"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 Lachlan Abrahams

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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						Infantr	y
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						



Light Infantry						Infantr	у
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 p	oints)					

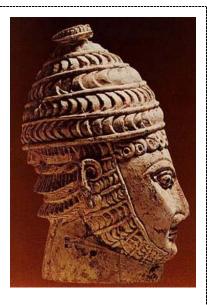
0-2 Skirmisher	Infantr	Infantry					
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	5+	3+	20	18/21	160
Special:	Slings/Javeling	5 12", N	imble				

Light Chariots						Infantr	у
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"						
0	NA						

Options: Musician (+10 points)

Banner (+15 points)





Specialist

11/13 70

14/16 95

21/23 180

Pts

Ne

0-2 Archers*						Special	ist
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 stre	ength (1).	Individ	ual. Verv	, Inspirin	Ig	

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 stren					

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 C increase to th		•	e Individu	ual spec	ial rule (+25	points), but his stats
Unit Size	Sp	Me	Ra	De	At	Ne	

OTHE DILE	99			500	,	
1	8	3+	-	5+	6	11/13
Special:	Crushing stren	gth (2)				

Army Standard	d [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ry Inspir	ing				
Options:	Mount on a C	hariot lo	sing the	Individu	al specia	al rule (+	25 points), but his stats
	increase to th	e follow	ing:				
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	4+	-	5+	3	9/11	
Special:	Crushing stre	ngth (2),	Very Ins	piring			

0-1 Royal Guard

Sp

5

5

5

Musician (+10 points)

Headstrong

Me

3+

3+

3+

Ra

-

-

-

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

De

4+

4+

4+

At

10

10

20

Unit Size

Troop (10)

Horde (40)

Special:

Options:

Regiment (20)

Achilles [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	2D6	13/15	175
Special:	•	gth (2), I nx specia		al, Allow	s 1+ Roy	al Guarc	l units (Myrmidons) who each
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

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							Infantr	y
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:	Musicia	an (+10 j	points)					
Light Infantry							Infantr	y
Light Infantry Unit Size		Sp	Me	Ra	De	At	Infant r Ne	y Pts
	-	Sp 5	Me 5+	Ra -	De 3+	At 10		
Unit Size			-	Ra - -			Ne	Pts
Unit Size Troop (10)		5	5+	Ra - -	3+	10	Ne 8/11	Pts 35



0-2 Skirmisher	s*					Infantr	У
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/Javeling	5 12", N	imble				

Light Chariots						Infantr	У
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 Stre	ngth (1),	, Javelin	s 12"			
Options:	Musician (+10) points)					
	Banner (+15 p	points)					
	L .					c	

0-1 Light Cavalr	у					Specia	list
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*						Special	list
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 strer	ngth (1),	Individu	ual, Very	Inspirin	g	
Options:	Mount on a C	hariot lo	sing the	Individ	ual speci	ial rule (+2	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 strer	ngth (2),	Very In	spiring			
Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60
Special:	Crushing strer	ngth (1),	Individu	lal			
Options:	Mount on a H	orse, ind	creasing	speed t	o 9 (+10	points)	
	Mount on a C	hariot lo	sing the	Individ	ual speci	al rule (+2	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 stree	ngth (2)					
Army Standard						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	• •	•				
Options:	Mount on a H	orse, ind	creasing	speed t	o 9 (+10	points)	
		hariot lo	osing the	Individ	ual speci	al rule (+2	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 strer						



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						Infantr	у
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 (+1	0 points)					
Skirmishers*						Infantr	Ъ
Skirmishers* Unit Size	Sp	Me	Ra	De	At	Infant r Ne	y Pts
	Sp 5	Me 5+	Ra 5+	De 3+	At 10		
Unit Size	•	-	-	-	-	Ne	Pts
Unit Size Troop (10)	5	5+	5+	3+	10	Ne 8/11	Pts 65



Infantry						Infantr	у
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 p	oints)					

1+ Light Charic	+ Light Chariots					Infantry	
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 Stre	ngth (1)	, Javelin	s 12″			
Options:	Musician (+10) points)					
	Banner (+15 p	oints)					

Sea People Me	People Mercenaries				Specialist		
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)					

Specialist 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 Specialist Javelins 12" O-1 Archers* Specialist Ortinit Size Specialist Ortinit Size Specialist Bows 24" Hero Unit Size Sp Me Ra De At Ne Sp Me <th cols<="" th=""></th>	
Troop (5) 9 5+ 5+ 3+ 5 8/10 40 Regiment (10) 9 5+ 5+ 3+ 10 11/13 80 Special: Javelins 12" Javelins 12" 11/13 80 O-1 Archers* Specialist Junit Size Sp Me Ra De At Ne Pts Troop (10) 5 5+ 5+ 3+ 10 11/14 85 Horde (40) 5 5+ 5+ 3+ 10 11/14 85 Horde (40) 5 5+ 5+ 3+ 20 18/21 160 Special: Bows 24" Bows 24" Bows 24" Hero Hero 100 Unit Size Sp Me Ra De At Ne Pts 1 5 3+ - 5+ 3 13/15 100 Special: Crushing strength (1), Individual, Very Inspiring Hero Ne 1 1 8 3+ - 5+ 5 14/16 Speciali	
Regiment (10) 9 5+ 5+ 3+ 10 11/13 80 Special: Javelins 12" Specialist Specialist Specialist O-1 Archers* Specialist Specialist Specialist Specialist Unit Size Sp Me Ra De At Ne Pts Troop (10) 5 5+ 5+ 3+ 10 11/14 85 Horde (40) 5 5+ 5+ 3+ 10 11/14 85 Horde (40) 5 5+ 5+ 3+ 10 11/14 85 Horde (40) 5 5+ 5+ 3+ 20 18/21 160 Special: Bows 24" Hero Hero Hero Hero Unit Size Sp Me Ra De At Ne Pts 1 5 3+ - 5+ 5 14/16 Specialis Crushing strength (2), Very Inspiring Unit Size Sp Me Ra De At Ne Pt	
Special: Javelins 12" O-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+ 10 18/21 160 Special: Bows 24" Hero 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 (1), Individual Pts 1 5 3+ - 5+	
O-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" Bows 24" Hero Pts 1 5 100 Special: Sp Me Ra De At Ne Pts 1 5 3+ - 5+ 3 13/15 100 Special: Crushing strength (1), Individual, Very Inspiring Very Inspiring Pts 1 5 3+ - 5+ 5 14/16 Special: Crushing strength (2), Very Inspiring Ne 1 8 3+ - 5+ 5 14/16 Special: Special: Special: Sp Me Ra De At Ne Ne Special: Special: Spec	
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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" Bows 24" Hero Hero 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 Special: Crushing strength (1), Individual special rule (+25 points), but his stats increase to the following: Unit Size Sp Me Ra De At Ne 1 5 3+	
Regiment (20) 5 5+ 5+ 3+ 10 11/14 85 Horde (40) 5 5+ 5+ 3+ 20 18/21 160 Special: Bows 24" Bows 24" Hero Hero 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 Hero Unit Size Sp Me Ra De At Ne 1 1 5 3+ - 5+ 4 10/12 60 Special: Crushing strength (1), Individual Special rule (+25 points), but his stats increase to the following:<	
Horde (40) 5 5+ 5+ 3+ 20 18/21 160 Special: Bows 24" Hero 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 Iosing 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 1 5 3+ - 5+ 4 10/12 60 Special: Crushing strength (1), Individual Hero Hero Unit Size Sp Me Ra De At Ne 1 5 3+ - 5+ 60 0 0 260	
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 00 100 Special: rule (+25 points), but his stats 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 Hero Unit Size Sp Me Ra De At Ne Pts 1 5 3+ - 5+ 4 10/12 60 Special: Crushing strength (1), Individual Special rule (+25 points), but his stats increase to the following: Hero Unit Size Sp Me Ra De At Ne 1 8 <t< td=""></t<>	
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 00 100 100 Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following: 100 100 Unit Size Sp Me Ra De At Ne 1 8 3+ - 5+ 5 14/16 Special: Crushing strength (2), Very Inspiring Hero Hero 10/12 60 Mit Size Sp Me Ra De At Ne 1 1 5 3+ - 5+ 4 10/12 60 Special: Crushing strength (1), Individual Special rule (+25 points), but his stats increase to the following: Increase to the following: Increase to the following: Unit Size Sp Me Ra De At Ne 1 8	
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 00 100 100 Options: Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following: 1 8 3+ - 5+ 5 14/16 Unit Size Sp Me Ra De At Ne 1 8 3+ - 5+ 5 14/16 Special: Crushing strength (2), Very Inspiring Hero Hero 10/12 60 Unit Size Sp Me Ra De At Ne Pts 1 5 3+ - 5+ 4 10/12 60 Special: Crushing strength (1), Individual Special rule (+25 points), but his stats increase to the following: Int is stats increase to the following: Unit Size Sp Me Ra De At Ne	
Unit SizeSpMeRaDeAtNePts153+-5+313/15100Special:Crushing strength (1), Individual, Very Inspiring Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:Unit SizeSpMeRaDeAtNe183+-5+514/16Special:Crushing strength (2), Very InspiringFeroHeroUnit SizeSpMeRaDeAtNe153+-5+410/1260Special:Crushing strength (1), IndividualFeroHeroSpecial:Crushing strength (1), IndividualOptions:Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:HeroHeroUnit SizeSpMeRaDeAtNe183+-5+611/13Special:Crushing strength (2)FeroHeroSpecial:Unit SizeSpMeRaDeAtNe183+-5+611/13Special:Crushing strength (2)Special:Hero	
153+-5+313/15100Special:Crushing strength (1), Individual, Very InspiringOptions:Mount on a Chariot losing the Individual special rule (+25 points), but his statsincrease to the following:Unit SizeSpMeRaDeAtNe183+-5+514/16Special:Crushing strength (2), Very InspiringHeroUnit SizeSpMeRaDeAtNePts153+-5+410/1260Special:Crushing strength (1), IndividualOptions:Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:Unit SizeSpMeRaDeAtNe153+-5+410/1260Special:Crushing strength (1), IndividualOptions:Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:Unit SizeSpMeRaDeAtNe183+-5+611/13Special:Crushing strength (2)HeroHero	
1 5 3+ - 5+ 3 13/15 100 Special: Crushing strength (1), Individual, Very Inspiring 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 1 5 3+ - 5+ 5 14/16 Special: Crushing strength (2), Very Inspiring Hero Hero Hero Unit Size Sp Me Ra De At Ne Pts 1 5 3+ - 5+ 4 10/12 60 Special: Crushing strength (1), Individual Special rule (+25 points), but his stats increase to the following: Iule (+25 points), but his stats increase to the following: Unit Size Sp Me Ra De At Ne 1	
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Options:Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:Unit SizeSpMeRaDeAtNe183+-5+514/16Special:Crushing strength (2), Very InspiringHeroHeroHeroUnit SizeSpMeRaDeAtNePts153+-5+410/1260Special:Crushing strength (1), IndividualOptions:Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:Unit SizeSpMeRaDeAtNe183+-5+611/13Special:Crushing strength (2)Krmy Standard [1]Hero	
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 SizeSpMeRaDeAtNe183+-5+514/16Special:Crushing strength (2), Very InspiringHeroUnit SizeSpMeRaDeAtNePts153+-5+410/1260Special:Crushing strength (1), IndividualOptions:Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:Unit SizeSpMeRaDeAtNe183+-5+611/13Special:Crushing strength (2)-5+611/13	
183+-5+514/16Special:Crushing strength (2), Very InspiringHeroHeroUnit SizeSpMeRaDeAtNePts153+-5+410/1260Special:Crushing strength (1), Individual Options:Crushing strength (1), Individual Special:Special: Increase to the following:Individual special rule (+25 points), but his stats increase to the following:Unit SizeSpMeRaDeAtNe183+-5+611/13Special:Crushing strength (2)KeroKeroKero	
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 Crushing strength (1), Individual special rule (+25 points), but his stats increase to the following: 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) Erushing strength (2) Hero	
HeroHeroUnit SizeSpMeRaDeAtNePts153+-5+410/1260Special:Crushing strength (1), IndividualCrushing strength (1), IndividualSpecial rule (+25 points), but his stats increase to the following:Unit SizeSpMeRaDeAtNe183+-5+611/13Special:Crushing strength (2)KenoKenoKeno	
Unit SizeSpMeRaDeAtNePts153+-5+410/1260Special:Crushing strength (1), IndividualOptions:Mount on a Chariot losing the Individual special rule (+25 points), but his stats increase to the following:Unit SizeSpMeRaDeAtNe183+-5+611/13Special:Crushing strength (2)Hero	
1 5 3+ - 5+ 4 10/12 60 Special: Crushing strength (1), Individual	
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) Hero	
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) Hero	
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 1 8 3+ - 5+ 6 11/13 Special: Crushing strength (2) Hero	
1 8 3+ - 5+ 6 11/13 Special: Crushing strength (2) Army Standard [1] Hero	
Special: Crushing strength (2) Army Standard [1] Hero	
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	

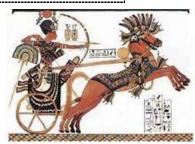


Kings and Khans

Egyptian New Kingdom 1600BC to 1100BC

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

Infantry						Infantr	у
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 p	oints)					



Light Infantry						Infantr	у
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 Skirmisher	s*					Infantr	y
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/Javeling	5 12", N	imble				

1+ Light Chai	- Light Chariots				Infantr	Infantry	
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 Stre	ngth (1)	, Javelin	s 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 Strer	igth (1)					
Options:	Musician (+10	points)					
	Banner (+15 p	oints)					

Specialist

0-2 Archers						Special	list
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 Caval	ry					Specia	list
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]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	8	3+	4+	5+	5	14/16	150
Special:	Chariot, Crus	hing stre	ngth (1)	, Individ	ual, Very	/ Inspiring	, Bow
Options:	Mount on a C	Chariot lo	sing the	e Individu	ual speci	al rule (+2	25 points), but his stats
increase to the	following:						

Ramses [1]							Hero	
Unit Size	S	Sp	Me	Ra	De	At	Ne	Pts
1	8	3	3+	3+	5+	5	15/17	200
Special:	Chariot, (Crushir	ng streng	gth (1), F	Piercing	(1), Indiv	/idual, V	ery Inspiring, Bow
Options:	Ne'Arin C	Chariot	s becom	ne 1+				

Hero						Hero				
Unit Size	Sp	Me	Ra	De	At	Ne	Pts			
1	5	3+	-	5+	4	10/12	60			
Special:	Crushing st	Crushing strength (1), Individual								
Options:	Mount on a	Chariot lo	sing the	e Individu	ual spec	ial rule (+2	25 pc			
	increase to the following:									
Unit Size	Sp	Me	Ra	De	At	Ne				
1	8	3+	-	5+	6	11/13				
Special:	Crushing st	rength (2)								

Army Standa	ard [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ry Inspir	ing				
Options:	Mount on a C increase to th		•	e Individ	ual spec	ial rule (+	25 points), but h
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	3+	-	5+	3	9/11	
Special:	Crushing stre	ngth (2),	Very In	spiring			

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							Infantr	у
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:	Musici	an (+10	points)					
Levies							Infantr	у
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 Char	iots						Infantr	'Y
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:	Crushi	ng Stren	gth (2),	Javelins	12"			
Light Chariots							Infantr	'Y
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:	Crushi	ng Stren	gth (1),	Javelins	12"			
Options:	Musici	an (+10	points)					
	Bannei	r (+15 po	oints)					

0-2 Skirmishers	5*					Infantr	'Y
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/Javeling	5 12", N	imble				

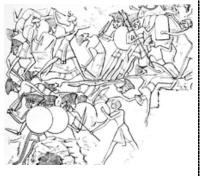
Options: Musician (+10 points) Banner (+15 points)

0-2 Light Caval	ry					Specia	list	A for the start of the start of
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Troop (5)	9	5+	5+	3+	5	8/10	40	BERE F
Regiment (10)	9	5+	5+	3+	10	11/13	80	ALL STORES
Special:	Javelins 12"							A AN ABORTONIA
0-2 Archers*						Specia		
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		
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 strer	-		-	-	-		
Options:		nariot lo	osing the	e Individ	ual speci	ial rule (+2	20 poin	its), but his stats
increase to the			_	-				
Unit Size	Sp	Me	Ra	De	At	Ne		
1	7	3+	-	5+	5	14/16		
Special:	Crushing strer	igth (2),	Very In	spiring				
Hara						Hava		
Hero	۲. ۲.	Ma	Da	De	۸+	Hero	Dto	
Unit Size 1	Sp 5	Me 3+	Ra	De 5+	At 4	Ne 10/12	Pts 60	
-	Crushing strer		- Individu		4	10/12	60	
Special:	Mount on a H				0 (10	noints)		
Options:			-	•	-	•	20 noin	its), but his stats
increase to the			Sing the		ual speci	iai i ule (+.	20 0011	its), but his stats
Unit Size	Sp	Me	Ra	De	At	Ne		
1		3+	-	5+	6	11/13		
Special:	, Crushing strer	0.		51	0	11/15		
Special.	crushing stren	igtii (2)						
Army Standard	1 [1]					Hero		
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
1	5	4+	-	4+	1	9/11	30	
Special:	Individual, Vei		ing	•	-	5/11	30	
Options:	Mount on a H	<i>,</i> ,	•	speed t	o 9 (+10	points)		
• • • • • • •			-	•	-	•	20 poin	its), but his stats
increase to the			5116 110		uur opee		20 poin	
Unit Size	Sp	Me	Ra	De	At	Ne		
1	7	4+	-	5+	3	9/11		
- Special:	Crushing strer		Verv In		-	-,		
		J (=/)	,	0				

