule and had set the stage for conflict with Poland and Lithuania. Ulrich's defeat and death at the Battle of Tannenberg would herald a decline in the Order's fortunes. This was partly because of the strains placed upon the Order's finances by the need to pay exorbitant ransoms to recover prisoners taken at Tannenberg. The powerful commercial cities of the Baltic eventually rebelled against the Order's high taxes, forming the Prussian Confederation to oppose them. The monastic state was eventually subsumed within Poland in 1454.



*Some examples of Crusading Knights and Military Orders
from across Europe*



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Brother Knights	Cavalry	4	-	4	4+	-	3	1/-	155	*1
Crusader Knights	Cavalry	3	-	3	4+	-	3	-/3	135	*1
Light Horse	Cavalry	3	15	3	6+	-	3	2/-	70	*2
Native Horse	Cavalry	2	15	3	6+	-	3	-/4	60	*2
Subject Infantry	Infantry	2	-	2	-	-	3	-/4	20	-
Ordensdiener Spearmen	Infantry	3	-	3	6+	-	3	-/8	45	*3
Ordensdiener Crossbowmen	Infantry	2	30	3	6+	-	3	-/8	55	*3, 4
Grand Master	General	+2	-	-	-	9	1	1	125	-
Magister	Lord	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Teutonic Order. See the accompanying descriptions for details.

Pavisse	Include pavisse with any Ordensdiener Spearmen or Crossbow units							Any	+5	*5
Ulrich Von Jungingen	General	+2	-	-	-	1	9	-/1	+10	-

SPECIAL RULES

*1 Knight; *2 Skirmish; *3 Combined Arms; *4 Crossbow; *5 Pavisse

Brother Knights. These are the heavily armoured knights of the Order. They wear the characteristic black cross on a white habit granted to them by Pope Innocent III in 1205. They are heavily, and expensively, armed and armoured and represent the epitome of the European knight.

Light Horse. This category includes subject horsemen recruited from the Order's lands and neighbouring states, as well as lightly armed professional soldiers. It includes the horsemen fighting with spears or lance and bow known as Turkopoles. This category also includes professional light horse armed primarily with light crossbows such as often escorted the army's wagon train.

Native Cavalry. Composed mainly of Livonian horse archers from the Baltic regions, they would often be held back to protect the rear of the army and the army's baggage train.

Crusader Knights. These are European Knights who have come to the aid of the Teutonic Order in their tireless crusade against pagans and heretics.

Subject Infantry. These poorly armed and trained troops would be kept back from the main battleline and would only be used if required.

Ordensdiener Infantry. The second strongest element of the Teutonic army was its professional foot soldiers. These troops deployed behind their large shields with spearmen in the front rank supported by crossbowmen in the rear ranks. Ordensdiener Crossbowmen and Spearmen can adopt a combined arms formation with spears at the front and crossbows behind. Any Ordensdiener units can have pavisse at +5 pts per unit.

Ordensdiener Crossbowmen. The Crossbowmen fought in support of the Ordensdiener infantry in a mixed formation. Ordensdiener Crossbowmen and Spearmen can adopt a combined arms formation with spears at the front and crossbows behind. Any Ordensdiener units can have pavisse at +5 pts per unit.

Grand Master Ulrich Von Jungingen upgrade. If you decide to upgrade your General to Grandmaster Ulrich Von Jungingen, then all commanders in the army have a Command value of 10 in the first turn of the game. This bonus only applies in the first turn – thereafter all commanders have standard values.



THE HUSSITES

The Hussites took their name from Jan Huss, the Bohemian religious reformer who was inspired by the radical teachings of John Wycliffe in England. At the time there was much popular anger at what was perceived to be endemic corruption amongst the monastic clergy. Jan Huss was foremost amongst a group of religious campaigners and reformers that flourished at the University of Prague. Their ideas encompassed religious and social reforms and fed the increasing sense of Czech identity as well as discontent with the Church and clergy.

Jan Huss was excommunicated and burned at the stake in 1415, but this did not stop his followers from continuing their campaign against the power and authority of the Church. He became a martyr whose death only served to strengthen the resolve of the Czech population. The cities of Prague and much of Bohemia and Moravia became strongholds of rebellion where Church property was destroyed or else confiscated by the zealous Hussites. During the infamous Defenestration of Prague, a Hussite Priest led a raging mob into the town hall, seized seven anti-Hussite councillors and threw them to their deaths from the windows.

Two rival Hussite factions emerged after Huss's death: the Utraquists (also known as the Calixtines or Praguers) and the Taborites (who were frequently joined by a third sect call the Orebiters). The Utraquists were moderate reformers whereas the Taborites were fervent radicals bent upon extreme social as well as religious reforms. Although they fought each other at the Battle of Malesov, more typically these factions united to face either the opposing Catholic forces of Emperor Sigismund or the various Crusading forces sent against the Hussites.



The Hussite armies were amongst the most unusual ever to fight in mainland Europe. The instigator and driving force behind the development of the Hussite armies was the Bohemian general Jan Zizka. It was probably Jan Zizka who first thought to employ armoured wagons in the characteristic 'wagonberg' fighting formation and to equip them with cannons and troops. It was within their newly constructed stronghold of Tabor that the followers of Jan Zizka were armed and trained into an effective army. They employed innovative tactics based upon war wagons which were used both defensively and offensively, as at the Battle of Kutna Hora where the Hussites fought their way out of a trap only to return and defeat the army of Emperor Sigismund.

THE BATTLE OF MALESOV, 1424

The Battle of Malesov was fought between a large Prager army and an Orebite army led by Jan Zizka. It is noteworthy for the unprecedented use of heavily-laden 'ballast' wagons alongside the usual armoured wagons and regular troops. The Orebiters deployed on the top of a rise with their wagons arranged as if to move forward rather than defensively. The enemy approached via a road and began to deploy beneath them. Once the Praguers had deployed and began to move forward, the ballast wagons were let loose and sent crashing into the middle of the Prager army. The Orebiters followed up with cannon fire, throwing the enemy into confusion. A rapid and general advance was all that was required to send the Praguers fleeing from the battlefield.

TACTICS

The tactic developed by the famous Jan Zizka was to select a strong defensive position using both the landscape and his wagon-based fortresses to his advantage. The hollow square formed by the wagon lager would often have one flank secured by an impassable terrain feature such as a river or lake or, as at the Battle of Kutna Hora, the wall of the city itself.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Hussite Nobles	Cavalry	3	-	3	4+	-	3	-/1	135	*1
Hussite Scouts	Cavalry	2	15	3	6+	-	3	1/4	60	*2, 3
Hussite Followers	Infantry	3	20	3	6+	-	3	3/-	60	*4
War Wagons	Wagon	1	15+	3	4+	-	3	3/-	60	*5
Captain	General	+2	-	-	-	9	1	1	125	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-
OPTIONS										
The following options are available to the army of the Hussites. See the accompanying descriptions for details.										
Ballast Wagons	Wagon	1/6 special	15+	3	4+	-	3	-/1 max	Free	*6
Jan Zizka	General	+2	-	-	-	9	1	-/1	+25	*7
SPECIAL RULES										
*1 Knights; *2 Skirmish; *3 Scouts (see description); *4 Hussite Followers (see description); *5 War Wagon;										
*6 Ballast Wagon (see description); *7 Terror										

Nobles. These are the Bohemian gentry that allied themselves with the Hussite movement. Although few in number, their main job was to protect the flanks or the rear of the moving wagon train. Their battlefield role was to remain inside the wagon tabor and to lead a mounted counter assault against the enemy once they had been forced back.

Hussite Scouts. Although these lightly armoured troops were primarily used for scouting, they were often held back inside the wagon lager during the battle. Here they would wait and be used to counter attack any enemy troops that managed to break through the lager. The most common tactic during a pitched battle was to attack the flanks of the enemy once they had become disorganised whilst assaulting the wagon fortress. If your army includes Scouts, they can be either included in the battle as normal – or up to two units can be used to advance your army before the battle begins as follows. The player can give up either one or two units of Scouts before the battle begins – these count as casualties. For each unit given up in this way, the player can move up to 1,000 points of troops forward up to 10cm from their initial position. Where two units are given up, the player can either move the same troops forward twice or two different sets of troops once each.

Hussite Followers. These represent the dedicated followers of the Hussite movement – one point of note is that it was known for the women to fight alongside the men. The Hussites were a well-organised army and the wagon lager, or tabor, was defended by troops armed with flails, pole weapons, handguns and crossbows. To represent this rather unconventional mixture of weaponry, the shooting range is 20cm as handguns but they otherwise count as armed with crossbows with the -1 armour save modifier when stationary.

War Wagons. These are a central part of the Hussite army and were used to form a wagon lager or tabor. These wagons were often chained together and gaps between the wagons were lined with pavisse and stakes, and sometimes ditches would be dug to their fronts. The wagons were often equipped with a light artillery piece of which there were two common types known as a tarasnice, which was a large handgun or the haufnitze, believed to have fired a form of early grapeshot. The War Wagon has a standard shooting range of 15cm but can combine with other War Wagons to shoot at longer ranges as noted in the Special Rules.

Ballast Wagons. These are wagons filled with rocks that acted as anchor points in the defences especially at the corners and gateways of the tabor. At the Battle of Malesov, the Hussites employed a new tactic that involved pushing the ballast wagons down the hill from their defended position – this was the only occasion they were used in this way but we have included them in the list for the sake of completeness. Regardless of the army's size, a single unit of War Wagons can be upgraded to Ballast Wagons. See the special rule that follows.



SPECIAL RULE – BALLAST WAGONS

This rule is intended to capture something of the surprise created by the use of ballast wagons as runaway missiles at the Battle of Malesov. Because it is such a specific thing, and quite involved, we have put this rule here rather than in the general Special Rules section.

1. A Ballast Wagon unit looks exactly like any other War Wagon unit. However, the player must either make a note or mark under the Wagon's base in some way to indicate that the unit comprises Ballast Wagons.
2. The unit fights exactly like other War Wagons. In addition the player can cut the wagons loose and roll them towards the enemy – this requires a separate order to be successfully issued to the Ballast Wagons in the Command phase.
3. If successful, the unit is formed into a line (narrow edge to the front) and aimed at a visible enemy target within 30cm and within the frontal arc of the unit (as standard for missile targets). The player then rolls five D6 and adds the scores together – this is the total distance the Wagon unit travels before the Wagons tip over and are destroyed. The Wagons will roll through any units in their way, striking each in turn. Any unit hit by the runaway Wagons suffers 6 attacks with no saving throws allowed for any hits caused. Enemy units treat any hits suffered as missile hits in the Shooting phase and must roll for drive backs accordingly.
4. Once employed in this fashion, the Ballast Wagon unit is destroyed and all three stands representing it are removed as casualties.

Comment. Note that we allow wagons to roll from flat ground and make the assumption that no ground is really flat and a gentle slope may be involved. If wagon stands attempt to roll uphill or if they hit woods, a river, or any terrain normally impassable to wagons, they are wrecked without further effect. In any case, once employed in this fashion, the Ballast Wagon unit is destroyed and all three stands representing it are removed.

Designer's Note. *Hussite infantry, and all comparable infantry in other lists, have been given a points value as Heavy Archers (50) with +10 points for the additional attack (60 in total). The advantage they get from the armour modifier is deemed cancelled out by their reduced range.*



THE BOHEMIAN LEAGUE

The Utraquist, Calixtine or 'Praguer' faction was the moderate branch of the Hussite movement and was most strongly represented amongst the nobility and in the wealthy Bohemian cities. Conflict between the Utraquists and the uncompromising Taborites with their even more extreme Orbite allies raged almost from the beginning of the movement's history. The religious divisions between Utraquists and Taborites were at least as profound as those that separated the Catholics from the Hussites as a whole. From 1431, in acknowledgement of its own weakness and the pressing need for religious reform, the Catholic establishment sought ecumenical support wherever it could. Consequently the Utraquists felt able to conveniently align themselves with the Catholics against their radical and antagonistic co-religionists. This alliance of Catholic and Utraquists was called the Bohemian League or Leaguers.

With the support of the Bohemian cities, and emboldened by the Pope's call for a Crusade against the Taborites, an army was formed under the command of Divis Borek, also known as Borek of Miletnik. The Taborites were led by Prokob the Great. Prokob was the Hussite general whose crushing defeats of the Germans at the battles of Usti nad Labem and Domazlice had obliged the Catholics to adopt a more consolatory stance to the Hussites in the first place. It is ironic that one result of Prokob's crushing defeat of the Germans at Domazlice in 1431 was to be the formation of the Bohemian League and the gathering of the army now arrayed against him.

THE BATTLE OF LIPANY, 1434

The Taborites started the battle in a defensive position formed around their famous wagonberg or tabor. After an artillery barrage from the league's forces, an all out infantry assault was launched against the Taborites. This attack failed and when the league's infantry fell back in disarray, they were enthusiastically pursued by the over eager Taborites. The league's German knights and Utraquist cavalry responded with a counterattack, swiftly routing the now over-exposed Taborite infantry. The Taborite cavalry under the command of Capak of Sany fled the battlefield and left Prokob to die along with his men. Why the Taborite cavalry behaved so cravenly is a matter of some conjecture. Perhaps it was an act of betrayal: perhaps Capak simply fled in panic. The Battle of Lipany ended the Hussite wars and spelled the end for the Taborites. Afterwards, the Holy Roman Emperor Sigismund was accepted as King of Bohemia (he had been the titular king since 1419 but had never been recognised as such by the Bohemians themselves). The troops of the Hussite armies, steeled in battle over the course of more than a decade of warfare, would go on to find employment as mercenaries for their former enemies.

The defeat of the Taborites by the league fulfilled a prophecy made by the Emperor Sigismund some years earlier that stated, "...the followers of Huss could be overcome only by the followers of Huss."



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Knights	Cavalry	3	-	3	4+	-	3	2/-	135	*1
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/-	60	*2
Militia	Infantry	3	-	3	-	-	3	4/-	35	-
Peasants	Infantry	2	-	2	-	-	3	-/2	20	-
Handgunners	Infantry	2	20	3	6+	-	3	-/1	60	*3, 4
Cannon	Artillery	1	2x40	2	-	-	2	-/2	50	*5, 6
War Wagons	Wagon	1	15+	3	4+	-	3	-/2	60	*7
Utraquist Infantry	Infantry	3	20	3	6+	-	3	-/2	60	*8
General	General	2	-	-	-	8	1	1	100	-
Leader	Leader	1	-	-	-	8	1	-/3	80	-

OPTIONS

The following options are available to the Bohemian League. See the accompanying descriptions for details.

Prayer	Re-roll General's Command	-	-	-	-	-/1	+10	*9
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SPECIAL RULES

*1 Knight; *2 Skirmish; *3 Handgunners; *4 Pavise; *5 Cannon; *6 Slow; *7 War Wagons; *8 Utraquist Infantry (see description); *9 Portents – renamed for a Christian Age

Knights. The Leaguers army's main strength lay in its numerous mounted arm. The knights who flocked to the Holy Crusade as part of the Catholic League were heavily armoured and mounted on armoured horses. They would often form the first line of the army. This category also represents Utraquist nobles armed as Knights. The Utraquist movement was rooted in the merchant classes and the lower ranks of the nobility.

Light Cavalry. These cavalry are armed with bows, crossbows and throwing spears. Their main role on the battlefield seemed to be in protecting the flanks of the army.

Militia. Recruited from the cities and surrounding areas, these troops were used as cannon fodder to lure the Hussites from the safety of their wagonburg. They are armed with either halberd or long spears.

Peasants. From the surrounding villages and armed with an assortment of farm tools or crudely made weapons, the peasants would often fight with the army rather than face the consequences of having to fend off the enemy unaided.

Handgunners. Armed with primitive gunpowder weapons, these troops were still in the minority at the time of Lipany and as such were often deployed alongside the militia.

Cannon. Often mounted on wagons, these crude gunpowder weapons would be used to protect the flanks from attack.

War Wagons. These are a central part of the Hussite army and used to form a wagon-lager or tabor. These wagons were often chained together and gaps between the wagons were lined with pavise and stakes, and sometimes ditches would be dug to their fronts. The wagons were often equipped with a light artillery piece of which there were two common types known as a tarasnice, which was a large handgun or the haufnitze, which is believed to have fired a form of early grapeshot.

Utraquist Infantry. Hussite infantry usually fought from the protection of the wagon lager. They are armed with pole arms, crossbows or hand guns and have been given a mixed stat to reflect this. These troops are armed with a mix of weapons including crossbows and handguns as well as close combat weapons. To represent this rather unconventional mixture of weaponry, their shooting range is 20cm as handguns but they otherwise count as armed with crossbows with the -1 armour save modifier when stationary.

Portents. This rule allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

Designer's Note. *Hussite infantry, and all comparable infantry in other lists, have been given a points value as Heavy Archers (50) with +10 points for the additional attack (60 in total). The advantage they get from the armour modifier is deemed cancelled out by their reduced range.*



THE OTTOMAN TURKS

This list represents the armies of Murad II and Mehmed II. These rulers were Ottoman Sultans who fought (and eventually destroyed) the Byzantines, subjugated their Turkish neighbours, and established control over the Balkans and eastern Europe. Murad II successfully rebuilt the Ottoman Empire after a period of anarchy following its defeat by Tamerlane in 1402. Amongst his achievements was the creation of a new and powerful military arm. He developed the artillery and engineering corps and introduced modern weaponry, including advanced handguns. He also built up the power of the Ottoman navy. Murad laid the foundations for the growth in Ottoman power over the next two centuries.

The Ottoman army was better structured and provisioned than any contemporary in the West. Constant campaigning ensured that armies would be raised regularly, creating a well-prepared army and a huge depth of reserves to meet any potential threat. The Ottoman's battlefield strength lay in a mix of arms that Western opponents found hard to deal with. When charged by heavily armoured knights, the lighter, nimbler Ottoman cavalry would shoot and retire, only to turn upon their enemies' flanks or in pursuit of a retiring foe. Irregular infantry armed with bows and javelins would harry the approaching enemy before taking advantage of the terrain to slip away. The main fighting formations were backed up by artillery or sheltered behind prepared positions, whilst aggressive actions would be led by fierce elite troops such as the Janissaries.

THE BATTLE OF VARNA, 1444

The Battle of Varna was the final battle of a campaign by the Christians to push the Ottomans back across the Danube and out of the Balkans. The Crusader army was led by Wladyslaw the

Polish King of Hungary, accompanied by his general John Hunyadi. The army was made up of Hungarians, Walachians, Hussites and Germans. The Walachians were led by Vlad Dracul (father of Vlad the Impaler). By the time the Crusaders reached the Black Sea port of Varna they had already enjoyed some success and were confident of defeating the opposing forces of Murad II. The battle opened with a cavalry attack in which the Ottomans were finally overcome thanks to a counterattack mounted by John Hunyadi. The Hungarians were then able to exploit their success on the flank by surrounding the Sultan in the middle of his army – at this point the Ottomans began to retreat with the Sultan surrounded by his bodyguard of Janissaries. With victory almost assured, King Wladyslaw saw his opportunity to destroy the Ottoman Sultan himself, and charged straight at Murad with his Polish knights. The Janissaries stood tightly around their master, dealing death to the Poles and slaying the Hungarian King. Wladyslaw's head was impaled upon a spear and the Hungarians gave up the fight and fled.

TACTICS

The Ottoman army was one of the most highly organised and professional forces of its day. Despite this, they could not match the heavy infantry and cavalry of their Western counterparts and could only make up for this weakness with sheer weight of numbers, excellent light cavalry, and military ingenuity. The Bey or Sultan would take up position in the centre of a dense infantry line together with the best troops. On many occasions they would deploy behind stake and ditch defences, sending lightly armed vassals and other irregular infantry ahead, supported by cavalry wings to goad the opposing line into charging the hardened centre.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note	
Sipahis	Cavalry	3	15	3	5+	-	3	-/2	115	*1	
Akincis	Cavalry	2	15	3	6+	-	3	2/-	60	*2	
Janissaries	Infantry	3	30	3	6+	-	3	-/4	60	-	
Azabs	Infantry	2	15	3	-	-	3	4/-	35	-	
Vassal Infantry	Infantry	2	-	3	-	-	3	2/-	25	-	
Cannon	Artillery	1	2x40	2	-	-	2	1/2	50	*3, 4	
Heavy Cannon	Artillery	1	3x60	2	-	-	1	-/1	75	*5	
Sultan	General	+2	-	-	-	9	1	1	125	-	
Bey	Leader	+1	-	-	-	8	1	-/2	80	-	
OPTIONS											
The following options are available to the Ottoman Turks. See the accompanying descriptions for details.											
Kapikulu	Cavalry	3	15	4	3+	-	3	-/1	+10	*1	
Janissary Handgunners	Infantry	3	20	3	6+	-	3	-/1	+5	*6	
Azab Skirmishers	Infantry	1	15	3	-	-	3	Up to Half	-5	*2	
Vassal Skirmishers	Infantry	1	15	3	-	-	3	Any	+5	*2	
Voynuks	Infantry	3	-	3	6+	-	3	-/1	+20	-	
Mehters	General	+2	-	-	-	8	1	-/1	+25	*7	
Camels	{ Provide any units of Janissaries, Janissary Handgunners or Azabs with camels					-	-	-	Any	+5	*8
Stakes	{ Provide any units of Janissaries, Janissary Handgunners, Vassal Infantry or Voynuks with stakes -					-	-	-	Any	+5	*9
SPECIAL RULES											
*1 Shock; *2 Skirmish; *3 Cannon; *4 Slow; *5 Heavy Cannon; *6 Handgunners; *7 Mehters (see description);											
*8 Camels (see description); *9 Stakes											

Sipahis. These heavy lance and bow-armed cavalry form the most hard-hitting element of the Ottoman army. Once infantry had pinned the foe in place and lighter cavalry had exhausted them with continuous missile fire, the Sipahis would deliver the killing blow. Up to one unit per 1,000 points of Sipahis can be upgraded to Kapikulu.

Akincis. Lightly armed horsemen were an indispensable element of an Ottoman army – often ranging ahead to raid and reconnoitre. In battle they would sow disorder in the enemy line by relentless skirmishing, exhausting more heavily armed Western opponents. They carry bows, javelins and shields – some would simply carry bows. At the Battle of Varna they included a number of Balkan horse archers.

Janissaries. Janissary is the western term for the elite infantry units of the Kapikulu – a corps of civil servants and warriors raised from childhood to serve the Sultan. They could carry bows, crossbows, or halberds – we have given them a Shooting stat to represent the majority of the units as bow or crossbow armed with accompanying bodies of close fighting troops. These troops would often march into battle with a noisy military marching band known as the Mehters. Any units of Janissaries and/or Janissary Handgunners can be provided with stakes at the cost indicated. Such field defences might also typically include ditches, embankments and wagons to anchor their centre. Note that Janissaries and Janissary Handgunners can be given both stakes and Camels if you so wish.

Vassal Infantry. These comprise troops from regions conquered by the Ottomans – frequently peasants or brigands driven to arms as a result of local rivalries and feuds. By the mid-15th Century this would include many troops drawn from the Balkan region. They would be armed with javelins and could carry shields – at Varna they fought at the front of the army in skirmish order. Any units of Vassals Infantry can be provided with stakes at the cost indicated. Such field defences might also typically include ditches, embankments and wagons to anchor the centre.

Azabs. This infantry unit made up the majority of the foot and would typically be positioned in front of the Janissaries. Azabs could be variously armed with missile and/or close combat weapons and we represent them with a mixed fighting stat to represent troops carrying spears or halberds and/or bows or javelins. This does make them good defensive troops. Azabs fighting in close order would also carry shields. Azabs can be given Camels if you wish.

Cannon. The Ottomans had a lot more interest in the use of artillery than other nations or empires. Their guns were engineered by the very best European craftsmen and the artillery crews were almost certainly trained by highly paid artillery masters recruited from Europe.

Heavy Cannon. Though far heavier than the guns used by the field army, these massive weapons were sometimes put to use in the field. These guns would take a long time to load and would require crews of considerable size to man them.



Kapikulu. The Kapikulu was an elite body of troops raised from childhood to serve in the various elite corps of the Ottoman army. The Kapikulu Suvarileri – Guard cavalry – were selected from the very best of the Kapikulu and constituted the six senior cavalry regiments in the entire army. They were equipped much as other heavy cavalry although their standard of equipment was likely to be higher and their dress more ornate. Up to one unit per 1,000 points of Sipahis can be upgraded to Kapikulu with the stats and points cost shown.

Janissary Handgunners. The bow was the predominant weapon in the mid-15th Century but the handgun was making its appearance and would become increasingly common. Up to one Janissary unit per 1,000 points can be regraded as Janissary Handgunners at the cost indicated. Janissary Handgunners can carry stakes as already noted.

Voynuks. These are better quality vassal infantry. Once the nations of the Balkans began to be assimilated into the Ottoman armies, the quality of vassal infantry improved. They would be armoured and armed with spears or halberds. Vassal troops of this quality were probably absent at Varna but we shall allow for the representation of a core of better quality infantry none-the-less. Up to one unit of Vassal Infantry per 1,000 points can be upgraded to Voynuks with the stats and points increase shown. Voynuks can also be given stakes.

Azab Skirmishers. Up to half the units of Azabs can be regraded as Skirmishers with the stats and points reduction shown. Skirmishers may not have Camels.

Vassal Skirmishers. Any units of Vassals can be regraded as Skirmishers with the stats and points modifier shown. Skirmishers may not carry stakes.

Mehters. These were possibly the first marching bands to accompany an army into battle. The Mehters blew horns and banged big drums to instil courage amongst the ranks of the Ottoman army. If you take this upgrade then all Janissary units within 20cm of the Sultan become immune to terrifying enemy and also ignore any drive backs otherwise caused by shooting, including confusion resulting from drive backs. Note that it is not necessary to include a model marching band to represent this upgrade, but should players wish to do so then it can be positioned by the Sultan himself.

Camels. Any units of Janissaries, Janissary Handgunners or non-skirmishing Azabs can be accompanied by tethered Camels as baggage animals at the cost indicated. The normal special rules for Camels apply (WA p124). Note that this is a variant of the normal rules for camel-mounted cavalry because the Janissaries are not cavalry, but otherwise the rule works in exactly the same way. It is not strictly necessary to represent Camels with models – but if models are available they can be arranged beside units to indicate their status. Camels were sometimes brought forward in this way to 'spook' enemy horses.

Designer's Notes. War Wagons did not feature in Ottoman armies until the 1470s – when they were crewed by Janissaries. Better quality vassal infantry (eg. Voynuks) became available following the permanent conquest of Serbia and Wallachia in the 1450s and 1470s respectively – although some may have reached comparable quality previously.



The Siege of Belgrade, 1456. See page 96 for more information.



THE BLACK ARMY OF MATTHIAS CORVINUS

In 1464 the Holy Roman Emperor Frederick III recognised Matthias Corvinus as King of Hungary and returned the Holy Crown of St Stephan: the state crown of Hungary and proud symbol of royal legitimacy. The young monarch set about building a powerful royal army. This army of largely mercenary Europeans, including many Hussites, was known as the Black Army. It would wage war against its neighbouring kingdoms and Turkish invaders until the death of Matthias in 1490.

During these years of conflict, the Hungarian King would also lend support to the kingdoms of Moldavia and Wallachia in their defence against the Turks – when they were not at war with each other at any rate. The Battle of Baia in 1467 took place during an early campaign against Moldavia. It was a battle that almost cost Matthias his life. Yet, only a few years later in 1475, when the victor of Baia, Stephen the Great, fought and defeated the Turks at the Battle of Vaslui, Matthias sent troops to support the Moldavian cause. When the Moldavians won, Matthias even claimed the victory!

THE BATTLE OF BAIÁ, 1467

The Battle of Baia was fought around and within the town of that name in what is now Romania (roughly speaking equivalent to what was then Transylvania, Moldavia and Wallachia). Matthias wished to take Moldavia under Hungarian rule and put a stop to King Stephan's interference in Transylvania. To this end he invaded Moldavia, pillaging and wreaking destruction, until the Moldavians gathered an army to send against him. By this time the Hungarians had occupied the town of Baia. When Matthias received word that the Moldavians were encamped nearby and preparing to attack, he began to fortify the town. King Stephan, the Moldavian commander, launched a night attack – sending three small detachments into the town beforehand to set fires prior to dismounting his knights and descending upon the Hungarian defenders. The battle raged against a backdrop of fire and destruction, with the Moldavians gradually gaining the upper hand and forcing the Hungarians through the burning streets towards the market place. There Matthias was wounded in the back by three arrows – after which his army retreated – avoiding destruction only because the Moldavians failed to pursue and strike the fatal blow that would surely have ended Matthias's ambitions for good.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Szekeler Cavalry	Cavalry	1	30	3	-	-	3	-/2	60	*1
Hungarian/Cru Knights	Cavalry	3	-	3	4+	-	3	1/-	135	*2
Crossbowmen	Infantry	2	30	3	6+	-	3	-/2	55	*3
Armati	Infantry	3	-	3	5+	-	3	1/-	60	-
Clipeati	Infantry	3	-	3	6+	-	3	1/-	45	-
Handgunners	Infantry	2	20	3	6+	-	3	-/1	55	*4
Cannon	Artillery	1	2x40	2	-	-	2	-/2	50	*5,11
War Wagons	Wagon	1	15+	3	4+	-	3	-/2	60	*6
Hussite Mercenaries	Infantry	3	20	3	6+	-	3	-/2	60	*7
General	General	+2	-	-	-	8	1	1	100	-
Leader	Leader	+1	-	-	-	8	1	-/3	80	-
Captains	Subordinate	+1	-	-	-	8	1	-/-	40	-

OPTIONS

The following options are available to the Black Army. See the accompanying descriptions for details.

Royal Banderium	Cavalry	4	-	3	4+	-	3	-/1	+10	*8, 2
Pavisse	{ Include Pavisse with any Crossbowmen, Handgunners, Armati and Clipeati units				-	-	-	Any	+5	*9
Prayer	Re-roll General's Command		-	-	-	-	-	-/1	+10	*10

SPECIAL RULES

*1 Skirmish; *2 Knights; *3 Crossbow; *4 Handgunners; *5 Cannons; *6 War Wagons; *7 Hussite Mercenaries (see description); *8 Royal Banderium (see description); *9 Pavisse; *10 Portents – for a Christian Age; *11 Slow

Hungarian/Crusader Knights. These heavily armoured and well-armed knights would form the army's main battleline. This category also represents the European knights who joined Corvinus's army to crusade against the Turks.

Szekeler Cavalry. These are Romanian horsemen who claimed descent from the hordes of Attila himself. They were expert horse archers and were used to protect the army's flanks and harass the enemy's forces as they attempted to close.

