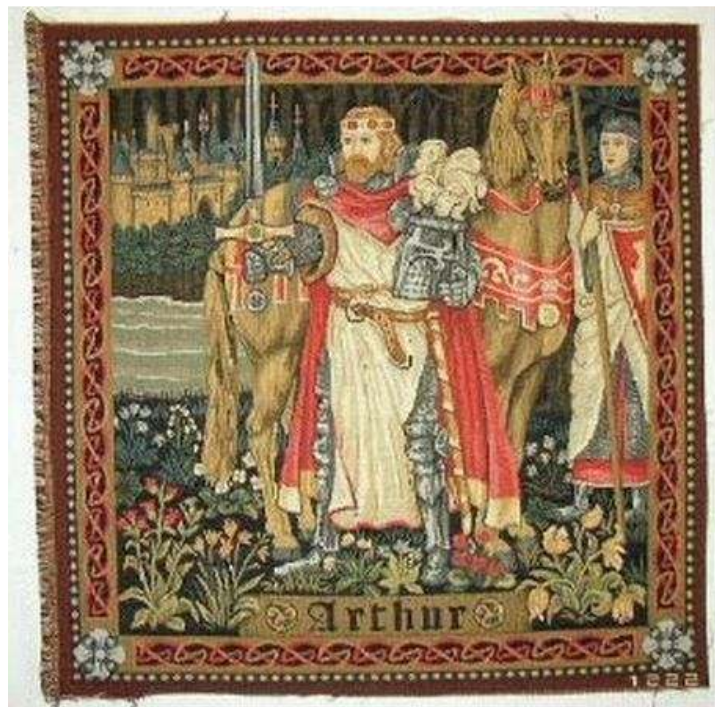


“Kings and Khans”

Historical Kings of War Lists 1600BC to 1700AD

These ‘enthusiastic’ fan-based Historical Army Lists are intended allow gamers to play Historical Battles with the excellent ‘Kings of War’ rules by Mantic Games.

*By
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Historical Force Selection

Due to the a decided lack of 'Monsters' in Historical armies, choosing a Historical Force is slightly different from your standard Kings of War Force Selection outlined on page 42 of the rulebook 'Picking A Force'.

In a Historical Force for every 'Solid Unit' you can include 1 'Special Unit' and 1 'Hero' or 'War machine'. Some 'Solid Units' will be marked with 1+, 2+ etc, this indicates that this many 'Solid units' must be purchased before other units in the force. Some units will be marked with 0-1, 0-2, etc, this indicates that a force may only field a maximum of the final number. Irregular units that do not count as Solid units continue to be marked with an asterisk (*).



Mycenaean Greece

1600BC to 1100BC

Mycenaean Greece is the historical setting of much ancient Greek literature and myth, including the epics of Homer.

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	50
Regiment (20)	5	4+	-	3+	10	13/15	70
Horde (40)	5	4+	-	3+	20	20/22	130

Options: Musician (+10 points)

Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)

0-2 Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Slings/Javelins 12", Nimble

Light Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	4+	5+	4+	3	9/11	55
Troop (3)	8	4+	5+	4+	9	11/13	120
Troop (6)	8	4+	5+	4+	18	14/16	230

Special: Crushing Strength (1), Javelins 12"

Options: Musician (+10 points)

Banner (+15 points)



0-1 Royal Guard**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	11/13	70
Regiment (20)	5	3+	-	4+	10	14/16	95
Horde (40)	5	3+	-	4+	20	21/23	180

Special: Headstrong

Options: Musician (+10 points)
Can exchange shields for two handed Weapons gains
Crushing Strength (1) but defence is lowered to 3+

0-2 Archers***Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Bows 24"

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	5	14/16

Special: Crushing strength (2), Very Inspiring

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	6	11/13

Special: Crushing strength (2)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	4+	-	5+	3	9/11

Special: Crushing strength (2), Very Inspiring



Achilles [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	2D6	13/15	175

Special: Crushing strength (2), Individual, Allows 1+ Royal Guard units (Myrmidons) who each gain the *Phalanx* special rule.

Hector [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring, Doomed (MUST move/charge towards the nearest enemy)

Odysseus [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	145

Special: Crushing strength (1), Individual, Very Inspiring, Master tactician (as per 'The Captain' page 102 KoW)

Option: *Your opponent may include in their army a Cyclops ('Ogre Captain' from the Kingdoms of Men army list) as his nemesis.*



Hittites

1600BC to 1200BC

The Hittite empire stretched from the Ionian Coast to Syria. The most famous Battle of the era was between the Hittites and the Egyptians at Kadesh 1274BC.

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	50
Regiment (20)	5	4+	-	3+	10	13/15	70
Horde (40)	5	4+	-	3+	20	20/22	130

Options: Musician (+10 points)

Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)

0-2 Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Slings/Javelins 12", Nimble

Light Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	4+	5+	4+	3	9/11	55
Troop (3)	8	4+	5+	4+	9	11/13	120
Troop (6)	8	4+	5+	4+	18	14/16	230

Special: Crushing Strength (1), Javelins 12"

Options: Musician (+10 points)

Banner (+15 points)

0-1 Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	8/10	40
Regiment (10)	9	5+	5+	3+	10	11/13	80

Special: Javelins 12"

0-2 Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Bows 24"



General [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	5	14/16

Special: Crushing strength (2), Very Inspiring

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	6	11/13

Special: Crushing strength (2)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	4+	-	5+	3	9/11

Special: Crushing strength (2), Very Inspiring



Canaanites

1600BC to 1100BC

Canaan was the battleground of the Hittites and the Egyptians, the local forces often forced to allies with one or the other.

Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Slings/Javelins 12", Nimble

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	50
Regiment (20)	5	4+	-	3+	10	13/15	70
Horde (40)	5	4+	-	3+	20	20/22	130

Options: Musician (+10 points)

1+ Light Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	4+	5+	4+	3	9/11	55
Troop (3)	8	4+	5+	4+	9	11/13	120
Troop (6)	8	4+	5+	4+	18	14/16	230

Special: Crushing Strength (1), Javelins 12"

Options: Musician (+10 points)

Banner (+15 points)

Sea People Mercenaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	70
Regiment (20)	5	4+	-	3+	10	13/15	90
Horde (40)	5	4+	-	3+	20	20/22	150

Special: Headstrong

Options: Musician (+10 points)



0-1 Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	8/10	40
Regiment (10)	9	5+	5+	3+	10	11/13	80

Special: Javelins 12"

0-1 Archers***Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Bows 24"

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	5	14/16

Special: Crushing strength (2), Very Inspiring

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	6	11/13

Special: Crushing strength (2)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	4+	-	5+	3	9/11

Special: Crushing strength (2), Very Inspiring



Egyptian New Kingdom

1600BC to 1100BC

The New Kingdom era of Ancient Egypt was its most prosperous time and marked the peak of its power.

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	50
Regiment (20)	5	4+	-	3+	10	13/15	70
Horde (40)	5	4+	-	3+	20	20/22	130
Options:	Musician (+10 points)						



Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85
Options:	Musician (+10 points)						

0-2 Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160
Special:	Slings/Javelins 12", Nimble						

1+ Light Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	4+	5+	4+	3	9/11	55
Troop (3)	8	4+	5+	4+	9	11/13	120
Troop (6)	8	4+	5+	4+	18	14/16	230
Special:	Crushing Strength (1), Javelins 12"						
Options:	Musician (+10 points)						
	Banner (+15 points)						
	May Upgrade to Bows for +15 Points						

0-1 Ne'Arin Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	3+	-	4+	3	9/11	55
Troop (3)	8	3+	-	4+	9	11/13	120
Troop (6)	8	3+	-	4+	18	14/16	230
Special:	Crushing Strength (1)						
Options:	Musician (+10 points)						
	Banner (+15 points)						

0-2 Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Bows 24"

0-1 Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	8/10	40
Regiment (10)	9	5+	5+	3+	10	11/13	80

Special: Javelins 12"

General [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	3+	4+	5+	5	14/16	150

Special: Chariot, Crushing strength (1), Individual, Very Inspiring, Bow

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Ramses [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	3+	3+	5+	5	15/17	200

Special: Chariot, Crushing strength (1), Piercing (1), Individual, Very Inspiring, Bow

Options: Ne'Arin Chariots become 1+

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	6	11/13

Special: Crushing strength (2)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	3	9/11

Special: Crushing strength (2), Very Inspiring



Middle Assyrian

1400BC to 900BC

The Middle Assyrian army was characterised by the robust four horse chariot, much heavier than those used by the Egyptians and the Hittites. Later the Assyrian army started to develop a specialised Cavalry arm.

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	50
Regiment (20)	5	4+	-	3+	10	13/15	70
Horde (40)	5	4+	-	3+	20	20/22	130
Options:	Musician (+10 points)						

Levies

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	3+	15	10/13	45
Horde (40)	5	5+	-	3+	30	17/20	85

1+ Heavy Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	7	4+	5+	4+	4	9/11	70
Troop (3)	7	4+	5+	4+	12	11/13	135
Troop (6)	7	4+	5+	4+	24	14/16	260
Special:	Crushing Strength (2), Javelins 12"						

Light Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	4+	5+	4+	3	9/11	55
Troop (3)	8	4+	5+	4+	9	11/13	120
Troop (6)	8	4+	5+	4+	18	14/16	230
Special:	Crushing Strength (1), Javelins 12"						
Options:	Musician (+10 points)						
	Banner (+15 points)						

0-2 Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160
Special:	Slings/Javelins 12", Nimble						

Options: Musician (+10 points)
Banner (+15 points)





0-2 Light Cavalry

Specialist

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	8/10	40
Regiment (10)	9	5+	5+	3+	10	11/13	80

Special: Javelins 12"

0-2 Archers*

Specialist

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Bows 24"

General [1]

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+20 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	7	3+	-	5+	5	14/16

Special: Crushing strength (2), Very Inspiring

Hero

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+20 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	7	3+	-	5+	6	11/13

Special: Crushing strength (2)

Army Standard [1]

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+20 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	7	4+	-	5+	3	9/11

Special: Crushing strength (2), Very Inspiring

Sea Peoples

1200BC

Named 'the Sea Peoples' by the Egyptians they were made up of a vast varied of peoples; the Achaeans, Ekwesh, Lukka, Peleset, Teresh, Sherden, Sardinians, Shekelesh, Siculi, Tekrur and the Tyrrhenians.

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	50
Regiment (20)	5	4+	-	3+	10	13/15	70
Horde (40)	5	4+	-	3+	20	20/22	130
Options:	Musician (+10 points)						

Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85
Options:	Musician (+10 points)						

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160
Special:	Slings/Javelins 12", Nimble						

Light Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	4+	5+	4+	3	9/11	55
Troop (3)	8	4+	5+	4+	9	11/13	120
Troop (6)	8	4+	5+	4+	18	14/16	230

Special: Crushing Strength (1), Javelins 12"

Options: Musician (+10 points)

Banner (+15 points)

Lukka Pirates

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	70
Regiment (20)	5	4+	-	3+	10	13/15	90
Horde (40)	5	4+	-	3+	20	20/22	150

Special: Headstrong

Options: Musician (+10 points)



0-1 Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	8/10	40
Regiment (10)	9	5+	5+	3+	10	11/13	80

Special: Javelins 12"

0-2 Archers***Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Bows 24"

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	5	14/16

Special: Crushing strength (2), Very Inspiring

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	6	11/13

Special: Crushing strength (2)

Army Standard [1]**Hero**

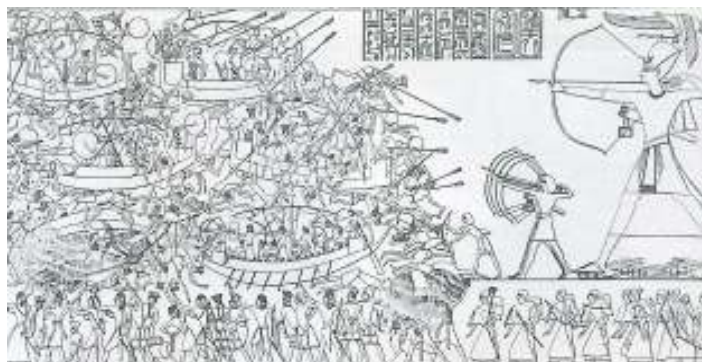
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	4+	-	5+	3	9/11

Special: Crushing strength (2), Very Inspiring



Iron Age Assyrian

800BC to 700BC

The Iron Age Assyrian Empire included Egypt and much of the Near East. The army continued to have Heavy Chariots supported by Cavalry, but also had infantry mounted on Carts 'Kallipani'.