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						Infantr	у
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						Infantr	v
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 (-)	-		,	
					_		
Skirmishers*	-		-	-	Infar	•	-
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/Jave	elins 12", N	limble				
Light Chariots						Infantr	y
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 St	trength (1)), Javelin	is 12″			
Options:	Musician (-	+10 points)				
	Banner (+1	5 points)	-				
Lukka Pirates						Special	ist
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:	Headstron	•					
Options:	Musician (-	±10 nointc	۱				

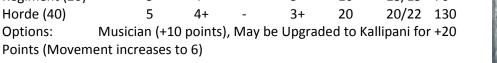


0-1 Light Caval	•					Specia	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	8/10	40
Regiment (10)	9	5+	5+	3+	10	11/13	80
Special:	Javelins 12"						
0-2 Archers*						Specia	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	8/11	65
Regiment (20)	5	5+	5+	3+	10	11/14	85
Horde (40)	5	5+	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 stre	ength (1),	Individ	ual, Very	Inspiring	3	
Options:	Mount on a	Chariot lo	sing the	e Individu	ual specia	al rule (+2	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 stre	ength (2),	Very In	spiring			
•	C C	0 ()					
Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60
Special:	Crushing stre	ength (1).	Individ			-1	
Options:	-	-			ual specia	al rule (+:	25 points), but his stats
	increase to t		-				
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	3+	-	5+	6	11/13	
Special:	Crushing stre			-	-	, -	
Army Standard	1 [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, V		ing	• •	-	5/11	50
Options:			-	ndividu د	ial sneci	al rule (+'	25 points), but his stats
options.	increase to t		-		au speer		
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	4+	-	5+	3	9/11	
Special:	Crushing stre		Very In		5	5/11	
Special.	crushing stre	gui (2),	veryin	spring			
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Iron Age Assyrian 800BC to 700BC

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

Infantry						Infantr	у
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 (+1	LO points), May b	e Upgrad	ded to Ka	allipani fo	r +20





1+ Heavy Chariots						Infantr	'Y
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*						Infantr	У
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", N	limble				

Phrygian Infan	try					Specia	list
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						
A 11		• • •					

Options: Musician (+10 points)

0-1 Royal Guar	ď					Specia	list
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, Head	dstrong					
Options:	Musician (+10) points)					
	Banner (+15 p	ooints)					

Light Cavalry						Special	ist
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 Royal Guar	d					Special	list
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 Stre	ngth (1)	, Spears,	, Headsti	rong		

0-2 Archers*						Special	list
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 stree	ngth (1),	Individ	ual, Very	Inspirin	g	
Options:	Mount on a C	hariot lo	sing the	e Individu	ual speci	ial rule (+2	20
points), but his	stats increase	to the fo	ollowing	:			
Unit Size	Sp	Me	Ra	De	At	Ne	
1	7	3+	-	5+	5	14/16	
Special:	Crushing stree	ngth (2),	Very In	spiring			



Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60
Special:	Crushing strer	igth (1),	Individu	al			
Options:	Mount on a H	orse, ind	reasing	speed to	o 9 (+10	points)	
	Mount on a Cl	nariot lo	sing the	Individu	ial speci	al rule (+2	20 points), but his stats
increase to the	e following:						
Unit Size	Sp	Me	Ra	De	At	Ne	
1	7	3+	-	5+	6	11/13	
Special:	Crushing strer	igth (2)					
Army Standard	d [1]					Hero	
Army Standard Unit Size	d [1] Sp	Me	Ra	De	At	Hero Ne	Pts
-		Me 4+	Ra -	De 4+	At 1		Pts 30
Unit Size	Sp	4+	-		-	Ne	
Unit Size 1	Sp 5	4+ ry Inspir	- ing	4+	1	Ne 9/11	
Unit Size 1 Special:	Sp 5 Individual, Ver Mount on a H	4+ ry Inspir orse, inc	- ing creasing	4+ speed to	1 5 9 (+10	Ne 9/11 points)	
Unit Size 1 Special:	Sp 5 Individual, Ver Mount on a H Mount on a Cl	4+ ry Inspir orse, inc	- ing creasing	4+ speed to	1 5 9 (+10	Ne 9/11 points)	30
Unit Size 1 Special: Options:	Sp 5 Individual, Ver Mount on a H Mount on a Cl	4+ ry Inspir orse, inc	- ing creasing	4+ speed to	1 5 9 (+10	Ne 9/11 points)	30
Unit Size 1 Special: Options: increase to the	Sp 5 Individual, Ver Mount on a H Mount on a Cl following:	4+ ry Inspir orse, inc nariot lo	ing creasing sing the	4+ speed to Individu	1 0 9 (+10 ual speci	Ne 9/11 points) al rule (+2	30

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						Infantr	У
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, P	halanx					
Options:	Musician (+10	points)					
1+ Hoplites						Infantr	у
1+ Hoplites Unit Size	Sp	Me	Ra	De	At	Infantr Ne	y Pts
•	Sp 5	Me 4+	Ra -	De 4+	At 10		
Unit Size	•			-	-	Ne	Pts
Unit Size Troop (10)	5	4+	-	4+	10	Ne 10/12	Pts 70
Unit Size Troop (10) Regiment (20)	5	4+ 4+	-	4+ 4+	10 10	Ne 10/12 13/15	Pts 70 95
Unit Size Troop (10) Regiment (20) Horde (40)	5 5 5	4+ 4+ 4+	-	4+ 4+	10 10	Ne 10/12 13/15	Pts 70 95

Levy Hoplites						Infantr	'Y
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						
Ontional	Musician / 1						

Options: Musician (+10 points)

Thureophoroi		Infantr	У				
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, Nim	ble, Spea	ars/Jave	lins			

Light Infantry F	Peltasts*			Infantr	у		
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/Javelin	s, Nimbl	e				

0-2 Archers*						Infantry
Unit Size	Sp	Me	Ra	De	At	Ne Pts
Troop (10)	5	5+	5+	3+	10	10/12 75
Special:	Bows 24"					



Spartans						Specia	list
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)

0-2 Light Caval	ry					Specia	list
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, Javeli	ns 12"					

Rhodian Skirm	ishers					Special	list
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	95
Special:	Elite, Slings 12	", Nimt	ole				

Cretan Archers	6					Special	list
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	95
Special:	Elite, Bows 24"						

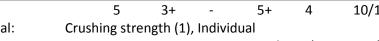
0-2 Thessalian	Specia	ist					
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	5	10/12	70
Regiment (10)	9	5+	5+	3+	10	13/15	125
Special: Nimble, Javelins 12", Piercing (1)							





King [1]						Hero			
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
1	5	3+	-	5+	5	13/15	100		
Special:	Crushing strer	ngth (1),	Individu	ual, Very	Inspirir	g			
King Leonidas [1] Hero									
King Leonidas	[1]					Hero			
King Leonidas Unit Size	[1] Sp	Me	Ra	De	At	Hero Ne	Pts		
		Me 3+	Ra -	De 5+	At 5		Pts 140		
	Sp	3+	-	5+	5	Ne 15/17	140		

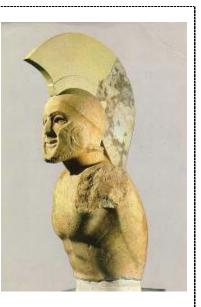
Epic Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60
Special:	Crushing stree	ngth (1),	Individ	ual			



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 Standar	Hero						
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ry Inspir	ing				



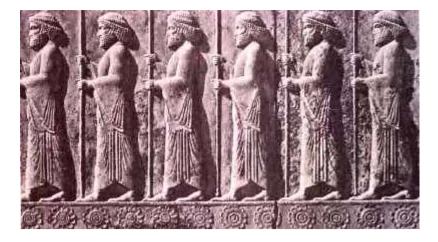


Achaemenid Persian

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 Infar	Infantr	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 (+1	0 points)					



1+ Sparabara I	Infantr	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							Infantı	'Y
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:	Musici	an (+10) points)					

0-2 Light Infan	trv Pelta	sts*					Infantr	v
Unit Size	cry r crea	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+	5+ 5+	3+ 3+	20	18/21	85 160
Special:	Clings /I	-			37	20	10/21	100
Special.	Silligs/1	avenns	12", Nin	IDIE				
0-2 Archers*							Infantr	v
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		51	51	5.	20	10/21	100
Special.	DOW3 2	-						
Greek Mercen	ary Hopli	ites					Specia	list
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:	Musicia		ooints)					
			,					
0-2 Light Caval	ry						Specia	list
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	, Javelin	s 12"		-		•	
Special:	Nimble,	, Javelin	s 12"		-			
0-2 Thessalian							Special	list
		Sp	Me	Ra	De	At	Specia Ne	
0-2 Thessalian Unit Size Troop (5)		Sp 9	Me 5+	Ra 5+			Specia Ne 10/12	l ist Pts 70
0-2 Thessalian Unit Size	Cavalry	Sp 9 9	Me 5+ 5+	Ra 5+ 5+	De 3+ 3+	At	Specia Ne	l ist Pts
0-2 Thessalian Unit Size Troop (5)	Cavalry	Sp 9 9	Me 5+	Ra 5+ 5+	De 3+ 3+	At 5	Specia Ne 10/12	l ist Pts 70
0-2 Thessalian Unit Size Troop (5) Regiment (10) Special:	Cavalry Nimble,	Sp 9 9	Me 5+ 5+	Ra 5+ 5+	De 3+ 3+	At 5	Specia Ne 10/12 13/15	list Pts 70 125
0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch	Cavalry Nimble,	Sp 9 9 , Javelin	Me 5+ 5+ s 12", Pi	Ra 5+ 5+ ercing (:	De 3+ 3+ 1)	At 5 10	Special Ne 10/12 13/15 Special	list Pts 70 125 list
0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size	Cavalry Nimble,	Sp 9 9	Me 5+ 5+ s 12", Pi Me	Ra 5+ 5+ ercing (: Ra	De 3+ 3+	At 5 10 At	Special Ne 10/12 13/15 Special Ne	list Pts 70 125 list Pts
0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch	Cavalry Nimble,	Sp 9 9 , Javelin	Me 5+ 5+ s 12", Pi	Ra 5+ 5+ ercing (:	De 3+ 3+ 1)	At 5 10	Special Ne 10/12 13/15 Special	list Pts 70 125 list
0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size	Cavalry Nimble,	Sp 9 9 , Javelin Sp	Me 5+ 5+ s 12", Pi Me	Ra 5+ 5+ ercing (: Ra	De 3+ 3+ 1) De	At 5 10 At	Special Ne 10/12 13/15 Special Ne	list Pts 70 125 list Pts
0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5)	Cavalry Nimble,	Sp 9 , Javelin Sp 9 9	Me 5+ s 12", Pi Me 5+ 5+	Ra 5+ 5+ ercing (2 Ra 5+	De 3+ 3+ 1) De 3+	At 5 10 At 5	Special Ne 10/12 13/15 Special Ne 10/12	list 70 125 list 70
0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special:	Cavalry Nimble, ers Bows 24	Sp 9 , Javelin Sp 9 9 4″, Nim	Me 5+ s 12", Pi Me 5+ 5+	Ra 5+ 5+ ercing (2 Ra 5+	De 3+ 3+ 1) De 3+	At 5 10 At 5	Special Ne 10/12 13/15 Special Ne 10/12 13/15	list 70 125 list 70 125
 0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special: 0-2 Guard Hear 	Cavalry Nimble, ers Bows 24	Sp 9 , Javelin Sp 9 9 4″, Nim	Me 5+ s 12", Pi Me 5+ 5+ ble	Ra 5+ ercing (1 Ra 5+ 5+	De 3+ 3+ 1) De 3+	At 5 10 At 5 10	Special Ne 10/12 13/15 Special Ne 10/12 13/15	list Pts 70 125 list Pts 70 125
0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special:	Cavalry Nimble, ers Bows 24	Sp 9 , Javelin Sp 9 9 4″, Nim	Me 5+ s 12", Pi Me 5+ 5+ ble Me	Ra 5+ 5+ ercing (2 Ra 5+	De 3+ 3+ 1) De 3+	At 5 10 At 5 10 At	Special Ne 10/12 13/15 Special Ne 10/12 13/15	list Pts 70 125 list 70 125 list Pts
 0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special: 0-2 Guard Hear 	Cavalry Nimble, ers Bows 24	Sp 9 , Javelin Sp 9 4″, Nim ry Sp 9	Me 5+ s 12", Pi Me 5+ 5+ ble	Ra 5+ ercing (1 Ra 5+ 5+	De 3+ 3+ 1) De 3+ 3+	At 5 10 At 5 10	Special Ne 10/12 13/15 Special Ne 10/12 13/15	list Pts 70 125 list Pts 70 125
 0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special: 0-2 Guard Hea Unit Size 	Cavalry Nimble, ers Bows 24	Sp 9 , Javelin 9 9 4″, Nim	Me 5+ s 12", Pi Me 5+ 5+ ble Me	Ra 5+ ercing (1 Ra 5+ 5+	De 3+ 3+ 1) De 3+ 3+ 3+	At 5 10 At 5 10 At	Special Ne 10/12 13/15 Special Ne 10/12 13/15 Special Ne	list Pts 70 125 list 70 125 list Pts
0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special: 0-2 Guard Hear Unit Size Troop (5)	Cavalry Nimble, ers Bows 24	Sp 9 , Javelin 9 9 9 4″, Nim ry 9 9 9 9	Me 5+ s 12", Pi Me 5+ 5+ ble Me 4+	Ra 5+ 5+ ercing (1 Ra 5+ 5+ 5+ Ra -	De 3+ 3+ 1) De 3+ 3+ 3+ 3+ 2+ 4+	At 5 10 At 5 10 At 8 16	Special Ne 10/12 13/15 Special Ne 10/12 13/15 Special Ne 10/12	list Pts 70 125 list Pts 70 125 list Pts 85
 0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special: 0-2 Guard Hear Unit Size Troop (5) Regiment (10) Special: 	Cavalry Nimble, ers Bows 24 vy Cavalı Crushin	Sp 9 , Javelin 9 9 9 4″, Nim ry 9 9 9 9	Me 5+ s 12", Pi Me 5+ 5+ ble Me 4+ 4+	Ra 5+ 5+ ercing (1 Ra 5+ 5+ 5+ Ra -	De 3+ 3+ 1) De 3+ 3+ 3+ 3+ 2+ 4+	At 5 10 At 5 10 At 8 16	Special Ne 10/12 13/15 Special Ne 10/12 13/15 Ne 10/12 13/15	list 70 125 list Pts 70 125 list Pts 85 140
 0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special: 0-2 Guard Hea Unit Size Troop (5) Regiment (10) Special: 0-2 Medium Ca 	Cavalry Nimble, ers Bows 24 vy Cavalı Crushin	Sp 9 9 , Javelin Sp 9 9 4", Nim ry 9 9 9 9 9	Me 5+ 5 12", Pi Me 5+ 5+ ble Me 4+ 4+ 4+ gth (1), S	Ra 5+ 5+ ercing (2 Ra 5+ 5+ Spears, H	De 3+ 3+ 1) De 3+ 3+ 3+ 4+ 4+ 4+	At 5 10 At 5 10 At 8 16 ong	Special Ne 10/12 13/15 Special Ne 10/12 13/15 Ne 10/12 13/15	list Pts 70 125 list Pts 70 125 list Pts 85 140 list
 0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special: 0-2 Guard Hea Unit Size Troop (5) Regiment (10) Special: 0-2 Medium Ca Unit Size 	Cavalry Nimble, ers Bows 24 vy Cavalı Crushin	Sp 9 9 , Javelin Sp 9 9 4", Nim ry Sp 9 9 9 9 9 5 g Streng	Me 5+ s 12", Pi Me 5+ 5+ ble Me 4+ 4+ gth (1), S	Ra 5+ 5+ ercing (1 Ra 5+ 5+ 5+ Ra -	De 3+ 3+ 1) De 3+ 3+ 3+ 4+ 4+ Headstro	At 5 10 At 5 10 At 8 16 ong At	Special Ne 10/12 13/15 Special Ne 10/12 13/15 Special Ne 10/12 13/15	list Pts 70 125 list Pts 70 125 list Pts 85 140 list Pts
 0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special: 0-2 Guard Hear Unit Size Troop (5) Regiment (10) Special: 0-2 Medium Ca Unit Size Troop (5) 	Cavalry Nimble, ers Bows 24 vy Cavalı Crushin	Sp 9 9 , Javelin Sp 9 4", Nim ry Sp 9 9 9 9 9 9 9 9 5 g Streng Sp 9	Me 5+ 5 12", Pi Me 5+ 5+ ble Me 4+ 4+ 4+ gth (1), S Me 4+	Ra 5+ 5+ ercing (2 Ra 5+ 5+ Spears, H	De 3+ 3+ 1) De 3+ 3+ 3+ 3+ deadstrop De 4+ 4+ deadstrop	At 5 10 At 5 10 At 8 16 ong At 5	Special Ne 10/12 13/15 Special Ne 10/12 13/15 Special Ne 10/12 13/15	list Pts 70 125 list Pts 70 125 list Pts 85 140 list Pts 50
 0-2 Thessalian Unit Size Troop (5) Regiment (10) Special: 0-2 Horse Arch Unit Size Troop (5) Regiment (10) Special: 0-2 Guard Hea Unit Size Troop (5) Regiment (10) Special: 0-2 Medium Ca Unit Size 	Cavalry Nimble, ers Bows 24 vy Cavalı Crushin	Sp 9 9 , Javelin Sp 9 9 4", Nim ry 9 9 9 9 9 9 9 5 5 9 9 9 9 9 9 9 9 9 9	Me 5+ s 12", Pi Me 5+ 5+ ble Me 4+ 4+ gth (1), S	Ra 5+ 5+ ercing (2 Ra 5+ 5+ 5+ Ra - 5pears, H Ra - - - - - - - - - - - - - - - - - -	De 3+ 3+ 1) De 3+ 3+ 3+ 4+ 4+ Headstro	At 5 10 At 5 10 At 8 16 ong At	Special Ne 10/12 13/15 Special Ne 10/12 13/15 Special Ne 10/12 13/15	list Pts 70 125 list Pts 70 125 list Pts 85 140 list Pts



