

HORDES & HEROES

MEDIEVAL ARMY LISTS



For the Fast Play, Hex Based Ancient & Medieval Rules from Kallistra
EPIC BATTLES IN THE MEDIEVAL ERA

HORDES & HEROES

Korean Army



This Korean army comprises of 2 Generals, 1 unit of Heavy Cavalry, 2 units of Light Cavalry, 3 units of Spearmen, 3 units of Handgunners + 3 sets of pavisses, 3 units of Peasant Militia and 1 unit of Large Field Guns.
(13 units plus 2 Generals with a points value of 155.)

Teutonic Army



This Teutonic army comprises of 1 General, 1 Hero General, 3 units of Teutonic Knights, 1 unit of Mounted Crossbowmen, 3 units of Spearmen, 3 units of Crossbow and 3 sets of Pavisses.
(10 units plus 1 General and 1 Hero General with a points value of 158.)

Hungarian Army



This Hungarian army comprises of 1 General, 1 Hero General, 4 units of Knights, 1 unit of Horse Archers, 1 unit of Spearmen, 1 unit of Crossbowmen, 1 unit of Handgunners + 2 sets of Pavisses, 2 units of War Wagons, 3 units of Peasant Hordes.
(13 units plus 1 General and 1 Hero General with a points value of 155.)

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MEDIEVAL ARMY LISTS

Introduction

These army lists are intended for use with Hordes and Heroes Ancients & Medieval rules. They are designed to enable any historical army to be represented on the table top, in a miniature game, up to an agreed point value. We have endeavoured to make the lists as flexible as the historical sources which were consulted would permit. This is in full recognition of the fact that the exact composition of any medieval army, and how and why it performed as it did in battle, will always be a prime subject for contentious debate. Different sources of historical information can often be very contradictory and will continue to change as new evidence is uncovered. In recognition of this, these army lists have been compiled to enable enjoyable games to be played using medieval forces from different parts of the world, extending in some cases, over many centuries.

The points system used to calculate troop values is entirely open and explicit, which means that it is very easy for gamers to change and customise units and armies to suit their individual preferences and requirements for their own games. The armies as stated in the lists can be modified to reflect particular dates, time periods, campaigns, battles etc. The 'standard' armies as listed here, therefore, will hopefully be simply regarded as a suitable reference for choosing armies for enjoyable evening or weekend games and competition and tournament play.

Choosing Army size

Armies can be constructed to any agreed points value with your opponent. An army of 150 points per side will provide for a small game usually lasting little over an hour. A 250 point army, per side, would be suitable for a game lasting a whole evening. For very large multi-player games using a combination of different allied armies, comprising of many different commands, lasting a whole day, armies of 1000 points and more can be pitted against each other.

Generals and Hero Generals

The maximum ratio of Generals and Hero Generals in any army is 1 in 5 (Generals : Combat units). The smallest force that can be fielded is therefore 5 units of troops plus 1 General or Hero General. An army consisting of 15 combat units can have up to 3 generals, 20 units can have up to 4 generals etc.

Points Cost of Generals and Hero Generals

Generals and Hero Generals with a 'standard' command move of 3 hexes, and command range of 3 hexes, cost 10 points and 15 points respectively. Some historical armies have generals and troops which exhibited remarkable command and control characteristics in very challenging circumstances and terrain. These Generals have increased characteristics and additional points cost. For the same reason some armies can have a higher proportion of Hero Generals than others. Generals of armies that are entirely composed of infantry have reduced command and control ranges and points cost.

Points Cost of Generals and Hero Generals

Command Move	Command Range	General	Hero General
2	2	8	13
3	3	10	15
4	4	12	17

Table Size and Terrain Layout.

For armies of 150 points, a gaming area of 1.2 metres by 0.9 metres (4ft x 3ft) would be ideal (one box of Hexon terrain boards). 250 point armies or larger are better accommodated on gaming areas of 1.8m x 1.2m (6ft x 4ft). The size, type and distribution of terrain features will be dependent very much upon the part of the world being represented. A selection of terrain layouts of different sizes are available to download from the Kallistra web site.

Collecting and Constructing Medieval Armies

Collecting and painting miniatures to create armies is a very rewarding part of the hobby. Small scale figures enable you to create the mass effect of lots of troops on the table top. Larger scales, such as 28mm, work just as well with the H&H System, with 1 or 2 figures represented on a single base and 4 or 8 figures making up a 4 stand unit. There is opportunity to create bodies of troops that are multi-purpose - a horde of peasants can be used in many European armies, as can men-at-arms, billmen, armoured knights, horse archers, levy or peasant archers etc. Smaller figures can have an advantage over larger figures, where every last detail of clothing and equipment is less easily scrutinised. Rather than painting and basing a whole new army, you are able to mix and match different troops from your collection to create a whole range of different armies. I have lost count of the number of times that my Scottish lowland pikemen have changed nationality to Welsh, then Irish, before crossing the channel to serve in a whole host of armies in various guises, eventually arriving at the Siege of Belgrade in 1456 as Christian Militia!

Rules Support

On the Kallistra website you will find lots of useful information about painting and basing miniatures. There are lots of examples of armies containing a wide range of troop types and points values. There is also a Frequently Asked Questions section and a Quick Reference Sheet generator.

On the Kallistra forum you'll find many battle reports using the H&H game system and lots photographs.

There is comprehensive range of medieval miniatures available on the Kallistra website: www.kallistra.co.uk

ORGANISING AN ARMY

The army lists contain maximum and minimum percentages of the various troop types from which an army can be composed. We have deliberately made the troop proportions as generous and flexible as possible without risking the wrath of too many historians. The options within each list should enable gamers to construct an army to suite their style of play and personal preferences for employing offensive or defensive tactics or both.

The Points Value of any unit is calculated as detailed below:-

Unit Class + Speed + H to H Combat + Shooting +

Armour Protection + Evade + Flee = Points Value

All troop types e.g., infantry, mounted, artillery, hordes etc., are given a classification from A (the best!), to E (the worst!). This allows for differentiation between highly motivated, well armed and armoured professionals, and very reluctant, poorly equipped peasant levies. The vast majority of troops fall into the B, C or D class, with only the very best and worst qualifying for A or E status respectively. (A=5 points, E=1 point)

The speed of movement attributed to different types of units are all given in hexes. These are tactical speeds and not physical speeds (maximum 5 hexes, minimum 1 hex).

The Combat Factor is the strength of the unit in hand-to-hand combat, plus where applicable, an Impact Bonus, in brackets. This bonus can be used when first making contact with an enemy unit and in each subsequent round of hand-to-hand combat, until a Static Combat, (SC), is formed. E.g. 4(+2). The Impact Factor is not included in the Points Value.

The Shooting Factor for missile troops is given in brackets after the troop type. Shooters have a shooting factor of 5+, 6+, 7+ or 8+, which costs 4 points, 3 points, 2 points and 1 point respectively. The 'C' and 'G' indicate crossbow and gunpowder weapons.

Artillery and large missile throwers are allocated Points Values per unit of 2 or 3 stands appropriate to their range and effect. (Normally 6, 8 or 10 points per unit.)

Characteristics

A1, A2 - The Armour Value is the protection against missile weapons (excluding artillery/trebuchets) afforded by the use of a shield and or body armour, and includes horse armour and pavisses. Where A1=1 point, A2=2 points.

HT - A 'Hard Target' or 'Hard Cover', is a wooden protective screen, stone wall or a war wagon etc.

G - Gun Powder Weapon, negates the effect of A1 and A2 personal armour and reduces pavisses from A2 to A1.

C - Crossbows, reduces personal armour protection from A2 down to A1 and A1 down to 0.

H - Hordes (H) and Aggressive hordes (AH), which have special Command and Control requirements qualify for a -1 off their points total per unit.

E1, E2 - Unit can evade 1 or 2 hexes respectively, when contacted by an enemy unit. (1 or 2 points respectively.)

F - Flee, the unit has the option of carrying out a voluntary flee move when contacted by an enemy unit. (1 point)

S - Shield Wall, negates the requirement of units to follow-up or recoil in response to combat outcome caused by shooting or hand-to-hand combat when forming part of a shield wall.

