

EARLY POLES 960 - 1034 CE

(version January 13th, 2012)

CORE

This army list covers the Poles from the reign of Mieszko I until the anti-Christian uprisings in the 10th century and the collapse of the Early Polish principality. Historical enemies include the Eastern Franks, Vikings, Western Slavs, Bohemians and Rus.

An Early Polish army must include a general, at least one unit of Druzhina cavalry, one unit of spearmen and one unit of archers.

Strategy Rating: 3

Climate: Forested

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least 1 unit of Druzhina cavalry, 1 unit of spearmen and 1 unit of archers
May include up to 7 other core troop selections
- Support:** May include up to 4 support
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish:** May include up to 4 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 25% of the points available may be spent on troops from the Allies section

COMMAND

An Early Polish army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
DUKE/KING	9 + 2	9 + 2	+2	ARMY GENERAL, MOUNTED	60
GENERAL	8 + 1	8 + 1	+1		FREE

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
SUB-COMMANDER	8 + 1	8 + 1	+1	MOUNTED	65

Players may select up to 10 units from the Core section. At least one unit of Druzhina cavalry, one unit of spearmen and one unit of peasant archers must be taken.

1-2 units of Druzhina Cavalry

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	4+	4+	1	7	8	37

Weapons: Throwing Spear, Hand Weapon
Armour: Light Armour, Shield
Special Rules: Feigned Flight
Upgrades: None

Spearmen

Models per unit: 15-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	6	4+	1	6	6	8

Weapons: Hand Weapon, Long Spear
Armour: Shield
Special Rules: None
Upgrades: The unit may upgrade to include two handed axes or heavy hand weapons at a cost of 1 pt per model. This entitles a quarter of the front rank attack dice to be with the weapon upgrade.

* For example, if a unit had 9 attacks, 2 would be with the upgraded weapon. The player must decide to use this option or not before any dice for combat are rolled.

Archers

Models per unit: 15-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	N/A	4+	1	6	6	9

Weapons: Composite Bow, Hand Weapon
Armour: None
Special Rules: None
Upgrades: May add shields improving ARM to 6 at a cost of 1 pt per model.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Support units may be chosen.

Retinue Cavalry

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	5+	4+	1	7	7	26

Weapons: Throwing Spear, Hand Weapon
 Armour: Shield
 Special Rules: Feigned Flight
 Upgrades: May add light armour, upgrading ARM to 4+, at a cost of 2 pts per model.

One retinue cavalry unit may be selected for every Druzhina Cavalry units taken.

Up to 2 units of Peasant Levies

Models per unit: 18-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	2	6	4+	1	5	6	3

Weapons: Improvised Weapon
 Armour: Shield
 Special Rules: Levies
 Upgrades: May exchange improvised weapon for long spear at a cost of 1 pt per model.

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen.

Slingers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	6	8

Weapons: Sling, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: None

Skirmishing Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	10	4+	1	3	N/A	4+	1	6	5	9

Weapons: Composite Bow, Hand Weapon
 Armour: None
 Special Rules: None
 Upgrades: None

ALLIES

Up to 25% of the points available may be spent on troops from the Allies section. May choose one of the following:

Eastern Franks
 Early Rus
 Western Slavs
 Magyars
 Vikings
 Pechenegs

EARLY POLISH ALLIES

Early Polish allies may be taken by other armies as indicated in their army list. Early Polish allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander
 Up to 2 units of Druzhina cavalry
 Up to 2 units of archers
 Up to 2 units of spearmen
 Up to 2 units of retinue cavalry*

*One retinue cavalry unit may be selected for every Druzhina Cavalry units taken.

Many thanks to Bernhard Haizinger for putting this army list together.