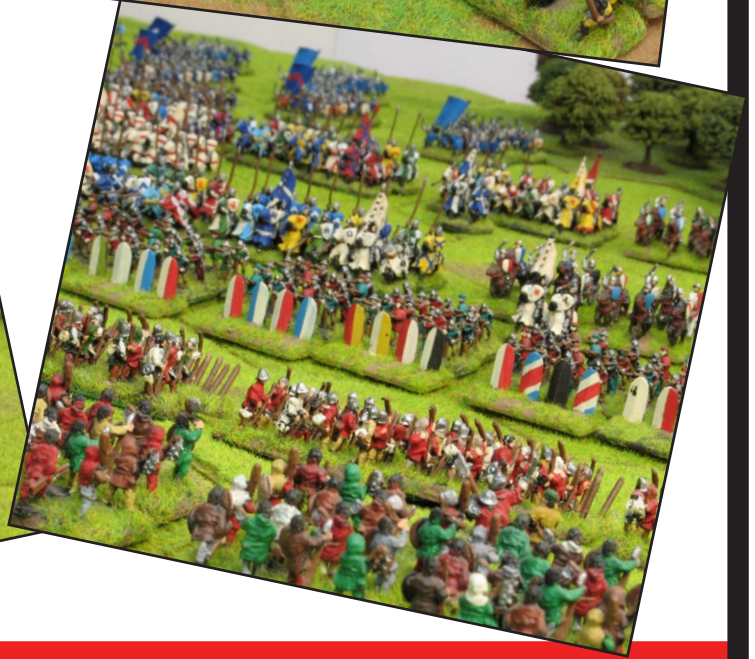


HORDES & HEROES

MEDIEVAL ARMY LISTS



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

Hungarian Army



This Hungarian army comprises of 1 General, 1 Hero General, 2 units of Knights, 3 unit of Horse Archers, 2 units of War Wagons, 1 unit of Crossbow, 1 unit of Handgunners, 2 units of Archers and 1 unit of 2 Small Field Guns. 14 units in total with a points value of 147.

Teutonic Army



This Teutonic army comprises of 2 Generals, 2 units of Teutonic Knights, 2 unit of Mounted Crossbow, 3 units of Spearmen, 3 units of Crossbow, 2 units of Militia and 2 hexes of Pavisses. 14 units in total with a points value of 146.

Ottoman Army



This Ottoman army comprises of 2 Generals, 2 Sipahis Cavalry, 1 unit of Jannissary Handgunners, 1 units of Janissary Halbardiers, 2 units of Akinjis (Light Horse), 3 units of Azab Archers, 2 units of Spearmen, 1 unit of 2 small Bombards and 1 unit of 2 Large Field Guns. 15 units in total with a points value of 149.

HORDES & HEROES

MEDIEVAL ARMY LISTS

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ARMY LISTS

Introduction

These army lists are intended for use with Hordes and Heroes Medieval. 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 number of Generals and Hero Generals in any army must not comprise more than 20%, or 1 in 5 of the units in any army. The smallest force that can be fielded is therefore 4 units of troops plus 1 General or Hero General. An army consisting of 15 units can have 3 generals etc. Generals are always counted when working out the number of units permitted for a given troop type within each army list.

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.

Table Size and Terrain Layout.

For armies of 150 points, a gaming area of 1.2 metres by 0.9 metres (4ftx3ft) 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(6ftx4ft). 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 our web site.

Collecting and Constructing Medieval Armies in 12mm scale

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 – it actually looks like an army! They are quick and easy to paint because you are painting a unit of troops rather than an individual figure. There is more 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. This is a great advantage over large figures where every last detail of clothing and equipment can be more 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 pikemen have changed nationality to Welsh, then Irish, then crossing the channel to serve in a whole host of armies in various guises, before arriving at the Siege of Belgrade in 1456 as Christian Militia!

Hordes & Heroes Codes

The codes for the H&H Medieval range are listed the troop types in the army lists. Many of the blisters are historically the same as the units listed while others are more of a 'close match'. So please check the photos of the unit blisters on our web site for approval before ordering. Units, stands, strips, and even individual figures can be mixed and matched to create the required 'blend' in a unit.

