

EAST FRANCIA (EASTERN FRANKS) 911 – 1100 CE

(version July 16th, 2012)

This army list covers the Eastern Franks between the end of the Carolingians at the beginning of the 10th century until the end of the 11th century when the term Eastern Franks fell out of use and the eastern part of the former Frankish Empire became Germany.

Historical enemies include the Eastern Franks themselves, Western Franks, Vikings, Western Slavs, Great Moravia, Poles, Bohemians, Magyars, Lombards, Muslims and Byzantines.

An Eastern Frankish army must include a general and compulsory troops as detailed below.

Strategy Rating: 3

Climate: Fertile or Forested (Old Saxon, Frisian or Thuringian armies only)

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include 2 units of compulsory troops as detailed below
May include up to 8 other core
- 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 3 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 30% of the points available may be spent on troops from the Allies section

At the beginning of the 10th century the East Frankish armies could be quite different. In Saxony and the eastern borders able Infantry were available, trained by the ongoing fights against Vikings, Slavs and Magyars. But these areas suffered from a lack of cavalry, especially armoured cavalry. In the southern and western parts - Swabia, Bavaria and Lotharingia - the infantry lost importance and armoured cavalry was already a very important part of an army. With the military reforms of Heinrich I more high quality cavalry became available to the Saxons and Thuringians, but the Old Saxon armies still fought through the end of the period mainly on foot.

Old Saxon, Frisian or Thuringian armies

Must include at least one unit of Dismounted Milites and one of Spearmen.
Dismounted Milites and Light Cavalry count as core troops.
Milites and Milites Armati count as Support.
All spearmen may be upgraded, not just every second unit.

Western and Southern Duchies

Must include at least one unit of Milites and one of Spearmen.
May not include Legio Mesaburiorum.

Imperial Army

Must include at least two units of Milites and/or Milites Armati.
No restriction on number of Milites Armati units.
May not include Legio Mesaburiorum.

COMMAND

An Eastern Frankish army must include a general and may include up to 2 sub-commanders.

General

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

Upgrades: None

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
SUB- COMMANDER	8 + 1	8 + 1	+1	NONE	55

Upgrades: May be mounted on a horse at a cost of 10 pts

CORE

Players may select up to 10 units from the Core Troops section.

Mounted Milites

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	28

Weapons: Hand Weapon, Long or Throwing Spear
Armour: Shield
Special Rules: Shock Cavalry, Warhorses
Upgrades: If armed with throwing spears, may add javelins at a cost of 1pt per model.
May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.
If all milites armatii are upgraded, or if none are in the army, may upgrade to HTH 4, ML 8 at a cost of 9 pts per model.

Milites Armati

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	4+	4+	1	7	7	30

Weapons: Hand Weapon, Long or Throwing Spear
Armour: Light Armour, Shield
Special Rules: Shock Cavalry, Warhorses
Upgrades: If armed with throwing spears, may add javelins at a cost of 1pt per model.
May have heavy armour instead of light upgrading ARM to 3+, but reducing MR to 18, at a cost of 3 pts per model.
May upgrade to HTH 4, ML 8 and add the Fearsome unit rule at a cost of 11 pts per model.

The number of Milites Armati units must be fewer than the number of Milites units in the army.

Spearmen Models per unit: 12-32

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: May add javelins at a cost of 1pt per model.
 Every second unit may be upgraded to DL and ML 7 and add the shieldwall unit rule at a cost of 4 pts 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.

Dismounted Milites Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	10	4+	1	4	6	4+	1	7	7	14

Weapons: Hand Weapon, Long Spear
 Armour: Shield
 Special Rules: Mixed Formation, Shieldwall (closed order only)
 Upgrades: May add javelins at a cost of 1pt per model.
 May upgrade to Armati, adding light armour upgrading ARM to 5+ and ML to 8 at a cost of 4 pts per model.
 The unit may upgrade to include two handed axes at a cost of 2 pts per model, or heavy hand weapons at a cost of 1 pt per model.
 This entitles half of the front rank attack dice to be with the weapon upgrade.

* For example, if a unit had 8 attacks, 4 would be with the upgraded weapon. The player must decide to use this option or not before any dice for combat are rolled.

Legio Mesaburiorum Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	10	4+	1	4	6	4+	1	7	8	15

Weapons: Long Spear, Hand Weapon
 Armour: Shield
 Special Rules: Fearsome
 Upgrades: The unit may upgrade to include two handed axes at a cost of 2 pts per model, or heavy hand weapons at a cost of 1 pt per model.
 This entitles half of the front rank attack dice to be with the weapon upgrade.

The Legio Mesaburiorum consisted of pardoned bandits and outlaws who had to defend the marches against Slavic raiders.

Archers Models per unit: 12-24

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: None

Up to 2 units of Light Cavalry Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	5+	4+	1	7	7	24

Weapons: Hand Weapon, Throwing Spears
 Armour: Shield
 Special Rules: None
 Upgrades: May add javelins at a cost of 1 pt per model.

The light cavalry mainly was provided by Old Saxons, Thuringians and Slavs.

Up to 2 units of Peasant Levies Models per unit: 18-40

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

Weapons: Long Spear
 Armour: Shield
 Special Rules: Levies
 Upgrades: None

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 3 Skirmish units may be chosen.

Javelinmen 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	5	7

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

Up to 1 unit of 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	6	10

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

ALLIES

Up to 30% of the points available may be spent on troops from the Allies section. May choose one of the following:

Old Saxon, Frisian or Thuringian armies

Magyars

Western Slavs

Western and Southern Duchies

Anglo-Danish

Normans

Western Frankish

Magyars and Western Slavs may not be used together with Burgundians, Normans, Lombards and Western Franks

Imperial Army

Bohemians

Burgundians

Early Polish

Great Moravians

Lombards

EAST FRANKISH ALLIES

Allied armies may take the following Frankish troops as allies. Allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander

Up to 2 units of milites

Up to 1 unit of dismounted milites

Up to 2 units of spearmen

Up to 1 unit of archers

Up to 1 unit of light cavalry

Up to 1 unit of javelinmen

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