

FRANKIA

AUTHORISED ARMY LISTS FOR

**MORTEM
ET GLORIAM**



*Within three days come hundreds thousands four.
In Sarraguce they sound the drums of war;
Mahum they raise upon their highest tow'r,
Pagan is none, that does not him adore.*



ARMY LISTS

THE FRANKS

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CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted, and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Any UGs can be downgraded by one quality grade and/or by one shooting skill representing less strong, tired or understrength troops. If any bases are downgraded all in the TuG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.

Where **allies** are allowed they must conform to the following rules:

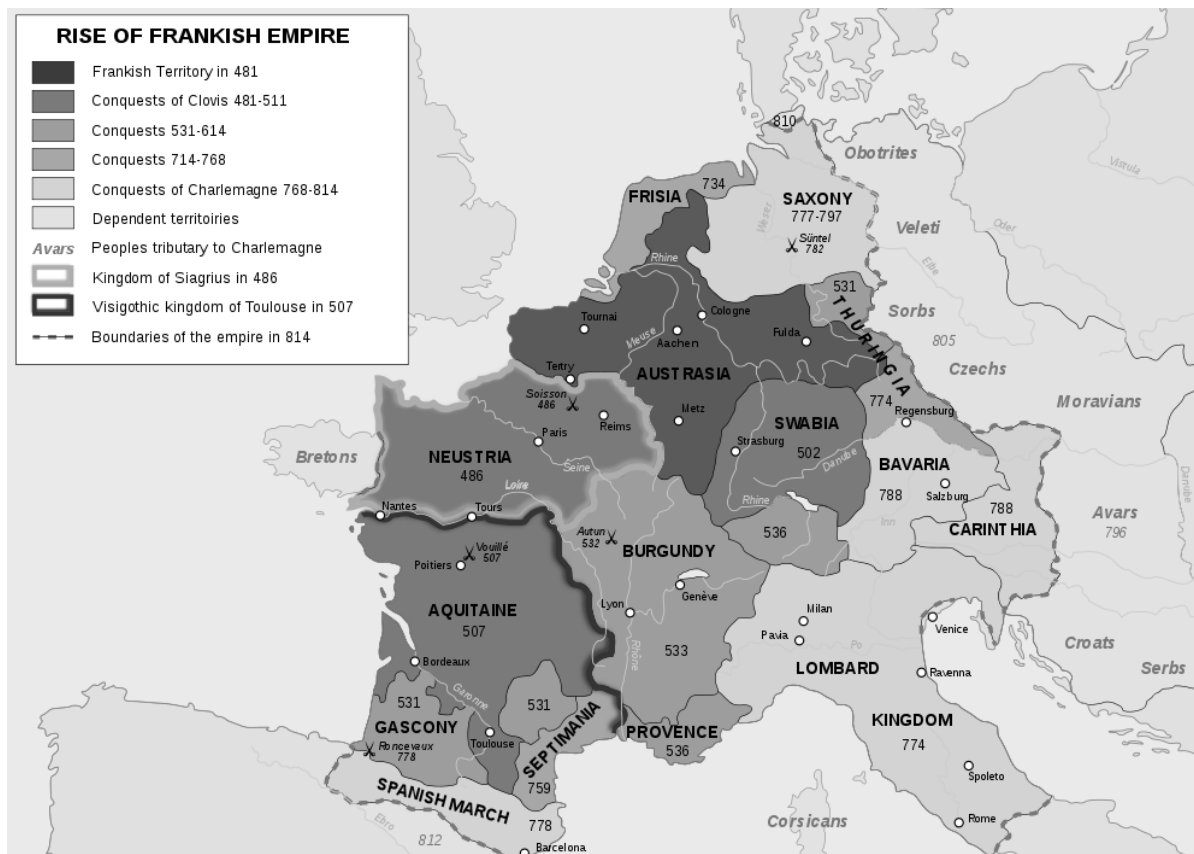
1. They must be a minimum of 2 and a maximum of 4 UGs.
2. They must take UGs sufficient to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

HISTORICAL INTRODUCTION

The term Franks originated in the third and fourth centuries as a collective label for an alliance of Germanic tribes. The name “Franks” is generally thought to mean either ‘the free ones’, or possibly to the word for javelin ‘franca’ or throwing axe ‘francisca’.

In response to frequent Frankish incursions, by the 4th century Franks were being settled within the Roman empire in Northern France, Belgium and the Netherlands south of the Rhine. In 358 A.D. they were given the status of Foederati. In 451 A.D they sided with Rome against the Huns in 451 AD, in what was to be the last major military operation of the Western Roman Empire. This conflict fought near Châlons has become known as the Battle of the Catalaunian Plains, or the Battle of the Campus Mauriacus. The Roman commander Flavius Aetius had assembled a coalition of Franks, Visigoths, Burgundians, Alani, Saxons, Armoricans and Sarmatians to face the troops of Attila, who had allied with the Ostrogoths, Gepids, Rugians, Scirii, Thuringians, Scythians, Bastarnae, Taifals and Alamanni.