0-2 Heavy Scyt	Special	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 Stren	gth (2)					

King [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	3	13/15	100
a	• • •				1.57			

Special:Crushing strength (1), Individual, Very InspiringOptions:Mount on a Chariot losing the Individual special rule (+25 points, but his statsincrease to the following:

	•					
Unit Size	Sp	Me	Ra	De	At	Ne
1	7	3+	-	5+	5	14/16
Special [.]	Crushing stre	ngth (2)	Verv In	sniring		

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 strer	ngth (1),	Individu	ıal			
Options:	Mount on a H	orse, ind	creasing	speed to	o 9 (+10	points)	
	Mount on a C	hariot lo	sing the	Individu	ial speci	al rule (+2	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 strer	ngth (2)					
Army Standard	1 [1]					Hero	
Army Standard Unit Size	i [1] Sp	Me	Ra	De	At	Hero Ne	Pts
-		Me 4+	Ra -	De 4+	At 1		Pts 30
Unit Size	Sp	4+	-			Ne	
Unit Size 1	Sp 5	4+ ry Inspir	- ing	4+	1	Ne 9/11	
Unit Size 1 Special:	Sp 5 Individual, Ve Mount on a H	4+ ry Inspir orse, inc	- ing creasing	4+ speed to	1 5 9 (+10	Ne 9/11 points)	
Unit Size 1 Special:	Sp 5 Individual, Ve Mount on a H Mount on a C	4+ ry Inspir orse, inc	- ing creasing	4+ speed to	1 5 9 (+10	Ne 9/11 points)	30
Unit Size 1 Special: Options:	Sp 5 Individual, Ve Mount on a H Mount on a C	4+ ry Inspir orse, inc	- ing creasing	4+ speed to	1 5 9 (+10	Ne 9/11 points)	30
Unit Size 1 Special: Options: increase to the	Sp 5 Individual, Ve Mount on a H Mount on a C following:	4+ ry Inspir orse, inc hariot lo	- ing creasing osing the	4+ speed to Individu	1 o 9 (+10 ial speci	Ne 9/11 points) al rule (+2	30

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 I	Heavy Infantr	у				Infantr	'Y
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 Phalan	(
Options:	Musician (+1	LO points)					
Mercenary Ho	olites					Infantr	v
, ,							,
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
		Me 4+	Ra -	De 4+	At 10		
Unit Size	Sp		Ra - -			Ne	Pts
Unit Size Troop (10)	Sp 5	4+	-	4+	10	Ne 10/12	Pts 70
Unit Size Troop (10) Regiment (20)	Sp 5 5	4+ 4+	-	4+ 4+	10 10	Ne 10/12 13/15	Pts 70 95
Unit Size Troop (10) Regiment (20) Horde (40)	Sp 5 5 5	4+ 4+ 4+	-	4+ 4+	10 10	Ne 10/12 13/15	Pts 70 95

Light Infantry F	Infantr	У					
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	. Nimb	le				

0-1 Companion Mediu	Infantr	У					
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*						Infantr	~/
Unit Size	Sp	Me	Ra	De	At	Ne	y Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+ 5+	5+ 5+	3+ 3+	10	13/15	100
Special:	Bows 24"	JT	JT	3+	10	13/13	100
Special.	DOWS 24						
Light Cavalr*						Specia	list
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, Javeli	ns 12"					
Rhodian Skirm	ishers					Specia	list
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	95
Special:	Elite, Slings 12	", Nimb	le				
Cretan Archer			_	_		Specia	
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 Therealian	Madium Caval	m (Specia	lict
Unit Size	Medium Caval Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9 9	4+	Γď	4+	5	10/12	50
Regiment (10)	9	4+	_	4+	10	13/15	95
Special:		-	Spoarc		10	13/13	55
	CIUSIIIIII SITEI	וצוח נדד.	SUPARS				
Special.	Crushing Strer	igtri (1),	spears				
	Crushing Stree	igtii (1),	spears			Hero	
General [1] Unit Size	Sp	Me	Ra	De	At	Hero Ne	Pts
General [1]	_			De 5+	At 3		Pts 100
General [1] Unit Size	Sp	Me 3+	Ra -	5+	3	Ne 13/15	
General [1] Unit Size 1	Sp 5	Me 3+ ngth (1),	Ra - Individu	5+ ual, Very	3 Inspirin	Ne 13/15 g	
General [1] Unit Size 1 Special: Options:	Sp 5 Crushing strer Mount on a He	Me 3+ ngth (1),	Ra - Individu	5+ ual, Very	3 Inspirin	Ne 13/15 g	
General [1] Unit Size 1 Special: Options: Alexander the	Sp 5 Crushing strer Mount on a He Great [1]	Me 3+ ngth (1), orse, inc	Ra - Individu creasing	5+ Jal, Very speed to	3 Inspirin o 9 (+10	Ne 13/15 g points) Hero	100
General [1] Unit Size 1 Special: Options: Alexander the Unit Size	Sp 5 Crushing strer Mount on a Ho Great [1] Sp	Me 3+ ngth (1), orse, inc Me	Ra - Individu	5+ Jal, Very speed to De	3 Inspirin o 9 (+10 At	Ne 13/15 g points) Hero Ne	100 Pts
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1	Sp 5 Crushing strer Mount on a Ho Great [1] Sp 5	Me 3+ ngth (1), orse, inc Me 3+	Ra - Individu creasing Ra -	5+ ual, Very speed to De 5+	3 Inspirin o 9 (+10 At 3	Ne 13/15 g points) Hero Ne 13/15	100 Pts 145
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special:	Sp 5 Crushing strer Mount on a Ho Great [1] 5 Crushing strer	Me 3+ orse, inc Me 3+ ogth (1),	Ra - Individu creasing Ra - Individu	5+ ual, Very speed to De 5+	3 Inspirin o 9 (+10 At 3	Ne 13/15 g points) Hero Ne 13/15	100 Pts 145
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as pe	Sp 5 Crushing strer Mount on a H Great [1] Sp 5 Crushing strer er 'The Captain'	Me 3+ orse, inc Me 3+ ngth (1), page 10	Ra - Individu creasing Ra - Individu 2 KoW)	5+ ual, Very speed to De 5+ ual, Very	3 Inspirin o 9 (+10 At 3 Inspirin	Ne 13/15 g points) Hero Ne 13/15 g, Master	100 Pts 145
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special:	Sp 5 Crushing strer Mount on a Ho Great [1] 5 Crushing strer	Me 3+ orse, inc Me 3+ ngth (1), page 10	Ra - Individu creasing Ra - Individu 2 KoW)	5+ ual, Very speed to De 5+ ual, Very	3 Inspirin o 9 (+10 At 3 Inspirin	Ne 13/15 g points) Hero Ne 13/15 g, Master	100 Pts 145
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as per Options:	Sp 5 Crushing strer Mount on a H Great [1] Sp 5 Crushing strer er 'The Captain'	Me 3+ orse, inc Me 3+ ngth (1), page 10	Ra - Individu creasing Ra - Individu 2 KoW)	5+ ual, Very speed to De 5+ ual, Very	3 Inspirin o 9 (+10 At 3 Inspirin	Ne 13/15 g points) Hero Ne 13/15 ng, Master points)	100 Pts 145
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as per Options: Hero	Sp 5 Crushing strer Mount on a Ho Great [1] 5 Crushing strer er 'The Captain' Mount on a Ho	Me 3+ orse, inc Me 3+ ngth (1), page 10 orse, inc	Ra - Individu creasing Ra - Individu 2 KoW) creasing	5+ ual, Very speed to De 5+ ual, Very speed to	3 Inspirin o 9 (+10 At 3 Inspirin o 9 (+10	Ne 13/15 points) Hero Ne 13/15 og, Master points) Hero	100 Pts 145
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as per Options: Hero Unit Size	Sp 5 Crushing strer Mount on a Ho Great [1] 5 Crushing strer er 'The Captain' Mount on a Ho Sp	Me 3+ orse, inc Me 3+ ogth (1), page 10 orse, inc Me	Ra - Individu creasing Ra - Individu 2 KoW)	5+ ual, Very speed to De 5+ ual, Very speed to De	3 Inspirin 0 9 (+10 At 3 Inspirin 0 9 (+10 At	Ne 13/15 g points) Hero Ne 13/15 g, Master points) Hero Ne	100 Pts 145 Pts
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as per Options: Hero Unit Size 1	Sp 5 Crushing stren Mount on a Ho Great [1] 5 Crushing stren er 'The Captain' Mount on a Ho Sp 5	Me 3+ orse, inc Me 3+ orse, inc orse, inc Me 3+	Ra - Individu creasing Ra - Individu 2 KoW) creasing Ra -	5+ Jal, Very speed to 5+ Jal, Very speed to De 5+	3 Inspirin o 9 (+10 At 3 Inspirin o 9 (+10	Ne 13/15 points) Hero Ne 13/15 og, Master points) Hero	100 Pts 145
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as per Options: Hero Unit Size 1 Special: Special:	Sp 5 Crushing strer Mount on a Ho Great [1] 5 Crushing strer er 'The Captain' Mount on a Ho 5 Crushing strer 5 Crushing strer	Me 3+ orse, inc Me 3+ orse, inc Me 3+ orse, inc Me 3+ agth (1),	Ra - Individu creasing Ra - Individu creasing Ra - Individu	5+ Jal, Very speed to 5+ Jal, Very speed to 5+ Jal	3 Inspirin o 9 (+10 At 3 Inspirin o 9 (+10 At 3	Ne 13/15 points) Hero Ne 13/15 og, Master points) Hero Ne 10/12	100 Pts 145 Pts
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as per Options: Hero Unit Size 1	Sp 5 Crushing stren Mount on a Ho Great [1] 5 Crushing stren er 'The Captain' Mount on a Ho Sp 5	Me 3+ orse, inc Me 3+ orse, inc Me 3+ orse, inc Me 3+ agth (1),	Ra - Individu creasing Ra - Individu creasing Ra - Individu	5+ Jal, Very speed to 5+ Jal, Very speed to 5+ Jal	3 Inspirin o 9 (+10 At 3 Inspirin o 9 (+10 At 3	Ne 13/15 points) Hero Ne 13/15 og, Master points) Hero Ne 10/12	100 Pts 145 Pts
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as per Options: Hero Unit Size 1 Special: Special: Options: Army Standard	Sp 5 Crushing strer Mount on a Ho Great [1] Sp 5 Crushing strer er 'The Captain' Mount on a Ho 5 Crushing strer Mount on a Ho 5	Me 3+ orse, inc Me 3+ ogth (1), page 10 orse, inc Me 3+ orse, inc	Ra - Individu creasing Ra - Individu creasing Ra - Individu creasing	5+ Jal, Very speed to 5+ Jal, Very speed to 5+ Jal speed to	3 Inspirin o 9 (+10 At 3 Inspirin o 9 (+10 At 3 o 9 (+10	Ne 13/15 g points) Hero Ne 13/15 g, Master points) Hero Ne 10/12 points)	100 Pts 145 Pts 50
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as per Options: Hero Unit Size 1 Special: Special: Options: Army Standard Unit Size	Sp 5 Crushing strer Mount on a He Great [1] Sp 5 Crushing strer er 'The Captain' Mount on a He 5 Crushing strer Mount on a He d [1]	Me 3+ orse, inc Me 3+ orse, inc Me 3+ orse, inc Me 3+ orse, inc Me	Ra - Individu creasing Ra - Individu creasing Ra - Individu	5+ Jal, Very speed to 5+ Jal, Very speed to 5+ Jal speed to De	3 Inspirin o 9 (+10 At 3 D 9 (+10 At 3 o 9 (+10 At	Ne 13/15 g points) Hero Ne 13/15 g, Master points) Hero Ne 10/12 points) Hero Ne	100 Pts 145 Pts 50 Pts
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as per Options: Hero Unit Size 1 Special: Special: Options: Army Standard Unit Size 1	Sp 5 Crushing strer Mount on a He Great [1] Sp 5 Crushing strer er 'The Captain' Mount on a He 5 Crushing strer Mount on a He 5 Sp 5 Crushing strer Mount on a He 5 Sp 5 Sp 5 Sp 5 Sp 5 Sp 5 Sp 5 Sp 5 S	Me 3+ ngth (1), orse, inc Me 3+ ngth (1), page 10 orse, inc Me 3+ ngth (1), orse, inc Me 4+	Ra - Individu creasing Ra - Individu creasing Ra - Individu creasing	5+ Jal, Very speed to 5+ Jal, Very speed to 5+ Jal speed to	3 Inspirin o 9 (+10 At 3 Inspirin o 9 (+10 At 3 o 9 (+10	Ne 13/15 g points) Hero Ne 13/15 g, Master points) Hero Ne 10/12 points)	100 Pts 145 Pts 50
General [1] Unit Size 1 Special: Options: Alexander the Unit Size 1 Special: tactician (as per Options: Hero Unit Size 1 Special: Special: Options: Army Standard Unit Size	Sp 5 Crushing strer Mount on a He Great [1] Sp 5 Crushing strer er 'The Captain' Mount on a He 5 Crushing strer Mount on a He d [1]	Me 3+ ngth (1), orse, inc Me 3+ ngth (1), page 10 orse, inc Me 3+ ngth (1), orse, inc Me 4+ ry Inspir	Ra - Individu creasing Ra - Individu 2 KoW) creasing Ra - Individu creasing	5+ ual, Very speed to 5+ ual, Very speed to 5+ ual speed to De 4+	3 Inspirin o 9 (+10 At 3 Inspirin o 9 (+10 At 3 o 9 (+10 At 1	Ne 13/15 g points) Hero Ne 13/15 g, Master points) Hero Ne 10/12 points) Hero Ne 9/11	100 Pts 145 Pts 50 Pts



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							Infantr	у
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:	Musici	an (+10	points)					
	Bannei	r (+15 pc	oints)					
	May be	e equipp	ed with	Bows fo	r +30 po	oints (thi	s gives tl	nem
	Ra: 5+	and 10 r	anged a	ttacks).				
-							_	
Veteran Infant	ry						Infantr	-
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:	Headst	•						
Options:		an (+10						
		r (+15 pc	-	-				
	•				r +30 po	oints (thi	s gives tl	nem
	Ra: 5+	and 10 r	anged a	ttacks).				
Heavy Infantry	,						Infantr	у
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+ Special: Phalanx Options: Musician (+10 points)

Banner (+15 points) Impressed/Convict Troops

Impressed/Cor	Infantr	У					
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 p	oints)					

20

20/22 180



Skirmishers*						Infant	ry
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, N	imble					
Archers*						Infant	ry
Unit Size	-						
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	Sp 5	Me 5+	Ra 5+	De 3+	At 10	Ne 10/12	Pts 75

Regiment (20) Special: 5 Bows

0-2 Light Caval	ry						Special	list
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 Chari	ots							Specia	list
Unit Size	Sp)	Me	Ra	0	De	At	Ne	Pts
Troop (1)	8		3+	-	2	ļ+	3	9/11	55
Troop (3)	8		3+	-	2	l+	9	11/13	120
Troop (6)	8		3+	-	2	l+	18	14/16	230
Special:	Crushing S	Streng	gth (2)						
Options:	Musician	(+10 p	points)						
	Banner (+	15 po	ints)						

0-1 Medium C	avalry					Special	ist
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 Stre	ngth (1)	, Spears				

Light Bolt Thro	wer					War N	1achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40
Special:	Blast (D6), Pie	rcing (3)					

Medium Stone thrower War Mach									
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
1	5	-	5+	4+	1	9/11	50		
Special:	Blast (2D6), Ir	ndirect F	ire, Pier	cing (2)					

Heavy Stone th	War N	War Machine					
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60
Special:	Blast (2D6), In	direct F	ire, Pier	cing (3)			



Commander [1	L]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	3	13/15	100
Special:	Crushin	ng streng	gth (1), I	ndividua	al, Very I	nspiring		
Options:	Mount	on a Ho	orse, incr	easing s	peed to	9 (+10 p	oints)	
-				-				
Hero							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	4	10/12	60
Special:	Crushin	ng streng	gth (1), I	ndividua	al			
Options:	Mount	on a Ho	orse, incr	easing s	peed to	9 (+10 p	oints)	
				C		• •		
Army Standard	1 [1]						Hero	

Army Stand	ard [1]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	4+	-	4+	1	9/11	30
Special:	Individu	ual, Ve	ery Inspir	ing				
Options:	Mount	on a H	lorse, ind	creasing	speed t	o 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 Infant	Infantr	у					
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 (+1	0 points)					
	Banner (+15						

0-1 Sky-Clad Infantry						Infantr	У
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 musicianOptions:Musician (+10 points)Banner (+15 points)