Crossbowmen. These are European troops whose weapons add vital firepower to the army. Crossbowmen can be given pavisse at the points cost shown.

Armati. These are heavily-armoured infantry equipped with pole arms who would typically fight alongside the Clipeati and crossbowmen. They would be used as heavy support and on occasion would fight from the protection of the war wagons. Armati units can be given pavisse at the points cost shown.

Clipeati. The main infantry contingent of the Hungarian army, the Clipeati fought from behind a large pavisse making a stout defensive line for other infantry. They were armed with a thrusting spear and fought a largely defensive battle. Clipeati units can be given pavisse at the points cost shown.

Handgunners. These represent Bohemian and German troops armed with handguns. They were professional soldiers and like other infantry units, they would take up a defensive position during battle. They were often led by their own mercenary captains. Handgunners can be given pavisse at the points cost shown.

Cannon. Often mounted on wagons, these crude gunpowder weapons would be used to protect the flanks from attack.

War Wagons. These were Hussite wagons used to form a wagon-lager or tabor. They were often chained together and the gaps between them lined with pavisse and stakes – sometimes ditches would be dug to their fronts. The wagons were often equipped with a light artillery piece of which there were two common types known as a tarasnice, a large handgun or the haufnitze which was believed to have fired a form of early grapeshot. The War Wagon has a standard shooting range of 15cm but can combine with other War Wagons to shoot at longer ranges as noted in the special rules.

Hussite Mercenaries. These were mercenaries serving in the Black Army. The Hussites were well-organised and they would take up position within their wagon lager. They were often led by their own highly experienced captains. These troops are armed with a mix of weapons including crossbows and handguns as well as close combat weapons. To represent this rather unconventional mixture of weaponry, their shooting range is 20cm as handguns but they otherwise count as armed with crossbows with the -1 armour save modifier when stationary.

Royal Banderium. If you choose this option, you can upgrade one unit of Hungarian or Crusader Knights to the Royal Banderium. The first order given to the Banderium each turn counts the commander's Command value as 10.

Portents. This rule allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.



THE BURGUNDIAN ORDONNANCE OF CHARLES THE BOLD

When Charles became the ruler of Burgundy in 1465, he rapidly set about reforming its army, which had steadily declined during the reign of Charles' father, Duke Philip. Emulating the French Ordonnance, Charles formed his new army based around the best troops from the whole of Europe. Within its ranks were units such as the famous bowmen of England, well-trained handgunners from Germany, and French and Burgundian Knights. These forces were further strengthened with the most impressive array of artillery fielded in any army of the day. Charles the Bold, or Charles the Rash as he was also known, would become famous for never winning a major field battle. This reputation is not entirely deserved as Charles achieved success at Monthlery, Liege, and Brustheim, and he conquered Lorraine; operations that, whilst predominately sieges, also involved field battles.

Charles can be credited with creating a new form of modernised army that would characterise the late Medieval era. He would eventually die on the battlefield at the hands of his arch enemies, the Swiss, at the Battle of Nancy. Legend has it that the Duke's body was recovered some days after the battle and was barely recognisable because it had been partly eaten by wolves. Charles was the last Valois Duke of Burgundy. After his death, his territories became the battleground for French and German rivalries for generations to come.



THE BATTLE OF NANCY, 1476

The Battle of Nancy took place in the middle of winter and effectively ended the siege of that city by Charles. The Burgundian army had suffered massively from the cold and it was a somewhat depleted and demoralised force that drew up to face a Swiss led relieving army. Charles arranged his army in a strong defensive position in a narrow valley that he knew the Swiss must take to reach Nancy. The position was a wooded slope and the army's front was further protected by a stream and reinforced by numerous artillery. Despite the driving snow, Swiss scouts were able to discover Charles' position which they recognised as impregnable. The Swiss therefore opted to divide their substantially larger forces, attacking one flank of the Burgundian position with one force whilst marching the other around the valley sides and behind the defending army. Although potentially risky given the terrain and weather, the Swiss strategy paid off and the Burgundians found themselves attacked from both front and rear – the Swiss charging down the snow covered slopes and catching their enemies from behind.

TACTICS

Charles the Bold was a visionary military theorist but with an Achilles heel of impatience. Here we see the embryonic combined arms army of the Renaissance with many of the innovations of the Medieval period brought together for the first time within the Ordonnance system.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Coustilliers	Cavalry	3	-	3	5+	-	3	1/2	110	*1
Mounted Crossbow	Cavalry	2	15	3	6+	-	3	-1	60	*2
Gendarmes	Cavalry	3	-	3	4+	-	3	} 1/2	135	*3
Gendarmes	Infantry	3	-	3	4+	-	3		85	-
Household Infantry	Infantry	3	-	3	5+	-	3	1/4	60	-
Longbowmen	Infantry	2	30	3	6+	-	3	1/4	55	*4, 5
Crossbowmen	Infantry	2	30	3	-	-	3	-2	45	*6
Handgunners	Infantry	2	20	3	-	-	3	-2	45	*7
Pikemen	Infantry	3	-	3	6+	-	3	-4	60	*5, 8
Serpentine	Artillery	1	2x40	2	-	-	2	1/2	50	*9, 10
Veuglaires	Artillery	1	3x60	2	-	-	1	-2	75	*11
Organ gun	Artillery	1	D6x15	2	-	-	1	-2	50	*10, 12
Duke	General	+2	-	-	-	8	1	1	100	-
Noble	Leader	+1	-	-	-	8	1	-2	80	-

OPTIONS										
The following options are available to the Burgundian Ordonnance. See the accompanying descriptions for details.										
Skirmishers with Crossbows	Infantry	1	30	3	-	-	3	Any	-10	*2, 6
Skirmishers with Handguns	Infantry	1	15	3	-	-	3	Any	-15	*2
Mounted Longbowmen	Infantry	2	30	3	6+	-	3	-1	+10	*4, 13
Stakes	Include stakes with any Longbowmen unit						-	Any	+5	*14
Pavisse	Include pavisse with any Crossbowmen or Handgunner units						-	Any	+5	*15

SPECIAL RULES										
*1 Shock; *2 Skirmish; *3 Knights; *4 Longbow; *5 Combined Arms; *6 Crossbow; *7 Handgun; *8 Pike; *9 Cannon; *10 Slow; *11 Heavy Cannon; *12 Organ Gun; *13 Mounted Infantry; *14 Stakes; *15 Pavisse										

Gendarmes. These are the French, German, Italian and Burgundian knights and their retainers wearing heavy plate armour and riding armoured warhorses. It had become common for these troops to sometimes fight dismounted during this period and we have made provision for them to do so. Note that the min/max applies to all Gendarmes be they mounted or on foot.

Coustilliers. These are more lightly armoured cavalry that fight alongside the Gendarmes. Although their name roughly translates as 'swordsmen', they are armed with a light lance. They would often form up to the rear of the more heavily armed cavalry.

Mounted Crossbow. These are mostly made up of Italian condottiere and were primarily used for scouting and harrying the flanks of the enemy. Note that although they carry crossbows, these are only light weapons and not comparable to those used by troops on foot.

Household Infantry. These are well equipped and trained professional troops. They would bear the livery of the lord in whose service they fought.

Longbowmen. These archers fight as part of a combined formation of bows and pikes. Longbowmen units can carry stakes at the cost shown.

Crossbowmen. Charles the Bold recruited professional crossbowmen to add firepower to his army. These troops were well trained and experienced soldiers. Longbowmen and Pikemen can form a combined arms formation with pikes at the front and longbows behind. Any Crossbowmen units can carry pavisse at the cost shown.

Handgunners. These troops are European mercenaries armed with the latest in firearms technology. Any Handgunner units can carry pavisse at the cost shown.

Pikemen. These are Flemish pikemen who fought together with the longbowmen as a combined arms formation. Longbowmen and Pikemen can form a combined arms formation with pikes at the front and longbows behind.

Serpentines. These guns were mounted on small carts or a chassis. This allowed them to be pushed into position on the battlefield and enabled rapid changes in elevation where required. The Duke of Burgundy was a great champion of artillery as a field weapon.

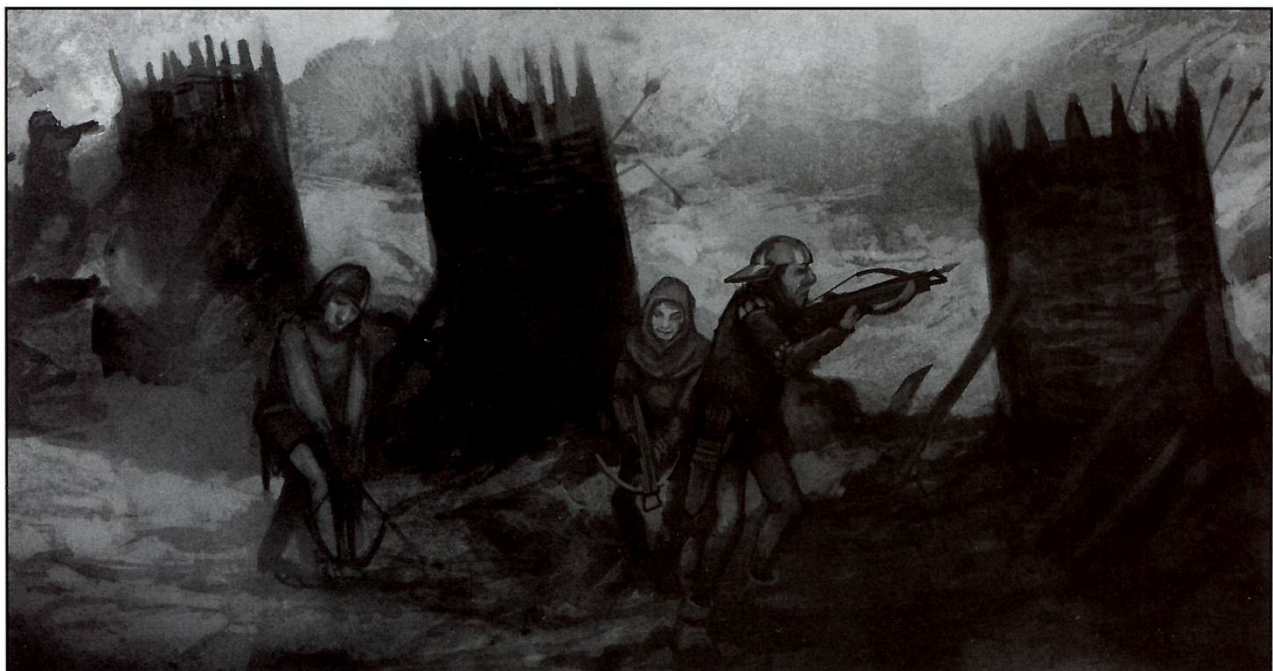
Veuglaires. These represent the heavier field pieces that were becoming more common during this period. Although the use of these weapons was mainly restricted to siege warfare, they were becoming more commonplace on the field of battle.

Organ Gun. These multi-barreled weapons often combined as veuglaire with smaller guns, perhaps on the basis that 'you can't have too much of a good thing!'

Mounted Longbow. These are the famed Francs-Archers, a French militia established by the Ordonnance of 1448. They were never utilised to their fullest potential but have great tactical possibilities. These troops would move into an advantageous position and dismount to shoot – the longbow being an awkward weapon to manage from horseback. Up to one unit of Longbowmen per 1,000 points can be upgraded to mounted infantry at the cost shown. Mounted Longbowmen cannot carry stakes.

Skirmishers with Crossbows. Any Crossbow units can be regraded to skirmishers with the stats and point reduction shown. Skirmishing Crossbow units retain the normal Crossbow rule and range as indicated. Skirmishing units cannot carry pavisse.

Skirmishers with Handguns. Any Handgunner units can be regarded to Skirmishers with the stats and points reduction shown. Note that skirmishing handgunners lose their Handgun rules and range – they become 'normal' skirmishers. Skirmishing units cannot carry pavisse.



SWISS CONFEDERATION

The mighty Swiss had already defeated Charles the Bold's Burgundians at the Battle of Grandson in March of that year and their hatred of Charles had been further fuelled by the latter's merciless treatment of the Swiss garrison there. The forces of the Swiss Confederation would go on to defeat the Burgundian invaders at the battles of Morat and then again at Nancy where Charles was killed and Burgundian power effectively ended.

The Swiss fought on a whole different level to the other European armies. The standard battle tactic of the Swiss was for the infantry to advance in three battles known as the Vorhut, Gewalthut and the Nachhut. The Nachhut was always the smallest whilst the Gewalthut would often be the largest. Their undoubted strength lay in the use of fast moving pike blocks under the command of their own captains or councils. These formations were deeper than usual for pike blocks, and the Swiss had perfected the tactic of advancing as a hollow square. This was to prove decisive against the mounted knights of Burgundy.

THE BATTLE OF MORAT, 1476

The Battle of Morat was typical of Charles' field battles in that the Burgundians deployed in a good defensive position with their cannons ready to rake the advancing foe. After waiting in the pouring rain all morning without any sign of the enemy, Charles ordered his forces to stand down, leaving only a small force in position whilst the main army returned to camp. It was whilst the army was stood down that the Swiss attacked. What followed was a confused battle in which the Swiss overwhelmed the Burgundian cannons and the Swiss main body emerged from adjoining woodland to turn their enemy's flank. The Burgundians fled the field abandoning their spoils.

The Swiss found themselves in high demand from other European leaders who recognised their value as well trained, disciplined and effective mercenaries. They were highly paid for their services but their worth on the battlefield was beyond price.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Men-at-Arms	Cavalry	3	-	3	4+	-	3	-/2	135	*1
Mounted Crossbow	Cavalry	2	15	3	6+	-	3	-/1	60	*2
Landwehr Pikemen	Infantry	3	-	3	5+	-	3	4/-	70	*3
Landsturm Pikemen	Infantry	3	-	3	6+	-	3	4/-	60	*3
Halberdiers	Infantry	3	-	3	6+	-	3	-/4	45	-
Crossbowmen	Infantry	2	30	3	-	-	3	-/2	45	*4
Handgunners	Infantry	2	20	3	-	-	3	-/4	45	*5
Cannons	Artillery	1	2x40	2	-	-	2	-/2	50	*6, 7
Organ Gun	Artillery	1	D6x15	2	-	-	1	-/1	50	*7, 8
Captain	Leader	+1	-	-	-	8/9	1	1/-	90	*9

OPTIONS

The following options are available to the Swiss Confederation. Note that if Rene, Duke of Lorraine is taken, the army must include at least one unit of Men-at-Arms per 1,000 points, representing Lorrainer Knights (min/max becomes 1/2 for Men-at-Arms). See the accompanying descriptions for details.

Skirmishers with Crossbows	Infantry	1	30	3	-	-	3	Any	-10	*2, 4
Skirmishers with handguns	Infantry	1	15	3	-	-	3	Any	-15	*2
Auszug Pikemen	Infantry	3	-	4	5+	-	3	Up to half	+10	*3
Rene, Duke of Lorraine	General	+2	-	-	-	9	1	-/1	+10	-
Cantonal Standard	Leader	+1	-	-	-	8	1	-/1	+10	*10

SPECIAL RULES

*1 Knights; *2 Skirmish; *3 Phalanx; *4 Crossbows; *5 Handgunners; *6 Cannon; *7 Slow; *8 Organ Gun; *9 Captains (see description); *10 Cantonal Standard (see description)

Swiss Men-at-Arms. So confident were they of their well-drilled phalanx, the Swiss used very little cavalry. They would be armed and mounted in the same fashion as other knights of the period.

Mounted Crossbow. These troops were used mainly for scouting and foraging.

Landwehr Pikemen. These pike-armed troops form the main arm of the Swiss forces (Landwehr roughly translates as 'home guard') and with their help, the Swiss consistently defeated other European armies for decades. Formed into units by Canton, these troops were commanded by their captains or councils. Up to half the Landwehr Pikemen units can be upgraded to elite Auszug as noted below.

Landsturm Pikemen. When the Confederacy was drawn up in full, every man was called to duty, including the Landsturm or 'reserve guard'.

Halberdiers. Although usually mixed in with and supporting the phalanx, the main fighting soldier of the old Forest Cantons still had a place in individual units armed variously with halberds, pick-axes or swords.

Crossbowmen. These troops usually ranged ahead of the main formations but were sometimes deployed together in the rearguard, as at the Battle of Nancy, or vanguard as at the Battle of Morat.

Handgunners. These troops were used in much the same way as crossbowmen and were sometimes mixed together.

Cannon. The Cantons were not known for their artillery, but at the Battle of Grandson they captured Charles' artillery train containing hundreds of light cannon.

Organ Guns. These multi-barreled weapons were often used to hold gates and other strategic positions, or to anchor the flanks of a line of men.

Skirmishers with Crossbows. Any Crossbow units can be regraded to Skirmishers with the stats and point reduction shown. Skirmishing crossbow units retain the normal Crossbow rule and range as indicated.

Skirmishers with Handguns. Any Handgunner units can be regarded to Skirmishers with the stats and points reduction shown. Note that Skirmishing Handgunners lose their Handgun rules and range – they become 'normal' skirmishers.

Auszug Pikemen. Up to half the Landwehr Pikemen units can be upgraded to represent elite Pike with the stats and points adjustment shown. The Auszug were the elite first line of pikemen, and the Swiss were vastly superior to other pike-wielding armies – this upgrade takes account of this remarkable supremacy by providing for exceptionally robust pike units.

Captains. This army is unusual in that it has no General – representing the system of elected leadership. Instead the army can have an unlimited number of Captains. Captains are leaders with a Command value of 8, but a Command value of 9 if they have joined a unit when the order is given. Note that the order does not have to include the unit the Captain has joined – he simply has to have joined a unit to benefit from the higher value.

Duke Rene of Lorraine employed an entire army of Swiss mercenaries against the Burgundians. To represent this force, one Captain can be upgraded to General with the stats and points adjustment shown. If Duke Rene leads the army then the Men-at-arms min/max is increased to 1/2 to represent the inclusion of Knights of Lorraine.

Cantonal Standard. Swiss armies would often place their most important standards in the centre of the main force. If the Swiss player chooses this upgrade then one Captain is selected to carry the standard and may re-roll one failed Command roll during the game.



THE WARS OF THE ROSES, THE HOUSE OF LANCASTER

This list covers the armies that fought for the House of Lancaster during the period of English history now commonly known as the War of the Roses, lasting from 1455 to 1485. During these years the House of Plantagenet divided over who should be the rightful ruler of England. It was a war that saw the last great charge of medieval cavalry on an English battlefield. The longbow continued to be used with deadly effect despite the growing role of gunpowder weapons. Armour technology was at its height.

The fortunes of the houses of Lancaster and York rose and fell throughout the war. Although there were times of peace during these years, the rival houses managed to fight some seventeen major engagements on English soil during this period of turmoil. The Battle of Towton in 1461 was the largest battle ever to be fought on English soil and would see the most casualties inflicted. Neither house would be the eventual victor. When the wars ended at the Battle of Bosworth in 1485 with the death of Richard III, it would be a Tudor who would become King and finally unite the noble houses of England.



THE FIRST BATTLE OF ST ALBANS, 1455

The first Battle of St Albans was also the first battle of the War of the Roses. It took part within the town of St Albans where King Henry VI's army, commanded by the Duke of Somerset, was busily fortifying the outskirts in the face of a larger Yorkist force led by Richard, Duke of York. An initial attack was bloodily repulsed and the King's forces appear to have assumed that was that. Unfortunately for them, a small force led by the Earl of Warwick managed to infiltrate the town and launch an attack against unprepared troops resting in the main square. Warwick's sudden attack from behind panicked the men holding the barricades who promptly abandoned their positions and fled along with the rest of the King's army. King Henry was captured and the Yorkists had with one bold move grasped power from the House of Lancaster.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Curours	Cavalry	3	-	3	5+	-	3	-/1	110	*1
Border Horse	Cavalry	2	15	3	6+	-	3	-/1	60	*2
Men-at-Arms Mounted	Cavalry	3	-	3	4+	-	3	} 1/2	135	*3
Men-at-Arms on Foot	Infantry	3	-	3	4+	-	3		85	*4
Shire Longbow	Infantry	2	30	3	-	-	3	2/-	45	*4, 5
Shire Bill	Infantry	3	-	3	6+	-	3	2/-	45	*4
Welsh Spearmen	Infantry	3	-	3	6+	-	3	-/4	45	-
Handgunners	Infantry	2	20	3	6+	-	3	-/2	55	*6
Irish	Infantry	3	-	3	-	-	3	-/4	35	*7
Heavy Cannon	Artillery	1	3x60	2	-	-	1	-/1	75	*8
Organ gun	Artillery	1	D6x15	2	-	-	1	-/1	50	*9, 10
General	General	+2	-	-	-	9	1	1	125	-
Lord	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the armies of the House of Lancaster. See the accompanying descriptions for details.

Stakes	Include stakes with any Shire Longbow or Retinue Longbow units							Any	+5	*11
Retinue Longbow	Infantry	2	30	3	6+	-	-	Up to half	+10	*4, 5
Retinue Bill	Infantry	3	-	3	5+	-	-	Up to half	+10	*4
Skirmishers	Infantry	1	30	3	-	-	3	-/2	-10	*2
Henry Tudor	General	-	-	-	-	-	-	-/1	+25	-

SPECIAL RULES

*1 Shock; *2 Skirmish; *3 Knights; *4 Combined Arms; *5 Longbows; *6 Handgunners; *7 Warband; *8 Heavy cannon; *9 Slow; *10 Organ Gun; *11 Stakes

Men-at-Arms. These are the nobles, lords and their personal retainers. These troops wore full plate armour and rode to battle on warhorses that were themselves often armoured. It had become common for these troops to fight dismounted during this period. Note that the min/max for Men-at-Arms is set for both infantry and cavalry – the standard army must include one and can include up to two units – it does not matter whether these are infantry or cavalry. Men-at-Arms on foot can make a combined arms formation with Shire Longbow or Retinue Longbow.

Currouers. These are cavalry less well armoured than the mounted knights but good close-quarter fighters none-the-less.

Border Horse. These were often used for scouting and foraging. On the battlefield they would cover the army's flanks and infantry manoeuvres.

Shire Longbow. The longbow was the dominant weapon on the battlefields of Britain during this period and the main bulk of the armies would include such troops in some number. This category represents troops recruited to fight during these turbulent times and less well trained and experienced than Retinue Longbowmen. Shire Longbow can make a combined arms formation with either Shire Bill or Men-at-Arms on foot. Any Shire Longbow units can carry stakes at a cost of +5 pts per unit.

Shire Bill. This category represents pole-armed infantry who fought for the crown of England in the 15th Century. As with their bow armed equivalent, they are less well equipped than retinue troops. Shire Bill can make a combined arms formation with Shire Longbow.

Retinue Longbow. Longbowmen such as these were the real backbone of the English armies that took to the battlefields of Europe and England. Up to half the units of Shire Longbow can be regraded as Retinue Longbow with the stats and points increase shown. Retinue Longbow can make a combined arms formation with either Retinue Bill or Men-at-Arms on foot. Any Retinue Longbow units can carry stakes at a cost of +5 pts per unit.

Retinue Bill. These troops were retained by the noble families and were better equipped than their Shire counterparts. They wore the livery of the noble house in whose service they fought. Up to half the units of Shire Bill can be regraded as Retinue Bill with the stats and points increase shown. Retinue Bill can make a combined arms formation with Retinue Longbowmen.

Welsh Spearmen. These are troops recruited from the Welsh borders and armed with thrusting spears and shields.

Handgunners. These troops were mainly European mercenaries who were generally professional, well-trained and equipped.

Irish. The Lancastrian cause was supported by some of the Irish establishment and their foot soldiers were often found in the ranks of the army. They would be armed with a variety of weapons and some troops would be better armoured than others.

Heavy cannon. These represent the heavier artillery pieces that were becoming more common during this period.

Organ Gun. These multi-barrelled weapons were often crewed by trained and paid European mercenaries.

Skirmishers. Up to two units of Shire Longbow per 1,000 points of army size can be reclassified as skirmishers with the stats and points adjustment shown. Note that Skirmishing Longbows retain the range of longbows but lose the Longbow special rule (+1 shot from 'massed' bowfire). Skirmishing longbows cannot carry stakes.

Henry Tudor. If Henry Tudor leads the army, you can re-roll any and all failed Command rolls by Henry until such time as a re-roll is failed.



THE WARS OF THE ROSES, THE HOUSE OF YORK

When Edward IV died in April 1483, his brother Richard became the Lord Protector of the late King's children and regent on their behalf. Unfortunately this resulted in the young princes soon finding themselves securely accommodated within the Tower of London and vanishing shortly afterwards. Richard was crowned King of England in July of the same year. Whilst Richard's enemies might choose to draw sinister conclusions from the boys' mysterious disappearance, loyal Yorkists might equally point out that Henry Tudor's claim to the throne was also dependant upon the deaths of the princes. Indeed, the usurper would go on to secure his own succession by marrying the princes' sister Elizabeth of York. We will never know whether the princes died natural deaths or otherwise or whether Richard was in any way culpable; however, it would be an optimistic fellow indeed who would entirely trust any account of Henry Tudor, his successors, or their playwrights.

Within weeks of his coronation, Richard faced an uprising by his former ally Henry Stafford, the second Duke of Buckingham. Buckingham had raised an army from beyond the Welsh borders. His aim was to support another, largely Breton funded and equipped, army led by Henry Tudor that was attempting to land on the south coast. Richard moved swiftly to block Henry's invasion and put down Buckingham's revolt. The rapidly raised rebels decided to desert their recently adopted cause as soon as they realised Richard and his army was heading against them. Richard's grip on the English throne was strengthened with the capture and execution of the unfortunate Buckingham.

THE BATTLE OF BOSWORTH, 1485

In 1485, Henry Tudor, this time with the advantage of money and troops provided by the French, landed in Wales and, gathering support as he marched northwards, raised an army with which to contend for the crown of England. Richard also marched north to confront his rival, reaching Bosworth where he deployed his army and rested. The following battle would be perhaps one of the most famous in England's history.

Richard III found himself pressured to move out of his strong defensive position by artillery and longbow fire from the Tudor army. However, the right wing of Richard's army failed to advance in support of the King, and when Lord Stanley chose to switch sides and charge against his sovereign, Richard found himself both out-numbered and out-flanked. In desperation he led his knights in what was to be the last charge by an English king on British soil. With Richard's ensuing death, the crown passed to Henry Tudor who was crowned on Bosworth Field by none other than the treacherous Lord Stanley. Richard would become the last ever English king to die on a field of battle and with his death the long war, known to later times as The Wars of the Roses, came to an end.

This army list represents the armies of the Yorkist kings Edward IV and Richard III – it has been drawn from forces that fought at a number of battles and not just Bosworth. Bosworth itself was a relatively small battle, so we have cast our net wider to include troops typical of notable Yorkist victories including Barnett and Tewkesbury, both of which were fought in 1471. Edward's victories were achieved with the aid of Burgundian recruited mercenaries.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Currouers	Cavalry	3	-	3	5+	-	3	-/1	110	*1
Hobilar	Cavalry	2	15	3	6+	-	3	-/1	60	*2
Men-at-Arms Mounted	Cavalry	3	-	3	4+	-	3	} 1/2	135	*3
Men-at-Arms on Foot	Infantry	3	-	3	4+	-	3		85	*4
Shire Longbow	Infantry	2	30	3	-	-	3	-/-	45	*4, 5
Shire Bill	Infantry	3	-	3	6+	-	3	-/-	45	*4
Handgunners	Infantry	2	20	3	6+	-	3	-/2	55	*6
Pikemen	Infantry	3	-	3	6+	-	3	-/2	60	*7
Irish	Infantry	3	-	3	-	-	3	-/4	35	*8
Peasants	Infantry	2	-	2	-	-	3	-/4	20	-
Heavy Cannon	Artillery	1	3x60	2	-	-	1	-/1	75	*9
Organ gun	Artillery	1	D6x15	2	-	-	1	-/1	50	*10, 11
General	General	+2	-	-	-	9	1	1	125	-
Lord	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the House of York. See the accompanying descriptions for details.

Stakes	Include stakes with any Shire Longbow or Retinue Longbow units							Any	+5	*12
Retinue Longbow	Infantry	2	30	3	6+	-	-	Up to half	+10	*4, 5
Retinue Bill	Infantry	3	-	3	5+	-	-	Up to half	+10	*4
Skirmishers	Infantry	1	30	3	-	-	3	-/2	-10	*2
Irish Skirmishers	Infantry	1	15	3	-	-	3	Up to half	-5	*2
Richard III	General	-	-	-	-	-	-	-/1	+10	-

SPECIAL RULES

*1 Shock; *2 Skirmish; *3 Knights; *4 Combined Arms; *5 Longbows; *6 Handgunners; *7 Phalanx; *8 Warband; *9 Heavy cannon; *10 Slow; *11 Organ Gun; *12 Stakes

Currouers. These heavy cavalry were less armoured than the mounted men-at-arms and knights.

Hobilars. These are lightly armed horsemen carrying a light spear and javelins – the same category includes Border Horse and other light horse recruited from the Shires.

Men-at-Arms. These are the nobles, lords and their personal retainers. They wore full plate armour and rode to battle on warhorses that were often armoured. It had become common for these troops to fight dismounted during this period. Note that the min/max for Men-at-Arms is set for both infantry and cavalry – the standard army must include one and can include up to two units – it does not matter whether these are infantry or cavalry. Men-at-Arms can make a combined arms formation with either Shire Longbow or Retinue Longbow.

Shire longbow. The longbow was the dominant weapon on the battlefields of Britain during this period and the main bulk of the armies that took to the field would have longbowmen. Shire Longbow represents the troops who were not retained by the nobles but who were recruited during these turbulent times to fight. Any Shire Longbow units can carry stakes at a cost of +5 pts per unit. Shire Longbows can be upgraded to Retinue Longbows as noted below. Shire Longbow can make a combined arms formation with either Shire Bill or Men-at-Arms on foot.

Shire bill. This represents the pole-armed infantry that formed the backbone of armies that were fighting for the crown of England in the 15th Century. Although perhaps not as well equipped as the retinue troops that were retained by the various households, they were as experienced in the art of war as the household troops. Shire Bill can be upgraded to Retinue Bill as noted below.

Retinue bill. These troops were retained by the noble families of the land and as such were better equipped than their shire counterparts. They would wear the livery of the noble in whose service they fought. Up to half the units of Shire Bill can be regraded as Retinue Bill with the stats and points increase shown.

Retinue longbow. The real backbone of the English armies that took to battlefields either in Europe or indeed in England. These were well trained and equipped archers retained by the noble houses of the realm. Any Retinue Longbow units can carry stakes at a cost of +5 pts per unit. Up to half the units of Shire Longbow can be regraded as Retinue Longbow with the stats and points increase shown. Retinue Longbow can make a combined arms formation with either Retinue Bill or dismounted Men-at-Arms.