The Merovingian dynasty owes its name to the semi-legendary dux Merovech, who is reported to have led the Salian Franks in the Battle of the Catalaunian Plains. The Frankish kings were subject to nominal Roman control but by 481 AD the grandson of Merovech, Chlodwig (or Clovis) I had turned against his Roman overlords. By the 490s, he had conquered all the Frankish kingdoms to the west of the River Maas except for the Ripuarian Franks and was in a position to make the city of Paris his capital. He became the first king of all Franks in 509, after he had conquered Cologne. After conquering the Kingdom of Soissons and expelling the Visigoths from southern Gaul at the Battle of Vouillé, he established Frankish hegemony over most of Gaul, excluding Burgundy, Provence and Brittany, which were eventually absorbed by his successors.



Clovis I divided his realm between his four sons, who united to defeat Burgundy in 534. Internecine feuding between the sons, grandsons and great-grandsons led to three distinct subkingdoms emerging: Austrasia, Neustria and Burgundy, each of which developed independently and sought to exert influence over the others.

The Frankish realm was reunited in 613 by Chlothar II who granted his nobles the Edict of Paris in an effort to reduce corruption and reassert his authority. Following the military successes of his son and successor Dagobert I, royal authority rapidly declined under a series of kings, traditionally known as les rois fainéants. After the Battle of Tertry in 687, each mayor of the palace, who had formerly been the king's chief household official, effectively held power until in 751, with the approval of the Pope and the nobility, Pepin the Short deposed the last Merovingian king Childeric III and had himself crowned. This inaugurated a new dynasty, the Carolingians.

The name Carolingian derives from the Latinised name of Charles (Martel) 'Carolus', the grandfather of Charlemagne. Before he died in 741 A.D., Charles Martel had successfully fought the Neustrians, Alamanni, Frisians, Saxons, Thuringians, Bavarians, Burgundians, Aquitanians and the inhabitants of Provence. He also fought the Moors who by 715 A.D. had occupied all the major Iberian cities. In 720 A.D. they crossed the Pyrenees and occupied Narbonne. In 732 A.D. he drove them back into Spain.

Pepin obtained support from the Pope and was officially crowned in 754 A.D. In the following two years he waged war and twice defeated the Langobards (Lombards) who relinquished territories to Pepin and paid an annual tribute. Pepin died in 768 A.D. leaving two sons, Carolman and Charles. Carolman died in 771 A.D. leaving Charles (later to become 'Lemagne') as sole ruler. In 774 A.D. he invaded Italy where the Langobards had become a threat again. This time the Langobard kingdom was eliminated and incorporated into the Frankish empire. He also fought a long series of wars against the Saxons who were finally conquered and pacified by 804 A.D. Further campaigns were fought in Spain, and further East against the Wends, Slavs and Avars. The latter invaded Friuli and Bavaria but were obliterated in campaigns between 791 and 803 A.D.

Charlemagne's empire remained intact until 843 A.D. despite three civil wars after Charlemagne died. It was eventually divided among three grandsons in the Treaty of Verdun. Louis received East Francia, the precursor of the Holy Roman Empire. Lothair received Middle Francia, the central portion from the Low Countries to Italy. Charles the Bald received West Francia which later became France. The division into France and Germany occurred after the death of Lothair at the Treaty of Meerssen in 870 A.D. The Carolingians ruled in East Francia until 911 A.D. In West Francia they ruled intermittently until 987 A.D. when the Capetian dynasty supplanted Carolingian rule.

In the course of the 10th century, the initially destructive incursions of Norse war bands into the rivers of France evolved into more permanent encampments. The Duchy of Normandy, which began in 911 as a fiefdom, was established by the treaty of Saint-Clair-sur-Epte between King Charles III of West Francia and the famed Viking ruler Rollo. The treaty offered Rollo and his men the French lands in exchange for their protection against further Viking incursions. The descendants of Rollo's Vikings would replace the Norse religion and Old Norse language with Catholicism (Christianity) and the Gallo-Romance language of the local people. The Normans thereafter adopted the growing feudal doctrines of the rest of France.

TOLOSAN VISIGOTH



ARMY COMMANDER	1	Any Instinctive	DATES	419 A.D. to 621 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Buccellarii	CAVALRY	Formed Loose	Superior	Protected	-	-	Devastating Chargers	Melee Expert	4 12	4,6
Gardingi	CAVALRY	Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Melee Expert	0 32	4,6
Spearmen	INFANTRY	Tribal Close	Average	Protected	-	-	Devastating Chargers	Combat Shy	18 60	6,8,9
Roman auxiliaries	INFANTRY	Drilled Flexible	Average	Protected	Unskilled Darts	Short Spear	-	Combat Shy	8 16	6,8
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 27	6,9
Slingers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Sling	-	-	Combat Shy	0 9	6,9

ALLIES

Byzantine allies - 550 A.D. to 554 A.D. (Any Professional)

Ostrogoth allies - 493 A.D. to 526 A.D. (Any Instinctive)

Frankish allies - 466 A.D. to 584 A.D. (Any Instinctive)

NOTES

Visigothic allied contingents need not include otherwise compulsory foot.