0-1 German Al	lied Infantry					Infantr	Ъ
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	Infantr	у					
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 p	oints)					

Cleinneich ans*							Infortu	
Skirmishers*		C	N.4 -	De	Da	A +	Infantr	
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/J	avelins,	Nimble					
Archers*							Infantr	v
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		J+	J+	7	10	13/13	100
Special.	DOWS 24	+						
0-2 Light Caval	ry						Special	list
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,			5	0.	10	10, 10	50
••••••								
0-2 Medium Ca	avalrv						Special	ist
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:	Crushin		gth (1), S		4.	10	15,15	55
Special.	Crushin	guen	501 (± <i>)</i> , 5	pears				
Chieftain [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	4	13/15	110
Special:	Crushin	-		- ndividua		nspiring	15/15	110
Options:					-	9 (+10 p	ointc)	
Options.	wount		ise, inci	easing s	peeu to	9 (+10 h	onitsj	
Vercingetorix [11						Hero	
Unit Size	. -]	Sp	Me	Ra	De	At	Ne	Pts
1		5 5	3+	-	5+	4	15/17	120
Special:	Cruchin		-		-		- 1	any Gallic unit to buy
Headstrong (+3			ςιιι (± <i>)</i> , ι	nuiviuua	n, very i	nspiring,	, allows a	any Game unit to buy
	•		rco incr	oocing c	nood to	9 (+10 p	ointc)	
Options:	wount		rse, incr	easing s	peed to	9 (+10 h	omisj	
Hero							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
		sp 5		Nd				
1 Snaciali	Cruchin	•	3+ -+h (1) 1	- میرامانینام	5+	3	10/12	50
Special:			gth (1), I			0/.10 -	ainta)	
Options:	wount	оп а но	rse, incr	easing s	peed to	9 (+10 p	oints)	
Army Standard	[1]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	4+	-	4+	1	9/11	30
Special:	Individu		/ Inspirir	Ig		-	-,	
Options:			•	-	peed to	9 (+10 p	oints)	I
	mount	0.1.0.1.0		200118 3		- (· ± • p	5	Y at
								A SAN



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 Infant	Infantr	у					
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 (+1	0 points)					

Infantry						Infantr	У
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						Infantr	у
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 (+1	0 points)					

Gallic Mercena	Infantr	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 p	oints)					

Skirmishers*					Infant	try	
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	, Nimb	le				

0-2 Archers*						Infantr	у
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Special:	Bows 24"						



Light Cavalry							Specia	lict	de su	Dine
Unit Size		(n	Me	Ra	De	At	Ne	Pts	27. A. A.	Antonia
		Sp							No.	Par.
Troop (5)		9	5+	5+	3+	5	10/12	50	17 2 - Star - E	Constant of
Regiment (10)	NP	9	5+	5+	3+	10	13/15	95		
Special:	Nimble	e, Javelir	ns 12″							
Numidian Light	t Cavalr	y					Specia	list		
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	e. Javelir	ns 12", P	iercing			•			
•			,	0	()					
Medium Cava	lry Span	ish, Gall	lic				Specia	list		
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:	Crushi		gth (1),	Spears			•			
		0	0- (//							
0-5 Elephant							Specia	list		
Unit Size		Sp	Me	Ra	De	At	Ne	Pts		
1		7	4+	-	4+	2D6	16/19	180		
Special:	Crushi	ng Stren	gth (3)				•			
-		0	0- (-)							
General [1]							Hero			
Unit Size		Sp	Me	Ra	De	At	Ne	Pts		
1		5	3+	-	5+	4	13/15	110		
Special:	Crushi	ng stren	gth (1).	Individu		Inspiring	-			
Options:		-			•	o 9 (+10 j	-			
			,				,			
Hannibal Barca	a [1]						Hero			
Unit Size		Sp	Me	Ra	De	At	Ne	Pts		
1		5	3+	-	5+	3	13/15	145		
Special:	Crushi	ng stren	gth (1),	Individu	ial, Verv	Inspiring	-	tacticia	n (as per	'The
Captain' page 1			0 (//		, ,		,		ι, i	
Options:			orse, inc	reasing	speed to	o 9 (+10 j	ooints)			
				-	-					
Hero						Hero				
Unit Size		Sp	Me	Ra	De	At	Ne	Pts		
1		5	3+	-	5+	3	10/12	50		
Special:	Crushi	ng stren	gth (1), I	Individu	al					
Options:						o 9 (+10 j	ooints)			
				-	-					
Army Standard	1 [1]						Hero	_		
Unit Size		Sp	Me	Ra	De	At	Ne	Pts		
1		5	4+	-	4+	1	9/11	30		
Special:			y Inspiri	-						
Options:	Mount	on a Ho	orse, inc	reasing	speed to	o 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 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:	Phalan	x							
Options:	Musicia	an (+10	points)						
·									
1+ Hastati Ligh	t Infantr	у					Infantr	'Y	
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:	Phalan	x							
Options:	Musicia	an (+10	points)						
-									
Velites*							Infantr	У	
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 Specia								
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, F	halanx						
Options:	Musician (+10	points)						

Gallic Mercena	aries					Special	ist
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							Special	ist
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:	Nimhle	, Javelin		5.	5.	10	13/13	55
Special.	NIIIDIC	, Javenn	5 12					
Numidian Light	Cavalry	,					Special	ist
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:	Nimhle	, Javelin				10	13/13	125
Special.	MITIBLE	, Javenn	512,11		-)			
0-2 Medium Ca	avalry						Special	ist
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
	Cruchin				4+	10	13/13	93
Special:	Crushin	ng Streng	gin (1), S	pears				
0 2 Elembert							Special	:. .
0-3 Elephant		C	N 4 -	Dr	Da	۸ <i>±</i>	Special	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		7	4+	-	4+	2D6	16/19	180
Special:	Crushir	ng Streng	gth (3)					
General [1]							Hero	_
General [1] Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Unit Size 1		5	3+	-	5+	4		Pts 110
Unit Size	Crushir	-	3+	-	5+	4	Ne	
Unit Size 1		5	3+ ;th (1), li	- ndividua	5+ l, Very li	4 nspiring	Ne 13/15	
Unit Size 1 Special:		5 ng streng	3+ ;th (1), li	- ndividua	5+ l, Very li	4 nspiring	Ne 13/15	
Unit Size 1 Special:	Mount	5 ng streng	3+ ;th (1), li	- ndividua	5+ l, Very li	4 nspiring	Ne 13/15	110
Unit Size 1 Special: Options:	Mount	5 ng streng on a Ho Sp	3+ ;th (1), li	- ndividua	5+ l, Very li	4 nspiring	Ne 13/15 oints)	
Unit Size 1 Special: Options: Scipio Africanu	Mount	5 ng streng on a Ho	3+ gth (1), li rse, incr	- ndividua easing s	5+ l, Very li peed to	4 nspiring 9 (+10 p	Ne 13/15 oints) Hero	110
Unit Size 1 Special: Options: Scipio Africanu Unit Size	Mount s [1]	5 ng streng on a Ho Sp	3+ gth (1), II rse, incr Me 3+	- ndividua easing s Ra -	5+ I, Very II peed to De 5+	4 nspiring 9 (+10 p At 3	Ne 13/15 oints) Hero Ne 13/15	110 Pts 160
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1	Mount s [1] Crushir	5 og streng on a Ho Sp 5 og streng	3+ sth (1), li rse, incr Me 3+ sth (1), li	- ndividua easing s Ra - ndividua	5+ I, Very II peed to De 5+ I, Maste	4 nspiring 9 (+10 p At 3 r tacticia	Ne 13/15 oints) Hero Ne 13/15	110 Pts 160
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special:	Mount s [1] Crushir .02 KoW	5 og streng on a Ho Sp 5 og streng	3+ th (1), li rse, incr Me 3+ th (1), li des all <i>li</i>	- ndividua easing s Ra - ndividua nfantry u	5+ I, Very In peed to De 5+ I, Maste units to <i>I</i>	4 nspiring 9 (+10 p At 3 r tacticia Elite	Ne 13/15 oints) Hero Ne 13/15 an (as pe	110 Pts 160
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1	Mount s [1] Crushir .02 KoW	5 ng streng on a Ho Sp 5 ng streng), Upgra	3+ th (1), li rse, incr Me 3+ th (1), li des all <i>li</i>	- ndividua easing s Ra - ndividua nfantry u	5+ I, Very In peed to De 5+ I, Maste units to <i>I</i>	4 nspiring 9 (+10 p At 3 r tacticia Elite	Ne 13/15 oints) Hero Ne 13/15 an (as pe	110 Pts 160
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1	Mount s [1] Crushir .02 KoW	5 ng streng on a Ho Sp 5 ng streng), Upgra	3+ th (1), li rse, incr Me 3+ th (1), li des all <i>li</i>	- ndividua easing s Ra - ndividua nfantry u	5+ I, Very In peed to De 5+ I, Maste units to <i>I</i>	4 nspiring 9 (+10 p At 3 r tacticia Elite	Ne 13/15 oints) Hero Ne 13/15 an (as pe	110 Pts 160
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1 Options: Hero	Mount s [1] Crushir .02 KoW	5 on a Ho Sp 5 og streng), Upgra on a Ho	3+ th (1), li rse, incr Me 3+ th (1), li des all <i>li</i> rse, incr	- ndividua easing s Ra - ndividua nfantry u easing s	5+ I, Very In peed to De 5+ I, Maste units to <i>I</i> peed to	4 nspiring 9 (+10 p At 3 r tacticia Elite 9 (+10 p Hero	Ne 13/15 oints) Hero Ne 13/15 an (as pe oints)	110 Pts 160 er 'The
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1 Options:	Mount s [1] Crushir .02 KoW	5 ng streng on a Ho Sp 5 ng streng), Upgra	3+ th (1), li rse, incr Me 3+ th (1), li des all <i>li</i>	- ndividua easing s Ra - ndividua nfantry u	5+ I, Very II peed to De 5+ I, Maste units to <i>I</i> peed to De	4 nspiring 9 (+10 p At 3 r tacticia Elite 9 (+10 p Hero At	Ne 13/15 oints) Hero Ne 13/15 an (as pe oints) Ne	Pts 160 er 'The Pts
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1 Options: Hero Unit Size 1	Mount s [1] Crushir .02 KoW Mount	5 on a Hol Sp 5 on a Hol), Upgra on a Hol Sp 5	3+ th (1), II rse, incr Me 3+ th (1), II des all <i>II</i> rse, incr Me 3+	- ndividua easing s Ra - ndividua nfantry u easing s Ra -	5+ I, Very In peed to De 5+ I, Maste units to <i>I</i> peed to De 5+	4 nspiring 9 (+10 p At 3 r tacticia Elite 9 (+10 p Hero	Ne 13/15 oints) Hero Ne 13/15 an (as pe oints)	110 Pts 160 er 'The
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1 Options: Hero Unit Size 1 Special: Special:	Mount s [1] Crushir .02 KoW Mount Crushir	5 on a Ho Sp 5 on a Ho J, Upgra on a Ho Sp 5 on a Ho Sp 5 on streng	3+ (th (1), In rse, incre Me 3+ (th (1), In des all <i>In</i> rse, incre Me 3+ (th (1), In	- ndividua easing s Ra - ndividua nfantry u easing s Ra - ndividua	5+ I, Very In peed to De 5+ I, Maste units to <i>I</i> peed to De 5+ I	4 nspiring 9 (+10 p At 3 r tacticia Elite 9 (+10 p Hero At 3	Ne 13/15 oints) Hero Ne 13/15 an (as pe oints) Ne 10/12	Pts 160 er 'The Pts
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1 Options: Hero Unit Size 1	Mount s [1] Crushir .02 KoW Mount Crushir	5 on a Hol Sp 5 on a Hol), Upgra on a Hol Sp 5	3+ (th (1), In rse, incre Me 3+ (th (1), In des all <i>In</i> rse, incre Me 3+ (th (1), In	- ndividua easing s Ra - ndividua nfantry u easing s Ra - ndividua	5+ I, Very In peed to De 5+ I, Maste units to <i>I</i> peed to De 5+ I	4 nspiring 9 (+10 p At 3 r tacticia Elite 9 (+10 p Hero At 3	Ne 13/15 oints) Hero Ne 13/15 an (as pe oints) Ne 10/12	Pts 160 er 'The Pts
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1 Options: Hero Unit Size 1 Special: Special:	Mount s [1] Crushir 02 KoW Mount Crushir Mount	5 on a Ho Sp 5 on a Ho J, Upgra on a Ho Sp 5 on a Ho Sp 5 on streng	3+ (th (1), In rse, incre Me 3+ (th (1), In des all <i>In</i> rse, incre Me 3+ (th (1), In	- ndividua easing s Ra - ndividua nfantry u easing s Ra - ndividua	5+ I, Very In peed to De 5+ I, Maste units to <i>I</i> peed to De 5+ I	4 nspiring 9 (+10 p At 3 r tacticia Elite 9 (+10 p Hero At 3	Ne 13/15 oints) Hero Ne 13/15 an (as pe oints) Ne 10/12	Pts 160 er 'The Pts
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1 Options: Hero Unit Size 1 Special: Options:	Mount s [1] Crushir 02 KoW Mount Crushir Mount	5 ng streng on a Ho 5 ng streng), Upgra on a Ho 5 ng streng on a Ho	3+ (th (1), In rse, incre Me 3+ (th (1), In des all <i>In</i> rse, incre Me 3+ (th (1), In	- ndividua easing s Ra - ndividua nfantry u easing s Ra - ndividua	5+ I, Very In peed to De 5+ I, Maste units to <i>I</i> peed to De 5+ I	4 nspiring 9 (+10 p At 3 r tacticia Elite 9 (+10 p Hero At 3	Ne 13/15 oints) Hero Ne 13/15 an (as pe oints) Ne 10/12 oints)	Pts 160 er 'The Pts
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1 Options: Hero Unit Size 1 Special: Options: Army Standard	Mount s [1] Crushir 02 KoW Mount Crushir Mount	5 on a Ho Sp 5 on a Ho J, Upgra on a Ho Sp 5 on a Ho Sp 5 on streng	3+ th (1), II rse, incr Me 3+ th (1), II des all <i>II</i> rse, incr Me 3+ 3+ th (1), II rse, incr	- ndividua easing s Ra - ndividua nfantry u easing s Ra - ndividua easing s	5+ I, Very II peed to De 5+ I, Maste units to <i>I</i> peed to De 5+ I peed to	4 nspiring 9 (+10 p At 3 r tacticia Elite 9 (+10 p At 3 9 (+10 p At	Ne 13/15 oints) Hero Ne 13/15 an (as pe oints) Ne 10/12 oints) Hero Ne	Pts 160 er 'The Pts 50 Pts
Unit Size 1 Special: Options: Scipio Africanu Unit Size 1 Special: Captain' page 1 Options: Hero Unit Size 1 Special: Options: Army Standard Unit Size	Mount s [1] Crushir .02 KoW Mount Crushir Mount [1]	5 on a Hor Sp 5 on a Hor), Upgra on a Hor 5 on a Hor Sp Sp	3+ th (1), In rse, increase Me 3+ th (1), In des all <i>II</i> rse, increase Me 3+ th (1), In rse, increase Me 4+	- ndividua easing s Ra - ndividua easing s Ra - ndividua easing s Ra -	5+ I, Very In peed to De 5+ I, Maste units to <i>I</i> peed to De 5+ I peed to De	4 nspiring 9 (+10 p At 3 r tacticia Elite 9 (+10 p At 3 9 (+10 p	Ne 13/15 oints) Hero Ne 13/15 an (as pe oints) Ne 10/12 oints) Hero	110 Pts 160 er 'The Pts 50



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 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 (+1	0 points)							
Light Infantry						Infantr	'Y		
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		
							400		
Horde (40)	5	4+	-	3+	20	18/21	130		
Horde (40) Special:	5 Phalanx	4+	-	3+	20	18/21	130		



Gallic Mercena	aries					Infantr	у
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 p	points)					

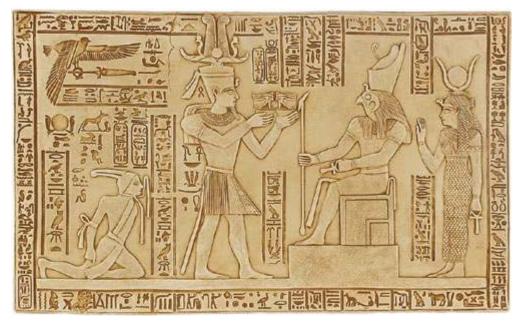
Skirmishers*						Infantr	'Y
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Slings/Javelins	, Nimb	le				

Light Cavalry						Special	ist
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, Javeli	ns 12″					

0-1 Medium Cavalry						Special	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							

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180
Special:	Crushing St	rength (3)					
General [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110
Special:	Crushing st	rength (1),	Individu	ual, Very	Inspirin	g	
Options:	Mount on a	Horse, ind	creasing	speed t	o 9 (+10	points)	
Marcus Antoni	us [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	70
Special:	Crushing st	rength (1),	Individu	ual, Allov	ws 0-1 U	nit of Leg	ionaries from the Marian
Roman List							
Options:	Mount on a	Horse, ind	creasing	speed t	o 9 (+10	points)	
Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing st	rength (1),	Individu	ual			
Options:	Mount on a	Horse, ind	creasing	speed t	o 9 (+10	points)	
Army Standard						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, V		•				
Options:	Mounton	Horco ind	roacing	cnood t	-0/10	nointc)	
•	Mount on a	noise, inc	leasing	speeu t	09(+10	points	

Specialist



0-5 Elephant

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						Infantr	у
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	d Infantry					Infantr	'Y
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 (+1	0 points)					

1+ Numidian Li	ight Cavalry					Infantr	y
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, Javeli	ins 12", I	Piercing	(1)			

Skirmishers						Infantr	У
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	, Nimb	le				

0-2 Archers							Special	ist
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 2	4″						
Spear Armed C	avalry						Special	ist
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							Special	ist
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		7	4+	-	4+	2D6	16/19	180
Special:	Crushin	g Streng	gth (3)					
General [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		9	3+	-	5+	4	13/15	120
Special:	Crushin	g streng	gth (1), li	ndividua	l, Very lı	nspiring		
Hero						Hero		
							• •	D±-
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Unit Size 1		Sp 9	Me 3+	Ra -	De 5+	At 3	Ne 10/12	Pts 60
	Crushin	9	3+	Ra - ndividua	5+	-		
1		9	3+	-	5+	-		
1 Special:		9	3+	-	5+	-	10/12	
1 Special: Army Standard		9 g streng	3+ gth (1), li	- ndividua	5+ I	3	10/12 Hero	60



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						Infantr	у
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 p	ooints)					



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 Infant	ry					Infantr	γ
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 (+1	0 points)					
	Banner (+15	points)					
	May be equip	ped with	n Repea	ter Cross	sbows fo	or +30 poi	nts (this gives them Ra: 5+
	and 10 range	d attacks	s). May	exchang	e these	for Heavy	Crossbows for free (gaining
	Piercing (1) a	nd reload	d!)				