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	50
Regiment (20)	5	4+	-	3+	10	13/15	70
Horde (40)	5	4+	-	3+	20	20/22	130
Options:	Musician (+10 points), May be Upgraded to Kallipani for +20 Points (Movement increases to 6)						



1+ Heavy Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	7	4+	5+	4+	4	9/11	70
Troop (3)	7	4+	5+	4+	12	11/13	135
Troop (6)	7	4+	5+	4+	24	14/16	260
Special:	Crushing Strength (2), Javelins 12" (May exchange Javelins for Bows +15 points) 1 Unit may be upgraded to Royal Guard and gain the Headstrong Special rule (+35 Points)						

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Special:	Slings/Javelins 12", Nimble						

Phrygian Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150
Special:	Phalanx						
Options:	Musician (+10 points)						

0-1 Royal Guard

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	9	4+	-	4+	10	10/12	100
Regiment (20)	9	4+	-	4+	20	13/15	190
Special:	Phalanx, Headstrong						
Options:	Musician (+10 points) Banner (+15 points)						

Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	8/10	40
Regiment (10)	9	5+	5+	3+	10	11/13	80

Special: Javelins 12"

Specialist**0-1 Royal Guard**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	85
Regiment (10)	9	4+	-	4+	16	13/15	140

Special: Crushing Strength (1), Spears, Headstrong

Specialist**0-2 Archers***

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Bows 24"

Specialist**General [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+20 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	7	3+	-	5+	5	14/16

Special: Crushing strength (2), Very Inspiring

**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+20 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	7	3+	-	5+	6	11/13

Special: Crushing strength (2)

Hero**Army Standard [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+20 points), but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	7	4+	-	5+	3	9/11

Special: Crushing strength (2), Very Inspiring

Hoplite Armies

600BC to 400BC

The Hoplite armies of the early battles of Marathon, Plataea, Thermopylae had a lot in common with the armies of the later Peloponnesian Wars. They were made up of Mostly hoplite units with small amounts of supporting Skirmishers and Cavalry.

Elite Hoplites

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	105
Regiment (20)	5	4+	-	4+	10	13/15	130
Horde (40)	5	4+	-	4+	20	20/22	215
Special:	Headstrong, Phalanx						
Options:	Musician (+10 points)						

1+ Hoplites

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180
Special:	Phalanx						
Options:	Musician (+10 points)						

Levy Hoplites

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	8/11	60
Regiment (20)	5	4+	-	4+	10	11/14	80
Horde (40)	5	4+	-	4+	20	18/21	150
Special:	Phalanx						
Options:	Musician (+10 points)						

Thureophoroi Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	5+	3+	10	10/12	75
Regiment (20)	5	4+	5+	3+	10	13/15	100
Horde (40)	5	4+	5+	3+	20	20/22	190
Special:	Phalanx, Nimble, Spears/Javelins						

Light Infantry Peltasts*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

0-2 Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Special:	Bows 24"						



Spartans

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	11/13	135
Regiment (20)	5	4+	-	4+	10	14/16	160
Horde (40)	5	4+	-	4+	20	21/23	300

Special: Always counts as within range of a unit with the inspiring special rule, Counts as having a Banner, Headstrong, Phalanx

Options: Musician (+10 points)

Specialist**0-2 Light Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Specialist**Rhodian Skirmishers**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	95

Special: Elite, Slings 12", Nimble

Specialist**Cretan Archers**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	95

Special: Elite, Bows 24"

Specialist**0-2 Thessalian Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Nimble, Javelins 12", Piercing (1)

Specialist

King [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	5	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

King Leonidas [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	5	15/17	140

Special: Crushing strength (1), Individual, Very Inspiring, Spartans become *Infantry*

Epic Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Option: *If agreed by your opponent one [1] Epic Hero may be mounted on a Pegasus, increasing speed to 10 and gaining fly, but losing the Individual special rule (+20 points). In return your opponent may include in their army an 'Ogre Captain' from the Kingdoms of Men army list as this Hero's nemesis.*

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Achaemenid Persian

600BC to 400BC

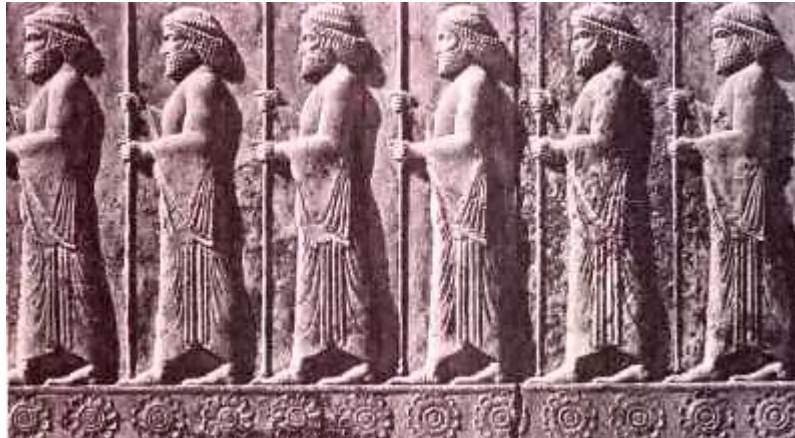
The great Persian army who took on the Greeks at Marathon and centuries later Alexander the Great's Macedonians consisted of a mix of cavalry, Greek mercenaries and Persian infantry who used tall 'spara' shields.

Immortal Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	105
Regiment (20)	5	4+	-	4+	10	13/15	130
Horde (40)	5	4+	-	4+	20	20/22	215

Special: Headstrong, Phalanx

Options: Musician (+10 points)



1+ Sparabara Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	8/11	50
Regiment (20)	5	4+	-	3+	10	11/14	70
Horde (40)	5	4+	-	3+	20	18/21	130

Special: Phalanx

Options: Musician (+10 points)

May be equipped with Bows for +30 points (this gives them Ra: 5+ and 10 ranged attacks).

Levy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Special: -

Options: Musician (+10 points)

0-2 Light Infantry Peltasts***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Slings/Javelins 12", Nimble

0-2 Archers***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Bows 24"

Greek Mercenary Hoplites**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180

Special: Phalanx

Options: Musician (+10 points)

0-2 Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

0-2 Thessalian Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Nimble, Javelins 12", Piercing (1)

0-2 Horse Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Bows 24", Nimble

0-2 Guard Heavy Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	85
Regiment (10)	9	4+	-	4+	16	13/15	140

Special: Crushing Strength (1), Spears, Headstrong

0-2 Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95

Special: Crushing Strength (1), Spears



0-2 Heavy Scythed Chariots**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	7	3+	-	5+	3	9/11	55
Troop (3)	7	3+	-	5+	9	11/13	120
Troop (6)	7	3+	-	5+	9	11/13	230

Special: Crushing Strength (2)

King [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	7	3+	-	5+	5	14/16

Special: Crushing strength (2), Very Inspiring

**Hero****Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	7	3+	-	5+	6	11/13

Special: Crushing strength (2)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	7	3+	-	5+	3	9/11

Special: Crushing strength (2), Very Inspiring

Alexandrian/Macedonian

400BC to 300BC

The long pike was thought to have been adopted from the Thebans by Phillip of Macedonia. The armies of Phillip and his son Alexander were made up of Phalangite heavy infantry and later supported by the elite Companion Cavalry lead by Alexander.

1+ Phalangite Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	4+	10	13/15	115
Horde (40)	5	4+	-	4+	20	20/22	220
Special:	Pike Phalanx						
Options:	Musician (+10 points)						

Mercenary Hoplites

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180
Special:	Phalanx						
Options:	Musician (+10 points)						

Light Infantry Peltasts*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

0-1 Companion Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (10)	9	4+	-	4+	16	13/15	165
Horde (20)	9	4+	-	4+	32	21/23	305

Special: Always counts as within range of a unit with the inspiring special rule, Counts as having a Banner, Crushing Strength (1), Spears, Headstrong



0-2 Archers***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

Light Cavalr***Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Rhodian Skirmishers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	95

Special: Elite, Slings 12", Nimble

Cretan Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	95

Special: Elite, Bows 24"

0-2 Thessalian Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95

Special: Crushing Strength (1), Spears

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Alexander the Great [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	145

Special: Crushing strength (1), Individual, Very Inspiring, Master tactician (as per 'The Captain' page 102 KoW)

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Qin China

400BC to 300BC

Emperor Qin Shi Huang was the first to unit all of China. His army was reproduced in terracotta for his tomb.

1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Musician (+10 points)
Banner (+15 points)
May be equipped with Bows for +30 points (this gives them Ra: 5+ and 10 ranged attacks).

Veteran Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	11/13	90
Regiment (20)	5	3+	-	4+	10	14/16	115
Horde (40)	5	3+	-	4+	20	21/23	220

Special: Headstrong
Options: Musician (+10 points)
Banner (+15 points)
May be equipped with Bows for +30 points (this gives them Ra: 5+ and 10 ranged attacks).

Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180

Special: Phalanx
Options: Musician (+10 points)
Banner (+15 points)

Impressed/Convict Troops

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)
Banner (+15 points)



Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Javelins, Nimble

Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows

0-2 Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Bows

0-2 Light Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	3+	-	4+	3	9/11	55
Troop (3)	8	3+	-	4+	9	11/13	120
Troop (6)	8	3+	-	4+	18	14/16	230

Special: Crushing Strength (2)

Options: Musician (+10 points)

Banner (+15 points)

0-1 Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95

Special: Crushing Strength (1), Spears

Light Bolt Thrower

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

Medium Stone thrower

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (2D6), Indirect Fire, Piercing (2)

Heavy Stone thrower

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)



Commander [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Gauls

400BC to 100BC

The armies of the Gallic tribes of France and Northern Italy were not a uniform group and span several centuries. This list should hopefully cover the Gauls from their early battles with Rome to the Gallic wars of Caesar.

Medium Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Musician (+10 points)
Banner (+15 points)

0-1 Sky-Clad Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	3+	20	11/13	100
Regiment (20)	5	3+	-	3+	25	14/16	150
Horde (20)	5	3+	-	3+	50	21/23	295

Special: Headstrong, Includes a musician

Options: Musician (+10 points)
Banner (+15 points)



0-1 German Allied Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165

Special: Headstrong

Options: Musician (+10 points)
Banner (+15 points)

0-1 Chieftain's Household Guard

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	11/13	90
Regiment (20)	5	3+	-	4+	10	14/16	115

Special: Headstrong

Options: Musician (+10 points)
Banner (+15 points)

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

0-2 Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

0-2 Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95

Special: Crushing Strength (1), Spears

Chieftain [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Vercingetorix [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	15/17	120

Special: Crushing strength (1), Individual, Very Inspiring, allows any Gallic unit to buy *Headstrong* (+35 points each)

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Carthaginian

300BC

The Carthaginian forces led by Hannibal terrified the Romans, but in the end politics undermined his campaign and forced him to return home.

0-2 Elite Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	105
Regiment (20)	5	4+	-	4+	10	13/15	130
Horde (40)	5	4+	-	4+	20	20/22	215
Special:	Headstrong, Phalanx						
Options:	Musician (+10 points)						

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180
Special:	Phalanx						
Options:	Musician (+10 points)						

Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	8/11	50
Regiment (20)	5	4+	-	3+	10	11/14	70
Horde (40)	5	4+	-	3+	20	18/21	130
Special:	Phalanx						
Options:	Musician (+10 points)						

Gallic Mercenaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10 points)						
	Banner (+15 points)						

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

0-2 Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Special:	Bows 24"						



Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Numidian Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Nimble, Javelins 12", Piercing (1)

Medium Cavalry Spanish, Gallic**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95

Special: Crushing Strength (1), Spears

0-5 Elephant**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180

Special: Crushing Strength (3)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hannibal Barca [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	145

Special: Crushing strength (1), Individual, Very Inspiring, Master tactician (as per 'The Captain' page 102 KoW)

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Republican Rome

300BC to 200BC

The Roman army that faced against the Carthaginian forces in the Punic wars. AT this time there was no standardised equipment and many units were other allied tribes and nations.

1+ Principes Medium Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180
Special:	Phalanx						
Options:	Musician (+10 points)						

1+ Hastati Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	8/11	50
Regiment (20)	5	4+	-	3+	10	11/14	70
Horde (40)	5	4+	-	3+	20	18/21	130
Special:	Phalanx						
Options:	Musician (+10 points)						

Velites*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

Triarii Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	105
Regiment (20)	5	4+	-	4+	10	13/15	130
Horde (40)	5	4+	-	4+	20	20/22	215
Special:	Headstrong, Phalanx						
Options:	Musician (+10 points)						

Gallic Mercenaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10 points)						
	Banner (+15 points)						



Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Numidian Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Nimble, Javelins 12", Piercing (1)

0-2 Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95

Special: Crushing Strength (1), Spears

0-3 Elephant**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180

Special: Crushing Strength (3)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Scipio Africanus [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	160

Special: Crushing strength (1), Individual, Master tactician (as per 'The Captain' page 102 KoW), Upgrades all *Infantry* units to *Elite*

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Ptolemaic Egyptian

300BC to 100BC

Ptolemy was the ruler of Egypt after the breakup of Alexander's Empire. The Ptolemaic Empire ended with the death of Cleopatra.

Phalangite Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	4+	10	13/15	115
Horde (40)	5	4+	-	4+	20	20/22	220
Special:	Pike Phalanx						
Options:	Musician (+10 points)						

Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	8/11	50
Regiment (20)	5	4+	-	3+	10	11/14	70
Horde (40)	5	4+	-	3+	20	18/21	130
Special:	Phalanx						
Options:	Musician (+10 points)						

Gallic Mercenaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10 points)						
	Banner (+15 points)						

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Nimble, Javelins 12"						

0-1 Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95
Special:	Crushing Strength (1), Spears						



0-5 Elephant**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180

Special: Crushing Strength (3)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Marcus Antonius [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	70

Special: Crushing strength (1), Individual, Allows 0-1 Unit of Legionaries from the Marian Roman List

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Numidians

300BC to 100AD

The Numidians supplied high quality Cavalry to both Rome and Cathage during the Punic wars. The Historians Sallust wrote of the Numidians forces having little organisation.



