



CHAPTER FIVE:

THE MILITARY

ARMS AND ARMOUR

Mounted knights. Knights wear plate or better. Only the most impoverished knight wears less than full plate, even if the style is several decades out of date. Their warhorses are usually barded, often at least partly with plate again, and the knight carries a lance, his longsword and a second hand weapon, usually an axe or mace. Some knights also carry either their sidesword or a broadsword. Remember that not all those gentry with the rank of knight will actually turn up to a battle, most are happier paying for mercenaries to fight for them.

Mounted men-at-arms. The retainers of knights and wealthy mercenaries usually wear mail or better, and those in plate may be fundamentally indistinguishable from knights. Most carry lances, plus at least one hand weapon. The horses may be barded if the man can afford it.

Hobilars. Not expecting to fight from the saddle, hobilar are mounted infantry who use horses to enhance their mobility. Most carry polearms plus a hand weapon (usually a broadsword) and wear mail or partial plate. The horse is not usually barded because it is not expected to engage in battle.

Light Cavalry. Despite the name, light cavalry may wear medium armour (up to mail). Its title is more to do with its function than the equipment; light cavalry are the scouts and messengers of the army. Light cavalry often use composite bows or crossbows, but will sometimes also carry spears to allow them to engage in melee. Most will have a sword or other hand weapon, and they may even carry shields (medium or small).

Foot knights. On those occasions when riding their warhorses is impractical or tactically unwise, knights will fight on foot. They retain their plate armour, but swap lance for polearm.

Foot men-at-arms. Like their mounted equivalent, men-at-arms usually wear mail or better. They usually carry polearms into battle.

Pikemen. The new face and power on the battlefield, disciplined and drilled pikemen are a formidable foe. A pike "block" will see some soldiers wearing

Chapter 5. The Military

mail or even plate, and others (usually those to the rear) with only leather armour. As their name suggests, pikemen usually carry the pike, together with a hand weapon (normally a falchion or broadsword), and possibly a small shield or buckler. Occasionally, the pike may be exchanged for long spears, but the reach of the pikeman is his greatest advantage, and so spears are usually only used when pikes are unavailable or impractical.

Crossbowmen. The crossbow is the most common missile weapon on the battlefield, and skilled crossbowmen are in much demand. Together with his crossbow, the crossbowman will usually wear heavy leather or even mail armour and carry a hand weapon and possibly a small shield or buckler. Some crossbowmen use pavisses; large shields that can be propped up on the battlefield to act as mobile cover.

Longbowmen. The longbow is the weapon of the foresters of R erheim, and the longbowmen of Saduria are expert scouts and skirmishers. They may wear leather armour, but do not expect to see much melee combat and so will rarely wear anything heavier. Swords, axes and even quarterstaves are common hand weapons.

Two-handed swordsmen and halberdiers. Two-handed swordsmen are seen as something of an elite group; their job is to advance in front of their own pikes and attempt to cut away at the wall of enemy pikes facing them. If successful, the enemy pike block becomes disrupted and easy prey for the steady friendly pikes. More usually, however, the swordsmen become shot down by crossbows, impaled on enemy pikes, or trapped between the two opposing pike blocks, and this is assuming that the enemy have not also deployed their own two-handed swordsmen! Halberdiers are used to protect the vulnerable flanks of the pike block, and possibly to clear away any opposing two-handed swordsmen. Each group carries their signature weapon, plus a hand weapon (normally a sword) and possibly a small shield or buckler. Protection will usually be mail or partial plate.

Militia. Militia are often poorly-trained, and may include those not usually expect to fight such as cooks, armourers or other support troops. More usually, however, the militia are the local volunteer soldiers of a village or a town watch. Militia often carry spears or polearms and hand weapons, but might also have an assortment of missile weapons. Armour is light or non-existent, heavy leather is the best most can expect although town watches might have mail.

Artillery

Artillery for Sadurian armies is largely early TL3. Catapults and large bolt-throwers make up the majority of artillery pieces, though enthusiastic engineers and inventors sometimes develop more unusual and exotic pieces. Field artillery needs to be mobile, and is therefore limited to small catapults and bolt throwers, some of which may be no more than large crossbows. Siege artillery is larger, but is usually built at the site with local timber where it is require, the essential metal components being transported there by cart.

MASS COMBAT

Troop Classifications (mass combat rules)

See GURPS Conan (OOP) or;

<http://www.sjgames.com/gurps/Roleplayer/Roleplayer30/MassCombat-Land.html> for the GURPS mass combat rules.

The Sadurian military operates at TL4, even though there are no gunpowder weapons. Most troops are actually mercenary units, and often have a troop quality of *seasoned* (1.2x TS).

Sometimes, but very rarely, a general will persuade a mage or priest to help them in battle. Determine Exceptional Powers on a case by case basis.

Mounted knights (HC). Plate-armoured, barded cavalry with lance, sword and axe or mace. Weapons are *fine* or even *very fine*. TS 9.

Mounted men-at-arms (HC). Commoners armed and armoured in much the same way as knights, but with standard quality weapons. TS 8.

Hobilars (MC). Mounted medium infantry who will normally dismount to fight, but can fight from the saddle when required. TS 6.

Light Cavalry (MC). Cavalry used mainly for scouting. They will be wearing medium armour (despite their name) and armed with lances or spears, and either a composite bow or crossbow. TS 7.

Foot knights (HI). Dismounted knights using heavy polearms and wearing plate armour. Weapons are usually *fine* or *very fine*. TS 6.

Foot men-at-arms (HI). Heavily armoured soldiers carrying polearms. TS 5.

Pikemen (Pi). Soldiers wearing medium armour and carrying the 18 foot pike together with assorted hand weapons. TS 4.

Crossbowmen (MI-crossbow). Soldiers in medium armour who use the crossbow. TS 7.

Longbowmen (LI-longbow). Soldiers wearing light or no armour who use the longbow. These troops are often employed as scouts. TS 6.

Two-handed swordsmen and halbardiers (MI). Soldiers in medium armour wielding the fearsome two-handed sword or polearms. They are usually used in support of the pikemen. TS 4.

Militia (LI). Rarely employed on the battlefield, militia might nonetheless be used to protect villages from sudden attack. Militia wear light armour and carry spears or polearms. TS 3.

Ballista (SmSE). Huge crossbows that require two men to operate. TS 15.