Peasants. These were the low class followers of the army who would be pushed into fighting alongside the soldiers. Often poorly armed and with no training, they would often fight as a mob.

Irish Infantry. Irish troops were often recruited to take part in England's wars – they are ferocious but not always well equipped and wear little if any armour.

Handgunners. These troops were mainly European mercenaries who were well trained and equipped. The Burgundians recruited and supplied mercenaries for the Yorkist armies in the years leading up to Bosworth.

Pikemen. The Burgundians also provided pikemen –

these were probably German or Flemish in origin.

Currouers. These heavy cavalry were less armoured than the mounted men-at-arms and knights.

Hobilars. These are lightly armed horsemen carrying a light spear and javelins – the same category includes Border Horse and other light horse recruited from the Shires.

Heavy Cannon. These are the heavy bombards and field pieces that were becoming more common during this period.

Organ gun. These multi-barrelled weapons were often crewed by trained and paid European mercenaries.

Skirmishers. These are Longbowmen fighting in loose formation as Skirmishers. Up to two units of Shire Longbow per 1,000 points of army size can be reclassified as Skirmishers with the stats and points adjustment shown. Skirmishing Longbows cannot carry stakes. Note that Skirmishing Longbows retain the range of longbows but lose the Longbow special rule (+1 shot from 'massed' bowfire).

Irish Skirmishers (Kern). These are lightly equipped Irish Kern fighting as Skirmishers. Up to half the Irish units can be reclassified as Skirmishers with the stats and points reduction shown.

King Richard III. Richard was both a brave, upstanding warrior and an inspirational leader. If you choose to field King Richard III at the head of your army, then you may nominate one unit of Mounted Knights to be his personal followers. This unit can choose to re-roll any failed saving rolls made during one round of combat once during the game.







THE BATTLE



OF BOSWORTH, 1485



THE ARMY OF THE YORKIST PRETENDER

This army represents that led by John de la Pole, the Earl of Lincoln, at the Battle of Stoke Field in 1487. The events preceding the battle and the course of the battle itself are described in the introduction to the Tudor army list. This separate list has been included both to oppose it and as a possible variant for those who might wish to field a somewhat different army for the end of the Wars of the Roses.

The Irish on the other hand were poorly armed and untrained and, although numerous, were no match for a Royal force comprising the best troops in England. Lacking further Yorkist support, in particular bowmen, the rebel army was at a severe disadvantage when it came to an exchange of missiles and was to prove incapable of sustaining prolonged hand-to-hand fighting.

BATTLE OF STOKE FIELD, 1487

Lincoln's army was very different to those that had fought throughout the War of the Roses itself. The bulk was composed of Irish and German mercenaries supported by a few Yorkist nobles. Although the rebel force numbered around 8,000 to 9,000, the majority were poor quality troops: exceptions being the European mercenaries under the command of Martin Schwartz. Schwartz's contingent was formed of highly trained and well equipped troops. It is not known how they fought, but it is likely they employed the popular pike tactics of the battlefields of Europe – and this is the interpretation we have chosen for our list.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Hobilaris	Cavalry	2	15	2	6+	-	3	-/2	60	*1
Men-at-Arms Mounted	Cavalry	3	-	3	4+	-	3	} -/1	135	*2
Men-at-Arms on Foot	Infantry	3	-	3	4+	-	3		85	-
Longbowmen	Infantry	2	30	3	-	-	3	1/-	45	*3, 4
Bill	Infantry	3	-	3	6+	-	3	1/-	45	*4
Pikemen	Infantry	3	-	3	6+	-	3	2/4	60	*5
Handgunners	Infantry	2	20	3	6+	-	3	-/2	55	*6
Irish	Infantry	3	-	3	-	-	3	8/-	35	*7
Cannon	Artillery	1	2x40	2	-	-	2	-/2	60	*8, 9
Organ gun	Artillery	1	D6x15	2	-	-	1	-/1	50	*9, 10
General	General	+2	-	-	-	8	1	1	100	-
Lord	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Yorkist Pretender army. See the accompanying descriptions for details.

Stakes	Include stakes with any Longbowmen units					-	-	Any	+5	*11
Irish Skirmishers	Infantry	1	15	3	-	-	3	Up to half	-5	*1
Martin Schwartz	Leader	+1	-	-	-	8	-	-/1	+20	*12

SPECIAL RULES

*1 Skirmish; *2 Knights; *3 Longbow; *4 Combined Arms; *5 Phalanx; *6 Handgunners; *7 Warband; *8 Cannon; *9 Slow; *10 Organ Gun; *11 Stakes; *12 Martin Schwartz (see description)

Hobilaris. These are lightly armed cavalry. Part of Lincoln's forces fought a protracted cavalry engagement throughout Sherwood Forest prior to the Battle of Stoke Field. Although these troops did not necessarily all fight at Stoke, we've allowed for a max of two units to represent them.

Men-at-Arms. Lincoln's forces included a core of rebellious noblemen and their retainers – but not many! The bulk of his infantry were mercenaries. Note that Men-at-arms are limited to a maximum of one unit per 1,000 points regardless of whether foot or mounted.

Longbowmen. These are the classic English longbowmen – well armed and trained troops accompanied by troops armed with bills. All too few! Longbowmen can form a combined arms formation with Bill. Any Longbowmen units can carry stakes at the cost shown.

Bill. Any longbowmen or billmen in Lincoln's army were outnumbered by Irish and German mercenaries, and were only modestly armoured. Longbowmen can form a combined arms formation with Bill.

Pikemen. Although described as German, the mercenaries who fought under Martin Schwartz were probably of mainly Flemish origin. They were well trained and equipped and easily formed the most formidable part of the Pretender's army.

Handgunners. Like the pikemen, these were professional European mercenaries.

Irish. The Irish troops were by far the most numerous part of the army. Unfortunately they were poorly trained, armoured and equipped.

Cannons/Organ gun. Schwartz's troops are described as well provided with artillery so we have been generous with a max of two per 1,000 pts and an Organ Gun. The Organ Gun is intended to represent multiples of small calibre weapons in this instance.

Irish Skirmishers (Kern). These are Irish troops fighting as skirmishers with javelins or light spears. Up to half the units of Irish can fight as skirmishers with the stats and points reduction shown.

Martin Schwartz. One leader can be upgraded to represent Martin Schwartz. If he is your leader, then a further +1 is added to the result of all combat engagements where any commander is included in the engagement (ie, Warlord' bonus WAA p84).



THE ARMY OF THE HOUSE OF TUDOR

After the victory of Bosworth and the defeat and death of Richard III, his rival Henry Tudor was crowned King of England. Supposedly this ritual was first enacted on the battlefield and performed by none other than Lord Stanley. Henry cemented his alliance with the House of York by marrying Elizabeth of York – sister to the murdered princes. Subsequently, he was able to form the first royal army of a united England for many decades. This army would remain pretty much unchanged in composition from the Battle of Stoke Field until Flodden in 1513 – that battle is described in more detail under the Scots Army of James IV. The strength of the English army was still the longbow and bill. The pike, as favoured by continental armies, was not to have become fashionable in England for decades.

THE BATTLE OF STOKE FIELD, 1487

The Battle of Stoke Field was the last conflict of the Wars of the Roses. Although one might have imagined the affair to be done and dusted with the death of Richard III, the last Plantagenet King of England, Henry Tudor's enemies had one last card to play. A conspiracy was hatched to pass off a young boy, Lambert Simnel, as the the Earl of Warwick, the nephew of Edward IV and legitimate heir to the throne. The real Warwick had died in the Tower of London, but the conspirators managed to gain the support of Burgundy and the Irish nobility on the strength of the deception. The pretender was crowned King in Dublin. Amongst the conspirators was John de la Pole, Earl of Lincoln, who had some claim upon the throne himself. It was he who was to lead the last Yorkist army to defeat at Stoke Field.

The Battle of Stoke Field was an uneven affair – the Tudor army outnumbering the rebels by a large margin. It is quite possibly because of this that the Earl of Lincoln chose to make his stand at a site that was constrained by the River Trent, adjoining marshland, and bound by the enclosures of the village of East Stoke. This terrain made it difficult for the entire Royal army to engage at once, and the rebels made sure of things by advancing from their hilltop position to meet the enemy before they had time to deploy their entire force. The initial fighting took place between the rebel army in a single battle, and the vanguard of the Royal army. Perhaps Lincoln hoped that a decisive blow against the leading enemy troops would send the remainder of the army fleeing in panic – if so he was to be sorely disappointed. The Royal army, composed of hardened and experienced fighters, easily gained the upper hand over the relatively inexperienced rebel troops. Amongst Lincoln's ranks were large numbers of Irish who, lacking armour, suffered disproportionately from English bowfire. The rebels also included German mercenaries who were doubtless less than keen to sacrifice their lives for a lost cause. The Earl of Lincoln's vicarious bid for the crown died with him as did almost his entire force – the gulley where his troops were caught and slaughtered as they ran is still called the 'Red Gutter'.

Our army list has been drawn up to cover Tudor armies up to and including the Battle of Flodden in 1513 as it was felt rather too restrictive to base a list solely on either Stoke Field or Flodden – the army is therefore a match for either a Yorkist Pretender force or the Scots Army of James IV.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Currouers	Cavalry	3	-	3	5+	-	3	-/1	110	*1
Border Horse	Cavalry	2	15	3	6+	-	3	-/2	60	*2
Men-at-Arms Mounted	Cavalry	3	-	3	4+	-	3	} -/2	135	*3
Men-at-Arms on Foot	Infantry	3	-	3	4+	-	3		85	-
Longbowmen	Infantry	2	30	3	6+	-	3	8/-	55	*4, 5
Bill	Infantry	3	-	3	5+	-	3	2/-	60	*5
Handgunners	Infantry	2	20	3	-	-	3	-/1	45	*6
Cannon	Artillery	1	2x40	2	-	-	2	-/2	50	*7, 8
General	General	2	-	-	-	9	1	1	125	-
Lord	Leader	1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the House of Tudor. See the accompanying descriptions for details.

Stakes	Include stakes with any Shire Longbow or Longbowmen						-	Any	+5	*9
Shire Longbowmen	Infantry	2	30	3	-	-	3	Up to Half	-10	*4, 5
Shire Bill	Infantry	3	-	3	6+	-	3	Up to Half	-15	*5
Skirmishers	Infantry	1	30	3	-	-	3	-/2	-20	*2
Prayer	Re-roll General's Command						-	-/1	+10	*10

SPECIAL RULES

*1 Shock; *2 Skirmish; *3 Knights; *4 Longbow; *5 Combined Arms; *6 Handgunners; *7 Cannon; *8 Slow; *9 Stakes; *10 Portents for a Christian Age

Currouers. These are cavalry less well armoured than the mounted knights but good close quarter fighters none-the-less. This might include the better armoured and equipped Border Horse, most of whom are covered by the separate entry.

Border Horse. These lightly armed horsemen from the English/Scottish borders became a recognised 'type' within Tudor armies, subsuming some other lightly armed cavalry such as Hobilars. They often carried a light lance.

Men-at-arms. These troops wore heavy armour and rode to battle on warhorses that were themselves frequently armoured. They often fight dismounted and we have allowed for this by combining the min/max figure as shown – a 1,000 points army can have up to two units of Men-at-Arms whether mounted or on foot.

Longbowmen. Longbowmen were the backbone of the Tudor army under Henry VII and, together with billmen, formed the mass of troops at Flodden. Longbowmen units can adopt a combined arms formation with Bill. Any Longbowmen can be given stakes at the points cost indicated.

Bill. The role of billmen in Tudor armies was essentially as it had been decades before – they fought alongside the longbowmen. To represent this, Bill units can adopt a combined arms formation with Longbowmen.

Shire Longbowmen/Shire Bill. We have made provision for regading the professional troops to represent local militia, recently recruited or otherwise poorer or less well-equipped troops. Up to half the Longbowmen can be regaded to Shire Longbowmen with the stats and points reduction shown. Up to half the Bill can be regaded to Shire Bill with the stats and points reductions shown. Note that this allows more flexibility in the choice of troops as it frees up points that must otherwise be spent on Longbowmen/Bill. Shire Longbowmen can adopt a combined formation with Shire Bill. Any Shire Longbowmen can be given stakes at the points cost indicated.

Handgunners. The handgun was still a rare weapon in Tudor armies and was the preserve of professional troops, often mercenaries.

Cannon. Artillery pieces were becoming lighter and more reliable during this period – at Flodden the lighter English cannons proved more effective than the ponderous monsters wheeled out by the Scots.

Skirmishers. Up to two units of Longbowmen per 1,000 pts of army size can be downgraded to Skirmishers with the stats and points reductions shown. Skirmishers cannot carry stakes. Note that skirmishing Longbows retain the range of longbows but lose the Longbow special rule (+1 shot from 'massed' bowfire).

Portents. This rule allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.



SCOTS ARMY OF JAMES IV

King James IV of Scotland was a progressive and highly ambitious ruler. Amongst the many achievements of his reign were the installation of the first printing press in Scotland, the development of the gun foundry at Edinburgh castle, and the construction of a powerful Scottish navy. Recognising the value of peace between England and Scotland, he entered into the Treaty of Perpetual Peace in 1502 and married a daughter of Henry VII in 1503. Any wishes for peace were to be broken when both England and Scotland were drawn into the Italian Wars – the English in support of the Pope and the Holy League and the Scots in support of France. With the bulk of English forces arrayed against France, the Scots King invaded England in support of his ally.

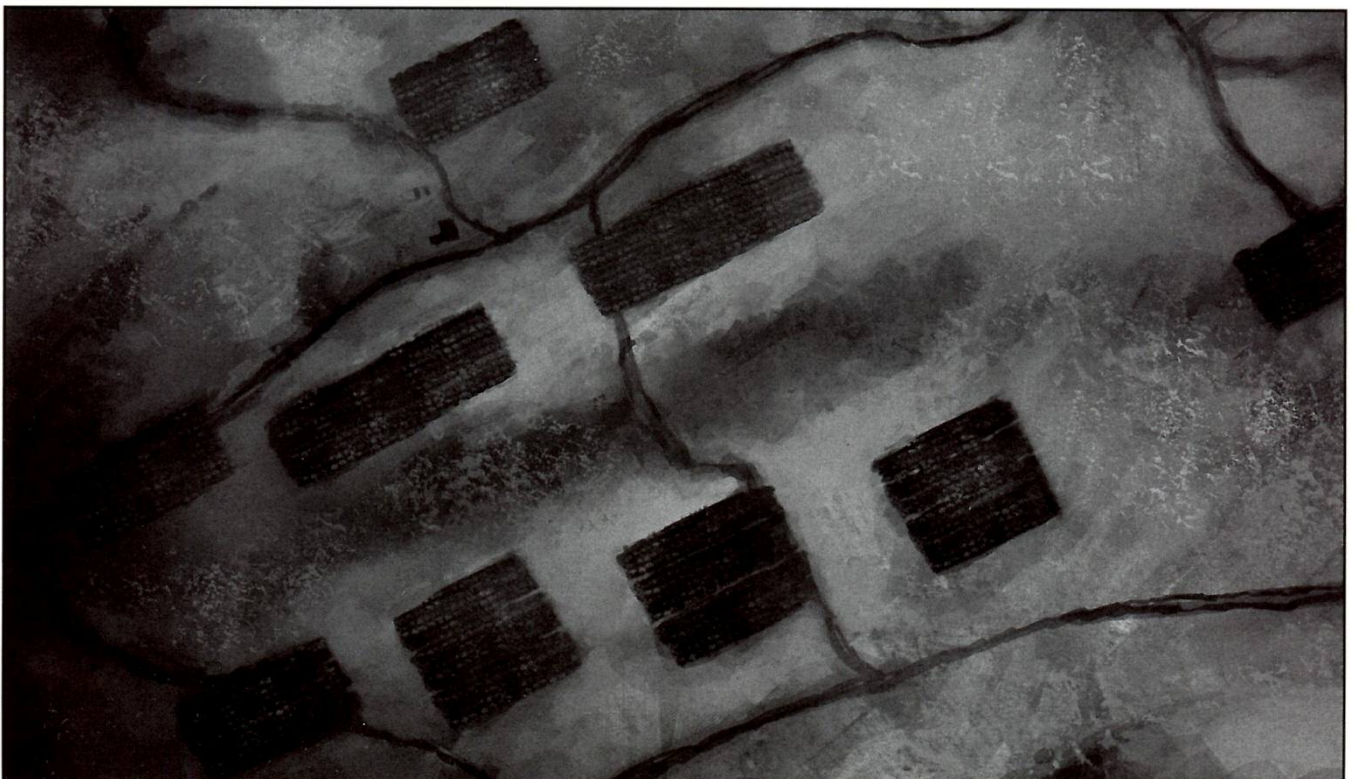
THE BATTLE OF FLODDEN, 1513

The army fielded at Flodden by King James IV was heavily influenced by the pike wielding armies that were dominating the battlefields of Europe at the time. The King's French allies had sent a band of officers to train the Scottish army in the use of the pike. None-the-less Scottish pikemen were inexperienced and this represented a radical break with the troops' traditional styles of fighting. The other battle-winning weapon of the day was the cannon and King James' force included seventeen heavy cannons. This artillery train required scores of oxen to drag the weighty guns. It was these guns that had been used during the earlier bombardment of Norham castle. These weapons were more suited to siege warfare than the battlefield, and at the Battle of Flodden, the Scottish artillery made little impact on the English forces.

The Scots army deployed into a strong position surrounded by hills and with their artillery poised to rake the English advance. Thomas Howard, the Earl of Surrey and English commander, saw that the position was too strong to attack and invited the Scots to descend into the plain – understandably, King James declined to abandon his advantage! The English responded by marching behind the Scots lines of communications thus obliging King James to hastily redeploy his army. The battle began with an artillery duel that was soon won by the lighter and more manoeuvrable English guns. This left the Scots army vulnerable to English artillery fire and forced King James to attack. At first the Scots pikemen were successful, but the wet weather and steep slopes proved too much for the hastily trained troops and their formation began to fall into disorder as they advanced. The decisive blow came on the Scots' right flank where an English force under Stanley, concealed by the lie of the land, took up position on the high ground from where they poured bowfire onto the Highlanders below. The Scots army broke leaving a field strewn with 10,000 dead, including King James himself.

TACTICS

This is an army for those who like pikes – and lots of them! The Scottish army was hastily trained and lacks the support of cavalry, halberdiers and missile troops when compared to its continental counterparts. It is an unpredictable and poorly balanced army that presents its own challenges and interest. The list is specifically drawn from descriptions of the army at Flodden. The options for grades of pike are intended to reflect the varied, but at that time untried and therefore unknown, fighting abilities of that particular force. Note that upgrading pikemen to 'trained' and 'elite' actually makes them harder to move as they lose the 'Warband' rule – something to bear in mind with a Command 8 General!



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Pikemen	Infantry	3	-	3	6+	-	3	8/-	60	*1, 2
Archers	Infantry	2	30	3	-	-	3	-/2	40	-
Border Horse	Cavalry	2	15	3	6+	-	3	1/2	60	*3
Culverin	Artillery	1	3x60	2	-	-	1	-/3	75	*4
Sakers	Artillery	1	2x40	2	-	-	2	1/2	50	*5, 6
General	General	+2	-	-	-	8	1	1	100	-
Lord	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Scots Army of James IV. Pikemen can be regraded to Elite, Trained, Border, or Highlanders as noted below. See the accompanying descriptions for details.

Elite Pikemen	Infantry	3	-	3	5+	-	3	-/1 max	+10	*1
Trained Pikemen	Infantry	3	-	3	6+	-	3	Up to Half	Free	*1
Border Pikemen	Infantry	3	-	3	6+	-	-	-/1	+5	*1, 2, 7
Highland Pikemen	Infantry	3	-	3	-	-	-	Up to Half	-10	*1, 2
King James	General	+3	-	-	-	8	1	-/1	+10	*8

SPECIAL RULES

*1 Phalanx; *2 Warband; *3 Skirmish; *4 Heavy Cannon; *5 Slow; *6 Cannon; *7 Fanatic; *8 King James (see description)

Pikemen. The main part of the Scots army that fought at Flodden was well equipped by James's harness mill at Stirling but it was hastily trained and inexperienced. This basic category of Pike includes Highlanders, Lowlanders and Borderers – but units can be upgraded as noted below to more closely reflect the fortunes of various bodies on the day.

Archers. The Scottish army had a small number of archers. Unlike the English, the Scots put little emphasis on the bow as a weapon and these bowmen were less effective than those of the enemy.

Border Horse. These were mounted troops often used for scouting and foraging. On the battlefield they would protect the army's flanks and cover infantry manoeuvres.

Culverin. These are heavy bombards more suited to siege work than the open battlefield. King James appears to have had a real liking for artillery and the Scottish army at Flodden had far more artillery than the English. These monsters are also known as gros culverin, courtaulds or, entertainingly, as murderers.

Sakers. These and the smaller culverin pykmoyare were handier field pieces better suited to the open battlefield than the heavy guns.

Elite Pikemen. To reflect the unpredictable and hastily trained elements within the army, we've included these options for the Scots Pikes. The Elite unit might perhaps include the small corps of French advisors (on the day the small band of French joined the Lothians in the reserve). Regardless of the army size, a single unit of Pikemen can be upgraded to Elite Pikemen with the stats shown. This costs +10 pts.

Trained Pikemen. To reflect the unpredictable and hastily trained elements within the army, we've included these options for the Scots Pikes. The Trained units represent the most proficient of the new troops – but not necessarily the most effective. Up to half the Pikemen units can be reclassified as Trained (losing the Warband rule).

Border Pikemen. To reflect the unpredictable and hastily trained elements within the army, we've included these options for the Scots Pikes. The 'Border Pikemen' represent the most impetuous of these new units – the charge of the Borderers was initially successful and was only just held by the opposing English. A single unit per 1,000 points of army size can be upgraded to Border Pikemen with the addition of the 'Fanatic' rule. This costs +5 pts per unit.

Highland Pikemen. To reflect the unpredictable and hastily trained elements within the army, we've included these options for the Scots Pikes. The Highlanders suffered from their comparative lack of armour during the battle – so we have allowed for the inclusion of unarmoured pikemen to represent these vulnerable units. Up to half the Pikemen units can be regarded to Highland Pike losing the armour save – this costs -10 pts less per unit.

King James. King James was a brave leader but perhaps not the greatest of tacticians. It is claimed that he died at the hands of the enemy as he fought at the very front of his army. If you upgrade your General to King James, he has the stats as shown with 3 attacks.



ITALIAN CONDOTTA

The Italian Wars were fuelled by the ambitions of rival European states as they sought to control the power, territory and wealth of Italy. These turbulent times fuelled the furnace of military ingenuity resulting in many innovations and foreshadowing the development of battle for years to come. Numerous alliances were made and broken, and treachery and betrayal were commonplace. One of the curious aspects of warfare between the Italian states was the employment of large mercenary forces – called Condotta from the Italian for ‘contract’.

The Battle of Fornovo took place during the first of the Italian Wars. The French king Charles VIII decided to conquer the Kingdom of Naples following the death of its ruler Ferdinand I. Charles had a remote claim to the kingdom and had previously been promised it by the Pope. However, quite possibly Charles’ motives was to use Naples as a base from which he could launch a Crusade to reclaim Jerusalem. He was encouraged by the Duke of Milan. The Duke was an ally of the French and a rival of the new King of Naples who also happened to have a claim on his own Duchy. Into this tangled web of political intrigue marched the mighty French army (see French Ordonnance).

Charles’ forces advanced with free passage through Milan. Any city or force that opposed his army was crushed. Towns were plundered, countryside looted, and a huge booty assembled. The various Italian states that had previously

encouraged and supported the French King suddenly realised that his army would soon conquer all of Italy. On the 31st of March, the League of Venice was proclaimed with the aim of expelling the French from Italy. The members who made up the League were Milan, Venice, England, Spain, the Holy Roman Empire and the Pope. The League wasted no time and an army was formed to expel the French King from Italy.

THE BATTLE OF FORNOVO, 1495

The Battle of Fornovo was characterised by the poor discipline and self-interest of the League’s, for the most part Venetian, forces. They were to prove more interested in loot than battle and were certainly disinclined to risk their lives in a bloody fight. Fortunately for them, wet weather made the French artillery ineffective. The Italian battle plan was to surround the French forces with their substantially larger army. This went awry when troops that should have been falling upon the French flanks instead attacked the baggage train containing the French army’s spoils. This led to a bloody fight that in turn discouraged the Italians from pursuing the battle. With heavy casualties on both sides, the French withdrew, forfeiting the field and their plunder to the Venetians. Many saw Fornovo as a defeat for the League, whose casualties were by far the greater, but with the loss of his booty and his ambitions in Italy thwarted, the battle was unquestioningly a strategic defeat for the King of France.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Mercenary Knights	Cavalry	3	-	3	4+	-	3	2/4	135	*1
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/4	60	*2
Militia	Infantry	3	-	3	6+	-	3	-/4	35	*3
Crossbowmen	Infantry	2	30	3	-	-	3	2/-	45	*4
Handgunners	Infantry	2	20	3	-	-	3	-/2	45	*5
Mercenary Pikemen	Infantry	3	-	3	6+	-	3	-/4	60	*6
Heavy Cannon	Artillery	1	3x60	2	-	-	1	-/2	75	*7
Cannon	Artillery	1	2x40	2	-	-	1	-/2	50	*8, 9
General	General	+2	-	-	-	8	1	1	100	-
Captain	Leader	+1	-	-	-	7	1	-/-	60	-
OPTIONS										
The following options are available to the Italian Condotta. See the accompanying descriptions for details.										
Mercenary Light Cavalry	Cavalry	2	15	3	6	-	3	Any	-10	*2, 3
Skirmishers with Crossbows	Infantry	1	30	3	-	-	3	Any	-10	*2, 4
Skirmishers with Handguns	Infantry	1	15	3	-	-	3	Any	-15	*2
Pavisse	Include pavisse with any Crossbowmen or Handgunner units							Any	+5	*10
Stakes	Include stakes with any Militia or City Guard units							Any	+5	*11
Mercenary Captain	Leader Upgrade	-	-	-	-	-	-	-/1	+10	*12
SPECIAL RULES										
*1 Knights; *2 Skirmish; *3 Unreliable; *4 Crossbows; *5 Handgunners; *6 Phalanx; *7 Heavy Cannon; *8 Slow; *9 Cannon; *10 Pavisse; *11 Stakes; *12 Mercenary Captain (see description)										

Mercenary Knights. These come from countries such as Italy and Germany along with their personal retainers. They wore full plate armour and rode armoured horses.

Light Cavalry. There were numerous different types of light cavalry, ranging from Turkish and Hungarian mercenaries to the famous Stradioti. They were one of the main armaments in the Condottieri toolbox, proving their worth in many engagements. At Fornovo the mercenaries resorted to plundering rather than fighting, casting doubt upon their reliability, but this was not necessarily typical. In addition to mercenary horsemen were units of lightly armoured mounted crossbowmen, a common arm in the City states field armies and equivalent to the French Argolouts.

Militia. These are poorly trained and inexperienced troops provided from the towns and cities of Italy. Normally equipped with a shield and spear, these troops would often be kept back in reserve. Any Militia units can carry stakes at a cost of +5 pts per unit.

Crossbowmen. These are European mercenaries and typical of the many professional soldiers who found regular employment throughout the Italian Wars. They usually carried a large shield or pavisse for protection. Any Crossbowmen units can carry pavisse at a cost of +5 pts per unit.

Handgunners. These troops were mostly European mercenaries who were generally well trained and equipped. Any Handgunner units can carry pavisse at a cost of +5 pts per unit.

Pikemen. Italian pike-armed troops did not enjoy the same high reputation as Swiss pikemen or the better Germans. None-the-less they were well-armed and experienced troops who would assume an increasingly vital role during the later years of the Italian Wars.

Heavy Cannon. These are the heavy field pieces which were becoming more common during this period. Although the use of these weapons was mainly restricted to siege warfare they were becoming more commonplace on the open field. Before the end of the Italian Wars their value would be well proven.

Cannon. These are the smaller field pieces.

Mercenary Light Cavalry. Any Light Cavalry can be regraded as Mercenary Light Cavalry and classed as Unreliable with a -10 pts reduction in cost. This reflects the questionable behaviour of these troops at Fornovo.

Skirmishers with Crossbows. Any Crossbowman units can be regarded as Skirmishers at a cost reduction and with stats as shown. Note that Skirmishing Crossbows retain their special Crossbow rules. Skirmishing units cannot carry pavisse.

Skirmishers with Handguns. Any Handgunner units can be regraded as skirmishers at a cost reduction and with stats as shown. Note that Handgunner Skirmishers are normal Skirmishers and don't have the special Handgunner rules. Skirmishing units cannot carry pavisse.

Mercenary Captain. You can choose to upgrade one of your leaders to a Mercenary Captain. If he is included, then all Unreliable units are not considered to be Unreliable until such time as the Mercenary Captain fails to issue an order on a Command roll of an 11 or 12. Once the Mercenary Captain fails to issue an order on a roll of 11 or 12, then all Unreliable units become Unreliable again.



FRENCH ORDONNANCE

In 1439 the newly crowned King of France, Charles VII, began the business of building a professional standing army. The various decrees that enabled this to happen are known as 'ordonnance', hence the forces of the later 15th and early 16th centuries are referred to as French Ordonnance armies. This standing army would see action throughout Europe and is represented here as it appeared during the Italian Wars.

The Italian Wars actually encompassed a series of wars fought for the control of Italy but also drawing the nations of Western Europe into localised conflicts. The wars began in 1494 with Charles VIII of France's invasion of Naples and ended in 1559 when Henry II finally renounced all French claims to Italy. During this extended struggle for power and influence, alliances were continually made and broken as one side gained ascendancy only to be brought down by coalitions of former allies.

THE BATTLE OF MARIGNANO, 1515

The Battle of Marignano in 1515 was a result of the French King Francis I's attempt to regain control of the Duchy of Milan and to establish French authority in Naples. This young and energetic monarch was opposed by an alliance called the Holy League. This alliance was led by the Pope but included

Spain, the Holy Roman Empire and England. The French King advanced into Italy with what was perhaps the largest artillery train that Europe had then seen. As many as 70 cannons were transported over the Alps much to the surprise and consternation of the foe. When the combined army of Milan and the Swiss Confederation marched on the French, a battle began that was to change the conduct of war in Europe. The Battle of Marignano would bear witness to the supreme power of artillery. The Swiss pike blocks, so long an invincible force, were blown apart by artillery. Marignano was an outstanding victory for King Francis, but more importantly it was one of the battles of the Italian Wars that marked the end of Medieval warfare. Thereafter, tactics would change dramatically as would the composition of armies. The era of chivalry and the longbow was ended and the Age of gunpowder had arrived.