In the Army Lists we have sometimes used generic terms such as 'spearmen' to describe, for example, Hungarian Cliepati and 'mounted sergeants' instead of Currouns in the War of the Roses lists. This has been done to make the army lists correspond with the H&H Medieval pack names and to make the army lists quick and easy to use.

Support

On the Kallistra website you will find information about painting and basing H&H Medieval 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.

We are constantly adding new miniatures and ranges to our already extensive medieval listings, so keep a check on our website for all the latest news and releases.

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 = 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 melee 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 6+, 7+ or 8+, which costs 3 points, 2 points and 1 point respectively.

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 and hand held gunpowder weapons) afforded by the use of a shield and or body armour, and includes horse armour. Where A1=1 point, A2 = 2 points.

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

G - Gun Powder Weapon, negates the effect of A1 and A2 armour

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

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

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

F - Flee, the unit has the option of fleeing when contacted by an enemy unit.

Troop Type	Class A, B, C, D, E, Horde	Speed	H-to-H Combat	Shooting 6+(3) 7+(2) 8+(1)	Characteristics	Total Points
Peasants (Horde)	0 (E, Horde -1)	1R	1	-	H	2
Crossbowmen (8+)C	3 (C)	1CR	2	(8+)1	C	7
Militia Spearmen	2 (D)	1CR	3(+1)	-	-	6
Mongol Light Cavalry (7+)	4 (B)	5R	2	(7+)2	E2F	13
Levy Longbow (7+)	3 (C)	1CR	1	(7+)2	-	7
War Wagon (8+)G	3 (C)	1CR	5	(8+)1	G HT	10
Teutonic Knights	5 (A)	3CR	6(+4)	-	A2	16

Artillery	Short Range	Long Range	Number of Stands	Points Cost
Small Bombard	1-3 hex 5+(H) 10+(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.

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 (+1)	A1	4	12	10	20	H-805
Spearmen	B	1CR	3 (+1)	A1	4	9	10	30	H-802
Warriors (Horde)	CH	2R	3	A1 H	4	8	20	50	H-801
Archers (7+)	C	1CR	1	-	4	7	-	30	H-803
Chariots (6+)	B	3CR	5 (+3)	A1	3	14	-	20	H-806
Horse Archers (7+)	C	4R	2	E2F	4	9	-	20	H-809
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-804
Ballistae	C	1R	0	HF	3	6	-	15	H-807

Artillery	Short Range	Long Range
Ballistae	1-3 hex 8+(H) 11+(2H)	4hex 9+(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.

The points cost of a chariot unit is 14 points and not 16, because there are only three stands in a unit (-1 for only 3 stands and -1 from the cost of (6+) for shooting with only 3 stands and not the usual 4).

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-802
Spearmen



H-807
Ballistae



H-806
Chariots

H-808
Command



H-803
Archers

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(+1)	A2	4	13		15	H-4006, H-4007
Select Fyrd	B	1CR	3(+1)	A1	4	9	20	50	H-4002 ,H-4004
Greater Fyrd (Horde)	CH	2R	2	H	4	6		70	H-4001, H-4002
Missile Troops (7+)	C	1CR	1		4	7		30	H-4003

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.

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 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(+1)	A2	4	13		15	H-4006, H-4007
Select Fyrd (8+ ^)	B	1CR	3(+1)	A1	4	9	20	50	H-4002 ,H-4004
Greater Fyrd (Horde) (8+ ^)	CH	2R	2	H	4	6		70	H-4001, H-4002

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.

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

VIKING

VIKING 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(+1)	A2	4	13	10	30	H-4007
Warriors	B	1CR	3(+1)	A1	4	9	40	80	H-4008
Missile Troops (7+)	C	1CR	1	-	4	7	10	30	H-4003, H-803
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 in3) 13 points

[Product Code H-4009]

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-4009
Command & Berserkers



H-4007
Viking Huscarls



H-803
Archers (Missile Troops)

NORMAN

NORMAN 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
Armoured Cavalry	B	4R	4(+1)	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)	A2	4	11	10	30	H-5001
Unarmoured Spearmen	C	1CR	3(+1)	A1	4	8	10	50	H-5002
Archers (7+)	C	1CR	2		4	8	-	30	H-5005

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-5001
Unarmoured
Spearmen Advancing

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	10	20	H-904
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	10	20	H-911
Archers (7+)	C	1CR	2	-	4	8	20	50	H-903
Spearmen	C	1CR	3(+1)	A1	4	8	20	30	H-906
Hobilar	C	4R	2	-	4	9	-	20	H-1011
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-804
Crossbowmen (8+)C	C	1CR	2	C	4	7	-	15	H-902

Feudal English

Generals (Command move 3, Command range 3) 10 points

Hero Generals 15 points (Maximum 1 in 3)

[Product Code H-908]

Archers and crossbows can form combined arms units with Spearmen.

