

# [WarEngine] Medieval Army list

The purpose of the paper is to propose some ideas to play in medieval times.

## Special Type

This kind of models was presents in Shock Force 1. I find them interesting for medieval gaming.

| Code | Points | Description | Max Tweak<br>Pts | Max Hero<br>Pts | Weapon slots | Notes                                  |
|------|--------|-------------|------------------|-----------------|--------------|--|
| S    | 6      | Special     | 35               | 8               | 4            | Two heavy weapons, rest are basic only |

The Max value is the same as Character.

## Default Defense for Models

- Trooper : Df 1k1 (0 pts)
- Elite : 2k2 (8 pts)
- Special : 3k2 (12 pts)
- Character : 3k3 (16 pts)

## Armour

- **Light Armor – Model Df + 1 level (4 pts)**  
Gambison, leather, partial scale or lamellar, light mail; open helm, chapel or barbute
- **Medium Armor - Model Df + 2 levels (8pts)**  
Mv Max for Type -3"  
Complete scale or lamellar, heavy mail, haubergeon, brigandine; helm or small bacinet
- **Heavy Armor - Model Df + 3 levels (12 pts)**  
Mv Max for Type -3"  
Plate and mail, haubergeon with arms and legs armor, XIII century armor
- **Full Armor - Model Df + 4 levels (20 pts)**  
Mv Max for Type -6'  
*Allowed only to Elite or Character*  
Blanc Harnois, include large bacinet, armet or salade
- **Shield - One weapon slot +1k0 versus CC & Ranged Attacks**  
Round shield, Knight shield (targe, ecu)
- **Large Shield - Two weapons slot +2k0 versus CC & Ranged Attacks**  
Kite shield, large round shield
- **Buckler - One weapon slot +1k0 vs CC Attacks**  
Boucle, roce, rondelle
- **Pavise - One weapon slot +2k0 vs Ranged Attacks**  
Pavois

## Horses

A horse allows to Trooper to increase the Max for Type to 18" (higher cost). Elite, Special or Character cannot go to more than 18". Mount/Dismount a horse : cost half of the mouvement rate.

« Max for Type »modifiers for Mounted and Armored Mouvement are cumulative.

- **Fast Horse – Mv Max for Type + 6" (8 pts)**  
Cannot support rider with Full Armor  
Coursier, Palefroi, Ambleur
- **Heavy Horse – Mv Max for Type + 3" (4pts)**  
Destrier, roncin, courtaud

## Ranged Weapons

| WP | Weapon  | R   | AV  | AE | AET | Flaws                            | Edges  |
|----|---|-----|-----|----|-----|----------------------------------|--|
| 2  | Throwing knife  | 6"  | 2k1 | -  | -   | <i>One Shot</i>                  | -  |
| 4  | Throwing Axe  | 6"  | 2k2 | -  | -   | <i>One Shot</i>                  | -  |
| 10 | Javelin   | 12" | 3k2 | -  | -   | <i>One Shot</i>                  | -  |
| 10 | Spear (thrown)  | 12" | 3k2 | -  | -   | <i>One Shot</i>                  | -  |
| 21 | Bow   | 24" | 2k2 | -  | -   | <i>Move or fire</i>              | -  |
| 37 | Long bow  | 36' | 3k3 | -  | -   | <i>Move or fire</i>              | <i>Extra Bite, Piercing Attack</i>                     |
| 15 | Hand Crossbow   | 12" | 2k2 | -  | -   | <i>Slow reload, Move or Fire</i> | <i>Armor Piercing</i>                                  |
| 33 | Light crossbow XIII<br>- <i>Etrier, à bride</i>                 | 24" | 3k3 | -  | -   | <i>Slow reload, Move or Fire</i> | <i>Armor Piercing, Highly Accurate</i>                 |
| 39 | Heavy Crossbow<br>XIII+ - <i>Pied de biche, cranequin, cric</i> | 30" | 4k3 | -  | -   | <i>Slow reload, Move or Fire</i> | <i>Armor Piercing, Highly Accurate</i>                 |
| 43 | Heavy Crossbow<br>(XIV+) - <i>Moufle, tour, rouet, passot</i>   | 36" | 4k3 | -  | -   | <i>Slow reload, Move or Fire</i> | <i>Armor Piercing, Highly Accurate</i>                 |
| 28 | Sling   | 18" | 3k2 | -  | -   | -                                | -  |
| 29 | Handgun   | 24" | 4k3 | -  | -   | <i>Slow Reload, Move or Fire</i> | <i>Armor Piercing</i>                                  |
|    | Siege Weaponry I  | LOS | 5k5 | 4x | Ex  | <i>Slow Reload, No Move</i>      | <i>Extra Bite, Indirect Fire (Catapult, Trebuchet)</i> |
|    | Siege Weaponry II   | 48" | 5k5 | 2x | Li  | <i>Slow Reload, No Move</i>      | <i>Extra Bite, Armor Piercing (Baliste)</i>            |