Troop Type	Class A, B, C, D, E, Horde	Speed	H-to-H Combat	Shooting (5+)4, (6+)3 (7+)2, (8+)1	Characteristics	Total Points
Peasants (Horde)	2 (D, Horde -1)	1R	1	-	H	3
Crossbowmen (7+)C	3 (C)	1CR	2	(7+)1	A1	9
Militia Spearmen	2 (D)	1CR	3(+1)	-	-	6
Mongol Light Cavalry (6+)	4 (B)	5R	2	(6+)3	E2F	17
Teutonic Knights	5 (A)	3CR	6(+4)	-	A2	16
War Wagon (7+)G *	4 (B)	1CR	6	(7+)1	HT	9

* Because the war wagon is only a 2 stand unit, the points cost is reduced by 2 points and the shooting cost is also reduced by 2.

Artillery	Short Range	Long Range	Number of Stands	Points Cost
Small Bombard	1-3 hex 5+(H) 10+(2H)	4 hex 10+(H) 12(2H)	2	6
Multi-Barrel Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)	2	8
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 9+(H) 12(2H)	2	10

Artillery and large missile throwers are allocated Points Values per unit of 2 or 3 stands appropriate to their range and effect. (Normally 6, 8 or 10 points per unit.)

Additional details can be found within each specific Army List.

100 YEARS WAR

100 YW ENGLISH (AGINCOURT) Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Mounted Men-at-Arms	B	3CR	5(+4)	A2	4	14	10	30	H-904
Men-at-Arms	B	1CR	6(+1)	A2	4	13			H-901, H-917
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	30	H-911
Longbowmen (5+)	B	1CR	2	A1	4	12	30	70	H-903, H-919
Crossbowmen (7+) C	C	1CR	2	A1	4	9	-	15	H-902, H-918
Billmen	B	1CR	5(+1)	A1	4	11	10	30	H-907, H-912, H-922
Hobilaris	D	4R	2	E2F	4	11	-	20	H-1011
Multi-barrel Guns	C	1R	0	HF	2	8	-	15	H-909
Small Field Guns	C	1R	0	HF	2	6			H-3012

Artillery	Short Range	Long Range
Multi-barrel Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)
Small Field Gun	1-3 hex 7+(H) 12(2H)	4-5 hex 9+(H) 12(2H)

100 Years War English - Agincourt Period

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (Maximum 1 in 3), 15 points.

[Product Code: H-908]

Men-at-arms can fight mounted or dismounted if paid for as mounted. They take a full move to mount/dismount and must be at least 4 hexes away from the nearest enemy when they do so.

All longbow and cannon units can have stakes at a cost of 2 points per unit.

Crossbow can have pavisses at a cost of 2 points per unit.

Dismounted men-at-arms and billmen can form the front rank of combined arms units with longbow and still use stakes.



H-907
Billmen



H-903
Longbows

H-915
Stakes



H-912
Billmen Advancing



H-909
Multi-barrel Gun

100 YEARS WAR

100 YW ENGLISH (CRECY) Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Mounted Men-at-Arms	B	3CR	5(+4)	A2	4	14	10	30	H-904
Men-at-Arms	B	1CR	5(+1)	A2	4	12			H-901
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	20	H-911
Longbowmen (5+)	B	1CR	2	A1	4	12	30	70	H-903, H-9019
Crossbowmen (7+) C	C	1CR	2	A1	4	9	-	20	H-902, H-918
Welsh Spearmen	C	1CR	3(+1)	A1	4	8	-	20	H-1008
Brigans	C	2R	2	E2	4	9	-	10	H-905, H-920
Peasant Horde	DH	1R	1	H	4	3	-	10	H-804, H-905, H-920
Hobilaris	D	4R	2	E2F	4	11	-	20	H-1011
Multi-barrel Guns	C	1R	0	HF	2	8	-	15	H-909
Large Field Guns	C	1R	0	HF	2	10			H-910

Artillery	Short Range	Long Range
Multi-barrel Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

100 Years War English - Crecy, Poitiers

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (Maximum 1 in 3), 15 points.

[Product Code: H-908]

Men-at-arms can fight mounted or dismounted if paid for as mounted. They take a full move to mount/dismount and must be at least 4 hexes away from the nearest enemy when they do so.

All longbow and cannon units can have stakes at a cost of 2 points per unit.

Crossbows can have pavisses at a cost of 2 points per unit.

Dismounted men-at-arms can form the front rank of combined arms units with longbow and use stakes.



H-901
Men at Arms



H-910
Large Field Gun



H-908
Command



H-905
Brigans



H-903
Longbowmen

100 YEARS WAR

100 YW FRENCH (AGINCOURT) Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Mounted Men-at-Arms	C	3CR	5(+4)	A2	4	13	10	40	H-904
Men-at-Arms	C	1CR	5(+1)	A2	4	11			H-901, H-907, H-912
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	30	H-911
Billmen	C	1CR	5(+1)	A1	4	10	10	40	H-907, H-912, H-922
Crossbowmen (7+) C	C	1CR	2	A1	4	9	10	40	H-902, H-918
Archers (6+)	C	1CR	2	A1	4	10	-	10	H-903, H-919
Brigands	C	2R	2	E2	4	9	-	20	H-905, H-920
Peasant Horde (H)	DH	1R	1	H	4	3	-	30	H-804, H-905, H-920
Hobilaris	D	4R	2	E2F	4	11	-	10	H-1011
Large Field Guns	C	1R	0	HF	2	8	-	15	H-910

Artillery	Short Range	Long Range
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

100 Years War French - Agincourt

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (Maximum 1 in 3), 15 points.

[Product Code: H-908]

Men-at-arms can fight mounted or dismounted if paid for as mounted. They take a full move to mount/dismount and must be at least 4 hexes away from the nearest enemy when they do so.

All units of crossbow can have pavisses at a cost of 2 points per unit.

3 peasant hordes can be made into two units of 6 stands.

When wargaming major battles such as Agincourt or Crecy where the French armies demonstrated very poor command and control, we would suggest the following:

- No Hero Generals in the army.
- The standard Generals have their Command move and range reduced to 1 hex, with the points cost per General adjusted down to 6 points.
- All units of men-at-arms and billmen designated as 'aggressive' to promote uncontrolled attacks.



H-907
Billmen



H-916
Pavisses

H-902
Crossbowmen



H-911
Mounted Sergeants



H-901
Men-at-arms

100 YEARS WAR

100 YW FRENCH (CRECY) Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Mounted Men-at-Arms	B	3CR	5(+4)	A2	4	14	10	40	H-904
Men-at-Arms	B	1CR	5(+1)	A2	4	12			H-901, H-917
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	30	H-911
Spearmen	C	1CR	3(+1)	A1	4	8	10	40	H-906, H-921
Crossbowmen (7+) C	C	1CR	2	A1	4	9	10	40	H-902, H-918
Archers (6+)	C	1CR	2	A1	4	10	-	10	H-903, H-919
Brigands	C	2R	2	E2	4	9	-	20	H-905, H-920
Peasant Horde (H)	DH	1R	1	H	4	3	-	30	H-804, H-905, H-920
Hobilaris	D	4R	2	E2F	4	11	-	10	H-1011
Large Field Guns	C	1R	0	HF	2	10	-	15	H-910

Artillery	Short Range	Long Range
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

100 Years War French - Crecy, Poitiers

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (Maximum 1 in 3), 15 points.

[Product Code: H-908]

Men-at-arms can fight mounted or dismounted if paid for as mounted. They take a full move to mount/dismount and must be at least 4 hexes away from the nearest enemy when they do so.

All units of crossbow can have pavisses at two points per unit

3 peasant hordes can be made into two units of 6 stands.

When wargaming major battles such as Crecy and Poitiers where the French armies demonstrated very poor command and control, we would suggest the following:

- No Hero Generals in the army.
- The standard Generals have their Command move and range reduced to 1 hex, with the points cost per General adjusted down to 6 points.
- All units of men-at-arms designated as 'aggressive' to promote uncontrolled attacks.



