

MEDIEVAL FRENCH

1328AD-1444AD

This army list covers the French armies from the reign of Philip VI, first Valois king, up to the Ordnances issued by Charles VII in 1445. This period is obviously marked by the conflict with the English kings, known later as the Hundred Years War and a spectacular list of defeats, the sole exception being the last quarter of the 14th century, when the Constable of France, Du Guescling, was the only one to understand that the English wouldn't be defeated on the battlefield, and another approach was required.

The core of the army was the nobility that fought mounted, and later, after the disaster of Crecy, started to dismount in an unsuccessful attempt to resist the English barrage of arrows. Only later, with the development of artillery and the Ordnances of Charles VII that modernized the army, would the French be successful on the battlefield.

ARMY COMPOSITION

Commanders: Up to 4

Nobles & Retainers: Up to 100%

Commoners: Up to 50%

Mercenaries: Up to 50%

Allies: Up to 50%

COMMANDERS

	A	C	Pts
0-1 General	+2	9	0
Captain	+2	+2	20

- May ride a horse.

The General may be accompanied by the Oriflamme standard. This increases the Cohesion of all units within the General's command radius by +1 (Example: to C 10 if using the General's Cohesion as a base) but the units become *Impetuous* and take their Cohesion test with a +2 modifier. Units that were already *Impetuous* take their Cohesion test with a +3 modifier.

NOBLES & RETAINERS

	D	C	Pts
Mounted Knights	3	8	27
Dismounted Knights	4	8	29
Mounted Sergeants	4	7	18
Dismounted Sergeants	5	7	16
Sergeant Crossbowmen	5	7	15

Mounted Knights have shield and partial plate armour. Superior Fighters. *Impetuous*. *Shock Cavalry*. *Veterans*. May have full plate armour (free). May have cloth barding (+1). May have a lance (+2).

Dismounted Knights have shield and partial plate armour. Superior Fighters. *Veterans*. *Riding Horses*. May have full plate armour (+2) and double handed weapon (+2).

Mounted Sergeants have a spear, light armour and shield. May exchange light armour and shield for heavy armour (free) and spear for either lance (+ 1) or light crossbow (free).

Dismounted Sergeants have a spear, light armour and shield. May exchange spear, shield and light armour for heavy armour and halberd (+2).

Sergeant Crossbowmen have light armour, shield and crossbow. Open Order. May have pavise (+ 4).

COMMONERS

Town Militia

	D	C	Pts
Militia Spearman	6	6	10
Militia Crossbowmen		6	9
Militia Handgunner		6	6

Spearmen have spear and shield. Inferior Fighters. May have light armour (+2) and may exchange shield for pavise (+2).

Crossbowmen have a crossbow. Inferior Fighters. Open Order.

You may combine Militia with pavise and Militia with crossbows in a Combined Formation, the crossbowmen becoming Close Order (+3). The first base of Crossbowmen can fire at full effect if the unit is stationary.

Handgunners have a handgun. Skirmishers. Inferior Fighters.

The number of Handgunners may not exceed the number of crossbowmen.

Light Foot

	D	C	Pts
Brigan		6	8
Bidet	6	6	6

Brigans are Open Order. May have light armour (+ 2), halberd (+ 2), spear (free) and shield (+2).

Bidets have a shield and javelins. Inferior Fighters. Skirmishers. May have throwing spear (+ 1).

Arriere Ban

	D	C	Pts
Ribauld		4	2
Ribauld Bowmen		4	1

Ribaulds are Open Order. Levies. Inferior Fighters.

Ribauld Bowmen have a bow. Skirmishers. Levies. Inferior Fighters. Inferior Shooters.