

KINGS OF WAR



MEDIEVAL MAYHEM
HISTORICAL ANCIENT
COMBAT



Kings of War Historical Ancient Combat High Medieval Mayhem!

Late 10th Century to Early 16th Century Armies in Europe and Near Asia

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This set of rules was made possible thanks to Mantic Games and their excellent Kings of War rule set. To use this supplement, you must have a copy of the Kings of War rule set, which is available from the Mantic Games website.

<http://www.manticgames.com/Hobby/Gaming.html>



Written by Neldoreth of An Hour of Wolves and Shattered Shields.

<http://www.hourofvolves.org>

Special thanks to David Child-Dennis for providing input.

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Introduction

Mantic Games' free Kings of War miniature game rules are one of the best, streamlined yet tactically deep fantasy miniature games out there. So why not make a historical version? This supplement aims to do that. You will need a copy of the free Kings of War rules to use this supplement.

The age of the High Medieval Mayhem is a time that inspires many gamers. Charging knights, skies darkened with arrows, looming castles, and the crusades are just a few of the highlights. This supplement attempts to bring that period to the Kings of War rule set; it is designed to let you field armies of empire builders in Europe, North Africa, and the Middle East!

The Armies

This supplement intends to cover the period between the end of the Viking age up until the Renaissance. From the Crusades to the Hundred Years War, from the Arab Kingdoms to the Mongolian Conquest this supplement spans many, many armies and events, and should let you march your armies of billmen and pikes to the gates of cities all over Europe, the Middle east, North Africa, North India, and even parts of China. As such, this supplement will contain army lists to use for the entire period of the High Medieval Mayhem.

Inspired by the simplified yet tactically deep army lists released by Mantic Games so far, the lists will present a generic collection of units for all armies represented. It may seem as though the lists are not specific enough, but they will allow you to get past the fiddly list-building details and get into game play.

Unit Sizes

The Kings of War unit sizes are represented by the number of figures that make them up in Mantic publications. Since that represents a unit footprint based on Mantic Games' available products those definitions will not work for this historical supplement.

Therefore unit base footprint sizes will be standardized here using the measurement of the width and the depth of the units.

Units come in four sizes: half-troops, troops, regiments, and hordes. Along with unit sizes are the unit types, which include infantry, cavalry, heroes, and war engines. A unit's size or footprint is represented as:

Unit Type	Figures	Width	Depth
Hero	1	20-25mm	20-25mm
War Engine	1	40-60mm	40-60mm
Infantry Troop	6 - 10	100mm	30-40mm
Infantry Regiment	16 - 20	100mm	60-80mm
Infantry Horde	32 - 40	200mm	60-80mm
Cavalry Troop	4 - 5	120mm	40-50mm
Cavalry Regiment	8 - 10	120mm	80-100mm
War Elephant	1 model	50-60mm	80-100mm
War Wagon	1 model	80-100mm	50-60mm

Special Rules

Most special rules used in this supplement are the same as those used in the Kings of War rule set, and are defined there. However there are some special rules that are specific to the historical lists and will be defined here.

Impetuous!

Some soldiers during the period were notoriously difficult to control.

Untrained levies with a zeal for battle who were perhaps overly confident would often charge into battle without regard for good tactics!

The unit must charge if it can, and it will always charge the closest unit. The unit will always move D6 inches straight ahead when carrying out its *Regroup!* move when an opponent is routed after a melee.

Overwhelming Charge

Many tales have been told of fierce warriors who, despite their lack of discipline, can break even the most well drilled soldiers with their zeal for battle and sheer numbers.

When a unit with *Overwhelming Charge* inflicts damage in melee on another unit, the damaged unit may automatically route: if the damaged unit has more damage markers than the charging unit, and the charging unit is the same size or larger, the damaged unit will automatically route. However, if the damaged unit has fewer damage markers, is larger than the charging unit, or has an inspiring hero within 6", it automatically wavers AND takes a nerve test as normal, thus it may still route.

Ambushers

Ambushers are always a threat to any army of ranks and files. Despite their

hoplite shields and comprehensive armour peltast ambushers could shatter the ranks of hoplite units.

Units with the *Ambush* trait may enter the board at the **end** of any of its player's turns. The player assigns the numbers 1-3 to the edge of the battlefield that they wish the unit to enter from and a 4, 5, and 6 to the other three edges and rolls a D6 to determine which edge the unit is placed adjacent to.

Expert Riders

Warriors of the Steppe had existed for millennia before the Viking age, and centuries after. They were expert riders and could make terrible war from the backs of their mounts.

Units with the *Expert Riders* trait do not suffer the -1 penalty when shooting after movement.

Fanatical Inspiration

Many men were driven with religious fervor, and the religious leaders that drove them into battle were often attributed with miraculous abilities to heal and protect...

A Warrior Cleric hero with the *Fanatical Inspiration* trait can use the Heal(2) spell during the shooting phase; this represents the Fanatic's ability to inspire warriors even when they've taken grievous casualties.

Pikemen

The fear of charging a line of long pikes is terrible for anyone tasked to carry it out. The command of the battlefield that they afforded helped Macedonia conquer much of the known world.

A Regiment-sized unit with the *Pikemen* trait gains 10 attacks in melee. A Horde unit with the *Pikemen* trait gains 20 extra attacks in melee. Furthermore, charging

Cavalry suffer a -2 penalty on their roles to hit.

Skirmish and Feigned Flight

Skirmishers and skirmishing light cavalry were well known for their ability to withdraw in the face of a charge. Not only that, but they could regroup and continue to harass their targets with bow and javelin missiles.

Any unit with the *Skirmish* or *Feigned Flight* special ability can also Move & Shoot during the **Regroup!** Phase of melee combat. Specifically, they must both move and shoot, they cannot simply shoot.

Bane of Horses

The very presence of camels on the battlefield was known to spook even the sturdiest of warhorses.

Cavalry that charge units that have the *Bane of Horses* special rule suffer a -1 penalty on their roles to hit. This does not apply to cavalry units that also have the *Bane of Horses* special rule.

Wooden Walls

The wooden walls of war wagons manned by peasant levies were renowned for their effectiveness against superior numbers of knights and other troops.

A unit with the *Wooden Walls* special rule counts as being behind wooden castle defenses when charged from the front; a charging unit receives a -2 to their Melee roll.

Loose Formation

Some warriors during the period were well trained in the art of warfare in difficult terrain; the Irish were a great example, often ambushing armies from the trees with deadly effect.

A unit with the *Loose Formation* trait can move through difficult terrain as though it were open. All restrictions around charging and combat still apply however.

Beastly Rampage

Elephants were terrible opponents! Charging and trumpeting across the battlefield they struck fear in any infantry and cavalry alike. But nothing was more fearsome than a panicked beast...

When a unit with the *Beastly Rampage* trait routes, roll a six-sided die before removing the model. On a result of 1-3, the closest unit (either friendly or enemy unit) in its rear arc takes damage as if charged, on a result of 4, the closest unit in its left arc takes damage as if charged, on a result of 5, the closest unit in its right arc takes damage as if charged, and on a result of 6, the closest unit in its front arc takes damage as if charged.

Army Composition

Unlike many supplements for other miniature games, this supplement contains a single list of unit types. Soldiers during this period fought in very similar ways and so this scheme works well. Also, it allows you to get past the complex list building that other games use, and get right into the gaming!

There are only two army composition rules in Kings of War that apply to this supplement: for every regiment-sized unit or larger in your army you can have one hero. Although the same rules apply to army composition in this book, you might want to field specific armies for the period. The following sections provide details on how to field High Medieval armies and their enemy armies as they were (more or less anyway).

It's worth noting here that the lists defined below describe the saga-style interpretation of history where heroes are powerful and can have a major effect on battles. If you would like to stick with a more conservative view of the role of commanders, then you should restrict your hero choices to a single Noble Warrior as the army general, and all other commanders using the stats of the Army Standard Bearer. This way the primary role of the heroes will be a command support role, which is much more historically likely.

This supplement also includes War Machines and War elephants. These units can be included in armies in the same way as Heroes; you may have as many heroes, war machines, or war elephants as you have regiment-sized or larger units. That is, if you have three regiments in your army, you can have up to three heroes, war machines, or war elephants. You cannot have three heroes,

three war machines, and three war elephants.

Early-Medieval Irish Army Composition

This section provides guidelines for Irish armies that fought throughout the early to middle Medieval period; The Irish armies of this period resembled closely those during the Viking period or early Medieval Ireland.

The armies of the Irish during this period were still using practices adopted from the Vikings. Thus armies were made up of a core of strong foot supported by units that fought in loose, fast-moving formations.

0-25% of the units in your army, not including heroes, can be made up of Elite Warriors, Spearmen, or Billmen, playing the role of the Scandinavian-influenced warrior class.

0-20% of the units in your army, not including heroes, can be made up of Medium Cavalry or Levy Freeman, playing the role of the wealthier Fianna warrior class in Ireland. Medium Cavalry and Levy Freeman in Irish armies have the *Ambushers* trait.

40-60% of the units in your army, not including heroes, should be made up of Levy Peasants. Levy Peasants in Early-Medieval Irish armies have the *Loose Formation* trait.

0-20% of the units in your army, not including heroes, can be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Early Polish Army Composition

This army list represents armies of the Kingdom of Poland as founded and ruled by the Piast Dynasty from 960 to

1335CE; the end being marked by the true beginning of Casimir III the Great's rule of the Kingdom.

The region began to coalesce into a loosely formed Polish state when the Slavic tribe of the Polans (people of the planes) began settling in the flatlands of what is now greater Poland. This culminated into a kingdom when Mieszko I unified the tribes in 960CE.

Given the forested nature of Poland at the time, cavalry played a lesser role in Polish armies compared to the Franks. Knights and Light Cavalry played a supporting role as a consequence. Spearmen and bowmen however were common and plentiful!

20-25% of the units in your army, not including heroes, may be Knights.

20-33% of the units in your army, not including heroes, may be Spearmen.

20-33% of the units in your army, not including heroes, must be Bowmen.

0-20% of the units in your army, not including heroes, may be Skirmisher or Light Cavalry units.

You may have as many heroes as you have regiment-sized or larger units.

Early Hungarian Army Composition

This army list represents armies of the Kingdom of Hungary from 997 with reign of Stephen I to 1245CE and the defeat of Hungary at the hands of the Mongols.

The Turkic Magyar tribes had been raiding further and further west into Europe from the Steppe until the battle of Lechfeld, where a German (or East Frank) gained a decisive victory. From that point, the Magyars settled in what is now Hungary. Through a violent transition from their pagan beliefs to the

western religion, the region became the Kingdom of Hungary.