H-904
Mounted Knights



H-906
Medium Spears



H-910
Large Field Gun



H-905
Light Troops

100 YEARS WAR

100 YW LOW COUNTRIES	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Mounted Men-at-Arms	C	3CR	5(+4)	A2	4	14	10	30	H-904
Men-at-Arms	C	1CR	5(+1)	A2	4	12			H-901, H-917
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	20	H-911
Pikemen	B	1CR	4(+4)	A1S	4	10	20	50	H-1017
Crossbowmen (7+) C	C	1CR	2	A1	4	9	10	30	H-902, H-918
English Longbow (5+)	B	1CR	2	A1	4	12	-	10	H-903, H-919
Brigands	C	2R	2	E2	4	9	-	20	H-905, H-920
Peasant Horde (H)	DH	1R	1	H	4	3	-	30	H-804, H-905, H-920
Multi-Barrelled Guns	C	1R	0	HF	2	10	-	15	H-909

Artillery	Short Range	Long Range
Multi-barrel Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)

100 Years Low Countries

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (Maximum 1 in 3), 15 points.

[Product Code: H-908]

Men-at-arms can fight mounted or dismounted if paid for as mounted. They take a full move to mount/dismount and must be at least 4 hexes away from the nearest enemy when they do so.

All units of crossbow can have pavisses at two points per unit.

3 peasant hordes can be made into two units of 6 stands.

3 Continental pikemen units can be made into 2 units of 6 stands. The 'pike block of 6' is limited to 1-hex movement, because it cannot move in column. It's impact bonus is increased to (+6). Pikemen can form shield wall (S).



H-904
Mounted Knights



H-916
Pavisses

H-902
Crossbowmen



H-1017
Pikemen



H-901
Men-at-arms

ALBANIAN

ALBANIAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 4 Command Range 4									
Light Cavalry (6+)	B	5R	3(+2)	E2F	4	18	20	60	H-3001, H-3015
Archers (6+)	C	2R	2	E1	4	11	20	50	H-3005, H-3028
Crossbowmen (7+) C	C	2R	2	-	4	9	-	20	H-3008, H-3030
Halberdiers	B	1CR	5(+1)	A1	4	11	-	20	H-3003, H-3026
Militia	C	2R	2	-	4	7	-	40	H-3002, H-3025
Handgunners (7+)G	C	1CR	2	-	4	8	-	20	H-3006, H-3029
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-3002, H-3025
Small Bombards	C	1R	0	HF	2	6	-	15	H-3013
Small Field Guns	C	1R	0	HF	2	6	-		H-3012

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	4 hex 10+(H) 12(2H)
Small Field Gun	1-3 hex 7+(H) 12(2H)	4-5 hex 9+(H) 12(2H)

Albanian

General (Command Move 4, Command Range 4), 12 points.
 Hero General (1 or 1 in 2 generals), 17 points.
[Product Code: H-3009]

Crossbows and handgunners can use pavisses costing two points per unit.

3 peasant horde units can be combined into 2 six stand hordes.

Halberdiers can form combined arms units with archers, crossbows or handgunners and still use pavisses.



H-3003
Armoured Infantry
(Halberdiers)



H-3001
Boyars/Viteji
(Light Cavalry)



H-3012
Small Field Guns



H-3006
Handgunners



H-3005
Archers

BURGUNDIAN ORDINANCE

BURGUNDIAN ORDINANCE	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Gendarmes Mounted	B	3CR	5(+4)	A2	4	14	10	20	H-1005
Gendarmes	B	1CR	6(+1)	A2	4	13			H-1016, H-1021
Coustilliers	C	3CR	3(+2)	A1	4	10	-	20	H-1018
Mounted Crossbowmen (7+)C	C	4R	2	A1E2F	4	15	-	10	H-8002
Billmen	C	1CR	5(+1)	A1	4	10	10	40	H-1009, H-1002, H-1025
Longbowmen (5+)	C	1CR	2	A1	4	11	-	20	H-1001, H-1006, H-1024
Crossbowmen (7+)C	C	1CR	2	A1	4	9	-	20	H-1004, H-1023
Handgunners (7+)G	C	1CR	2	A1	4	9	-	30	H-1003, H-1022
Pikemen	C	1CR	4(+4)	A1S	4	9	-	20	H-1017
Multi Barrel Guns	C	1R	0	HF	2	8	-	20	H-1015
Large Field Guns	C	1R	0	HF	2	10	-		H-1014, H-910

Artillery	Short Range	Long Range
Multi-barrel Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

Burgundian Ordinance

General (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 generals), 15 points.

[Product Code: H-1012]

Coustilliers were lightly armoured cavalry usually armed with a lance.

Crossbow and handgunners can use pavisses at 2 points per hex.

Billmen or pike can form combined arms units with longbow, crossbow or handgunners and still use pavisses.

Longbow units can use stakes at 2 points per unit.

3 units of pikemen can be combined to make 2 pike blocks of six stands and increase Impact Bonus to (+6). Pike units can form shield wall (S),



H-1018
Coustilliers
(Mounted Sergeants)



H-1001
Longbowmen



H-1003
Handgunners



H-1014
Large Field Gun
(Bombard)

CHINESE - EARLY

CHINESE EARLY PERIOD	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Armoured Cavalry	B	3CR	5(+4)	A2	4	14	-	20	H-7012
Armoured Infantry	B	1CR	5(+2)	A2	4	12	-	20	H-7013, 7014, 7018
Medium Cavalry	C	3CR	3(+2)	-	4	9	-	40	H-7004
Light Cavalry (7+)	C	4R	1	E2F	4	13	-	20	H-6002
Mongol Cavalry (6+)	B	5R	2	E2F	4	17	-	20	H-6001
Halberdiers	C	1CR	3(+1)	A1	4	8	-	40	H-7001, H-7015
Crossbowmen (7+) C	C	1CR	2	-	4	8	10	30	H-7002, H-7016
Peasant Militia (Horde)	DH	1R	1	H	4	3	-	40	H-7005, H-7017
Fanatics (Aggressive Horde)	BH	2R	3	AH	4	8	-	20	H-9005, H-9016
Stone Thrower	C	1R	0	HF	2	6	-	20	H-7009

Artillery	Short Range	Long Range
Stone Thrower	1-3 hex 8+(H) 10+(2H)	-

Medieval Chinese - Early

General (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 generals), 15 points.

[Product Code H-7006]

Crossbows can be given pavisses at 2 points per hex.

3 hordes of 'fanatics' or peasant militia can be formed into 2 hordes containing 6 stands.

Fanatics are 'aggressive' and will attack any enemy unit within 2 hexes when out of Command and Control of a General.

Stone throwers can shoot over friendly troops in contact with their front hex sides on level ground.



H-7001
Halberdiers



H-7002
Crossbows



H-7004
Medium Cavalry



H-7018
Armoured Infantry

CHINESE - LATE

CHINESE LATE PERIOD	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Armoured Cavalry	B	3CR	5(+4)	A2	4	14	-	20	H-7012
Armoured Infantry	B	1CR	5(+2)	A2	4	12	-	20	H-7013, 7014, 7018
Medium Cavalry	C	3CR	3(+2)	-	4	9	-	40	H-7004
Light Cavalry (7+)	C	4R	1	E2F	4	13	-	30	H-6002
Halberdiers	C	1CR	3(+1)	A1	4	8	-	40	H-7001, H-7015
Crossbowmen (7+) C	C	1CR	2	-	4	8	-	20	H-7002, H-7016
Rocketeers Artillery G	C	1CR	2	A1HF	4	13	-	15	H-7003
Militia	D	2R	2	-	4	6	-	30	H-7005, H-7017
Handgunners (7+) G	C	1CR	2	-	4	8	-	30	H-9005, H-7022
Large Field Guns	C	1R	0	HF	2	10	-	30	H-7007
Stone Thrower	C	1R	0	HF	2	6	-		H-7009
Small Bombard	C	1R	0	HF	2	6	-		H-7008

Artillery	Short Range	Long Range
Rocketeers	1-3 hex 9+(H) 12(2H)	4 hex 10+(H) 12(2H)
Small Bombard	1-3 hex 5+(H) 10+(2H)	4 hex 10+(H) 12(2H)
Stone Thrower	1-3 hex 8+(H) 10+(2H)	-
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)



H-7003
Rocketeers

Medieval Chinese - Late

General (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 generals), 15 points.

[Product Code H-7006]

Crossbows and handgunner units can be given pavisses at a cost 2 points per unit.

Stone thrower can shoot over friendly troops in hex-to-hex contact with itself on level ground.

Rocketeers cannot shoot over friendly troops even when located on higher ground behind friendly units.