## Close Combat Weapons

| WP | Weapon          | AV  | Notes   |
|----|-----------------|-----|---|
| 4  | Tools           | 1k1 |   |
| 4  | Hand to Hand    | 1k1 |   |
| 10 | Wrestling       | 2k1 |   |
| 6  | Dagger          | 2k1 |   |
| 8  | Short Sword     | 2k2 | <i>Badelaire, Coutelas, Braquemart, Coutille</i>                      |
| 18 | Spear           | 3k2 |   |
| 26 | Lance           | 4k3 |   |
| 8  | Broadsword      | 3k2 | <i>1H Sword</i>   |
| 14 | Longsword       | 3k3 | <i>Bastard Sword</i>  |
| 12 | Axe             | 3k2 |   |
| 14 | Flail           | 3k2 |   |
| 12 | Mace / Hammer   | 3k2 |   |
| 16 | Greatsword (2H) | 4k3 |   |
| 16 | Greataxe (2H)   | 4k3 |   |
| 21 | Polearm         | 3k3 | <i>Fauchards, Vouges, Hallebardes, Corsèques, Fourches, Long Axes</i> |
| 8  | Horse Attack    | 2k2 |   |
| 8  | Club            | 2k2 |   |

## Examples of Troopers

| <b>Shooters // Gens de traits</b>   |   |   |    |                 |     |    |  |
|---|---|---|----|-----------------|-----|----|--|
| All <i>Gens de traits</i> in the unit are armed with a ranged weapon and a close combat weapon. |   |   |    |                 |     |    |  |
| They have medium armor  |   |   |    |                 |     |    |  |
| PP  | Description                                 | T | Mv | Df              | Mn  | CR |  |
| 20  | Soldier                                     | T | 9" | 2k2             | 3k3 | -  |  |
| 28  | Sergeant                                    | T | 9" | 3k2             | 4k3 | 4" |  |
| 3   | <i>Hardcase, Sole Survivor</i>              |   |    |                 |     |    |  |
| Options   |   |   |    |                 |     |    |  |
| 2   | <i>Sharpshooter (English archer)</i>        |   |    |                 |     |    |  |
| 4   | <i>WM: Shield (Shield, Buckler, Pavise)</i> |   |    |                 |     |    |  |
| 8   | <i>Fast Horse</i>                           |   |    |                 |     |    |  |
| -8  | <i>No armor</i>                             |   |    |                 |     |    |  |
| -4  | <i>Light Armor</i>                          |   |    |                 |     |    |  |
| 4   | <i>Heavy Armor</i>                          |   |    |                 |     |    |  |
| Close Combat Weapons  |   |   |    | Ranged Weapons  |     |    |  |
| Hand to Hand  |   |   |    | Bow             |     |    |  |
| Wrestling   |   |   |    | Long Bow        |     |    |  |
| Dagger  |   |   |    | Light Crossbow  |     |    |  |
| Short Sword   |   |   |    | Heavy Crossbow  |     |    |  |
| Club  |   |   |    | Handgun         |     |    |  |
|   |   |   |    | One Shot Weapon |     |    |  |

| <b>Men-at-Arms</b>  |   |   |    |         |     |    |  |
|---|---|---|----|---------|-----|----|--|
| All Men-at-Arms in the unit are armed with 2 close combat weapons or 1 close combat and one shield. |   |   |    |         |     |    |  |
| They have medium armor  |   |   |    |         |     |    |  |
| PP  | Description                                 | T | Mv | Df      | Mn  | CR |  |
| 20  | Soldier                                     | T | 9" | 2k2     | 3k3 | -  |  |
| 28  | Sergeant                                    | T | 9" | 3k2     | 4k3 | 4" |  |
| 3   | <i>Hardcase, Sole Survivor</i>              |   |    |         |     |    |  |
| Options   |   |   |    |         |     |    |  |
| 4   | <i>Tough</i>                                |   |    |         |     |    |  |
| 4   | <i>WM: Shield (Shield, Buckler, Pavise)</i> |   |    |         |     |    |  |
| 8   | <i>WM: Large Shield</i>                     |   |    |         |     |    |  |
| 4   | <i>WM: Another Close Combat Weapon</i>      |   |    |         |     |    |  |
| 8   | <i>Fast Horse</i>                           |   |    |         |     |    |  |
| -8  | <i>No armor</i>                             |   |    |         |     |    |  |
| -4  | <i>Light Armor</i>                          |   |    |         |     |    |  |
| 4   | <i>Heavy Armor</i>                          |   |    |         |     |    |  |
| Close Combat Weapons  |   |   |    | Shield  |     |    |  |
| Hand to Hand  |   |   |    | Buckler |     |    |  |
| Wrestling   |   |   |    | Shield  |     |    |  |
| Dagger  |   |   |    | Pavise  |     |    |  |
| Short Sword   |   |   |    |         |     |    |  |
| Club  |   |   |    |         |     |    |  |
| Polearm   |   |   |    |         |     |    |  |
| Spear   |   |   |    |         |     |    |  |
| Greatsword  |   |   |    |         |     |    |  |
| Greataxe  |   |   |    |         |     |    |  |