The armies of Hungary during this period were a mix of western European styles or warfare and the traditional Magyar styles. As such, armies included knights and spearmen found in western European armies, but also relatively large numbers of light cavalry.

20% of the units in your army, not including heroes, must be Knights.

25-33% of the units in your army, not including heroes, must be Light Cavalry.

20-33% of the units in your army, not including heroes, must be Spearmen.

20-33% of the units in your army, not including heroes, may be Skirmishers or Levy Peasants.

You may have as many heroes as you have regiment-sized or larger units.

Western Sudanese Army Composition

This army list represents the Kingdom of Ghana and other Sahal-region African countries from 1000CE – when the Arabs of North Africa first record contact with the Kingdom of Ghana - through the Kingdom of Mali and the Kingdom of Songhai, until its fall at the hands of the Moroccans in 1591CE.

Armies of the West Sudan during this period include the king's royal guards, playing the role of heavy cavalry or elite foot. Also, large numbers of bowmen armed with short bows were common alongside javelin-wielding warriors with shields. Lightly-armed and armoured cavalry also played a role in armies of West Sudan.

20% of the units in your army, not including heroes, must be Knights or Elite Warrior representing dismounted royal guards.

20% of the units in your army, not including heroes, may be Medium or Light Cavalry.

20% of the units in your army, not including heroes, must be Bowmen.

40% of the units in your army, not including heroes, may be any mix of Bowmen, Levy Peasant, or Skirmisher units. Levy Peasant units in Western Sudanese armies have the *Loose Formation* trait.

You may have as many heroes as you have regiment-sized or larger units.

Kingdom of Georgia Army Composition

This list covers armies from the Kingdom of Georgia from its founding in 978CE through the time when it dissolved and then was reestablished as the Kingdom Imereti until 1683CE when the shape of warfare changed with the introduction of gunpowder.

Georgia's independence was precarious throughout its existence. First it struggled with Byzantium and the Seljuk Turks. The coming of the Khwarezmians in 1225 and the Mongols in 1236CE brought an end to the Kingdom's golden age and it descended into regional rivalries. With the coming of Tamerlane between 1386 and 1403, the Kingdom fell completely. It was reestablished in 1455 by the Kingdom of Imereti,

The armies of Georgia consisted of knights and cavalry of various forms; its terrain and neighbors made fast-moving cavalry a requirement. Spearmen and missile troops in the form of skirmishers or formed bowmen units made up the foot contributions.

30% of the units in your army, not including heroes, may be Knights or Medium Cavalry.

30% of the units in your army, not including heroes, must be Light Cavalry.

20% of the units in your army, not including heroes, must be Spearmen.

20% of the units in your army, not including heroes, can be any mix of Bowmen or Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Tuareg Army Composition

This army list represents the armies of the Tuaregs as they existed between 1000CE with the retreat of the Abbasid Arabs and the coming of rifles in 1880CE.

The name Tuareg comes from Arabic meaning 'abandoned by god', which is a reference to the firm resistance that these peoples put up against the Islamic expansion that spread across North Africa. The Tuaregs dominated the area known as the Ténéré - the emptiness - a 380,000 square kilometer area of the central Sahara desert. Their primary for of existence was through caravan trade as merchants, bandits, and mercenaries.

The Tuaregs alone among the armies of Europe, North Africa and the near East used camels as mounts in battle consistently. Given their way of life this isn't surprising, and so Tuareg armies are dominated by camelry. Foot soldiers in Tuareg armies are those too poor to afford a mount.

80-100% of the units in your army, not including heroes, may be Camelry.

0-20% of the units in your army, not including heroes, may be any mix of Levy Peasants with the *Loose Formation* special rule, or Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Italian Commune Wars and Papal States Army Composition

This list represents armies that fought in the wars of the Communes in Italy between the early 11th and the mid 13th centuries of the current era. It also represents armies of the Papal states during the same period.

During this period city states formed 'communes' or collective defense agreements with surrounding lands and other city states to defend themselves from each other or outsiders such as Barbarossa's Holy Roman Empire.

Communal Italian armies were very much like other armies during this period and included knights, spearmen, and crossbowmen. One unique characteristic of armies of the Communal wars was that they often included war wagon-like defenses used as missile platforms.

20-25% of the units in your army, not including heroes, must be made up of Knights.

25-50% of the units in your army, not including heroes, must be made up of Spearmen units.

20-25% of the units in your army, not including heroes, must be made up of Crossbowmen units.

25-33% of the units in your army, not including heroes, must be made up of Skirmisher units.

You may have as many heroes or war wagons as you have regiment-sized or larger units.

The Great Seljuq Empire Army Composition

This army list represents those of the Seljuq Turko-Persian ruling dynasty from its founding in 1037 CE through its

decline and consolidation as the Kingdom of Rum until it fell in the 1260CE with the invasion of Mongols.

The Seljuq dynasty grew out of the migration of Turkish tribes from their ancestral homelands into the Khurasan province of Persia where they adopted Persian culture and religion and integrated with the local population.

The Great Seljuq Empire's armies featured cavalry prominently. Given the nomadic history of the Turkish tribes and the cavalry-focus of the Persian culture, this isn't surprising. Foot in Seljuq armies would have been peasants or free people who were conscripted and could not afford to fight mounted.

20-25% of the units in your army, not including heroes, must be Medium Cavalry.

50-80% of the units in your army, not including heroes, must be Light Cavalry. Light Cavalry units in Seljuk armies have the *Feigned Flight* and *Expert Rider*.

0-30% of the units in your army, not including heroes, may be any mix of Skirmisher or Bowmen units.

You may have as many heroes as you have regiment-sized or larger units.

Andalusian Spain and North African Army Composition

This army list represents the armies of the North African Islamic Berber tribes as lead by the dynasties of the Almoravids, Almohads, the Marinids, and the Wattasids that rose to prominence in North Africa and Andalusian Spain between 1140CE and 1554CE.

The dynastic rulers of the North African tribes were characterized by their religious zeal and that fact that all of

them fell to their successors through revolts and rebellions! Their dominance was largely built through military conquest, with the exception of Andalusian Spain, where the Almoravids were invited and were ultimately responsible for stopping the fall of Moorish Spain to the Christian kingdoms that threatened it.

The armies of the Berbers were dominated by cavalry, which was a tradition of both the Arab-Islamic predecessors and the pre-Islamic Berbers.

0-20% of the units in your army, not including heroes, may be Knights or Medium Cavalry.

25% of the units in your army, not including heroes, must be Spearmen.

50-75% of the units in your army, not including heroes, must be Light Cavalry. These units have *Expert Rider*.

0-25% of the units in your army, not including heroes, may be Skirmisher units or Camelry for North African armies.

You may have as many heroes as you have regiment-sized or larger units.

Scotts of the Highlands and the Isles Army Composition

This army list represents the Scots Isles and Highlands between 1050 and 1500CE.

The Highlands of Scotland were culturally distinct from the Lowlands during this period. Their influences were Gaelic and Norse and they spoke a different language from their Saxon and Norman influenced counterparts in the Lowlands.

Armies of the Scottish Isles and Highlands were made up primarily of the Gallowglass; they were elite mercenary

warriors who were members of Norse-Gaelic clans in Scotland. Along with these elite warriors, impetuous peasant levies often filled the ranks as well.

60-80% of the units in your army, not including heroes, must be Elite Warriors representing the Gallowglass.

20-40% of the units in your army, not including heroes, must be Levy Freemen or Levy Peasants. Levy Freemen and Levy Peasant units in Scottish Isles and Highland armies have the *Impetuous!*, *Overwhelming Charge*, and *Loose Formation* special rules.

0-20% of the units in your army, not including heroes, may be Bowmen.

You may have as many heroes as you have regiment-sized or larger units.

Kievan Russian Army Composition

This army list represents Russian armies of the Kievan Rus between 1054 and 1240CE; although the Kievan Rus period extends from 859CE to 1240, the army composition changed forms in 1054 with the death of Yaroslav the Wise.

Yaroslav built a Rus kingdom around the city of Kiev prior to his death in 1054. The kingdom was plagued by internal struggles as well as the invading Cuman and Kipchak nomads. Upon his death in 1054CE, Yaroslav split the kingdom between his sons in hope for a unified Kievan Rus kingdom, which of course failed to happen. However, medieval Russian armies were of this general shape right up until the Mongols sacked Kiev in 1240, killing 48,000 of the city's inhabitants and effectively ending the period.

Armies of the later Kievan Russian period were very much a mix between their Norse forbearers and their nomadic

neighbors. After abandoning their shieldwall tactics, the standing army – Druzhina – adopted cavalry warfare; but unlike the knights of the west, Russian cavalry favoured faster, lighter warfare to better deal with the nomads that harried their borders. Along with the cavalry, peasants and land-owning members of the kingdom made up foot units.

50-70% of the units in your army, not including heroes, may be Medium Cavalry.

0-20% of the units in your army, not including heroes, may be Light Cavalry.

0-20% of the units in your army, not including heroes, may be Spearmen.

0-20% of the units in your army, not including heroes, may be Skirmisher or Levy Peasant units. Levy Peasant units have the *Loose Formation* special rule.

You may have as many heroes as you have regiment-sized or larger units.

Kipchak and Cuman Army Composition

This army list represents the armies of the Cuman and Kipchak nomadic peoples who formed the Cuman-Kipchak Confederation between approximately 1050 and 1400CE.

The Cuman and Kipchak people migrated into Eastern Europe around 1050CE. They first came into contact with the medieval Kievan Russians in 1055CE, and moved in to modern-day Bulgaria and Romania. During their time they often came into conflict with the southern Russian areas and Byzantium. As time went on, they assimilated into the culture of the peoples already in Bulgaria and Romania, and those tribes that maintained their nomadic ways were finally destroyed by Timur the Lame.

Like many other nomadic peoples, the Cuman-Kipchak confederation armies were made up primarily of light and medium cavalry. Any foot soldiers that took part would have been those unable to ride into battle, likely peasant conscripts from subjugated lands.

20-25% of the units in your army, not including heroes, must be Medium Cavalry.

60-80% of the units in your army, not including heroes, must be Light Cavalry. These units have *Expert Rider*.

0-20% of the units in your army, not including heroes, may be Levy Peasants or Skirmisher units. Levy Peasants have the *Loose Formation* special rule.

You may have as many heroes as you have regiment-sized or larger units.

Komnenan Byzantine Army Composition

This army lists represents the armies of Byzantium as they were under the Komnenan Dynasty between 1071 and 1204CE.

