

PECHENEG (850 CE - 1122 CE)

(version August, 2017)

The Pechenegs were a steppe people of Turkic origins, who were pushed westwards from their Central Asian homeland by a coalition of Oghuz Turks, Karluks and Kimaks sometimes at the beginning of the 9th Century CE. The army list covers the period from their settlement along the Donets River under the pressure of the Khazars in about 850 CE, to their final destruction at the hands of the Comnenian Byzantines in the Battles of Levounion (1091 CE) and Beroia (1122 CE). The Pechenegs waged war in typical steppe nomad fashion, relying heavily on horse archers and some better armoured cavalry for shock attacks. They are known for their extensive use of wagon camps (or laagers) as well.

Strategy Rating: 3

Climate: Fertile

ARMY SELECTION

Command:	Must include a general May include up to 2 sub-commanders
Core:	Must include at least 2 units of Horse Archers May include up to 8 other core troop selections
Support:	May include up to 6 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:	None

COMMAND

The army must include a general and may include up to 2 sub-commanders.

General

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

Upgrades: None

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
CHIEFTAIN	8 + 1	8 + 1	+1	MOUNTED	65

CORE

Players may select up to 10 units from the Core Troops section. At least two units of Horse Archers must be taken.

Horse Archers

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN/ SKIRMISH	20	4+	1	3	6	4+	1	6	7	28

Weapons: Hand Weapon, Composite Bow
 Armour: Shield
 Special Rules: Cantabrian Circle, Feigned Flight, Missile Charge
 Upgrades: May add shields upgrading ARM to 5+, at a cost of 2 pts per model.
 May add long or throwing spears at a cost of 2 pts per model.

Elite Horse Archers

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN/ SKIRMISH	20	3+	1	3	6	4+	1	6	8	34

Weapons: Hand Weapon, Composite Bow
 Armour: Shield
 Special Rules: Cantabrian Circle, Feigned Flight, Missile Charge
 Upgrades: May add light armour or shields upgrading ARM to 5+, at a cost of 2 pts per model.
 May add light armour and shield, upgrading ARM to 4+, at a cost of 4 pts per model.
 May add long or throwing spears at a cost of 2 pts per model.

Pecheng Nobles

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	3+	1	4	5+	4+	1	8	8	48

Weapons: Hand Weapon, Long or Throwing Spear, Composite Bow
 Armour: Light Armour
 Special Rules: Cantabrian Circle, Feigned Flight, Missile Charge, Shock Cavalry
 Upgrades: May add shields upgrading ARM to 4+, at a cost of 3 pts per model.
 May be Steady at a cost of 3 pts per model.
 Units larger than 12 models may have the Massed Cavalry rule at no cost.

E P I G R U SUPPORT C R O N I U

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

Tribal Infantry

Models per unit: 10-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED/ 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 Tribal Infantry and Levies must be armed with the same spear choice.

Subject Tribesmen

Models per unit: 12-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED/ OPEN	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 Tribal Infantry and Levies must be armed with the same spear choice.

Up to 1 Wagon Laager

Models per unit: 4-6 (4 crew per wagon)

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	N/A	4+	1/CREW	3	N/A	4+	4	6	6	48

Weapons: Improvised Weapon, Composite Bow

Armour: None

Special Rules: Wagon Laager

Upgrades: None

Wagon Laager:

- Must be set up within the player's deployment area and may not move during the game.
- All wagons are deployed as a single unit and must be within 5cm of another wagon.
- The defenders count as a single unit.
- Wagons provide hard cover to defenders behind them.
- Infantry defenders count as defending a wall in HtH.
- All defenders must remain with the wagons (unless they flee).

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.

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: Improvised Weapon, Javelins

Armour: None

Special Rules: None

Upgrades: May exchange improvised weapons 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.

PECHENG ALLIES

Allied armies may take the following Pecheng troops as allies. They do not have to take compulsory troops and they do not have to select core troops in order to gain access to support troops. They are otherwise bound by any restrictions in the parent list. Pecheng allies are subject to the 'Allies' special rule (see page 101).

Up to 1 Sub-commander

Up to 2 units of Horse Archers

Up to 1 unit of Pecheng Nobles

Up to 2 units of Elite Horse Archers

Many thanks to Dan Minculescu and Vlad Diaconescu for putting this army list together.