HISTORICAL NOTES

This list covers the Visigoths in south-west Gaul, through its extension into Spain, 469 - 478 and its loss of the Gallic provinces to the Franks in 507. Buccellarii were the nobles well-armoured followers. Gardingi comprised minor royal officials, lesser gentry and followers in more traditional Gothic equipment, but now relying more on skirmishing with javelins than on a fierce charge. The initial settlement gave the Visigoths control of the former Roman garrison. These degenerated into city militia.

EARLY MEROVINGIAN FRANK



ARMY COMMANDER	1	Any Instinctive	DATES	485 A.D. to 561 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Noble cavalry	CAVALRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	4	4,6
Cavalry	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	-	Melee Expert	4	4,6
Light cavalry	CAVALRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0	4,6
Warriors	INFANTRY	Tribal Close	Average	Protected	-	Impact Weapon	-	Combat Shy	18	6,8,9
City levy	INFANTRY	Tribal Close	Poor	Protected	-	Long Spear	-	Combat Shy	0	6,8,9
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0	6,9
Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0	6,9

ALLIES

- Breton allies (Any Instinctive)
- Burgundi allies - 532 A.D. (Any Instinctive)
- Visigothic allies - Tolosan Visigothic (Any Instinctive)

HISTORICAL NOTES

The name Merovingian derives from that of Merovech, of whom nothing is known except that he was the father of Childeric I, who ruled a tribe of Salian Franks from his capital at Tournai. Childeric was succeeded by his son Clovis I in 481 or 482. Clovis I extended his rule over all the Salian Franks, conquered or annexed the territories of the Riparian Franks and the Alemanni, and united nearly all of Gaul except for Burgundy and what is now Provence. At Clovis I's death in 511, his realm was divided among his four sons, Theuderic I, Chlodomer, Childebert I, and Chlotar I. Despite the frequently bloody competition between the brothers, they managed among them to extend Frankish rule over Thuringia in approximately 531 and Burgundy in 534 and to gain sway over, if not possession of, Septimania on the Mediterranean coast, Bavaria, and the lands of the Saxons to the north. By 558 Chlotar I was the last surviving son of Clovis I, and until his death in 561 the Frankish realm was once again united.

BURGUNDIAN



ARMY COMMANDER	1	Any Instinctive	DATES	496 A.D. to 639 A.D.
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Noble cavalry	CAVALRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	4	4,6
Cavalry	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	-	Melee Expert	4	4,6
Burgundian tribal infantry	INFANTRY	Tribal Close	Average	Protected	-	-	Devastating Chargers	Combat Shy	27	6,8,9
Burgundian or Gallo-Roman archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0	6,9
Basque javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0	6,9

NOTES

Provençal allied contingents count as internal.

HISTORICAL NOTES

The Burgundians were one of the Germanic peoples who filled the power vacuum left by the collapse of the western half of the Roman Empire. In 411, they crossed the Rhine and established a kingdom at Worms. Amidst repeated clashes between the Romans and Huns, the Burgundian kingdom eventually occupied what is today the borderlands between Switzerland, France, and Italy. In 534, the Franks defeated Godomar, the last Burgundian king and took over the country of Burgundy, absorbing the territory into their growing empire. Under the Merovingians, the Kingdom of Burgundy continued to exist and parts of the Kingdom re-emerged as a separate state in the 11th century.

PROVENCAL



ARMY COMMANDER	1	Any Instinctive	DATES	496 A.D. to 639 A.D.
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Frankish noble cavalry	CAVALRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	0	4,6
Gallo-Roman noble cavalry	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	-	Melee Expert	0	4,6
Gallo-Roman infantry	INFANTRY	Tribal Close	Average	Protected	-	Long Spear	-	Combat Shy	18	6,8,9
City/Champagne levy infantry	INFANTRY	Tribal Close	Poor	Protected	-	Long Spear	-	Combat Shy	9	6,8,9
Burgundian or Gallo-Roman archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Bow	-	Combat Shy	0	6,9
Basque javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Javelin	-	Combat Shy	0	6,9

ALLIES

Tolosan Visigothic rebel allies - after 588 A.D. (Any Instinctive)

NOTES

Burgundian allied contingents count as internal.

PROVENCAL



HISTORICAL NOTES

The rule of the Visigoths in Provence was short-lived; their King, Alaric II, was defeated by Clovis I, in 507. The Burgundians, allied with the Franks, tried to take all of Provence for themselves. They were stopped by another barbarian power, the Ostrogoths, led by Theodoric, who entered Provence, lifted the Burgundian siege of Arles, and took Marseille and Avignon in 508. Theodoric was both a barbarian king and an ally of the Byzantine Roman Empire.

The rule of the Ostrogoths lasted little more than thirty years, and in 536, the Eastern Roman Emperor Justinian ceded all of Provence to the Merovingian kings. The Merovingians were the first northern European rulers to govern Provence. After 561, Provence was split between two Merovingian kings; Sigebert, the King of Austrasia, ruled Marseille, Aix and Avignon, while Gontran, the King of Burgundy, ruled the eastern part of Provence.