2+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	3+	10	11/14	70
Horde (40)	5	4+	-	3+	20	18/21	130
Special:	Headstrong						
Options:	Musician (+10 points)						

Roman Trained Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180
Special:	Phalanx						
Options:	Musician (+10 points)						

1+ Numidian Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125
Special:	Nimble, Javelins 12", Piercing (1)						

Skirmishers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

0-2 Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

Spear Armed Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	3+	5	10/12	50
Regiment (10)	9	4+	-	3+	10	13/15	95

Special: Nimble

0-4 Elephant**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180

Special: Crushing Strength (3)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	120

Special: Crushing strength (1), Individual, Very Inspiring

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	3	10/12	60

Special: Crushing strength (1), Individual

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	40

Special: Individual, Very Inspiring



Han China

300BC to 300AD

The Han armies made great use of crossbows, including the repeater crossbow.

Note: Han Crossbows. The Han armies had several types of Crossbows:

Light Crossbow – As Javelin

Heavy Crossbow – Range 24", Piercing (1), Reload

Repeater Crossbow – As Bow

1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options:

Musician (+10 points)

Banner (+15 points)

May be equipped with Repeater Crossbows for +30 points (this gives them Ra: 5+ and 10 ranged attacks). May exchange these for Heavy Crossbows for free (gaining Piercing (1) and reload!)



Veteran Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	11/13	90
Regiment (20)	5	3+	-	4+	10	14/16	115
Horde (40)	5	3+	-	4+	20	21/23	220

Special:

Headstrong

Options:

Musician (+10 points)

Banner (+15 points)

May be equipped with Repeater Crossbows for +30 points (this gives them Ra: 5+ and 10 ranged attacks). May exchange these for Heavy Crossbows for free (gaining Piercing (1) and reload!)

Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180

Special:

Phalanx

Options:

Musician (+10 points)

Banner (+15 points)

May be equipped with Repeater Crossbows for +30 points (this gives them Ra: 5+ and 10 ranged attacks). May exchange these for Heavy Crossbows for free (gaining Piercing (1) and reload!)

Levy*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)
Banner (+15 points)

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Javelins/Light Crossbows, Nimble

Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	10	20/22	180

Special: Repeater Crossbows.

Options: Musician (+10 points)
Banner (+15 points)

May exchange for Heavy Crossbows for free (gaining Piercing (1) and reload!)

0-1 Elite Swordsmen

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	3+	15	10/12	70
Regiment (20)	5	3+	-	3+	15	13/15	95
Horde (40)	5	3+	-	3+	30	20/22	180

Special: Two Swords

Options: Musician (+10 points)
Banner (+15 points)

0-1 Swordsmen

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	3+	10	10/12	70
Regiment (20)	5	3+	-	3+	10	13/15	95
Horde (40)	5	3+	-	3+	20	20/22	180

Special: Two-Handed weapons, Crushing Strength (1)

Options: Musician (+10 points)
Banner (+15 points)

0-2 Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Light Crossbows



0-1 Light Chariots**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	3+	-	4+	3	9/11	55
Troop (3)	8	3+	-	4+	9	11/13	120
Troop (6)	8	3+	-	4+	18	14/16	230

Special: Crushing Strength (2)

Options: Musician (+10 points)

Banner (+15 points)

Light Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

Medium Stone thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (2D6), Indirect Fire, Piercing (2)

Heavy Stone thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

Commander [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Zhang Fei [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	120

Special: Individual, All units in the army count as having a Musician

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Guan Yu [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	120

Special: Individual, Extremely Inspiring (18" Range)

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Kushite Kingdom

300BC to 400AD

The Kingdom of Kush during this time was centred around their capital Meroe. They fought several wars against Roman Egypt.

1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10 points) Banner (+15 points)						

Tribesmen

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	8/11	50
Regiment (20)	5	4+	-	3+	10	11/14	65
Horde (40)	5	4+	-	3+	20	18/21	120
Options:	Musician (+10 points) Banner (+15 points)						
Special:	Nimble						

0-1 Bodyguard

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180
Special:	Phalanx						
Options:	Musician (+10 points)						

Skirmishers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

0-1 Noble Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	3+	5	10/12	50
Regiment (10)	9	4+	-	3+	10	13/15	95
Special:	Crushing Strength (1)						

0-2 Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						



Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

0-4 Elephant

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180

Special: Crushing Strength (3)

General [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Germans

200BC to 200AD

The Germans were a fierce foe for the Romans and fought in warbands similar to the Gauls.



1+ German Medium Infantry

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						

0-1 Chieftain's Household Guard

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	11/13	90
Regiment (20)	5	3+	-	4+	10	14/16	115
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						

0-2 Medium Cavalry

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110
Special:	Headstrong						
Special:	Crushing Strength (1), Spears						

Skirmishers*

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

0-2 Archers***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

0-2 Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Chieftain [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Slave Revolt

135BC to 70BC

The Slave Revolts, or Servile Wars, of Republican Rome caused intense disruption to the nation. The Third and most famous servile war was led by Spartacus.

1+ Raw Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85
Options:	Musician (+10 points)						

0-2 Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Special:	Slings/Javelins 12", Nimble						

0-2 Veterans

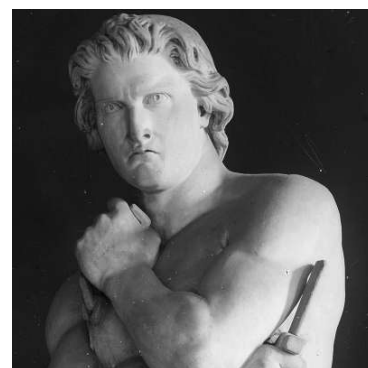
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	11/13	70
Regiment (20)	5	3+	-	4+	10	14/16	95
Special:	Headstrong						
Options:	Musician (+10 points) Can exchange shields for two handed Weapons gains Crushing Strength (1) but defence is lowered to 3+						

0-2 Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Special:	Bows 24"						

0-2 Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Nimble, Javelins 12"						



General [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Spartacus [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	2D6	13/15	175

Special: Crushing strength (2), Individual, Very Inspiring, Allows 1+ Veterans (Gladiators) who each gain the *Elite* special rule.

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	70

Special: Crushing strength (1), Individual, Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Britons

100BC to 100AD

The army of the Britons covers the period of the first invasion of Briton by Caesar to the reinvasion and conquest under Emperor Claudius.

1+ Medium Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10 points) Banner (+15 points)						

0-1 Sky-Clad Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	3+	20	11/13	100
Regiment (20)	5	3+	-	3+	25	14/16	150
Horde (40)	5	3+	-	3+	50	21/23	295
Special:	Headstrong, Includes a musician						
Options:	Musician (+10 points) Banner (+15 points)						

0-1 Chieftain's Household Guard

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	11/13	90
Regiment (20)	5	3+	-	4+	10	14/16	115
Special:	Headstrong						
Options:	Musician (+10 points) Banner (+15 points)						

Skirmishers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

0-2 Light Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	3+	-	4+	3	9/11	55
Troop (3)	8	3+	-	4+	9	11/13	120
Troop (6)	8	3+	-	4+	18	14/16	230
Special:	Crushing Strength (2)						
Options:	Musician (+10 points) Banner (+15 points)						



0-1 Gallic Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

0-2 Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

0-2 Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95

Special: Crushing Strength (1), Spears

Chieftain [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	7	14/16

Special: Crushing strength (2), Very Inspiring

Boudicca [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	pts
1	8	3+	-	5+	7	14/16	175

Special: Mounted on a Chariot, Crushing strength (2), Very Inspiring, makes all units *Vicious*



Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	5	11/13

Special: Crushing strength (2)

Druid

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	20

Special: Individual, Inspiring

Options: Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	4+	3	9/11

Special: Crushing strength (2), Very Inspiring

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	4+	3	9/11

Special: Crushing strength (2), Very Inspiring

Jewish Rebellions

100BC to 100AD

The Judaea Province of the Roman empire seemed to be constantly in turmoil. The main account of the 'Great revolt' during this period comes from Josephus, the former Jewish commander of Galilee who, after capture by the Romans after the Siege of Yodfat, attempted to end the rebellion by negotiating with the Judeans on the Roman's behalf.



Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						

0-1 Sicarii Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	3+	20	11/13	100
Regiment (20)	5	3+	-	3+	25	14/16	150
Horde (20)	5	3+	-	3+	50	21/23	295
Special:	Headstrong, Includes a musician						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						

Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Specialist**General [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Army Standard [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Hero

Marian Roman Army

100BC to 100AD

The Marian reform of the late Roman republican army led to standardised equipment being provided to recruits by the state rather than individually supplied. It is argued that Caesar's success in conquering Gaul was largely due to the Marian model.

Special Rule: Testudo. Units with the Testudo Special rule can elect to form Testudo. The Unit counts rear and flank attacks against it as if against its front; however movement decreases to 3.

1+ Legionaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	100
Regiment (20)	5	4+	-	4+	10	13/15	125
Half Century (40)	5	4+	-	4+	20	20/22	245
Special:	Pike Phalanx, Testudo						
Options:	Musician (+10 points) Banner (+15 points)						

Veteran Legionaries

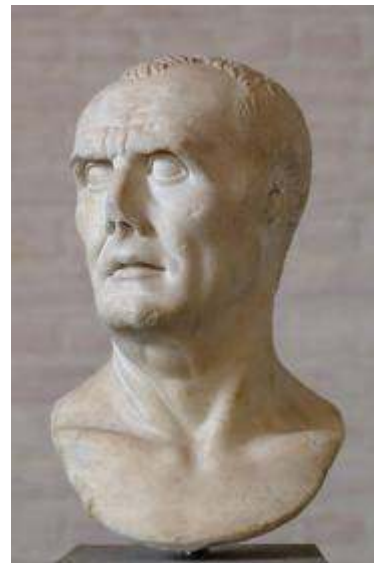
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	12/14	130
Regiment (20)	5	3+	-	4+	10	15/17	155
Half Century (40)	5	3+	-	4+	20	22/24	295
Special:	Pike Phalanx, Testudo						
Options:	Musician (+10 points) Banner (+15 points)						

Raw Legionaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	4+	10	8/11	65
Regiment (20)	5	5+	-	4+	10	11/14	90
Half Century (40)	5	5+	-	4+	20	18/21	175
Special:	Phalanx, Testudo						
Options:	Musician (+10 points) Banner (+15 points)						

Unarmoured Legionaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	8/11	70
Regiment (20)	5	4+	-	3+	10	11/14	95
Half Century (40)	5	4+	-	3+	20	18/21	180
Special:	Phalanx, Nimble						
Options:	Musician (+10 points) Banner (+15 points)						



Auxiliary Skirmishers *Balearic, Spanish, Thracian, Illyrian***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

Auxiliary Archers* *Cretan, Spanish, Gallic***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

Auxiliary Medium Infantry *Spanish, Gallic, Galatian***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Musician (+10 points)
Banner (+15 points)**Auxiliary Medium Infantry** *German***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165

Special: Headstrong

Options: Musician (+10 points)
Banner (+15 points)**Auxiliary Horse Archers** *Syrian***Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Bows 24", Nimble

Auxiliary Light Cavalry**Specialist***Numidian, Spanish, Thracian, Cappadocian*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Note: These units may also represent Domedarii (Decrease Sp to 7 & increase De to 4+)

Auxiliary Medium Cavalry *German, Spanish***Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110

Special: Headstrong

Special: Crushing Strength (1), Spears

Note: These units may also represent Domedarii (Decrease Sp to 7 & increase De to 4+)



0-3 Elephants**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180

Special: Crushing Strength (3)

Note: Elephants were primarily used by the eastern Legions so for each Elephant chosen there is a requirement of 1 Regiment (20) or Half Century (40) of Raw Legionaries.

Scorpion Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (D6), Piercing (3), *Accurate*: Ra is 4+ against *Hordes*

Onager**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Pompey or Caesar [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	125

Special: Individual, Very Inspiring, Master tactician (as per 'The Captain' page 102 KoW)

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Legate/Tribune**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Inspiring, Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Legion Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Scotts-Irish

100BC to 900AD

The Scotts-Irish armies were typical of the Irish raiders that settled on the coast of Scotland, Wales and Cornwall.

1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	175
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Skirmishers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

0-2 Light Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	3+	-	4+	3	9/11	55
Troop (3)	8	3+	-	4+	9	11/13	120
Special:	Crushing Strength (2)						
Options:	Musician (+10 points)						
	Banner (+15 points)						

0-2 Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Nimble, Javelins 12"						

Chieftain [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	7	14/16

Special: Crushing strength (2), Very Inspiring

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	5	11/13

Special: Crushing strength (2)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	4+	3	9/11

Special: Crushing strength (2), Very Inspiring



Dacians

100BC to 200AD

The Dacians were a fierce people who invaded the Roman Empire and was subject to reprisals by Emperor Trajan. They are renowned for their use of the 'falx'.