H-7008
Bombard



H-7006
Command



H-7005
Militia

FEUDAL ENGLISH

FEUDAL ENGLISH	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Knights	C	3CR	5(+4)	A2	4	13	-	20	H-904
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	20	H-911
Archers (6+)	C	1CR	2	A1	4	10	20	50	H-903, H-919
Spearmen	C	1CR	4(+1)	A1	4	9	20	40	H-906, H-921
Hobilars	C	4R	2	E2F	4	12	-	20	H-1011
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-804, H-905, H-920
Crossbowmen (7+)C	C	1CR	2	A1	4	9	-	20	H-902, H-918

Feudal English

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (Maximum 1 in 3), 15 points.

[Product Code H-908]

Archers and crossbows can form combined arms units with Spearmen.

3 peasant hordes can be combined to make 2 units of 6 stands each.

Crossbowmen can use pavises at 2 points per hex which can also be used when part of a combined arms unit.



H-904
Mounted Men-at-Arms



H-906
Medium Spearmen



H-1011
Light Cavalry
Hobilars



H-804
Peasants



H-903
Longbowmen

HUNGARIAN

HUNGARIAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Knights	B	3CR	5(+4)	A2	4	14	10	40	H-3007
Horse Archers (6+)	C	5R	2	E2F	4	16	-	20	H-3015
Spearmen	B	1CR	4(+1)	A2	4	11	-	30	H-3004, H-3027
Crossbowmen (7+) C	C	1CR	2	A1	4	9	-	30	H-3008, H-3030
Handgunners (7+) G	C	1CR	2	A1	4	9	-	20	H-3006, H-3029
Archers (6+)	C	1CR	2	-	4	9	-	20	H-3005, H-3028
Peasants (Horde)	DH	1R	1	H	4	3	-	20	H-3002, H-3025
War Wagons (7+) C	C	1CR	6	HT	2	8	-	20	H-3014, H-3018
Small Field Guns	C	1R	0	HF	2	6	-	20	H-3012
Large Field Guns	C	1R	0	HF	2	10	-		H-3010
Small Bombards	C	1R	0	HF	2	6	-		H-3013

Artillery	Short Range	Long Range
Small Field Gun	1-3 hex 7+(H) 12(2H)	4-5 hex 9+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)
Small Bombard	1-3 hex 5+(H) 10+(2H)	4 hex 10+(H) 12 (2H)

Hungarian

General (Command Move 3 Command Range 3), 10 points.

Hero General (1 or 1 in 3 generals), 15 points.

[Product Code: 3009]

Crossbows and handgunners can use pavisses at a cost of 2 points per hex.

Spearmen can form combined arms units with crossbows or handgunners and still use pavisses.

War wagons can form combined arms units with crossbows, handgunners, and archers. B class respond to combat as C class when combined with the C class war wagons and revert back to B when both war wagons are lost.

3 peasant horde units can be combined to form 2 six stand hordes.



H-3007
Hungarian Knights



H-3010
Large Field Gun



H-3004
Spearmen



H-3015
Horse Archers

HUSSITE

HUSSITE	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Heavy Cavalry	B	3CR	5(+4)	A2	4	14	-	20	H-3007
Mounted Crossbow (7+) C	C	4R	2	A1E2F	4	15	-	20	H-8002
Armoured Infantry	B	1CR	5(+1)	A1	4	11	-	20	H-3003, H-3026
War Wagon with Bombard	B	1CR	4	HTHF	2	13	-	20	H-3022
War Wagon (7+) G	B	1CR	6	HT	2	9	20	50	H-3014, H-3018
Militia	C	1CR	2	-	4	6	-	40	H-3002, H-3025
Crossbowmen (7+) C	C	1CR	2	A1	4	9	-	30	H-3008, H-3030
Handgunners (7+) G	C	1CR	2	A1	4	9	-	30	H-3006, H-3029
Large Field Guns	C	1R	0	HF	2	10	-	20	H-910, H-3010
Small Field Guns	C	1R	0	HF	2	6	-		H-3012

Artillery	Short Range	Long Range
Small Bombard in War Wagon	1-3 hex 5+(H) 10+(2H)	4 hex 10+(H) 12(2H)
Small Field Gun	1-3 hex 7+(H) 12 (2H)	4-5 hex 9+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)



H-3007
Hungarian Cavalry
(Heavy Cavalry)

Hussite

General (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 2), 15 points.

[Product Code: H-3009]

Crossbow and handgunner units can use pavisses at a cost of 2 points per unit.

War wagons can form combined arms units with armoured infantry, militia, crossbows or handgunners. Combined units of C class, therefore respond to combat as B class until both war wagon stands are lost, then they revert back to C class.

1 in 2 war wagon units can mount bombards instead of missile troops and can form 'mixed' units by combining with standard war wagons – one of each in the same hex. A mixed unit uses the combat factor of 6 in hand-to-hand combat until the standard wagon is lost. Dice for which wagon is lost as a result of hand-to-hand combat.

War wagons have a reduced points cost because they have only 2 stands in a unit (-2 points) and therefore only shoot with 2 stands (-2 points). War wagons with bombards cost 13 points which include the extra 6 points for 2 small bombards.



H-3018
Armoured War Wagon



H-3006
Handgunners



H-3002
Militia

IRISH

IRISH	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Irish Cavalry	C	4R	3(+2)	A1	4	11	-	20	H-911
Galloglach	B	1CR	5(+1)	A1	4	11	10	40	H-1013
Bonnachts	B	1CR	3	-	4	8	20	60	H-914, H-924
Kerns	C	2R	2	E1	4	8	10	40	H-905, H-4001, H-920, H-4010
Archers (7+)	C	1CR	1	-	4	7	-	20	H-803, H-4003
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-804, H-905, H-920

Irish Medieval

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (1 or 1 in 3 Generals), 15 points.

[Product Code H-908]

3 peasant horde units can be combined into 2 units of 6 stands each.



H-911
Mounted Sergeants
(Irish Cavalry)



H-1013
Irish Galloglach



H-914
Scottish Highlanders
(Bonnachts)



H-905
Light Troops
(Kerns)



H-4003
Missile Troops
(Archers)

KOREAN

KOREAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Heavy Cavalry (6+)	B	3CR	5(+4)	A2	4	17	-	30	HK-101
Light Cavalry (6+)	B	5R	2	A1E2F	4	18	-	30	HK-102
Spearmen	C	1CR	3(+4)	A1S	4	8	20	50	HK-103, HK-109
Bowmen (6+)	C	1CR	2	A1	4	10	-	40	HK-104, HK-110
Peasant Militia	D	1CR	2	-	4	5	-	40	H-7005, H-7017
Handgunners (7+) G	C	1CR	2	A1	4	9	-	30	HK-105, HK-111
Bombard Small	C	1R	0	HF	2	6	-	20	HK-107
Large Field Guns	C	1R	0	HF	2	10	-		HK-108

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	4 hex 10+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)



HK-101
Heavy Cavalry

Medieval Korean

General (Command Move 3, Command Range 3), 10 points.
 Hero General (1 or 1 in 3 generals), 15 points.
[Product Code: HK-106]

Bowmen and handgunners can use pavisses at a cost of 2 points per unit.

Korean spearmen can form a shield wall (S)



HK-104
Bowmen



HK-106
Command



HK-102
Light Cavalry



HK-103
Spearmen

MONGOLS

MONGOLS	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 4 Command Range 4									
Heavy Cavalry (6+)	B	3CR	5(+4)	A2	4	17	10	40	H-6002
Light Cavalry (6+)	B	5R	2	E2F	4	17	30	80	H-6001
Dismounted Mongols (6+)	B	2R	2	-	4	11	-	20	H-6003, H-6005
Subject Infantry	C	2R	2	-	4	7	-	40	H-3002, H-3025
Catapult	C	1R	0	HF	2	6	-	20	H-7009

Artillery	Short Range	Long Range
Catapult	2-3 hex 8+(H) 11+(2H)	-

Mongols

General (Command Move 4, Command Range 4), 12 points.

Hero General (1 or 1 in 2), 17 points.

[Product Code: H-6004]

Mongol light cavalry must be paid for as mounted unless the dismounted mongols remain dismounted throughout the game.

Catapults can shoot over friendly units in hex-to-hex contact with the front 2 hex sides on level ground.

Mongol light cavalry can dismount or remount at a cost of 2 hexes of movement. They can only dismount if they are not in hex-to-hex contact with an enemy. If contacted by an enemy unit whilst dismounted, they can remount and voluntarily flee but cannot evade.



