

MEDIEVAL SWEDEN

(1300 - 1523)

Au XI°, des provinces peuplées par des tribus différentes s'unissent et forment le premier royaume suédois. Au XIII°, la Suède intègre le système féodal mais souffre de la concurrence allemande de la Ligue Hanséatique. En 1380 la reine Margrethe Valdemarsdotte qui dirige Danemark et Norvège aide les suédois à se libérer de la prédominance de la Ligue. En 1397, la Suède, la Norvège et le Danemark forme une confédération dénommée l'Union de Kalmar. Cette alliance comprend aussi la Finlande (possédée par la Suède) l'île de Gotland (en mer Baltique) et la Poméranie (au nord de la Pologne).

Mécontents de la centralisation du pouvoir au Danemark, les suédois se révoltent à partir des années 1430 et finissent par quitter l'Union en 1448. Jusqu'en 1520, de nombreux conflits éclatent entre la Suède et le Danemark. Le roi Christian II de Danemark utilise la manière forte et reprend la Suède : Stockholm accepte se de rendre aux armées danoises mais le roi fait exécuter plus de 80 notables : c'est le bain de sang de Stockholm. La révolte s'étend à toute la Suède. Les danois quittent la Suède en 1521 et Gustav Vasa devient roi de Suède en 1523.

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In XI, the provinces inhabited by different tribes unite and form the first kingdom of Sweden. In the XIII °, Sweden joined the feudal system but suffers from competition of the German Hanseatic League. In 1380 Queen Margrethe Valdemarsdotte who runs Denmark, Norway and Sweden to help free themselves from the dominance of the League. In 1397, Sweden, Norway and Denmark form a confederation called the Union of Kalmar. The alliance also includes Finland (owned by Sweden) Gotland (Baltic Sea) and Pomerania (northern Poland).

Unhappy with the centralization of power in Denmark, the Swedish revolt from the 1430s and eventually leave the Union in 1448. Until 1520, many conflicts arise between Sweden and Denmark. King Christian II of Denmark uses a heavy hand and resumed Sweden: Stockholm agrees to make the army but the Danish king received more than 80 notable: the bloodbath of Stockholm. The revolt spread to the whole of Sweden. The Danish left Sweden in 1521 and Gustav Vasa became king of Sweden in 1523

In fine, tactics were similar to European army but with more importance on infantry. The infantry were in the center of the army and cavalry are on the wings.

All Ledung have 3 in CS & WS because in Sweden all militia man should have sword, spear, shield and bow or crossbow.

The points cost for most of models is based on mainly on Holy Roman Empire army lists. Characters are based on Vlad the Impaler.

A great thanks to Jehan and Olaf for their help.

ARMY COMPOSITION

Early armies (1300 - 1397)

Characters : 0-25% of the points value of the army.

Cavalry : 15-33% of the points value of the army.

Infantry : 25-75% of the points value of the army.

Union armies (1397 - 1430)

Characters : 0-25% of the points value of the army.

Cavalry : 15-25% of the points value of the army.

Infantry : 25-75% of the points value of the army.

Mercenaries : 0-25% of the points value of the army.

Rebellion armies (1430 - 1523)

Characters : 0-25% of the points value of the army.

Cavalry : 10-25% of the points value of the army.

Infantry : 25-75% of the points value of the army.

Mercenaries : 0-25% of the points value of the army.

ARMY SPECIAL RULES

Ambushers. The unit can use skis in winter or mount on elk for quick deploy and recon. The player writes down the position of the unit on a paper where battlefield is drawn but outside the deployment zone of enemy. The unit is deployed at the start of the player's first turn.

CHARACTERS

O-1 Army General

	M	WS	BS	S	T	W	I	A	CD	Pts
General	4	6	4	4	6	3	6	3	9	170

Equipment. Hand weapon, heavy armour and shield.

Options mounted. May wear partial plate armour (free) or full plate armour (free). May have a lance (4 pts) and warhorse (free) that can have cloth barding (4 pts)

Options dismounted. May wear partial plate armour (2pts) or full plate armour (4 pts). May have a halberd (3 pts), double-handed weapons (3 pts)

Special Rule. Army General.

Nobles

	M	WS	BS	S	T	W	I	A	CD	Pts
Nobles	4	5	3	4	3	2	5	2	8	70

Equipment. Hand weapon, heavy armour and shield.

Options mounted. May wear partial plate armour (free) or full plate armour (free). May have a lance (4 pts) and warhorse (free) that can have cloth barding (4 pts)

Options dismounted. May wear partial plate armour (2pts) or full plate armour (4 pts). May have a halberd (3 pts), double-handed weapons (3 pts)

Special Rule. One Noble can be the Army Standard (15 pts) and may only be armed with hand weapon. If no Army General is taken a Noble may be made Army General for 25 pts.