Up to 1 in 3 archer units can skirmish at a cost of 2 points each.

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

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
Hobilar



H-804
Peasants



H-903
Longbowmen

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	3CR	3(+2)	A1	4	10	-	20	H-911
Galloglach	B	1CR	5(+1)	A1	4	11	20	40	H-1013
Bonnachts	C	1CR	3	-	4	7	20	60	H-914
Kerns	D	2R	2	E1	4	6	20	40	H-905, H-4001
Archers (7+)	C	1CR	2	-	4	8	-	20	H-803, H-4003
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-804

Irish Medieval

Generals (Command move 3, Command range 3) 10 points

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

[Product Code H-908]

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



H-911
Mounted Sergeants
(Irish Cavalry)



H-1013
Irish Galloglach



H-914
Scottish Highlanders
(Bonnachts)



H-905
Light Troops
(Kerns)



H-4003
Saxon Missile Troops
(Archers)

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	10	H-904
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	20	H-911
Lowland Pikemen	C	1CR	3(+1)	A1	4	8	30	60	H-913
Archers (7+)	C	1CR	2	-	4	8	-	20	H-903, H-803
Highland Warriors (Horde)	BH	2R	3	H	4	8	-	30	H-914
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-804, H-905
Large Field Gun	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 15 points (1 or 1 in 3 Generals)

[Product Code H-908]

3 Lowland Pike units can be formed into 2 units of 6 stands to form pike blocks.

3 Peasant hordes or Highland Warriors can be combined to form two units of six stands.



H-914
Scottish Highlanders



H-911
Mounted Sergeants



H-913
Lowland Pikemen



H-910
Large Field Gun



H-804
Peasants



H-803
Archers

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	20	H-904
Men-at-Arms	B	1CR	5(+1)	A2	4	12			H-901
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	30	H-911
Longbowmen (6+)	B	1CR	2	-	4	10	30	60	H-903
Crossbowmen (8+) C	C	1CR	2	C	4	7	-	20	H-902
Welsh Spearmen	C	1CR	3(+1)	A1	4	8	-	20	H-1008
Brigans	C	2R	2	-	4	7	-	10	H-905
Peasant Horde	DH	1R	1	H	4	3	-	10	H-804
Multi-barrel gun	C	1R	0	HF	2	8	-	15	H-909
Large Field Gun	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 Range3) 10 points.

Hero Generals 15 points (Maximum 1 in 3)

[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.

Up to 1 in 3 longbow units can skirmish at a cost of 2 points per skirmish unit.

All longbow, crossbow and cannon can have stakes at 2 points per hex.

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



H-901
Men at Arms



H-909
Multi Barrel Gun



H-908
Command



H-903
Longbowmen
Archers



H-905
Brigans

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	20	H-904
Men-at-Arms	B	1CR	6(+1)	A2	4	13			H-901
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	30	H-911
Longbowmen (6+)	B	1CR	2	-	4	10	30	60	H-903
Crossbowmen (8+) C	C	1CR	2	C	4	7	-	20	H-902
Billmen	B	1CR	5(+1)	A1	4	11	10	30	H-907, H-912
Multi-barrel gun	C	1R	0	HF	2	8	-	15	H-909
Small Field Gun	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 15 points (Maximum 1 in 3)

[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.

Up to 1 in 3 longbow units can skirmish at a cost of 2 points per skirmish unit.

All longbow, crossbow and cannon can have stakes at 2 points per hex.