1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165

Special: Headstrong

Options: Musician (+10 points)

Banner (+15 points)

Can replace shields with Falx for free (Def is reduced to 3+, but gain Crushing strength 1)

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

0-2 Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

Sarmatian Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	80
Regiment (10)	9	5+	5+	3+	10	13/15	150

Special: Nimble, Bows

Sarmatian Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110

Special: Crushing Strength (2)

Options: 0-1 Unit may be upgraded to Cataphracts for +15 points (Defence 3+)



0-2 Scorpion Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (D6), Piercing (3), *Accurate*: Ra is 4+ against *Hordes*

0-1 Onager**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

Chieftain [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

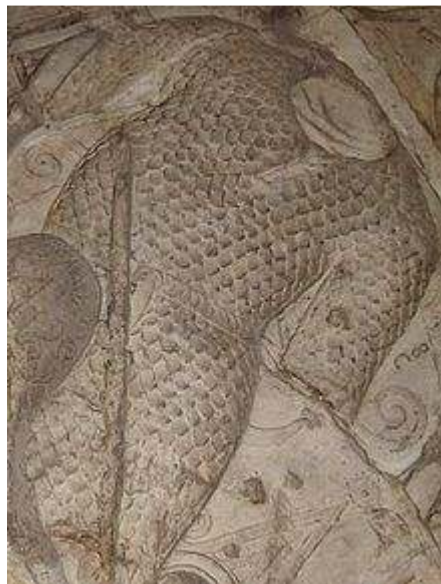
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Imperial Roman Army

100AD to 200AD

The Imperial Roman army during this time was of varying quality from the hardened veterans of the German border to the untested legions of the east. Imperial Roman Armies made extensive use of Auxiliary troops.

Special Rule: Testudo. Units with the Testudo Special rule can elect to form Testudo. The Unit counts rear and flank attacks against it as if against its front; however movement decreases to 3.

1+ Legionaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	100
Regiment (20)	5	4+	-	4+	10	13/15	125
Half Century (40)	5	4+	-	4+	20	20/22	245
Special:	Pike Phalanx, Testudo						
Options:	Musician (+10 points) Banner (+15 points)						

Veteran Legionaries (or Praetorians)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	12/14	130
Regiment (20)	5	3+	-	4+	10	15/17	155
Half Century (40)	5	3+	-	4+	20	22/24	295
Special:	Pike Phalanx, Testudo						
Options:	Musician (+10 points) Banner (+15 points)						

Raw Legionaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	4+	10	8/11	65
Regiment (20)	5	5+	-	4+	10	11/14	90
Half Century (40)	5	5+	-	4+	20	18/21	175
Special:	Phalanx, Testudo						
Options:	Musician (+10 points) Banner (+15 points)						

Auxiliary Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180
Special:	Phalanx						
Options:	Musician (+10 points) Banner (+15 points)						



Veteran Auxiliary Infantry**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	85
Regiment (20)	5	4+	-	4+	10	13/15	110
Horde (40)	5	4+	-	4+	20	20/22	200

Special: Phalanx, Headstrong
Options: Musician (+10 points)
Banner (+15 points)

Auxiliary Skirmishers***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

Auxiliary Light Archers***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

Auxiliary Medium Archers***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	4+	10	10/12	85
Regiment (20)	5	5+	5+	4+	10	13/15	120

Special: Bows 24"

Auxiliary Horse Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Bows 24", Nimble

Auxiliary Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Auxiliary Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110

Special: Headstrong

Special: Crushing Strength (1), Spears

Scorpion Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (D6), Piercing (3), *Accurate*: Ra is 4+ against *Hordes*



Onager

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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1 5 - 5+ 4+ 1 9/11 60

Special: Blast (2D6), Indirect Fire, Piercing (3)

War Machine**General [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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1 5 3+ - 5+ 4 13/15 100

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Trajan [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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1 5 3+ - 5+ 4 13/15 135

Special: Individual, Very Inspiring, One unit each turn can use the *Nimble* Special Rule

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Legate/Tribune**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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1 5 3+ - 5+ 3 10/12 50

Special: Inspiring, Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Legion Standard [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
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1 5 4+ - 4+ 1 9/11 30

Special: Individual, Very Inspiring

Hero

Classic Maya

200AD to 1100AD

The Classic Maya period was period of great growth and construction. The Mayans were a collection of Kingdoms and empires that flourished between 400 and 600 AD but that droughts in the following years led to extensive warfare and the decline of Mayan civilization.

1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85
Options:	Musician (+10 points)						

Slingers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160
Special:	Slings/Javelins 12", Nimble						

Noble Warriors

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	5+	3+	10	8/11	70
Regiment (20)	5	4+	5+	3+	10	11/14	95
Hoard (40)	5	4+	5+	3+	20	18/21	180
Special:	Javelins 12", Headstrong						
Options:	Musician (+10 points)						

Jungle Hunters

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	85
Regiment (20)	5	5+	5+	3+	10	11/14	130
Special:	Blowpipes 6" range, Nimble, Vanguard, Vicious						
Options:	Musician (+10 points)						

Chieftain [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100
Special:	Crushing strength (1), Individual, Very Inspiring						

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing strength (1), Individual						

Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Very Inspiring						



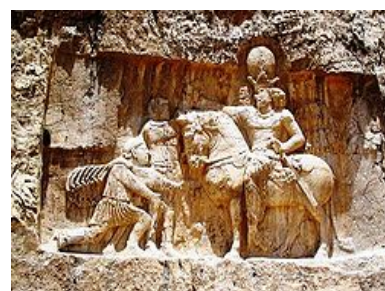
Sassanid Persian

200AD to 600AD

The Sassanid Persians proved great adversaries for the Late Romans and Byzantines and was recognized as one of the main powers in Western and Central Asia

1+ Medium Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165
Special:	Phalanx						
Options:	Musician (+10 points)						
	Banner (+15 points)						



Levies

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	60
Horde (40)	5	5+	-	4+	20	19/21	115
Options:	Musician (+10 points)						
	Banner (+15 points)						

Savaran Cataphracts*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	5	11/13	70
Regiment (10)	8	4+	-	4+	10	14/16	130
Horde (20)	8	4+	-	4+	20	20/22	250
Special:	Crushing Strength (2)						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Javelins, Nimble						

Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						

Horse Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Bows 24", Nimble

Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

0-1 Royal Cataphracts**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	3+	5	10/12	95
Regiment (10)	8	4+	-	3+	10	13/15	165
Horde (20)	8	4+	-	3+	20	20/22	295

Special: Headstrong, Crushing Strength (2)

Options: Musician (+10 points)

Banner (+15 points)

0-4 Elephant**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180

Special: Crushing Strength (3)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Individual, Very Inspiring

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	3	10/12	60

Special: Crushing strength (1), Individual

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	4+	-	4+	1	9/11	40

Special: Individual, Very Inspiring



Goths

300AD to 500AD

The Goths were a major German tribe which, together with many smaller Germanic tribes, was to cause great grief to the Romans.

1+ Medium Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Veteran Guard

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	11/13	90
Regiment (20)	5	3+	-	4+	10	14/16	115
Horde (40)	5	3+	-	4+	20	20/22	210
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						

Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Nimble, Javelins 12"						

Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110
Special:	Headstrong						
Special:	Crushing Strength (1), Spears						



0-1 Bodyguard Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	3+	-	4+	5	10/12	80
Regiment (10)	9	3+	-	4+	10	13/15	145

Special: Headstrong

Special: Crushing Strength (1), Spears

0-2 Hun Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	80
Regiment (10)	9	5+	5+	3+	10	13/15	150

Special: Nimble, Bows

Chieftain [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Middle Imperial Roman Army

300AD

The Roman Empire of the 3rd Century was in the grip of great strife and turmoil. Very little remained to differentiate the old Legions from Auxiliary units.

2+ Raw Legionaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	8/11	60
Regiment (20)	5	4+	-	4+	10	11/14	80
Half Century (40)	5	4+	-	4+	20	18/21	150
Special:	Phalanx						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Veteran Legionaries / Auxiliary

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	10/12	85
Regiment (20)	5	3+	-	4+	10	13/15	125
Half Century (40)	5	3+	-	4+	20	20/22	240
Special:	Phalanx						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Unarmoured Legionaries / Auxiliary

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	8/11	60
Regiment (20)	5	4+	-	3+	10	11/14	80
Half Century (40)	5	4+	-	3+	20	18/21	150
Special:	Nimble						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Levies

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	60
Horde (40)	5	5+	-	4+	20	19/21	115
Options:	Musician (+10 points)						
	Banner (+15 points)						





Auxiliary Barbarian Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165

Special: Headstrong

Options: Musician (+10 points)

Banner (+15 points)

One Unit May be upgraded to Palestinian Clubmen, exchanging their shields for two handed weapons for free (Lower Defence to 3+, gain crushing strength (1))

Auxiliary Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

Auxiliary Light Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

Auxiliary Medium Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	4+	10	10/12	85
Regiment (20)	5	5+	5+	4+	10	13/15	120

Special: Bows 24"

Auxiliary Horse Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Bows 24", Nimble

Auxiliary Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Auxiliary Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110

Special: Headstrong

Special: Crushing Strength (1), Spears

0-1 Cataphract Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	3+	5	10/12	85
Regiment (10)	8	4+	-	3+	10	13/15	135

Special: Crushing Strength (2)

Carroballista Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

Onager**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

Heavy Ballistae**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	70

Special: Blast (2D6), Piercing (4)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Early Saxon

300AD to 700AD

The Saxons, along with their neighbours the Frisians, Jutes & Angles, raided the coast of Britain and France.

1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	175
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Skirmishers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						

0-2 Noble Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	11/13	100
Regiment (20)	5	3+	-	4+	10	14/16	135
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						
	Exchange shields for two handed weapons for free (Lower Defence to 4+, gain crushing strength (1))						



0-1 Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95

Special: Crushing Strength (1), Spears

Chieftain [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Alle [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	175

Special: Crushing strength (1), Individual, Very Inspiring, All units in the army gain the *Elite* Special rule

Beowulf [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	2D6	13/15	120

Special: Crushing strength (2), Individual

Option: *If you take Beowulf then your opponent may include in their army an 'Ogre Captain' from the Kingdoms of Men army list as his nemesis Grendel.*

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Late Imperial Roman Army

400AD to 500AD

The late Imperial Roman Army was very different from previous eras, comprising of well equipped Comitatuses or mobile armies and poorer quality Limitanei which were troops settled on the borders.

Comitatenses

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Half Century (40)	5	4+	-	4+	20	20/22	150
Special:	Phalanx						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Limitanei

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	8/11	50
Regiment (20)	5	4+	-	3+	10	11/14	70
Half Century (40)	5	4+	-	3+	20	18/21	135
Special:	Nimble						
Options:	Musician (+10 points)						
	Banner (+15 points)						

0-1 Scholae Palatini

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	85
Regiment (20)	5	4+	-	3+	10	13/15	125
Half Century (40)	5	4+	-	3+	20	20/22	245
Special:	Phalanx						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Levies

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	60
Horde (40)	5	5+	-	4+	20	19/21	115
Options:	Musician (+10 points)						
	Banner (+15 points)						



Auxiliary Barbarian Infantry *Goths, Franks***Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165

Special: Headstrong

Options: Musician (+10 points)

Banner (+15 points)

**Auxiliary Skirmishers*****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

Auxiliary Light Archers***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

0-1 Armoured Archers***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	4+	10	10/12	85
Regiment (20)	5	5+	5+	4+	10	13/15	120

Special: Bows 24"

Hun Mercenary Horse Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Bows 24", Nimble

Hun Mercenary Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110

Special: Headstrong

Special: Crushing Strength (1)

0-1 Cataphract Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	3+	5	10/12	90
Regiment (10)	8	4+	-	3+	10	13/15	155

Special: Headstrong, Crushing Strength (2)

Carroballista Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

Onager**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

Heavy Ballistae**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	70

Special: Blast (2D6), Piercing (4)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Huns

400AD to 600AD

Famously unified by Attila the Hun, the Huns were a horse riding nation which fought first the Goths and then the Romans.

1+ Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	80
Regiment (10)	9	5+	5+	3+	10	13/15	150
Horde (10)	9	5+	5+	3+	20	19/21	290
Special:	Nimble, Bows						

Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110
Horde (20)	9	4+	-	4+	20	19/21	200
Special:	Headstrong, Crushing Strength (1), Spears						

Levies*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	60
Horde (40)	5	5+	-	4+	20	19/21	115
Options:	Musician (+10 points) Banner (+15 points)						

0-1 Bodyguard Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	3+	-	4+	5	10/12	80
Regiment (10)	9	3+	-	4+	10	13/15	145
Horde (20)	9	3+	-	4+	20	19/21	280
Special:	Headstrong, Crushing Strength (1), Spears						

Medium Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	145
Options:	Musician (+10 points) Banner (+15 points)						

0-2 Skirmishers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						



0-2 Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

Chieftain [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Arthurian British

500AD to 600AD

Often referred to as Sub-Roman Britain, this period saw the establishment of Anglo-Saxon Kingdoms in Britain. However the Romano-Celt population may have had issues with this.

1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10 points) Banner (+15 points)						

Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180
Special:	Phalanx						
Options:	Musician (+10 points) Banner (+15 points)						

Levies

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (10)	5	5+	-	4+	10	9/11	35
Regiment (20)	5	5+	-	4+	10	12/14	60
Horde (40)	5	5+	-	4+	20	19/21	115
Options:	Musician (+10 points) Banner (+15 points)						

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						

Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Nimble, Javelins 12"						



0-2 Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	100
Regiment (10)	9	4+	-	4+	10	13/15	160

Special:

Special: Crushing Strength (1), Spears, Headstrong

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Arthur [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	2D6	15/17	Free

Special: Crushing strength (2), Individual, Very Inspiring

Note: *Arthur is always Doomed... Taking Arthur allows your opponent to take 500 extra points in their army.***Hero****Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Eastern Roman / Byzantine

600AD to 700AD

When the Western Roman Empire fell, the Byzantine Roman Army was very different from previous eras, comprising of well equipped Comitatuses or mobile armies and poorer quality Limitanei which were troops settled on the borders.