The second half of the 6th century was a terrible time for Provence; the region suffered continual conflicts between the two kings, attacks by Lombard and Saxon raiders, and epidemics of plague and other diseases. Irrigation works built by the Romans fell into ruins and the fields which the Romans had drained in the Rhone Valley turned back into marshes. Roman buildings and aqueducts were not maintained. Populations left the cities and moved to fortified villages on the hilltops.

GALLIA AQUITANIA



ARMY COMMANDER	1	Any Instinctive	DATES	507 A.D. to 639 A.D.
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Frankish noble cavalry	CAVALRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	0	4,6
					-				12	
Gallo-Roman noble cavalry	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	-	Melee Expert	4	4,6
					-				12	
Bretons and Alans	CAVALRY	Formed Flexible	Average	Protected	Experienced	Short Spear	-	Combat Shy	0	4,6
					Javelin				6	
City levy cavalry	CAVALRY	Drilled Loose	Poor	Protected	-	Short Spear	-	Melee Expert	0	4,6
					-				6	
Sarmatian or Taifali cavalry	CAVALRY	Formed Loose	Average	Protected	-	Charging	-	Melee Expert	0	4,6
					-	Lancer			6	
Frankish or Alamannic infantry	INFANTRY	Tribal Close	Average	Protected	-	Impact Weapon	-	Combat Shy	0	6,8,9
					-				27	
Gallo-Roman infantry	INFANTRY	Tribal Close	Average	Protected	-	Long Spear	-	Combat Shy	27	6,8,9
					-				64	
Breton or Basque cavalry	CAVALRY	Skirmisher	Average	Unprotected	Experienced	-	-	Combat Shy	0	4,6
					Javelin				8	
Frankish archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,9
					Bow				9	
Basque javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Short Spear	-	Combat Shy	0	6,9
					Javelin				9	

ALLIES

Tolosan Visigothic rebel allies - after 588 A.D. (Any Instinctive)

GALLIA AQUITANIA



HISTORICAL NOTES

Gallia Aquitania fell under Visigothic rule in the 5th century. It was conquered by the Franks under Clovis I in 507, as a result of the Battle of Vouillé. During the 6th and early 7th century, it was under direct rule of Frankish kings, divided between the realms of Childebert II and Guntram in the Treaty of Andelot of 587. Under Chlothar II, Aquitaine was again integral part of Francia, but after Chlothar's death in 628, his heir Dagobert I granted a subkingdom in southern Aquitaine to his younger brother Charibert II. This subkingdom, consisting of Gascony and the southern fringe of Aquitaine proper, is conventionally known as "Aquitaine" and forms the historical basis for the later duchy. Charibert campaigned successfully against the Basques, but after his death in 632, they revolted again, in 635 subdued by an army sent by Dagobert (who was at the same time forced to deal with a rebellion in Brittany).

SWABIAN DUCHIES



ARMY COMMANDER	1	Any Instinctive	DATES	539 A.D. to 744 A.D.
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL		
Swabian Caballarii	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	-	Melee Expert	0	4,6
Dismount Swabian Caballarii or Nobles	INFANTRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	8	6,8
Swabian Nobles	CAVALRY	Formed Loose	Poor	Protected	-	Short Spear	-	Melee Expert	Any	0
Mercenary Thuringians	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	-	Melee Expert, Dismountable	24	4,6
Levy "free men"	INFANTRY	Formed Close	Poor	Protected	-	Short Spear	-	Combat Shy	9	6,8,9
Lantwer	INFANTRY	Formed Loose	Poor	Unprotected	-	Long Spear	Combat Shy	-	48	9
Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced	-	Combat Shy	-	20	0
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	-	Combat Shy	18	0

HISTORICAL NOTES

In 496, the Suebi (Swabians) were conquered by Frankish leader Clovis and incorporated into his dominions. Mentioned as still pagan allies of the Christian Franks, the Alemanni were gradually Christianized during the 7th century. The Pactus Alamannorum is a record of their customary law during this period. Until the 8th century, Frankish suzerainty over Swabia was mostly nominal. But after an uprising by Theudebald, Duke of Alamannia, Carloman executed the Alamannic nobility and installed Frankish dukes. During the later and weaker years of the Carolingian Empire the Alemannic counts became almost independent, and a struggle for supremacy took place between them and the Bishopric of Constance. The chief family in Alamannia was that of the counts of Raetia Curiensis, who were sometimes called margraves, and one of whom, Burchard II, established the Duchy of Swabia, which was recognized by Henry the Fowler in 919 and became a stem duchy of the Holy Roman Empire

This list covers the period of Swabian Dukes under Frankish suzerainty

AUSTRASIA



ARMY COMMANDER	1	Any Instinctive	DATES	562 A.D. to 639 A.D.
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Frankish noble cavalry	CAVALRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	0	4,6
Thuringian noble cavalry	CAVALRY	Tribal Loose	Average	Protected	-	Short Spear	-	Melee Expert	0	4,6
Alamannic noble cavalry	CAVALRY	Tribal Loose	Poor	Protected	-	Short Spear	-	Melee Expert	0	4,6
Thuringian infantry	INFANTRY	Tribal Close	Average	Protected	-	-	Devastating Chargers	Combat Shy	18	6,8,9
Frankish or Alamannic infantry	INFANTRY	Tribal Close	Average	Protected	-	Impact Weapon	-	Combat Shy	18	6,8,9
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,9
Basque javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Short Spear	-	Combat Shy	0	6,9

NOTES

Neustrian allied contingents count as internal.