H-6002
Armoured Cavalry



H-3002
Subject Infantry
(Peasants/Militia)



H-6001
Light Cavalry



H-6003
Dismounted Bowmen



H-7009
Catapult

NORMAN

NORMAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Armoured Cavalry	B	4R	4(+2)	A2	4	14	10	20	H-5003
Unarmoured Cavalry	C	4R	3(+1)	A1	4	11	10	20	H-5004
Armoured Spearmen	B	1CR	4(+1)	A2S	4	11	10	30	H-5001, H-5008
Unarmoured Spearmen	C	1CR	3(+1)	A1S	4	8	10	50	H-5002, H-5007
Archers (7+)	C	1CR	2	-	4	8	-	30	H-5005, H-5009

Norman (Conquest)

General (Command move 3, Command range 3), 10 points.
 Hero General (1 or 1 in 3 generals), 15 points.

[Product Code H5006]

William invaded Britain with an army composed of troops from not just Normandy, but from Flanders, Brittany, Picardy and small contingents from as far away as Sicily. Some units would have been better armoured, equipped, and motivated than others so we have endeavoured to reflect this in the listing by differentiating between unarmoured cavalry and infantry (C class), and armoured cavalry and infantry (B class).

The list can be used to create Norman armies which fought across Europe during this period, or Frankish armies which generally used the same armour, weapons and tactics.



H-5001
Armoured Spearmen



H-5003
Armoured Cavalry



H-5006
Command



H-5004
Unarmoured Cavalry



H-5002
Unarmoured
Spearmen Advancing

OTTOMAN TURKS

OTTOMAN TURKS	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Sipahis Cavalry (6+)	C	3CR	3(+2)	A1E2	4	15	10	30	H-2001
Qapukulu Cavalry (6+)	A	3CR	5(+4)	A2	4	18	-	15	H-2003
Akinjis Light Horse (6+)	C	5R	1	E2F	4	15	10	40	H-2005
Janissary Handgunners (7+)G	B	1CR	2	-	2	9	-	30	H-2010, H-2019
Janissary Archers (6+)	B	1CR	2	-	4	10	-		H-2004, H-2018
Janissary Halberdiers	B	1CR	5(+1)	-	4	10	-		H-2013, H-2020
Azabs (6+)	C	1CR	1	-	4	8	20	50	H-2002, H-2016
Spearmen	C	1CR	3(+1)	A1	4	8	-	40	H-2007, H-2017
Small Field Guns	C	1R	0	HF	2	6	-	30	H-2011
Large Field Guns	C	1R	0	HF	2	10	-		H-2006
Small Bombard	C	1R	0	HF	2	6	-		H-2012

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	4 hex 10+(H) 12(2H)
Small Field Gun	1-3 hex 7+(H) 12(2H)	4-5 hex 9+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

Ottoman Turks

General (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 generals), 15 points.

[Product Code: H-2008]

All Janissary units can have stakes at 2 points per unit.

Janissary archers or handgunners can form combined arms units with Janissary halberdiers.

All artillery units can have stakes at a cost of 2 points for 2 stands of stakes to cover 2 hex sides.



H-2003
Qapukulu Cavalry



H-2007
Spearmen



H-2008
Command



H-2006
Large Field Gun



H-2013
Janissary Halberdiers

POLISH

POLISH	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Knights	B	3CR	5(+4)	A2	4	14	10	30	H-1005
Retinue Cavalry	B	3CR	3(+2)	A1	4	11	10	30	H-1018
Mounted Crossbow (7+)C	C	4R	2	A1E2F	4	15	-	20	H-8002
Spearmen	C	1CR	4(+1)	A2	4	10	-	20	H-3004, H-3027
Axemen	C	1CR	5(+1)	A1	4	10	-	20	H-3003, H-3026
Horse Archers (6+)	C	5R	2	E2F	4	16	-	30	H-3015
War Wagons (7+)G	C	1CR	6	HT	2	8	-	30	H-3014, H-3018
Handgunners (7+)G	C	1CR	2	A1	4	9	-	20	H-3006, H-3029
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-3002
Crosbowmen (7+)C	C	1CR	2	A1	4	9	-	20	H-3008, H-3030
Small Field Guns	C	1R	0	HF	2	6	-	20	H-3012
Large Field Guns	C	1R	0	HF	2	10	-		H-3011

Artillery	Short Range	Long Range
Small Field Gun	1-3 hex 7+(H) 12(2H)	4-5 hex 9+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

Polish

General (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 generals), 15 points.

[Product Code: H-3009]

Any crossbows and handgunners can have pavisses at 2 points per unit.

Spearmen can form combined arms units with crossbows or handgunners, which can still use pavisses.

3 units of peasants can combine into 2 hordes containing six stands each.

War wagons can form combined arms units with crossbow, handgunners, spearmen or axemen.



H-3008
Crossbowmen



H-3004
Spearmen



H-1018
Mounted Sergeants
(Retinue Cavalry)



H-3014
War Wagon



H-3015
Horse Archers

ROMANO BRITISH

ROMANO BRITISH (ARTHURIAN) Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Cavalry	B	3CR	4 (+2)	A2	4	13	10	20	H-805
Spearmen	B	1CR	4 (+1)	A1S	4	10	10	30	H-802
Warriors (Horde)	CH	2R	3	A1HS	4	8	20	50	H-801, H-811
Archers (7+)	C	1CR	1	-	4	7	-	30	H-803, H-812
Chariots (6+)	B	3CR	5 (+3)	A1	3	14	-	20	H-806
Horse Archers (7+)	C	4R	2	E2F	4	14	-	20	H-809
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-804, H-905, H-920
Ballistae	C	1R	0	HF	3	8	-	15	H-807

Artillery	Short Range	Long Range
Ballistae	1-3 hex 8+(H) 11+(2H)	-

Romano British (Arthurian)

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (1 or 1 in 3 Generals), 15 points.

[Product Code 808]

3 Warrior or peasant hordes can be combined to form 2 units of 6 stands each.

Spears and warrior hordes can form a shield wall (S).

Ballistae can shoot over friendly units in hex-to-hex contact with itself on level ground.

Please note: This Romano British or Arthurian army list has been included to provide an 'interesting' opposition to the invading Saxons. It is certainly possible for chariots and horse archers to have been used in armies after the Romans departed, but there is currently little or no evidence supporting this. However, their inclusion does allow for greater choice in troop selection and makes the Arthurian army a challenging adversary.



H-809
Horse Archers



H-801
Warriors



H-808
Command



H-807
Ballistae



H-806
Chariots



H-802
Spearmen



H-803
Archers

SAMURAI - EARLY

SAMURAI EARLY PERIOD	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Mounted Samurai with Bow (6+)	B	3CR	6(+2)	A2	4	18	10	30	H-9001
Mounted Samurai with Yari	B	3CR	6(+4)	A2	4	15	-	10	H-9011
Foot Samurai	B	1CR	6(+2)	A2	4	13	10	30	H-9002, H-9012
Ashigaru Yari	C	1CR	3(+4)	A1S	4	8	-	20	H-9003, H-9013
Ashigaru Bowmen (6+)	C	1CR	2	A1	4	10	-	30	H-9004, H-9014
Militia	C	1CR	3	-	4	7	-	30	H-9005, H9016
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-7005, H-7017
Stone Thrower	C	1R	0	HF	2	6	-	20	H-7009

Artillery	Short Range	Long Range
Stone Thrower	1-3 hex 8+(H) 10+(2H)	-

Samurai - Early

General (Command Move 3, Command Range 3), 10 points.
 Hero General (1 or up to 1 in 3 generals), 15 points.
[Product Code H-9006]

3 horde units of peasants can be combined into 2 units of 6 stand units each.

Bowmen can be given pavisses at a cost of 2 points per unit.

Ashigaru with Yari (spears) can form a shield wall (S).

The Stone Thrower can shoot over friendly units in hex-to-hex combat with itself on level ground.