1+ Kontaratoi

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165
Special:	Phalanx						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Heavy Kontaratoi

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	85
Regiment (20)	5	4+	-	3+	10	13/15	105
Horde (40)	5	4+	-	3+	20	20/22	195
Special:	Phalanx						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Levies

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	60
Horde (40)	5	5+	-	4+	20	19/21	115
Options:	Musician (+10 points)						
	Banner (+15 points)						

Psiloi Skirmishers*

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Javelins, Nimble						



Isaurian Light Archers*

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						

Mercenary Horse Archers *Hun, Avar*

Specialist

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125
Special:	Bows 24", Nimble						

Mercenary Light Cavalry *Hun, Avar, Moor, Lombard, Arab*

Specialist

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Nimble, Javelins 12"						

Mercenary Medium Cavalry *Gepid, Herul, Lombard*

Specialist

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110
Special:	Headstrong, Crushing Strength (1)						

Kavalloroi Heavy Cavalry

Specialist

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	5	11/13	70
Regiment (10)	8	4+	-	4+	10	14/16	130
Horde (20)	8	4+	-	4+	20	20/22	250
Special:	Crushing Strength (2)						
Options:	Musician (+10 points)						
	Banner (+15 points)						

0-1 Cataphract Heavy Cavalry

Specialist

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	3+	5	10/12	95
Regiment (10)	8	4+	-	3+	10	13/15	165
Horde (20)	8	4+	-	3+	20	20/22	295
Special:	Headstrong, Crushing Strength (2)						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Light Bolt Thrower

War Machine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40
Special:	Blast (D6), Piercing (3)						

Onager

War Machine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60
Special:	Blast (2D6), Indirect Fire, Piercing (3)						

General [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Flavius Belisarius [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	110

Special: Individual, Very Inspiring, Master tactician (as per 'The Captain' page 102 KoW), "Out of Favour" (If Flavius is still alive at the end of the game roll D6, on a 4+ he counts as being killed by the enemy)

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

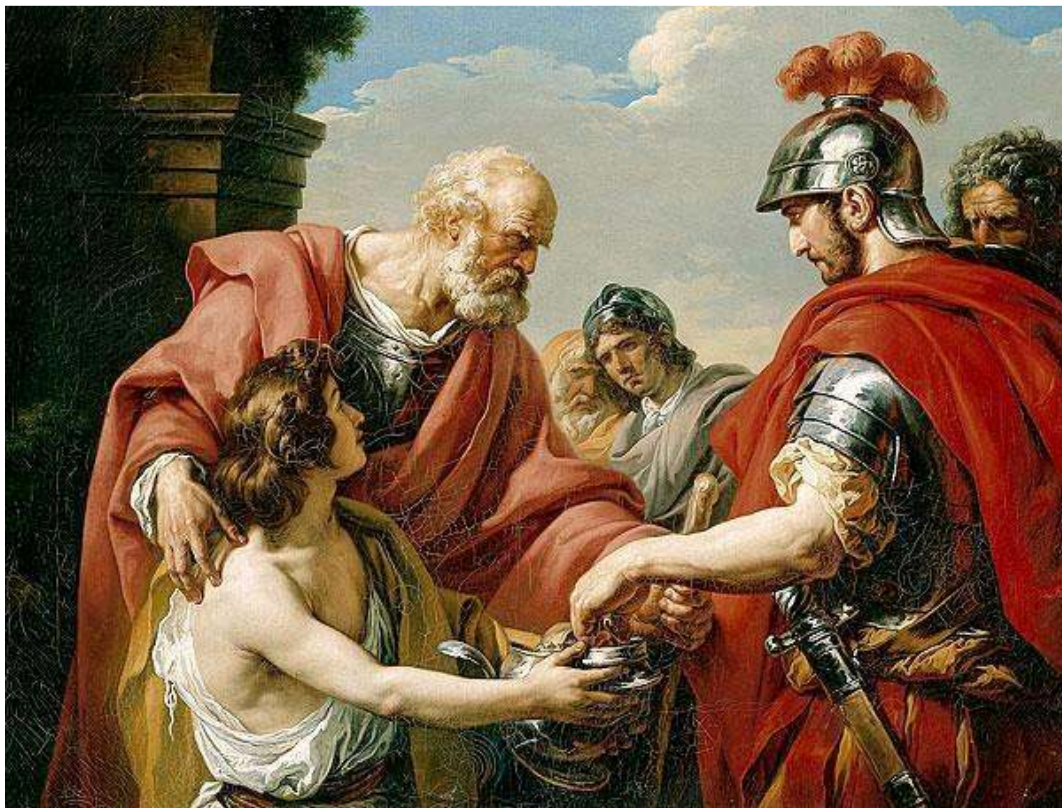
Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Picts

600AD to 900AD

Descendants of the Caledonian tribes, the Picts were absorbed by Irish settlers.

1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	90
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10 points) Banner (+15 points)						

Skirmishers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

Veterans

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	4+	10	11/13	90
Regiment (20)	5	3+	-	4+	10	14/16	115
Special:	Headstrong						
Options:	Musician (+10 points) Banner (+15 points)						

0-1 Light Chariots

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (1)	8	3+	-	4+	3	9/11	55
Troop (3)	8	3+	-	4+	9	11/13	120
Troop (6)	8	3+	-	4+	18	14/16	230
Special:	Crushing Strength (2)						
Options:	Musician (+10 points) Banner (+15 points)						

Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						

0-2 Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Nimble, Javelins 12"						



0-2 Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95

Special: Crushing Strength (1), Spears

**Chieftain [1]****Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	7	14/16

Special: Crushing strength (2), Very Inspiring

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	5+	5	11/13

Special: Crushing strength (2)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Mount on a Chariot losing the Individual special rule (+25 points, but his stats increase to the following:

Unit Size	Sp	Me	Ra	De	At	Ne
1	8	3+	-	4+	3	9/11

Special: Crushing strength (2), Very Inspiring

Arab Empire

700AD to 1000AD

From the Rise of Mohammed, through the Umayyad and Abbasid Caliphates the Arab Empire was a ferocious foe for the Byzantines and Persians.

1+ Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	50
Regiment (20)	5	4+	-	3+	10	13/15	70
Horde (40)	5	4+	-	3+	20	20/22	135

Options: Musician (+10 points)
 Banner (+15 points)
 Upgrade with two handed weapons for +15 Points (crushing strength 1)
 Upgrade to Hadji fanatics for +20 Points (Headstrong)



Levy Medium Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	8/11	35
Regiment (20)	5	4+	-	3+	10	12/14	65
Horde (40)	5	4+	-	3+	20	18/20	115

Options: Musician (+10 points)
 Banner (+15 points)

Medium Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Musician (+10 points)
 Banner (+15 points)

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

0-3 Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

0-3 Horse Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	4+	3+	5	10/12	90
Regiment (10)	9	5+	4+	3+	10	13/15	165

Special: Bows 24"

**0-2 Heavy Cavalry****Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	3+	-	4+	8	11/13	90
Regiment (10)	9	3+	-	4+	16	14/16	160
Horde (20)	9	3+	-	4+	32	21/23	300

Special: Crushing Strength (1), Headstrong

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).

Medium Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	70
Regiment (10)	9	4+	-	4+	16	13/15	125
Horde (20)	9	4+	-	4+	32	18/21	240

Special: Crushing Strength (1), Spears

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).

0-1 Naffata Pot Skirmishers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	-	-	4+	*	10/12	40

Special: Breath Attack (10), Individual

0-1 Elephant**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180

Special: Crushing Strength (3)

Light Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

Medium Stone thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (2D6), Indirect Fire, Piercing (2)

Heavy Stone thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

Commander [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	3	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Imam**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	-	4+	-	9/11	10

Special: Individual, Inspiring

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Polynesians

700AD to 1600BC

The Polynesian list includes Māori, Hawaiians, Easter Island, the Marquesas, Samoa, the Cook Islands and Tonga who all share a common ancestry and culture. This era is often called the classic or isolationist era.

1+ Warriors

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	75
Regiment (20)	5	4+	-	3+	10	13/15	95
Horde (40)	5	4+	-	3+	20	20/22	165

Special: Headstrong, Musician, Vicious
Upgrade with two handed weapons for +15 points (crushing strength 1)



Commoners

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)

Commoner Slingers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85

Special: Slings 12", Nimble

Veteran Warriors

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	3+	10	11/13	100
Regiment (20)	5	3+	-	3+	10	14/16	125
Horde (40)	5	3+	-	3+	20	18/21	335

Special: Headstrong, Musician, Vicious
Upgrade with two handed weapons for +15 points (crushing strength 1)

Chieftain [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	80

Special: Crushing strength (1), Individual, Inspiring

Thematic Byzantine

700AD to 1000AD

The Byzantine Army during this time established a permanent trained militia called the 'theme' system.

1+ Kontaratoi

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	9/11	70
Regiment (20)	5	4+	-	4+	10	12/14	90
Horde (40)	5	4+	-	4+	20	19/21	155

Special: Phalanx

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Javelins (+15) or Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).

Heavy Kontaratoi

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	9/11	80
Regiment (20)	5	4+	-	3+	10	12/14	100
Horde (40)	5	4+	-	3+	20	19/21	185

Special: Phalanx

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Javelins (+15) or Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).

0-2 Varangians

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	175

Special: Headstrong

Options: Musician (+10 points)

Banner (+15 points)

Exchange shields for two handed weapons for free (Lower Defence to 4+, gain crushing strength (1))

Slavic Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Musician (+10 points)

Banner (+15 points)

Exchange shields for two handed weapons for free (Lower Defence to 4+, gain crushing strength (1))



Psiloi Skirmishers***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Javelins, Nimble						

Light Archers* *Rus, Slavic***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						

0-1 Solenarion Archers**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	90
Regiment (20)	5	5+	5+	3+	10	13/15	115
Special:	Bows 24", Piercing (1)						

Trapezittoi / Mercenary Horse Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125
Special:	Bows 24", Nimble						

Trapezittoi / Mercenary Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Nimble, Javelins 12"						

Mercenary Medium Cavalry *Georgian, Armenian***Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110
Special:	Headstrong, Crushing Strength (1), May be equipped with Bows (+30) - this gives them Ra: 5+.						

Kavalloroi Heavy Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	5	11/13	70
Regiment (10)	8	4+	-	4+	10	14/16	130
Horde (20)	8	4+	-	4+	20	20/22	250
Special:	Crushing Strength (2)						
Options:	Musician (+10 points)						
	Banner (+15 points)						



0-3 Tagmata Cataphract Heavy Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	3+	5	10/12	95
Regiment (10)	8	4+	-	3+	10	13/15	165
Horde (20)	8	4+	-	3+	20	20/22	295

Special: Headstrong, Crushing Strength (2)

Options: Musician (+10 points)

Banner (+15 points)

0-1 Fire-Siphon**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	-	-	4+	*	10/12	40

Special: Breath Attack (10), Individual

Light Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

Onager**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Anglo-Saxon

900AD to 1100AD

The armies of King Alfred to King Harold were made up of wealthy and well armed Thegns supported by the Fyrd.



0-2 Thegn Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	100
Regiment (20)	5	3+	-	5+	10	14/16	135
Horde (40)	5	3+	-	5+	20	21/23	260

Special: The Unit counts as *Inspiring* to all Fyrd units

Options: Musician (+10 points)
Banner (+15 points)

1+ Saxon Fyrd

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	4+	10	12/14	60
Horde (40)	5	5+	-	4+	20	19/21	115

Options: Musician (+10 points)
Banner (+15 points)

0-2 Huscarl Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	100
Regiment (20)	5	3+	-	5+	10	14/16	135
Horde (40)	5	3+	-	5+	20	21/23	260

Options: Musician (+10 points)
Banner (+15 points)
Exchange shields for two handed weapons for free (Lower Defence to 3+, gain crushing strength (1))

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

Viking Mercenaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	175

Special: Headstrong

Options: Musician (+10 points)

Banner (+15 points)

Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

0-2 Thegn Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	50
Regiment (10)	9	4+	-	4+	10	13/15	95

Special: Crushing Strength (1), Spears

Commander [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Monk or Priest

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	-	4+	-	9/11	10

Special: Individual, Inspiring

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Norse, Danes & Jutes

900AD to 1100AD

The Norse, Danes and Jutes were often lumped under the title 'Viking'. The word Viking however means 'going' raiding! The armies of these various groups that went raiding were made up of powerful infantry. Vikings raided, but it was the Norse, Danes & Jutes that settled in France, Britain and Ireland.

1-2 Thegn Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	90
Regiment (20)	5	3+	-	5+	10	14/16	115
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						
	Exchange shields for two handed weapons for free (Lower Defence to 4+, gain crushing strength 1)						



Hirdmen

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	175
Special:	Headstrong						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Bondi Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10 points)						
	Banner (+15 points)						

0-1 Berserkers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	3+	10	11/13	90
Regiment (20)	5	3+	-	3+	10	14/16	115
Special:	Headstrong, crushing strength (2)						

Thrall Skirmishers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

Bondi Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

Commander [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Tagmatic Byzantine

1000AD to 1100AD

The Tagmata were the professional units of the Byzantine Army. during this time established a permanent trained militia called the 'theme' system.

1+ Kontaratoi

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165

Special: Phalanx

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Javelins (+15) or Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).

Heavy Kontaratoi

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	85
Regiment (20)	5	4+	-	3+	10	13/15	105
Horde (40)	5	4+	-	3+	20	20/22	195

Special: Phalanx

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Javelins (+15) or Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).