CAVALRY

Riddare (Knights)

	M	WS	BS	S	T	W	I	A	CD	Pts
Mounted	8	4	3	3	3	1	4	1	8	30
Dismounted	4	4	3	3	3	1	4	1	8	15

Equipment. Hand weapon, heavy armour and shield.

Options mounted. May wear partial plate armour (free). May have a lance (4 pts) and warhorse (free) that can have cloth barding (4 pt)

Options dismounted. May wear partial plate armour (2pts). May have a halberd (2 pts),

double-handed weapons (2 pts), or a shortened spear (1 pt; count as thrusting spear).

Stubborn option. One unit of Riddare may be Stubborn (3 pts). This unit must be led by the Army General during the battle.

Special Rules. Mounted knights are subject to First Charge. Combined formation: may be combined with Svenners. +1 rank bonus when mounted.

Knights often fought on foot because of the broken terrain on Scandinavia

Svenners (squires)

	M	WS	BS	S	T	W	I	A	CD	Pts
Mounted	8	4	3	3	3	1	3	1	7	24
Dismounted	4	4	3	3	3	1	3	1	7	12

Equipment. Hand weapon, light armour and shield.

Options mounted. May wear heavy armour (1 pt). May have a lance (4 pts) and warhorse (free) that can have cloth barding (4 pts)

Options dismounted. May wear heavy armour (1 pt). May have a halberd (2 pts), double-handed weapons (2 pts), or a shortened spear (1 pt; count as thrusting spear).

Special Rules. Combined formation: may be combined with Riddare.

Svenners are well-armed squires. They are called upon to fight alongside knights.

Skytter (mounted crossbowmen)

	M	WS	BS	S	T	W	I	A	CD	Pts
Shuet-teh	8	3	3	3	3	1	3	1	7	16

Equipment. Hand weapon, light crossbow, horse. May wear light armour (2 pts)

Union. May wear heavy armour (3 pts)

Rebellion army options. May exchange crossbow for handgun (2 pts). May wear heavy armour (3 pts)

Special Rules. Skirmishers or Open Order if have light or heavy armour

Skytter ("shooters") are armoured mounted crossbowmen. At the end of 13th century, their equipment improved with lamellar armour and mail. In 15th century some troops replace crossbows by handguns.

INFANTRY

Ledung Spearmen & Halberdiers

	M	WS	BS	S	T	W	I	A	CD	Pts
Militia	4	3	3	3	3	1	3	1	7	8

Equipment. Hand weapon, thrusting spear and shield. May have light armour (1 pt). Stakes (20 pts per unit).

Union army options. May have heavy armour (2 pts), may take halberd instead of spear & shield (1 pt).

Rebellion army options. May have heavy armour (2 pts) or partial plate armour (3 pts), must take halberd instead of spear & shield 1 pt).

Special Rules. Stakes. One unit can be Stubborn as Dalarna leby (3 pts). May be in Open Order or Mixed Order with Ledung Archers and Crossbowmen.

Leidang are home defense militia, free yeomen in king's service. Swedish peasant infantry had a fearsome reputation and are able to inflict defeat to german mercenaries especially Darlana levy. Swedish leidang made great use of bratar - roadblock barriers to block roads through woods or gaps between woods.

Ledung Archers & Crossbowmen

	M	WS	BS	S	T	W	I	A	CD	Pts
Militia	4	3	3	3	3	1	3	1	7	8

Equipment. Hand weapon and bow. May take crossbow instead of bow (2 pts). May have light armour (1 pt).

Union army options. May have heavy armour (2 pts).

Rebellion army options. May have heavy armour (2 pts) or partial plate armour (3 pts). Must replace bow by crossbow (2 pts).

Special Rules. Open order or Mixed Order with Ledung Spearmen & Halberdiers.

Ledung use several type of bow : hand-bow, bow or longbow but there is no evidence that the long bow is efficient as English longbow.

Handgunners

	M	WS	BS	S	T	W	I	A	CD	Pts
Handgunner	4	3	3	3	3	1	3	1	7	11

Equipment. Hand weapon, handgun and light armour. May have heavy armour (1 pt).

Special Rules. Open Order.

Availability. Handgunners are not available in Early armies.

Lapp scouts

	M	WS	BS	S	T	W	I	A	CD	Pts
Scout	5	3	3	3	3	1	3	1	7	10

Equipment. Hand weapon, throwing spear, light crossbow.

Special Rules. Skirmishers, Ambushers.

Finnish Lapps are used as scouts and for guerrilla warfare. During winter they used skis. Mounted infantry is for the use of elk and perhaps reindeer for riding.

Light Artillery (50 points)

Special rules. Artillery. 0-1 gun per 1000 army points. Bought from the Infantry allocation

Artillery was a late comer in Scandinavia. Guns were supplied by royal arsenals.

MERCENARIES

Holy Roman Empire

Union army options. Early Feudal or City armies.

Rebellion army options. Later Feudal or City armies.

Legosoldater or mercenaries were often used. The preferred were Germans mercenaries.