TACTICS

This army sees the beginning of early modern warfare and the dominance of mobile artillery supporting mixed formations. It is a hammer and anvil – plenty of the best mounted knights and heavy infantry with a barrage of artillery. It is up to the skill of the general to find the best balance of mixed arms.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Ordonnance Gendarmes	Cavalry	3	-	3	4+	-	3	2/4	135	*1
Ordonnance Coustilliers	Cavalry	3	-	3	5+	-	3	-/4	110	*2
Argolouts & Stradiotti	Cavalry	2	15	3	6+	-	3	-/2	60	*3
French Infantry	Infantry	3	-	3	6+	-	3	2/-	45	-
Crossbowmen	Infantry	2	30	3	-	-	3	-/4	45	*4
Handgunners	Infantry	2	20	3	-	-	3	-/2	45	*5
Pike	Infantry	3	-	3	6+	-	3	2/6	60	*6
Cannons	Artillery	1	2x40	2	-	-	2	1/6	50	*7, 8
Bombards	Artillery	1	3x60	2	-	-	1	-/4	75	*9
Ribaudequins	Artillery	1	D6x15	2	-	-	1	-/2	50	*10, 8
General	General	+2	-	-	-	8	1	1	100	-
Noble	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the French Ordonnance army. See the accompanying descriptions for details. These options represent armies from a broader time period of the Italian Wars as well as tactical option for skirmishers. Swiss Pikemen weren't present at Marignano but did fight for the French in other battles.

Ordonnance Archers	Infantry	2	30	3	-	-	3	-/2	45	*11
Swiss Pikes	Infantry	3	-	4	6+	-	3	Any	+10	*6
Skirmishers	Infantry	1	30	3	-	-	3	Up to Half	-10	*3, 4
Artillery Master	General	-	-	-	-	-	-	-/1	+10	*12

SPECIAL RULES

*1 Knights; *2 Shock; *3 Skirmish; *4 Crossbow; *5 Handgunner; *6 Phalanx; *7 Cannon; *8 Slow; *9 Heavy Cannon; *10 Organ Gun; *11 Longbow; *12 Artillery Master (see description)

Ordonnance Gendarmes. These are the flower of French chivalry. They wear full plate armour and ride heavily armoured warhorses. Also included in this category are allied knights from countries such as Spain and Germany along with their personal retainers. They are armed and equipped in the same way as the French Gendarmes.

Ordonnance Coustilliers. These are more lightly armoured cavalry. They are armed with spears and would often form up behind the Gendarmes.

Argolouts and Stradiotti. These are light cavalry equipped for skirmishing with light crossbows, bows or javelins. In 1499 the French army included 2,000 Italian mounted archers.

French Infantry. French infantry would be used to add weight and strength to the foot troops in battle. Although relatively well equipped and armoured, they were regarded as substandard at the time, and their armour save has been set at a low level to represent this.

Crossbowmen. These troops included Gascon mercenaries noted as amongst the best of the French infantry.

Handgunners. These were mercenaries who were generally well trained and equipped. The French were slow to adopt the handgun compared to many other contemporary European armies.

Pike. German and Swiss pikemen fought in many European armies. These well-trained troops form the main arm of the French infantry. Pike can be upgraded to 'Swiss Pike' as noted below.

Cannons. These guns were mounted onto small carts or chassis and dragged or pushed into position on the battlefield.

Heavy Cannons. These are heavy bombards and field pieces that were becoming more common during this period. Although the use of these weapons was mainly restricted to siege warfare, they were becoming more commonplace on the battlefield itself.

Ribaudequins. These multi-barreled organ guns were crewed by trained and paid European mercenaries.

Ordonnance Archers. The longbow had been taken up by many continental armies inspired by English successes and were included in the 1448 Ordonnance.

Swiss Pike. Swiss pike were the most formidable of all pikemen and perhaps the most potent arm on the battlefield until the development of cannon. Their formations included halberdiers to protect the vulnerable flanks. Any Pike can be upgraded to Swiss Pike with the stats shown at a cost of +10 pts per unit.

Skirmishers. Up to half the Crossbow units can be regraded as skirmishers with the stats and cost reduction shown. Note that they retain their crossbow range and rules.

Artillery Master. The General can be upgraded to include an Artillery Master in his entourage. If the army includes the Artillery Master, artillery discounts the additional -1 penalty for 'slow' moves.



THE SAMURAI

Many players have asked for 'Samurai' lists so we have dutifully included one though it does rather sit apart from the other armies in this book by both time and distance. Nevertheless we thought this army sufficiently engaging to justify its place. The list represents armies of the later part of the Warring States period – the sengoku jidai – which lasted from the onset of the Onin Wars of 1467 to the establishment of the Tokugawa Shogunate in 1603. This long period of constant inter-clan warfare saw the development of the role of common foot soldiers, of cavalry and, in the final half century, of gunpowder weapons in the form of handgunners – generally known as arquebusiers by this period.

At the end of the period in question, the Japanese invaded Korea. The war that followed is called the Imjin Wars – or simply the Samurai invasions. The main list is intended to represent armies of that war. Armies chosen from this list may be historically matched against each other. We have also added a Korean list to facilitate a different opponent for those who wish to take advantage of it.

THE BATTLE OF CHUNGJU, 1592

The Battle of Chungju took place during the Imjin wars just to the south of the Korean capital of Hanseong (present day Seoul). Although Chungju itself was a fortress, the Korean commander determined to march out and face the advancing Japanese in open battle. He was confident of the victory because he had an overwhelmingly strong force of cavalry and chose a position where his flank was well protected by a river and adjoining paddy fields. What the Koreans had not counted on was the effectiveness of the Japanese arquebuses – a weapon only recently adopted from the Europeans. The Korean cavalry were repelled and eventually driven into the paddy fields – caught between their foes and the river, they were destroyed and the battle lost.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Mounted Samurai	Cavalry	3	-	3	5+	-	3	-/2	110	*1
Samurai	Infantry	3	-	3	5+	-	3	2/4	60	-
Ashigaru Bowmen	Infantry	2	30	3	-	-	3	-/4	40	-
Ashigaru Spearmen	Infantry	3	-	3	6+	-	3	4/-	45	-
General	General	+2	-	-	-	9	1	1	125	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-
OPTIONS										
The following options are available to the Samurai. See the accompanying descriptions for details.										
Mounted Samurai Guard	Cavalry	3	-	4	5+	-	3	} -/1 max	+10	*1
Mounted Guard with bows	Cavalry	3	15	4	5+	-	3		+15	*1
Mounted Samurai with bows	Cavalry	3	15	3	5+	-	3	Any	+5	*1
Ashigaru Arquebusier	Infantry	2	30	3	-	-	3	Any	+10	*2
Pavisse	{ Include pavisse with any Ashigaru Bowmen, Arquebusier or Handgunner units						-	Any	+5	*3
Skirmisher with Bows	Infantry	1	15	3	-	-	3	} -/2	-10	*4
Skirmisher with Arquebus	Infantry	1	30	3	-	-	3		-10	*2, 4
Daimyo	The General can be upgraded to Daimyo					-	-	-/1	+20	*5
Heroes	Leaders can be upgraded to Heroes					-	-	Any	+25	*6

OPTIONS FOR WARRING STATES PERIOD

This option is intended to broaden the time period covered by the Samurai list to the earlier years of the Warring States period. The min/max allowance for Samurai and Ashigaru differs as indicated. Arquebusiers are not allowed in this army but Ashigaru Bowmen but can be upgraded to Handgunners instead if the army postdates 1543. In addition, Samurai can be upgraded to carry bows as noted. Otherwise all the above options are also available. See the accompanying descriptions for details.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Mounted Samurai	Cavalry	3	-	3	5+	-	3	-/4	110	*1
Samurai	Infantry	3	-	3	5+	-	3	4/-	60	-
Ashigaru Bowmen	Infantry	2	30	3	-	-	3	-/4	40	-
Ashigaru Spearmen	Infantry	3	-	3	6+	-	3	-/4	45	-
Samurai with bows	Infantry	3	30	3	5+	-	3	Up to Half	+10	-
Ashigaru Handgunners	Infantry	2	20	3	-	-	3	-/Any	+5	-

SPECIAL RULES

*1 Shock; *2 Arquebus (see description); *3 Pavise; *4 Skirmish; *5 Daimyo (see description); *6 Terror

Mounted Samurai. The importance of cavalry declined during the time of the Warring States. These units represent mounted Samurai armed with spears or naginata. We have included the option for these units to carry the bow although its use declined as the war progressed. Mounted Samurai can be upgraded to carry bows at a cost of +5 pts per unit.

Samurai. These are Samurai on foot – and this is how most Samurai fought. They were armed with spears, naginata and the long, curved sword – the katana. In a Warring States option army, up to half the Samurai units can be given bows at a cost of +10 pts per unit.

Ashigaru Bowmen. These are units armed with bows. Bows continued in use after the introduction of firearms by the Portuguese in 1543 and did not disappear entirely until the early 17th Century. Any units of Ashigaru Bowmen can be given Pavise at a cost of +5 pts per unit.

Ashigaru Arquebusiers. Ashigaru Bowmen can be upgraded to Ashigaru Arquebusiers with the following variant of the Handgunner rules. Arquebuses are treated as handguns but have a range of 30cm and cost +10 pts in total. This represents the somewhat more advanced weapon than is generally the case with the earlier European armies in this book. Any units of Ashigaru Arquebusiers can be given Pavise at a cost of +5 pts per unit.

Ashigaru Spearmen. At the start of the war, the common infantry carried an assortment of weapons including flails, naginata and spears. Later on, weaponry tended to standardise around the spear. This category represents all such troops.

Guard Samurai (go umamawari-shu). These are an elite bodyguard unit comprising the very best of the Samurai – here represented by a cavalry unit consistent with a role on the open battlefield. Tokugawa Ieyasu is noted as having an elite corp called the O-ban or Great Guard which grew to number 600 men. The bow fell out of use in the later part of the period covered by this list. Regardless of the size of the army, a single unit can be upgraded from Mounted Samurai to Samurai Guard with or without bows.

Ashigaru Handgunners. Ashigaru Bowmen can be upgraded to Ashigaru Handgunners at +5pts a model. These are units armed with early forms of the arquebus. The arquebus was introduced to Japan by the Portuguese in 1543 and was soon copied and employed in Japanese armies. We have categorised these earlier weapons as handguns in respect of both the design of the weapons and unfamiliarity of use. Any units of Ashigaru Handgunners can be given Pavise at a cost of +5 pts per unit.

Skirmishers with Bows. The indicated number of Ashigaru Bowmen can be regraded to Skirmishers at a cost reduction and stats as shown. Skirmishers cannot carry pavise. The min/max shown covers all Skirmishers: for example, in a 1,000 points army, you could have one Bowmen unit and one Arquebusier unit as Skirmishers (for a total of two).

Skirmishers with Arquebus. The indicated number of Ashigaru Arquebusier units can be regraded to Skirmishers at a cost reduction and stats as shown. Note that Arquebus units are +10 pts (50 pts) and skirmishing Arquebusiers are a further -10 pts (40 pts in total). Skirmishers cannot carry pavise. Arquebusier units retain their modified 'handgunner' special rules and range as Skirmishers. The min/max shown covers all Skirmishers: for example, in a 1,000 points army, you could have one Bowmen unit and one Arquebusier unit as Skirmishers (for a total of two).

Daimyo. The General can be upgraded to a Daimyo. If the Daimyo is attached to a unit when orders are issued, he counts his first order of the turn as a Command value of 10. All other orders revert to his standard value of 9.

Heroic Leaders. Any leaders can be upgraded to Heroes. If a Hero is attached to a unit then that unit causes *terror* in the enemy.





THE KOREANS

We have included a Korean Joseon dynasty list to put the Samurai list into some kind of military context. After the initial collapse of Korean resistance, the army was reformed, but we have chosen to present the army that confronted the first Samurai invasion with a few options for armies following the destruction of the Korean cavalry at Chungju.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Heavy Cavalry	Cavalry	3	15	3	5+	-	3	2/4	115	*1
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/4	60	*2
Spearmen	Infantry	3	-	3	-	-	3	-/-	35	-
Bowmen	Infantry	2	30	3	-	-	3	-/8	40	-
Handgunners	Infantry	2	20	3	-	-	3	-/1	45	*3
Slaves	Infantry	2	-	2	-	-	3	-/8	20	-
Heavy Cannon	Artillery	1	3x60	2	-	-	1	-/1	75	*4
Cannon	Artillery	1	2x40	2	-	-	2	-/2	50	*5, 6
General	General	3	-	-	-	8	1	1	100	-
Leader	Leader	2	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Korean army. If any units are upgraded to Arquebusiers then the army represents a later phase of the war – in which case no Heavy Cavalry can be fielded except as Heavy Infantry, and any Handgunners taken must be upgraded to Arquebusiers. See the accompanying descriptions for details.

Pavisse	Include pavisse with any Bowmen, Handgunner or Arquebusier units							Any	+5	*7
Heavy Infantry	Infantry	3	30	3	5+	-	3	Any	-45	-
Arquebusiers	Infantry	2	30	3	-	-	3	Any	+10/+5	*8
Skirmisher Bowmen	Infantry	1	15	3	-	-	3	} -/2	-10	*2
Skirmisher Arquebusiers	Infantry	1	30	3	-	-	3		-10	*2, 8
Portents	Re-roll General's Command							-/1	+10	*9

SPECIAL RULES

*1 Shock; *2 Skirmish; *3 Handguns; *4 Heavy Cannon; *5 Cannon; *6 Slow; *7 Pavisse; *8 Arquebus (see description); *9 Portents

Heavy Cavalry. These are the cream of the Korean forces. They are armed with lance and bow, would wear a laminated armour and ride horses that could also be armoured. They sometimes dismounted to fight. The Korean cavalry took a hard beating at Chungju and never recovered their former strength.

Light Cavalry. These are lightly armed and carry bows, spears and javelins.

Spearmen. The Korean infantry were peasant conscripts and poorly equipped and led – the Japanese invasion exposed the weakness of the Korean military, leading to a series of hasty reforms.

Bowmen. The Korean archers seem to have fared quite well compared to the rest of the army. They sometimes fought from behind pavisse. Any Bowmen units can be given pavisse at +5 pts per unit.

Handgunners. At the time of the Samurai invasion, the Koreans had only just started to introduce the arquebus and had a very limited number. These were of a more primitive design than the Japanese weapons and poorer all round: as the war progressed, the Koreans introduced more effective arquebuses copied from guns captured from the enemy. Any Handgunner units can be given pavisse at +5 pts per unit.

Slaves. In order to fill the ranks quickly, slaves were conscripted in return for the promise of freedom. Hastily recruited and minimally trained, these troops are armed with spears or polearms of one kind or another.

Cannon/Heavy Cannon. The Koreans were able to deploy artillery inspired by Chinese examples.

Heavy Infantry. This category represents Korean heavy cavalymen fighting as foot or equivalent troops. Korean heavy cavalry can be regraded to fight as infantry with the stats shown and at a cost reduction of -45 pts (ie, at 70 pts per unit).

Arquebusiers. As the war progressed, better firearms were developed – comparable to those used by the Japanese. To represent this, any Handgun and/or Archer units can be upgraded to Arquebus with 30cm range and otherwise with the same rules as per Handguns (the same as Ashigaru Arquebusiers in the Samurai list). This costs +5 pts per unit of Handgunners and +10 pts per unit of Bowmen.

Skirmisher Bowmen/Skirmisher Arquebusiers. The indicated number of either Bowmen or Arquebus units can be regraded to Skirmishers at a cost reduction per unit and stats as shown. Note that the permitted total applies to both kinds of units – so in a 1,000 point army, up to two units can Skirmishers, either two Bowmen, two Arquebus, or one of each. Skirmishers cannot carry pavisse. Arquebusier units retain their modified 'Handgunner' special rules and pay the extra +10 pts for the privilege (total 40 pts).

Portents. This rule allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.



SPECIAL RULES

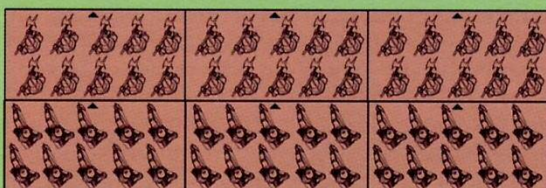
The following special rules cover new troop types, abilities and equipment – they are additional to the standard special rules in the *Warmaster Ancients* book. The rules have been given in alphabetical order in the usual manner.

COMBINED ARMS

This rule is used to represent troops who habitually fought as part of a mixed formation of heavy and missile armed infantry. The best known example is the formation of billmen and longbowmen in an English army of the Hundred Years War – known as the 'herce'. The word 'herce' was employed by Jean Froissart; a contemporary French chronicler of the Hundred Years War and the closest thing we have to a witness to its most famous battles. Ever since then, historians and commentators have argued about what Froissart actually meant by 'herce' without reaching any definitive conclusion. The common image of blocks of billmen supported by triangles of archers is a Victorian conception based on the translation of 'herce' as a spiked harrow (with the triangles as the spikes). We need not worry too much about the exact details – our rules are written as a broad representation of a large mixed infantry formation. For game purposes we shall arrange units one behind the other and assume troops are intermixed into whatever exact formation we wish to imagine.

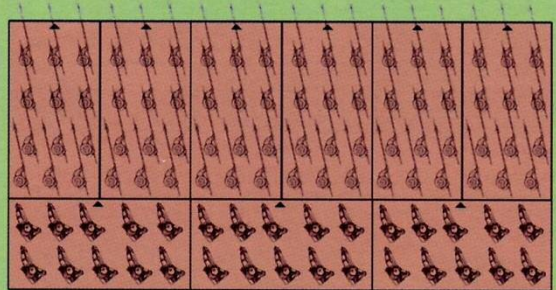
1. Troops with the combined arms rule can adopt a formation as shown here, with the heavy infantry in the front and missile troops arranged into a supporting position as shown.

Diagram 74.1 –
Combined arms
formations



A combined arms formation with heavy infantry in front and archers supporting from behind – for example, Billmen in front and Longbowmen behind.

Diagram 74.2 –
Combined arms
formations

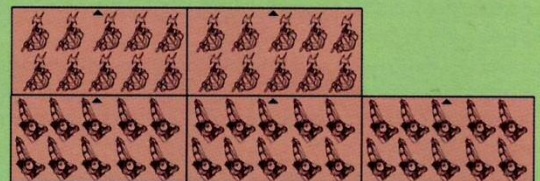


Pikemen can also form into a combined arms formation where permitted – in which case the formation requires three units as shown.

2. In a combined arms formation, the missile stands add their shots to the corresponding stands at the front of the formation. Range and line of sight is calculated from the stand in front. In the case of Pike units, the shots can be allocated to any of the Pike stands at the front of the formation so long as no more than one shot is allocated to any stand.

3. If a stand from the front of the combined arms formation falls casualty, the missile armed stand behind simply becomes the shooting stand.

Diagram 74.3 –
Combined arms
formations



If a stand falls casualty from the front rank, the stand behind shoots as part of the 'unit' – so here the two front stands and right hand rear ranker shoot as a single unit.



4. In the case of a combined arms formation of Pikes and Longbows, the rear rank of Archers can only shoot if the unit did not move during the Command part of the turn.

5. If a combined arms formation is charged, it can shoot at the charging enemy even though the missile armed stands are not the target of the charge. Calculate the shooting from the front rank as for other combined arms shooting.

6. When a combined arms Pike and Longbow formation is engaged in combat, both ranks of troops count as engaged even though the archers cannot support and are not normally considered part of the combat. Although the rear rank does not contribute to the fighting, it is obliged to retreat if defeated, can pursue if victorious, and so on.

Comment. Although we place Archer stands behind stands of heavily armed infantry, it is important to remember the two bodies are intermixed. The Archers derive protection from the more heavily armed troops but are able to pour bowfire upon the enemy immediately before and during combat. The mixed formations of Charles the Bold were a somewhat different type of formation and are more literally represented by the rules for shooting over pikes as described. Note that Bowmen can only shoot over Pikes where both units have not moved that turn – these formations are therefore far more defensive in character than the standard combined arms formation.

CROSSBOWS

These were a common missile weapon in Medieval times and varied tremendously in size, rate of fire and power. Larger weapons were so powerful that they could only be drawn using a winch or hand-crank attached to the weapon for the purpose; others were light enough to be employed by cavalry. The rules that follow apply to the larger and heavier kinds of crossbow that are slow to load but have a relatively high velocity and large missile. Many of the lighter types of crossbows, and especially those used by cavalry and skirmishers, are treated as standard missile weapons and no special rules apply.

1. Troops hit by crossbows during their Shooting phase take any armour saving throws with a -1 penalty if the Crossbowmen did not move during their Command phase. Note that this does not apply to shooting that takes place when crossbowmen shoot at chargers – which occurs in the enemy's Command phase. This reflects the lower volume of missiles delivered by slow loading crossbows.

Comment. For example, a target with a 4+ armour save would reduce this to a 5+ armour save. This rule has been added to more strongly differentiate a weapon that was an important part of Medieval warfare and to emphasise the contrast with the longbow. The crossbow's ability to overcome armour gives it a distinct advantage and role, justifying its position as the professional soldier's weapon of choice.

CANNON

This class of artillery represents the majority of pieces used on a Medieval battlefield. These weapons would often be mounted onto some kind of mobile carriage and could be moved – albeit in a rather limited way. More sophisticated wheeled carriages were only introduced in the 15th Century.

1. Except where noted otherwise, a cannon has a move value of 20cm (the same as infantry). Exceptions are covered in the army lists.

2. Cannons are considered to be 'Slow' and suffer the associated penalties for Slow troops.

3. A unit taking a hit from a cannon is disallowed any Armour roll it normally has. This applies to all gunpowder artillery.

4. A single Cannon stand has not one but two shots and therefore rolls two dice against its target.

5. A Cannon has a maximum range of 40cm.

6. When rolling for drive backs as a result of casualties inflicted by a Cannon, add +1 additional dice. For example, if three casualties are inflicted, roll four dice. This rule applies to all gunpowder weapons.

7. A Cannon cannot shoot at enemies charging it. The weapon is extremely slow to operate and is unsuitable for engaging charging enemies.

8. A Cannon stand can shoot in an arc 45° straight ahead in the same way as for missile armed stands such as bows. This is a somewhat more liberal rule than that described for other artillery in Warmaster Ancients.

9. A Cannon cannot shoot in a turn when it has moved other than to turn on the spot. Turning on the spot is still a move and requires an order.

Comment. We have found it practical to mount cannons onto 20mm x 40mm stands facing the short edge – a stand having a single gun model. However, players are at liberty to mount weapons into pairs facing the long edge if they prefer – the stand is still a stand either way regardless of the number of model guns.



HANDGUNNERS

Handgunners were a new type of troop that started to appear in Medieval armies probably during the late 14th Century. Early firearms used poor quality powder and were not really suitable for fighting battles in the field – very early representations appear in the context of sieges. By the 1420s these simple ‘hackbuts’ as they were known in England had become more effective and more common. Early guns often had very short barrels and large calibres. They were sometimes mounted on long shafts that could be propped against the ground. Iron hackbuts featured metal hooks that could be used to brace the weapon against a wall. Early firearms were not especially powerful or reliable, and lacked the penetrating power of crossbows, but the effect on the enemy’s morale must have been considerable.

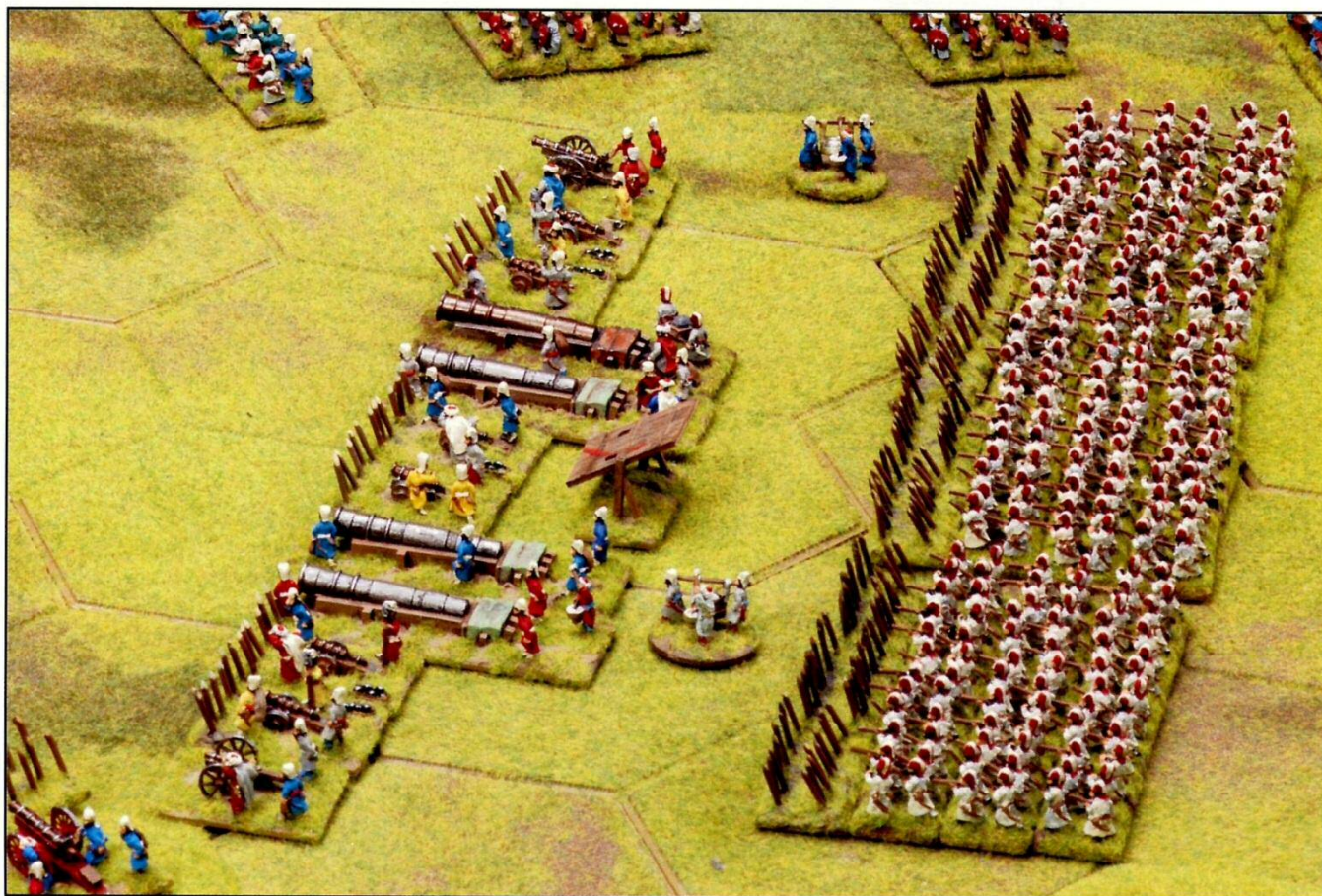
1. Handgunners shoot with a range of 20cm.
2. When rolling for drive backs as a result of casualties inflicted by Handgunners, add +1 additional dice. For example, if three casualties are inflicted roll four dice. This rule is common to all gunpowder weapons. Note it is +1 dice regardless of the number of gunpowder units shooting.



HEAVY CANNON

These are heavy, long-ranged artillery pieces and the largest kind of gunpowder artillery that we shall consider. They were used mainly for attacking and defending fortifications.

1. Once a Heavy Cannon has been deployed, it cannot move other than to turn on the spot – this requires an order and constitutes one entire move.
2. As Heavy Cannons are unable to move, it is necessary to take account of drive backs from shooting in a slightly modified fashion. If a Heavy Cannon suffers missile casualties then roll for drive backs as usual but ignore any resultant moves of 10cm or less. For example, if driven back by 1-10cm, simply ignore the drive back. Apply ‘confusion’ as normal on dice rolls of 6. If the Cannon is driven back 11cm or more, its crew are routed away and the model is removed as a casualty.
3. A unit taking a hit from a Heavy Cannon is disallowed any Armour roll it normally has. Armour is of no value against a cannon ball. This applies to all gunpowder artillery.
4. A single Heavy Cannon stand has not one but three shots and therefore rolls three dice against its target.
5. A Heavy Cannon has a maximum range of 60cm.
6. When rolling for drive backs as a result of casualties inflicted by a Cannon, add +1 additional dice. For example, if three casualties are inflicted roll four dice. This applies to all gunpowder weapons.



7. A Cannon cannot shoot at enemies charging it. The weapon is extremely slow to operate and is unsuitable for engaging charging enemies. This is the same as for Heavy Artillery in the standard Warmaster Ancient rules.

8. A Heavy Cannon stand can shoot in the zone directly forward of its front edge – see p37 of Warmaster Ancients. This is the same as Heavy Artillery and Shock cavalry in the standard Warmaster Ancients rules. See comments below about base sizes.

Comment. In our experience Heavy Cannons are best based on 40mm x 40mm stands as this looks quite impressive and allows us to represent the crew and equipment should we so wish. Players can reduce this to the standard 20mm frontage and 40mm depth if they prefer or if they already have guns based in this manner and do not wish to change. It is important to remember that all artillery units retreating in combat are automatically destroyed (WA p54), and for this reason it makes little practical difference what base sizes are used.

KNIGHTS

This rule applies exclusively to mounted troops rather than to knights on foot and is a variant of the 'shock' rule as noted below. In Western European armies most knights and men-at-arms were comparably armed and equipped. Such troops often fought as a single body. Our game therefore treats them as the same thing. The 'Knights' special rule applies to both true knights and to men-at-arms and to other heavy shock cavalry that fought in a comparable way.

1. Knights are mounted to the short '20mm' edge of the base in the same way as 'shock' cavalry and all the normal 'shock' rules apply where required (see Warmaster Ancients p127).

2. Knight stands fighting to their front add a further +1 to their Attack value in their first round of combat in the game. They receive this bonus regardless of whether they charge or are charged, and regardless of whether they are fighting enemy who are in the open, defended or fortified. Bear in mind this bonus applies only in the unit's first round of combat (ie, the first round of their first turn of combat) and only if the Knights fight to their front. This assumes the Knights either charge in an especially determined manner or vigorously respond to a charging enemy, followed by horses and riders quickly tiring after the initial clash.

Comment. Although the Knights rule is a relatively minor bonus, it tends to be decisive and encourages players to hold their Knights back for the important clashes. Knights who choose to open the battle by riding down enemy Crossbowmen will do so with ease – though it might prove a waste of their best efforts.