The Komnenan Dynasty of Byzantium gained power with the defeat of the elected Emperor Romanos at the hands of the Seljuk Turks in 1071. The Komnenan Dynasty ruled Byzantium until the capitol fell to the crusaders during the fourth crusade in 1204CE.

Given the expansive influences of the Byzantine Empire, its armies were diverse and varied, including heavy horse, light horse, and foot in fairly equal proportions.

25% of the units in your army, not including heroes, must be Knights.

25% of the units in your army, not including heroes, must be Light Cavalry.

20-30% of the units in your army, not including heroes, may Spearmen or Elite Warrior units. The Elite Warriors represent the infamous Varangian Guard.

20-30% of the units in your army, not including heroes, must be Skirmisher or Bowmen units.

You may have as many heroes as you have regiment-sized or larger units.

Armenian Kingdom of Cilicia Army Composition

This army list represents the armies of the Cilician Kingdom of Armenia between 1100 and 1275CE.

The Rubenid dynasty was founded in 1080 by Ruben in revolt against Byzantium. It wasn't until the First Crusade that a Cilician Armenian Kingdom was carved out of Byzantium however; with the help of crusading Franks, Armenia first became a Principality and then later a Kingdom.

Constantly however, the Rubenid's struggled with the Het'umids for control, until in 1226 the two houses were unified, with the Het'umids gaining dominance. The Cilician Armenians continued until they were finally conquered by the Mamluk Egyptians in 1275CE.

Given their close ties with the first crusaders as well as Byzantium, the Cilician Armenians favoured knights along with a majority of foot soldiers, typically levies, both landed and unlanded.

25% of the units in your army, not including heroes, must be Knights.

50% of the units in your army, not including heroes, may be made up of Levy Freeman, Levy Peasants or Spearmen. Levy Peasant and Levy

Freemen units have the *Loose Formation* special rule.

25% of the units in your army, not including heroes, must be Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Anglo-Norman Army Composition

This army list represents armies in England between 1100 and 1200CE.

After William the Bastard conquered England in 1066, the shape of its armies changed significantly. During this time William and his successors went about subjugating their neighbors and solidifying their power.

Given that the Normans in England had to adopt the use of the fyrd in order to solidify and maintain their conquest, Anglo-Norman armies are similar to their Anglo-Saxon predecessors with the exception of the added mounted contingents. Anglo-Normans also apparently made use of war wagons.

33% of the units in your army, not including heroes, may be Knights, Elite Warriors or Elite Spearmen units; the Elite foot warriors play the role of dismounted knights.

33-66% of the units in your army, not including heroes, may be Spearmen.

33-66% of the units in your army, not including heroes, must be Bowmen or Skirmisher units.

You may have as many heroes or war wagons as you have regiment-sized or larger units; that is, the total of heroes and war wagons cannot exceed the number of regiment or larger sized units in your army.

Feudal French Army Composition

This list represents armies of France during the feudal period between 1100 and 1330 CE, which covers the period between William's conquering of England up to the Hundred Years War.

The armies of France during the feudal period very much resembled those of earlier Franks. The notable exception is the adoption of use of mercenary crossbowmen. Knights, spearmen, and other levies from the Frankish kingdom were the foundation of French armies during this period.

25-50% of the units in your army, not including heroes, may be Knights.

25% of the units in your army, not including heroes, may be Spearmen.

25% of the units in your army, not including heroes, may be Crossbow.

0-10% of the units in your army, not including heroes, may be Medium Cavalry.

0-10% of the units in your army, not including heroes, may be Levy Peasants with the *Loose Formation* special rule.

10-20% of the units in your army, not including heroes, may be Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Kingdom of Sicily Army Composition

This army list represents armies from the Kingdom of Sicily between 1100 and 1442 CE.

Between 1000 and 1100CE Sicily was in a state of war between the Islamic rules and the Norman invaders. By 1100 the Normans had gained the upper hand, and in 1130, King Roger II was crowned King of Sicily.

Despite their new Norman overlords, Sicilian armies remained very much influenced by and made up of Islamic warriors from previous rulers. As a consequence, light bow-armed troops made up a large part of Sicilian armies. Along with that knights remained a representation of the ruling class as in all Norman armies, and crossbow-armed pavisier units were adopted from armies in mainland Italy.

25-33% of the units in your army, not including heroes, must be Knights.

10-20% of the units in your army, not including heroes, must be Pavisiers with Crossbow units.

0-20% of the units in your army, not including heroes, may be Light Cavalry.

25-50% of the units in your army, not including heroes, must be Skirmisher or Levy Peasant units with the *Loose Formation* special rule.

You may have as many heroes as you have regiment-sized or larger units.

Syrian Army Composition

This army list represents the armies of Syrian city-states between 1100 and 1286CE.

After the disappearance of Seljuk domination, the cities of Syria gained autonomy. For the most part, cities in Syria during this time were ruled by different dynasties, and often fought amongst each other. With the rise of Ṣalāḥ ad-Dīn and the Ayyubids, the cities of Syria were united under the Ayyubid dynasty.

Armies of Syria during this period were dominated by cavalry; professional soldiers were typically mounted, while foot soldiers were made up of levies from the cities or slaves.

33% of the units in your army, not including heroes, may be Medium Cavalry.

20-33% of the units in your army, not including heroes, may be Light Cavalry. These units have *Expert Rider*.

0-20% of the units in your army, not including heroes, may be Levy Peasants or Levy Freemen. Levy Peasants and Levy Freemen in Syrian armies have the *Impetuous!*, *Overwhelming Charge*, and *Loose Formation* special rules.

0-20% of the units in your army, not including heroes, may be Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Early Crusader Army Composition

This army list represents the armies of Crusading European Christians between 1096 and 1128CE. This time frame includes the first Crusades and the various conflicts that took place prior to the second Crusade.

The reason for the First Crusade is commonly believed to be in a desire to regain access to Jerusalem for Christians. In reality it had more to do with the pleas of Byzantium to the west for help against the expanding Seljuk Turks. The irony is that the Crusaders took much land for themselves but not for Byzantium; a number of crusader states were created where the Europeans held sway.

Crusader armies were heavily influenced by their Frankish origins. Consisting mainly of knight, zealous foot soldiers, and missile troops,

20% of the units in your army, not including heroes, must be Knights.

20-40% of the units in your army, not including heroes, must be Spearmen.

20-30% of the units in your army, not including heroes, must be Knights or Elite Warriors. Elite warriors in this case play the role of dismounted knights.

20-30% of the units in your army, not including heroes, must be any mix of Skirmisher, Bowmen, Crossbow or Levy Peasant units. Levy Peasants in Crusader armies have the *Impetuous!*, *Overwhelming Charge*, and *Loose Formation* special rules.

You may have as many heroes as you have regiment-sized or larger units.

Holy Roman Empire Army Composition

This army list represents the armies of the Holy Roman Empire as they were in the German territories between 1100 and 1500CE.

The Holy Roman Empire was based on the Kingdom of Germany and at times included the Kingdom of Italy and Burgundy. It began with Otto I, when he was crowned king in the 10th century. This army list begins with the inception of the Hohenstaufen dynasty of Emperors, and ends with the adoption of powder weapons.

Armies of the Holy Roman Empire inherited much from their Frankish predecessors, including the use of knights and levies.

25-33% of the units in your army, not including heroes, may be Knights or Elite Warrior units playing the role of dismounted knights.

25% of the units in your army, not including heroes, must be Skirmishers.

25% of the units in your army, not including heroes, must be Spearmen,

Pikemen. Levy Freemen or Levy Peasants.

0-20% of the units in your army, not including heroes, may be Crossbow units,

0-20% of the units in your army, not including heroes, may be Medium Cavalry units,

You may have as many heroes as you have regiment-sized or larger units.

Scots Common Army Composition

This army list represents the armies of the Scottish lowlands for the period between 1124 and 1500CE

This list begins with the start of the reign of King David I. During his reign and the reign of his ancestors more and more of Scotland was brought into the fold through military expedition.

Along with solidifying control of the lowlands, the period was dominated by territorial warfare with the English and constant conflict with the Norse-Gaelic Isles and Highlands, and the Norwegian Vikings. The Viking threat all but ceased after the Battle of Largs in 1263, while wars with the Highlanders and Islemen continued throughout.

Armies of the Scottish Lowlands were much more heavily influenced by their Norman neighbors to the south than their Norse-Gaelic neighbors to the north. As such they included knights and pikemen in plenty.

20% of the units in your army, not including heroes, must be Knights.

50-80% of the units in your army, not including heroes, must be Pikemen.

0-20% of the units in your army, not including heroes, may be Skirmisher or Levy Peasant units. Levy Peasant units haf the *Loose Formation* special rule.

You may have as many heroes as you have regiment-sized or larger units.

Later Crusader Army Composition

This army list represents armies of the Second Crusade through to the Ninth and final Crusade, including the crusader states that existed in the Middle East throughout that time, spanning the period between 1128 and 1300CE.

Throughout the later crusader period the crusaders fought almost unceasingly with their Islamic neighbors. Punctuated by some peaceful interims, the crusaders and crusader states even went as far as allying with the Mongol Khanates to maintain their hold on the region. In the end however, they were defeated and driven out of the region, and by approximately 1300CE, they were gone.

The armies of the later crusaders were made up primarily of nobility on horseback and free city dwellers with spears or missile weapons.

25% of the units in your army, not including heroes, must be Knights.

50% of the units in your army, not including heroes, must be Spearmen.

25% of the units in your army, not including heroes, may be Bowmen or Crossbowmen.

You may have as many heroes as you have regiment-sized or larger units.

Ayyubid Egyptian Army Composition

This army list represents armies of the Egyptians under the Ayyubid dynasty in Egypt between 1170 and 1260CE.

The Ayyubid dynasty was founded by Ṣalāḥ ad-Dīn (Saladin). The son of a soldier, he supplanted the Zengid dynasty that came before in 1174CE. The following 13 years say the Ayyubids gain control of Egypt, Syria, Jordan,

Yemen, northern Mesopotamia, and North Africa, as well most of the Kingdom of Jerusalem. The dynasty lasted until the 1250s, when the Mongols invaded from the north, and the Mamluks along with their crusader allies took control of Egypt and the south.

Ayyubid armies during this period were dominated by cavalry; professional soldiers were typically mounted, while foot soldiers were made up of levies from the cities or slaves.

50% of the units in your army, not including heroes, must be Medium Cavalry.

25% of the units in your army, not including heroes, may be Light Cavalry. These units have *Expert Rider*.

25% of the units in your army, not including heroes, may be Bowmen, Skirmishers, Levy Freemen, or Levy Peasants. Units of Levy Freemen have the *Impetuous!*, *Overwhelming Charge*, and *Loose Formation* special rules.