## Brigands

All *brigands* in the unit are armed with a ranged weapon and a close combat weapon or 2 close combat weapons

They have light armor

|                             | PP | Description                | T | Mv                    | Df  | Mn  | CR |
|-----------------------------|----|----------------------------|---|-----------------------|-----|-----|----|
|                             | 18 | Brigand                    | T | 12"                   | 2k1 | 3k3 | -  |
|                             | 10 | <i>Infiltration</i>        |   |                       |     |     |    |
|                             | 26 | Chief                      | T | 12"                   | 2k2 | 4k3 | 4" |
|                             | 12 | <i>Infiltration, Dodge</i> |   |                       |     |     |    |
| <b>Options</b>              |    |                            |   |                       |     |     |    |
|                             | 4  | <i>WM: Buckler</i>         |   |                       |     |     |    |
|                             | -4 | <i>No armor</i>            |   |                       |     |     |    |
| <b>Close Combat Weapons</b> |    |                            |   | <b>Ranged Weapons</b> |     |     |    |
| Hand to Hand                |    |                            |   | Bow                   |     |     |    |
| Wrestling                   |    |                            |   | Sling                 |     |     |    |
| Dagger                      |    |                            |   | Light Crossbow        |     |     |    |
| Short Sword                 |    |                            |   | One Shot weapon       |     |     |    |
| Club                        |    |                            |   |                       |     |     |    |
| Spear                       |    |                            |   |                       |     |     |    |

## Peasants

All *Peasants* in the unit are armed with a ranged weapon and a close combat weapon or 2 close combat weapons

They have no armor

|                             | PP | Description           | T | Mv                    | Df  | Mn  | CR |
|-----------------------------|----|-----------------------|---|-----------------------|-----|-----|----|
|                             | 10 | Peasant               | T | 12"                   | 1k1 | 2k2 | -  |
|                             | 18 | Peasant Leader        | T | 12"                   | 2k1 | 3k3 | -  |
| <b>Options</b>              |    |                       |   |                       |     |     |    |
|                             | -4 | <i>Poorly trained</i> |   |                       |     |     |    |
| <b>Close Combat Weapons</b> |    |                       |   | <b>Ranged Weapons</b> |     |     |    |
| Hand to Hand                |    |                       |   | Bow                   |     |     |    |
| Tools                       |    |                       |   | Sling                 |     |     |    |
| Dagger                      |    |                       |   | One Shot weapon       |     |     |    |
| Club                        |    |                       |   |                       |     |     |    |
| Short Sword                 |    |                       |   |                       |     |     |    |
| Spear                       |    |                       |   |                       |     |     |    |