Levy Kontaratoi

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	4+	10	9/11	55
Regiment (20)	5	5+	-	4+	10	12/14	75
Horde (40)	5	5+	-	4+	20	19/21	125

Special: Phalanx

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Javelins (+15) or Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).



0-1 Varangian Guard**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	90
Regiment (20)	5	3+	-	5+	10	14/16	115
Horde (40)	5	3+	-	5+	20	20/22	220

Special: Headstrong

Options: Musician (+10 points)

Banner (+15 points)

Exchange shields for two handed weapons for free (Lower Defence to 4+, gain crushing strength 1)

**Allied Rus Heavy Infantry****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	175

Special: Headstrong

Options: Musician (+10 points)

Banner (+15 points)

Exchange shields for two handed weapons for free (Lower Defence to 3+, gain crushing strength 1)

0-3 Levy Kavalloroi Heavy Cavalry**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	5	10/12	65
Regiment (10)	8	4+	-	4+	10	13/15	120
Horde (20)	8	4+	-	4+	20	19/21	230

Special: Crushing Strength (2)

Options: Musician (+10 points)

Banner (+15 points)

0-3 Kavalloroi Heavy Cavalry**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	5	11/13	70
Regiment (10)	8	4+	-	4+	10	14/16	130
Horde (20)	8	4+	-	4+	20	20/22	250

Special: Crushing Strength (2)

Options: Musician (+10 points)

Banner (+15 points)

0-3 Tagmata Cataphract Heavy Cavalry**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	3+	5	10/12	95
Regiment (10)	8	4+	-	3+	10	13/15	165
Horde (20)	8	4+	-	3+	20	20/22	295

Special: Headstrong, Crushing Strength (2)

Options: Musician (+10 points)

Banner (+15 points)

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings, Javelins, Nimble						

Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						

Crossbowmen*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Crossbows 24", Piercing (1), Reload!						

0-1 Solenarion Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	90
Regiment (20)	5	5+	5+	3+	10	13/15	115
Special:	Bows 24", Piercing (1)						

Trapezitoi / Mercenary Horse Archers Alan, Pecheng, Cuman

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125
Special:	Bows 24", Nimble						

Trapezitoi / Mercenary Light Cavalry Alan, Pecheng, Cuman

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Nimble, Javelins 12"						

Mercenary Medium Cavalry Alan, Pecheng, Cuman

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	5	10/12	65
Regiment (10)	9	4+	-	4+	10	13/15	110
Special:	Headstrong, Crushing Strength (1), May be equipped with Bows (+30) - this gives them Ra: 5+.						

Akritoi / Frankish Heavy Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	5	11/13	70
Regiment (10)	8	4+	-	4+	10	14/16	130
Horde (20)	8	4+	-	4+	20	20/22	250
Special:	Headstrong Crushing Strength (2)						
Options:	Musician (+10 points)						
	Banner (+15 points)						



0-2 Fire-Siphon**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	-	-	4+	*	10/12	40

Special: Breath Attack (10), Individual

Light Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100

Special: Individual, Very Inspiring
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Fatimid Egypt

1000AD to 1100AD

The armies of Fatimid Egypt were very diverse, made up of Berbers, Sudanese and Turkish troops.

Medium Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Musician (+10 points)
Banner (+15 points)
Replace Shields with two handed flails to represent Sudanese Infantry for free (Reduce De to 3+, gain crushing strength 1)
May be equipped with Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).



Levies

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	8/11	35
Regiment (20)	5	4+	-	3+	10	12/14	65
Horde (40)	5	4+	-	3+	20	18/20	115

Options: Musician (+10 points)
Banner (+15 points)

Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

0-1 Crossbowmen

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Crossbows 24", Reload, Piercing (1)

Horse Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	4+	3+	5	10/12	90
Regiment (10)	9	5+	4+	3+	10	13/15	165

Special: Bows 24"

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	70
Regiment (10)	9	4+	-	4+	16	13/15	125
Horde (20)	9	4+	-	4+	32	18/21	240

Special: Crushing Strength (1), Spears

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).

**0-1 Naffata Pot Skirmishers**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	-	-	4+	*	10/12	40

Special: Breath Attack (10), Individual

Light Bolt Thrower

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

Medium Stone thrower

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (2D6), Indirect Fire, Piercing (2)

Commander [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	3	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Imam

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	-	4+	-	9/11	10

Special: Individual, Inspiring

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Komnenos Byzantine

1100AD to 1200AD

After several civil wars and defeat by the Seljuk Turks, the Empire had to rebuild its armies.

1+ Levy Kontaratoi

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	4+	10	9/11	55
Regiment (20)	5	5+	-	4+	10	12/14	75
Horde (40)	5	5+	-	4+	20	19/21	125

Special: Phalanx

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Javelins (+15) or Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).

Kontaratoi

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	165

Special: Phalanx

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Javelins (+15) or Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).

0-1 Varangian Guard

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	90
Regiment (20)	5	3+	-	5+	10	14/16	115
Horde (40)	5	3+	-	5+	20	20/22	220

Special: Headstrong

Options: Musician (+10 points)

Banner (+15 points)

Exchange shields for two handed weapons for free (Lower Defence to 4+, gain crushing strength 1)

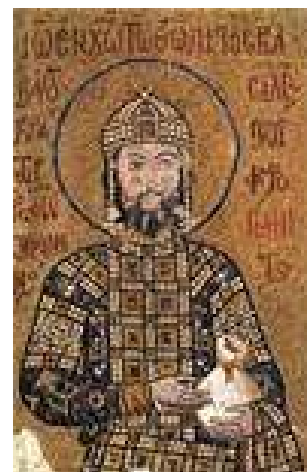
Slavic Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Musician (+10 points)

Banner (+15 points)

Exchange shields for two handed weapons for free (Lower Defence to 4+, gain crushing strength (1))



0-3 Kavalloroi Heavy Cavalry**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	5	11/13	70
Regiment (10)	8	4+	-	4+	10	14/16	130
Horde (20)	8	4+	-	4+	20	20/22	250

Special: Crushing Strength (2)

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks.

**Psiloi Skirmishers*****Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Javelins, Nimble

Slavic Archers***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

Latinikoi Crossbowmen***Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Crossbows 24", Piercing (1), Reload!

0-1 Household Elite Archers**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	90
Regiment (20)	5	5+	5+	3+	10	13/15	115

Special: Bows 24", Piercing (1)

Turcoman Horse Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Bows 24", Nimble

Turkopouli Light Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Nimble, Javelins 12"

Bulgar / Frankish / Latinikoi Heavy Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	5	11/13	70
Regiment (10)	8	4+	-	4+	10	14/16	130
Horde (20)	8	4+	-	4+	20	20/22	250

Special: Headstong Crushing Strength (2)

Options: Musician (+10 points)

Banner (+15 points)

Household Kataphrakttoi Heavy Cavalry**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	3+	5	10/12	95
Regiment (10)	8	4+	-	3+	10	13/15	165
Horde (20)	8	4+	-	3+	20	20/22	295

Special: Headstrong, Crushing Strength (2)

Options: Musician (+10 points)

Banner (+15 points)

General [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring



Norman / First Crusades

1000AD to 1200AD

The Norman Knights introduced a style of combat that would greatly affect warfare in Europe.
The Normans established settlements in England, Sicily, Italy and Antioch!



0-1 Dismounted Knights

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	90
Regiment (20)	5	3+	-	5+	10	14/16	115

Special:

Options: Musician (+10 points)
Banner (+15 points)
Exchange shields for two handed weapons for free (Lower Defence to 4+, gain crushing strength (1))

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Musician (+10 points)
Banner (+15 points)

Norman Knights

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	3+	-	4+	8	11/13	90
Regiment (10)	9	3+	-	4+	16	14/16	160
Horde (20)	9	3+	-	4+	32	21/23	300

Special: Crushing Strength (1), Headstrong

Options: Musician (+10 points)
Banner (+15 points)

Retainers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	70
Regiment (10)	9	4+	-	4+	16	13/15	125
Special:	Crushing Strength (1), Spears						
Options:	Musician (+10 points) Banner (+15 points)						

**Skirmishers**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins, Nimble						

Heavy Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	4+	10	10/12	100
Regiment (20)	5	5+	5+	4+	10	13/15	125
Special:	Bows 24"						
Options:	Exchange Bows for Crossbows for free (gaining Piercing (1) and reload!)						

Light Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Bows 24"						
Options:	Exchange Bows for Crossbows for free (gaining Piercing (1) and reload!)						

0-1 Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Javelins						

0-1 Light Cavalry Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125
Special:	Bows 24"						
Options:	Exchange Bows for Crossbows for free (gaining Piercing (1) and reload!)						

Onager

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60
Special:	Blast (2D6), Indirect Fire, Piercing (3)						

Commander [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110
Special:	Crushing strength (1), Individual, Very Inspiring						
Options:	Mount on a Horse, increasing speed to 9 (+10 points)						

Hero

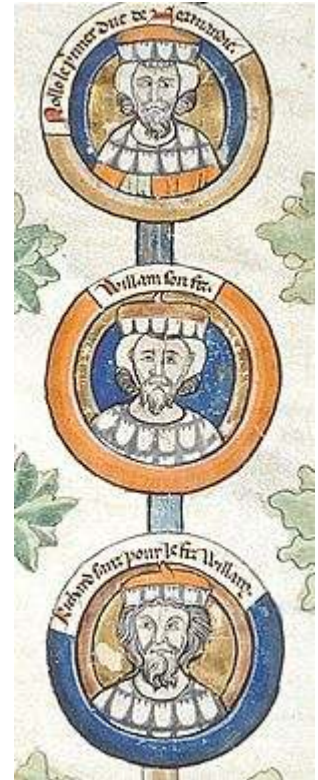
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing strength (1), Individual						
Options:	Mount on a Horse, increasing speed to 9 (+10 points)						

Monk or Priest

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	-	3+	-	9/11	10
Special:	Individual, Inspiring						

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Very Inspiring						
Options:	Mount on a Horse, increasing speed to 9 (+10 points)						



Goryeo Dynasty

1000AD to 1400AD

Established in 918AD the Goryeo Dynasty was the first to unite the entire Korean peninsula in 1374AD. In 1231AD, Mongols under Ögedei Khan invaded and after 30 years of war the Goryeo dynasty sued for peace.

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10 points) Banner (+15 points)						

Righteous Militia

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	3+	10	13/15	80
Horde (40)	5	5+	-	3+	20	20/22	150
Special:	Headstrong						
Options:	Musician (+10 points) Banner (+15 points)						

Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	190
Special:	Bows.						
Options:	Musician (+10 points) Banner (+15 points)						

Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180
Special:	Phalanx						
Options:	Musician (+10 points) Banner (+15 points)						

0-1 Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	11/13	70
Regiment (10)	9	4+	-	4+	16	14/16	125
Special:	Crushing Strength (1)						
Options:	Musician (+10 points) Banner (+15 points)						



Light Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

Medium Stone thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (2D6), Indirect Fire, Piercing (2)

Heavy Stone thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

Commander [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Seljuk Turks

1100AD to 1300AD

The Seljuk Turks had a huge empire spanning Anatolia, Near east, Persia and some of central asia. They defeated the Byzantines and bore the brunt of the first crusades.

1+ Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	11/13	70
Regiment (10)	9	4+	-	4+	16	14/16	125
Horde (20)	9	4+	-	4+	32	21/13	245
Special:	Crushing Strength (1)						
Options:	Musician (+10 points)						
	Banner (+15 points)						



Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95
Special:	Javelins						

Light Cavalry Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125
Special:	Bows 24"						

Infantry Arabs, Kurds, Turks

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10 points)						
	Banner (+15 points)						

Light Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85
Options:	Musician (+10 points)						
	Banner (+15 points)						

Skirmishers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

Light Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"

Options: 0-1 Unit may exchange their Bows for Crossbows for free (gaining Piercing (1) and reload!)

Commander [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Imam

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	-	4+	-	9/11	10

Special: Individual, Inspiring

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Sung China

1100AD to 1300AD

The Sung Chinese were defensive in nature and lacked cavalry. They produced many fine war machines and tested the first handguns or 'Fire lances'.



1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options:

Musician (+10 points)

Banner (+15 points)

May be equipped with Bows for +30 points (this gives them Ra: 5+ and 10 ranged attacks). May exchange these Bows for Crossbows for free (gaining Piercing (1) and reload!)

Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180

Special:

Phalanx

Options:

Musician (+10 points)

Banner (+15 points)

1+ Levy

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)
Banner (+15 points)

Infantry**Archers**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	190

Special: Bows.

Options: Musician (+10 points)
Banner (+15 points)

May exchange for Crossbows for free (gaining Piercing (1) and reload!)

0-1 Unit may exchange their bows for 'Fire Lances' (treat as rifles, +15 points)
(gaining Piercing (2) and reload!)

Infantry**0-2 Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	11/13	70
Regiment (10)	9	4+	-	4+	16	14/16	125
Horde (20)	9	4+	-	4+	32	21/13	245

Special: Crushing Strength (1)

Options: Musician (+10 points)
Banner (+15 points)

Specialist**0-2 Light Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	50
Regiment (10)	9	5+	5+	3+	10	13/15	95

Special: Javelins

Specialist**0-2 Light Cavalry Archers**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125

Special: Bows 24"

Specialist**Light Bolt Thrower**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

War Machine**Medium Stone thrower**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (2D6), Indirect Fire, Piercing (2)

War Machine

Heavy Stone thrower

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

War Machine**Cannon**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	65

Special: Blast (2D6), Piercing (4)

War Machine**Commander [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Army Standard [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero

Crusaders

1200AD to 1300AD

The list is an amalgamation of several similar armies during this time period including those of the 2nd, 3rd & 4th Crusades against the Moslems, the Outremer states and the Teutonic Crusade against the Northern European pagans.