LONGBOW

Much has been written about the English (and one should add Welsh!) longbow and its contribution to victory on the battlefields of Medieval Europe. Indeed, there can be few subjects more likely to invoke heated debate amongst wargamers and none more likely to stir controversy or draw criticism. Our take on the matter is that the effectiveness of the longbow is largely a reflection of training and tactical use rather than any inherent qualities of the weapon. The 'Longbow' rule therefore applies to highly trained and effective archers and confers a bonus shooting attack on the unit.

1. A non-skirmishing Longbow unit of three stands deployed in either a regular line formation or a combined arms formation adds +1 shooting attack to its total, ie, such a unit has four shots rather than three.

Comment. Our rule reflects the rate of fire of the longbow in the hands of trained archers. It is effectively a unit bonus for an elite shooting unit, comparable in style to the unit bonuses described in the campaign system in Warmaster Ancient Armies (see WAA p78).



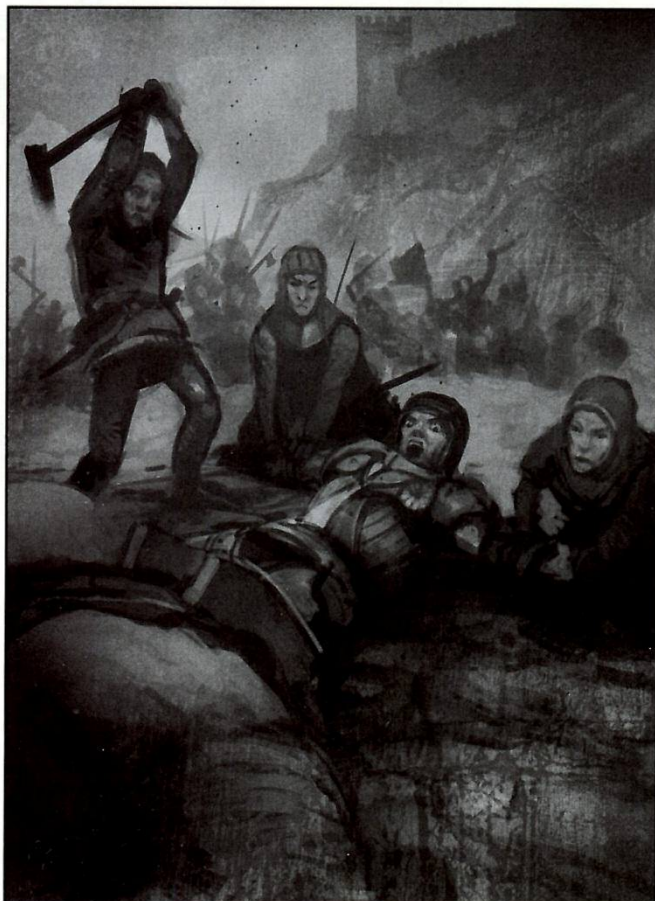
MOUNTED INFANTRY

Although many troops who habitually rode to battle would none-the-less fight on foot, we have allowed for the provision of mounting some infantry who were especially noted for fighting in this way. Mounted infantry always fight as infantry – their status allows them to move further than other infantry.

1. Mounted Infantry have a 30cm move rate and treat terrain as if they were cavalry – eg, they are unable to enter woods and comparable dense terrain (see Warmaster Ancients p31).

2. In all other respects Mounted Infantry are treated as infantry; ie, they are based as infantry, they fight as infantry, cannot pursue retreating cavalry, and so on.

Comment. Mounted Infantry have bases as standard infantry but players may wish to include mounted models amongst the unit to indicate that it comprises mounted infantry. Note that because mounted infantry are treated as cavalry for movement, this may result in them being confused or even destroyed if obliged to move into terrain impassable to cavalry, such as a wood. Plainly in such a case, their haste to make use of their mounts encourages flight or throws them into confusion.



ORGAN GUNS

This class of artillery covers all multi-barrelled cannons – such weapons mounted a number of small-calibre barrels on the same carriage. A devastating short-ranged volley is fired all at once causing carnage and consternation. We have also used the category to include multiples of very small cannons as well as multiple cannons mounted together, so it includes both organ guns and groups of very small cannons.

1. An Organ Gun has a move value of 20cm (the same as infantry). Exceptions are covered in the army lists.

2. Organ Guns are considered to be 'Slow' and suffer the associated penalties for Slow troops.

3. A unit taking a hit from an Organ Gun is disallowed any Armour roll it normally has. This applies to all gunpowder artillery as already noted for other cannons.

4. An Organ Gun rolls a dice when it shoots and has the number of shots rolled (D6 shots). Roll the indicated number of dice 'to hit'.

5. An Organ Gun has a maximum range of 15cm.

6. When rolling for drive backs as a result of casualties inflicted by an Organ Gun, add +1 additional dice. For example, if three casualties are inflicted, roll four dice. This rule applies to all gunpowder weapons.

7. An Organ Gun stand can shoot in an arc 45° straight ahead in the same way as for missile armed stands such as bows. This is a somewhat more liberal rule than that described for other artillery in Warmaster Ancients.

8. An Organ Gun cannot shoot in a turn when it has moved other than to turn on the spot. Turning on the spot is still a move and requires an order.

Comment. Note that unlike other cannons, the Organ Gun is allowed to shoot at an enemy charging to its front – this is because the weapon is designed for short ranged fire with the crew waiting until the last moment before letting loose with a deadly hail of fire. The same general comments apply to basing and close combat as noted for other gunpowder artillery.



PAVISSE

Some troops in various armies employed large shields to help protect them from missile fire. The following rules represent the use of these large shields or pavisse. Units so equipped are indicated in the army lists and pavisse can be arranged on the troop stands as required.

1. Stands shot at by enemy to their front count as defended against all attackers apart from artillery, ie, 5+ is required to score a hit from missile fire rather than 4+.

2. A unit that retreats or pursues in combat, that charges or advances into combat, which falls back following combat, which is driven back by shooting, or which makes any move outside the Command phase for whatever reason, will immediately abandon its pavisse. Once a unit abandons its pavisse, the above rules cease to apply.

Comment. Note that the pavisse – although a substantial defence against arrows and even handguns – represents no defence against cannon fire or other artillery. In effect a pavisse is a mobile low-linear obstacle for purposes of non-artillery shooting.

SCHILTRON

This formation is unique to Scots armies, consisting of a round hedgehog of pikes or long spears, sometimes strengthened by the placing of stakes. In the game this is not represented by a specific arrangement of stands as that would not be practical. The following rules apply to such units:

1. If a unit does not move in its own Command phase then it is automatically in Schiltron formation.

2. If a unit in Schiltron formation moves in its Command phase or subsequently in any part of either players' turn for any reason, it loses its Schiltron formation.

3. The stands of a unit in Schiltron formation are considered to have no flanks or rear and hence no flank/rear penalties apply in respect of commands or combat. All edges count as separate 'fronts'.

4. The stands of a unit in Schiltron formation count as defended to charging cavalry in combat regardless of whether they charge the stand's front, side or rear edges (because all edges count as 'fronts' as explained above).

5. A unit in Schiltron formation can always choose to ignore drive backs by missile fire from enemy shooting and become Confused instead. Note that this is up to the player, the unit can be driven back if preferred, in which case it loses Schiltron status as it moves.



STAKES

Prepared defences were commonly used by several of the armies covered by this book. Although we have chosen to call all such defences 'stakes', it would be usual for prepared defences to include pits and ditches as well as actual stakes. Stakes might even be chained together or otherwise reinforced to create a more formidable barrier. Such works could be prepared well in advance of an encounter, although they could also be improvised in some cases. Our rules allow stakes to be placed by units during play, but we assume such defences are in most cases prepared beforehand and units effectively deploy behind them when they 'set stakes'.

Units that have the Stakes special rule are indicated in the relevant army lists – the following rules apply:

1. We represent prepared defences in the game by lengths of model stake fastened to card bases. Each stand carries sufficient stakes to cover its own frontage. The line of stakes is modelled to face 'forward' so that troops can be arranged behind with the sharpened points of the stakes facing their enemy. The depth of the stake base is not all that important – 10mm looks about right.

Suggest photo here.



2. Deploying stakes requires an order and takes an entire move to complete.

3. Deployed stakes remain where they are placed for the rest of the battle. They are effectively part of the 'terrain' in the same way as fences or low hedges. Stakes offer protection to any infantry stands positioned directly behind. Stakes present no obstacle to movement.

4. An infantry stand protected by stakes counts as defended in hand-to-hand combat against charging enemy cavalry stands striking across the stakes. This means that enemy will need 5s to score hits rather than 4s, and will not get the usual bonus combat modifiers when they charge. Note that the stakes will make it physically impossible to move units into touch in the same way as hedges/walls and similar low linear obstacles. Simply place the chargers touching the stake line and resolve combat as if they were touching the stands behind.

Comment. Stakes only offer protection to units in combat and not to units shot at by missile fire – in this respect stakes are low linear obstacles when charged by enemy cavalry, but open ground for other purposes.

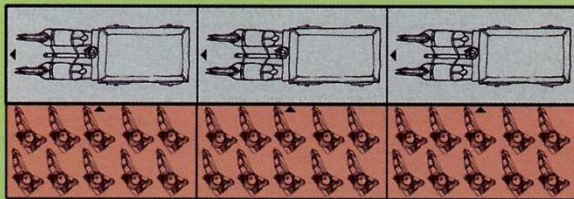


WAR WAGONS

These formed a key part of Hussite armies and of some other armies that employed Hussites in later years. They were used to form a lager or tabor – an emplacement of wagons defended by troops and cannons. Wagons were often chained together and gaps between the wagons were lined with pavisse and stakes. Sometimes ditches would be dug around them as well. Two common types of artillery were placed inside wagons to defend them. The first type was known as a tarasnice which was a large handgun, the other was the haufnitze which is believed to have fired a form of early grapeshot. We have treated these weapons much like handguns but allowed for longer range shooting as noted in the following rules.

1. A War Wagon unit is represented by three stands in line formation. Each stand contains a wagon plus stakes, chains, ditches or similar defences as required. Infantry units can be arranged behind the War Wagons to make a combined formation as shown below. Once deployed, War Wagons are static defences – they cannot move.

Diagram 80.1 – War Wagons



2. When positioned behind War Wagons as shown above, infantry are assumed to be intermixed with the War Wagons making a single combined formation. This is similar in concept to the Combined Arms rule – the two units are placed one behind the other but in reality are intermixed and are therefore treated as a single formation.



3. The infantry combined in a War Wagon formation as described above cannot be supported by other infantry to their rear. They can be supported by stands to their side edge as usual though.

4. A War Wagon stand can shoot or draw line of sight from any edge of the stand as if that edge were the front. This allows the War Wagon to shoot from its front edge to its front zone, or from its side edge into the corresponding side zone, or to its rear from its rear zone. It will normally shoot from the long edge presented to the enemy.

5. Infantry stands belonging to a unit that is combined with War Wagons can shoot or draw line of sight from any edge of the War Wagon stand in front of them. Measure all shooting from the position of the War Wagon stand to their front.

6. Infantry in combined formation with the War Wagons are allowed to move through the War Wagons as if they weren't there. For example, to pursue an enemy they have just defeated in combat. When doing so they measure movement and line of sight from the War Wagon stand to their front.

7. Any enemy shooting against the combined formation will automatically target the War Wagons regardless of which unit is closest and even if the War Wagons are out of range. This is because we assume the two units are occupying the same space and the infantry are sheltering within the wagons.

8. War Wagons count as a defended target to shooting.

9. War Wagons cannot be affected by drive backs from shooting but roll for drive backs anyway as this may result in confusion as normal. If a War Wagon unit becomes confused by enemy missile fire, its accompanying infantry become Confused as well, ie, the whole formation is Confused.

10. When enemy charge, the formation fighting is worked out as follows. The War Wagons and combined infantry both count as Defended. Regardless of whether enemy touch War Wagon or infantry stands, hits scored by the enemy will always strike the infantry so long as there is at least one stand of infantry remaining when the attacks are struck. Infantry stands will fight if they are touching an enemy or if the War Wagon to their front is touching an enemy. In effect, the infantry stand adds its Attacks to the War Wagon in front of it if it is not actually touching an enemy.

11. If War Wagons are forced to retreat from combat, the unit is destroyed. Remove the entire War Wagon unit. Any combined infantry will then retreat and can be pursued in the usual fashion.

12. In a drawn combat War Wagons always hold their ground and combined infantry can always elect to hold their ground instead of falling back.

13. War Wagons are immobile and cannot pursue a retreating enemy in combat; however, combined infantry can do so if the player wishes and they will draw their line of sight and route from the War Wagon stand to their front as noted above.

14. Any friendly infantry can move through War Wagon stands without penalty, but can only draw line of sight through them if combined in formation with them as described above.

15. War Wagon stands have no flanks for purposes of fighting combats – they do not suffer the -1 penalty for fighting to their flank and neither do combined infantry.

16. War Wagons are armed with a variety of muskets and guns of different calibers. To represent this, each stand has one shot with a range of 15cm, or two stands can add their firepower together to give one of them one shot at 30cm, or three stands can add their firepower together to give one of them one shot at 45cm.

17. When rolling for drive backs as a result of casualties inflicted by War Wagons shooting add +1 additional dice. For example, if three casualties are inflicted roll four dice. This is the same rule as for handguns and other gunpowder weapons.

A further kind of War Wagon is the ballast wagon. These are wagons filled with rocks. Ballast wagons were positioned at the corners and gateways of the tabor to strengthen its defences as they would have been exceptionally hard to tip over. At the Battle of Malesov, the Hussites employed a new tactic that involved pushing the ballast wagons down the hill from their defended position – this was the only occasion they were used in this way. We have included rules for using Ballast Wagons in the Hussite army list.



Hussite war wagons take up position on the battlefield.

MEDIEVAL SIEGE

Ever since men have waged war, there have been fortifications and sieges of one kind or another. From ancient times onwards, armies have employed the weaponry and tactics of siege warfare against obstinate defences and recalcitrant foes. In the *Warmaster Ancients* rulebook we said how we hoped to cover sieges in a later supplement, and, true to that spirit, the following pages are intended to address the subject in a practical and comprehensive way. Although our rules have been developed for playing Medieval sieges, there is no reason why they can't be used for playing siege games for *Warmaster Ancients* too as it was not until the development of gunpowder weapons that siege warfare changed significantly.

When thinking about how to refight a siege, we wargamers have a choice to make. One option is to change the turn mechanics so that we can facilitate the passage of days, weeks and months rather than minutes or hours so as to represent the length of time that a siege actually lasts. This notion is all well and good, but can prove tedious as a game because sieges often dragged on for many months or even years.

The alternative is to play a siege game based on the final assault that normally took place once the defenders were sufficiently weakened by lack of food or water, by disease, or through collapsing morale and desertion. We have elected to go with this second option as it allows players to command an all-out attack and an all-out defence. This makes for an entertaining as well as a challenging game.

LENGTH OF SIEGE

The first thing we need to do is to determine how long the siege has been going on for prior to the game. The length of time available determines how long the attackers have to build things prior to the game.

Roll a D6 and consult the results below:

D6	Result
1	1 month
2-3	D6 months
4-5	2D6 months
6	4D6 months

Roll a further dice and multiply the result as indicated to determine for how long the defences have been under siege. For example, a score of 3 indicates D6 months so roll a second dice, if this scores 4, the siege has been underway for four months.

The longer the siege has progressed the more time the attacker will have to build siege engines and to construct siege works. All of these things also costs points from the army's points value, so just because you have years to prepare doesn't mean you can build legions of war machines – you must still leave enough points to buy troops to mount the actual assault!

CHOOSE FORCES

The next step is to choose the forces. The besieging army is allowed to be half again as large as the defending army. So an army of 1,500 points would besiege a defending force of 1,000 points, 2,250 points would besiege 1,500 points, 3,000 points would besiege 2,000 points, and so on...

Armies are chosen in the regular way and to the points value established for each side. Note that this can mean the besieger has a wider choice of troops because his army is larger and has a greater min/max allowance as a result.

Armies that have compulsory cavalry, wagon and pike-equipped units can ignore the stated minimums for a siege. These minimums instead count as unlimited ie, '-'. Where minimums cover units of infantry and cavalry (as is the case for many Men-at-Arms for example) then infantry must be taken.

Armies that do not have unlimited maximums of at least one kind of infantry can always count unlimited maximums of their most common infantry type or types. For example, the Kingdom of Jerusalem has no unlimited maximums of infantry and can therefore take unlimited numbers of its most common infantry type – in this case 'crossbowmen', 'infantry' and 'pilgrims' all of which normally max out at four per 1,000 points.

In addition to troops and artillery from the standard army lists, the attacking player can spend points on various siege machines and engineering works within the limits of the time available for construction. The defending player also has some options to improve his defences in preparation for the assault.



ENGINEERS

The attacking player cannot just buy all the equipment he wants. The number of Engineer units and the amount of time available determines the maximum amount of construction possible. The besieging army gets one free unit of Engineers for each 1,000 points of army size or part thereof. Thus a 1,500 point army gets two Engineer units for free. Generally speaking, this proves sufficient.

If players wish they can buy additional Engineer units. Additional Engineer units cost +50 pts each. For example, a 3,000 point army would get three Engineer units for free, but could spend 100 points adding two more, leaving 2,900 points to spend. In practice it is only worth considering adding extra Engineering units if time is pressing – if there are only one or two months to prepare for example.

Engineers build siege equipment at the rate and cost indicated on the chart below. Thus, One Engineer unit takes one month to build one Siege Tower at a cost of 25 pts from the army's total points. This can be expressed as one Engineer month.

Obviously, if you have two Engineer units, you can build double the amount of things in a month, three Engineer units three times the amount, and so on. Where a multiple of things can be built in a month, it still takes one entire month regardless of the actual number of things you make, for example, it takes one month to build up to 30 scaling ladders but the whole month is still required whether you build 3, 12, 18, 24 or 30. The minimum time required to build a mine is therefore three months and sieges that have been underway less than three months don't give the attacker time to dig mines.

For example, a 3,000 point army has three Engineer units and five months to build, so it has $3 \times 5 = 15$ Engineer months available for construction. It could build four Siege Towers ($4 \times 25 = 100$ points), 600mm of Earthworks (225 points), a Mine (50 points), four battering rams ($4 \times 25 = 100$ points), two Siege Bombards ($2 \times 75 = 150$ points) and scaling ladders for 10 units (1×150 points). Total time is 15 Engineer months and the total cost is 775 points – leaving 2,225 points for troops.

Stats for siege equipment and other constructions are given below. Note that most work is limited only by time and engineers, but heavy siege artillery and siege bombards are also limited to a maximum of 1 per 1,000

points available. This is in addition to any cannons or heavy artillery permitted in the army's normal list of course.

Constructed artillery units are troop units like any other artillery. Artillery are included in the army's total number of units and therefore contribute towards the army's 'break point' in the same way as units of infantry or cavalry. Siege engines do not count as units for purposes of calculating the 'break point', although they have 'hits' and can be shot at or attacked in hand-to-hand fighting like troop units.



TYPE	TIME TO CONSTRUCT	COST TO BUILD
Siege tower	One Engineer month	25 points
Earth works	One Engineer month (up to 1,200 mm)	15 points per 40mm
Mine	Three Engineer months per mine	50 points
Raised artillery platform	One Engineer month per gun unit	20 points
Battering ram	One Engineer month per ram	25 points
Scaling Ladders	One Engineer month (to equip up to 30 stands)	5 pts per stand (15 pts per unit)
Heavy Siege Artillery	One Engineer month per engine	75 points
Light Siege Artillery	Up to four per Engineer month	25 points per piece
Heavy Cannon (Bombards)	One Engineer month per bombard	75 points

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Siege Tower	Siege engine	-	-	3	4+	-	1	-/-	25	*1
Battering Ram	Siege engine	-	D3	2	4+	-	1	-/-	25	*2
Earthworks	Siege Works	-	-	-	{ Stands count as defended	-	-	-/-	{ 15 per 40mm	*3
Artillery Positions	Siege Works	-	+10	-	{ Stands count as defended	-	-	-/-	20	*4
Mine	Siege Works	D6	-	-	-	-	-	-/-	50	*5
Ladder	Ladder	-	-	-	-	-	-	-/-	5 each	*6
Heavy Siege Artillery	Artillery	1	3x60	3	-	-	1	-/1	75	*7
Light Siege Artillery	Artillery	1	40	1	-	-	1	-/-	25	*8
Heavy Cannon (Bombards)	Artillery	1	3x60	3	-	-	1	-/1	75	*9

***1 Siege Tower.** Many sieges were won when these movable siege towers, or belfries, reached the castle walls and attackers poured out on to the battlements. See below for rules for the Siege Tower.

***2 Battering Ram.** These were mounted onto a wheeled frame and pushed or pulled to the gates by their crews. They would usually have a protective roof to protect its operators from missile fire and falling stones. See below for rules for the Battering Ram.

***3 Earthworks.** Besiegers constructed earthen ramparts to stop defenders from getting out and relief forces from getting in. These can take the form of trenches or ramparts and would usually include a wooden palisade, mantlets, or similar shelter from sight and shot. Troops can be placed either within or behind them and count Defended status to all attacks.

***4 Artillery Positions.** These are elevated areas, surrounded by emplacements and sheltered by palisades or mantlets, where the master gunners would position their artillery pieces to pound the defenders into submission. The maximum range for artillery mounted on a raised platform is increased by 10cm. Artillery placed behind such a position counts as Defended.

***5 Mine.** Where ground permits, the besiegers would dig mines beneath the foundations of enemy walls. At the vital moment these would be collapsed and the walls above would come tumbling down – hopefully! Mining is difficult and time consuming and can be thwarted by enemy countermines but were a very effective way of overcoming an enemy's defences. For this reason fortifications were always built on solid rock wherever possible to prevent this. At the start of a game, once wall damage values have been calculated, note down which walls have been undermined. A wall can only be undermined once. The besieger can reveal his mine at the start of any of his turns. The besieging player rolls six dice and scores 1 point of damage against the wall for each 4, 5 or 6 rolled.

***6 Ladders.** An infantry unit can be given siege ladders at a cost of 5 pts per stand (so 15 pts for the unit). See below for details of combat from ladders.

***7 Heavy Siege Artillery.** This represents all kinds of large pre-gunpowder siege artillery – be they torsion or counterweight designs. Smaller field artillery (of the kind described in Warmaster Ancients) cannot damage walls or gateways – only these larger types can do so. Such weapons include the larger types of mangonels, springalds, and the counterweight trebuchet. Heavy siege artillery has the same rules as heavy artillery in Warmaster Ancients including the same stat line, except that an engine is immobile other than that it can be turned to face as per Heavy Cannons – note that this requires an order (see pg 76).

***8. Light Siege Artillery.** This represents all kinds of anti-personal artillery which could include onagers, springalds, arbalasts, ballistas and other designs. In later armies it might include wall guns which we shall roll into the same category for convenience. These are smaller machines and not capable of attacking walls, but are able to shoot at troops on walls, for example. Light artillery is exactly as described in Warmaster Ancients, except that these represent static weapons which are immobile other than that they can be turned to face as per Heavy Cannon – note that this requires an order (see pg 76).

***9 Heavy Cannon (Bombards).** If an army has gunpowder artillery in its main list then it can include siege bombards during a siege. Siege bombards are Heavy Cannons as described in the Special Rules section. During a siege, armies whose list includes Heavy Cannons can therefore have more in the form of additional Bombards, whilst armies that normally only have Cannons or Organ Guns can also include bombards during a siege. Incidentally, players are quite welcome to include Bombards as part of besieging forces if historical precedent permits and regardless of whether gunpowder artillery is included in the army lists – in such cases common sense must prevail!



DEFENCES

The defending side can also busy itself by improving the city or castle's defences. The defenders do not need Engineers and are simply allowed to buy items from the points available as shown on the accompanying chart.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Barricade	Defences	-	-	{ Gate +2	-	-	-	{ -/1 per gate	{ 10 per gate	*1
Boiling Oil	Defences	1 shot	against	chargers	-	-	-	-/-	{ 20 per section	*2
Hoardings	Defences	Re-roll 1 shot	-	-	-	-	-	-/1	{ 50 per 100 cm	*3
Light Artillery	Artillery	1	40	-	-	-	1	-/-	25	*4
Counter-mines	Defences	-	-	-	-	-	-	-/1	50	*5
Repairs	Defences	-	-	-	-	-	-	-/1	25	*6

***1 Barricade.** The weakest point of any fortification is the gate. Consequently, gates were often reinforced with additional barricades. These could take the form of wagons loaded with boulders that were pushed up to the gates, or by extra wooden stakes that were wedged into the ground to support the gates themselves. A barricade increases the number of hits a gateway can take by +2. If the fortress has more than one gateway, each can be barricaded or some can, at a cost of 10 points per gate.

***2 Boiling Oil.** When attacked, the defenders would often have one or two nasty surprises in store for would-be attackers. Such things include missile of various kinds that would be thrown from the ramparts onto the attackers below. Hot sand, pitch, scalding water or boiling oil would work their way through armour and burn even well protected foes. Cobbles and slabs of masonry would be even more prosaically destructive. Though we have chosen to use the dramatic term 'boiling oil', the rule encompasses all of these missiles employed in quantity. The cost of boiling oil is 20 points for a wall section (ie, for every 120mm of wall). Either note down which wall sections are provided with oil or use a counter to indicate where oil has been placed. If boiling oil is provided, any unit placed on that section can make use of it. However, each section's oil can only be used once in the entire game: once used it is expended. A defending unit can use the oil to 'shoot' at enemy employing ladders to charge home. Boiling oil shots are in addition to any other shooting the unit may have. The defending unit gets one boiling oil shot in total regardless of the number of stands and no armour roll is permitted for any hits inflicted (ie, roll one dice needing to score a hit). Any charging enemy unit that suffers one or more hits from boiling oil will not complete its charge, is automatically driven back to its starting position and becomes confused.

***3 Hoardings.** During a siege, the battlements of a castle were extended by wooden hoardings that provided even more cover for the defenders and afforded ideal platforms from which to observe and shoot at the besiegers. If the defender erects hoardings, these cover the whole defences and affect missile fire from the castle or city walls as follows. A unit shooting missile fire from behind hoardings can re-roll one dice to hit each time it shoots. The cost of hoardings is 50 points for every 100cm points of defences eg, 300 cm of defences will require 150 points of hoardings.

***4 Light Artillery.** This is intended to represent all kinds of anti-personal artillery which could include onagers, springald, ballistas and other designs. They can be positioned on battlements to shoot at any enemy below. Light artillery is exactly as described in Warmaster Ancients, except that these represent static weapons which are immobile other than that they can be turned to face as per Heavy Cannons – note that this requires an order (see pg 76).

***5 Countermines.** Defenders would carefully listen for sounds of mining beneath their feet and would dig deeper mines of their own to try to intercept and destroy enemy mining operations. If countermines are dug, we assume the player has invested in a network of countermines and can potentially thwart any enemy mining operations. Each time the enemy reveals a mine, you can use the countermine to try to stop it. Roll a D6 – on the score of 4, 5 or 6, the mine has been intercepted and destroyed before it can do any damage.

***6 Repairs.** Defenders were often able to affect temporary repairs during a siege, rebuilding walls behind the originals, lowering sections of padded hurdle like a big mattress over breaches to seal them, or bracing crumbling structures with timber and ropes. The defender can buy 'repairs' as part of his defences and it represents supplies of materials available to affect these emergency reconstructions. Each repair can be used only once. A repair can be attempted at the start of the player's turn and can be used to repair a damaged wall, tower or gateway section that has not yet collapsed. Once a section has collapsed, it is beyond repair. To see how effective the repair is, roll a dice and add this number of Damage points to the structure. If the structure is carrying a negative Damage value as 'extra damage' (-1, -2 and so on) the repair is only effective if the score lifts the value to at least 1. If the score is insufficient to raise the Damage value to at least 1, the repair has not worked.



SET UP FORTIFICATIONS

The next thing we will need to do is to set up the tabletop with whatever fortifications we are going to defend or assault. This could be a Crusader castle besieged by the Saracens in the Holy Land, or it could be the fortified home of a Wallachian Noble deep in Transylvania facing the threat of the Ottomans, etc.

We are not concerned to define or to provide hard and fast rules for setting up the scene of the siege, except to say that we normally arrange fortifications across the whole length (typically 8'/240cm) and on the defender's 'half' of the table. This represents a length of curtain wall with its towers and possibly gateways. Both players then select and place terrain around the fortification using the usual method. This makes for a big game and we typically field armies of 3,000 points or greater on each side. Where an especially large playing area is available, another option is to create a corner tower, with two walls running to the table edge enclosing a triangle shape. Some players have suggested that about 75cm-100cm of defences per 1,000 points of defenders works as a rough guide when setting up smaller games. Even with the largest games it is not necessary to represent an entire city or fortress on the tabletop; although that option remains available to those with extraordinary resources, time and space at their disposal!

FORTIFICATION DAMAGE VALUES

For the purpose of our game, fortifications are divided into sections measuring 120mm or as close as possible. This allows for three infantry stands or a unit on a curtain wall section, for example. In the case of towers and gateways we shall have to be pragmatic. A tower is treated as a single section of the fortifications unless it is very small indeed – in which case it can be treated as an integral part of the surrounding wall and ignored. A gatehouse together with its surrounding ramparts or towers is also treated as a single section wherever possible. Small postern gates and sally ports are not treated separately to the wall they are part of.

Before the besieging force is deployed, it is necessary to assign Damage values to all the walls, towers and gatehouses that comprise the fortification.

Each wall section, tower and gatehouse is allocated a Damage value. This is the number of hits that the section can take before there is a risk of collapse. At the start of the game the defender rolls a dice for each section of wall, tower and gatehouse to establish its Damage value. Place a dice, card chit or similar marker in front of each section to indicate its Damage value. This randomisation of the Damage values means that parts of the defences will be more or less vulnerable. The weaker values represent areas of the defences that have already been subjected to a lengthy bombardment or previous tunnelling works by the besieger.



It will also be necessary to mark the Damage value of each main gate – usually there will be only one. The value of the gate is separate to the Damage value of the gatehouse in which it is situated. The standard value for gates is 3 – though a higher value can be used to represent especially well defended gateways if you wish. Note that postern gates or sally ports don't have a separate Damage value – they are simply treated as part of the wall where they are situated.