Heavy Infantry	,					Infantı	γ
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 (+1	0 points)					
	Banner (+15	points)					
		ed attacks	s). May			•	nts (this gives them Ra: 5+ Crossbows for free (gaining

					Infanti	'Y
Sp	Me	Ra	De	At	Ne	Pts
5	5+	-	3+	10	8/11	35
5	5+	-	3+	10	11/14	45
5	5+	-	3+	20	18/21	85
Musician (+10) points)					
Banner (+15 p	oints)					
	5 5 5 Musician (+10	5 5+ 5 5+	5 5+ - 5 5+ - 5 5+ - Musician (+10 points)	5 5+ - 3+ 5 5+ - 3+ 5 5+ - 3+ 5 5+ - 3+ Musician (+10 points)	5 5+ - 3+ 10 5 5+ - 3+ 10 5 5+ - 3+ 20 Musician (+10 points)	5 5+ - 3+ 10 8/11 5 5+ - 3+ 10 11/14 5 5+ - 3+ 20 18/21 Musician (+10 points)



Skirmishers*						Infantr	Y
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	Crossbo	ows, Nim	nble			

Archers *							Infantr	у
Unit Size	Sp	o	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	Crossk	ows.					
Options:	Musician	(+10 p	oints)					
	Banner (+	15 poi	ints)					

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

0-1 Elite Sword	Specia	Specialist					
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 (+1) points)					
	Banner (+15	points)					

0-1 Swordsme	n					Special	list
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	weapon	s, Crush	ing Strer	ngth (1)		
Options:	Musician (+10) points)					
	Banner (+15 p	ooints)					

0-2 Light Caval	ry					Specia	list
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 Crossbo	ws					

	• •						
0-1 Light Char			-	-	• ·	Specia	
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 Stre						
Options:	Musician (+1	0 points)					
	Banner (+15	points)					
Light Bolt Thro	ower					War M	achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40
Special:	Blast (D6), Pi	ercing (3)				-,	
Medium Stone	e thrower					War M	achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50
Special:	Blast (2D6), I	ndirect E			-	5/11	50
Special.			ie, fiel	cing (2)			
Heavy Stone t	hrower					War M	achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60
Special:	Blast (2D6), I	ndirect Fi	re, Pier	cing (3)		-	
• · ·							
Commander [-			-	••	Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Unit Size 1	Sp 5	3+	-	5+	3	Ne 13/15	Pts 100
Unit Size 1 Special:	Sp 5 Crushing stre	3+ ength (1),	- Individu	5+ ual, Very	3 Inspirir	Ne 13/15	
Unit Size 1	Sp 5	3+ ength (1),	- Individu	5+ ual, Very	3 Inspirir	Ne 13/15	
Unit Size 1 Special: Options:	Sp 5 Crushing stre	3+ ength (1),	- Individu	5+ ual, Very	3 Inspirir	Ne 13/15 ng points)	
Unit Size 1 Special: Options: Zhang Fei [1]	Sp 5 Crushing stre Mount on a	3+ ength (1), Horse, inc	- Individu reasing	5+ ual, Very speed to	3 Inspirir o 9 (+10	Ne 13/15 points) Hero	100
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size	Sp 5 Crushing stre Mount on a Sp	3+ ength (1), Horse, inc Me	- Individu	5+ Jal, Very speed to De	3 Inspirir o 9 (+10 At	Ne 13/15 points) Hero Ne	100 Pts
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1	Sp 5 Crushing stre Mount on a Sp 5	3+ ength (1), Horse, ind Me 3+	- Individu reasing Ra -	5+ ual, Very speed to De 5+	3 Inspirir o 9 (+10 At 3	Ne 13/15 points) Hero Ne 13/15	100 Pts 120
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special:	Sp 5 Crushing stre Mount on a Sp 5 Individual, A	3+ ength (1), Horse, ind Me 3+ Il units in	- Individu creasing Ra - the arm	5+ Jal, Very speed to De 5+ Jy count	3 Inspirir o 9 (+10 At 3 as havir	Ne 13/15 points) Hero Ne 13/15 ng a Music	100 Pts 120
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1	Sp 5 Crushing stre Mount on a Sp 5	3+ ength (1), Horse, ind Me 3+ Il units in	- Individu creasing Ra - the arm	5+ Jal, Very speed to De 5+ Jy count	3 Inspirir o 9 (+10 At 3 as havir	Ne 13/15 points) Hero Ne 13/15 ng a Music	100 Pts 120
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special:	Sp 5 Crushing stre Mount on a Sp 5 Individual, A	3+ ength (1), Horse, ind Me 3+ Il units in	- Individu creasing Ra - the arm	5+ Jal, Very speed to De 5+ Jy count	3 Inspirir o 9 (+10 At 3 as havir	Ne 13/15 points) Hero Ne 13/15 ng a Music	100 Pts 120
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options:	Sp 5 Crushing stre Mount on a Sp 5 Individual, A	3+ ength (1), Horse, ind Me 3+ Il units in	- Individu creasing Ra - the arm	5+ Jal, Very speed to De 5+ Jy count	3 Inspirir o 9 (+10 At 3 as havir	Ne 13/15 points) Hero Ne 13/15 ng a Music points)	100 Pts 120
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1]	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind	- Individu creasing Ra - the arm creasing	5+ ual, Very speed to De 5+ ty count speed to	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10	Ne 13/15 points) Hero Ne 13/15 ng a Music points) Hero	100 Pts 120 Sian
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a Sp 5	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+	- Individu creasing Ra - the arm creasing Ra -	5+ ual, Very speed to De 5+ ny count speed to De 5+	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 3	Ne 13/15 points) Hero Ne 13/15 ng a Music points) Hero Ne	100 Pts 120 iian Pts
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Special:	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, E 5	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ stremely	- Individu creasing Ra - the arm creasing Ra - Inspiring	5+ Jal, Very speed to De 5+ by count speed to De 5+ g (18" Ra	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 3 unge)	Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15	100 Pts 120 iian Pts
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a Sp 5	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ stremely	- Individu creasing Ra - the arm creasing Ra - Inspiring	5+ Jal, Very speed to De 5+ by count speed to De 5+ g (18" Ra	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 3 unge)	Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15	100 Pts 120 iian Pts
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Special:	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, E 5	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ stremely	- Individu creasing Ra - the arm creasing Ra - Inspiring	5+ Jal, Very speed to De 5+ by count speed to De 5+ g (18" Ra	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 3 unge)	Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15	100 Pts 120 iian Pts
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Options: Hero	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, Ex Mount on a	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ stremely	- Individu creasing Ra - the arm creasing Ra - Inspiring	5+ Jal, Very speed to De 5+ by count speed to De 5+ g (18" Ra	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 3 unge)	Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15 points)	100 Pts 120 iian Pts 120
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Options:	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, E 5	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ ktremely Horse, ind	- Individu creasing Ra - the arm creasing Ra - Inspiring	5+ ual, Very speed to De 5+ oy count speed to 5+ g (18" Ra speed to De	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 5 9 (+10 At	Ne 13/15 points) Hero Ne 13/15 ng a Music points) Hero Ne 13/15 points) Hero Ne	100 Pts 120 iian Pts 120 Pts
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Options: Hero Unit Size 1	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, Ex Mount on a 5 Sp 5 Sp 5 Sp 5	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ ktremely Horse, ind Me 3+	- Individu creasing Ra - the arm creasing Ra - creasing Ra -	5+ ual, Very speed to 5+ ny count speed to 5+ g (18" Ra speed to De 5+ g (18" Ra speed to	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 3 inge) 5 9 (+10	Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15 points) Hero	100 Pts 120 iian Pts 120
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Options: Hero Unit Size 1 Special: Special: Options:	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, Ex Mount on a 5 Crushing stre	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ ktremely Horse, ind Me 3+ ength (1),	- Individu creasing Ra - the arm creasing Ra - inspiring creasing	5+ Jal, Very speed to De 5+ ay count speed to 5+ g (18" Ra speed to 5+ g (18" Ra	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 3 inge) 5 9 (+10 At 4	Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15	100 Pts 120 iian Pts 120 Pts
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Options: Hero Unit Size 1	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, Ex Mount on a 5 Sp 5 Sp 5 Sp 5	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ ktremely Horse, ind Me 3+ ength (1),	- Individu creasing Ra - the arm creasing Ra - inspiring creasing	5+ Jal, Very speed to De 5+ ay count speed to 5+ g (18" Ra speed to 5+ g (18" Ra	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 3 inge) 5 9 (+10 At 4	Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15	100 Pts 120 iian Pts 120 Pts
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Options: Hero Unit Size 1 Special: Options:	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, Ex Mount on a 5 Crushing stre Mount on a	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ ktremely Horse, ind Me 3+ ength (1),	- Individu creasing Ra - the arm creasing Ra - inspiring creasing	5+ Jal, Very speed to De 5+ ay count speed to 5+ g (18" Ra speed to 5+ g (18" Ra	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 3 inge) 5 9 (+10 At 4	Ne 13/15 points) Hero Ne 13/15 opoints) Hero Ne 13/15 points) Hero Ne 10/12 points)	100 Pts 120 iian Pts 120 Pts
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Options: Hero Unit Size 1 Special: Options: Hero Unit Size 1 Special: Options: Hero Unit Size 1 Special: Army Standar	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, Ex Mount on a 5 Crushing stre Mount on a 5 Crushing stre Mount on a	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ ktremely Horse, ind Me 3+ ength (1), Horse, ind	- Individu reasing Ra - the arm reasing Ra - Inspiring Ra - Individu reasing	5+ Jal, Very speed to 5+ by count speed to 5+ g (18" Ra speed to 5+ Jal speed to	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 4 5 9 (+10 At 4 5 9 (+10	Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 10/12	100 Pts 120 cian Pts 120 Pts 60
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Options: Hero Unit Size 1 Special: Options: Hero Notions:	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, Ex Mount on a 5 Crushing stre Mount on a 5 Crushing stre Mount on a	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ Horse, ind Me 3+ ength (1), Horse, ind	- Individu creasing Ra - the arm creasing Ra - inspiring creasing	5+ Jal, Very speed to De 5+ by count speed to 5+ g (18" Ra speed to 5+ Jal speed to De 5+ Jal	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 4 5 9 (+10 At 4 5 9 (+10 At	Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 10/12 points) Hero Ne	100 Pts 120 iian Pts 120 Pts 60
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Options: Hero Unit Size 1 Special: Options: Army Standar Unit Size 1	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, E 5 Individual, E 5 Individual, E 5 Crushing stre Mount on a 5 Crushing stre Mount on a 5 Sp 5 Sp 5 Sp 5 Sp 5 Sp 5 Sp 5 Sp 5 S	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ ktremely Horse, ind Me 3+ ength (1), Horse, ind Me 4+	- Individu creasing Ra - the arm creasing Ra - Inspiring creasing Ra - Individu creasing	5+ Jal, Very speed to 5+ by count speed to 5+ g (18" Ra speed to 5+ Jal speed to	3 Inspirir 5 9 (+10 At 3 as havir 5 9 (+10 At 4 5 9 (+10 At 4 5 9 (+10	Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 13/15 points) Hero Ne 10/12	100 Pts 120 cian Pts 120 Pts 60
Unit Size 1 Special: Options: Zhang Fei [1] Unit Size 1 Special: Options: Guan Yu [1] Unit Size 1 Special: Options: Hero Unit Size 1 Special: Options: Hero Notions:	Sp 5 Crushing stre Mount on a 5 Individual, A Mount on a 5 Individual, Ex Mount on a 5 Crushing stre Mount on a 5 Crushing stre Mount on a	3+ ength (1), Horse, ind Me 3+ Il units in Horse, ind Me 3+ ength (1), Horse, ind Me 4+ ery Inspir	- Individu creasing Ra - the arm creasing Ra - Inspiring creasing Ra - Individu creasing	5+ ual, Very speed to De 5+ ny count speed to De 5+ g (18" Ra speed to De 5+ ual speed to De 4+	3 Inspirir o 9 (+10 At 3 as havir o 9 (+10 At 4 o 9 (+10 At 4 o 9 (+10 At 1	Ne 13/15 9 points) Hero Ne 13/15 opoints) Hero Ne 13/15 9 points) Hero Ne 10/12 9 points) Hero Ne 10/12	100 Pts 120 iian Pts 120 Pts 60



Kushite Kindom

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						Infantr	v
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 (+1			•		_0,	200
optionsi	Banner (+15	•					
		P • · · · • • /					
Tribesmen						Infantr	v
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 (+1	LO points)					
	Banner (+15	points)					
Special:	Nimble						
0-1 Bodyguard						Infantr	У
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 (+1	LO points)					
Skirmishers						Infantr	
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/Javeli	ns, Nimbl	е				
							•
0-1 Noble Cava	•	N.4 -	D.	D		Special	
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 Str	ength (1)					
0-2 Archers*						Infantr	v
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"						
•							



Kings and Khans

Light Cavalry						Specia	alist
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, Ja	velins 12"	,				
0-4 Elephant						Specia	list
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180



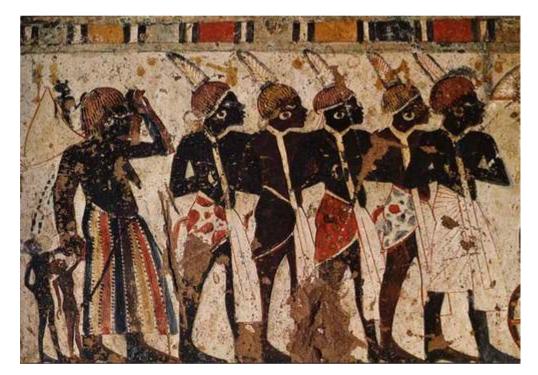
General [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110
Special:	Crushing stre	ength (1),	Individ	ual, Very	/ Inspirir	ng	
Options:	Mount on a l	Horse, in	creasing	speed t	o 9 (+10) points)	

Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing stre	ngth (1),	Individ	ual			
Options:	Mount on a H	lorse, ind	creasing	g speed t	o 9 (+10) points)	

Army Standard	d [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special	Individual Vo	ny Inchir	ina				

Special: Individual, Very Inspiring

Special: Crushing Strength (3)



Germans 200BC to 200AD

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



1+ German Me	dium In	fantry					Infanti	у
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:	Headst	trong						
Options:	Musici	an (+10	points)					
-	Bannei	r (+15 pc	oints)					
0-1 Chieftain's	Househ	old Gua	rd				Infantı	'y
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:	Headst	trong						
Options:	Musici	an (+10	points)					
	Bannei	r (+15 pc	oints)					
0-2 Medium Ca	avalry						Infanti	ъ
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:	Headst	trong						
Special:	Crushi	ng Stren	gth (1), s	Spears				
-		-		-				
Skirmishers*							Infantı	'Y
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Troop (10)		5	5+	5+	3+	10	10/12	75

10 13/15 100

Troop (10)	5	5+	5+	3+
Regiment (20)	5	5+	5+	3+
Special:	Slings/Javelins,	Nim	ble	

0-2 Archers*						Infantr	у
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 Caval	ry					Special	list
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, Jave	lins 12"					

Chieftain [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110
Special:	Crushing str	ength (1),	Individ	ual, Very	, Inspirir	ıg	
Options:	Mount on a	Horse, ind	creasing	g speed t	o 9 (+10	points)	

Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special: Options:	Crushing strer Mount on a H	• • •			o 9 (+10) points)	

Army Standard	Hero						
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ver	y Inspir	ing				

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 Infantr	'Y						Infantr	у
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:	Musiciar	n (+10 p	ooints)					
0-2 Skirmisher	s*						Infantr	У
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/Ja	avelins	12", Nim	nble				



0-2 Veterans						Special	ist
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*						Specia	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	
Special:	Bows 24"							

0-2 Light Caval	ry				Specia	list	
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, Jave	lins 12"					