You may have as many heroes as you have regiment-sized or larger units.

Anglo-Irish Army Composition

This army list represents armies of Ireland after the invasion of Ireland by the Anglo-Norman English between 1171 and 1500CE.

In the mid twelfth century the Irish King of Leinster - Dermot MacMurrough - invited Norman mercenaries into Ireland to help support his position. Naturally, upon his death in 1171CE, the Normans seized Leinster for themselves and so began the English occupation of Ireland. English involvement in Ireland lasted for centuries afterward, but this list ends with the arrival of the pike and shotte period.

Obviously due to their Norman influence, Anglo-Irish armies include knights. Bowmen were also common in Anglo-Irish armies.

20-33% of the units in your army, not including heroes, may be Knights or Medium Cavalry.

20-33% of the units in your army, not including heroes, may be Bowmen.

10-20% of the units in your army, not including heroes, must be Billmen (English) or Elite Warriors playing the role of Scottish Galloglaich.

10-25% of the units in your army, not including heroes, may be Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Serbian Army Composition

This list represents the armies of the Serbia from 1150 to 1459CE.

Serbia went through many forms throughout this list, starting with the later Grand Serbian Principality (1150 – 1217CE), the Kingdom of Serbia (1217–1346CE), the Kingdom of Syrmia (1282–1325CE), the Serbian Empire (1346–1371CE), Lazar's Serbia (1371–1402CE), and the Serbian Despotate (1402–1459CE). Finally in 1459CE the Serbians lost their autonomy when the area was annexed by the Ottoman Turks.

Serbian armies were influenced by both the east and west, and so included both cavalry and bowmen in large numbers. Along with that, they could also include light cavalry mercenaries and levies.

33-50% of the units in your army, not including heroes, may be Knights.

0-25% of the units in your army, not including heroes, may be Light Cavalry.

33% of the units in your army, not including heroes, must be Bowmen or Skirmishers.

10-25% of the units in your army, not including heroes, must be Spearmen, Levy Freeman, Levy Peasants, or Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Feudal English Army Composition

This army list represents armies of England during feudal times spanning 1100 and 1322CE.

With England being conquered by William the bastard, the feudal system was adopted and so began the rise of tenant lords. With their tenant status came their armies as well. This list includes armies within England until the beginning of the Hundred Years War.

Armies of feudal England were of very similar form to their Norman predecessors. In addition to the knights and spearmen, they also included crossbow mercenaries and bowmen.

33% of the units in your army, not including heroes, may be Knights.

33% of the units in your army, not including heroes, must be Bowmen.

0-20% of the units in your army, not including heroes, may be Spearmen, Skirmisher, or Crossbow units.

0-33% of the units in your army, not including heroes, must be Levy Peasants.

You may have as many heroes as you have regiment-sized or larger units.

Prussian Army Composition

This army list represents armies of Prussia between 1150 and 1286CE.

Prussia was one among many tribal areas in the eastern Baltic region. During this period the Prussian tribes were under constant pressure – both militarily and culturally – to conform to their neighbors' way of life and religion. First coming into conflict with Poland, eventually Old Prussia became to impetus behind the northern crusades, leading to the area being conquered and converting into the monastic Teutonic State. It was chronicled that the conquering of Prussia ended in 1283CE, however a major revolt took place in 1286CE. After that time, Prussians were assimilated into the German culture of their Teutonic overlords.

Prussian armies of the time were dominated by warbands, and thus were made up primarily of foot troops without the regimented nature of foot troops in other armies of the period; despite this, tribal leaders and their retainers went to war on horseback.

20% of the units in your army, not including heroes, may be Medium Cavalry.

50-66% of the units in your army, not including heroes, must be Levy Freeman or Levy Peasants. All units of Levy Freeman and Levy Peasants in Prussian armies have the *Impetuous!*, *Overwhelming Charge* and *Loose Formation* special rules.

16-33% of the units in your army, not including heroes, must be Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Teutonic Order Army Composition

This army list represents armies of the Teutonic Order between 1200 and 1522CE.

The Teutonic Order was founded by Pope Celestine II to take over management of the German hospital in Jerusalem. The order soon incorporated a military wing that fought in both the Middle East and Europe. Eventually the order took part in the northern crusades, where it conquered and took control of Prussia; there it subjugated the Prussian people, and drove their language and culture to extinction.

The order was very much influenced by the Franks and other western-European armies, and as such contained knights, crossbowmen, and spearmen. Like many other zealous armies of the period, it also often included mobs of zealous peasants.

33% of the units in your army, not including heroes, must be Knights.

10-25% of the units in your army, not including heroes, may be Medium Cavalry or Light Cavalry units.

10-25% of the units in your army, not including heroes, may be made up of Levy Freemen, Levy Peasants, or Spearmen. Levy Freemen and Levy Peasants in Teutonic Orders have the *Impetuous!* trait.

10-25% of the units in your army, not including heroes, may be Crossbow units.

You may have as many heroes as you have regiment-sized or larger units.

Medieval Byzantine Army Composition

This army list represents those of Byzantine successor states after Constantinople was sacked by Crusaders during the fourth crusade in 1204CE and until the Ottomans arrived in 1453CE.

With the sacking of Constantinople at the hands of an out-of-control fourth crusader army, three successor states were created with the goal of regaining

power of Byzantium: the Empire of Nicaea, the Despotate of Epirus, and the Empire of Trebizond. The Empire of Nicaea was successful in reclaiming Constantinople in 1261, and the three successor states harried the Ottomans and defended Byzantium.

Byzantine armies during this period were heavily influenced by both their European neighbors and their Turkish neighbors; they included the knights and spearmen common to European armies, and the light and medium cavalry common to the Turks.

10-25% of the units in your army, not including heroes, must be Medium Cavalry units.

0-20% of the units in your army, not including heroes, may be Knights.

10-33% of the units in your army, not including heroes, may be Light Cavalry.

10-33% of the units in your army, not including heroes, must be Bowmen.

10-33% of the units in your army, not including heroes, should be Levy Peasants.

You may have as many heroes as you have regiment-sized or larger units.

Genghis Khan's Mongol Army Composition

This army list represents armies of the initial Mongol conquest including the armies of Genghis and his successors between 1206 and 1266CE.

Genghis Khan, born to the name of Temujin came to power by first uniting many nomadic tribes, and then going on to conquer great kingdoms and empires throughout China, India, the Middle East, and Russia, ultimately creating the largest contiguous empire in history.

One of the best-known armies in history, the armies of Genghis Khan and his Mongol successors were made up primarily of fast horsemen armed with bows. Their tactics included charging the enemy, releasing their arrows, and then rapidly withdrawing until the enemy was weakened enough for the final charge into combat.

25-33% of the units in your army, not including heroes, may be Medium Cavalry.

66-75% of the units in your army, not including heroes, must be Light Cavalry. Mongolian light cavalry carry bows (upgrade for specified points) and have the *Expert Riders* special ability.

You may have as many heroes as you have regiment-sized or larger units.

Sultanates of Northern India Army Composition

This list represents armies of the North Indian Sultanates that rules parts of India between 1206 and 1526CE.

Beginning in 1206 a succession of Islamic Dynastic Sultanates ruled parts of India from a handful of north Indian cities, including Delhi, Agra, and Daulatabad. The dynasties were mostly of Turkic origin, and each lasted a relatively short period of time and ruled varying parts of India. These Islamic Sultanates ruled until the coming of the Mughals in 1526CE.

Armies of the north Indian Sultanates incorporated large numbers of medium cavalry likely due to their nomadic origin. Along with this they included Indian warriors as well.

25-33% of the units in your army, not including heroes, may be Medium Cavalry.

10-20% of the units in your army, not including heroes, may be Elite Warriors.

25-33% of the units in your army, not including heroes, must be Bowmen.

25-33% of the units in your army, not including heroes, may be Levy Freemen or Levy Peasants.

15-25% of the units in your army, not including heroes, may be Skirmisher units.

You may have as many heroes or cannons as you have regiment-sized or larger units. That is, the total number of heroes plus cannons cannot exceed the total number of regiment-sized or larger units in your army.

Granada Army Composition

This army list represents the armies of the last Andalusian Emirate of Granada between 1232 and its final fall at the hands of Ferdinand and Isabella in 1492CE.

Granada was the last Islamic city state, or Kingdom on the Iberian Peninsula. After the Reconquista captured the majority of Andalusia from its former inhabitants various periods of peace and conflict occurred. Raiding between Christian Spain and Granada were common throughout. Granada held out against the Christian Kingdoms until 1492CE when the city was put under siege and captured by the Christians. The inhabitants of the city were forcibly exiled into North Africa.

Armies of Granada shared much in common with their Andalusian predecessors. By this time they had abandoned much of the Western styles of warfare and relied heavily on light cavalry and skirmishers. They did however take advantage of crossbowmen; both citizens of Granada

and mercenary crossbowmen were common.

20% of the units in your army, not including heroes, may be Knights or Medium Cavalry units.

25-33% of the units in your army, not including heroes, may be Light Cavalry. Light Cavalry units have the *Expert Riders* special ability.

25-33% of the units in your army, not including heroes, must be Crossbow or Skirmisher units.

20-33% of the units in your army, not including heroes, may be Spearmen.

You may have as many heroes as you have regiment-sized or larger units.

Kingdom of Navarre Army Composition

This list represents armies of the Kingdom of Navarre between 1234 and 1430CE.

The Kingdom of Navarre was situated in the northeast of Spain and the southwest of France, sharing borders with France, Spain, and English holdings in modern-day France. The Kingdom was formed when a local Basque leader led a revolt against Frankish rule. The Kingdom was the site of much conflict and wars of succession, passing from autonomy to French control and to Spanish control. This list carries Navarre's armies into the Pike and Shotte era.

Armies of the Kingdom of Navarre were heavily influenced by their Spanish and French neighbors. As such, they contained knights, mercenary crossbowmen, and local citizens.

20-33% of the units in your army, not including heroes, may be Knights.

20-33% of the units in your army, not including heroes, must be Crossbow units.

20-33% of the units in your army, not including heroes, must be Levy Freeman or Levy Peasants. Levy Freeman and Levy Peasant units have the *Loose Formation* special rule.

20% of the units in your army, not including heroes, must be Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Early Swiss Confederacy Army Composition

This army list represents the armies of the early Swiss between 1240 and 1400CE.

Confederacies between communities among the Swiss Alps were likely to have been in place by 1240CE, although the earliest documented confederacy was formed in 1291CE. Prior to that time the areas that make up modern Switzerland were held by the Holy Roman Empire. This list covers the period between the initial formation of the Swiss confederacies, and their solidification and consolidation into a single nation around 1400CE.