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 FRENCH	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	40	H-904
Men-at-Arms	B	1CR	5(+1)	A2	4	12			H-901
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	10	30	H-911
Spearmen	C	1CR	3(+1)	A1	4	8	10	40	H-906
Crossbowmen (8+) C	C	1CR	2	C	4	7	10	30	H-902
Archers (7+)	C	1CR	2	-	4	8	-	20	H-903
Brigans	C	2R	2	-	4	7	-	30	H-905
Peasant Horde (H)	DH	1R	1	H	4	3		30	H-804
Large Field Gun	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

Generals (Command Move 3, Command Range 3) 10 points
 Hero General 15 points (Maximum 1 in 3)
[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 hex

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

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

No Hero Generals in the army and 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-916
Pavisses

H-902
Crossbowmen



H-906
Spearmen



H-901
Men-at-arms

TUDOR

TUDOR	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
Mounted Sergeants	C	3CR	3(+2)	A1	4	10		20	H-1018
Retinue Billmen	B	1CR	5(+1)	A1	4	11	10	20	H1002, H1009
Retinue Longbows (6+)	B	1CR	2	A1	4	11	20	40	H-1001
Levy Billmen	C	1CR	3(+1)	-	4	7		20	H-1007, H-1010
Levy Longbows (7+)	C	1CR	1	-	4	7		40	H-1006
Welsh Spearmen	C	1CR	3(+1)	A1	4	8		30	H-1008
Handgunners (8+)G	C	1CR	2	G	4	7		20	H-1003
Hobilaris	D	4R	2	E2F	4	8		20	H-1011
Crossbowmen (+8)C	C	1CR	2	C	4	7		20	H-1004
Large Field Gun	C	1R	0	HF	2	10	15		H-1014, H-910, H-3010
Organ Gun	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 15 points (Maximum 1 in 3)
[Product Code: H-1012]

Mounted Sergeants (Currours) 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.

Up to 1 in 3 longbow units can skirmish at a cost of 2 points per skirmish unit.

All longbow, handgunners and cannon can have stakes at 2 points per hex. Dismounted men-at-arms or billmen can form the front rank of combined arms units with longbow, crossbow or handgunners of the same class.

Crossbows can have 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)

YORKIST PRETENDER

YORKIST PRETENDER	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
Dismounted Men at Arms	B	1CR	6(+1)	A2	4	13			H-1016
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	10	H-1018
Retinue Billmen	C	1CR	5(+1)	A1	4	10	10	10	H-1002, H-1009
Retinue Longbows (6+)	C	1CR	2	A1	4	10	10	20	H-1001
Levy Billmen	C	1CR	3(+1)	-	4	7	-	10	H-1007, H-1010
Levy Longbows (7+)	C	1CR	1	-	4	7	-	10	H-1006
Continental Pikemen	C	1CR	4(+4)	A1	4	9	10	30	H-1017
Hobilars	D	4R	2	E2F	4	8	-	20	H-1011
Irish Bonnachts	C	2R	3	-	4	8	20	40	H-1013, H-914
Irish Kerns	D	2R	2	E1	4	6	10	30	H-905, H-914
Handgunners (8+)G	C	1CR	2	G	4	7	-	20	H-1003
Large Field Gun	C	1R	0	HF	2	10	}	15	H-910, H-1014, H-3010
Multi Barrel Gun	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 15 points (maximum 1 in 3)
[Product Code: H-1012]

Mounted Sergeants (Currouns) 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.

Up to 1 in 3 longbow can skirmish at a cost of 2 points per skirmish unit.

All longbow, handgunners and cannon can have stakes at 2 points per hex.

3 units of Peasants or Continental pikemen can be made into 2 units of 6 stands.

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

WOTR LANCASTER

WOTR LANCASTER 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	C	1CR	6(+1)	A2	4	13	-	30	H-1016
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
Retinue Longbows (6+)	B	1CR	2	A1	4	11	20	50	H-1001
Levy Billmen	C	1CR	3(+1)	-	4	7	-	20	H-1007, H-1010
Levy Longbows (7+)	C	1CR	1	-	4	7	-	40	H-1006
Welsh Spearmen	C	1CR	3(+1)	A1	4	8	-	20	H-1008
Hobilarars	D	4R	2	E2F	4	8	-	20	H-1011
Irish Bonnachts	C	2R	3	-	4	8	-	20	H-1013, H-914
Irish Kerns	D	2R	2	E1	4	6	-	30	H-905, H-914
Handgunners (8+)G	C	1CR	2	G	4	7	-	20	H-1003
Crossbowmen (8+)C	C	1CR	2	C	4	7	-	20	H-1004
Large Field Gun	C	1R	0	HF	2	10	-	15	910, H-1014, H-3010
Multi Barrel Gun	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 15 points (Maximum 1 in 3)
[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.