HISTORICAL NOTES

This list covers the Merovingian heartland split into Austrasia and Neustria after 561, Austrasia being the direct heir of the former central authority. Most external wars were waged by Austrasian armies, notably in Italy and against the Avars. The last Merovingian king being Dagobert, eldest son of Chlothar II. Chlothar had reigned alone over all the Franks since 613. In 623, Chlothar was forced to make Dagobert king of Austrasia by the nobility of that region, who wanted a king of their own. When Chlothar granted Austrasia to Dagobert, he initially excluded Alsace, the Vosges, and the Ardennes, but shortly thereafter the Austrasian nobility forced him to concede these regions to Dagobert. The rule of a Frank from the Austrasian heartland tied Alsace more closely to the Austrasian court. Dagobert created a new duchy (the later Duchy of Alsace) in southwest Austrasia to guard the region from Burgundian or Alamannic encroachments and ambitions.

NEUSTRIA



ARMY COMMANDER	1	Any Instinctive	DATES	562 A.D. to 639 A.D.
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Frankish noble cavalry	CAVALRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	0	4,6
Gallo-Roman noble cavalry	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	-	Melee Expert	0	4,6
Gallo-Roman infantry	INFANTRY	Tribal Close	Average	Protected	-	Long Spear	-	Combat Shy	18	6,8,9
Frankish or Alamannic infantry	INFANTRY	Tribal Close	Average	Protected	-	Impact Weapon	-	Combat Shy	0	6,8,9
Saxon infantry	INFANTRY	Tribal Close	Average	Protected	-	-	Devastating Chargers	Combat Shy	0	6,8,9
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,9
Basque javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced	Short Spear	-	Combat Shy	0	6,9

ALLIES

Tolosan Visigothic rebel allies - after 588 A.D. (Any Instinctive)

NOTES

Austrasian allied contingents count as internal.

HISTORICAL NOTES

Neustria, or Neustrasia, was the western part of the kingdom of the Franks that was created in 511 upon the division of the Merovingian kingdom of Clovis I to his four sons following his death. Merovingian Neustria stretched from the Loire to the Meuse. Neustria was predominantly Gallo-Roman in population, and the form of Latin spoken there, affected by Celtic and Germanic influences, came to be called "Langue d'oïl," the ancestor of modern French.

This list covers Neustrian armies within the Merovingian Frankish kingdom.

BRETON



ARMY COMMANDER	1	Any Instinctive	DATES	580 A.D. to 1072 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Breton nobles	CAVALRY Formed Flexible	Superior	Protected	Experienced Javelin	Short Spear	-	Combat Shy	8 24	4,6
Breton cavalry	CAVALRY Formed Flexible	Average	Protected	Experienced Javelin	Short Spear	-	Combat Shy	8 24	4,6
Levied foot	INFANTRY Tribal Loose	Poor	Unprotected	- -	Short Spear	-	Combat Shy	0 48	8,9,10
Breton light cavalry	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	6 42	4,6
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 48	6,9
Disguised Saxons (only in 590 A.D.)	INFANTRY Tribal Close	Average	Protected	- -	Short Spear	-	Combat Shy	0 18	6,8,9

ALLIES

Viking allies - 843 A.D. to 888 A.D. (Any Instinctive)

Carolingian allies - 843 A.D. to 888 A.D. (Any Instinctive)

HISTORICAL NOTES

The Breton kingdom emerged in the 6th century. The large contingent of Celtic Britons amongst the population may have included the descendents of auxiliaries from Britain stationed in America in the late 4th century and inhabitants fleeing the later Anglo-Saxon invasion of Britain.

During the 9th century the Bretons resisted incorporation into the Frankish Carolingian Empire. The first unified Duchy of Brittany was founded by Nominoe. With regular assistance from the Vikings the Bretons successfully resisted the Franks.

LATER MEROVINGIAN FRANK



ARMY COMMANDER	1	Any Instinctive	DATES	613 A.D. to 717 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Noble cavalry	CAVALRY	Formed Loose	Superior	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	4 12	4,6
Cavalry	CAVALRY	Formed Loose	Average	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	4 12	4,6
Warriors	INFANTRY	Tribal Close	Average	Protected	-	Long Spear	-	Combat Shy	18 80	6,8,9
Light cavalry	CAVALRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 6	4,6
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 27	6,9
Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 9	6,9

ALLIES

Breton allies (Any Instinctive)

Visigothic allies - Tolosan Visigothic (Any Instinctive)

HISTORICAL NOTES

Overall Frankish unity was again achieved in 613, when Chlotar II, son of Chilperic I and king of Neustria, inherited the other two kingdoms as well. On the death of Chlotar's son Dagobert I in 639, the realm was divided yet again, but by that time the kings of the two regions, Neustria and Burgundy on the one hand and Austrasia on the other, had been forced to yield much of their power to household officials known as mayors of the palace. The later Merovingian kings were little more than puppets and were enthroned and deposed at will by powerful mayors of the palace. The last Merovingian, Childeric III, was deposed in 750 by Pippin III the Short.

