

MAGYARS 834 - 1000 CE

(version May, 2011)

CORE

This army list deals with the Magyars from their initial fighting in Moravia and Pannonia in the mid-ninth century until King Istvan accepted Christianity in 1000 CE. Historical enemies include the Carolingian Franks, Eastern and Western Franks, Great Moravians, Bulgarians, Poles, Bohemians, Pechenegs, Slavs, Lombards and Byzantines.

A Magyar army must include a general and at least three units of Magyar Horse Archers.

Strategy Rating: 4

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 3 sub-commanders
- Core:** Must include at least 3 units of Magyar horse archers
May include up to 7 other core troop selections
- Support:** May include up to 3 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

A Magyar army must include a general and may include up to 3 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
GYLAS	9 + 2	9 + 2	+2	ARMY GENERAL, MOUNTED	60
KARCHAS	8 + 1	8 + 1	+1		FREE

As long as he does not generate the 'cautious' or 'predictable' traits, the general may deploy up to 2 units of horse archers or noble cavalry as a hidden ambush force (pg 130) as long as the opposing side does not win the initiative and the battlefield terrain allows it.

Up to 3 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 three units of Magyar horse archers must be taken.

Magyar Horse Archers

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	3+	1	3	6	4+	1	8	8	33

- Weapons:** Composite Bow, Hand Weapon
- Armour:** None
- Special Rules:** Feigned Flight, Missile Charge
- Upgrades:** May add bucklers, upgrading ARM to 5+*, at a cost of 2 pts per model.

Magyar Noble Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	3	6	4+	1	8	8	35

- Weapons:** Composite Bow, Throwing Spear, Hand Weapon
- Armour:** None
- Special Rules:** Feigned Flight, Missile Charge
- Upgrades:** May add buckler, upgrading ARM to 5+*, at a cost of 1 pt per model.
May add light armour or shield, upgrading ARM to 5+, at a cost of 2 pts per model.
May add light armour and buckler, upgrading ARM to 4+*, at a cost of 3 pts per model.
May add light armour and shield, upgrading ARM to 4+, at a cost of 4 pts per model.

*note that bucklers only upgrade armour in hand-to-hand combat, and not against missiles, for formed units

One noble cavalry unit may be selected for every three horse archer units taken. The number of horse archer models must be greater than the number of Magyar noble cavalry plus Bavarian milites models in the army.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 3 Support units may be chosen. A maximum of 2 Slavic units may be chosen.

Up to 1 unit of Bavarian Milites

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	4+	4+	1	7	8	39

Weapons: Throwing or Long Spear, Hand Weapon
 Armour: Light Armour, Shield
 Special Rules: Fearsome, Shock Cavalry
 Upgrades: If armed with throwing spears, may add javelins at a cost of 1 pt per model.

Bavarian milites may only be chosen in the army from 975 CE and later.

Up to 2 units of Slavic Infantry

Models per unit: 10-30

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

Weapons: Hand Weapon, Long or Throwing Spear
 Armour: Shield
 Special Rules: None
 Upgrades: May exchange spear and shield for composite bow at no cost.

All units of Slavic infantry and levies must be armed with the same spear choice. Slavic infantry may only be chosen in the army from 898 CE and later.

Up to 2 units of Slavic 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	4

Weapons: Hand Weapon, Long or Throwing Spear
 Armour: Shield
 Special Rules: Levies
 Upgrades: None

All units of Slavic infantry and levies must be armed with the same spear choice. Slavic infantry may only be chosen in the army from 898 CE and later.

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.

Slavic Infantry Skirmishers

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: Hand Weapon, Javelin
 Armour: None
 Special Rules: None
 Upgrades: May exchange hand weapon and javelins for composite bow at a cost of 1 pt per model.
 If javelin armed may add bucklers, improving ARM to 6, at a cost of 1 pt per model.

Slavic skirmishers may only be chosen in the army from 898 CE and later.

ALLIES

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

Bohemians Eastern Franks Great Moravians
 Early Polish Western Slavs

MAGYAR ALLIES

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

Up to 1 sub-commander At least 1 unit of Magyar horse archers
 Up to 1 unit of Magyar noble cavalry

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