Up to 1 in 3 longbow units can skirmish at a cost of 2 points per skirmish unit.

All longbow, crossbow, handgunners and cannon can have stakes at 2 points per hex.

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 hex and these can also be used when crossbows form part of a combined arms unit.



H-1010
Levy Billmen Advancing



H-1011
Light Cavalry
Hobilarars

WOTR YORKIST

WOTR YORKIST 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	-	30	H-1016
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	20	H-1018
Retinue Billmen	B	1CR	5(+1)	A1	4	11	10	30	H1-002, H-1009
Retinue Longbows (6+)	B	1CR	2	A1	4	11	20	50	H-1001
Levy Billmen	C	1CR	3(+1)	-	4	7	-	20	H-1007, H-1010
Levy Longbows (7+)	C	1CR	1	-	4	7	-	40	H-1006
Continental Pikemen	C	1CR	4(+4)	A1	4	9	-	20	H-1017
Hobilarars	D	4R	2	E2F	4	8	-	20	H-1011
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-804
Welsh Spearmen	C	1CR	3(+1)	A1	4	8	-	20	H-1008
Handgunners (8+)G	C	1CR	2	G	4	7	-	20	H-1003
Large Field Gun	C	1R	0	HF	2	10	-	15	H-910, H-1014, H-3010
Multi Barrel Gun	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 15 points (Maximum 1 in 3)

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.

Up to 1 in 3 longbow can skirmish at a cost of 2 points per skirmish unit.

All longbow, handgunners and cannon can have stakes at 2 points per hex.

3 units of Peasants or Continental pikemen can be made into 2 units of 6 stands.

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

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 (7+)	C	3CR	3(+2)	A1E1	4	12	10	30	H-2001
Qapukulu Cavalry (7+)	A	3CR	5(+4)	A2	4	17	-	15	H-2003
Akinjis Light Horse (7+)	C	5R	1	E2F	4	11	10	40	H-2005
Janissary Handgunners (8+)	B	1CR	2	G	2	8	-	30	H-2010
Janissary Archers (7+)	B	1CR	2	-	4	9	-		H-2004
Janissary Halberdiers	B	1CR	5(+1)	-	4	10	-		H-2013
Azabs (7+)	C	1CR	1	-	4	7	20	50	H-2002
Spearmen	C	1CR	3(+1)	A1	4	8	-	40	H-2007
Small Field Gun	C	1R	HF	0	2	6	-	30	H-2011
Large Field Guns	C	1R	HF	0	2	10	-		H-2006
Small Bombard	C	1R	HF	0	2	6	-		H-2012

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(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 hex.

Janissary Archers or Handgunners can form combined arms units with Janissary Halberdiers.

1 in 3 units of Akinjis (light cavalry) and Azab archers can skirmish at a cost of 2 points per unit.



H-2003
Qapukulu Cavalry



H-2007
Spearmen



H-2008
Command



H-2006
Large Field Gun



H-2013
Janissary Halberdiers

SERBIA

SERBIA	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
Horse Archers (7+)	C	5R	2	E2F	4	12	-	30	H-3001
Archers (7+)	C	1CR	2	-	4	8	20	50	H-3005
Crossbowmen (8+)C	C	1CR	2	C	4	7	-	20	H-3008
Handgunners (8+)G	C	1CR	2	G	4	7	-	20	H-3006
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-3002
Multi-barrel gun	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)	-
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)



H-3002
Peasants/Militia

Serbia

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 hex. Spearmen can form combined arms units with crossbows, archers and handgunners and use pavisses.

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



H-3015
Horse Archers



H-3016
Serbian Cavalry



H-3006
Handgunners

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 (7+)	A	4R	4(+3)	A1E1	4	16	10	15	H-3001
Boyers and Vitegi (7+)	B	5R	3(+2)	A1E1F	4	15	20	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
Archers (7+)	C	2R	2	-	4	9	20	50	H-3005
Crossbowmen (8+)C	C	1CR	2	C	4	7	-	10	H-3008
Handgunners (8+)G	C	1CR	2	G	4	7	-	10	H-3006
Militia	C	1CR	2	-	4	6	-	30	H-3002
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)	-
Small Field Gun	1-3 hex 7+(H) 12+(2H)	4-5 hex 9+(H) 12+(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]

1 in 3 archers can skirmish at a cost of 2 points per unit.