General [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110
Special:	Crushing st	rength (1),	Individ	ual, Very	/ Inspirin	g	
Options:	Mount on a	Horse, in	creasing	speed t	o 9 (+10	points)	
Spartacus [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	2D6	13/15	175
Special:	Crushing st	rength (2),	Individ	ual, Very	lnspirin	g, Allows	1+ Veterans (Gladiators) who
	each gain tl	ne <i>Elite</i> sp	ecial rul	e.			
Options:	Mount on a	Horse, in	creasing	speed t	o 9 (+10	points)	
Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	70
Special	Cruching st	rongth (1)	Individ	ual Inch	iring		

Special:Crushing strength (1), Individual, InspiringOptions: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 Inf	antry					Infantr	у
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 p	oints)					

0-1 Sky-Clad Infantry Infa								
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,	ncludes	a music	ian				
Options:	Musician (+1	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 (+1	0 points)						

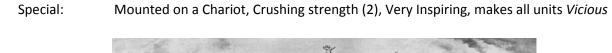
Banner (+15 points)

Skirmishers						Infantr	'Y
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	, Nimb	le				

0-2 Light Char	iots					Infantr	У
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 Stre	Crushing Strength (2)					
Options:	Musician (+10						
	Banner (+15 p	oints)					



0-1 Gallic Arch	ers						Special	list
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	4"					-	
0-2 Light Caval	ry						Special	list
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,	, Javelin	s 12"				-	
0-2 Medium Ca	avalry						Special	list
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:	Crushin	g Streng	gth (1), S	Spears				
Chieftain [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	4	13/15	110
Special:	Crushin	g streng	gth (1), I	ndividua	l, Very I	nspiring		
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)	
-	Mount	on a Ch	ariot los	ing the I	ndividua	al specia	l rule (+2	25 points, but his stats
increase to the	followin	g:		-		-		
Unit Size		Sp	Me	Ra	De	At	Ne	
1		8	3+	-	5+	7	14/16	
Special:	Crushin	g streng	th (2) <i>,</i> ۱	/ery Insp	oiring			
					-			
Boudicca [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	pts
1		8	3+	-	5+	7	14/16	175
Special:	Mounte	ed on a	Chariot,	Crushin	g streng	th (2), Ve	ery Inspi	ring, makes all units Vic





Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing strei	ngth (1),	Individ	ual			
Options:	Mount on a H	lorse, ind	creasing	speed t	o 9 (+10	points)	
			-	•	-	•	25 points, but his stats
increase to the			U		•	,	
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	3+	-	5+	5	11/13	
Special:	Crushing strei	ngth (2)				•	
	0	0- ()					
Druid						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	20
Special:	Individual, Ins	piring					
Options:			sing the	e Individu	ual spec	ial rule (+:	25 points, but his stats
increase to the	following:		Ū.		•	•	
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	3+	-	4+	3	9/11	
Special:	Crushing strei	ngth (2),	Very In	spiring		•	
	0	0 (//	,	1 0			
Army Standard	± [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ry Inspir	ing			-	
Options:	Mount on a H	• •	•	speed t	o 9 (+10	points)	
		-	-	• •	•	• •	25 points, but his stats
increase to the		-	0	_		,	
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						Infantr	у
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 p	oints)					

0-1 Sicarii Infai	ntry		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	Headstrong, Includes a musician							
Options:	Musician (+	Musician (+10 points)							
	Banner (+15	Banner (+15 points)							

Skirmishers*						Infantr	У
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	, Nimb	le				

Archers*						Infantr	y
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"						

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" Hero Hero Unit Size Sp Me Ra De At Ne Pts 1 5 3+ - 5+ 4 13/15 110
Regiment (10) 9 5+ 5+ 3+ 10 13/15 95 Special: Nimble, Javelins 12" - - Hero General [1] - - Hero Unit Size Sp Me Ra De At Ne Pts
Special: Nimble, Javelins 12" General [1] Hero Unit Size Sp Me Ra De At Ne Pts
General [1]HeroUnit SizeSpMeRaDeAtNePts
Unit Size Sp Me Ra De At Ne Pts
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



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							Infantr	'Y
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 (4	0)	5	4+	-	4+	20	20/22	245
Special:	Pike Pł	nalanx	, Testudo					
Options:	Musici	an (+1	0 points)					
	Bannei	⁻ (+15	points)					

Veteran Legior	naries					Infantry		
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 (4	0)	5	3+	-	4+	20	22/24	295
Special:	Pike Pł	nalanx, T	estudo					
Options:	Musici	an (+10	points)					
	Bannei	r (+15 po	oints)					

Raw Legionarie	es						Infantr	У
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	5+	-	4+	20	18/21	175
Special:	Phalan	Phalanx, Testudo						
Options:	Musici	an (+10	points)					
	Bannei	Banner (+15 points)						

Unarmoured	Infantı	Infantry						
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:	Phalar	nx, Nim	ble					
Options:	Music	ian (+1	0 points)					
	Banne	er (+15	points)					

Auxiliary Skirm	nishers B	alearic,	Spanish,	, Thracio	an, Illyric	าก	Infantr	Ŷ	
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/J	lavelins,	Nimble						
Auxiliary Arche	ers* Cret	an, Spai	nish, Gal	llic			Infantr	v	
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 2	4″							
Auxiliary Medi	um Infai	ntrv Spo	ınish. Ga	llic. Gal	atian		Infantr	v	
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		
Horde (40)		5	4+	_	4+	20	20/22	150	
Options:	Musicia	an (+10				20	20/22	100	
Options.		(+15 pc							
	Danner	(+12 hc	Jintsj						
Auxiliary Medi	um Infai	ntry Ger	man				Infantr	'y	No all
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	and the
Troop (10)		5	4+	-	4+	10	10/12	75	1 st
Regiment (20)		5	4+	-	4+	10	13/15	95	5
Horde (40)		5	4+	-	4+	20	20/22	165	1
Special:	Headst	rong					•		and a
Options:		an (+10	points)						121
•		(+15 pc	•						
		· ·	,						4
Auxiliary Horse	e Archers	s Syrian					Specia	list	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	1
Troop (5)		9	5+	5+	3+	5	10/12	70	200
Regiment (10)		9	5+	5+	3+	10	13/15		
Special:	Bows 2	4", Nim					10, 10		
Auxiliary Light	Cavalry						Specia	list	
Numidian, Spa	nish, Thr	acian, C	appadoo	cian					
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	, Javelin					•		
Note: These u		-		Domeda	rii (Decre	ease Sp t	o 7 & ind	crease	De to 4+
Auxiliary Medi		alry Cor	man Cri	anich			Specia	lict	
Unit Size	uni Cava	-	Me		Do	۸+	Ne	Pts	
		Sp		Ra	De	At			
Troop (5)		9	4+	-	4+	5	10/12	65	
Regiment (10)		9	4+	-	4+	10	13/15	110	



Kinas and	Khans
Kings and	NAMS

Headstrong

Crushing Strength (1), Spears

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

Special:

Special:

55

0-3 Elephants						Specia	list
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180
Special:	Crushing Stre	ngth (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 1	Thrower					War N	1achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50
Special:	Blast (D6), Pier	rcing (3)	, Accure	<i>ate</i> : Rai	s 4+ aga	inst Hord	es

Onager						War N	lachine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60
Special:	Blast (2D6), In	direct Fi	re, Pier	cing (3)			

General [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100
Special:	Individual, Vei	ry Inspir	ing				
Options:	Mount on a H	orse, ind	creasing	speed to	o 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, Ve	ry Inspir	ing, Ma	ster tact	ician (as	per 'The			
Captain' page	102 KoW)								
Options:	Mount on a H	orse, ind	creasing	speed t	o 9 (+10) points)			

Legate/Trib	Hero						
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Inspiring, Ind	ividual					

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

Legion Stand	Hero						
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ry Inspir	ing				



Scotts-Irish

100BC to 900AD

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

1+ Infantry		6		-	2		Infantr	
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:	Headst	-						
Options:		an (+10 j	-					
	Banner	(+15 pc	oints)					
Linht Informer							1	
Light Infantry		Cm	140	De	De	۸±	Infantr	
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:	Headst	-						
Options:		an (+10 j	-					
	Banner	(+15 pc	oints)					
Skirmishors							Infantr	'V
Skirmishers	_	Sn	Me	Ra	Dρ	Δ†	Infantr	
Unit Size		Sp 5	Me 5+	Ra 5+	De 3+	At 10	Ne	Pts
Unit Size Troop (10)		5	5+	5+	3+	10	Ne 10/12	Pts 75
Unit Size Troop (10) Regiment (20)	Slings/I	5 5	5+ 5+				Ne	Pts
Unit Size Troop (10)	Slings/J	5	5+ 5+	5+	3+	10	Ne 10/12	Pts 75
Unit Size Troop (10) Regiment (20)	-	5 5	5+ 5+	5+	3+	10	Ne 10/12	Pts 75 100
Unit Size Troop (10) Regiment (20) Special:	-	5 5	5+ 5+	5+	3+	10	Ne 10/12 13/15	Pts 75 100
Unit Size Troop (10) Regiment (20) Special: 0-2 Light Chari	-	5 5 avelins,	5+ 5+ Nimble	5+ 5+	3+ 3+	10 10	Ne 10/12 13/15 Infantr	Pts 75 100
Unit Size Troop (10) Regiment (20) Special: 0-2 Light Chari Unit Size	-	5 5 avelins, Sp	5+ 5+ Nimble Me	5+ 5+	3+ 3+ De	10 10 At	Ne 10/12 13/15 Infantr Ne	Pts 75 100 y Pts
Unit Size Troop (10) Regiment (20) Special: 0-2 Light Chari Unit Size Troop (1) Troop (3)	ots	5 5 avelins, Sp 8 8	5+ 5+ Nimble Me 3+ 3+	5+ 5+	3+ 3+ 3+ De 4+	10 10 At 3	Ne 10/12 13/15 Infantr Ne 9/11	Pts 75 100 Y 75 55
Unit Size Troop (10) Regiment (20) Special: 0-2 Light Chari Unit Size Troop (1)	ots Crushir	5 5 avelins, Sp 8	5+ 5+ Nimble Me 3+ 3+ 3+ gth (2)	5+ 5+	3+ 3+ 3+ De 4+	10 10 At 3	Ne 10/12 13/15 Infantr Ne 9/11	Pts 75 100 Y 75 55
Unit Size Troop (10) Regiment (20) Special: O-2 Light Chari Unit Size Troop (1) Troop (3) Special:	ots Crushin Musicia	5 5 avelins, Sp 8 8 ag Streng	5+ 5+ Nimble Me 3+ 3+ 3+ gth (2) points)	5+ 5+	3+ 3+ 3+ De 4+	10 10 At 3	Ne 10/12 13/15 Infantr Ne 9/11	Pts 75 100 Y 75 55
Unit Size Troop (10) Regiment (20) Special: O-2 Light Chari Unit Size Troop (1) Troop (3) Special:	ots Crushin Musicia	5 5 avelins, 8 8 8 ng Streng an (+10	5+ 5+ Nimble Me 3+ 3+ 3+ gth (2) points)	5+ 5+	3+ 3+ 3+ De 4+	10 10 At 3	Ne 10/12 13/15 Infantr Ne 9/11	Pts 75 100 Y 75 55
Unit Size Troop (10) Regiment (20) Special: O-2 Light Chari Unit Size Troop (1) Troop (3) Special:	ots Crushin Musicia Banner	5 5 avelins, 8 8 8 ng Streng an (+10	5+ 5+ Nimble Me 3+ 3+ 3+ gth (2) points)	5+ 5+	3+ 3+ 3+ De 4+	10 10 At 3	Ne 10/12 13/15 Infantr Ne 9/11	Pts 75 100 y Pts 55 120
Unit Size Troop (10) Regiment (20) Special: 0-2 Light Chari Unit Size Troop (1) Troop (3) Special: Options:	ots Crushin Musicia Banner	5 5 avelins, 8 8 8 ng Streng an (+10	5+ 5+ Nimble Me 3+ 3+ 3+ gth (2) points)	5+ 5+	3+ 3+ 3+ De 4+	10 10 At 3	Ne 10/12 13/15 Infantr Ne 9/11 11/13	Pts 75 100 y Pts 55 120
Unit Size Troop (10) Regiment (20) Special: 0-2 Light Chari Unit Size Troop (1) Troop (3) Special: Options: 0-2 Light Caval	ots Crushin Musicia Banner	5 5 avelins, 8 8 ang Streng an (+10 (+15 pc	5+ 5+ Nimble Me 3+ 3+ 3+ gth (2) points) bints)	5+ 5+ Ra -	3+ 3+ De 4+ 4+	10 10 At 3 9	Ne 10/12 13/15 Infantr Ne 9/11 11/13 Special	Pts 75 100 y Pts 55 120

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 stren	gth (1),	Individ	ual, Very	, Inspirin	g	
Options:	Mount on a Ho	orse, in	creasing	speed t	o 9 (+10	points)	
	Mount on a Ch	nariot lo	osing the	e Individ	ual spec	ial rule (+2	25 points, but his stats
increase to the	e following:						
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	3+	-	5+	7	14/16	
Special:	Crushing stren	gth (2),	Very In	spiring			
Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing stren	gth (1),	Individ	ual			
Options:	Mount on a Ho	orse, in	creasing	speed t	o 9 (+10	points)	
	Mount on a Ch	nariot lo	osing the	e Individ	ual spec	ial rule (+2	25 points, but his stats
increase to the	e following:						
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	3+	-	5+	5	11/13	
Special:	Crushing stren	gth (2)					
Army Standar						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ver	· ·	•				
Options:	Mount on a Ho		-	•	-	•	
		nariot lo	osing the	e Individ	ual spec	ial rule (+2	25 points, but his stats
increase to the	e following:						
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	3+	-	4+	3	9/11	
Special:	Crushing stren	gth (2),	Very In	spiring			



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					Infantr	v		
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:	Headstr	ong						
Options:	Musicia	n (+10 p	points)					
	Banner	(+15 po	oints)					
	Can rep	lace shi	elds wit	h Falx fo	r free (D	ef is red	luced to	3+,
	but gair	n Crushi	ng stren	gth 1)				
Skirmishers*							Infantr	v
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/Ja	avelins,	Nimble					
	0							
0-2 Archers*							Infantr	'Y
0-2 Archers* Unit Size		Sp	Me	Ra	De	At	Infantr Ne	y Pts
	-	Sp 5	Me 5+	Ra 5+	De 3+	At 10		
Unit Size							Ne	Pts
Unit Size Troop (10)	Bows 24	5 5	5+	5+	3+	10	Ne 10/12	Pts 75
Unit Size Troop (10) Regiment (20) Special:		5 5 4″	5+	5+	3+	10	Ne 10/12 13/15	Pts 75 100
Unit Size Troop (10) Regiment (20) Special: Sarmatian Ligh		5 5 4″	5+ 5+	5+ 5+	3+ 3+	10 10	Ne 10/12 13/15 Special	Pts 75 100
Unit Size Troop (10) Regiment (20) Special: Sarmatian Ligh Unit Size		5 5 4″ Sp	5+ 5+ Me	5+ 5+ Ra	3+ 3+ De	10 10 At	Ne 10/12 13/15 Special Ne	Pts 75 100 list Pts
Unit Size Troop (10) Regiment (20) Special: Sarmatian Ligh Unit Size Troop (5)		5 5 4″	5+ 5+	5+ 5+	3+ 3+	10 10	Ne 10/12 13/15 Special Ne 10/12	Pts 75 100
Unit Size Troop (10) Regiment (20) Special: Sarmatian Ligh Unit Size Troop (5) Regiment (10)	ıt Cavalry	5 5 4″ Sp 9 9	5+ 5+ Me 5+	5+ 5+ Ra 5+	3+ 3+ De 3+	10 10 At 5	Ne 10/12 13/15 Special Ne	Pts 75 100 list Pts 80
Unit Size Troop (10) Regiment (20) Special: Sarmatian Ligh Unit Size Troop (5)		5 5 4″ Sp 9 9	5+ 5+ Me 5+	5+ 5+ Ra 5+	3+ 3+ De 3+	10 10 At 5	Ne 10/12 13/15 Special Ne 10/12	Pts 75 100 list Pts 80
Unit Size Troop (10) Regiment (20) Special: Sarmatian Ligh Unit Size Troop (5) Regiment (10) Special: Sarmatian Med	t Cavalry Nimble,	5 5 4″ Sp 9 9 9 8 0 8 0 8 0 8 0 8 0 9	5+ 5+ Me 5+ 5+	5+ 5+ Ra 5+	3+ 3+ De 3+	10 10 At 5	Ne 10/12 13/15 Special Ne 10/12 13/15	Pts 75 100 list Pts 80 150
Unit Size Troop (10) Regiment (20) Special: Sarmatian Ligh Unit Size Troop (5) Regiment (10) Special:	t Cavalry Nimble,	5 5 4″ Sp 9 9 9 8 0 8 0 8 0 8 0 8 0 9	5+ 5+ Me 5+	5+ 5+ Ra 5+	3+ 3+ De 3+	10 10 At 5	Ne 10/12 13/15 Special Ne 10/12 13/15	Pts 75 100 list Pts 80 150
Unit Size Troop (10) Regiment (20) Special: Sarmatian Ligh Unit Size Troop (5) Regiment (10) Special: Sarmatian Mee Unit Size Troop (5)	t Cavalry Nimble,	5 5 4″ Sp 9 9 8 8 ows ralry Sp 9	5+ 5+ Me 5+ 5+	5+ 5+ Ra 5+ 5+	3+ 3+ De 3+ 3+	10 10 At 5 10 At 5	Ne 10/12 13/15 Special Ne 10/12 13/15 Special Ne 10/12	Pts 75 100 list Pts 80 150 list Pts 65
Unit Size Troop (10) Regiment (20) Special: Sarmatian Ligh Unit Size Troop (5) Regiment (10) Special: Sarmatian Mee Unit Size	t Cavalry Nimble,	5 5 4″ Sp 9 9 8 8 8 8 8 8 8 9 9 9 9 9 9 9 9 9 9	5+ 5+ 5+ 5+ 5+ 8 4+ 4+	5+ 5+ Ra 5+ 5+ Ra	3+ 3+ De 3+ 3+ 3+	10 10 At 5 10 At	Ne 10/12 13/15 Special Ne 10/12 13/15 Special Ne	Pts 75 100 list Pts 80 150 list Pts