H-9006
Command



H-9001
Mounted Samurai
with Bow



H-7009
Siege Catapult
(Stone Thrower)



H-9004
Ashigaru with Bow



H-9003
Ashigaru with Yari

SAMURAI - LATE

SAMURAI LATE PERIOD	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Mounted Samurai Bow (6+)	B	3CR	6(+2)	A2	4	18	-	10	H-9001
Mounted Samurai Yari	B	3CR	6(+4)	A2	4	15	-	30	H-9011
Foot Samurai	B	1CR	6(+2)	A2	4	13	10	30	H-9002, H-9012
Ashigaru Yari	C	1CR	3(+4)	A1S	4	8	10	40	H-9003, H-9013
Ashigaru Bowmen (6+)	C	1CR	2	A1	4	10	10	20	H-9004, H-9014
Ashigaru Handgunners (6+) G	C	1CR	2	A1	4	10	-	30	H-9007, H-9015
Ikko Ikki Fanatics (Ag. Horde)	BH	2	3	AH	4	8	-	30	H-9005, H-9016
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-7005, H-7017
Small Bombards	C	1R	0	HF	2	6	-	20	H-9008
Large Field Guns	C	1R	0	HF	2	10	-		H-9009

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	4 hex 10+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)



H-9004
Ashigaru with Bow

Samurai - Late Period

General (Command Move 3, Command Range 3), 10 points.
 Hero General (1 or up to 1 in 3 generals), 15 points.
[Product Code H-9006]

3 horde units of peasants or Ikko Ikki fanatics can be combined into 2 units of 6 stands.

Bowmen and handgunners can be given pavisses at 2 points per unit.

Ashigaru with yari (spears) can form shield wall (S).



H-9005
Ikko Ikki



H-9001
Mounted Samurai
with Bow

H-9006
Command



H-9003
Ashigaru with Yari

SAXON

SAXON									
Command Move 2 Command Range 2	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Huscarls	A	1CR	5(+2)	A2S	4	13	-	20	H-4006, H-4007, H-4015
Select Fyrd	B	1CR	3(+1)	A1S	4	9	20	50	H-4002, H-4004, H-4011, 4012
Greater Fyrd (Horde)	CH	2R	2	HS	4	6	-	70	H-4001, H-4002, H-4010, 4011
Missile Troops (7+)	C	1CR	1	-	4	7	-	30	H-4003, H-4013

Saxon

Generals (Command move 2, Command range 2), 8 points.
Hero Generals (1 or 1 in 3), 13 points.

[Product Code 4005]

3 units of the Greater Fyrd can be combined to make 2 units of 6 stand hordes. Fyrd and Huscarls can form shield wall (S).

Rather than having separate units of Ceorls, Gesiths and Thegns, they are combined to form the Select Fyrd and Greater Fyrd as to reflect the army organisation as it would have been represented at the battle of Hastings and before.. The Thegns and Gesiths would form the Select Fyrd and Gesiths and Ceorls the Greater Fyrd.

This Saxon list below, is aimed at creating an army that could have faced William at the battle of Hastings and the Vikings at Stanford Bridge. It could also be used to represent the Saxon armies that fought against the British in the conquest of lower and middle England.



H-4001
Ceorls



H-4004
Thegns

SAXON (HASTINGS)									
Command Move 2 Command Range 2	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Huscarls	A	1CR	5(+2)	A2S	4	13	-	20	H-4006, H-4007, H-4015
Select Fyrd (8+ ^)	B	1CR	3(+1)	A1S	4	9	20	50	H-4002, H-4004, H4011, 4012
Greater Fyrd (Horde) (8+ ^)	CH	2R	2	HS	4	6	-	70	H-4001, H-4002, H-4010, 4011

Saxon (Hastings)

Generals (Command move 2, Command range 2), 8 points.
Hero Generals (1 or 1 in 3), 13 points.

[Product Code 4005]

(8+ ^) At Hastings the Saxons had a number of archers and missile troops integrated into their ranks but these troops did not fight as separate units. Therefore, each Saxon unit of 4 stands can use 1 stand as missile troops and each 6 stand unit, 2 stands. They shoot with an 8+ on a D12 to score a hit.

If the units are disrupted they are unable to shoot with any stands. A 4 stand unit reduced to 3 loses the ability shoot. A 6 stand unit reduced to 5 can only shoot with one stand and no stands once reduced to less than 4 stands.

Fyrd and Huscarls can form shield wall (S).

William and Harold are regarded as Hero Generals and therefore ignore 1*, 2* and 3* on the Combat Results Table.

SCOTTISH

SCOTTISH	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Mounted Knights	C	3CR	5(+4)	A2	4	13	-	10	H-904
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	20	H-911
Lowland Pikemen	B	1CR	4(+3)	A1S	4	10	30	60	H-913, H-923
Archers (7+)	C	1CR	2	-	4	8	-	20	H-903, H-803, H-919, H-812
Highland Warriors (Horde)	BH	2R	3	H	4	8	-	30	H-914, H-924
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-804, H-905, H-920
Large Field Guns	C	1R	0	HF	2	10	-	10	H-910

Artillery	Short Range	Long Range
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7hex 8+(H) 11+(2H)

Scottish Medieval

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 Generals), 15 points.

[Product Code H-908]

Lowland Pike units can fight as a shield wall (S).

3 Lowland Pike units can be formed into 2 units of 6 stands to form pike blocks and retain the Impact Bonus of (+3).

3 Peasant hordes or highland warriors can be combined to form 2 units of six stands.



H-913
Lowland Pikemen



H-911
Mounted Sergeants



H-914
Scottish Highlanders



H-910
Large Field Gun



H-804
Peasants



H-803
Archers

SERBIAN

SERBIAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Serbia Vlastella Cavalry	B	3CR	5(+4)	A2	4	14	20	40	H-3016
Spearmen	B	1CR	4(+1)	A1	4	10	-	30	H-3004, H-3027
Horse Archers (6+)	C	5R	2	E2F	4	16	-	30	H-3001
Archers (6+)	C	1CR	2	-	4	9	20	50	H-3005, H-3028
Crossbowmen (7+)C	C	1CR	2	A1	4	9	-	20	H-3008, H-3030
Handgunners (7+)G	C	1CR	2	A1	4	9	-	20	H-3006, H-3029
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-3002
Multi-barrel Guns	C	1R	0	HF	2	8	-	20	H-3010
Small Bombard	C	1R	0	HF	2	6	-		H-3013
Large Field Guns	C	1R	0	HF	2	10	-		H-3010

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	4 hex 10+(H) 12(2H)
Multi-barrel Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

Serbian

General (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 2 generals), 15 points.

[Product Code: H-3009]

Crossbows can be given pavisses costing 2 points per unit. Spearmen can form combined arms units with crossbows, archers and handgunners and use pavisses.

3 peasant horde units can be formed into 2 hordes units containing 6 stands.

All artillery units can have stakes at a cost of 2 points for 2 stands of stakes to cover 2 hex sides.



H-3002
Peasants/Militia



H-3016
Serbian Cavalry



H-3015
Horse Archers



H-3006
Handgunners

SWISS

SWISS	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Mounted Men at Arms	B	3CR	5(+4)	A2	4	14	-	20	H-1005
Mounted Crossbowmen (7+)C	C	4R	2	A1E2F	4	15	-	20	H-8002
Pikemen	A	1CR	4(+4)	A1S	4	11	30	60	H-1017
Halberdiers	A	1CR	5(+1)	A1S	4	12	-	20	H-1002, H-1009, H1025
Crossbowmen (7+)C	B	1CR	2	A1	4	10	-	20	H-1004, H-1023
Handgunners (7+)G	B	1CR	2	A1	4	10	-	20	H-1003, H-1022
Multi Barrel Guns	C	1R	0	HF	2	8	-	20	H-1015
Small Field Guns	C	1R	0	HF	2	6	-		H-3012

Artillery	Short Range	Long Range
Multi-barrel Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)
Small Field Gun	1-3 hex 7+(H) 12(2H)	4-5 hex 9+(H) 12(2H)

Swiss

General (Command Move 3, Command Range 3) 10 points.
 Hero General (1 or 1 in 3 generals) 15 points.
[Product Code: H-1012]

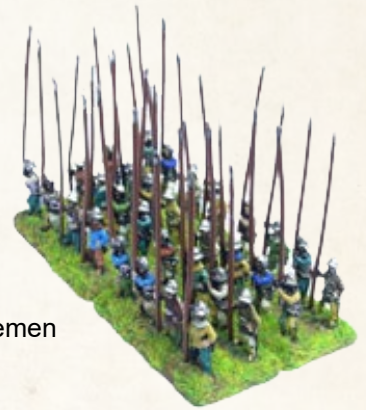
Any 3 pike units can combine to form 2 pike blocks of six stands. Pike blocks of 6 units have their Impact Bonus increased to (+6).