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.



H-3001
Boyers/Vitegi



H-3003
Armoured Infantry



H-3005
Archers



H-3009
Command



H-3012
Small Field Gun

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	20	30	H-1005
Retinue Cavalry	B	3CR	3(+2)	A1	4	11	20	30	H-1018
Mounted Crossbow (8+)C	C	4R	2	A1E2	4	11	-	20	H-8002
Spearmen	C	1CR	3(+1)	A1	4	8	-	20	H-3004
Axemen	C	1CR	5(+1)	A1	4	10	-	20	H-3003
Horse Archers (7+)	C	5R	2	E2F	4	12	10	30	H-3015
War wagons (8+)G	C	1CR	5	HT	2	10	-	30	H-3014, H-3018
Handgunners (8+)G	C	1CR	2	G	4	7	-	20	H-3006
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-3002
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 hex.

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.

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

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 (7+)	B	5R	3(+2)	E2 F	4	14	30	60	H-3001,3015
Archers (7+)	C	2R	2	E1	4	9	20	50	H-3005
Crossbowmen (8+) C	C	2R	2	E1c	4	8	-	20	H-3008
Halberdiers	B	1CR	5(+1)	A1	4	11	-	20	H-3003
Militia	C	2R	2	-	4	7	-	40	H-3002
Handgunners (8+)G	C	1CR	2	G	4	7	-	20	H-3006
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-3002
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)	-
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 hex.

1 in 3 archers and light cavalry can skirmish at a cost of 2 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-3006
Handgunners



H-3005
Archers

HUNGARY

HUNGARY	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-3007
Horse Archers (7+)	C	5R	2	E2F	4	12	20	40	H-3015
Spearmen	B	1CR	4(+1)	A1	4	10	-	30	H-3004
Crossbowmen (8+) C	B	1CR	2	C	4	8	-	20	H-3008
Handgunners(8+) G	B	1CR	2	G	4	8	-	20	H-3006
Archers (7+)	C	1CR	2	-	4	8	-	30	H-3005
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-3002
War wagons (8+)G	C	1CR	6	HT	2	10	-	20	H-3018,H-3014
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)	-

Hungry

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.

1 in 3 archers can skirmish at a cost of 2 points per unit.



H-3007
Hungarian Knights



H-3004
Spearmen



H-3015
Horse Archers



H-3010
Large Field Gun

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-1005
Mounted Crossbow (8+) C	C	4R	2	CE1F	4	10	-	20	H-8002
Armoured Infantry	B	1CR	6(+1)	A1	4	12	-	20	H-3003
War Wagon with Bombard	B	1CR	4	HTHF	2	13	-		H-3022
War Wagon (8+) G	B	1CR	6	GHT	2	10	20	50	H-3014, H-3018
Militia	C	1CR	2	-	4	6	-	40	H-3002
Crossbowmen (8+) C	C	1CR	2	C	4	7	-	20	H-3008
Handgunners (8+) G	C	1CR	2	G	4	7	-	20	H-3006
Large Field Gun	C	1R	0	HF	2	10	-	20	H-910, H-3010
Small Field Gun	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)	-
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-1005
Mounted Men-at-Arms
(Heavy Cavalry)

Hussite

General (Command move 3, Command range 3) 10 points
 Hero General (1 or 1 in 2)
 [Product Code: H-3009]

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 wagons 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 (-1 points). Warwagons with bombards cost 13 points which include the extra 6 points for 2 small bombards.



H-8002
Mounted Crossbowmen



H-3006
Handgunners



H-3002
Militia



H-3018
Armoured War Wagon

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 (8+)C	C	4R	2	CE1	4	10	-	20	H-8002
Pikemen	A	1CR	4(+4)	A1	4	11	30	60	H-1017
Halberdiers	A	1CR	5(+1)	A1	4	11	-	20	H-1002, H-1009
Crossbowmen (8+)C	B	1CR	2	C	4	8	-	20	H-1004
Handgunners (8+)G	B	1CR	2	G	4	8	-	20	H-1003
Multi Barrel Gun	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.