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



0-2 Scorpion B	olt Throv	wer					War M	achine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	5+	4+	1	9/11	50
Special:	Blast (D	06), Pier	cing (3),	Accurat	e: Ra is	4+ again	ist Horde	25
0-1 Onager							War M	achine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	5+	4+	1	9/11	60
Special:	Blast (2	D6), Ind	lirect Fir	e, Pierci	ng (3)			
Chieftain [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	4	13/15	110
Special:	Crushin	ng streng	gth (1), I	ndividua	ıl, Very I	nspiring		
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)	
Hero							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	3	10/12	50
Special:	Crushin	ng streng	gth (1), I	ndividua	l –			
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)	
Army Standard	1 [1]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	4+	-	4+	1	9/11	30
Special:	Individ	ual, Very	•	ופ		-	-,	20
Options:		•	•	easing s	peed to	9 (+10 n	oints)	
		0.10110	,	535116 5	p 200 10	5 (· ± 5 p	0.1100/	



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							Infantr	y
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 (4	0)	5	4+	-	4+	20	20/22	245
Special:	Pike Pł	nalanx,	Testudo					
Options:	Musici	an (+1	0 points)					
	Bannei	r (+15	points)					



Veteran Legion	aries (o	r Prae	torians)				Infantr	y
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 (4	0)	5	3+	-	4+	20	22/24	295
Special:	Pike Pł	nalanx	, Testudo					
Options:	Musici	an (+1	0 points)					
	Bannei	⁻ (+15	points)					

Raw Legionarie	es						Infantr	У
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 (4	-0)	5	5+	-	4+	20	18/21	175
Special:	Phalan	x, Testi	udo					
Options:	Musici	an (+10) points)					
	Bannei	r (+15 p	oints)					

Auxiliary Infan	try					Infantı	у
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 p	points)					



Veteran Auxili	ary Infant	rv					Infantr	v
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,	Heads	trong		-		,	
Options:	Musiciar		-					
	Banner (-					
Auxiliary Skirm	ichore*						Infantr	.,
Unit Size		~ ~	Me	Ra	De	At	Ne	y Pts
		Sp						
Troop (10)		5	5+	5+	3+	10	10/12	75
Regiment (20)		5	5+	5+	3+	10	13/15	100
Special:	Slings/Ja	ivelins,	Nimble					
Auxiliary Light	Archers*						Infantr	у
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	1	5	5+	5+	3+	10	10/12	75
Regiment (20)	ļ	5	5+	5+	3+	10	13/15	100
Special:	Bows 24	"						
·								
Auxiliary Medi	um Arche	ers*					Infantr	У
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	ļ	5	5+	5+	4+	10	10/12	85
Regiment (20)	!	5	5+	5+	4+	10	13/15	120
Special:	Bows 24	"						
Auxiliary Horse	e Archers						Special	ist
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	(9	5+	5+	3+	5	10/12	70
Regiment (10)	0	9	5+	5+	3+	10	13/15	125
Special:	Bows 24	", Niml	ole					
Auxiliary Light	Cavalry						Special	
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,	Javelin	s 12"					
Auxiliary Medi	um Caval	rv					Special	ist
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
		9	4+	-	4+	5	10/12	65
Troop (5)		-				10		110
Troop (5) Regiment (10)		9	4+	-	4+	10	13/15	110
Regiment (10)	9	9 วทg	4+	-	4+	10	13/15	110
Regiment (10) Special:	Headstro	ong		- Spears	4+	10	13/15	110
Regiment (10)	9	ong		- Spears	4+	10	13/15	110
Regiment (10) Special:	Headstro Crushing	ong		- Spears	4+	10	13/15 War M	
Regiment (10) Special: Special:	Headstro Crushing Fhrower	ong		- Spears Ra	4+ De	At	·	
Regiment (10) Special: Special: Scorpion Bolt	Headstro Crushing Fhrower	ong g Streng	gth (1), S				War M	achine
Regiment (10) Special: Special: Scorpion Bolt T Unit Size	Headstro Crushing Fhrower	ong s Streng Sp 5	gth (1), S Me -	Ra 5+	De 4+	At 1	War M Ne 9/11	achine Pts 50



•							
Onager	_		_	_		War M	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60
Special:	Blast (2D6), Inc	direct Fii	re, Pierci	ing (3)			
General [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	100
Special:	Individual, Ver	y Inspiri	ng				
Options:	Mount on a Ho	orse, inc	reasing s	speed to	o 9 (+10 j	points)	
•			0				
Trajan [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	135
Special:	Individual, Ver	y Inspiri	ng, One	unit ea	ch turn c	an use th	e Nimble Special Rule
Options:	Mount on a Ho	orse, inc	reasing s	speed to	o 9 (+10 j	points)	
Legate/Tribune	9					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Inspiring, Indiv	idual					
Options:	Mount on a Ho	orse, inc	reasing s	speed to	o 9 (+10 j	points)	
Legion Standar	d [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ver	y Inspiri	ng				



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						Infanti	'Y
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 (+1	0 points)					
Slingers						Infantı	У
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/Javelir	ns 12", Ni	mble				
Noble Warriors	S					Specia	lists
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",	Headstro	ng				
Options:	Musician (+1	0 points)	-				
Jungle Hunters	5					Specia	list
Jungle Hunters Unit Size	s Sp	Me	Ra	De	At	Specia Ne	list Pts
-		Me 5+	Ra 5+	De 3+	At 10	•	
Unit Size	Sp					Ne	Pts
Unit Size Troop (10)	Sp 5	5+ 5+	5+ 5+	3+ 3+	10 10	Ne 8/11 11/14	Pts 85
Unit Size Troop (10) Regiment (20)	Sp 5 5	5+ 5+ ′ range, N	5+ 5+	3+ 3+	10 10	Ne 8/11 11/14	Pts 85
Unit Size Troop (10) Regiment (20) Special:	Sp 5 5 Blowpipes 6"	5+ 5+ ′ range, N	5+ 5+	3+ 3+	10 10	Ne 8/11 11/14	Pts 85
Unit Size Troop (10) Regiment (20) Special: Options:	Sp 5 5 Blowpipes 6"	5+ 5+ ′ range, N	5+ 5+	3+ 3+	10 10	Ne 8/11 11/14 s	Pts 85
Unit Size Troop (10) Regiment (20) Special: Options: Chieftain [1]	Sp 5 5 Blowpipes 6" Musician (+1	5+ 5+ 7 range, N 0 points)	5+ 5+ limble, V	3+ 3+ Vanguar	10 10 d, Viciou	Ne 8/11 11/14 s Hero	Pts 85 130
Unit Size Troop (10) Regiment (20) Special: Options: Chieftain [1] Unit Size	Sp 5 5 Blowpipes 6" Musician (+1 Sp	5+ 5+ ' range, N 0 points) Me 3+	5+ 5+ limble, ^v Ra -	3+ 3+ Vanguar De 5+	10 10 d, Viciou At 4	Ne 8/11 11/14 s Hero Ne 13/15	Pts 85 130 Pts
Unit Size Troop (10) Regiment (20) Special: Options: Chieftain [1] Unit Size 1	Sp 5 5 Blowpipes 6" Musician (+1 Sp 5	5+ 5+ ' range, N 0 points) Me 3+	5+ 5+ limble, ^v Ra -	3+ 3+ Vanguar De 5+	10 10 d, Viciou At 4	Ne 8/11 11/14 s Hero Ne 13/15	Pts 85 130 Pts
Unit Size Troop (10) Regiment (20) Special: Options: Chieftain [1] Unit Size 1 Special:	Sp 5 5 Blowpipes 6" Musician (+1 Sp 5	5+ 5+ ' range, N 0 points) Me 3+	5+ 5+ limble, ^v Ra -	3+ 3+ Vanguar De 5+	10 10 d, Viciou At 4	Ne 8/11 11/14 s Hero Ne 13/15 g	Pts 85 130 Pts
Unit Size Troop (10) Regiment (20) Special: Options: Chieftain [1] Unit Size 1 Special: Hero	Sp 5 5 Blowpipes 6" Musician (+1 Sp 5 Crushing stre	5+ 5+ 7 range, N 0 points) Me 3+ 2+	5+ 5+ limble, v Ra - Individu	3+ 3+ Vanguar De 5+ ual, Very	10 10 d, Viciou At 4 r Inspirin	Ne 8/11 11/14 s Hero Ne 13/15 g Hero	Pts 85 130 Pts 100
Unit Size Troop (10) Regiment (20) Special: Options: Chieftain [1] Unit Size 1 Special: Hero Unit Size	Sp 5 5 Blowpipes 6" Musician (+1 Sp 5 Crushing stree Sp	5+ 5+ 7 range, N 0 points) Me 3+ ength (1), Me 3+	5+ 5+ limble, v Ra - Individu Ra -	3+ 3+ Vanguard De 5+ Jual, Very De 5+	10 10 d, Viciou At 4 n Inspirin At	Ne 8/11 11/14 s Hero Ne 13/15 g Hero Ne	Pts 85 130 Pts 100 Pts
Unit Size Troop (10) Regiment (20) Special: Options: Chieftain [1] Unit Size 1 Special: Hero Unit Size 1	Sp 5 5 Blowpipes 6" Musician (+1 Sp 5 Crushing stree 5	5+ 5+ 7 range, N 0 points) Me 3+ ength (1), Me 3+	5+ 5+ limble, v Ra - Individu Ra -	3+ 3+ Vanguard De 5+ Jual, Very De 5+	10 10 d, Viciou At 4 n Inspirin At	Ne 8/11 11/14 s Hero Ne 13/15 g Hero Ne	Pts 85 130 Pts 100 Pts
Unit Size Troop (10) Regiment (20) Special: Options: Chieftain [1] Unit Size 1 Special: Hero Unit Size 1 Special:	Sp 5 5 Blowpipes 6" Musician (+1 Sp 5 Crushing stree 5	5+ 5+ 7 range, N 0 points) Me 3+ ength (1), Me 3+	5+ 5+ limble, v Ra - Individu Ra -	3+ 3+ Vanguard De 5+ Jual, Very De 5+	10 10 d, Viciou At 4 n Inspirin At	Ne 8/11 11/14 s Hero Ne 13/15 g Hero Ne 10/12	Pts 85 130 Pts 100 Pts
Unit Size Troop (10) Regiment (20) Special: Options: Chieftain [1] Unit Size 1 Special: Hero Unit Size 1 Special: Special:	Sp 5 5 Blowpipes 6" Musician (+1 Sp 5 Crushing stree 5 Crushing stree	5+ 5+ 7 range, N 0 points) Me 3+ ength (1), Me 3+ ength (1),	5+ 5+ limble, v Ra - Individu Ra - Individu	3+ 3+ Vanguard De 5+ ual, Very De 5+ ual	10 10 d, Viciou At 4 Inspirin At 3	Ne 8/11 11/14 s Hero Ne 13/15 g Hero Ne 10/12 Hero	Pts 85 130 Pts 100 Pts 50



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 Inf	antry						Infantr	у	Star De l
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	in the second se
Horde (40)		5	4+	-	4+	20	20/22	165	Call all
Special:	Phalan	x							8 87 -
Options:	Musicia	an (+10 <mark> </mark>	points)						1200
	Banner	(+15 pc	oints)						这些方
Levies							Infantr	у	
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:	Musicia	an (+10 j	ooints)						
-		(+15 pc							
Savaran Catapl	hracts*						Infantr		
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:	Crushir	ng Streng	gth (2)						
Options:	Musicia	an (+10 <mark> </mark>	points)						
	Banner	(+15 pc	oints)						
Skirmishers*							Infantr	v	
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:	Javelin	s, Nimbl					20, 20		
		.,	•						
Archers*							Infantr	у	
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	

Regiment (20) 5 5+ 5+ 3+ Special: Bows 24"

Horse Archers						Specia	list
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", Ni	mble					
Light Cavalry						Specia	list
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, Jave	ins 12"					
0-1 Royal Catap						Specia	
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	Strengt	h (2)			
Options:	Musician (+1	0 points)					
	Banner (+15	points)					
0-4 Elephant						Specia	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Unit Size 1	7	4+	Ra -	De 4+	At 2D6	•	
Unit Size	•	4+	Ra -			Ne	Pts
Unit Size 1 Special:	7	4+	Ra -			Ne 16/19	Pts
Unit Size 1 Special: General [1]	7 Crushing Stre	4+ ength (3)	-	4+	2D6	Ne 16/19 Hero	Pts 180
Unit Size 1 Special: General [1] Unit Size	7 Crushing Stre Sp	4+ ength (3) Me	Ra - Ra	4+ De	2D6 At	Ne 16/19 Hero Ne	Pts 180 Pts
Unit Size 1 Special: General [1] Unit Size 1	7 Crushing Stre Sp 5	4+ ength (3) Me 3+	- Ra -	4+	2D6	Ne 16/19 Hero	Pts 180
Unit Size 1 Special: General [1] Unit Size	7 Crushing Stre Sp	4+ ength (3) Me 3+	- Ra -	4+ De	2D6 At	Ne 16/19 Hero Ne	Pts 180 Pts
Unit Size 1 Special: General [1] Unit Size 1 Special:	7 Crushing Stre Sp 5	4+ ength (3) Me 3+	- Ra -	4+ De	2D6 At	Ne 16/19 Hero Ne 13/15	Pts 180 Pts
Unit Size 1 Special: General [1] Unit Size 1 Special: Hero	7 Crushing Stre Sp 5 Individual, Ve	4+ ength (3) Me 3+ ery Inspir	- Ra - ing	4+ De 5+	2D6 At 4	Ne 16/19 Hero Ne 13/15 Hero	Pts 180 Pts 110
Unit Size 1 Special: General [1] Unit Size 1 Special: Hero Unit Size	7 Crushing Stre Sp 5 Individual, Ve Sp	4+ ength (3) Me 3+ ery Inspir Me	- Ra -	4+ De 5+ De	2D6 At 4 At	Ne 16/19 Hero Ne 13/15 Hero Ne	Pts 180 Pts 110 Pts
Unit Size 1 Special: General [1] Unit Size 1 Special: Hero Unit Size 1	7 Crushing Stre 5 Individual, Ve Sp 9	4+ ength (3) Me 3+ ery Inspir Me 3+	- Ra - ing Ra -	4+ De 5+ De 5+	2D6 At 4	Ne 16/19 Hero Ne 13/15 Hero	Pts 180 Pts 110
Unit Size 1 Special: General [1] Unit Size 1 Special: Hero Unit Size	7 Crushing Stre Sp 5 Individual, Ve Sp	4+ ength (3) Me 3+ ery Inspir Me 3+	- Ra - ing Ra -	4+ De 5+ De 5+	2D6 At 4 At	Ne 16/19 Hero Ne 13/15 Hero Ne	Pts 180 Pts 110 Pts
Unit Size 1 Special: General [1] Unit Size 1 Special: Hero Unit Size 1 Special:	7 Crushing Stre 5 Individual, Ve 9 Crushing stre	4+ ength (3) Me 3+ ery Inspir Me 3+	- Ra - ing Ra -	4+ De 5+ De 5+	2D6 At 4 At	Ne 16/19 Hero Ne 13/15 Hero Ne 10/12	Pts 180 Pts 110 Pts
Unit Size 1 Special: General [1] Unit Size 1 Special: Hero Unit Size 1	7 Crushing Stre 5 Individual, Ve Sp 9 Crushing stre [1]	4+ ength (3) Me 3+ ery Inspir Me 3+	- Ra - ing Ra -	4+ De 5+ De 5+	2D6 At 4 At	Ne 16/19 Hero Ne 13/15 Hero Ne	Pts 180 Pts 110 Pts
Unit Size 1 Special: General [1] Unit Size 1 Special: Hero Unit Size 1 Special: Army Standard	7 Crushing Stre 5 Individual, Ve 9 Crushing stre	4+ ength (3) Me 3+ ery Inspir Me 3+ ngth (1),	- Ra - Ra - Individa	4+ De 5+ De 5+ ual	2D6 At 4 At 3	Ne 16/19 Hero Ne 13/15 Hero Ne 10/12 Hero	Pts 180 Pts 110 Pts 60



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.

