

# ITALO-LOMBARDS 774 - 1077 CE

(version June 22nd, 2011)

## CORE

This army list covers the Later Lombard principalities and Italian cities between the end of the Lombard Kingdom and the conquest of the last Lombard principalities by the Normans in 1077. Historical enemies include the Italo-Lombards, Carolingian Franks, Eastern Franks, Magyars, Muslims and Byzantines.

An Italo-Lombard must include a general and at least two units of milites and 1 unit of archers.

Strategy Rating: 2

Climate: Fertile

### ARMY SELECTION

- Command:** Must include a general  
May include up to 2 sub-commanders
- Core:** Must include at least 2 units of milites 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 2 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 Italo-Lombard army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
KING	9 + 2	9 + 2	+2	ARMY GENERAL, MOUNTED	60
PRINCE	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 2 units of milites and 1 unit of archers must be taken.

Up to 4 units of Milites

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	8	26

**Weapons:** Hand Weapon, Long Spear  
**Armour:** Shield  
**Special Rules:** None  
**Upgrades:** May upgraded to armoured milites, with light armour (ARM 4+) and Hth 4, at a cost of 9 pts per model.  
 Armoured Milites may be upgraded to Fearsome and Shock Cavalry at a cost of 4 pts per model.

Dismounted Milites

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	10	4+	1	3	6	4+	1	7	8	12

**Weapons:** Hand Weapon, Long Spear  
**Armour:** Shield  
**Special Rules:** None  
**Upgrades:** May and upgraded to armoured milites, with light armour (ARM 5+) and Hth 4, at a cost of 5 pts per model.

Archers

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	2	N/A	4+	1	6	6	7

**Weapons:** Composite Bow, Hand Weapon  
**Armour:** None  
**Special Rules:** None  
**Upgrades:** May be upgraded to HTH 3 at a cost of 3 pts per model.  
 One unit may be upgraded to Elite Militia with HTH 3, DL 7 and ML 8, and equipped with Light Armour (ARM 6), at a cost of 6 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.

### Italian Militia

Models per unit: 10-30

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

Weapons: Long Spear, Hand Weapon  
 Armour: Shield  
 Special Rules: Irregular  
 Upgrades: May be upgraded to HTH 3, DL and ML 6 at a cost of 4 pts per model. One unit may be upgraded to Elite Militia with HTH 3, DL 7 and ML 8, and equipped with Light Armour (ARM 5+), at a cost of 10 pts per model.

Upgraded troops lose the Irregular unit rule.

### Italian 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	5	2

Weapons: Improvised Weapon  
 Armour: Shield  
 Special Rules: Levies  
 Upgrades: May add long spears 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 2 Skirmish units may be chosen.

### Skirmishing Archers

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	8

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

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

## ALLIES

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

Magyars  
Aghlabids

Italo-Normans  
Byzantines

Eastern Franks

## ITALO-LOMBARD ALLIES

Italo-Lombard allies may be taken by other armies as indicated in their army list. They are bound by any restrictions in the parent list. Italo-Lombard allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander  
Up to 1 unit of Archers

Up to 2 units of of Milites  
Up to 1 unit of Italian militia