## Examples of Elites

| <b>Knight</b>  |   |                              |    |     |     |               |  |
|--|---|------------------------------|----|-----|-----|---------------|--|
| Knights are armed with 3 close combat weapons or 2 close combat weapons and 1 shield |   |                              |    |     |     |               |  |
| They have heavy armor  |   |                              |    |     |     |               |  |
| They can form a unit including a Knight and his Squire or be added to Men-at-Arms. . |   |                              |    |     |     |               |  |
| PP   | Description                                       | T                            | Mv | Df  | Mn  | CR            |  |
| 48<br>3  | Knight<br><i>Hardcase, Sole Survivor</i>          | E                            | 9" | 4k3 | 5k4 | 6"            |  |
| 40<br>3  | Squire<br><i>Hardcase, Sole Survivor</i>          | E                            | 9" | 4k3 | 4k4 | 4"            |  |
| <b>Options</b>   |   |                              |    |     |     |               |  |
| -4   | <i>Medium Armor (Poor Knight, Squire)</i>         |                              |    |     |     |               |  |
| 8  | <i>Full Armor (Rich Knight)</i>                   |                              |    |     |     |               |  |
| 4  | <i>Horse</i>                                      |                              |    |     |     |               |  |
| 8  | <i>Fast Horse</i>                                 |                              |    |     |     |               |  |
| 4  | <i>WM: Shield</i>                                 |                              |    |     |     |               |  |
| 8  | <i>WM: Large Shield</i>                           |                              |    |     |     |               |  |
| -5   | <i>Blood Rage<br/>Glory</i>                       |                              |    |     |     |               |  |
| -2   | <i>Hound</i>                                      |                              |    |     |     |               |  |
| -2   | <i>Vindictive</i>                                 |                              |    |     |     |               |  |
| 2  | <i>Frenzied</i>                                   |                              |    |     |     |               |  |
| 4  | <i>Tough</i>                                      |                              |    |     |     |               |  |
| 8  | <i>Inspiring Example</i>                          |                              |    |     |     |               |  |
| 3  | <i>Charmed</i>                                    |                              |    |     |     |               |  |
| 8  | <i>Banner ( count as Remote Servo-Link Tweak)</i> |                              |    |     |     |               |  |
| <b>Close Combat Weapons</b>  |   | <b>Mounted Combat Weapon</b> |    |     |     | <b>Shield</b> |  |
| Hand to Hand   | Flail   | Lance                        |    |     |     | Shield        |  |
| Wrestling  | Polearm   | Broadsword                   |    |     |     |               |  |
| Dagger   | Spear (Lance cutted)                              | Longsword                    |    |     |     |               |  |
| Broadsword   |   | Mace                         |    |     |     |               |  |
| Longsword  |   | Flail                        |    |     |     |               |  |
| Greatsword   |   | Horse Attack                 |    |     |     |               |  |
| Greataxe   |   |                              |    |     |     |               |  |
| Mace   |   |                              |    |     |     |               |  |
| Axe  |   |                              |    |     |     |               |  |

## Coutillier

The role of the Coutillier is to killed captured Knight in case of problem. They can be added to a squad leaded by Knight (Lance)

They are armed with a Short Sword (Coutille) a Buckler and another weapon

They have medium armor

| PP                   | Description                               | T       | Mv | Df  | Mn  | CR |
|----------------------|---|---------|----|-----|-----|----|
| 34                   | Coutillier                                | E       | 9" | 3k3 | 4k3 | 4" |
| -2                   | <i>Vindictive</i>                         |         |    |     |     |    |
| 11                   | <i>Hardcase, Sole Survivor, Eagle Eye</i> |         |    |     |     |    |
| Options              |   |         |    |     |     |    |
| 8                    | <i>Fast Horse</i>                         |         |    |     |     |    |
| -4                   | <i>Light Armor</i>                        |         |    |     |     |    |
| 4                    | <i>Heavy Armor</i>                        |         |    |     |     |    |
| Close Combat Weapons |   | Shield  |    |     |     |    |
| Hand to Hand         |   | Buckler |    |     |     |    |
| Wrestling            |   |         |    |     |     |    |
| Dagger               |   |         |    |     |     |    |
| Short Sword          |   |         |    |     |     |    |
| Spear                |   |         |    |     |     |    |
| Polearm              |   |         |    |     |     |    |

## Mercenary

Mercenaries are armed with 4 weapons.

They can have any armor

| PP      | Description                                    | T      | Mv | Df  | Mn  | CR |
|---------|--|--------|----|-----|-----|----|
| 26      | Mercenary                                      | E      | 9" | 2k2 | 4k4 | -  |
| 3       | <i>Sole Survivor, Dodge</i>                    |        |    |     |     |    |
| 40      | Mercenary Leader                               | E      | 9" | 2k2 | 5k4 | 8" |
| 8       | <i>Sole Survivor, Dodge, Butthole Sergeant</i> |        |    |     |     |    |
| Options |  |        |    |     |     |    |
| 8       | <i>Fast Horse</i>                              |        |    |     |     |    |
| -5      | <i>Blood Rage</i>                              |        |    |     |     |    |
| -2      | <i>Vindictive</i>                              |        |    |     |     |    |
| 2       | <i>Frenzied</i>                                |        |    |     |     |    |
| 4       | <i>Tough</i>                                   |        |    |     |     |    |
| 14      | <i>Lucky Bastard</i>                           |        |    |     |     |    |
| 1       | <i>Fickle Finger of Fate</i>                   |        |    |     |     |    |
| Weapons |  | Shield |    |     |     |    |
| Any     |  | Any    |    |     |     |    |