Designer's Note

As described Damage values are not intended to be secret – the idea is that both sides are aware where walls have already been weakened by enemy action and the coming assault takes this into account as described below. However, a few players have found they quite enjoy keeping the values secret from the besieger and playing a substantially longer game. In this case, the besieger will have to continue battering walls for several turns before he can be sure of finding a weak spot. If you prefer to do this, please go ahead – each to his own we say – but be warned it might take a long while to get to the exciting bit! A further compromise that some players have tried and enjoyed is to allot Damage values only after the besiegers have deployed, as this allows for a degree of randomisation but without concealing the Damage values. Neither of these alternatives makes any real difference other than to lengthen the game somewhat.

DEPLOYMENT OF ARMIES

Once Damage values have been assigned, both sides can deploy their forces. The reason why Damage values are assigned before deployment is so that the attacker can position his guns or other machines against the weakest part of the enemy defences should he so choose. Depending on the luck of the dice, this may provide the attacker with one or more suitable points to mount his assault.

The besieger deploys his army first including any earthworks and machines he has constructed. Earthworks and troops positioned behind earthworks and artillery on artillery positions must be deployed more than 20cm from the enemy walls, ie, outside the range of initiative. They can be placed further back if desired. Other troops must be deployed at least 40cm from the enemy walls. Commanders can be deployed as required on the besieger's side but not within 20cm of the walls.

The besieged forces are then deployed inside the fortifications and upon the ramparts of the walls, towers and gatehouses as the defending player wishes.

Once both forces are deployed, the game is ready to begin. Roll on the Events chart if you wish (see Events on pg 95). Determine how many turns the game will last in the usual way – or agree a suitable turn limit as you wish. Then roll randomly to determine which side takes the first turn as usual. See Ending the Game on pg 100 for more about length of play and deciding which side has won.

DESTROYING FORTIFICATIONS

Apart from mines, only cannons, heavy cannons, and heavy siege artillery can damage a wall, tower or gatehouse. Heavy siege artillery includes the counterweight trebuchet and comparably large torsion powered machines of the kind used before the development of cannons. Other non-gunpowder artillery and ordinary shooting cannot damage a wall, tower or gateway. The gate, as distinct from the gatehouse itself, can only be damaged by a ram or broken down by enemy troops as described later.

Cannons, heavy cannons and heavy siege artillery can always choose to target a wall, tower or gatehouse where possible regardless of the proximity of enemy troops or other potential targets that might be closer. Otherwise, the usual target priority rules apply and shooters must target the closest enemy unit whether it is infantry, cavalry, artillery or a war engine.

Cannons, heavy cannon and heavy siege artillery can shoot over the heads of intervening units of troops in some situations.

When shooting at walls, towers or gatehouses; or troops on the ramparts of walls, towers or gatehouses; artillery pieces can draw a line of sight over the top of units of troops that are further than 20cm from the shooter and further than 20cm from the target. These intervening units are simply ignored when it comes to working out whether the artillery can 'see' its target or not.

When shooting at fortifications, roll one dice for each attack in the usual way, a hit is scored on a dice roll of 4, 5 and 6. Only scores of 6 affect the Damage value. If a 6 is scored, the section's Damage value is reduced by 1. Note that this reduction is not 'recovered' at the end of the phase as it would be for troop stands: the Damage value is simply reduced incrementally every time that part of the defences takes damage.

If a wall, tower or gatehouse section is hit (ie, on scores of a 4, 5 or 6), any defending unit positioned on the ramparts of that section can potentially suffer hits as well. This represents the effect of flying debris and splinters of stone. Roll one dice for each hit inflicted on the wall. The defenders count as fortified and so suffer hits on rolls of 6. The defenders are allowed any armour save as normal as the damage is inflicted by debris and not by the shot itself. If more than one unit of defenders is present then distribute hits between them randomly (eg, 1, 2, 3 one unit and 4, 5, 6 the other).

Walls, towers and gatehouses are resilient to damage and do not necessarily collapse just because they have a Defence value reduced to 0. Instead, a test is taken when the section's Damage value is reduced to 0. Any further damage is accumulated onto the wall, tower or gatehouse as 'extra' damage (-1, -2, etc). A further test must then be taken each time the section takes more damage. For this reason it is necessary to continue to record extra damage on walls, towers and gateways, and we'd suggest a different coloured dice or card chits be used for this.

Roll a dice, add the following modifiers and consult the Structural Collapse Chart.

If the wall or tower has accumulated extra damage then add this to the dice score, for example, if a wall has taken 2 points of extra damage add 2 to the dice score.

If the target is a tower or gatehouse deduct 2 from the dice roll. Towers are strong points in the defence and harder to knock down than curtain walls. Gatehouses are especially strong and often quite elaborate to compensate for the natural weakness of the main gate itself.

STRUCTURAL COLLAPSE CHART

D6	Result
1-3	The wall/tower/gatehouse is battered but remains standing.
4	The wall/tower/gatehouse begins to creak and parts become unstable. Any unit on that section must move off or along an adjacent wall immediately, moving up to 20cm to safety. If in combat, both units must withdraw as for a drawn combat. The wall becomes impassable from then on in.
5	The wall/tower/gatehouse cracks, crumbles and collapses. The section is destroyed. Any unit manning the ramparts must move off or along an adjacent wall immediately, moving up to 20cm to safety. If combat is in progress, both units must withdraw as for a drawn combat.
6	The wall/tower/gatehouse collapses in a sudden and spectacular fashion throwing rocks and timber everywhere. Any stands on the wall are destroyed without the benefit of an Armour saving roll. The section is replaced with 'rubble'.

Once a wall, tower or gatehouse has been destroyed, the section is removed and is now considered to be 'rubble'. The section can be replaced by a ruined model section if you wish, or a suitable area of tumbled stones can be substituted, or players can simply choose to imagine the destruction. In any case, the broken down wall, ruinous tower or shattered gatehouse is now 'rubble' extending the full length of the section that has been removed and 4cm in depth. Rubble counts as dense terrain and troops within it will therefore count as Defended. This ruinous tangle of half-standing masonry and fallen stone will hinder visibility in the same way as a wood. Units can move through rubble as they would through any other areas of dense terrain. Note that because rubble blocks line of sight as a wood, this will impede chargers and shooters, and means that attackers will require an order to move into or through the rubble in order to see an enemy to charge with a second order.

Gates have a fixed Damage value and are broken down and destroyed once they have taken damage equal to this value – usually 3. It is not necessary to test further. Once its Damage value is reduced to 0, a gate is broken down.

Once a gate is broken down, the gateway is treated as open ground and troops are able to move through unimpeded. It helps if the model gateway is wide enough to allow stands to move through easily – and if this isn't the case we need to assume the gateway is at least 40mm wide to allow passage of troops. It is also helpful if the model gate can be removed or opened – otherwise we must resort to our imaginations.

LADDERS

Units with ladders can use them to mount assaults on walls as described in this Rules section. Once units have passed over walls or moved onto ramparts they cannot make further use of their ladders. Units that do not have ladders can't make use of ladders that are 'left behind' by other units. If you want units to climb walls, then you must prepare them beforehand by equipping them with ladders.

Infantry units equipped with ladders can charge enemy units on the ramparts of walls by moving into touch with the base of the wall. Both sides will then fight as if the stands were touching. Note that only defenders on walls can be attacked in this manner, not those on towers or other high defences which are generally considered to be out of reach.

Defenders who are able to do so can shoot at chargers as they ascend their ladders. The chargers count as in the open to missile fire whilst they climb.

In the first round of the ensuing combat round, both sides count as defended. The attackers count as defended in this situation even though they have charged and would therefore normally count as in the open. This is an exception to the normal rules for chargers, and it also applies to troops charging from siege towers (see below).

Troops mounting an assault with ladders cannot be supported as they do so. They are on their own!

If the attacking unit wins the initial combat round, then the defenders must retreat back from the wall. Measure the unit's retreat from the inner base of the wall itself and move at least 2cm to allow room for pursuers. This means that retreating units will actually move back slightly further than with combats on open ground (the width of the rampart + the retreat distance min 2cm). Attackers can then pursue by moving stands over the walls to continue the combat on the other side. Alternatively attackers can hold by moving up onto the ramparts to take possession. This is why retreats off a wall include the width of the rampart – doing this allows room for the pursuers to capture the ramparts and prevents situations where attackers and defenders are both occupying the same narrow rampart.

Diagram 88.1 – Fighting on walls

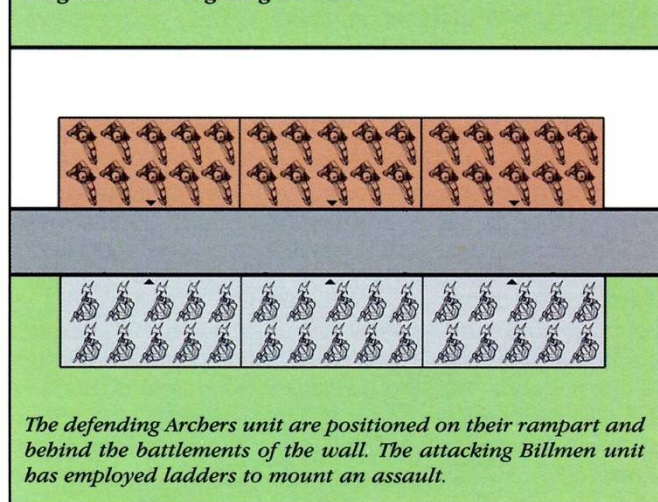
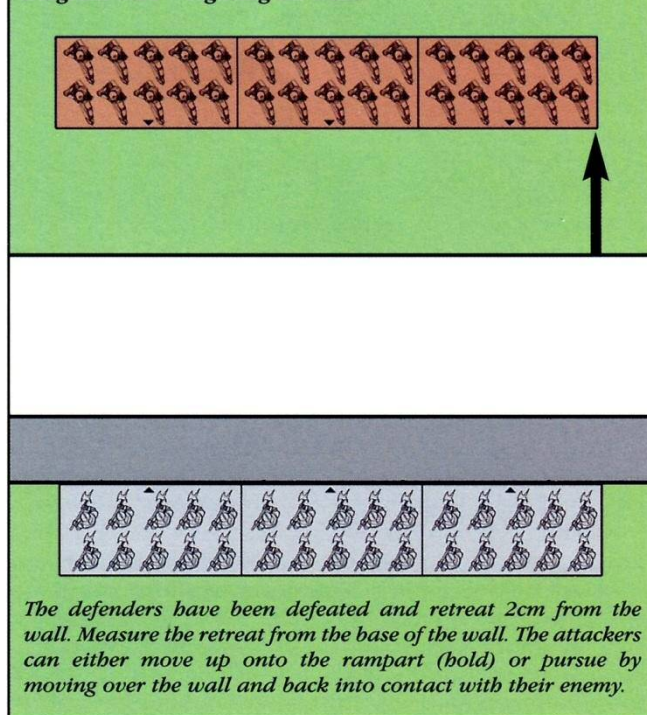


Diagram 88.2 – Fighting on walls



If the defenders win the initial combat round, then the besiegers must retreat away from the outer base of the wall by the usual distance and must test as follows. Roll a dice for each 1cm the unit retreats. For each roll of 1 or 2 a stand is destroyed. This represents attackers failing to gain a foothold and their ladders being cast down. Defenders who successfully repel assaults from troops with ladders must hold their position. No other options are permitted for the defenders. Note that surviving attackers who are repelled in this way retain their ladders and can charge the ramparts again – ladders are only finally dispensed with once a unit has taken a rampart or moved over it.

If the initial combat round is drawn then the attackers must fall back as usual. The defenders are allowed to hold their ground instead if they prefer. This is the usual option for fortified troops (WA p60) and we shall include the defenders in this case even though they did not count as fortified during the combat.

Note that it is only viable for defeated besiegers to retreat back as described in the first round of combat when they charge from their ladders. This simply means they have failed to gain a foothold. In subsequent turns of combat, units must retreat either along ramparts or down into the inner part of the fortress assuming there is space for them to do so (see Retreats Along and Off Ramparts).

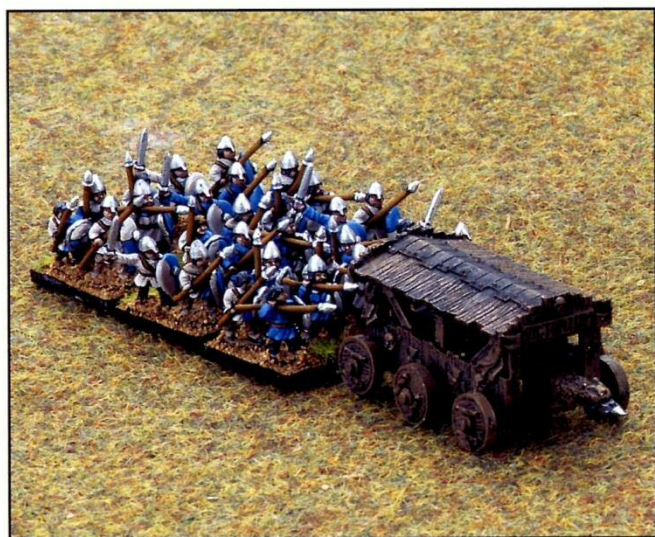
It can sometimes happen that a unit equipped with ladders reaches a section of wall that is completely undefended. In such a case the unit can simply move onto the wall unopposed as a single move, and can do so as a 'charge' using its initiative, treating the wall itself as if it were an enemy unit. The unit can only move onto the rampart – not all the way over the wall. Only the units provided with ladders can do this. If the besieging player wants his units to climb over walls he must be mindful to provide them with ladders at the start of the game.

Units carrying ladders are not allowed to push siege towers or battering rams, and if the player wishes them to do so they must abandon their ladders first. Essentially – do not equip units with ladders if you intend to use them to crew these kinds of siege engine!

BATTERING RAM

This is the only weapon that can destroy a gate. Variants of the battering ram with a pick-like head or drill-like borer can be used to attack walls or towers – this is rather slow work but we have allowed for it in the rules that follow for those with a liking for hard manual labour.

A battering ram can be pushed by a single unit of infantry arranged in column behind it. As with siege towers this is just a neat way of representing a formation whose members may actually be inside the covered frame of the ram, or sheltering behind ready to pour forward once the ram has done its work.



A battering ram is pushed forward by infantry, ready to smash through the defender's gates!

This formation will move at a maximum rate of 5cm for each stand in the pushing unit. The ram's maximum move is therefore 15cm at a time. A ram can move a maximum of twice per Command phase. This is conveniently the same as described for siege towers, and so shouldn't be too hard to remember. The following rules are also based on those for the siege tower and are repeated here for ease of reference.

A unit pushing a ram counts as defended to shooting and combat. It will not normally find itself a target of missile fire because the ram itself is positioned in front and will normally be closer to the enemy.

The ram is a unit and will be targeted by enemy missile fire in the normal way. Rams cannot be driven back by missile fire. Instead, if a ram suffers hits, any potential drive back is transferred to the unit pushing it. Remember this unit counts as defended so ignore the first hit on the ram when calculating drive backs. The unit is driven back directly away from the ram (ie, directly backwards regardless of the direction of shooting). All the usual drive back rules apply.

Battering rams are substantial structures and therefore count their full armour saving throws against all shots and attacks including enemy artillery that normally negate these saves.

The battering ram can treat an enemy gate, wall, or tower as if it were an enemy unit allowing it to 'charge' its target using initiative if you wish.

A ram cannot make way and will not move in any circumstances except as described. A ram cannot evade and cannot charge units of enemy troops!

Once the battering ram makes contact with a gate, it inflicts D3 attacks per turn in the Shooting phase so long as the pushing unit remains in place. Each attack causes damage to the gate on a dice roll of 4, 5 or 6. A gate can take a fixed amount of damage – usually 3 Damage points. Once a gate has taken its quota of Damage points, it is destroyed.

Once a battering ram has done its job and battered down the enemy gate, the ram model can be conveniently moved aside if it otherwise gets in the way of the ensuing combat. For the sake of playability we allow other units to see and move through the ram as if it were not there. This enables the unit pushing the ram to charge through the gateway and for other units to move in behind to reinforce the attack.

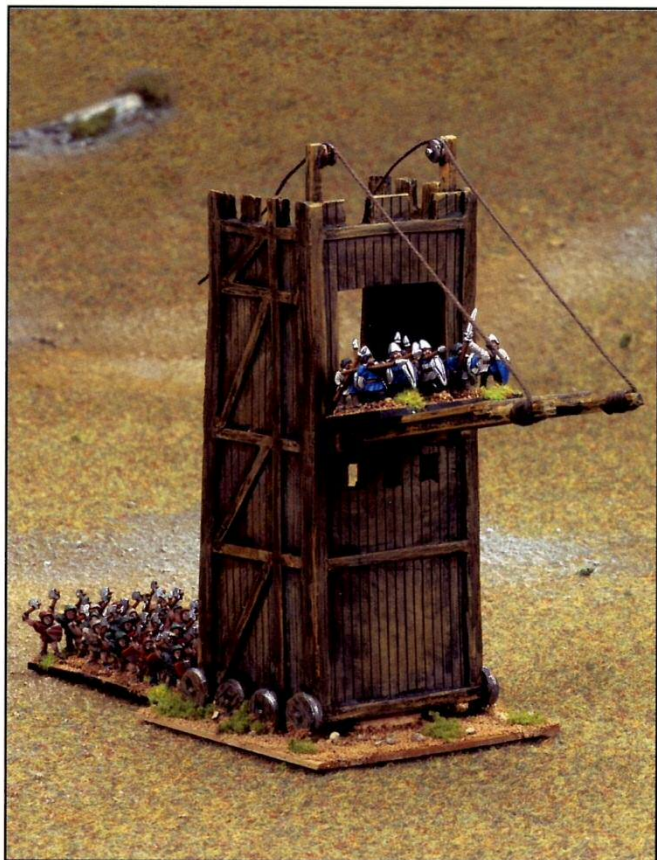
A battering ram can also be used against walls or towers as we have already noted – although some castles had sloping and thickened bases which made such attacks ineffective. We shall allow for it in any case and leave it to players to sort this out for themselves. When used against a wall, a battering ram has D3 attacks as described for gates and inflicts damage on rolls of 5 or 6. When used against a tower it inflicts damage on a 6. Warmaster Ancients players confronted with mud-brick and other more primitive kinds of defences may wish to treat walls and towers in the same way as gateways – we leave it to players to make such arrangements as they see fit.

A ram has no value in close combat and is destroyed if forced to retreat or obliged to fall back any distance from combat. This possibility is unlikely to occur but we shall allow for it in the same way as described for siege towers. Should a ram be charged whilst it is being pushed by infantry, work out the combat between the attackers and the accompanying unit rather than the ram. The accompanying infantry count as defended. In this situation the ram is destroyed if its accompanying infantry are forced to retreat or fall back from combat any distance.



SIEGE TOWERS

A siege tower, also known as a belfry, can be pushed by a single unit of infantry arranged in column behind it. Bear in mind that this is just a neat way of representing a formation whose members may actually be inside the tower, pulling with ropes, or arranged around waiting for their opportunity to climb up and into the enemy's castle and wreak havoc.



A siege tower rumbles forward towards the foe's defences - infantry prepare to launch the attack!

This formation will move at a maximum rate of 5cm for each stand in the pushing unit. The tower's maximum move is therefore 15cm at a time. A pushed siege tower can move a maximum of twice per Command phase.

A unit pushing a siege tower counts as defended in regards to shooting and combat. It will not normally find itself a target of missile fire because the tower itself is positioned in front of the unit and will normally be closer to the enemy.

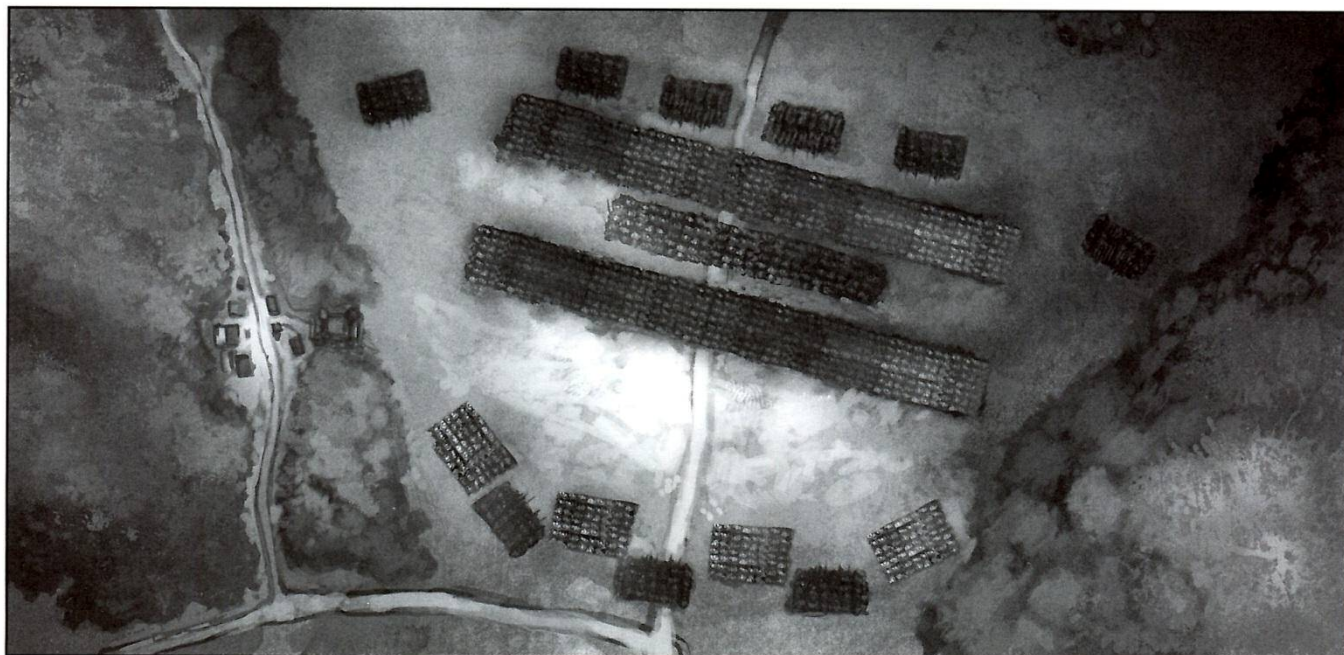
The siege tower itself is a unit and will be targeted by enemy shooters in the normal way. Siege towers cannot be driven back by missile fire. Instead, if a siege tower suffers hits, any potential drive back is transferred to the unit pushing the siege tower. Remember that this unit is defended, so the first hit on the tower is always ignored when calculating drive backs. The pushing unit is driven back directly away from the siege tower (ie, directly backwards regardless of the direction of shooting). All the usual drive back rules apply.

Siege towers are substantial structures and therefore count their full Armour saving throws against all shots and attacks, including enemy artillery that normally negate saves.

A siege tower cannot make way for other units and will not move in any circumstances except as described. It cannot charge an enemy unit, except that it can deliver its accompanying infantry into combat as described below.

Siege towers are tall enough to reach the walls of a castle or city, but not sufficiently high enough to reach towers or other especially high parts of the defences. If your model fortifications do not make this clear, make sure you establish which parts of the defences can be reached by the siege tower before the game begins.

If a siege tower is pushed against an occupied wall, the associated unit charges the enemy unit on the wall. If possible move one stand up onto the top of the siege tower to show this, otherwise just assume it is so.



Defenders who are able to do so can shoot at chargers as they pile out of the tower. The chargers count as defended to missile fire even though chargers normally count as in the open – the tower shields them right up until the last few moments.

Fight the ensuing combat between the enemy unit and this one attacking stand. When a unit charges from a siege tower, the defenders always count as in the open (because siege towers are higher than walls). The unit charging from the siege tower counts as defended that turn, even though it is charging and the rules normally specify that chargers count as in the open.

A stand charging from a siege tower cannot be supported by other stands. However, a unit fighting from a siege tower always gets a +2 combat results bonus. This bonus represents the effect of missiles fired at close range from the siege tower itself and is effectively a kind of special support bonus.

Note that because their enemy count as in the open, the stand fighting from a siege tower gets all the usual benefits from charging when it moves into contact, so +1 Attack in the first round of combat, for example.

In other respects the combat is fought in the same way as described for ladders, and winners/losers have the same options. If a siege tower attack is repelled then the attacking unit must test to determine if stands are destroyed in a similar way as for ladder attacks. In this case a single dice is rolled regardless of the retreat distance and a single stand is destroyed on the score of a 1.

A siege tower itself has no value in close combat. The tower is automatically destroyed if its associated unit is forced to retreat or fall back any distance from combat. This means siege towers are always destroyed when an assault upon a wall fails, as the tower will be unable to retreat or fall back as required. In the event of a drawn combat the siege tower will only survive if the enemy choose to fall back rather than hold and the siege tower finds itself able to fulfil the conditions of a fall back without moving (note that this isn't likely to happen!). Should a siege tower be charged in the open whilst it is being pushed by infantry, work out the combat between the attackers and the accompanying unit rather than the siege tower. The accompanying unit counts as defended. In this situation the siege tower is destroyed if its accompanying infantry are forced to retreat or fall back from combat any distance.

In the event that there are no enemy to oppose a siege tower when it reaches the walls, its infantry can move up onto the walls in the same way as described for ladders. This can be done as a charge using initiative – the wall itself counting as if it were an enemy unit. Once a siege tower has been placed against the walls, further infantry can then use the siege tower to cross that wall section as if they had ladders. Only one unit per turn can make use of a siege tower in this way.

If the section of wall a siege tower lies against is subsequently reoccupied by an enemy unit that is not engaged in combat, the siege tower is automatically cast down and destroyed.

COMBAT ON FORTIFICATIONS

Some additional rules are required to take account of fighting along walls, from ladders, siege towers, and the like.

It should not need saying that the ramparts of walls, siege towers, and ladders are out of bounds to all troop movement except infantry. Cavalry cannot gallop along ramparts. Camels cannot climb ladders. Nor can Elephants – not even if they are careful. The exception is that artillery can be positioned on walls, towers or gatehouses but cannot move once deployed.

We will also rule that siege engines cannot move over walls, towers or gatehouses or over rubble or through gates even once these are destroyed. These things should be obvious enough.

Stands placed on ramparts are protected by the battlements and count as fortified to shooting from outside the walls. They count as defended to close combat attacks from enemy troops using ladders to scale the walls, and in the open to close combat attacks from troops using siege towers as described in the rules for siege towers and ladders.

Stands placed on ramparts can sometimes find themselves charged by enemies from inside the walls (ie, from within the fortress). The general rule here is that units count as in the open to shooting or defended in combat if enemy attack from the inside of the fortress onto ramparts.

Where stands are charging along a rampart, from one part of the wall to another, the charged unit counts as in the open.

We have described the specific detail of combat along fortifications in the Fights on Ramparts section.

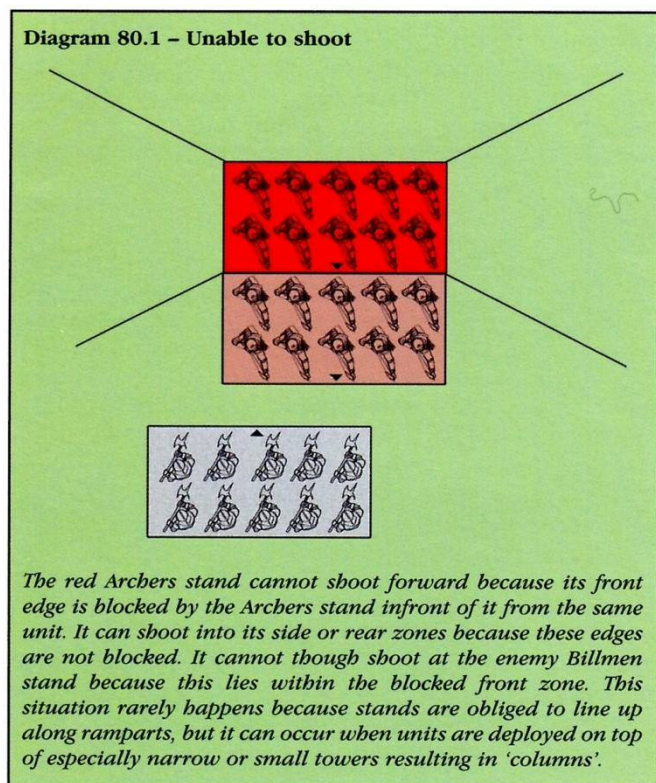
Orientation of stands

Infantry stands placed on the ramparts of walls, towers or gateways are no longer considered to have side and rear facings. All facings count as separate fronts. This allows the stands to see all round, to shoot from any edge, and to fight equally well to any edge. Units are considered to be in formation so long as stands are touching in the same way as skirmishers. This effectively removes the various rules that represent linear formations in the open field and better represents loose groups of men deployed along narrow ramparts.

Note that as stands on ramparts have no flanks (only fronts!), they are not affected by Command penalties for having enemy to their flanks. Defenders generally ignore such penalties anyway as explained under the separate 'Flanks Within Fortresses' rule below.

Stands placed behind ramparts including on top of towers or gateways must be arranged with a long edge facing out towards the besieging forces where possible. If this is not possible then stands must be arranged with as much of their long edge facing out as they can. This applies even where ramparts are deep enough to deploy otherwise and regardless of which way the actual models face. In reality ramparts were very narrow indeed and insufficient to deploy troops in any depth.

As we have already described, missile armed stands are able to shoot from any edge of the stand, but note that a stand cannot shoot into a corresponding zone if its edge is blocked. The diagram below illustrates how this works.



Infantry stands charging from ladders or siege towers also have no sides or rear in the same way as troops on ramparts and for the same reasons. They count all edges as if they were the stand's front.

Infantry stands charging or pursuing against enemy on ramparts must endeavour to place a long edge into contact with the enemy if possible, otherwise a short edge will do. It does not matter which way the actual models face. This also applies to troops charging from ladders or siege towers that otherwise have no defined sides or rear as noted elsewhere. This enables combats to progress along narrow walls where necessary.

Supports

As infantry units on ramparts have no orientation, the usual support rules are impractical. We will therefore allow that a fighting stand counts as +1 support as long as it is touched by one or more friendly stands not already fighting and not supporting another stand. This is a slightly different way of working out support. The usual requirements for orientation and exact alignment are ignored for example, but note that support bonuses will be limited to +1 per stand fighting. This is a more practical way of dealing with supports in a world where model walls and towers rarely conform to the sizes of our bases and it's often impractical to maintain strict alignments.

Troops charging up walls with ladders or from siege towers are not allowed supports – they are on their own – although troops charging from siege towers do get a special support bonus from the tower itself. This is explained in the sections on ladders and siege towers.

Flanks Within Fortresses

Units within the bounds of a friendly fortress or city ignore the usual modifier of -1 to Command for having enemy units to their flank. This avoids penalising the defenders on account of enemy units that may have occupied walls or nearby buildings, and makes it easier for them to move to face attackers who have breached the defences. This is an exception to the normal rules, but we feel it is a necessary one to reflect the nature of siege warfare.