The armies of the Swiss were primarily made up of foot in the form of dismounted knights and billmen. Light horse also played a role in Swiss confederacy armies of the period.

75% of the units in your army, not including heroes, must be Billmen or Elite Warriors playing the role of dismounted knights.

25% of the units in your army, not including heroes, may be Light Cavalry or Skirmisher units.

You may have as many heroes you have regiment-sized or larger units.

Medieval Persian Army Composition

This army list covers the two distinct periods of medieval Persian control of Persia: The period between 1245 and 1393CE, which includes the Muzaffarid Dynasty, and the early (pre-gunpowder) Safavid Dynasty between 1499 and 1520CE.

The two periods covered by this army list represent to periods of autonomy of the region between successive Mongol invasions. As the Khanates left by Genghis faltered, the Muzaffarid dynasty of Persia gain autonomy. With the return of the Mongols, this time lead by Tamerlane, the Persian autonomy was lost once again, until the Khanates left by Tamerlane waned and the Persians once again gained autonomy under the Safavid dynasty. This list carried Persia into the Pike and Shotte period.

Armies of the medieval Persians were dominated by nobility and wealthier citizens riding medium-armed and armoured horses. Those who could not afford to fight on horseback, often citizens of Persia's cities, fought alongside on foot.

66-75% of the units in your army, not including heroes, must be Medium Cavalry. These units have the *Feigned Flight* special ability.

10% of the units in your army, not including heroes, may be Light Cavalry. These units have the *Expert Rider* special ability.

10-25% of the units in your army, not including heroes, may be made up of Levy Peasants or Bowmen units.

You may have as many heroes as you have regiment-sized or larger units.

Later Kingdom of Hungary Army Composition

This army list represents those of the later Hungarian Kingdoms between 1245 and 1526CE.

The Kingdom of Hungary was devastated by the Mongol invasion in 1242. Between 25-30% of the population was killed at the hands of the nomadic hordes after the King of Hungary was defeated and fled after the battle of Mohi. With the death of Ogedai Khan the Mongols gave up their invasion and withdrew. Hungary was free of the Mongols and the former king returned and noted that fortified cities and castles withstood the attacks best, and so many more were built. This list takes armies of the Kingdom of Hungary up until the wane of the Jagiellon Dynasty and the waning of the power of Hungary.

Armies of the Kingdom of Hungary were influenced heavily by western styles of warfare as well as nomadic styles. Thus mounted soldiers played a major role as well as skirmishers and missile troops.

25% of the units in your army, not including heroes, must be Knights units.

25-50% of the units in your army, not including heroes, must be Light Cavalry.

25-33% of the units in your army, not including heroes, must be Skirmishers or Bowmen units.

0-25% of the units in your army, not including heroes, may be Spearmen, Levy Freeman, or Levy Peasants units. Levy Freeman and Levy Peasant units have the *Impetuous!*, *Overwhelming Charge!* and *Loose Formation* special rule.

You may have as many heroes or war wagons as you have regiment-sized or larger units.

Late Medieval Russian Army Composition

This list represents armies of medieval Russia after the Mongol invasion and the fall of prominence of Kiev between 1246 and 1533CE.

With the Mongol invasion Kiev, the former power center of all of Russia, was broken and its destruction left a power vacuum in the region despite the Mongols. Power in Russia transferred slowly to Moscow, ultimately causing the formation of the Grand Duchy of Moscow in 1283CE that would last into the 16th century.

Armies of late medieval Russia were heavily influenced by their Kievan counterparts; they included a majority of medium cavalry. Foot soldiers however were typically formed up citizen militia carrying spears or bows.

50-80% of the units in your army, not including heroes, may be Medium Cavalry.

0-25% of the units in your army, not including heroes, may be Light Cavalry.

10-20% of the units in your army, not including heroes, must be Spearmen.

10-20% of the units in your army, not including heroes, must be Bowmen.

You may have as many heroes or war wagons as you have regiment-sized or larger units.

Mamluk Egyptian Army Composition

This army list represents armies from Egypt under Mamluk rule after the fall of the Ayyubids in 1250 until being conquered by the Ottoman Turks in 1517CE.

The Mamluks were soldiers of slave origin – typically of Kipchak or Cuman origin – that made up the backbone of the Ayyubid dynasty’s military power. The Mamluks rose to power when the Ayyubid leader fell during the Seventh Crusade and the Mamluks themselves defeated the Crusaders. After a year of political struggle, the Mamluks consolidated their control of Egypt. During its time in power, the Mamluks came into conflict with invading Mongols and Christians as well as the Ottoman Turks.

Given their cavalry primarily role in Ayyubid armies and their previous nomadic origin, mounted soldiers dominated Mamluk armies. Foot soldiers that fought in Mamluk armies were typically levies of undisciplined soldiers.

50-75% of the units in your army, not including heroes, may be Medium Cavalry.

25% of the units in your army, not including heroes, may be Light Cavalry. These units have the *Expert Rider* special ability.

0-25% of the units in your army, not including heroes, may be Skirmisher or Levy Peasant units. Levy Peasant units have the *Impetuous!*, *Overwhelming Charge*, and *Loose Formation* special rules.

You may have as many heroes as you have regiment-sized or larger units.

Ilkhanate Army Composition

This army list represents the armies of the ruling Mongol Khans in Persia known as the Ilkhanate between 1251 and 1355CE.

Based originally in Genghis Khan’s campaign into the Persian Khwarezmid Empire, the Ilkhanate was founded by

Genghis' grandson Hulagu and was considered part of the Mongolian Empire. At its height it spanned most of Eastern Turkey, Iran, Iraq, Georgia, Armenia, Azerbaijan, and parts of Afghanistan and Pakistan. Throughout its time, the Ilkhanate came into conflict with many of its neighbors. It also joined forces with Frankish crusaders during the seventh crusade, although not effectively. The Ilkhanate fell apart in the mid-14th century, falling into a number of competing successor states.

Given it's Mongol origins, armies of the Ilkhanate were made up primarily of medium and light cavalry. Foot that fought in Ilkhanate armies were too poor to own mounts and typically were drawn from the subjugated populations.

20% of the units in your army, not including heroes, may be Medium Cavalry.

70-80% of the units in your army, not including heroes, must be Light Cavalry. These units have the *Expert Rider* special ability.

0-10% of the units in your army, not including heroes, may be Knights, Skirmishers, or Levy Peasant units.

You may have as many heroes as you have regiment-sized or larger units.

Golden Horde Army Composition

This army represents armies of the Golden Horde, which was a khanate of the Mongol empire that began in 1251CE.

The Golden Horde persisted into the late fourteenth century until the coming of Timur the Lame (Tamerlane) in 1396CE when it broke into smaller khanates. It persisted simply as the Great Horde as it dwindled in power until it was subsumed by the Ottoman Empire in 1502CE.

Like the armies of the Mongol invaders that they were spawned from, the armies Golden Horde are made up primarily of cavalry, especially light cavalry. However, part of their ranks was sometimes made up of levies or mercenaries on foot.

25% of the units in your army, not including heroes, may be Medium Cavalry.

50-75% of the units in your army, not including heroes, must be Light Cavalry. These units have the *Expert Rider* special ability.

0-25% of the units in your army, not including heroes, may be Bowmen, Crossbow, or Levy Peasant units. Levy Peasant units have the *Loose Formation* special rule.

You may have as many heroes as you have regiment-sized or larger units.

Late Medieval Byzantine Army Composition

This army list covers armies of Byzantium between 1261CE with the reclamation of Constantinople until its fall to the Ottoman Turks in 1453CE. It also covers the remnants of the empire that survived for a short period after the fall of the capital in Morea and Trebizond.

During this period in the history of Byzantium, the Empire was continually on the wane. After recapturing Constantinople, the Byzantines had to continue to fight off Latin-based aggressors due to religious disagreements with the Roman Catholics. Through over taxation and failure to deal with external aggressors, the Empire became dilapidated and under populated. When the Ottoman Turks laid siege to

Constantinople, that was the end of the empire.

Armies of late Byzantium were dominated by skirmishers on foot. Along with skirmishing foot, cavalry played a prominent role. When other foot took part, they typically played the role of bowmen and spearmen.

25% of the units in your army, not including heroes, may be Medium Cavalry,

0-25% of the units in your army, not including heroes, may be Bowmen.

0-25% of the units in your army, not including heroes, may be Spearmen.

50% of the units in your army, not including heroes, may be Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Anatolian Turkish beyliks Army Composition

This army list represents the armies of the Anatolian Turkish beyliks from the time between the defeat of the Seljuqs at the hands of the Mongols in 1260 until the last were conquered by the Ottomans in 1515CE.

With the vacuum of power created by the fall of the Seljuks and the waning power of the remnant Sultanate of Rum, many beyliks were formed. A series of Beys, roughly translated as 'lords' ruled these beyliks, which were extensive and spread throughout Anatolia. They survived in various forms throughout subsequent Mongol invasions until they fell at the hands of the Ottoman Turks.

Given their nomadic background, and the Mongol influence during the Ilkhanate period, it's not surprising that the majority of the armies of Anatolian

Turks were made up of cavalry. Foot that took part were levies from cities or mercenaries.

10-20% of the units in your army, not including heroes, must be Medium Cavalry.

50% of the units in your army, not including heroes, may be Light Cavalry. These units have the *Expert Rider* special ability.

10-20% of the units in your army, not including heroes, may be made up of Levy Freemen or Levy Peasants.

10-20% of the units in your army, not including heroes, may be Bowmen or Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Later Nomadic Mongolian Army Composition

This army list represents the armies of the later nomadic Mongolian tribes between 1266 and 1508CE.

Mongolians were spread across Asia and Europe after Genghis Khan's expansion and empire building. His empire left Khanates in many areas of the world; however this list represents those tribes that remained in their ancestral homeland of the steppes. The tribes remained in Mongolia and carried on their lives in very much the same way as they had before Genghis united them: they raided their neighbors and each other.

Armies of later nomadic Mongols did however adopt styles of warfare that were influenced by the cultures they came into contact with during the expansion. As a result, heavier cavalry tactics were adopted. Despite that light horse still remained the backbone of Mongolian armies.

30-50% of the units in your army, not including heroes, must be Medium Cavalry.

50-70% of the units in your army, not including heroes, must be made up of Light Cavalry. These units have the *Expert Rider* special rule.

0-20% of the units in your army, not including heroes, must be made up of Levy Peasant units.

You may have as many heroes or as you have regiment-sized or larger units.

Medieval Scandinavian Army Composition

This army list can be used to represent Medieval Danish armies between 1350 1390CE as well as armies of the Kalmar Union of Scandinavia between 1391 and 1523CE.