LATER VISIGOTH



ARMY COMMANDER	1	Any Instinctive	DATES	622 A.D. to 720 A.D.
SUB-GENERALS	0-3	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-1	Any Instinctive	CAMP	Unfortified or Mobile; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Buccellarii	CAVALRY	Formed Loose	Superior	Protected	-	-	Devastating Chargers	Melee Expert	4 12	4,6
Gardingi	CAVALRY	Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Melee Expert	0 32	4,6
Spearmen	INFANTRY	Tribal Close	Average	Protected	-	Long Spear	Integral Shooters	Combat Shy	18 60	6,8,9
Roman auxiliaries	INFANTRY	Drilled Flexible	Poor	Protected	Unskilled Darts	Short Spear	-	Combat Shy	8 16	6,8
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 27	6,9
Slings	INFANTRY	Skirmisher	Average	Unprotected	Experienced Sling	-	-	Combat Shy	0 9	6,9
Basque cavalry	CAVALRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 12	4,6
Basque infantry	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	9* 18	6,9
Basque slingers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Sling	-	-	Combat Shy	0 9	6,9

NOTES

Visigothic allied contingents need not include otherwise compulsory foot.
 Minimum * applies only if any Basques are used. Only the Army commander can command Basques.

HISTORICAL NOTES

This list continues the Tolosan Visigoths. to the Islamic conquest; and then the vassal kings Aquila (711-713) and Ardo (713-720). After 621 foot were increasingly recruited from conscripted slaves. The Royal army was finally crushed by the Berbers in 711.

CHARLES MARTEL FRANK



ARMY COMMANDER	1	Any Instinctive	DATES	718 A.D. to 741 A.D.
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	1-3	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Caballarii Scara	CAVALRY	Formed Loose	Exceptional	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	0 6	4,6
Swabians or Bavarians	CAVALRY	Formed Loose	Poor	Protected	-	Short Spear	-	Melee Expert	0 12	4,6
Dismount Swabians or Bavarians	INFANTRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	0 Any	0
Mercenary Thuringians	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	-	Melee Expert, Dismountable	0 6	4,6
Heerschild infantry stiffened with veterans	INFANTRY	Formed Close	Average	Protected	-	Long Spear	-	Combat Shy	30 80	6,8,9
Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,8,9
Scouts	CAVALRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 6	4,6
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 18	6,9

HISTORICAL NOTES

Charles Martel (from the Latin Carolus Martellus) was a Frankish statesman and military leader who as Duke and Prince of the Franks and Mayor of the Palace, was de facto ruler of Francia from 718 until his death. He defeated the Moors at the Battle of Tours in 732, considered a landmark battle that marked the high tide of the Muslim advance into Europe.

CAROLINGIAN



ARMY COMMANDER	1	Any Instinctive	DATES	741 A.D. to 888 A.D.
SUB-GENERALS	-		TERRAIN	Standard
INTERNAL ALLIED GENERALS	1-3	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Caballarii Scara	CAVALRY	Formed Loose	Exceptional	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	0 6	4,6
Swabians or Bavarians	CAVALRY	Formed Loose	Poor	Protected	-	Short Spear	-	Melee Expert	0 12	4,6
Dismount Swabians or Bavarians	INFANTRY	Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	0 Any	0
Mercenary Thuringians	CAVALRY	Formed Loose	Average	Protected	-	Short Spear	-	Melee Expert, Dismountable	0 6	4,6
Heerbaan Caballarii	CAVALRY	Formed Loose	Superior	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	4 12	4,6
Heerbaan freie Herren	CAVALRY	Formed Loose	Average	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	8 24	4,6
Heerschilde Levy	INFANTRY	Formed Close	Poor	Protected	-	Long Spear	-	Combat Shy	9 27	6,8,9
Lantwer	INFANTRY	Formed Loose	Poor	Unprotected	-	Long Spear	Combat Shy	-	0 20	8,9,10
Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,8,9
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 18	6,9

ALLIES

Frisian allies - 716 A.D. (Any Instinctive)

Lombard allies - after 744 A.D. (Any Instinctive)

Western Slav allies - after 789 A.D. (Any Instinctive)

Breton allies - (Any Instinctive)

CAROLINGIAN



HISTORICAL NOTES

The Carolingian Dynasty was a dynasty of rulers who began as Mayors of the Palace and eventually became kings of the Franks. It is perhaps most noteworthy as the dynasty which resurrected the idea of a Western Roman Empire. The Carolingians succeeded the Merovingian Dynasty. This list covers Frankish armies from the death of Charles Martel, until the final partition of Charlemagne's empire. Separate lists exist for Charles Martel and Charlemagne.

The name Carolingian itself comes from Charles Martel (from the Latin Carolus Martellus). The dynasty's most prominent member is Charlemagne.

The last Carolingian emperor died in 899.