1+ Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Special:

Options: Musician (+10 points)
Banner (+15 points)
Exchange shields for Pole-Arms or two handed weapons for free (Lower Defence to 3+, gain crushing strength (1))



Light Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	190

Special: Bows 24"

Options: Exchange Bows for Crossbows for free (gaining Piercing (1) and reload!)

Heavy Archers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	4+	10	10/12	90
Regiment (20)	5	5+	5+	4+	10	13/15	125
Horde (40)	5	5+	5+	4+	20	20/22	235

Special: Bows 24"

Options: Exchange Bows for Crossbows for free (gaining Piercing (1) and reload!)

Commoners/Settlers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)
Banner (+15 points)

Knight Heavy Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	95
Regiment (10)	8	3+	-	5+	16	14/16	175
Horde (20)	8	3+	-	5+	32	21/13	235

Special: Crushing Strength (2), Headstrong

Options: Musician (+10 points)

Banner (+15 points)

Light Cavalry *Turcopole, Hungarian*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	4+	3+	5	10/12	90
Regiment (10)	9	5+	4+	3+	10	13/15	165

Special: Bows 24"

Medium Cavalry *Turcopole, Hungarian*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	70
Regiment (10)	9	4+	-	4+	16	13/15	125
Horde (20)	9	4+	-	4+	32	18/21	240

Special: Crushing Strength (1), Spears

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Bows (+30) - this gives them Ra: 5+ and 10 ranged attacks).

0-1 Crossbow Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	5+	4+	5	10/12	110
Regiment (10)	9	4+	5+	4+	10	13/15	200

Special: Crossbows, Piercing (1), Reload

Holy Order Knights

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	95
Regiment (10)	8	3+	-	5+	16	14/16	175
Horde (20)	8	3+	-	5+	32	21/23	235

Special: Crushing Strength (2), Headstrong, Holy order (unit always acts as if they are in range of an Inspiring unit).

Options: Musician (+10 points)

Banner (+15 points)

Sergeants

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	70
Regiment (10)	9	4+	-	4+	16	13/15	125

Special: Crushing Strength (1), Spears

Options: Musician (+10 points)

Banner (+15 points)



0-1 Penitents

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	15	8/11	75
Regiment (20)	5	5+	-	3+	15	11/14	100
Horde (40)	5	5+	-	3+	30	18/21	190

Special: Headstrong, crushing strength (1)

Medium Stone thrower

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (2D6), Indirect Fire, Piercing (2)

Commander [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Richard the Lionheart [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring, CHARGE! (MUST move/charge towards the nearest enemy)

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Monk or Priest

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	-	9/11	25

Special: Individual, Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Ayyubid Dynasty

1200AD to 1300AD

Founded by Sal-al-din, the dynasty covered Egypt, Syria, North Africa, Arabia and Northern Mesopotamia. Saladin recaptured Palestine during the 3rd crusade.



1+ Ghulam Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	4+	4+	8	11/13	120
Regiment (10)	9	4+	4+	4+	16	14/16	165
Horde (20)	9	4+	4+	4+	32	21/13	305
Special:	Crushing Strength (1)						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	4+	3+	5	10/12	70
Regiment (10)	9	5+	4+	3+	10	13/15	125
Special:	Javelins						

Light Cavalry Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	4+	3+	5	10/12	90
Regiment (10)	9	5+	4+	3+	10	13/15	165
Special:	Bows 24"						

0-2 Mamluk Cavalry**Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (10)	9	3+	-	4+	16	14/16	180
Horde (20)	9	3+	-	4+	32	21/13	340

Special: Crushing Strength (1), Headstrong

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Bows for +60 points (this gives them Ra: 4+)

0-1 Mamluk Infantry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	3+	-	4+	10	14/16	140
Horde (40)	5	3+	-	4+	20	21/13	275

Special: Crushing Strength (1), Headstrong

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Bows for +60 points (this gives them Ra: 4+)

Ghazi Infantry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Musician (+10 points)

Banner (+15 points)

Light Infantry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)

Banner (+15 points)

0-2 Skirmishers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Slings/Javelins, Nimble

0-2 Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100

Special: Bows 24"



0-2 Naffata thrower**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	-	-	4+	*	10/12	40

Special: Breath Attack (10), Individual

Commander [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	3	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Sal-al-din [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	200

Special: Crushing strength (1), Individual, Very Inspiring, Makes all the units in the Army *Elite*

Imam**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	-	4+	-	9/11	10

Special: Individual, Inspiring

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Feudal Europe

1200AD to 1300AD

Feudal Europe produced armies of Heavy Knights supported by Mercenaries and Infantry with Pole-arms and spears. The shield became less popular as crossbows and long bows cut through them.

Special: The Welsh Long Bow has a range of 36" and Piercing (1)

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Special:

Options: Musician (+10 points)
Banner (+15 points)
Exchange shields for Pole-Arms or two handed weapons for free (Lower Defence to 3+, gain crushing strength (1))



Levy

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)
Banner (+15 points)

Knight Heavy Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	95
Regiment (10)	8	3+	-	5+	16	14/16	175
Horde (20)	8	3+	-	5+	32	21/13	235

Special: Crushing Strength (2), Headstrong

Options: Musician (+10 points)
Banner (+15 points)
0-1 Unit of Knights may be upgraded to a Holy order (+25 Points) which makes them always act as if they are in range of an Inspiring unit. This unit becomes a Specialist Unit.

Sergeants

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	70
Regiment (10)	9	4+	-	4+	16	13/15	125

Special: Crushing Strength (1), Spears

Options: Musician (+10 points)
Banner (+15 points)

0-1 Penitents**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	15	8/11	75
Regiment (20)	5	5+	-	3+	15	11/14	100
Horde (40)	5	5+	-	3+	30	18/21	190

Special: Headstrong, crushing strength (1)

Mercenary Crossbows**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	4+	10	10/12	100
Regiment (20)	5	5+	5+	4+	10	13/15	125
Horde (40)	5	5+	5+	3+	10	20/22	230

Special: Crossbows (gaining Piercing (1) and reload!)

Light Archers**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	10	20/22	190

Special: Bows 24"

Options: Exchange Bows for Crossbows for free (gaining Piercing (1) and reload!)

0-1 Dismounted Knights**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	8	11/13	95
Regiment (20)	5	3+	-	5+	16	14/16	175

Special: Crushing Strength (1), Headstrong

Options: Musician (+10 points)

Banner (+15 points)

0-1 Welsh Long Bows**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	120
Regiment (20)	5	5+	5+	3+	10	13/15	160

Special: Long Bows

Medium Stone thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (2D6), Indirect Fire, Piercing (2)

Heavy Stone thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)



Commander [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Simon de Montfort [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring, All Knights become *Vicious*

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Monk or Priest**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	-	9/11	25

Special: Individual, Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Gempai Japanese

1200AD to 1400AD

During the Gempai wars the Samurai fought mostly as mounted archers and were supported by infantry with bows and pole arms.

1+ Samurai

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	4+	4+	5	11/13	90
Regiment (10)	9	4+	4+	4+	10	14/16	160
Special:	Bows, Nimble						
Options:	Banner (+15 points)						

Spear Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150
Special:	Phalanx						
Options:	Musician (+10 points)						
	Banner (+15 points)						
	May Take Pavises (Speed reduced to 3, Defence increased to 4+)						

Pole Arm Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150
Special:	Pole-Arms , crushing strength (1)						
Options:	Musician (+10 points)						
	Banner (+15 points)						
	May Take Pavises (Speed reduced to 3, Defence increased to 4+)						

Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	10	20/22	190
Special:	Bows 24"						
Options:	May Take Pavises (Speed reduced to 3, Defence increased to 4+)						

Peasants

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85



Sohai Monks

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	15	8/11	75
Regiment (20)	5	5+	-	3+	15	11/14	100
Horde (40)	5	5+	-	3+	30	18/21	190

Special: Headstrong, crushing strength (1)

Commander [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Tsutsui Jōmyō Meishū [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	2D6	13/15	160

Special: Crushing strength (1), Individual, Very Inspiring, Stealthy

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	70

Special: Crushing strength (1), Individual, Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Wakoe Pirates

1200AD to 1600AD

Originally from Japan in later centuries most of the pirates actually came from China. The Wokou were mainly soldiers, ronin, merchants and smugglers who raided from Japan, Korea, Taiwan, China down to the coast of Vietnam.

Spear Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150
Special:	Phalanx						
Options:	Musician (+10 points)						
	Banner (+15 points)						



Pole Arm Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150
Special:	Pole-Arms , crushing strength (1)						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Peasant Levy*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	10	20/22	190
Special:	Bows 24"						

Ronin

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	11/13	90
Regiment (20)	5	4+	-	4+	20	14/16	160
Options:	Banner (+15 points)						
	May be equipped with Bows for +50 points (this gives them Ra: 4+ and 10 ranged attacks)						

0-2 Cannon

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	65

Special: Blast (2D6), Piercing (4)

War Machine**Commander [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	120

Special: Crushing strength (1), Individual, Very Inspiring

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	60

Special: Crushing strength (1), Individual, Inspiring

Hero

Mongols

1300AD to 1400AD

The Mongols always fought on Horseback, though they often used captives as infantry to soak up the enemy missile fire. Mongol warriors trained from early age to ride and shoot. Contrary to popular belief most Mongols were heavily armoured and armed with heavy spears as well as bows.

Special: The Mongol Bow has a Range of 24" and Piercing (1)

1+ Mongol Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	4+	4+	8	11/13	120
Regiment (10)	9	4+	4+	4+	16	14/16	200
Horde (20)	9	4+	4+	4+	32	21/23	380

Special: Mongol Bows, Nimble

Options: Musician (+10 points)

Banner (+15 points)

Can add Lances (Crushing Strength 1) for +25 points each

Mongol Scouts

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	4+	3+	8	11/13	120
Regiment (10)	9	4+	4+	3+	16	14/16	200

Special: Vanguard, Mongol Bows, Nimble, Stealthy

Captives

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	3+	10	12/14	40
Horde (40)	5	5+	-	3+	20	18/21	80

Special: Utterly Spineless (see Page 113 KoW)

Medium Stone thrower

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

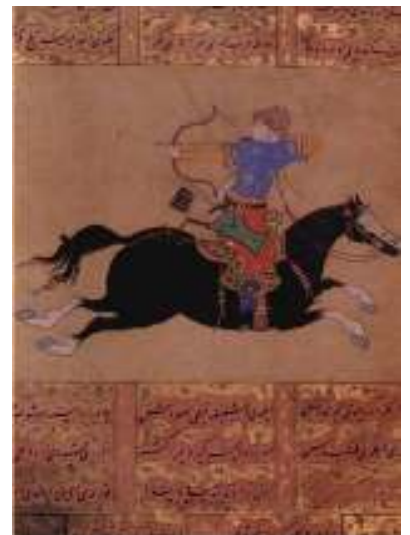
Special: Blast (2D6), Indirect Fire, Piercing (2)

Infantry

Infantry

Specialist

War Machine



General [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	120

Special: Mongol Bow, Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

The Khan [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	150

Special: Mongol Bow, Crushing strength (1), Individual, Very Inspiring, Makes all units (except Captives) in the army *Vicious*

Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	60

Special: Crushing strength (1), Individual, Mongol Bow

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	4+	-	4+	1	9/11	40

Special: Individual, Very Inspiring, Mongol Bow



100 Years War / War of the Roses

1300AD to 1500AD

Feudal Europe produced armies of Heavy Knights supported by Mercenaries and Infantry with Pole-arms and spears. The shield became less popular as crossbows and long bows cut through them.

Special: The Welsh Long Bow has a range of 36" and Piercing (1)

Pole-Arm Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150

Special: Pole-Arms, Crushing strength (1)

Options: Musician (+10 points)

Banner (+15 points)

0-2 Mercenary Pikes

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	3+	10	13/15	95
Horde (40)	5	4+	-	3+	20	20/22	180

Special: Pike Phalanx

Options: Musician (+10 points)

Banner (+15 points)

Levy

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)

Banner (+15 points)

Knight Heavy Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	95
Regiment (10)	8	3+	-	5+	16	14/16	175
Horde (20)	8	3+	-	5+	32	21/13	235

Special: Crushing Strength (2), Headstrong

Options: Musician (+10 points)

Banner (+15 points)



Sergeants

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	10/12	70
Regiment (10)	9	4+	-	4+	16	13/15	125

Special: Crushing Strength (1), Spears

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Bows or Crossbows for +20 points
(this gives them Ra: 5+ and 5 ranged attacks)

**Light Archers**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	190

Special: Bows 24"

Options: Exchange Bows for Crossbows for free (gaining Piercing (1) and reload!)

0-2 Mercenary Crossbows

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	4+	10	10/12	100
Regiment (20)	5	5+	5+	4+	10	13/15	125
Horde (40)	5	5+	5+	4+	20	20/22	230

Special: Crossbows, Piercing (1) and reload!