The Kalmar Union was ultimately formed due to Queen Magarat I of Denmark when she united the Scandinavian Kingdoms under a single banner. Despite the duration of the Union, its existence was marked by periods of internal conflict, not only with Prussia, Polish and Teutonic neighbors, but also within, typically between Sweden and the rest of the Union.

Armies of Medieval Scandinavia during this period were heavily influenced by Viking styles of warfare along with more modern knight-heavy warfare. As such, knights, dismounted knights and billmen play a major role in Scandinavian armies. Also mercenary crossbowmen were prominent.

10-20% of the units in your army, not including heroes, must be Knights.

10-20% of the units in your army, not including heroes, may be Billmen or Elite Warriors playing the role of dismounted knights.

10-30% of the units in your army, not including heroes, can be made up of Crossbow units.

10-25% of the units in your army, not including heroes, may be made up of Spearmen units.

10-20% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes or cannons as you have regiment-sized or larger units.

Medieval Swedish Army Composition

This list represents the armies of medieval Sweden during the time of the Kalmar Union between 1391 and 1523CE.

Sweden maintained an independence from the Kalmar union to a greater degree than other members of the Union. As a consequence, conflict between members of Swedish royalty and other members of the Union were not uncommon. During this period, Swedish armies fought against Kalmar Union armies as well as Teutonic armies.

Swedish armies during the period relied more heavily on foot troops, perhaps due to closer ties with their previous Viking style of fighting than their other Scandinavian neighbors. Like most other nations, crossbowmen were also common.

10-20% of the units in your army, not including heroes, must be Knights.

40% of the units in your army, not including heroes, can be made up of Billmen or Elite Warriors playing the role of dismounted knights.

40% of the units in your army, not including heroes, must be made up of Crossbow units.

0-10% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes and cannons as you have regiment-sized or larger units.

Ottoman Army Composition

This section will provide guidelines for Ottoman Turk armies from about 1299CE until gunpowder weapons began to play a major role in warfare in 1500CE.

The word Ottoman is an English corruption of Osman I, the name of the ruling dynasty's founder. Escaping the Mongol invasion, Osman's father established an emirate in the Seljuk principality of Rum with permission to expand at the expense of Byzantium. With the fall of the Seljuk Sultanate of Rum, the Ottoman's did just that; they expanded not only into Byzantine territory, but also consolidated a large number of Turkic sultanates in Anatolia. By 1453CE the Ottomans had captured Byzantium and much of Greece, Macedonia and modern Turkey as well.

Ottoman armies started out being predominantly made up of light cavalry lead by a small contingent of medium cavalry. However, as the empire grew and settled, more and more units of medium cavalry replaced their light cavalry predecessors. Also, later Ottoman armies adopted the use of artillery as well.

10-25% of the units in your army, not including heroes, must be Medium Cavalry units.

33-75% of the units in your army, not including heroes, must be made up of Light Cavalry units.

10-20% of the units in your army, not including heroes, must be made up of Skirmisher or Levy Peasant units.

10-20% of the units in your army, not including heroes, must be made up of Spearmen or Levy Freeman units.

You may have as many heroes or cannons as you have regiment-sized or larger units.

Knights Hospitaller of the Order of St. John Army Composition

This army list represents armies of the Knights Hospitaller of the Order of St. John between 1291 and 1522CE.

The Order of Saint John was founded in Jerusalem in 1023CE to provide medical care to poor and sick pilgrims to the holy land. In 1099CE when Jerusalem was captured by the Crusaders, the Order became a military order. With the fall of Jerusalem, the order moved to Acre, and when Acre fell, it moved to Cyprus and then conquered Rhodes – and island off the coast of modern Turkey – where they stayed until 1522CE, which is beyond the scope of this list. Throughout all that time, they fought for Christianity against the expansion of Islam.

Hospitaller armies consisted of knights given their influence by the Crusaders. Furthermore, pilgrims played a role in their armies as well as crossbowmen.

0-25% of the units in your army, not including heroes, must be Knights or Elite Warriors playing the role of dismounted knights. You cannot have units of both knights and elite warriors in your army however, you must choose one but not both.

20-25% of the units in your army, not including heroes, may be Crossbow units.

0-25% of the units in your army, not including heroes, can be made up of Spearmen.

20-50% of the units in your army, not including heroes, may be made up of Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Low Countries Army Composition

This list represents the armies of the Low Countries, which include the lands within the low-lying delta of the Rhine, Scheldt, and Meuse rivers between the late 13th and late 15th centuries.

The Low Countries, once one-third of the Kingdom of France when it was split between Charlemagne's heirs, was constantly contested between the Kingdom of France and the Holy Roman Empire throughout this period.

Although armies of the Low Countries did sometimes include large numbers of knights, they were dominated by foot, often employing long spears or pikes.

50-80% of the units in your army, not including heroes, must be Pikemen.

0-20% of the units in your army, not including heroes, can be made up of Knights.

0-20% of the units in your army, not including heroes, may be made up of Billmen.

10-20% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes and cannons as you have regiment-sized or larger units.

Catalan Company Army Composition

This list represents armies of the Catalan Company of the East between 1302 and 1390CE.

The Catalan Company, officially the *Magnas Societas Catalanorum*, was a free company of mercenaries founded by Roger de Flor in the early 14th-century. De Flor recruited soldiers left unemployed when the Peace of Caltabellotta came into effect in 1302 by the Crown of Aragon who opposed the French dynasty of Anjou. The Catalan Company list covers the time of its creation until it was conquered by the Navarrese Company in 1390.

The Catalan Company fielded knights at the head of a large number of not-so-well trained or equipped body of foot soldiers. Along with this, skirmishers played a role as well.

10-20% of the units in your army, not including heroes, may be made up of Knights or Light Cavalry.

50-66% of the units in your army, not including heroes, must be Levy Freeman or Levy Peasants. Levy Freeman and Levy Peasants have the *Loose Formation* special rule.

15-20% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Medieval Irish Army Composition

This list represents the armies of Medieval Ireland between 1300 and 1500CE.

Medieval Ireland during this period was a time when Ireland began to re-assert its Gaelic origins and culture, and to a great degree, its autonomy from foreign

invaders. The Hiberno-Norman influence was on the decline during this period due to a number of factors, including disease and internecine strife between England and France during the Hundred Years War and in England during the War of the Roses.

This period also covers the invasion of Ireland by Robert the Bruce of Scotland; in the end, Bruce died in Ireland at the hands of the Hiberno-Normans, giving Ireland a respite from both invaders for a time.

Medieval Irish armies consisted of the modern knights and billmen, but was still primarily made up of the light foot that had been a mainstay of Irish armies for thousands of years.

20% of the units in your army, not including heroes, must be Knights or Light Cavalry.

10% of the units in your army, not including heroes, must be made up of Pikemen or Billmen units.

33% of the units in your army, not including heroes, must be made up of Levy Freemen or Levy Peasants. Levy Freemen and Levy Peasants have the *Loose Formation* special rule.

33% of the units in your army, not including heroes, must be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Italian Condottieri Army Composition

This list represents the armies of the Italian Condottieri between 1320 and 1495CE.

The term 'Condottieri' in contemporary Italian meant 'mercenary captain' or leader. Thus the period of Italian Condottieri represents a time when the

Italian city-states and the Papacy made broad use of mercenary armies to wage their wars. These mercenary armies were typically supported by foot soldiers recruited from citizens of the city-states., and were used well into the Renaissance period.

Condottieri armies were typically marked by knights and crowbowmen behind pavise shields. Unlike other parts of Europe at the time, the Italian knights did not make a habit dismounting to fight.

50% of the units in your army, not including heroes, must be Knights.

20-25% of the units in your army, not including heroes, must be made up of Spearmen or Pikemen units.

20-25% of the units in your army, not including heroes, must be made up of Crossbow units.

0-10% of the units in your army, not including heroes, may be made up of Skirmishers or Light Cavalry units.

You may have as many heroes and cannons as you have regiment-sized or larger units.

Middle English Army Composition

This list represents the armies of the English during the Hundred Years War roughly between 1322 and 1455CE.

The Hundred Years War broke out with the death of the Capetian line of French Kings for control over the French crown. The English Plantagenet Kings contested the throne against the Valois who claimed the throne. The war ultimately ended in defeat for the English, which destabilized England and ultimately precipitated the subsequent English civil war known as the War of the Roses.

Armies of the Hundred Years War represent the archetypal medieval English army, made up primarily of Welsh longbowmen, nobility in the form of mounted or dismounted knights, and mercenary foot soldiers.

25% of the units in your army, not including heroes, must be Knights or Elite Warrior units playing the role of dismounted knights.

50% of the units in your army, not including heroes, must be made up of Bowmen.

25% of the units in your army, not including heroes, must be made up of Skirmishers, Crossbow, or Spearmen units.

You may have as many heroes and cannons as you have regiment-sized or larger units.

Medieval French Army Composition

This army list represents the armies of France during the Hundred Years War between 1330 and 1445CE.

The Hundred Years War broke out with the death of the Capetian line of French Kings when the English claimed the right to the French crown. The English Plantagenet Kings contested the throne against the French House of Valois who claimed the throne. The war ultimately ended in defeat for the English. Despite victory, France was devastated by the war; poverty, famine, disease, and marauding armies of mercenaries-turned-bandit reduced the population of France by one half of its size prior to the outbreak of the war.

French armies during the Hundred Years War were primarily made up of knights, fighting either on foot or on horseback. The remainder of the army was typically

made up of mercenaries, being either crossbowmen, spearmen, or pikemen.

40-50% of the units in your army, not including heroes, must be made up of Knights or Elite Warriors or Elite Spearmen representing dismounted knights.

20% of the units in your army, not including heroes, must be made up of Spearmen or Pikemen.

20% of the units in your army, not including heroes, must be made up of Crossbow or Pikemen units.

10-20% of the units in your army, not including heroes, must be made up of Crossbow units.

You may have as many heroes or cannons as you have regiment-sized or larger units.

Wallachia and Moldova Army Composition

This list represents the armies of Wallachia and Moldova between 1330 and 1500CE.

The Kingdoms of Wallachia and Moldova make up parts of modern Romania and the Ukraine, and indeed the two united to form the basis of modern Romania in the 19th century. During this period, the two kingdoms were often at war with each other. Along with their wars with each other, both kingdoms sat in the middle of the power struggle between Poland and Hungary, which often precipitated war in the region.

Wallachia and Moldova were both heavily influenced by eastern-styles of warfare. As a consequence they relied more heavily on medium and light cavalry as well as skirmishers.