All infantry on ramparts from either side have no specific orientation and so ignore Command penalties for exposed flanks. This has already been described above.

Note that the normal flank penalty for Command still applies to the besiegers who have broken through into the city/fortress itself – serving to represent the confusion and disorder resulting from not knowing where they are going or whether surrounding buildings are occupied by enemies.

Movement along fortifications

Infantry stands can move along the ramparts of walls, towers and gatehouses at normal speed. Stands on ramparts can travel down from walls via the inner side freely when they move. Simply measure any moves they make from the base of the wall – there is no need to take account of the vertical distance moved. We assume walls have sufficient stairs or ladders even if our models lack them.

Because tower models are usually solid, stands are best placed on top rather than inside the towers themselves. However, if the top of a tower isn't large enough to hold an entire unit, it is permissible to place one or two stands on top and assume the remaining stand/s are inside.

Stands can move down from towers and gatehouses into the inner side of fortifications freely in the same way as described for walls. Simply measure the move from the base of the tower or gatehouse ignoring any vertical distance moved.

Stands cannot move over a wall from the inside to the outside. This should be self evident of course, but we shall state it anyway for the avoidance of doubt. Stands can only move over a wall from the outside if they are attackers with siege ladders or siege towers as described below.

All walls and towers are considered impassable to stands retreating from combat on the ground regardless of whether they are retreating into the inner or outer edge of a wall, and regardless of which side they are on. This means stands retreating into walls will be destroyed. Although we assume that walls are provided with stairs, we don't consider it practical for some hundreds of troops to make their way up narrow stairways in the face of a pressing enemy – one or two souls might make their escape in this way but no more! Troops pressed against walls by their enemies are assumed to surrender or perish.



Movement through gates

Besieged troops can move through a gate in the Command phase should the player wish to do so. Gates are treated as open ground by the besieged player and he can open and close them to allow for the passage of troops.

If the player wishes, besieged units fighting combat outside the defences can fall back through a gate following a drawn combat. The player opens the gate to allow the unit to move through and he simply closes the gate after them. To keep things simple we allow the whole unit to move through so long as at least one stand can move into touch with the gate when it falls back. If one stand cannot touch the gate, the unit cannot fall back through it. This avoids any complexity arising from the unit being 'half way through' the gate.

Besieged units fighting combat outside the defences can also retreat back through a gate following a lost combat if at least one stand touches the gate when it retreats. It is up to the defending player to either open the gate and allow his troops through or keep it closed and let them die. If the player opens the gate, the whole unit retreats through it and the player rolls a dice. On a score of 4, 5 or 6, the gate is slammed shut in the pursuers' faces. The pursuers can then either hold or fall back and combat is ended. On a score of 1, 2 or 3, the pursuers force their way through the gate and back into combat with their enemy. Move the pursuers back into contact (make room inside the fortress for them by moving the enemy if necessary). If pursuers move through a gate in this way, the gate is broken down and destroyed – it cannot be closed again.

Attackers can move through a gate once it has been broken down or captured. Once destroyed or captured, gates cannot be closed again. Gates can be destroyed by pursuers forcing their way through as described above or by a ram as described later. Gates can also be opened by enemy infantry from inside the fortress if a unit is within 5cm of the gate at the start of the Command part of the turn and there are no enemy infantry within 20cm of the unit opening the gate. In this situation, the unit can use its initiative to open the gate – this counts as an initiative move and the unit cannot otherwise move in the turn.

Movement through sally ports

As well as main gateways, a castle can include smaller postern gates or sally ports if you wish. These smaller entrances are not treated as separate to the wall or tower of which they are a part – they are far too small and set too closely within the wall itself to afford any practical means of entry for the attackers.

An attacker can move units through sally ports. This can be used to sally out with a force, perhaps to launch a counterattack against approaching troops. Few defenders will have the resources to indulge in this kind of action – but the ability to do so does oblige the attacker to keep forces in reserve and to protect his vulnerable siege engines from enemy action.

Besieged infantry or cavalry can move through sally ports in the same way as they can through gates. Troops falling back from a drawn combat can move through a sally port

in exactly the same way as described for gates. Troops retreating from combat can also attempt to retreat through a sally port; however, a unit retreating through a sally port is destroyed on the roll of a 1, 2 or 3 and the combat ends. The enemy cannot pursue through a sally port or destroy it. The retreating unit is crushed between the wall and the foe and forced to surrender or die.

FIGHTS ON RAMPARTS

Combat on the ramparts of walls will happen when attackers mount an assault either with scaling ladders or from a siege tower.

During the first round of combat, chargers always count as defended if they are separated from their enemy by battlements. This is regardless of whether they mount their attack from ladders or from a siege tower. The unit that has been charged normally counts as defended but counts as in the open to siege towers as these are higher than the battlements. This is covered in the rules for ladders and siege towers.

In subsequent rounds of combat, both sides always count as in the open as for any other combat.

Once attackers have established themselves on ramparts, they can charge against enemy on adjoining ramparts and both sides will count as in the open. The attackers have now overcome the defences and neither side is sheltered by battlements.

If defenders in a tower or gatehouse are charged by enemy from adjoining ramparts, they count as defended. This is because the chargers have to force their way into the building via its doors or fight their way up enclosed stairways. The chargers count as in the open. The same status can be conferred upon any defenders occupying other significant defence points. This is something the players will need to agree before the game if the model fortifications demand it.

It is also possible for a unit on the inside of the walls to charge an enemy unit positioned on the ramparts or in towers or gatehouses. This often happens if the besiegers have captured a wall section and the defenders attempt to take it back. We assume walls are provided with stairways and fixed ladder access (even if the models lack them) so infantry inside a fortress can always charge against enemy on ramparts or in towers or gatehouses.

Units charging from within a fortress against an enemy on the ramparts of a wall count as in the open. The troops on the rampart are not protected by battlements but count as defended as they are 'higher' than their enemy.

Units charging from within a fortress against an enemy in a tower or gatehouse will count as in the open and their enemy will count as defended.

Retreats from Ramparts Following Charges

If troops on ramparts are charged by an enemy either from outside the fortress by means of ladders or siege towers, or from the inside of the fortress by means of its own inner stairways, they must retreat directly backwards if defeated in combat.

Troops who are forced to retreat over battlements plunge to their deaths and are destroyed. This will happen to besiegers if they capture walls and are subsequently driven back over them.

Defenders who are forced to retreat back from a wall can do so normally and measure their retreat from the inner base of the wall. Because we need to allow for the potential placement of pursuers, retreats from a wall are always a minimum distance of 2cm. I.e, a 1cm retreat is just treated as 2cm to allow room to place a pursuer.

Retreats Along and Off Ramparts

Once besiegers have moved onto ramparts, it will often happen that a combat develops between opposing units along walls. In this case the attackers have charged from one rampart to another.

In such a case, it can pose problems deciding where defeated units retreat to. Do they retreat along walls or do they come down from the wall on the inside? In these cases the player whose unit is retreating can decide whether to retreat along a wall or down – assuming that there is room to do so. If units retreat down from the wall measure their retreat distance from the inner base of the wall itself and retreat a minimum of 2cm to allow room for pursuers to follow.

If there is no room for a unit to retreat then the usual options apply – friends can make way, or retreating stands will be destroyed if they have nowhere to go.

Note that it does not matter which side units belong to – both besiegers and the besieged will retreat in the same way once they are fighting on walls. This means that besiegers can retreat off walls into the fortress if there is room to do so and if their path is not blocked.

Shooting From Ramparts

The maximum range for all shooting from the ramparts of walls, towers and gatehouses is increased by 10cm.

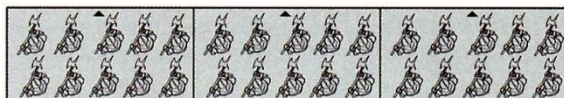
All shooters positioned on walls, tower or other high points of the defences are allowed to draw a line of sight over friendly troop units on lower ground. This means that bowmen, cannons, and other shooters are able to 'see' over the top of friends who are between them and their target.



Diagram 94.1 – Rereating along ramparts



Minimum
2cm



The defeated unit could retreat along the rampart (to its right) but decides to retreat down as shown – the unit must retreat at least 2cm from the inner wall to allow room for the pursuer.

CHARGER & CHARGED STATUS DURING FIRST ROUND OF COMBAT

This table summarizes at a glance the status of chargers and charged in the first round of combat. Troops on ramparts and being charged from the front of the rampart are described as 'Behind Battlements'. Troops on ramparts and being charged either from an adjacent rampart or from within the fortification are described as 'On Rampart'.

CHARGER	CHARGED	CHARGER COUNTS	CHARGED COUNTS
Ladder	Behind Battlements	Defended	Defended
Siege Tower	Behind Battlements	Defended	Open
On Rampart	On Rampart	Open	Open
On Rampart	Tower/Gateway	Open	Defended
Tower/Gateway	On Rampart	Open	Open
Within Fortification	On Rampart	Open	Defended
Within Fortification	Tower/Gateway	Open	Defended

EVENT TABLES

So what about the beleaguered souls trapped behind the stone walls. How are they coping with the privations of the siege and are they entirely silent in their suffering? The following rules allow us to find out how the siege has progressed before the assault begins.

Once the attacking player has built his siege engines and various siege works around the defences, the defenders make a test to establish the state of affairs within the walls. This is normally done once Defence values have been allocated to the walls but before the armies are deployed. The defending player rolls two dice and adds the total together (2D6) to get a result. Note that results of 2 and 12 are quite drastic and may not be entirely practicable (for example, you will need additional forces to represent a relief force should you roll a 12). For this reason players may agree beforehand to re-roll these results.

2D6 Result

2 Plague. Plague has broken out; the dead litter the streets and lay heaped in the courtyards. Roll a D6 for each defending unit and remove one stand on the result of a 6.

3-4 Civil Unrest. The inhabitants are dissatisfied with the way the siege is progressing. Whilst they starve, the town council and military commanders seem to be feasting on fine food and wine! Roll a further dice.

D6 Result

1 Any Unreliable or Peasant units will refuse to fight unless attacked. They will not charge or advance during the game and will not shoot until they have been shot at.

2-5 The entire garrison will fight as normal.

6 Many troops are busy guarding the leading figures of the township or garrison. Remove one unit of troops per Commander character and place them at the back of the table. These troops can be brought forward only once the attacking player gets within the walls.

5 Defiant! The local inhabitants are defiant and flock to man the defences against the invaders. The defending player may add D6 units of city dwellers for free. These have stats as standard Peasants.

6-7 Flee! Some of the troops feel that they would have a better chance by attempting to break out. At the beginning of the game roll a D6 – this is the number of units that have voted to try to break out up to a maximum of two units for every 1,000 points of defenders. These units are selected by the defender from his army and can consist of any troops he wishes. They are placed outside the city and within 30cm of the walls at

the start of the game but no closer than 20cm to any enemy. These troops are still part of the defender's forces and can be ordered by him in any fashion the player chooses. For example, they could attempt to re-enter the fortress, or they could attempt to engage the enemy, it's up to the player to decide what to do with these miscreants.

8 Secret Tunnel. The attackers have dug a tunnel below the fortifications and sent troops to infiltrate the enemy defences. The attacker picks one unit of infantry to send down it. At the start of any turn, the attacker can attempt to open the tunnel and bring his unit up within the fortress. Once used, the tunnel is automatically collapsed and cannot be used by either side. Roll a D6.

D6 Result

1 Failure! – the tunnel caves in, killing the unit

2 Poor Sense of Direction – The tunnel comes out on the attacker's side of the wall! Pick a spot up to 10cm from the wall and place the unit. The unit can be given orders and can shoot and fight normally that turn.

3 Not There Yet – The tunnellers have miscalculated the depth of the tunnel – try again next turn.

4-6 Success! – The tunnel comes out on the defender's side of the wall! Pick a spot up to 10cm from the wall and place the unit. The unit can be given orders and can shoot and fight normally that turn.

9 Impatient Besiegers. The defenders' stubborn resistance is causing the besieging army to become restless and annoyed. All besieging troops get +1 attack in their first round of combat as they vent their frustration on the beleaguered defenders.

10 Desperate. The defenders expect no quarter and will fight for their lives. All defending troops can re-roll one failed attack per unit once during the game.

11 Well prepared. Whilst awaiting the enemy's assault, the defenders have strengthened the walls. Add +1 to the Damage value of each wall section.

12 Relief. The besieged force has been relieved and the besiegers find themselves caught between two foes. The defending player may choose an extra force up to 50% of his original points value. This deploys on the table edge outside the defences. Victory conditions for this game are as for a field battle – ignore break point penalties described for siege games in the following section.

THE SIEGE OF



A vast Ottoman army besieged the city of Belgrade. By July 21 their artillery had breached the walls and an assault was barely repulsed physically. This small skirmish rapidly developed into a full scale battle. Accounts claim the guns were taken, turned on the Turks and wound in the leg the Turks lost ground. After night fell they abandoned their baggage and retreated. Belgrade was saved. You can read

BELGRADE, JULY 22nd 1456



by the Hungarian defenders. On July 22 some unruly Crusaders disobeyed orders and left the city to harass the enemy both verbally and then retaken up to three times. At one point the Hungarians were driven back to the walls but eventually after Sultan Mehmet suffered a more about this battle and study an accompanying scenario in the Warhammer Ancient Battles supplement *Vlad the Impaler*.

SUGGESTED RULES FOR TREACHERY

The possibility of betrayal was something no besieged commander could afford to ignore. Sieges were often settled not by force of arms but by base treachery! With this in mind we sometimes allow for the possibility of treacherous goings-on in our games – though not always – and truth be told we have been known to improvise rules as required simply to keep the besieged player guessing. This section therefore differs from all preceding sections in that it comprises a selection of rules ideas and suggestions which we invite players to make use of as they will, to add to, to develop, or simply to ignore as is their want. Our practice has been to employ rules of this kind only when playing large multi-sided games that involve an independent umpire or gamesmaster who can adjudicate the results. However, for the sake of playability we've tried to frame the rules in a manner that can be applied universally in so far as possible.

If you want to randomly generate a treacherous event roll a dice at the start of the game and consult the following table:

D6	Treachery!
1	Bribery
2	Traitors
3	Secret Entrance
4	Sabotage
5	Spy
6	Hidden Allies

Bribery!

The besieger has bribed one of the defender's commanders to switch sides at the vital moment. As soon as the attacker has at least one unit either on or beyond the walls, the attacker nominates one of the defender's commanders other than the General, and rolls a D6.

D6	Result
1-2	The commander rejects your bribe and continues to serve the defence loyally.
3-4	The commander has a crisis of confidence and will neither move nor give orders on behalf of any side. Roll again at the start of each of the attacker's following turns until you get a different result.
5-6	The commander turns his coat and comes over to the besiegers. He cannot give orders except that he can give orders to a unit he has joined and adds his combat bonus to that unit.

Traitors!

A significant portion of the garrison are secret sympathisers with the enemy and await the signal for rebellion. This can only be given once the besiegers have at least one unit within the defences themselves – note that such units cannot be simply on the wall but must have moved beyond it. The signal can be given at the start of any of the besieger's turns. Roll a D6.

D6 Result

- | | |
|-----|--|
| 1-2 | The traitors can't tell which way the wind is blowing and decide to keep their sympathies secret for now. Roll again on this chart at the start of each of the besieger's following turns until you get a different result. |
| 3-4 | Pick any one enemy unit already engaged in combat, or if none are available, one of the lowest points value infantry units in the defender's army. That unit throws down its weapons and refuses to fight. Remove the unit as if it had fallen casualty. |
| 5-6 | Pick any one enemy unit that is not already engaged in combat and which has not already sustained casualties. That unit goes over to the attacker. The unit counts as a casualty for the defender but its subsequent loss does not count as a casualty for the attacker. |

Secret Entrance!

The enemy has placed an agent within the defender's stronghold and he has secretly opened a postern gate or concealed entrance. This can be declared as soon as the besiegers have an infantry unit in touch with either a wall section that has a postern gate or, if there are none such, any wall section. Roll a D6.

D6 Result

- | | |
|-----|---|
| 1-2 | The defenders have discovered and closed off the entrance – there is no way inside. |
| 3-4 | The infantry unit can move through the entrance and appears on the immediately opposite side of the wall automatically ending its move for the turn. The defenders then close the door and no further use can be made of it. |
| 5-6 | The infantry unit can move through the entrance and appears on the immediately opposite side of the wall automatically ending its move for the turn. Once opened in this way, up to one infantry unit can move through the entrance in the same way each turn. The entrance is automatically sealed should all enemy units within the defence be destroyed. |

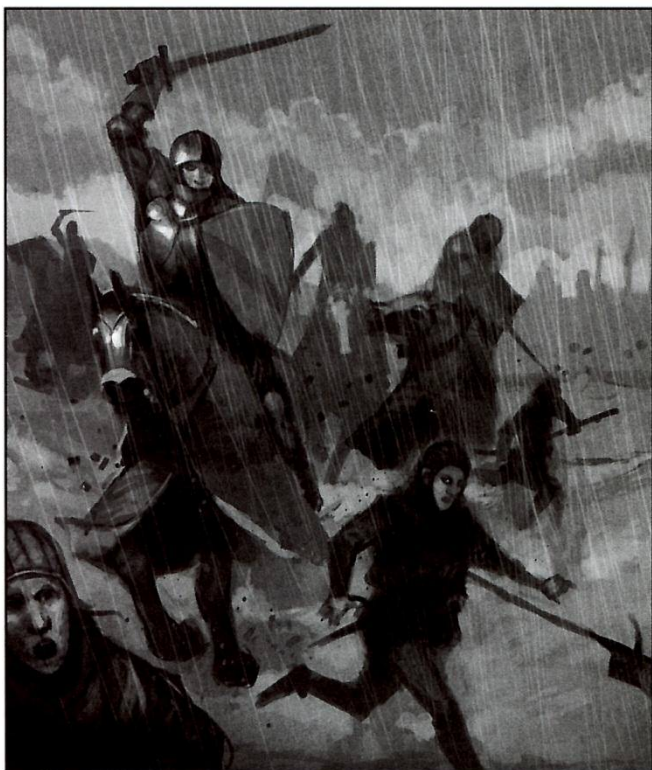


Sabotage!

The enemy have placed a saboteur within the defences. He will work against his unwitting hosts doing what dastardly deeds he can before he is discovered. This can be declared at the start of any of the attacker's turns and the saboteur can roll each and every turn if you wish. Roll a dice

D6 Result

- 1** The saboteur has been discovered and mercilessly dealt with – no further account need be made of this poor individual.
- 2** The saboteur has failed to find any opportunities for working his mischief this turn – roll again next turn.
- 3** Pick one enemy artillery piece or missile unit – that unit has been sabotaged. The unit becomes confused immediately and will not shoot in its following turn.
- 4** As for 3 – and then roll again on this chart!
- 5** The saboteur can either destroy one enemy artillery piece of his choice, or remove up to three sections of boiling oil from wherever he wishes.
- 6** The saboteur discovers and destroys any enemy countermine that might have been dug, removes any barricades that might have been erected to reinforce the gates, and sabotages the arsenal making it impossible for any enemy units to shoot until the end of their following turn – they can shoot normally thereafter and can use boiling oil if opportunity permits. Because the saboteur has been such a busy chap, subtract -1 from his dice score next time you roll on this chart.

**Spy!**

This fellow is only useful in a game where the wall, gate and tower Defence values are kept secret. At the start of each of the attacker's turns roll a D6.

D6 Result

- 1** The spy is caught signalling to the enemy and dragged off to meet a grisly fate – we shall not be troubled by his antics in future.
- 2-3** The spy has failed to discover any useful information this turn – roll again next turn.
- 4-5** Pick any wall, tower or gate section – the defender must reveal its current Defence value to the attacker.
- 6** As for 4-5 plus the attacker must reveal the wall section that has the lowest Defence value but which is still standing.

Hidden Allies!

The besieging army numbers some amongst its ranks who secretly sympathise with the defenders. Their loyalties are in doubt and once the siege is underway it is possible the unit will reveal its true colours. Note that this affects the attacking rather than the defending army - it is the attacker whose forces are riddled with traitors in this case! Roll a dice.

D6 Result

- 1-2** The hidden allies can't tell which way the wind is blowing and decide to keep their sympathies secret for now. Roll again on this chart at the start of each of the besieger's following turns until you get a different result.
- 3-4** The defender picks any one enemy unit already engaged in combat, or if none are available, one of the lowest points value infantry units in the attacker's army. That unit throws down its weapons and refuses to fight. Remove the unit as if it had fallen casualty.
- 5-6** The defender picks any one enemy unit that is not already engaged in combat and which has not already sustained casualties. That unit goes over to the defender. The unit counts as a casualty for the attacker but its subsequent loss does not count as a casualty for the defender.



ENDING THE GAME

Each side works out how many units it must lose before the army withdraws in the usual fashion. The defenders have fewer points than the attackers and this means they will almost invariably have a lower 'Break point'.

The attackers start off with a penalty to their Break point equal to one unit per 1,000 points in the besieging force or part thereof. Thus, a force that starts off with 3,000 points has a penalty of 3. Add this penalty to the number of units the army has lost when determining when it withdraws.

After the first turn the attackers accrue an additional Break point penalty at the end of each of their subsequent turns if they have no units on the walls or within the fortification. This penalty is added to that the besiegers already have at the start of the game. For example, after four turns, a 3,000 point force will have $3+4 = 7$ against their Break point if they have failed to penetrate their enemy's defences.

The besiegers must end the assault if their total number of unit losses plus their accumulated penalties equals their normal Break point. The game comes to an end and the attackers have lost. This doesn't necessarily mean the siege has been lifted – perhaps the attackers will resume hostilities another day but their assault has failed on this occasion.

The defenders will surrender if they suffer losses equal to their Break point in the usual manner. The siege is over and the attackers have carried the day.



MEDIEVAL ADAPPTIONS

The following rules have been devised to bring something of the specific flavour of Medieval warfare to the Warmaster Ancients game. When originally developing these new lists, we played only Medieval armies against Medieval armies, and the rules that follow are designed only for games of that kind. This is simply because we prefer to play games in a credible historical context – although we accept that this is not everyone's preference or, indeed, even a practical option during tournament or club play. The Medieval army lists as written can be used to create armies suitable for playing any Warmaster Ancients armies, but the rules that follow are only suitable for games played using the armies from this book against each other. The idea is that when playing broad non-historically matched armies, the standard Warmaster Ancients rules are used, and when playing Medieval versus Medieval armies, players can make use of these additional rules and modifications should they wish to do so. It is not necessary to employ all or any of these rules – they are our own 'house' rules for Medieval warfare and happen to please us. We hope readers will find them of interest and, if nothing else, help to broaden the debate about period specific adaption within the Ancient and Medieval periods.

BATAILLES

During the Medieval era, Western European armies would typically be divided into three separate 'battles' or 'batailles': the vanguard or vaward at the front, the centre or main-battle in the middle, and then the rearguard or rearward. When deployed, the vanguard would often occupy the right flank, the main-battle the centre, and the rearguard the left flank. In the rules that follow, we refer to these divisions as 'batailles' to avoid textual confusion with 'battles' in the broad sense.

Most of the Medieval armies described in this book can use the special Bataille rule variation of the standard Brigade rules. Those which cannot do so are indicated in the lists themselves. These Bataille rules significantly change the way armies are moved, so it is well worth familiarising yourself with how this works before attempting your first game.

1. All troops must be allocated to one of three separate batailles. Commanders do not need to be allocated to a bataille – only units of troops. These three divisions can be indicated on your army list or simply formed as the army is deployed – it makes no difference either way. It is important to remember which units belong to which batailles. If you cannot easily remember which units belong to which batailles, make a note on your army list before the first turn.

2. Each bataille must include at least 250 points of troops and can contain as many units as you wish. There is no maximum. A bataille can comprise a single type of troops or mixtures of different types – it is entirely up to you.

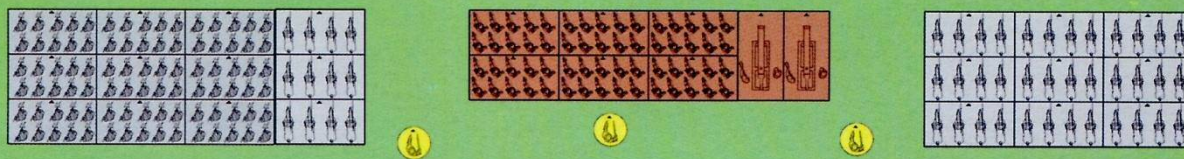
3. When the army is deployed it must be arranged into its three batailles with all the units in each bataille forming a separate interconnected block. The deployed bataille is essentially a single oversized brigade formation along the lines shown on the diagram below.

4. Brigade orders can only be given to units belonging to the same bataille. Units from different batailles cannot be brigaded together even where they are touching. Note that any commanders can issue orders to any troops exactly as normal – for example, a commander can first issue orders to units from one bataille and then issue orders to troops from a different bataille.

5. Brigade orders can be given to any number of units from the same bataille – assuming they are touching as for a normal brigade order. The usual limit of four units in a brigade does not apply. The intention of this is to allow a whole division of the army to move as a body where required.

6. If you are playing small games of 1,000 points or less then the requirement to divide your army into three separate batailles can pose problems – you may simply not have enough units to meet the minimum 250 points requirements in a practical way. To compensate for this, games played at 1,000 points or less can optionally divide into two rather than three batailles.

Diagram 101.1 – Bataille formation



A typical deployment into three batailles – the left bataille has infantry and cavalry, the middle bataille comprises infantry and artillery, whilst the right bataille is formed from cavalry. The army's three commanders have been positioned so that all of the troops can easily be given orders by at least one commander.

Comment. As you will see there is no obligation for all the units in the same bataille to move as a single large brigade. A bataille can be sub-divided into smaller brigades and/or single units for movement as required. The difference between the Bataille rules and the original Brigade rules (WA pg 17-19) is that brigades are not limited to four units and cannot be formed from units belonging to different bataille. Although experienced Warmaster players may balk a little at the prospect of a huge number of units moving on a single order, in practice the size of larger formations tends to limit their movement simply because of the distance modifiers onto command rolls.

SUPPORTING STANDS & DRIVE BACKS

This rule makes deeper formations harder to drive back by shooting and is intended to preserve the integrity of the battle lines more than in the standard game. We feel this is more consistent with the feel of a large Medieval battle.

When a unit takes casualties from shooting, it is necessary to roll for drive backs as described in the standard rules (WA pg 40). Assuming the unit is not routed as a result, the drive back distance is modified as follows.

1. If a unit would normally count as supported in combat then its drive back distance is reduced by 1cm for each support from a different unit. Supports are worked out exactly as in combat but ignoring the unit's own stands. A unit which is rolling for a drive back cannot support another unit which is also rolling for drive back.

For example, a unit in line formation has a supporting unit to its rear (three stands) and another to its side (one stand). The unit suffers one casualty from shooting, a dice is rolled for the drive back, and a 4 is rolled – normally equal to a 4cm drive back. The unit has four supports and can therefore ignore the drive back altogether. If the dice had rolled 5, the unit would have been driven back 1cm, if the dice had rolled a 6, the unit would have been driven back 2cm and confused as if normal for a roll of 6.

Comment. Note that the supporting rule only reduces the distance a unit moves. It does not affect the normal rules for routs or for confusion resulting from drive backs. All the usual rules for making way will apply regardless of whether units are supported or supporting as described.

REACTIVE MOVES

Reactive moves allow units that have been charged in the enemy's Command phase to respond immediately with a 'countercharge' or to attempt to 'evade'. These rules do affect the game in a profound way, but we feel they better reflect the dynamic of a Medieval battle and for that reason we present them here for those who wish to take the plunge.

If you wish to use the Reactive Moves rules, the normal rules that allow skirmishers to evade from a charge are suspended and do not apply. Skirmishers evading from charges are instead subsumed into the rules that follow.

1. Only units of infantry or cavalry can attempt to make reactive moves – not artillery, war wagons, etc. There are two kinds of reactive move: the countercharge and the evade. All reactive moves will result in either a countercharge or an evade just as initiative moves always result in charges or evades.

2. Pike armed units, mounted Knights and Fanatics are not allowed to attempt to evade as a reactive move. Pike armed troops are practically unable to do so, mounted Knights and Fanatics lack the inclination.

3. Skirmishing units are not allowed to attempt to countercharge as a reactive move except against other skirmishers.

4. A reactive move can be attempted when a unit is charged by an enemy unit it can 'see' at the beginning of its charge move. If the charging unit lies outside the unit's field of vision at the beginning of the charge move then no reactive move is allowed.

5. A reactive move cannot be attempted if the charger is faster than the unit charged, ie, infantry are never allowed to react to charging cavalry.

Diagram 102.1 – Supporting stands



The Archer unit has suffered two casualties from shooting but is supported by three stands to its rear and one stand to its right flank – supporting stands cancel out 4cm of drive back. Two dice are rolled for the drive back, scoring 1 and 3 = 4 so the drive back is reduced to 0! Had the dice rolled a total of 7, the unit would be driven back 3cm.

6. A reactive move cannot be attempted if the charger is within 10cm of the target at the start of the charge move – the charger is simply too close and there is no time to react.

7. A reactive move can only be attempted by a unit that could normally be issued an order, eg, not units engaged in combat or confused.

8. A unit can only make one attempt at a reactive move in a turn. It cannot evade from one charge and then attempt to countercharge a second charge – only one attempt at a reactive move is allowed in a single turn.

9. Reactive moves are worked out once the charger has established that the charge is possible but before moving any stands into contact. The reactive move interrupts the normal movement sequence. Note that reactive moves are therefore worked out before any defensive shooting by the target.

10. Only the unit that is the primary target of the charge can attempt a reactive move. Other adjacent units that would be contacted by a charge cannot attempt a reactive move:

11. Make a Command test from the closest commander to determine if the reactive move is successful. In addition, the following command modifiers apply to all reactive moves.

- 1 If attempting an evade move unless Skirmishers
- 2 If attempting a countercharge unless mounted Knights or Fanatics
- +1 Attempting an evade move if skirmishing cavalry

12. If the test is failed, the move is not allowed and the charge continues as normal. If the test is failed and blundered, there is no further consequence during a reactive move – a blunder simply counts as a failure. Units attempting and failing a reactive move can still shoot at chargers if armed with missile weapons exactly as normal.

13. If a countercharge is successful, move both units together so that they meet at a point equidistant between them. The formal way to do this is to move the first charging stand towards the closest enemy as normal – but halt half way. Then arrange the remaining charging stands into a battle line. Then move the counterchargers as if they were charging the chargers. In practice, it is sufficient that the units simply meet half way in a regular battle line.