Pikemen and halberdier units can form a Shield Wall (S).

Crossbows and handgunners can have pavisses at a cost of 2 points per hex.

Halberdiers can form combined arms units with crossbows or handgunners which can still use pavisses.

H-1017
Continental Pikemen



H-8002
Mounted Crossbowmen



H-1005
Mounted Men-at-Arms



H-3012
Small Field Gun



H-1009
Halberdiers (Retinue Billmen Advancing)

TEUTONIC ORDER

TEUTONIC ORDER	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Teutonic Knights	A	3CR	6(+4)	A2	4	16	10	30	H-8001
Mounted Crossbow (7+)C	B	4R	2	A1E2F	4	16	-	20	H-8002
Horse Archers (6+)	C	4R	2	E2F	4	15	-	15	H-3015
Crusader Knights	B	3CR	5(+4)	A2	4	14	-	20	H-904
Spearmen	B	1CR	4(+1)	A2S	4	11	10	40	H-8003, H-8006
Crossbowmen (7+)C	B	1CR	2	A1	4	10	10	40	H-8004, H-8007
Handgunners (7+)G	C	1CR	2	A1	4	9	-	10	H-3006, H-3029
Militia	C	1CR	2	-	4	6	-	30	H-3002, H-3025
Large Field Guns	C	1R	0	HF	2	10	-	20	H-910, H-3010
Small Field Guns	C	1R	0	HF	2	6	-		H-3012

Artillery	Short Range	Long Range
Small Field Gun	1-3 hex 7+(H) 12(2H)	4-5 hex 9+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

Teutonic Order

General (Command Move 3, Command Range 3) 10 points
 Hero General (1 or 1 in 3 generals) 15 points
[Product Code: H-8005]

Any crossbows and handgunners can have pavisses at 2 points per unit.

Teutonic Spearmen can form combined arms units with crossbows and can still use pavisses.

Spearmen units can also form a Shield Wall (S).



H-8001
Teutonic Knights



H-8002
Mounted Crossbowmen



H-8003
Spearmen



Combined arms
H-916 Pavisses, Spearmen and Crossbowmen



H-8005
Command



H-8004
Crossbowmen

VIKING

VIKING	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum	Product Code
Command Move 2 Command Range 2									
Huscarls	A	1CR	5(+2)	A2S	4	13	10	30	H-4007, H-4015
Warriors	B	1CR	3(+1)	A1S	4	9	40	80	H-4008, H-4014
Missile Troops (7+)	C	1CR	2	-	4	8	10	30	H-4003, H-803, H-4013, H-812
Berserkers	A	2	6(+2)	A2	2	13	-	10	H-4009

Viking

Generals (Command Move 2, Command Range 2), 8 points.

Hero Generals (1 or 1 in 3), 13 points.

[Product Code H-4009]

Huscarls and Warriors can form a Shield Wall (S).

Units of berserkers are not deployed on the table until they are used. They are to be found within the ranks of any and all warrior units, excluding huscarls, from which they can emerge only when they are within charging distance of their enemy. They have only 2 stands and must fight independently as a separate unit when they emerge. They can be absorbed back into any warrior unit within 2 hexes during their movement phase, as long as they are not disrupted or in combat. Once re-absorbed they can appear again from any warrior unit on the table.

Once the berserker unit(s) has been eliminated in combat, which requires the loss of just one stand, it cannot re-emerge again from another unit of warriors. The points cost for a unit of berserkers is reduced from 15 to 13 because the unit contains only 2 stands.



H-4008
Viking Attacking



H-4003
Missile Troops



H-4007
Viking Huscarls



H-4009
Command & Berserkers



H-803
Archers (Missile Troops)

WALACHIA & MOLDOVIA

WALACHIA MOLDOVIA	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 4 Command Range 4									
Noble Boyers (6+)	A	3CR	5(+4)	A2	4	18	-	15	H-3001
Boyers and Vitegi (6+)	B	4R	3(+2)	A1E2F	4	18	10	30	H-3001
Crusader Knights	B	3CR	5(+4)	A2	4	14	-	10	H-904
Armoured Infantry	B	1CR	5(+1)	A1	4	11	-	10	H-3003, H-3026
Archers (6+)	C	2R	2	E1	4	11	20	50	H-3005, H-3028
Crossbowmen (7+)C	C	1CR	2	A1	4	9	-	10	H-3008, H-3030
Handgunners (7+)G	C	1CR	2	A1	4	9	-	10	H-3006, H-3029
War Wagons (7+)G	C	1CR	6	HT	2	8	-	20	H-3014, H-3018
Small Bombards	C	1R	0	HF	2	6	-	20	H-3013
Small Field Guns	C	1R	0	HF	2	6	-		H-3012
Large Field Guns	C	1R	0	HF	2	10	-		H-3011

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	4 hex 10+(H) 12(2H)
Small Field Gun	1-3 hex 7+(H) 12(2H)	4-5 hex 9+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

Walachia and Moldavia

General (Command Move 4, Command Range 4), 12 points
 Hero General (1 or 1 in 2 generals), 17 points
[Product Code: H-3009]

The Walachian and Moldavian generals demonstrated excellent command and control as well as the ability to highly motivate their limited military resources in challenging yet familiar terrain. They therefore have the option of a greater proportion of Hero Generals and higher than average command abilities for all generals.

All artillery units can have stakes at a cost of 2 points for 2 stands of stakes to cover 2 hex sides.

Any crossbows and handgunners can have pavises at 2 points per unit.



H-3001
Boyers/Vitegi



H-3003
Armoured Infantry



H-3012
Small Field Gun



H-3005
Archers



H-3009
Command

WOTR LANCASTER

WOTR LANCASTER	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Mounted Men at Arms	B	3CR	5(+4)	A2	4	14	10	30	H-1005
Dismounted Men at Arms	B	1CR	6(+1)	A2	4	13			H-1016, H-1021
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	20	H-1018
Retinue Billmen	B	1CR	5(+1)	A1	4	11	10	30	H-1002, H-1009, H-1025
Retinue Longbows (5+)	B	1CR	2	A1	4	12	20	50	H-1001, H-1024
Levy Billmen	C	1CR	3(+1)	-	4	7	-	20	H-1007, H-1010, H-1020
Levy Longbows (6+)	C	1CR	1	-	4	8	-	40	H-1006, H-1019
Welsh Spearmen	C	1CR	3(+1)	A1	4	8	-	20	H-1008
Hobilaris	D	4R	2	E2F	4	11	-	20	H-1011
Irish Bonnachts	C	2R	3	-	4	8	-	20	H-1013, H-914, H-924
Irish Kerns	D	2R	2	E1	4	7	-	30	H-905, H-914, H-920, H-924
Handgunners (7+)G	C	1CR	2	A1	4	9	-	20	H-1003, H-1022
Crossbowmen (7+)C	C	1CR	2	A1	4	9	-	20	H-1004, H-1023
Large Field Guns	C	1R	0	HF	2	10	-	15	H-910, H-1014, H-3010
Multi Barrel Guns	C	1R	0	HF	2	8	-	15	H-1015

Artillery	Short Range	Long Range
Multi-barrel Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

War of the Roses: House of Lancaster

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (Maximum 1 in 3), 15 points.

[Product Code: H-1012]

Mounted Sergeants (Curours) can only be used in equal or lesser numbers than men-at-arms.

Men-at-arms can fight mounted or dismounted if paid for as mounted. They take a full move to mount/dismount and must be at least 4 hexes away from the nearest enemy when they do so.

All longbow and cannon units can have stakes at a cost of 2 points per unit.

Dismounted men-at-arms or billmen can form the front rank of combined arms units with longbow, crossbow or handgunners of the same class. These combined arms units can use stakes.

Crossbow units can use pavisses at 2 points per unit and these can also be used when crossbows form part of a combined arms unit.