10-20% of the units in your army, not including heroes, must be Medium Cavalry.

25% of the units in your army, not including heroes, must be made up of Light Cavalry units.

20-25% of the units in your army, not including heroes, must be made up of Bowmen.

0-20% of the units in your army, not including heroes, may be made up of Levy Freeman or Levy Peasant. Both Freeman and Peasants have the *Impetuous!*, *Overwhelming Charge*, and *Loose Formation* special rule.

30% of the units in your army, not including heroes, must be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Later Polish Army Composition

This army list represents the later armies of Poland between 1335 and 1510CE.

Following the collapse of Mongol control in Poland in 1320CE, Poland regained its independence and began to grow in power once again. A succession of expansion and growth saw the end of the Piast dynasty and the beginning of the Jagiellon dynasty and the Polish-Lithuanian union. This list takes Poland right into the era of gunpowder.

Heavily influenced by the Mongolian invaders, the later medieval Polish armies were dominated by cavalry. But like many western European armies, great use of crossbowmen was common as well.

25-33% of the units in your army, not including heroes, must be made up of Knights.

25-33% of the units in your army, not including heroes, can be made up of Medium Cavalry.

0-20% of the units in your army, not including heroes, may be made up of Light Cavalry.

20% of the units in your army, not including heroes, must be made up of Crossbow units.

You may have as many heroes and war wagons as you have regiment-sized or larger units.

Jalayirid Army Composition

This army list represents the armies of the Jalayirids between 1336-1432CE.

The Jalayirids were a dynasty that formed at the collapse of the Mongol Khanate of Persia that was initially created by Genghis' expansion. The dynasty ruled the region containing Iraq and western Persia. It came into conflict with its Persian neighbors, as well as Turkic tribes until it was dispersed at the hands of Tamerlane's Timurids. The Jalayirids were finally eliminated at the hands of Turkic tribes in 1432CE.

Given their nomadic nature, they fought predominantly on horseback, in loose formation, using the bow. However, it is known that Jalayirid armies also included foot soldiers of lower classes.

25% of the units in your army, not including heroes, must be made up of Medium Cavalry.

66-75% of the units in your army, not including heroes, can be made up of Light Cavalry. These units have the *Expert Rider* trait.

0-10% of the units in your army, not including heroes, may be made up of Levy Peasants.

You may have as many heroes as you have regiment-sized or larger units.

Medieval Christian Spanish Army Composition

This army list represents the armies of the Christian medieval Spanish Kingdom from 1340 to 1485CE.

During this period the Kingdoms of Spain were in constant flux, with the crowns of the various states shifting and unifying and then breaking apart. However, by the end of the period the Christian Kingdom of Spain was unified under Ferdinand and Isabella. Throughout this time all of the Kingdoms of Christian Spain were fully engaged in the Reconquista, which ended in 1492CE when Granada was captured.

Medieval Christian Spain was very much in the middle between its Western European and Granadan neighbors in terms of military units. Taking advantage of heavy knights, it also made extensive use of light cavalry and foot.

35% of the units in your army, not including heroes, may be made up of Knights or Elite Warriors playing the role of dismounted knights.

15% of the units in your army, not including heroes, must be made up of Spearmen units.

15% of the units in your army, not including heroes, must be made up of Bowmen or Crossbow units.

15% of the units in your army, not including heroes, must be made up of Levy Freeman or Levy Peasants. Levy Freeman and Levy Peasants have the *Loose Formation* special rule.

15% of the units in your army, not including heroes, must be made up of Skirmisher units.

You may have as many heroes as you have regiment-sized or larger units.

Kingdom of Portugal Army Composition

This army list represents the armies of the Kingdom of Portugal between 1340 and 1485CE.

After breaking off from Leon after the Castilian invasion, the Kingdom of Portugal carved out relatively peaceful edge of the Iberian Peninsula. In 1373CE Portugal formed an alliance with Britain that persists until modern times. Throughout the 14th century Portugal engaged in a handful of conflicts with the crown of Castile. By the 15th century however Portugal was able to turn outward and take part in what is now known as the Age of Discovery, setting up colonies and trading posts in the Atlantic, the Mediterranean, and Africa.

Portugal, being heavily influenced by the Spanish and the British favoured knights and mercenaries in their armies. Along with that, peasants also played a prominent role.

33% of the units in your army, not including heroes, may be made up of Knights or Elite Warriors playing the role of dismounted knights.

15-33% of the units in your army, not including heroes, may be made up of Bowmen or Crossbow units.

15-33% of the units in your army, not including heroes, may be made up of Spearmen, Levy Peasants or Levy Freeman units. Levy Freeman and Levy Peasants units have the *Loose Formation* special rule.

0-15% of the units in your army, not including heroes, can be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Albanian Army Composition

This army list represents the armies of Albania between 1345 and 1479CE.

The period covered by this list includes the end of the Kingdom of Albania from the time it was under the control of the Kingdom of Serbia throughout the Serbian empire's disintegration and into the reign of Thopia who disassembled the Kingdom into a Principality.

Throughout the period the power in Albania was in flux between other powers in the region including the Republic of Venice and the Ottoman Empire.

40-50% of the units in your army, not including heroes, must be made up of Light Cavalry units.

33% of the units in your army, not including heroes, must be made up of Skirmisher units.

15-25% of the units in your army, not including heroes, must be made up of Knights, Elite Warriors playing the role of dismounted knights, or Spearmen.

You may have as many heroes as you have regiment-sized or larger units.

Free Company Army Composition

This list represents Free Company or Armagnac armies between 1357 and 1410/1444 CE.

Free Company armies were mercenary armies, free because they weren't tied to allegiance to any country or kingdom. They grew out of the Hundred Years War, and typically made a living by forcing kingdoms or nations to pay them off to avoid raiding and pillaging. When they couldn't get payment, they made a living by pillaging and looting. Because

of the nature of mercenary armies, they were made up of many or any nationalities.

Armies of the free companies were made in very similar ways to Hundred Years War armies given that they grew out of that war. As such, Knights, longbows, and mercenary crossbowmen were quite common.

30-50% of the units in your army, not including heroes, may be made up of Knights, Elite Warriors or Elite Spearmen playing the role of dismounted knights.

30% of the units in your army, not including heroes, may be made up of Bowmen or Crossbow units.

0-30% of the units in your army, not including heroes, can be made up of Billmen units.

20% of the units in your army, not including heroes, can be made up of Skirmishers or knights.

You may have as many heroes and war machines as you have regiment-sized or larger units.

Tamerlane's Timurid Army Composition

This list represents armies of the Timurids during Tamerlane's time and the time of his successors between 1360 and 1506 CE.

The expansion of the Timurids followed in the tradition of nomadic Mongolian tribes sweeping across the world and sewing destruction and conquering all kingdoms in their path. Tamerlane was arguably the most brutal such Khan, known for piling the skulls of the dead. The Timurid empire challenged that of his predecessor Genghis', stretching from the Pacific ocean, to the Indian oceans and even the Mediterranean.

Cavalry dominated Timurid armies as with all nomadic armies. However, heavier cavalry formed a greater part of armies of the Timurids than other nomads, and foot played a prominent role as well.

50% of the units in your army, not including heroes, may be made Medium Cavalry.

25% of the units in your army, not including heroes, may be made up of Light Cavalry. These units have the *Elite Cavalry* trait.

20% of the units in your army, not including heroes, can be made up of Bowmen, Spearmen or Skirmishers units.

You may have as many heroes and war elephants as you have regiment-sized or larger units.

Medieval Burgundy Army Composition

This army list represents the armies of the Duchy of Burgundy and the Free County of Burgundy between 1361 and 1471CE.

Burgundy, both the Duchy and the Free County were ruled throughout this period by a branch of the House of Valois, and ultimately remained an autonomous region within and associated with the Kingdom of France. Burgundy flourished during the period, falling in and out of favour with the French crown until the Burgundian wars, when Burgundy was defeated and absorbed into the Kingdom of France.

Armies of Burgundy were very similar to their neighbors, being dominated by knights, billmen, and mercenary crossbowmen.

50% of the units in your army, not including heroes, may be made up of Knights, Elite Warriors or Billmen.

0-20% of the units in your army, not including heroes, may be made up of Medium Cavalry.

0-20% of the units in your army, not including heroes, can be made up of Pikemen.

0-20% of the units in your army, not including heroes, can be made up of Bowmen or Crossbow units.

You may have as many heroes and cannons as you have regiment-sized or larger units.

Later Swiss Army Composition

This army list represents the armies of the Swiss between 1400 and 1522CE.

The later Swiss army list is represents Swiss armies from the time when they first adopted large-scale use of pikes in their armies. Swiss armies were centered around the use of pikes up with mixed skirmishers in this way up until the Battle of Bicocca in 1522CE.

Pikes dominated Swiss armies throughout this period. Along with large units of pikemen, Swiss armies fielded skirmishing crossbowmen or handgunners. Light cavalry were typically armed with crossbows, and the knight options represents the Knights of Lorraine when the Swiss fought for the Due of Lorraine between 1476-1477CE.

66% of the units in your army, not including heroes, may be made up of Pikemen.

10-15% of the units in your army, not including heroes, can be made up of Knight or Elite Warriors playing the role of dismounted knights.

20-25% of the units in your army, not including heroes, must be made up of Skirmishers.

You may have as many heroes or cannons as you have regiment-sized or larger units.

Koyunlu Turcoman Army Composition

This list may be used to field armies of both the Ak Koyunlu and Kara Koyunlu Turcoman tribes, also known as Black Sheep and White Sheep, between 1378 and 1508CE.

These two Turkic tribes ruled over parts of modern Iran, Iraq, Armenia, and Eastern Turkey. Originally mingling with the Byzantines and the Jalayirids, they both came into conflict with the Timurids. The Kara tribe was defeated by Tamerlane initially, but then rebounded and gained control of Iraq, hastening the destruction of the Jalayirids. The Ak tribe first acquired land in 1402 when Timur granted them part of what is now north-eastern Turkey. The two tribes were continuous enemies with each other, and in 1467 the Ak Koyunlu defeated their Kara cousins. They remained powerful until they were in turn destroyed by the Safavid Persians in 1508CE.

Like all nomadic armies, the Koyunlu Turcoman armies were dominated by cavalry. Foot soldiers were typically drafted from the populations of cities.

50% of the units in your army, not including heroes, may be Medium Cavalry.

20-25% of the units in your army, not including heroes, may be Light Cavalry.

20-30% of the units in your army, not including heroes, may be made up of Bowmen, Skirmishers, or Levy Peasants.

You may have as many heroes as you have regiment-sized or larger units.