May Take Pavaises (Speed reduced to 3, Defence increased to 5+)

0-1 Dismounted Knights

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	90
Regiment (20)	5	3+	-	5+	10	14/16	115

Options: Musician (+10 points)

Banner (+15 points)

Exchange shields for two handed weapons for free (Lower Defence to 4+, gain crushing strength (1))

0-1 Welsh Long Bows

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	120
Regiment (20)	5	5+	5+	3+	10	13/15	160
Horde (40)	5	5+	5+	3+	10	20/22	190*

*Only for Henry V (see below)

Special: Long Bows 36", Piercing (1)

Medium Stone thrower/ Mortar

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (2D6), Indirect Fire, Piercing (2)

Infantry

Cannon

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	65

Special: Blast (2D6), Piercing (4)

War Machine**Commander [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Henry V [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	145

Special: Crushing strength (1), Individual, Very Inspiring, Allows 1+ Welsh Longbows to be taken as *Infantry* units and 1+ Dismounted Kings to be taken as *Infantry* units.
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Army Standard [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero

Joseon Dynasty

1400AD to 1600AD

The Joseon dynasty took over from the Goryeo dynasty in Korea. The Japanese invasions of Korea (1592–1598) were successfully fought off but largely thanks to the Joseon navy rather than the conscript based army. The army failed against the subsequent first and second Manchu invasion of Korea (1627 & 1636).

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150

Options: Musician (+10 points)
Banner (+15 points)

Heavy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	70
Regiment (20)	5	4+	-	4+	10	13/15	95
Horde (40)	5	4+	-	4+	20	20/22	180

Special: Phalanx

Options: Musician (+10 points)
Banner (+15 points)

May be equipped with Heavy shields (Speed reduced to 3, Defence increased to 5+)

1+ Conscripts

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	5+	-	3+	10	11/14	40
Horde (40)	5	5+	-	3+	20	18/21	80

Special: Utterly Spineless

Options: Musician (+10 points)
Banner (+15 points)

Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	190

Special: Composite Crossbows (Bows).

Options: Musician (+10 points)
Banner (+15 points)



0-2 Fire Lances**Specialists**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	190

Special: 'Fire Lances' (rifles), Piercing (2), reload!

Options: Musician (+10 points)
Banner (+15 points)

0-2 Cavalry**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	11/13	70
Regiment (10)	9	4+	-	4+	16	14/16	125

Special: Crushing Strength (1)

Options: Musician (+10 points)
Banner (+15 points)

Light Bolt Thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40

Special: Blast (D6), Piercing (3)

Medium Stone thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50

Special: Blast (2D6), Indirect Fire, Piercing (2)

Heavy Stone thrower**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

Cannon**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	65

Special: Blast (2D6), Piercing (4)

Hwacha**War Machine**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	15	9/11	80

Special: Range 24", Piercing (2)

Commander [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

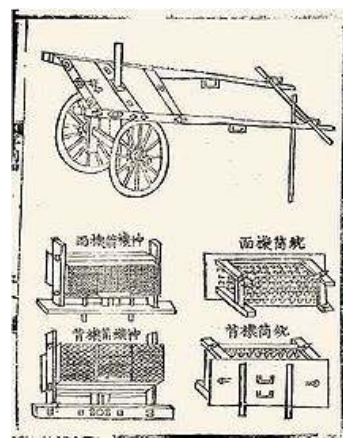
Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	80

Special: Crushing strength (1), Individual, Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



Aztecs

1400AD to 1600AD

All Aztecs received some training in war, but were organised into distinct units of commoners and professional noble warriors.

Note: The Aztecs were influenced heavily by signs and portents. Roll 1D6 before each battle: on a 2-6 the signs are good. On a 1 the signs are bad and the army leaders *Inspiring* ranges are all cut by 3".

1+ Commoners

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)

Commoner Slingers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160

Special: Slings/Javelins 12", Nimble

0-2 Eagle Warriors*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	5+	3+	10	9/11	80
Regiment (20)	5	4+	5+	3+	10	12/14	110
Hoard (40)	5	4+	5+	3+	20	19/21	200

Special: Javelins 12", Vicious

Options: Musician (+10 points)

0-2 Jaguar Warriors*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	5+	3+	10	8/11	75
Regiment (20)	5	4+	5+	3+	10	11/14	100
Hoard (40)	5	4+	5+	3+	20	18/21	190

Special: Javelins 12"

Options: Musician (+10 points)

Exchange Javelins for 'Macanas' two handed weapons for free (Remove ranged attack, gain crushing strength 1)



Jungle Hunters**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	85
Regiment (20)	5	5+	5+	3+	10	11/14	130
Special:	Blowpipes 6" range, Nimble, Vanguard, Vicious						
Options:	Musician (+10 points)						

**0-2 Otomies****Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	5+	3+	10	8/11	75
Regiment (20)	5	4+	5+	3+	10	11/14	100
Hoard (40)	5	4+	5+	3+	20	18/21	190
Special:	Headstrong, Javelins						
Options:	Musician (+10 points) Exchange Javelins for 'Macanas' two handed weapons for free (Remove ranged attack, gain crushing strength 1)						

0-2 Shorn Ones**Specialist**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	3+	20	-/14	115
Regiment (20)	5	3+	-	3+	25	-/17	160
Horde (20)	5	3+	-	3+	50	-/24	320
Special:	Headstrong, Includes a musician Upgrade to 'Macanas' two handed weapons for +15 points (crushing strength 1)						

Chieftain [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	80
Special:	Crushing strength (1), Individual, Inspiring						

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing strength (1), Individual						

Priest Standard**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Very Inspiring						



Conquistadors

1400AD to 1700AD

The Spanish and Portuguese Conquistadors ravaged far and wide. Their discoveries were closely followed by ruthless and bloody conquests and a flow of treasure.

Pikes

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	3+	10	13/15	95
Horde (40)	5	4+	-	3+	20	20/22	180
Special:	Pike Phalanx						
Options:	Musician (+10 points)						
	Banner (+15 points)						

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Special:							
Options:	Musician (+10 points)						
	Banner (+15 points)						
	Exchange shields for Pole-Arms or two handed weapons for free (Lower Defence to 3+, gain crushing strength (1))						



Crossbowmen*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	10	20/22	190
Special:	Crossbows, Piercing (1) and <i>Reload!</i>						

Allied Tribesmen*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85
Options:	Musician (+10 points)						

Allied Skirmishers*

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160
Special:	Slings/Javelins 12", Nimble						

Harquebusiers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	90
Regiment (20)	5	5+	5+	3+	10	13/15	115

Special: Muskets, Piercing (2) and *Reload!*

Allied Warriors

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	9/11	35
Regiment (20)	5	4+	-	3+	10	11/14	70
Horde (40)	5	4+	-	3+	20	18/21	130

Special: Headstrong

Options: Musician (+10 points)

0-2 Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	5+	3+	5	10/12	70
Regiment (10)	9	4+	5+	3+	10	14/16	125

Special: Pistols 12", Piercing (1)

Options: Musician (+10 points)

Banner (+15 points)

May be upgraded to Cuirassiers or Dragoons for +25 points (this gives them Defence of 4+)

Saker Cannon

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	75

Special: Blast (2D6), Piercing (4), Grapeshot

War Machine**Captain [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100

Special: Crushing strength (1), Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Cortez [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	125

Special: Crushing strength (1), Individual, 'Gold' (Extremely Inspiring 18")

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero**Army Standard [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Hero

Sengoku-Jidai Japanese

1400AD to 1700AD

The Sengoku-Jidai period in Japan was a state of almost constant military conflict. During this time the Samurai rarely used horses in a dedicated cavalry role rather keeping them for transport and to get a better view of the battlefield. Of course towards the end of the era at the battle of Nagashino the arquebus was to prove deadly against waves of cavalry.

Dismounted Samurai

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	11/13	90
Regiment (20)	5	4+	-	4+	20	14/16	160

Special: The Unit counts as *Inspiring* to all Ashigaru units

Options: Banner (+15 points)

May be equipped with Bows for +50 points (this gives them Ra: 4+ and 10 ranged attacks)

Mounted Samurai

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	4+	8	11/13	90
Regiment (10)	9	4+	-	4+	16	14/16	160

Special: The Unit counts as *Inspiring* to all Ashigaru units

Options: Banner (+15 points)

May be equipped with Bows for +25 points (this gives them Ra: 4+ and 5 ranged attacks)

Ashigaru Pikes

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	3+	10	13/15	95
Horde (40)	5	4+	-	3+	20	20/22	180

Special: Pike Phalanx

Options: Musician (+10 points)

Banner (+15 points)

May Take Pavises (Speed reduced to 3, Defence increased to 4+)

Ashigaru with naginata

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150

Special: Pole-Arms, Crushing strength (1)

Options: Musician (+10 points)

Banner (+15 points)

Peasants

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)
Banner (+15 points)

Ashigaru (or Sohai) Archers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	10	20/22	190

Special: Bows 24"

Options: May Take Pavises (Speed reduced to 3, Defence increased to 4+)
May exchange their bows for 'Arquebuses' (treat as rifles, +15 points) (gaining Piercing (2) and reload!)

**Sohai Monk Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	15	8/11	75
Regiment (20)	5	5+	-	3+	15	11/14	100
Horde (40)	5	5+	-	3+	30	18/21	190

Special: Headstrong, crushing strength (1)

Cannon

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	65

Special: Blast (2D6), Piercing (4)

War Machine**Commander [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	120

Special: Crushing strength (1), Individual, Very Inspiring

Hero**Toyotomi Hideyoshi [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	150

Special: Crushing strength (1), Individual, Very Inspiring, One unit each turn can use the *Nimble* Special Rule

Hero**Oda Nobunaga [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	145

Special: Crushing strength (1), Individual, Very Inspiring, All Samurai in the Army become *Vicious*

Hero**Tokugawa Ieyasu [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	3	13/15	155

Special: Crushing strength (1), Individual, Very Inspiring (18")
tactician (as per 'The Captain' page 102 KoW)

Hero

Takeda Shingen [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	150

Special: Crushing strength (1), Individual, Very Inspiring, All Ashigaru & Sohai units in the Army become *Elite*

Uesugi Kenshin [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	150

Special: Crushing strength (1), Individual, Extremely Inspiring (18")

Kensei [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	3+	-	5+	4	13/15	90

Special: Crushing strength (1), Individual, Vanguard, Stealthy

Option: *If you take a Kensei then your opponent may include in their army either an identical Kensei or an 'Ogre Captain' from the Kingdoms of Men army list as his nemesis.*

Hero**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	60

Special: Crushing strength (1), Individual, Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]**Hero**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)



30 Years War / English Civil War

1700AD

The 1700 century was a period of massive conflict in Europe and saw the widespread use of muskets and pikes.

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	5+	3+	5	10/12	70
Regiment (10)	9	4+	5+	3+	10	14/16	125
Horde (20)	9	4+	5+	3+	20	14/16	235

Special: Pistols 12", Piercing (1)

Options: Musician (+10 points)

Banner (+15 points)

May be upgraded to Parliament Cavalry, Cuirassiers or Dragoons for +25 points (this gives them Defence of 4+)

Pikes

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	3+	10	13/15	95
Horde (40)	5	4+	-	3+	20	20/22	180

Special: Pike Phalanx, Note that Pike Units are *inspiring* to Musketeer units within 6"

Options: Musician (+10 points)

Banner (+15 points)

Musketeers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	90
Regiment (20)	5	5+	5+	3+	10	13/15	115
Horde (40)	5	5+	5+	3+	10	20/22	205

Special: Muskets, Piercing (2) and *Reload!*

0-2 Lancers

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	4+	-	3+	8	10/12	70
Regiment (10)	9	4+	-	3+	16	14/16	125
Horde (20)	9	4+	-	3+	32	14/16	235

Special: Crushing Strength (1)

Options: Musician (+10 points)

Banner (+15 points)

May be equipped with Armour to make them Polish Uhlans for +25 points (this gives them Defence of 4+)
May be upgraded to Headstrong to make them Scottish Lancers for +35 points



0-2 Highlanders

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	10/12	60
Regiment (20)	5	4+	-	3+	10	13/15	80
Horde (40)	5	4+	-	3+	20	20/22	150

Special: Headstrong

Options: Musician (+10 points)

Banner (+15 points)

Peasants

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/11	35
Regiment (20)	5	5+	-	3+	10	11/14	45
Horde (40)	5	5+	-	3+	20	18/21	85

Options: Musician (+10 points)

Banner (+15 points)

Mortar

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	4+	4+	1	9/11	60

Special: Blast (2D6), Indirect Fire, Piercing (3)

Framegun

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	12	9/11	65

Special: Range 24", Piercing (2)

Cannon

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	75

Special: Blast (2D6), Piercing (4), Grapeshot

Commander [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	3	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring

Lord Leven [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	3	13/15	110

Special: Crushing strength (1), Individual, Very Inspiring, Allows one extra cannon than the number of Infantry would normally allow, Highlanders become *Infantry* and 1+, Scottish Lancers become 1+**Prince Rupert & his Devil Dog [1]**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	3	13/15	125

Special: Crushing strength (1), Individual, Very Inspiring, Boie (Devil Dog): If this unit inflicts damage on an enemy in melee, it adds +1 to the ensuing Nerve test.



Hero

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60

Special: Crushing strength (1), Individual

Options: Mount on a Horse, increasing speed to 9 (+10 points)

Army Standard [1]

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

Options: Mount on a Horse, increasing speed to 9 (+10 points)