14. Both charging and countercharging units count as charging in the ensuing combat round and derive all the usual benefits and combat modifiers. Countercharges are essentially 'charges' made out of sequence and all the usual rule for charges apply, including supporting charges from supporting units in the case of infantry.

15. Evading units are moved using the standard rules for evades. Note that this is a change from the usual rules for skirmishers evading from a charge. In the reactive moves system, evaders are moved before chargers rather than afterwards. Missile armed troops may shoot at their chargers before evading using the standard rules for shooting at chargers – but note that chargers will be at a distance when shots are fired and may therefore be out of range.

16. Missile hits on chargers will cause drive backs and confusion as normal. Work this out before moving the evaders.

17. Once evaders have moved, the original chargers complete their movement in the usual fashion. They may be able to charge the original target if it is still within range (unlikely) or to charge a different target where permitted, or to move in any manner normally permitted to units in receipt of an order or charging on initiative as appropriate. The only caveat is that if the unit has been driven back and confused by defensive shooting, its movement ends at that point; as is normal for any confused unit. Assuming the unit is not confused, it can complete its move and can receive further orders exactly in the usual manner. Note that this is, once again, a change from the standard rules in which chargers are 'stuck' once an evade is complete.

Comment. Although these rules might seem a little arcane, we felt that the standard skirmish rules didn't reflect how most lightly armed Medieval troops fought. At the same time, we felt that it was important to reflect the dynamic of charging knights in a more directly representational way. Of course, this is as much to do with 'feel' as it is with the game, and we cheerfully admit that. This led us to come up with the reactive or 'interrupt' move described above. This idea has been further developed to try to take account of the more conventional skirmishing troops typical of Eastern armies, allowing such armies to fight Western European forces in a satisfactory way.



WARMMASTER ANCIENTS

RULES ADDITIONS

This section includes additions to the Warmaster Ancients rules set and is followed by a short list of corrections to the rulebook. This simply repeats the entire section of official updates from the Warmaster Ancient Armies supplement, and is given here for the benefit of those who do not already have that book. Although we were reluctant to simply repeat previously published material, the alternative would oblige players to purchase two supplements to the original game simply to get all the updates; which we thought was unfair.

As well as outlining each new rule where necessary, a commentary has been included to explain the thinking behind it and hopefully will help to put things into context.

1. Skirmishers – 5cm minimum clearance for evades

The minimum distance a unit must move when it evades is changed from 1cm to 5cm and this affects all references and rules for evades. The main rule is paragraph 3 of 'The Evade' on p 24 and repeated in amended form below.

Evading units must finish their move at least 5cm from both any enemy and any units engaged in combat whether friends or foes. If unable to comply, units cannot evade.

Comment. This change obliges skirmishers to move at least 5cm from their chargers when they evade and therefore creates more room between the lines for further manoeuvre. This change was felt necessary to address the situation where evaders leave a gap of only 1cm, creating a position where their frontage is blocked to further charges. The 5cm minimum gap has been proposed by a number of players and strikes me as eminently sensible – I thank them for the suggestion!

2. Skirmishers – Evades from close range become subject to chance

This new rule properly belongs on page 25 of the rulebook under the heading 'Skirmishers Evading a Charge' after the second paragraph.

If a non-skirmishing charger has a movement rate that is greater than that of its skirmisher target, and begins its charge within 20cm, then the skirmishing unit must shoot and score at least 1 hit before Armour saves to evade. If a skirmish unit fails to score at least one hit, it cannot evade. If the same charger begins its move within 10cm then two hits must be scored for the unit to evade.

If a non-skirmishing charger has a move rate that is equal to that of its skirmisher target, and begins its charge within 10cm, the skirmishing unit must shoot and score at least one hit before Armour saves to evade. If a skirmish unit fails to score at least one hit, it cannot evade.

Comment. This rule is intended to address concerns about skirmisher effectiveness against formed units and especially skirmishing infantry against units of cavalry. Note that the distance rule (10cm or 20cm) is the distance at the start of the charger's move whether that is an initiative move or a move resulting from an order.

3. Elephants – Deploying units as individual elephant stands

The natural habitat of this extended pachydermalogical addition to the rules is the Special Rules section under Elephants on p124.

If an army list has elephant units of three stands then these can instead be fielded as three separate units of one stand each – this is entirely up to the player but must be established before the game begins. If an army includes more than one unit of elephants then all must be fielded in the same way – either as individuals or as units of three. If a unit is divided then each stand subsequently counts as an individual unit in all respects. The Victory points value of each elephant stand is 1/3 that given for the full unit of three rounded up to the nearest five (70 pts for standard Indian and 50 pts for standard African elephant). The army's withdrawal point must be increased concomitantly, counting each elephant stand as a unit.

The following rules apply to all elephant units of one stand. This includes units of three stands that have been divided into separate units and units of three stands reduced in size to one stand due to casualties.

Elephants can be included as part of a brigade order without adding to the size of the brigade if there is at least one infantry unit in the brigade for each elephant, and, there are no chariots, cavalry or camels in the brigade. For example, a brigade could consist of four elephants and four infantry units and would count as four units. Three elephants and two infantry would count as three units – two infantry with two elephants counting as two plus an extra elephant. One elephant, one infantry, and one cavalry counts as three units because the brigade includes cavalry and therefore the elephant can't be included for 'free'.

Up to four individual elephants can also be given a brigade order if they form a 'screen' of elephant stands separated by gaps of no more than 4cm between each elephant. Gaps between elephants must be clear gaps without any intervening troops or terrain that the elephants could not cross. Elephant screen brigades cannot include other types of troops. Although referred to as a 'screen', this is also a useful way of grouping elephants that have become dispersed following combat.

Individual elephant stands do not receive the +1 charge bonus for 'Elephant charging against enemy in the open'. Henceforth, this bonus only applies to undivided units of at least two elephants and represents the mass charge of a large number of beasts. Note that the bonus does not apply where two or more separate elephants happen to be positioned next to each other (if you want the bonus use big elephant herds and deploy them as whole units). This does mean that a unit of three elephants reduced to a single elephant foregoes the charge bonus (and having lost all his friends you can't blame him, can you!).

Elephants brigaded with Warband infantry do not affect the Warband's command bonus so long as there is at least one infantry unit for each elephant in the brigade.

Note that as per the regular rules, elephant units of three stands that have been reduced to a single model still have an associated Command penalty of -2 (-1 per stand lost). This only applies to multi-stand units – it does not apply to elephants that have been divided into separate units of one stand.

Comment. These rules allow elephants to be deployed as screens or to bolster infantry formations and have the advantage of being relatively simple.

4. Phalanx versus mounted – Additional rule for phalanx

This additional rule belongs in the Special Rule section for the Phalanx on p126 and has been added to the end of the special rules as number '8'.

A phalanx stand counts as a 'defended' enemy to cavalry, elephants, and chariots charging to its front so long as the stand is not also engaged to its side or rear.

Comment. As a defended target, chargers receive no charge bonuses and require 5+ to hit. Many players have had trouble getting to grips with the phalanx, feeling that the base width alone is not sufficiently representative of the phalanx's ability to see off the unwelcome attentions of mounted troops, elephants and chariots. This change will not make up for lack of support, exposed flanks, or neglecting your skirmisher lines – but it will put some back-bone into phalanx based armies.

5. The Phalanx – revised rules for 40mm basing

This lengthy section gives further rules regarding the phalanx with the 40mm frontage – its homeland lies in the darker recesses of Appendix 2 on page 138.

A number of players have requested that the rules take fuller account of pike or sarissa armed phalangites based to the 40mm edge on a 40mm x 20mm base, mostly because this is a more amenable basing for 15mm models. The following new rules section has therefore been devised to meet this need.

If the phalanx is based to the 40mm edge then ignore the standard phalanx rules, including those cited throughout the rulebook, and apply the following rules instead.

1. The phalanx is a cumbersome and relatively inflexible formation. To represent this, a phalanx moves at normal infantry pace of 20cm in the Command phase only if it is in either a line or column formation and if the unit moves either directly forward or charges. In all other formations or situations, including during evades, the phalanx moves at half pace (10cm).
2. Non-measured and fixed moves that take place outside the Command phase – such as advances, drive backs, pursuits and fall backs are worked out exactly like other troops.
3. The phalanx based to the 40mm edge receives the usual 'shock' modifier of +1 Attack when charging and pursuing (ie, +2 total for charging or pursuing rather than +1).
4. A phalanx that is in a column formation at the start of a charge move can remain in column as it moves into combat. The first stand is moved in the usual way and remaining stands are placed directly behind. The unit does not have to form a conventional battleline and subsequent stands do not have to maximise frontage as they normally would. This is up to the player – units can form a conventional battleline if the player prefers. This is an exception to the usual rules for forming battlelines and enables the phalanx to fight in a deep formation as befitting its armament.

5. A phalanx stand can be supported by any infantry stand positioned to its side edge in the same way as any other infantry stand. A phalanx stand cannot be supported from behind at all – instead a phalanx stand that would otherwise support from behind adds its basic Attack value to the stand in front. The rearward stand can be from the same or a different unit – it does not matter which. Thus a charging phalanx stand with a rear 'supporting' phalanx stand charges with 3 Attacks + 1 Attack for charging +1 Attack 40mm base charging modifier + 3 Attacks for 'supporting phalanx'. Note that the supporting phalanx modifier is the stand's basic Attacks value and no further Attack modifiers are applied to this bonus either positive or negative.
6. A phalanx stand can support other infantry stands placed alongside it, but can neither support such stands from behind nor add Attacks to non-phalanx infantry stands when placed behind them.
7. A phalanx stand striking to its side or rear has an Attacks value of 0. Rearward 'supporting' stands cannot add their Attacks to such stands. Note that units that would otherwise not strike at all are still entitled to a single 'Last Ditch' dice roll on behalf of the whole unit.
8. Phalanx units treat all dense terrain as impenetrable – woods, broken/marshy ground, steep hills/slopes, woods/tall scrub, and villages/built-up areas.
9. Phalanx troops cannot be given ladders to facilitate attacks upon fortified units on ramparts. Note that phalanx stands based to the long edge can be placed on ramparts (as they will fit!) but they cannot benefit from a rearward 'supporting' phalanx as described above.
10. A phalanx stand counts as a 'defended' enemy to cavalry, elephants, and chariots charging to its front so long as the stand is not also engaged to its side or rear.

Comment. I have taken the principle of a second rank fighting and applied it as a modifier to the stand in contact. The reason for this is simply that the rules define contact as the criteria for attacking – ie, if you touch, you fight – so resolving additional attacks as a bonus through the contacting stand doesn't throw up so many contradictions as allowing the second rank to fight. Together with the standard 40mm bonus for charges/pursuit, this amounts to the same number of Attacks over the 40mm frontage as a narrow based stand. The long basing makes the phalanx less vulnerable to flanking when retreating as rear ranks can be removed rather than edge stands – the advantage of this depends upon the overall size of the formation. I've added a rule to the effect that a phalanx cannot support or add an attack bonus to other infantry from the rear. This is simply to oblige the phalanx to fight as a block rather than hide behind other units.



6. Hamippoi – Rules for combined infantry/cavalry units

This is a new Special Rule and belongs in that section somewhere between pages 124 and 125.

Some armies deployed skirmishing infantry together with cavalry, mixing the two together in such a way that the combined formation effectively fought as one. In most cases, such formations were ad hoc affairs that can be represented perfectly well by placing cavalry and infantry units next to each other. In a few particular cases, the new Special Rule 'Hamippoi' applies, allowing infantry and cavalry units to function in a co-ordinated way that emphasises this tactic. Examples of infantry that fought in this manner include Spanish skirmishers, and the Greek Hamippoi whose title gives us the name of the rule. Hamippoi is Greek for 'With Horse' and no more than a descriptive title of infantry skirmishers who have been placed 'with horse' to fight alongside them.

1. If a Hamippoi unit is touching a friendly cavalry unit and both are included in a brigade order, the Hamippoi's movement is increased to that of the cavalry unit. A cavalry unit can 'carry' only one Hamippoi unit in this way. The Hamippoi and cavalry must end the move touching – they must even touch where possible if one or other charges during the move (see comment below).
2. Hamippoi infantry are allowed to pursue retreating enemy cavalry and chariots so long as friendly cavalry are also pursuing as part of the same combat. Infantry are normally forbidden from pursuing cavalry and chariots, but in the case of Hamippoi, they can do so as part of a pursuit involving cavalry.
3. If Hamippoi infantry are positioned so that they touch a friendly unit of cavalry that is engaged in combat, then they are considered to be part of the same combat engagement even where they are not touching any enemy. Specifically this means they are included when calculating retreat distances, will fall back if required, can stand, pursue and advance if victorious, and must retreat if defeated. If unable to pursue into contact with retreating enemy, they can still pursue so long as they can move into touch with pursuing friendly cavalry.

The Hamippoi rule adds +10 to the cost of a standard infantry skirmish unit.

Note that there is no obligation for Hamippoi infantry units to remain in touch with cavalry units throughout the game. However, they will need to be touching to exploit their special abilities as described above.



Comment. This addresses the use of combined arms in the ancient world over and above that of simply including foot and mounted troops in the same brigade. The rule is an extension of that for Chariot Runners. Note that Hamippoi and accompanying cavalry are sometimes forced to separate as they charge because of the charge positioning rules – and therefore complete their moves not touching even though they are obliged to do so – this is fine so long as both units finish their moves in the same combat engagement (this also applies to Chariot Runners who share the same non sequitur).



7. Charging enemy in the side – the ‘Envelop’ rule

This is an addendum to the rules for positioning charging troops and belongs under the section ‘Exceptions to the Charge Rules’ on pages 28 and 29.

The ‘envelop’ rule applies when a unit is charged in the side – it represents a unit’s inability to turn enough troops quickly enough to avoid being enveloped by an enemy charge. The rule allows chargers to bring stands that are not touching into contact with the enemy by moving these stands into contact in a similar way to a pursuit. The reason for adding this rule is to avoid situations where it is otherwise disadvantageous to charge a unit in the side because only a single stand can touch: for example, if a long based cavalry unit charges an infantry unit from the flank.

When a unit charges an enemy unit from the flank and contacts only against the side of an enemy stand or stands, then any charging stands that would not otherwise touch the enemy when forming a battleline are allowed to make a further move into contact with the charged enemy unit as described for a pursuit. Stands must have sufficient move distance remaining from their charge move to make the envelopment move and must also be able to pursue against that enemy troop type.

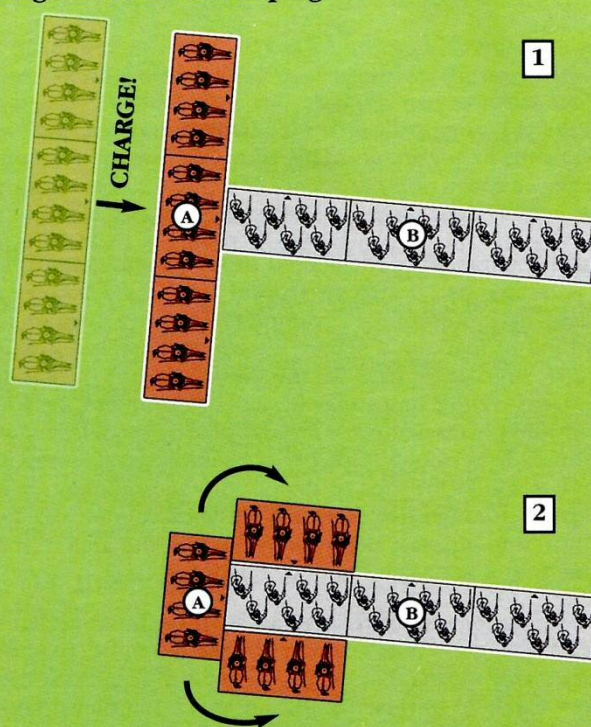
This is called an ‘enveloping charge’ and it is entirely up to the charger whether to envelop or form a conventional battleline. Each stand enveloping in this way must move so that its front or front corner contacts the charged enemy unit, otherwise these stands can be positioned as the player wishes so long as they remain in formation. Enveloping stands can contact other enemy units and therefore bring them into the combat, but they must also contact the charged unit either to their front edge or front corner as described. Note that this is comparable to a normal pursuit move in most respects – the enveloping charge effectively combines a charge and pursuit into a single move.

If enemy skirmishers choose to evade from a charge then work out the resultant shooting and any evade first. Where the enemy evades successfully, contact is broken and the envelopment is therefore impossible.

If chargers are infantry with supporting chargers then move both the charging and supporting units and work out any shooting and evades first. If the enemy does not evade, make the envelopment with the charger. Supporting units remain in their battleline and do not move.

Comment. The enveloping move is best broken into two separate moves – at least until you are familiar with how it works. First make the usual charge and form a battleline exactly as for a normal charge move. Then make the enveloping move with each stand that is not touching an enemy. Remember to include the distance moved during the envelopment as part of each stand’s movement. This means that units charging from extreme range may not be able to envelop their enemy. Bear in mind that only stands that are not touching an enemy when the battleline is formed are allowed to envelop – stands already touching corner to corner are touching and cannot envelop.

Diagram 88.1 – Enveloping



1. Unit of Cavalry charges enemy infantry in the side. Form a battleline as usual.

2. Cavalry overlap using stands that are not touching.

Note that an envelopment can potentially bring charging stands into the firing arc of enemy stands that have not already shot at the charger. Where this is the case, such stands can shoot. However, there is no obligation for chargers to overlap to a unit’s front and expose themselves to missile fire if they can avoid it.

8. Skirmishing Armies – The skirmishing army conundrum considered and resolved.

This rule concerns armies that are composed mostly of skirmishers and its rightful place is on page 71 of the rulebook under its own section ‘Skirmishing Armies’.

If an army is made up of more skirmishing units than non-skirmishing units then it is considered to be a ‘skirmishing army’.

In a skirmishing army, all troop units count as core units for purposes of calculating when the army withdraws, including skirmishers with no Armour value, which do not count as core units in other armies.

Once a skirmishing army has lost a quarter or more of its units, a Command penalty of -1 is applied to all orders issued over a range of 20cm. This represents a loss of cohesion as such armies gradually dissolve away.

Comment. This addresses the question of the Withdraw point for armies composed of skirmishers and note that the definition of such armies includes all skirmishers (not just those without Armour values). The introduction of a Command penalty for skirmishing armies is intended to make them more fragile and rewards opponents who are willing to take the fight to the enemy.

9. Encampment – A new special rule for such

This is a new Special Rule and belongs in that section on page 124.

Some armies can include an encampment on the battlefield, principally migrating barbarian tribes, such as the Goths at Adrianople. This takes the form of a wagon laager – a rough circle or square of wagons and temporary defences such as plashing, stakes, etc.

The encampment is considered to be terrain. Essentially it is treated as an area of ground much as a wood or village. To represent the encampment you will need some method of marking a square base area 16cm x 16cm. A single large card base is the most obvious way, but separate smaller bases may be more convenient, or you could simply mark out the area by placing model wagons around the periphery. Either way, position suitable wagon models within the area to denote the encampment. It is helpful, although not essential, if wagon models can be removed to allow stands to move within the area in the same way as for model trees or buildings.

The encampment is treated as a village/built up area except that the whole area is also deemed to be 'road or track'. This means that cavalry in column formation can move inside or traverse the encampment, but they do not benefit from defended status whilst inside. Cavalry units charging an enemy inside an encampment still form a battleline, but must be in column formation at the start of their move in order to enter. Note that the enemy will count as defended and no charge bonuses will therefore apply. See p32 and p33 of the *Warmaster Ancients* rulebook for rules governing village/built up areas and roads and tracks.

An encampment costs points (usually 50 points) and is considered to be a 'troop unit' for purposes of calculating withdraw numbers and working out which side wins. The encampment is destroyed if, at the end of any phase, it has enemy troops within it and no friendly troops. An encampment is either wholly intact or wholly destroyed.

Comment. I've included this rule for the sake of the Gothic option in the Visigoth list and found that treating the encampment as terrain was the most effective and least cumbersome way of doing things.

10. Attila – Revised rule for notorious nomadic nasty

This is a change to the Hun army list on p118.

*5 (15 points) Upgrade General to Attila. If the General is Attila then a single failed Command roll by any commander can be re-rolled once during the battle. This is like Portents but applies to all commanders and not just the General.

Comment. Many players have commented that the original Attila rule allows far too many Unreliable warbands troops to be fielded whilst avoiding the usual Command penalty for Unreliable units. I agree and have therefore taken the liberty of making this arbitrary change.



CORRECTIONS

I don't intend to go through every single spelling mistake, grammatical error or incorrect reference, as by and large these don't have much bearing on the game. The following corrections are worthy of note. I'd recommend that players either make an appropriate amendment in their rulebook or jot these corrections down onto a separate sheet of paper.

Pg 37 Number of Shots. This is not so much a correction as a clarification. Note that a missile stand typically has one shot and one shot = one dice rolled. Some stands have more than one shot: two shots = two dice rolled, three shots = three dice rolled, and so on. In fact only heavy artillery has multiple shots. Were we to add more weapons of a similar kind, it can readily be imagined they too would have multiple shots.

Pg 60 Advance. The question arises 'Can an advancing unit carry a supporting unit in the same way as a supporting charge (pg 50)?'. The answer to this is yes – a unit that advances is effectively 'charging' – an advance is a particular kind of charge made in the Combat phase – and the advancing unit can carry a supporting charge in the same way as described for chargers.

Pg 83 Hittite Army List. More Chariot Mount upgrades are allowed than commanders – this is a mistake – the maximum number allowed should be two per 1,000 points the same as the Egyptian list.

Pg 85 Assyrian Army list. The brackets in the upgrades have shifted at some point during the mysterious ritual of reprographics – they should encompass the three Qurubuti units – ie, all three units are upgraded for +30 points as explained in the text.

Pg 93 Late Achaemenid Persian Army List. The commentary on the Heavy Cavalry suggests that these units should have the 'shock' special rule – this is a mistake. Persian Heavy Cavalry fight on the long edge and are not 'shock'. Note also that the Scythed Chariot has the 'Scythed Chariot' special rule and not the 'Heavy Chariot' rule as indicated.

Pg 96 Indian Army List. The points value of the Elephant Mount upgrade is prohibitive at 90 points and should be 30 points. This should properly apply to all Elephant mounted commanders.

Pg 118 Hun Army List. The points value of the Ally Cavalry is given at 80 but should be 70 for an Unreliable unit (a -10 modifier is normally applied for such troops and I see no reason not to apply it here).

Pg 135 Cavalry – Paragraph About Camels. Although it is claimed that 10 points are deducted for Camel units in fact they are usually costed the same as equivalent cavalry, ie, 60 pts for light camelry.

Pg 96 INDIAN HEAVY CHARIOTS

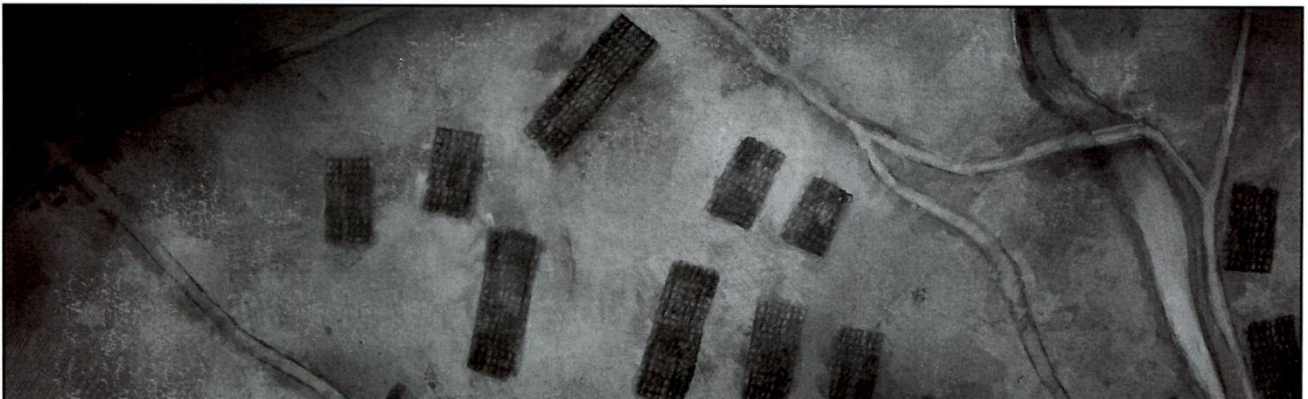
As several enthusiasts of the ancient Indian army have kindly pointed out, it was somewhat remiss to include only light two-horse chariots as part of the original Indian list in Warmaster Ancients (p96). Larger four-horse (or more) chariots are certainly attested by ancient authors including Curtius and Megasthenes – whilst the Arthashastra makes mention of a variety of carts, wagons, chariots and wheeled vehicles of different sizes (not necessarily all military). Whilst we didn't have space to completely revise the Indian list in this volume, the following additional entry takes into account the use of heavy chariots in these armies.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Heavy Chariots	Chariots	4	15	4	5+	-	3	-/3	135	*6

SPECIAL RULES

*6 Heavy Chariots

Heavy Chariots. Large chariots drawn by four or more animals with multiple crew, some armed with a mixture of bows, javelins, swords and shields.





Some examples of finely painted 10mm miniatures and their smaller 6mm brethren.

MANUFACTURERS

The Warmaster Ancients game was inspired by the visual spectacle of massed units of model warriors battling on the tabletop. In recent years many manufacturers have added 10mm-12mm sized models to their ranges alongside the more common larger sizes usually associated with tabletop wargaming. These ranges have been substantially expanded since the publication of the original Warmaster Ancients game, with the promise of more to come in the future. Sculptors have risen to the challenge, and the general standard of design has blossomed to previously unimaginable levels. Whilst an individual 10mm high model may never have quite the singular appeal of his larger brethren, as a mass these miniature gems acquire an awe-inspiring quality of their own.

This is a list of manufacturers of 6 mm to 10 mm and 12mm scale Ancient and Medieval models of whom many have been featured in this, and the previous two, Warmaster Ancients publications.

The following manufacturers are predominately featured throughout this book and have been kind enough to supply us with sample models and help prepare painted examples for photography. Our sincere thanks to them for making the efforts to help us so we can provide some inspiring photographs of armies in action!

Kallistra

www.Kallistra.co.uk

Magister Militum

www.Magistermilitum.com

Old Glory

www.Oldgloryminiatures.com/www.Oldgloryuk.com
in the UK.

Baccus

www.baccus6mm.com

The following companies have additional products featured or manufacture suitable ranges.

Pendraken

www.Pendraken.co.uk

Steve Barber Models

www.sbarber-models.clara.net

Irregular

www.Irregularminiatures.co.uk

JR Miniatures

www.jrminiatures.net

Game Figures, Inc (Minifigs in the USA)

www.Minifigs.com

Timecast

www.timecastmodels.co.uk

Woodland Scenics

www.woodlandscenics.com

Games Workshop

www.games-workshop.com



USEFUL RESOURCES & CONTACTS

There are many gaming clubs and groups around the country, plus a vast range of publications that provide articles and other useful support for the Warmaster Ancients game. Here are a few of the best known ones, but of course there are many others.

Warhammer Historical Wargames

Contains additional official Warmaster Ancients material, supporting articles and a blog. Here you can also find many Warmaster Ancients gaming events listings around the world.

www.warhammer-historical.com

Rick Priestley's Warmaster Site

Contains lots of additional Warmaster Ancients material including new and variant army lists.

www.rickpriestley.com

The WAB Forum

Whilst originally established for Warhammer Ancient Battles now contains lively discussions on all the Warhammer Historical game systems including Warmaster Ancients. This has its own section within the forum.

www.wabforum.co.uk

historical-warmaster@yahoo.com

The original Yahoo! group which has a passionate following of supporters and contributors. Another good place to find out about Warmaster Ancients gaming events

Societies

Both these societies produce magazines that contain articles and reports that may be of interest to Warmaster Ancients players

The Society of Ancients www.soa.org.uk

Lance and Longbow Society www.lanceandlongbow.com

PUBLICATIONS

Wargaming publications occasionally cover Warmaster Ancients topics and amongst those available are:

Wargames Illustrated www.wargamesillustrated.net

Wargames, Soldiers and Strategy www.revistasprofesionales.com

Battlegames www.battlegames.co.uk

Vae Victis www.vaevictis.com

All the following people contributed in some way, and our thanks to them all.

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Matt Doddridge, Toby Green and The South London Warlords.

Finally we would like to remember Steve Hambrook, 1970 to 2003

Your laugh still echoes around the world.

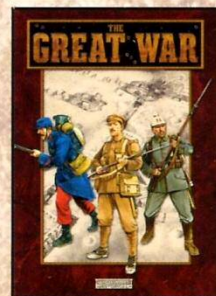
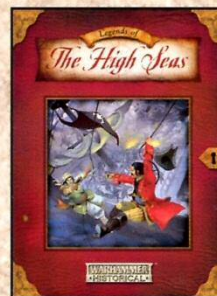
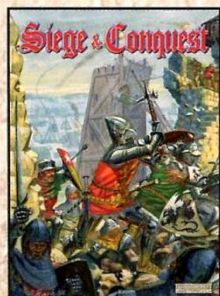
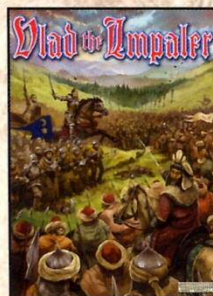
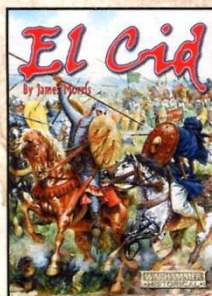
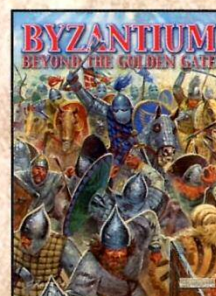
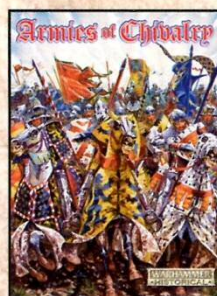
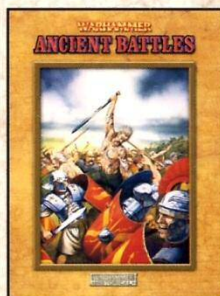
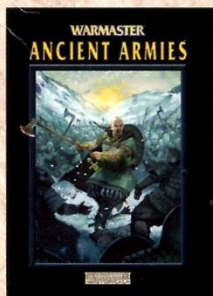
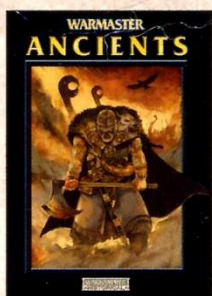
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The army of Salah Ab-Din prepares to defend their lands against the western infidels.

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