Hussite Army Composition

This list represents Hussite armies of Bohemia between 1419-1434 and 1464-1471CE.

Named after the protestant reformer Jan Hus, the Hussites represented a break from the Catholic traditions and the corruptions that had grown out of it. The Catholic church naturally condemned it and wars were fought in defense of both the Catholic church and the religious movement of Jan Hus. The Hussites were finally defeated in 1434CE at the hands of an alliance that included Catholic Bohemians, the Old City of Prague, as well as others. Further anti-Hussite crusades took place between 1464 and 1471CE against the Hussite King of Bohemia by the Hungarians and the loyal Catholic Bohemian nobility.

The Hussite armies adopted a new and unique style of warfare centered around the war wagon. Hussite war wagons were typically manned by handgunners, crossbowmen, and various pole-armed troops. Along with the war wagons, cavalry often supported the flanks while infantry supported the wagons.

80-100% of the units in your army, not including heroes, may be Billmen or Elite Warriors representing armour-clad halberdiers.

0-20% of the units in your army, not including heroes, may be Light Cavalry.

You may have as many heroes or war wagons with handgunners as you have regiment-sized or larger units.

French Ordinance Army Composition

This can be used to represent armies of France following the devastating Hundred Years War, between 1445 and 1503CE.

The heavy reliance on mercenaries during the Hundred Years War caused much devastation in France and throughout Europe; mercenary soldiers with no employers rampaged across Europe. As such, reliance on mercenary armies was removed and a paid army was put in place in France starting finally in 1445CE.

Knights and foot soldiers, both formed rank and file foot as well as skirmishers made up the foundation of French armies during this period. Crossbowmen still played an important, but diminished role.

40% of the units in your army, not including heroes, may be Knights or Elite Warriors playing the role of dismounted knights.

20% of the units in your army, not including heroes, may be Pikemen, or Bowmen.

15% of the units in your army, not including heroes, may be made up of Crossbow units.

25% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes or cannons as you have regiment-sized or larger units.

English War of the Roses Army Composition

This army list represents armies that fought in England during the War of the Roses between 1455 and 1487CE.

The War of the Roses was a name coined by Shakespeare referring to the two flowers used by the rival houses of York and Lancaster; the white rose and the red rose respectively.

It has been said that the war began because the Duke of York Richard

Plantagenet was offended by the incompetence of the Duke of Lancaster Edmond Beaufort and King Henry the VI's favouritism towards him. In a bid to rid England of this perceived incompetence, the Duke of York marched on London and so the thirty-year struggle began.

In nearly every battle, nobility fought in heavy plate armour on foot with pole arms or hand weapons, although mounted contingents were also often present. Billmen would be retainers of the respective lords, while crossbow and pikemen would be made up of mercenaries either from Europe or Scotland. Skirmishers units might be best represented as carrying crossbows or 'hand guns'.

0-20% of the units in your army, not including heroes, may be Knights.

20-50% of the units in your army, not including heroes, may be Elite warriors or Elite Spearmen playing the role of dismounted knights, Billmen, Pikemen, Levy Freemen or Levy Peasants.

30-50% of the units in your army, not including heroes, must be made up of Bowmen units.

0-10% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes or cannons as you have regiment-sized or larger units.

Burgundian Ordinance Army Composition

This DBA army list covers the army of the Duke of Burgundy Charles the Bold from 1471 until his defeat and death to the hands of Duke of Lorraine's Swiss mercenaries in 1477CE.

After revolting against the King of France and capturing towns of Somme, Charles the Bold aka Charles the Rash, was unhappy with the composition of his armies. Thus, he drafted several new ordinances between 1471 and 1473CE on what he thought would make a better army.

After some success and more than a few imperialistic campaigns Charles the Bold gained his name. It wasn't until he launched a campaign against the Swiss in 1476CE in response to their declaration of war that things really started to fall apart. The end finally culminated in his death at the hands of the army of the Duke Rene of Lorraine in 1477CE.

40% of the units in your army, not including heroes, must be either Knights or Elite Warriors playing the role of dismounted knights.

25-33% of the units in your army, not including heroes, must be made up of Bowmen, Hand gunners or Crossbow units.

25% of the units in your army, not including heroes, must be made up of Pikemen.

0-10% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes or cannons as you have regiment-sized or larger units; Burgundian ordinance armies may include cannons from the period.

ARMY LIST PROFILES

Infantry

Elite Warriors Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	3+	-	5+	10	11/13	85
Regiment	5	3+	-	5+	10	14/16	160
Horde	5	3+	-	5+	20	21/23	300

Options: Can have banner (+15 pts), musician (+10 pts).

Elite Spearmen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	3+	-	5+	10	11/13	85
Regiment	5	3+	-	5+	10	14/16	175
Horde	5	3+	-	5+	20	21/23	325

Special: *Phalanx*.

Options: Can have banner (+15 pts), musician (+10 pts).

Spearmen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	-	4+	10	11/13	60
Regiment	5	4+	-	4+	10	14/16	125
Horde	5	4+	-	4+	20	21/23	235

Special: *Phalanx*.

Options: Can have banner (+15 pts), musician (+10 pts).

Pikemen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	5+	4+	10	11/13	60
Regiment	5	4+	-	4+	10	14/16	140
Horde	5	4+	-	4+	20	21/23	265

Special: *Pikemen*.

Options: Can have banner (+15 pts), musician (+10 pts).

Billmen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	-	3+	10	10/12	45
Regiment	5	4+	-	3+	10	13/15	80
Horde	5	4+	-	3+	20	20/22	150

Special: *Crushing Strength(1)*

Options: Can have banner (+15 pts), musician (+10 pts).

Levy Freeman Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	5+	4+	10	11/13	60
Regiment	5	4+	-	4+	10	14/16	110
Horde	5	4+	-	4+	20	21/23	210

Options: Can have banner (+15 pts), musician (+10 pts).

Levy Peasants Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	5+	3+	10	9/11	45
Regiment	5	4+	5+	3+	10	12/14	80
Horde	5	4+	5+	3+	20	19/21	150

Special: *Impetuous!*

Options: Can have banner (+15 pts), musician (+10 pts).

Pavisiers Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment	5	5+	4+	5+	10	14/16	160
Horde	5	5+	4+	5+	10	19/21	305

Special: Bows

Options: Can have banner (+15 pts), musician (+10 pts).

Pavisiers with Crossbows Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment	5	5+	4+	5+	10	14/16	160
Horde	5	5+	4+	5+	10	19/21	310

Special: Crossbows, Piercing(1), *Reload!*

Options: Can have banner (+15 pts), musician (+10 pts).

Pavisiers with Handguns Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment	5	5+	4+	5+	10	14/16	185
Horde	5	5+	4+	5+	10	19/21	360

Special: Handguns, Piercing(2), *Reload!*

Options: Can have banner (+15 pts), musician (+10 pts).

Bowmen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	5+	5+	3+	10	10/12	55
Regiment	5	5+	5+	3+	10	13/15	100
Horde	5	5+	5+	3+	20	20/22	190

Special: Bows

Options: Can have banner (+15 pts), musician (+10 pts).

Crossbowmen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	5+	5+	3+	10	10/12	65
Regiment	5	5+	5+	3+	10	13/15	110
Horde	5	5+	5+	3+	20	20/22	200

Special: Crossbows, Piercing(1), *Reload!*

Options: Can have banner (+15 pts), musician (+10 pts).

Hand Gunners Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	5+	5+	3+	10	10/12	90
Regiment	5	5+	5+	3+	10	13/15	135
Horde	5	5+	5+	3+	20	20/22	225

Special: Handguns, Piercing(2), *Reload!*

Options: Can have banner (+15 pts), musician (+10 pts).

Skirmishers Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	6	5+	5+	2+	10	10/12	75
Regiment	6	5+	5+	2+	20	13/15	110

Special: *Nimble*, Skirmish, Loose Formation, Javelins.

Options: Can replace Javelins with Bows (+20 pts), can have shields (+10 pts), musician (+5 pts).

Cannon War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	-	5+	5+	1	10/12	85

Special: Blast (2D6+1), Piercing(4), Grapeshot

ARMY LIST PROFILES

Cavalry & Heroes

Light Cavalry Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	10	5+	4+	4+	8	11/13	90
Regiment	10	5+	4+	4+	16	14/16	170

Special: Javelins. *Nimble. Feigned Flight.*

Options: Can replace Javelins with Bows for +20pts. Can have banner (+15 pts), musician (+10 pts).

Medium Cavalry Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	9	4+	-	4+	8	11/13	70
Regiment	9	4+	-	4+	16	14/16	125

Special: Crushing Strength (1)

Options: Can have banner (+15 pts), musician (+10 pts).

Camelry Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	9	4+	-	4+	8	11/13	70
Regiment	9	4+	-	4+	16	14/16	125

Special: Crushing Strength (1), *Bane of Horses*

Options: Can have banner (+15 pts), musician (+10 pts).

Knights Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	8	3+	-	5+	8	11/13	95
Regiment	8	3+	-	5+	16	14/16	175

Special: Crushing Strength (2), *Headstrong*

Options: Can have banner (+15 pts), musician (+10 pts).

War Wagon Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
War Wagon	2	4+	5+	5+	5	10/12	55

Special: Crossbows, *Piercing(1), Reload!, Wooden Walls*

Options: Can have banner (+15 pts), musician (+10 pts).

War Wagon w/ Handguns Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
War Wagon	2	4+	5+	5+	5	10/12	90

Special: Handguns, *Piercing(2), Reload!, Wooden Walls*

Options: Can have banner (+15 pts), musician (+10 pts).

War Elephant Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	6	3+	6+	5+	10	14/16	280

Special: Crushing Strength(2), *Beastly Rampage, Inspiring.*

King Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	4	14/16	120

Special: Crushing Strength(1), *Inspiring, Individual.*

Options: You may mount the general on a horse increasing speed to 9 (+10 pts).

Noble Lord Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	3	12/14	80

Special: Crushing Strength(1), *Inspiring, Individual.*

Options: You may mount the general on a horse increasing speed to 9 (+15 pts).

Petty Lord Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	4+	-	5+	2	11/13	50

Special: Crushing Strength(1), *Individual.*

Options: You may mount the general on a horse increasing speed to 9 (+10 pts).

Warrior Cleric Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	5+	-	4+	2	11/13	50

Special: Crushing Strength(1), *Individual, Inspiring, Fanatical Inspiration.*

Options: You may mount the Warrior Cleric on a horse increasing speed to 9 (+10 pts).

Army Standard Bearer Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	4+	-	4+	1	10/12	30

Special: *Inspiring, Individual.*

Options: You may mount the general on a horse increasing speed to 9 (+5 pts).