## Examples of Specials

| Valet  |                          |                |     |     |         |    |  |
|--|--------------------------|----------------|-----|-----|---------|----|--|
| The role of the Valet is to manage the logistic of the Lance         |                          |                |     |     |         |    |  |
| They are armed with a spear and 3 others weapons. They have no armor |                          |                |     |     |         |    |  |
| PP   | Description              | T              | Mv  | Df  | Mn      | CR |  |
| 20   | Valet                    | S              | 12" | 2k1 | 4k3     | -  |  |
| 16   | <i>Lurker, Scrounger</i> |                |     |     |         |    |  |
| Options  |                          |                |     |     |         |    |  |
| 4  | <i>Horse</i>             |                |     |     |         |    |  |
| Close Combat Weapons   |                          | Ranged Weapons |     |     | Shield  |    |  |
| Hand to Hand   |                          | Thrown Weapon  |     |     | Buckler |    |  |
| Wrestling  |                          |                |     |     |         |    |  |
| Dagger   |                          |                |     |     |         |    |  |
| Short Sword  |                          |                |     |     |         |    |  |
| Spear  |                          |                |     |     |         |    |  |

| Monk   |   |   |     |     |     |    |  |
|--|---|---|-----|-----|-----|----|--|
| Monks are armed with 2 weapons and 1 Special Power |   |   |     |     |     |    |  |
| They have no armor                                 |   |   |     |     |     |    |  |
| PP   | Description                             | T | Mv  | Df  | Mn  | CR |  |
| 42   | Monk                                    | S | 15" | 3k2 | 4k4 | 8" |  |
| 9  | <i>Sole Survivor, Inspiring Example</i> |   |     |     |     |    |  |
| Options  |   |   |     |     |     |    |  |
| -4   | <i>Guilridden</i>                       |   |     |     |     |    |  |
| 4  | <i>Horse</i>                            |   |     |     |     |    |  |
| 4  | <i>Light Armor</i>                      |   |     |     |     |    |  |
| 2  | <i>Faith (count as Cybernetic)</i>      |   |     |     |     |    |  |
| 12   | <i>SP: Fervor of God (Righteous)</i>    |   |     |     |     |    |  |
| 5  | <i>SP: War Chant</i>                    |   |     |     |     |    |  |
| Close Combat Weapons                               |   |   |     |     |     |    |  |
| Hand to Hand                                       |   |   |     |     |     |    |  |
| Wrestling  |   |   |     |     |     |    |  |
| Club   |   |   |     |     |     |    |  |
| Mace   |   |   |     |     |     |    |  |

## Examples of Characters

| Comte Edouard de Raskal       |                      |  | Hero Pts 5 | Total 143 |        |    |     |
|-------------------------------|----------------------|--|------------|-----------|--------|----|-----|
| Lord are armed with 4 weapons |                      |  |            |           |        |    |     |
| He wears full armor           |                      |  |            |           |        |    |     |
| Qty                           | PP                   | Description  | T          | Mv        | Df     | Mn | CR  |
| 1                             | 86                   | Lord   | C          | 12"       | 5k5    | A  | 10" |
|                               | -2                   | <i>Vindictive</i>                                  |            |           |        |    |     |
|                               | 19                   | <i>Inspiring Example, Sole Survivor, Hard Case</i> |            |           |        |    |     |
|                               | 4                    | <i>Horse</i>                                       |            |           |        |    |     |
|                               | 5                    | <i>Butthole Sergeant</i>                           |            |           |        |    |     |
|                               | 5                    | <i>Force Leader</i>                                |            |           |        |    |     |
|                               | 2                    | <i>Frenzied</i>                                    |            |           |        |    |     |
|                               | 4                    | <i>Tough</i>                                       |            |           |        |    |     |
| Close Combat Weapons          |                      | Mounted Combat Weapon                              |            |           | Shield |    |     |
| Hand to Hand                  | Flail                | Lance  |            |           | Shield |    |     |
| Wrestling                     | Polearm              | Broadsword   |            |           |        |    |     |
| Dagger                        | Spear (Lance cutted) | Longsword  |            |           |        |    |     |
| Broadsword                    |                      | Mace   |            |           |        |    |     |
| Longsword                     |                      | Flail  |            |           |        |    |     |
| Greatsword                    |                      | Horse Attack                                       |            |           |        |    |     |
| Greataxe                      |                      |  |            |           |        |    |     |
| Mace                          |                      |  |            |           |        |    |     |
| Axe                           |                      |  |            |           |        |    |     |