H-1010
Levy Billmen Advancing



H-1014
Large Field Gun
(Bombards)



H-1011
Light Cavalry
Hobilaris

WOTR TUDOR

WOTR TUDOR Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Mounted Men at Arms	B	3CR	5(+4)	A2	4	14	10	30	H-1005
Dismounted Men at Arms	B	1CR	6(+1)	A2	4	13			H-1016, H-1021
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	20	H-1018
Retinue Billmen	B	1CR	5(+1)	A1	4	11	10	30	H1002, H1009, H-1025
Retinue Longbows (5+)	B	1CR	2	A1	4	12	20	50	H-1001, H-1024
Levy Billmen	C	1CR	3(+1)	-	4	7	-	20	H-1007, H-1010, H-1020
Levy Longbows (6+)	C	1CR	1	-	4	8	-	40	H-1006
Welsh Spearmen	C	1CR	3(+1)	A1	4	8	-	30	H-1008
Handgunners (7+)G	C	1CR	2	A1	4	9	-	20	H-1003, H-1022
Hobilars	D	4R	2	E2F	4	11	-	20	H-1011
Crossbowmen (7+)C	C	1CR	2	A1	4	9	-	20	H-1004, H1023
Large Field Guns	C	1R	0	HF	2	10	-	15	H-1014, H-910, H-3010
Organ Guns	C	1R	0	HF	2	6	-		H-1015

Artillery	Short Range	Long Range
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)
Organ Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)

War of the Roses: Tudor

Generals (Command Move 3, Command Range 3), 10 points
 Hero Generals (Maximum 1 in 3), 15 points
[Product Code: H-1012]

Mounted Sergeants (Curours) can only be used in equal or lesser numbers than Men-at-Arms.

Men-at-arms can fight mounted or dismounted if paid for as mounted. They take a full move to mount/dismount and must be at least 4 hexes away from the nearest enemy when they do so.

All longbow and cannon can have stakes at a cost of 2 points per unit.

Dismounted men-at-arms or billmen can form the front rank of combined arms units with longbow, crossbow or handgunners of the same class. These combined arms units can use stakes.

Crossbows can use pavisses at 2 points per hex and these can be used in combined arms units which include crossbowmen.



H-1016
Dismounted Men-at-arms



H-1015
Organ Gun



H-1007
Levy Billmen (Standing)

WOTR YORKIST

WOTR YORKIST	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Mounted Men at Arms	B	3CR	5(+4)	A2	4	14	10	30	H-1005
Dismounted Men at Arms	B	1CR	6(+1)	A2	4	13			H-1016, H-1021
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	20	H-1018
Retinue Billmen	B	1CR	5(+1)	A1	4	11	10	30	H-1002, H-1009, H-1025
Retinue Longbows (5+)	B	1CR	2	A1	4	12	20	50	H-1001, H-1024
Levy Billmen	C	1CR	3(+1)	-	4	7	-	20	H-1007, H-1010, H-1020
Levy Longbows (6+)	C	1CR	1	-	4	8	-	40	H-1006, H-1019
Continental Pikemen	C	1CR	4(+4)	A1S	4	9	-	20	H-1017
Hobilaris	D	4R	2	E2F	4	11	-	20	H-1011
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-804, H-905, H-920
Welsh Spearmen	C	1CR	3(+1)	A1	4	8	-	20	H-1008
Handgunners (7+)G	C	1CR	2	A1	4	9	-	20	H-1003, H-1022
Crossbows (7+)C	C	1CR	2	A1	4	9	-	20	H-1004, H-1023
Large Field Guns	C	1R	0	HF	2	10	-	15	H-910, H-1014, H-3010
Multi Barrel Guns	C	1R	0	HF	2	8	-	15	H-1015

Artillery	Short Range	Long Range
Multi-barrel Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

War of the Roses: House of York

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (Maximum 1 in 3), 15 points.

Product Code: H-1012]

Men-at-arms can fight mounted or dismounted if paid for as mounted. They take a full move to mount/dismount and must be at least 4 hexes away from the nearest enemy when they do so.

All longbow and cannon can have stakes, 2 points per unit.

Crossbows and handgunners can have pavisses at a cost of 2 points per unit.

3 units of peasant hordes can be made into 2 units of 6 stands.

3 units of continental pikemen can be formed into 2 units of 6 stands with an Impact Bonus of (+6) and can form shield wall (S).

Dismounted men-at-arms or billmen can form the front rank of combined arms units with longbow or handgunners of the same class. These combined arms units can use stakes.



H-1018
Mounted Sergeants



H-1009
Retinue Billmen
Advancing



H-1017
Continental Pikemen

WOTR YORKIST PRETENDER

WOTR YORKIST PRETENDER Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Mounted Men at Arms	B	3CR	5(+4)	A2	4	14	-	20	H-1005
Dismounted Men at Arms	B	1CR	6(+1)	A2	4	13	-		H-1016, H-1021
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	10	H-1018
Retinue Billmen	C	1CR	5(+1)	A1	4	10	-	10	H-1002, H-1009, H-1025
Retinue Longbows (5+)	C	1CR	2	A1	4	11	-	20	H-1001, H-1024
Levy Billmen	C	1CR	3(+1)	-	4	7	-	10	H-1007, H-1010, H-1020
Levy Longbows (6+)	C	1CR	1	-	4	8	-	10	H-1006, H-1019
Continental Pikemen	C	1CR	4(+4)	A1S	4	9	10	30	H-1017
Hobilaris	D	4R	2	E2F	4	11	-	20	H-1011
Irish Bonnachts	C	2R	3	-	4	8	20	40	H-1013, H-914, H-924
Irish Kerns	D	2R	2	E1	4	7	10	30	H-905, H-914, H-920, H-924
Handgunners (7+)G	C	A1	2	A1	4	9	-	20	H-1003, H-1022
Large Field Guns	C	1R	0	HF	2	10	-	15	H-910, H-1014, H-3010
Multi Barrel Guns	C	1R	0	HF	2	8	-		H-1015

Artillery	Short Range	Long Range
Multi-barrel Gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

War of the Roses: Yorkist Pretender

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (maximum 1 in 3), 15 points.

[Product Code: H-1012]

Mounted Sergeants (Curours) can only be included in equal or lesser numbers than men-at-arms.

Men-at-arms can fight mounted or dismounted if paid for as mounted. They take a full move to mount/dismount and must be at least 4 hexes away from the nearest enemy when they do so.

All longbow and cannon can have stakes at 2 points per unit. Crossbows and handgunners can have pavisses at a cost of 2 points per unit.

3 units of peasants or continental pikemen can be made into 2 units of 6 stands. Pike units of 6 stands have an Impact Bonus increased to (+6). Pikemen can form a shield wall (S).

Dismounted men-at-arms or billmen can form the front rank of combined arms units with longbow or handgunners of the same class. These combined arms units can still use stakes.



H-1005
Mounted Men-at -arms



H-1014
Bombard (Large Field Gun)



H-1003
Handgunners

HORDES & HEROES MEDIEVAL

Army Type:

	Notes	Number	Points each	TOTALS	
General(s)					
Hero General(s)					
Unit Type					
Pavises					
Stakes					
Number of Combat Stands:		Number of Units inc. Generals:		Army Points:	

A CLOSING NOTE

The 33 different Medieval armies which are listed can be easily modified and adapted to your own specific preferences or requirements, for use in a particular game, or to form part of a historical campaign. Using the explicit points system you can construct any other historical army of your choice in the Medieval era. The armies can also be adapted to enable sieges and assaults on prepared defences to be undertaken. The details for this can be found in the Siege and Assault Supplement which contains specific information on modifying the listed armies in order to undertake sieges and assaults on castles, towns, fortifications, etc.,

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This Chinese Army comprises of; 2 Generals, 2 units of Armoured Infantry, 1 unit of Armoured Cavalry, 3 units Halberdiers, 3 units of Crossbowmen plus 3 sets of Pavisses, 1 unit of Light Cavalry, 2 units of Medium Cavalry and 1 unit of small Bombards. (13 units plus 2 Generals with a points value of 149.)



This Yorkist army comprises of 2 Generals, 3 Mounted Men-at-Arms, 2 units of Retinue Billmen, 5 units of Retinue Longbow, plus 2 sets of Wooden Stakes, 1 unit of Continental Pikemen. (11 units plus 2 Generals with a points value of 157.)

Author: Paul Kerrison

Design, photography and layout: Sally Kerrison

Hordes & Heroes Ancients Army Lists Figure painters
Dane Stephens, Grant Thomas and Paul Kerrison.

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