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)

BURGUNDIAN ORDONNANCE

BURGUNDIAN ORDONNANCE	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
Coustilliers	C	3CR	3(+2)	A1	4	10	-	20	H-1018
Mounted Crossbowmen (8+)C	C	4R	2	C	4	10		10	H-8002
Billmen	C	1CR	5(+1)	A1	4	10	10	30	H-1009, H-1002
Longbowmen (6+)	C	1CR	2		4	9	-	20	H-1001, H-1006
Crossbowmen (8+)C	C	1CR	2	C	4	7	-	20	H-1004
Handgunners (8+)G	C	1CR	4(+4)	G	4	8	-	30	H-1003
Pikemen	C	1CR	4(+4)	A1	4	9	-	20	H-1017
Multi Barrel Gun	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)

Bergundian 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.

1 in 3 longbow can skirmish at a cost of 2 points per unit.

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

Long bow units can use stakes at 2 points per hex.

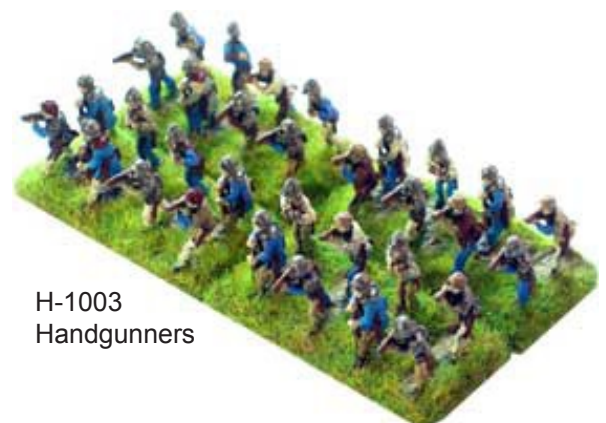
3 units of pikemen can be combined to make 2 pike blocks of six stands.



H-916
Coustilliers
(Mounted Sergeants)



H-1001
Longbowmen



H-1003
Handgunners



H-1014
Large Field Gun
(Bombard)

TEUTONIC ORDER

TEUTONIC ORDER 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
Teutonic Knights	A	3CR	6(+4)	A2	4	16	10	30	H-8001
Mounted Crossbow (8+)C	B	4R	2	E1A1	4	12	10	20	H-8002
Horse Archers (7+)	C	4R	2	E2F	4	11	-	20	H-3015
Crusader Knights	B	3CR	5(+4)	A2	4	14	-	20	H-904
Teutonic Spearmen	B	1CR	4(+1)	A2	4	11	10	30	H-8003
T' Crossbowmen (8+)C	B	1CR	2	CA1	4	9	10	30	H-8004
Handgunners (8+)G	C	1CR	2	G	4	8	-	20	H-3006
Militia	C	1CR	2	-	4	5	-	30	H-3002
Large Field Gun	C	1R	0	HF	2	10	-	20	H-910, H-3010
Small Field Gun	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 hex.

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



H-8001
Teutonic Knights



H-8002
Crossbowmen



Combined arms
H-916 Pavisses, Spearmen and
Crossbowmen



H-8005
Command



H-8003
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 5 Command Range 5									
Heavy Cavalry (7+)	B	3CR	5(+4)	A2	4	16	10	40	H-6002
Light Cavalry (7+)	B	5R	2	E2F	4	13	30	70	H-6001
Dismounted Mongols	B	2R	2	-	4	10	-	20	H-6003
Subject Infantry	C	2R	2	-	4	7	-	40	H-3002
Catapult	C	1R	0	HF	2	6	-	20	H-7009

Artillery	Short Range	Long Range
Catapult	2-3 hex 8+(H) 11+(2H)	4 hex 9+(H) 11+(2H)

Mongol

General (Command move 5, Command range 5) 14 points

Hero General (1 or 1 in 2) 19 points

[Product Code: H-6004]

Mongols must be paid for as mounted unless the army is conducting a siege.

1 in 3 light cavalry can skirmish at a cost of 2 points per unit
Mongols can shoot backward 2 hexes when fleeing if not disrupted - 2 stands from 3 or 2 from 4.

Mongol light cavalry can dismount at a cost of 2 hexes of movement. They can only do so if they are not in hex-to-hex contact with an enemy.

Dismounted mongols can not evade but can still choose to flee when contacted. Their flee move is reduced by 2 hexes.