CHARLEMAGNE CAROLINGIAN



ARMY COMMANDER	1	Any	DATES	768 A.D. to 814 A.D.
SUB-GENERALS	0-3	Any	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Caballarii Scara	CAVALRY Drilled Loose	Exceptional	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	0 6	4,6
Household Caballarii	CAVALRY Drilled Loose	Superior	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	4 12	4,6
Caballarii Archers	CAVALRY Formed Loose	Average	Protected	-	-	Devastating Chargers	Melee Expert	0 6	4,6
Dismount Caballari Archers	INFANTRY Formed Loose	Average	Protected	Experienced Bow	-	-	Melee Expert	0 Any	4,6
Swabians or Bavarians	CAVALRY Formed Loose	Poor	Protected	-	Short Spear	-	Melee Expert	0 12	4,6
Dismount Swabians or Bavarians	INFANTRY Formed Loose	Superior	Protected	-	Short Spear	-	Melee Expert	0 Any	0
Mercenary Thuringians	CAVALRY Formed Loose	Average	Protected	-	Short Spear	-	Melee Expert, Dismountable	0 6	4,6
Heerbaan Caballarii	CAVALRY Formed Loose	Superior	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	4 12	4,6
Heerbaan freie Herren	CAVALRY Formed Loose	Average	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	8 24	4,6
Heerschilde Levy	INFANTRY Formed Close	Poor	Protected	-	Long Spear	-	Combat Shy	9 27	6,8,9
Lantwer	INFANTRY Formed Loose	Poor	Unprotected	-	Long Spear	Combat Shy	-	0 20	8,9,10
Archers	INFANTRY Formed Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,8,9
Skirmishers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 18	6,9

CHARLEMAGNE CAROLINGIAN



ALLIES

Lombard allies - after 744 A.D. (Any Instinctive)

Saxon allies - from 772 A.D. to 804 A.D. (Any Instinctive)

Western Slav allies - after 789 A.D. (Any Instinctive)

HISTORICAL NOTES

The Carolingian dynasty's most prominent member is Charlemagne, or Charles the Great (in Latin, Carolus Magnus), who was crowned Holy Roman Emperor in 800. Under Charlemagne the empire expanded on all frontiers. His descendants could not keep such a wide area under control and spent much of their efforts fighting each other for supremacy.

EAST FRANKISH



ARMY COMMANDER	1	Any Instinctive	DATES	888 A.D. to 933 A.D.
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL		MELEE		CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX			
Best Milites	CAVALRY	Formed Loose	Superior	Protected	-	-	-	-	Devastating Chargers	Melee Expert, Dismountable	4 8	4,6
Swabians or Bavarians	CAVALRY	Formed Loose	Poor	Protected	-	-	Short Spear	-	-	Melee Expert	0 12	4,6
Dismount Swabians or Bavarians	INFANTRY	Formed Loose	Superior	Protected	-	-	Short Spear	-	-	Melee Expert	0 Any	0
Mercenary Thuringians	CAVALRY	Formed Loose	Average	Protected	-	-	Short Spear	-	-	Melee Expert, Dismountable	0 6	4,6
Milites	CAVALRY	Formed Loose	Average	Protected	-	-	-	-	Devastating Chargers	Melee Expert, Dismountable	8 12	4,6
Spearmen	INFANTRY	Formed Close	Poor	Protected	-	-	Long Spear	-	-	Combat Shy	18 45	6,8,9
Peasants	INFANTRY	Formed Loose	Poor	Unprotected	-	-	Long Spear	Combat Shy	-	-	0 20	8,9,10
Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	-	-	0 18	6,8,9
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	-	-	0 18	6,9

ALLIES

Magyar allies - from 892 A.D. to 894 A.D. (Any Instinctive)

Lombard allies (Any Instinctive)

Slav allies - (Any Instinctive)

NOTES

Best Milites dismount as Formed Close, Superior, Protected, Short Spear, Shieldwall.

Milites dismount as Formed Close, Average, Protected, Short Spear, Shieldwall.

EAST FRANKISH



HISTORICAL NOTES

This list covers East Frankia from the death of Charles the Fat to the ascension of Otto the Great.

EARLY MEDIEVAL FRENCH



ARMY COMMANDER	1	Any Instinctive	DATES	888 A.D. to 1045 A.D.
SUB-GENERALS	0-1	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-3	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Best Milites	CAVALRY	Formed Loose	Superior	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	4 18	4,6
Milites	CAVALRY	Formed Loose	Average	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	8 24	4,6
Spearmen	INFANTRY	Formed Close	Poor	Protected	-	Long Spear	-	Combat Shy	9 27	6,8,9
Foot Archers	INFANTRY	Formed Loose	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 16	6,8
Peasants	INFANTRY	Formed Loose	Poor	Unprotected	-	Long Spear	Combat Shy	-	0 20	8,9,10
Massed crossbowmen (only after 950 B.C.)	INFANTRY	Formed Loose	Average	Protected	Experienced Crossbow	-	Combat Shy	-	0 8	6,8
Gascon cavalry	CAVALRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Combat Shy	0 6	4,6
Skirmishers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
Crossbowmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Crossbow	-	Combat Shy	-	0 9	6,9
Gascon javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	Short Spear	-	Combat Shy	0 9	6,9

ALLIES

Viking allies - before 923 A.D. (Any Instinctive)

Norman allies - from 923 A.D. (Any Instinctive)

EARLY MEDIEVAL FRENCH



NOTES

Best Milites dismount as Formed Close, Superior, Protected, Short Spear, Sheildwall.

Milites dismount as Formed Close, Average, Protected, Short Spear, Shieldwall.

HISTORICAL NOTES

This list covers West Frankia from the death of Charles the Fat through the Capetian dynasty until the rise of the medieval knight.

NORMAN



ARMY COMMANDER	1	Any Instinctive	DATES	911 A.D. to 1071 A.D.
SUB-GENERALS	1-3	Any Instinctive	TERRAIN	Standard, Coastal
INTERNAL ALLIED GENERALS			CAMP	Unfortified or Fortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Familia Regis	CAVALRY	Formed Loose	Superior	Protected	-	Charging Lancer	Devastating Chargers	Melee Expert, Dismountable	0 6	4,6
Milites	CAVALRY	Formed Loose	Average	Protected	-	Charging Lancer	Devastating Chargers	Melee Expert, Dismountable	18 48	4,6
Breton Milites	CAVALRY	Formed Flexible	Average	Protected	Experienced Javelin	Short Spear	-	Combat Shy	0 12	4,6
Familia Pedites	INFANTRY	Formed Close	Average	Protected	-	Short Spear	Shieldwall	Combat Shy	0 9	6,8,9
Pedites	INFANTRY	Tribal Close	Average	Protected	-	Short Spear	-	Shieldwall, Combat Shy	0 27	6,8,,9
Archers	INFANTRY	Tribal Loose	Average	Protected	Experienced Bow	-	Combat Shy	-	0 8	6,8
Crossbowmen	INFANTRY	Formed Loose	Average	Protected	Experienced Crossbow	-	Combat Shy	-	0 8	6,8
Skirmishing archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
Skirmishing crossbowmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Crossbow	-	Combat Shy	-	0 9	6,9

ONLY INVADING ENGLAND IN 1066										
Regrade Milites lacking horses	INFANTRY	Formed Close	Average	Protected	-	Short Spear	Shieldwall	Combat Shy	1/3 2/3	6,8,9

ALLIES

French allies (Any Instinctive)

NORMAN



NOTES

Milites dismount as Formed Close, Average, Protected, Short Spear, Shieldwall.

Familia Regis dismount as Formed Close, Superior, Protected, Short Spear, Sheildwall.

HISTORICAL NOTES

The Duchy of Normandy, which began in 911 as a fiefdom, was established by the treaty of Saint-Clair-sur-Epte between King Charles III of West Francia and the famed Viking ruler Rollo, and was situated in the former Frankish kingdom of Neustria. The Normans thereafter adopted the growing feudal doctrines of the rest of France, and worked them into a functional hierarchical system. They adopted and developed the style of fighting on horseback with a lance that developed into the Medieval knight.

Shortage of land led bands of Normans to offer their services as mercenaries and establish a kingdom in Southern Italy. It also provided the core of the army that Duke William used to invade England in 1066.

EARLY HOLY ROMAN EMPIRE



ARMY COMMANDER	1	Any Instinctive	DATES	933 A.D. to 1045 A.D.
SUB-GENERALS	0-2	Any Instinctive	TERRAIN	Standard
INTERNAL ALLIED GENERALS	0-2	Any Instinctive	CAMP	Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Best Milites	CAVALRY	Superior	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	4	4,6
	Formed Loose			-	-			12	
Swabians or Bavarians	CAVALRY	Poor	Protected	-	Short Spear	-	Melee Expert	0	4,6
	Formed Loose			-	-	12			
Dismount Swabians or Bavarians	INFANTRY	Superior	Protected	-	Short Spear	-	Melee Expert	0	0
	Formed Loose			-	-	Any			
Mercenary Thuringians	CAVALRY	Average	Protected	-	Short Spear	-	Melee Expert, Dismountable	0	4,6
	Formed Loose			-	-	6			
Milites	CAVALRY	Average	Protected	-	-	Devastating Chargers	Melee Expert, Dismountable	8	4,6
	Formed Loose			-	-			18	
Spearmen	INFANTRY	Poor	Protected	-	Long Spear	-	Combat Shy	9	6,8,9
	Formed Close			-	-	45			
Peasants	INFANTRY	Poor	Unprotected	-	Long Spear	Combat Shy	-	0	8,9,10
	Formed Loose			-	-	20			
Archers	INFANTRY	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,8,9
	Formed Loose			Bow	-			18	
Skirmishers	INFANTRY	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher			Bow	-			18	

ALLIES

Burgundian allies - Early Medieval French (Any Instinctive)

Lombard allies (Any Instinctive)

Slav allies - (Any Instinctive)

NOTES

Best Milites dismount as Formed Close, Superior, Protected, Short Spear, Shieldwall.

Milites dismount as Formed Close, Average, Protected, Short Spear, Shieldwall.

EARLY HOLY ROMAN EMPIRE



HISTORICAL NOTES

This list covers East Frankia from the ascension of Otto I the Great. It saw the creation of the Holy Roman Empire, a title recognised by the Byzantine emperor in 972. It ends with the rise of the medieval knight.