H-6002
Armoured Cavalry



H-6001
Light Cavalry



H-3002
Subject Infantry
(Peasants/Militia)



H-7009
Catapult

CHINESE

CHINESE	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									
Cavalry (8+)	C	3CR	3(+2)	E2	4	11	10	30	H-7004
Mongol Light Horse (7+)	B	5R	2	E2F	4	13		30	H-6002
Halberdiers	C	1CR	3(+1)	A1	4	7		40	H-7001
Crossbowmen (7+) C	C	1CR	2	C	4	8		20	H-7002
Rocketeers (8+)G	C	1CR	1	G	4	6		20	H-7003
Militia (8+)	D	2R	2		4	6		30	H-7005
Fanatics (Aggressive Horde)	BH	2R	3	H	4	8		20	H-9005
Large Field Gun	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
Small Bombard	1-3 hex 5+(H) 10+(2H)	-
Stone Thrower	1-4 hex 8+(H) 10+(2H)	-
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)



H-7001
Halberdiers

Medieval Chinese

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 form combined arms units with Halberdiers and still use pavisses

1 in 3 crossbow units can skirmish at a cost of 2 points per unit.

Crossbows can be given pavisses at 2 points per hex.

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

Fanatics are 'aggressive' and will attack any enemy unit within 2 hexes.



H-7008
Bombard



H-7005
Militia



Cloud ladder
(7010)

Chinese Militia
(7005)

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 (7+)	B	3CR	5(+4)	A2	4	16	10	30	HK-101
Light Cavalry (7+)	B	5R	2	E2F	4	13	-	30	HK-102
Spearmen	C	1CR	3(+2)	A1	4	8	20	50	HK-103
Bowmen (7+)	C	1CR	2	-	4	8	20	40	HK-104
Peasant Militia	D	1CR	2	-	4	5	-	40	H-7005
Handgunners (8+) G	C	1CR	2	G	4	7	-	20	HK-105
Bombard Small	C	1R	0	HF	2	6	}	20	HK-107
Large Field Gun	C	1R	0	HF	2	10			HK-108

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

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 2 points per hex

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

1 in 3 bowmen can skirmish at a cost of 2 points per unit.



HK-103
Spearmen



HK-102
Light Cavalry



HK-101
Heavy Cavalry

SAMURAI

SAMURAI	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 (7+)	B	3CR	5(+4)	A2	4	16	-	30	H-9001
Foot Samurai (7+)	B	1CR	6(+1)	A2	4	15	20	40	H-9002
Ashigaru Yari	C	1CR	3(+3)	A1	4	8	20	40	H-9003
Ashigaru Bowmen (7+)	C	1CR	2	-	4	8	10	30	H-9004
Ikko Ikki Fanatics (Horde)	BH	2R	3	H	4	8	-	30	H-9005
Ashigaru Handgunners (8+) G	C	1CR	2	G	4	7	-	20	H-9007
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-7005
Small Bombards	C	1R	0	HF	2	6	}	20	H-9008
Large Field Gun	C	1R	0	HF	2	10			H-9009

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

Samurai

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 hordes of peasants or Ikko Ikki fanatics can be combined into 6 stand units.

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

Ashigaru with Yari (spears) can form combined arms units with Ashigaru handgunners or bowmen and still use pavisses.

1 in 3 units of bowmen can skirmish at a cost of 2 points per unit.



H-9004
Ashigaru with Bow



H-9001
Mounted Samurai

H-9006
Command



H-9003
Ashigaru with Yari

A NOTE

The 28 different armies which are currently 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. 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 Warfare 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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Mongol Army



This Mongol Army comprises of; 1 General and 1 Hero General, 3 units of Heavy Cavalry and 5 units of Light Cavalry. 10 units in total with a points value of 146.

Yorkist Army (Richard III)



This Yorkist army comprises of 2 Generals and 1 Hero General (Richard III), 2 Mounted Men-at-Arms, 1 unit of Mounted Sergeants (Curraours), 2 units of Retinue Billmen, 3 units of Retinue Longbow, 1 unit of Levy Longbow, 2 Peasant Hordes and 1 unit of 2 Multi-barrelled guns. The 1:5 ratio enables this Yorkist to include 3 general because the army contains 15 units. 15 units in total with a points value of 149.

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