· Madium Infantus		Infont	
+ Medium Infantry Jnit Size Sp Me Ra De	At	Infantı Ne	y Pts
•			
	10 10	10/12	75 05
Regiment (20) 5 4+ - 4+	10	13/15	95
lorde (40) 5 4+ - 4+	20	20/22	165
pecial: Headstrong			
Options: Musician (+10 points)			
Banner (+15 points)			
/eteran Guard		Infantı	v
Jnit Size Sp Me Ra De	At	Ne	Pts
roop (10) 5 3+ - 4+	10	11/13	90
legiment (20) 5 3+ - 4+	10	14/16	115
lorde (40) 5 3+ - 4+	20	20/22	210
pecial: Headstrong	20	20,22	
Detions: Musician (+10 points)			
Banner (+15 points)			
banner (*15 points)			
kirmishers*		Infantı	ſУ
Init Size Sp Me Ra De	At	Ne	Pts
roop (10) 5 5+ 5+ 3+	10	10/12	75
legiment (20) 5 5+ 5+ 3+	10	13/15	100
pecial: Slings/Javelins, Nimble			
Archers*		Infantı	Г у
Init Size Sp Me Ra De	At	Ne	Pts
roop (10) 5 5+ 5+ 3+	10	10/12	75
egiment (20) 5 5+ 5+ 3+	10	13/15	100
pecial: Bows 24"			
ight Cavalry		Specia	
Init Size Sp Me Ra De	At	Ne	Pts
roop (5) 9 5+ 5+ 3+	5	10/12	50
tegiment (10) 9 5+ 5+ 3+	10	13/15	95
pecial: Nimble, Javelins 12"			
			lict
Aedium Cavalry		Specia	
Init Size Sp Me Ra De	At	Ne	Pts
Jnit Size Sp Me Ra De Troop (5) 9 4+ - 4+	5	Ne 10/12	Pts 65
Unit Size Sp Me Ra De Groop (5) 9 4+ - 4+ Regiment (10) 9 4+ - 4+		Ne	Pts
Jnit Size Sp Me Ra De Troop (5) 9 4+ - 4+	5	Ne 10/12	Pts 65



0-1 Bodyguard	Cavalry						Special	ist		
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:	Headst	rong								
Special:	Crushir	Crushing Strength (1), Spears								
0-2 Hun Light Cavalry Special								ist		
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	e, Bows					-1 -			
Chieftain [1]							Hero			
Unit Size		Sp	Me	Ra	De	At	Ne	Pts		
1		5	3+	-	5+	4	13/15	110		
Special:	Crushir	ng streng	gth (1), I	ndividua	al, Very I	nspiring				
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)			
Hero							Hero			
Unit Size		Sp	Me	Ra	De	At	Ne	Pts		
1		5	3+	-	5+	3	10/12	50		
Special:	Crushir	ng streng	gth (1), I	ndividua	al					
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)			
Army Standard	[1]						Hero			
Unit Size	. [-]	Sp	Me	Ra	De	At	Ne	Pts		
1		5	4+	-	4+	1	9/11	30		
- Special:	Individ	-	y Inspirir	ng		-	-,			

Special:Individual, Very InspiringOptions: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 Legion	aries						Infantr	y								
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 (4	0)	5	4+	-	4+	20	18/21	150								
Special:	Phalanx															
Options:	Musician (+10 points)															
Banner (+15 points)																
Veteran Legionaries / Auxiliary																
Veteran Legior	naries / /	Auxiliary	/				Infantr	'Y								
Veteran Legior Unit Size	naries / I	Auxiliary Sp	/ Me	Ra	De	At	Infantr Ne	y Pts								
•	naries / /			Ra -	De 4+	At 10										
Unit Size	naries / /	Sp	Me	Ra - -			Ne	Pts								
Unit Size Troop (10)		Sp 5	Me 3+	Ra - -	4+	10	Ne 10/12	Pts 85								
Unit Size Troop (10) Regiment (20)		Sp 5 5 5	Me 3+ 3+	Ra - -	4+ 4+	10 10	Ne 10/12 13/15	Pts 85 125								
Unit Size Troop (10) Regiment (20) Half Century (4	0) Phalan	Sp 5 5 5	Me 3+ 3+ 3+	Ra - -	4+ 4+	10 10	Ne 10/12 13/15	Pts 85 125								
Unit Size Troop (10) Regiment (20) Half Century (4 Special:	0) Phalan Musicia	Sp 5 5 5 x	Me 3+ 3+ 3+ 3+	Ra - - -	4+ 4+	10 10	Ne 10/12 13/15	Pts 85 125								



Unarmoured L	Infantr	Infantry						
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 (4	-0)	5	4+	-	3+	20	18/21	150
Special:	Nimble	j						
Options:	Musici	Musician (+10 points)						
	Banne	r (+15	points)					

Levies						Infantr	'Y
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						

Banner (+15 points)

Auxiliary Barba	Specia	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 (+1	Musician (+10 points)							
	Banner (+15	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 Skirm	Infantr	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	, Nimbl	е						
Auxiliary Light	Archers*					Infantr	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*							.À		
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	e Archers					Specia	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", Nim	ble							
-									
Auxiliary Light	Cavalry					Specia	list		
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, Javelii	าร 12"							
Auxiliary Medi	um Cavalry					Specia	list		
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	Mediun		-				Specia		
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:	Crushir	ng Stren	gth (2)						
Carroballista E	Bolt Thro	ower					War M	achine	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		5	-	5+	4+	1	9/11	40	
Special:	Blast (D	06), Pier	cing (3)						
Onager							War M		
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		5	-	5+	4+	1	9/11	60	
Special:	Blast (2	2D6), Inc	lirect Fir	e, Pierci	ng (3)				
Heavy Ballista	e						War M	achine	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		5	-	5+	4+	1	9/11	70	
Special:	Blast (2	2D6), Pie	ercing (4))					
•	ŗ		0.						
General [1]							Hero		
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		5	3+	-	5+	4	13/15	100	
Special:	Individ	ual. Ver	y Inspirir	าย			-, -		
Options:			orse, incr	-	peed to	9 (+10 p	oints)		
option		011 0 110		646118		5 (* - 6 p	0		
Hero							Hero		
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		5	3+	-	5+	3	10/12	50	
Special:	Crushir	-	gth (1), I	ndividua	-	5	10/12	50	
Options:		-	orse, incr			0 (±10 m	oints)		
Options.	wount		, inci	casing s	peeu to	2 (+ 10 b	onitsj		
Army Standard	l [1]						Hero		
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		5	4+	-	4+	1	9/11	30	
- Snecial:	Individ		Inchirir	וס	-	-	-,		

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						Infantr	'Y	
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							
Skirmishers						Infantr	ту –	
Skirmishers Unit Size	Sp	Me	Ra	De	At	Infant r Ne	y Pts	
	Sp 5	Me 5+	Ra 5+	De 3+	At 10			
Unit Size		-		-	-	Ne	Pts	
Unit Size Troop (10)	5	5+ 5+	5+ 5+	3+	10	Ne 10/12	Pts 75	
Unit Size Troop (10) Regiment (20)	5 5	5+ 5+	5+ 5+	3+	10	Ne 10/12	Pts 75	
Unit Size Troop (10) Regiment (20)	5 5	5+ 5+	5+ 5+	3+	10	Ne 10/12	Pts 75 100	
Unit Size Troop (10) Regiment (20) Special:	5 5	5+ 5+	5+ 5+	3+	10	Ne 10/12 13/15	Pts 75 100	

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 Infa	ntry			Infan	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						

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 Ca	avalry					Specia	list
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 Stre	ngth (1),	Spears				
Chieftain [1]						Hero	
Chieftain [1] Unit Size	Sp	Me	Ra	De	At	Hero Ne	Pts
	Sp 5	Me 3+	Ra -	De 5+	At 4		Pts 110
Unit Size	•	3+	-	5+	4	Ne 13/15	

Alle [1]						Hero		
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	4	13/15	175
Special:	Crushing Special r		gth (1), li	ndividua	l, Very I	nspiring,	All unit	s in the army gain the <i>Elite</i>

Beowulf [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	2D6	13/15	120
Special:	Crushing stre	ngth (2).	Individ	ual			

Special:Crusning strength (2), individualOption: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 stren	ıgth (1),	Individ	ual			

Army Standar	Army Standard [1]								
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
1	5	4+	-	4+	1	9/11	30		
Special:	Individual, Ve	ry Inspir	ing						



Late Imperial Roman Army 400AD to 500AD

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

Comitatenses							Infantı	ry	S	8
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	12A	APP
Troop (10)		5	4+	-	4+	10	10/12	60	(Norther da)	1
Regiment (20)		5	4+	-	4+	10	13/15	80	1.21	12
Half Century (4	0)	5	4+	-	4+	20	20/22	150		-2
Special:	Phalan	х								1
Options:	Musici	an (+10	points)						1 11	1
	Banne	r (+15 p	oints)						1750	~
									AN CM	10
Limitanei							Infantı	ſy		1
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	al an	
Troop (10)		5	4+	-	3+	10	8/11	50	Baldoni reincian da gantelano d	No. (Male Lana
Regiment (20)		5	4+	-	3+	10	11/14	70		
Half Century (4	0)	5	4+	-	3+	20	18/21	135		
Special:	Nimbl	e								
Options:	Musici	an (+10	points)							
	Banne	r (+15 p	oints)							
0-1 Scholae Pa	latini						Infanti			
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 (4		5	4+	-	3+	20	20/22	245		
Special:	Phalan	х								
Options:	Musici	an (+10	points)							
	Banne	r (+15 p	oints)							
Levies							Infanti	-		
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)

		Catha Fr				Creasia	1:-+
Auxiliary Barba				Da	۸±	Specia	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	75 05
Regiment (20)	5	4+	-	4+	10	13/15	95 4 C F
Horde (40)	5	4+	-	4+	20	20/22	165
Special:	Headstrong						
Options:	Musician (+1	•					
	Banner (+15	points)					
Auxiliary Skirm	ishers*					Infanti	ſy
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/Javeli	ns. Nimbl				-, -	
		,	-				
Auxiliary Light			-	-		Infanti	
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*					Infantı	Ŷ
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"	0	0.	•	10	10, 10	120
Hun Mercenar	•					Specia	
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", Ni	mble					
Hun Mercenar	v Light Cavalr	v				Specia	list
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	
Special:	Nimble, Jave			0		-0, -0	
Medium Caval	-					Specia	
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 Stre	ength (1)					
0-1 Cataphract	Medium Cav	alrv				Specia	lict
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
	3p 8	4+	na -	3+	5	10/12	90
Troop (5)	8 8	4+ 4+	-			-	
Regiment (10)			-	3+	10	13/15	155
Special:	Headstrong,	crushing	strengt	.n (2)			

Carroballista E	alt Throu	wor					War M	achina
Unit Size			Me	Ra	De	At	Ne	Pts
1		Sp 5	IVIE	ка 5+	4+	-	9/11	40
-		•	-	5+	4+	1	9/11	40
Special:	Blast (D	6), Piero	cing (3)					
Onager							War M	achine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	5+	4+	1	9/11	60
Special:	Blast (21	- D6), Ind	irect Fire	e. Piercii	ng (3)		-,	
Special	51030 (21	<i>bo</i> ,, ma		e, rieren	18 (3)			
Heavy Ballista	е						War M	achine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	5+	4+	1	9/11	70
Special:	Blast (21	D6) Pie	rcing (4)	-			- /	-
opecian	51451 (21	20,,110						
General [1]							Hero	
							TIELO	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
		Sp 5	Me 3+	Ra -	De 5+	At 4	Ne	
Unit Size 1		5	3+	-		-		Pts 100
Unit Size 1 Special:	Individu	5 ial, Very	3+ Inspirin	- Ig	5+	4	Ne 13/15	
Unit Size 1		5 ial, Very	3+ Inspirin	- Ig	5+	4	Ne 13/15	
Unit Size 1 Special:	Individu	5 ial, Very	3+ Inspirin	- Ig	5+	4	Ne 13/15	
Unit Size 1 Special: Options:	Individu Mount d	5 ial, Very	3+ Inspirin	- Ig	5+	4	Ne 13/15 oints)	
Unit Size 1 Special: Options: Hero	Individu Mount d	5 ial, Very on a Ho	3+ Inspirin rse, incr	- ig easing s	5+ peed to	4 9 (+10 p At	Ne 13/15 oints) Hero Ne	100 Pts
Unit Size 1 Special: Options: Hero Unit Size 1	Individu Mount d	5 ial, Very on a Ho Sp 5	3+ r Inspirin rse, incr Me 3+	- easing s Ra -	5+ peed to De 5+	4 9 (+10 p	Ne 13/15 oints) Hero	100
Unit Size 1 Special: Options: Hero Unit Size 1 Special:	Individu Mount o Crushing	5 aal, Very on a Ho Sp 5 g streng	3+ Inspirin rse, incr Me 3+ 3+ (th (1), In	- lg easing s Ra - ndividua	5+ peed to De 5+	4 9 (+10 p At 3	Ne 13/15 oints) Hero Ne 10/12	100 Pts
Unit Size 1 Special: Options: Hero Unit Size 1	Individu Mount d	5 aal, Very on a Ho Sp 5 g streng	3+ Inspirin rse, incr Me 3+ 3+ (th (1), In	- lg easing s Ra - ndividua	5+ peed to De 5+	4 9 (+10 p At 3	Ne 13/15 oints) Hero Ne 10/12	100 Pts
Unit Size 1 Special: Options: Hero Unit Size 1 Special:	Individu Mount o Crushin Mount o	5 aal, Very on a Ho Sp 5 g streng	3+ Inspirin rse, incr Me 3+ 3+ (th (1), In	- lg easing s Ra - ndividua	5+ peed to De 5+	4 9 (+10 p At 3	Ne 13/15 oints) Hero Ne 10/12	100 Pts
Unit Size 1 Special: Options: Hero Unit Size 1 Special: Options:	Individu Mount o Crushin Mount o	5 aal, Very on a Ho Sp 5 g streng	3+ Inspirin rse, incr Me 3+ 3+ (th (1), In	- lg easing s Ra - ndividua	5+ peed to De 5+	4 9 (+10 p At 3	Ne 13/15 oints) Hero Ne 10/12 oints)	100 Pts

154+-Special:Individual, Very Inspiring



Huns

400AD to 600AD

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

1+ Light Cavalr	у					Infantr	У
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, Bow	S					
Medium Caval	ry					Infantr	у
Medium Caval Unit Size	ry Sp	Me	Ra	De	At	Infantr Ne	y Pts
	•	Me 4+	Ra -	De 4+	At 5		
Unit Size	Sp		Ra - -			Ne	Pts
Unit Size Troop (5)	Sp 9	4+	Ra - -	4+	5	Ne 10/12	Pts 65

Levies*							Infantr	у
Unit Size	9	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	I	5	5+	-	4+	10	12/14	60
Horde (40)	ļ	5	5+	-	4+	20	19/21	115
Options:	Musiciar Banner (· ·	,					

0-1 Bodyguard	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, C	Crushing	Strengt	h (1), Sp	ears				

Medium Infan	try					Specia	list
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 p	oints)					

0-2 Skirmishers	S					Specia	ist
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/Javeling	, Nimb	le				



0-2 Archers						Specia	list
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 stre	ngth (1),	Individu	ual, Very	[,] Inspirin	g	
Options:	Mount on a H	lorse, ind	creasing	speed t	o 9 (+10	points)	
Hero						Hero	
	C	N 4 -	D -	D -	A +	NI	D±-

пего						пего	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing stre	ngth (1),	Individ	ual			
Options:	Mount on a H	lorse, ind	creasing	speed t	:0 9 (+10) points)	

Army Standa	rd [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ery Inspir	ing				
Options:	Mount on a H	lorse, ind	creasing	g speed t	o 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							Infanti	у		
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:	Musicia	an (+10								
	Banner	anner (+15 points)								
HoovyInfonto							Infonti	Infantry		
Heavy Infantry Unit Size	,	Sp	Me	Ra	De	At	Ne	y Pts		
Troop (10)		зр 5	4+	nd	4+	10	10/12	70		
Regiment (20)		5	4+ 4+	_	4+ 4+	10	13/15	95		
Horde (40)		5	4+ 4+	-	4+ 4+	20	20/22	93 180		
Special:	Phalan		41	-	41	20	20/22	100		
Options:		^ an (+10	noints)							
Options.		· (+15 pc	•							
Levies	Danner	(+13 pt	Jintsj				Infanti	•		
Unit Size		Sp	Me	Ra	De	At	Ne	y Pts		
Regiment (10)		5	5+	-	4+	10	9/11	35		
Regiment (20)		5	5+	_	4+	10	12/14	60		
Horde (40)		5	5+ 5+	_	4+ 4+	20	19/21	115		
Options:	Musicia	an (+10		-	41	20	15/21	115		
Options.		· (+15 pc	•							
	Danner	(+13 b(Jintsj							
Skirmishers*							Infanti	·у		
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/J	lavelins,	, Nimble							
Archers							Specia	list		
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 2	4″								
Light Cavalry		6		D	D		Specia			
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	Nimhlo	lovalir	nc 1 7"							

Special: Nimble, Javelins 12"

0-2 Medium Ca	Special	list					
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 Str	rength (1)), Spears	, Headst	rong		

General [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110
Special:	Crushing str	ength (1)	, Individ	lual, Very	/ Inspirir	ng	

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 str	ength (2)), Individ	ual, Very	/ Inspirin	g	
Note:	Arthur is alv points in the		med 1	aking Ar	thur allo	ws your c	pponent to

Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing strer	ngth (1),	Individu	ual			
Options:	Mount on a H	orse, ind	creasing	speed t	o 9 (+10) points)	

Army Standar	d [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ry Inspir	ing				
Options:	Mount on a H	lorse, ind	creasing	speed t	o 9 (+10	points)	



Kings and Khans

take 500 extra

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 Comitatenses or mobile armies and poorer quality Limitanei which were troops settled on the borders.



1+ Kontaratoi							Infantr	у
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:	Musiciar	n (+10 p	oints)					
	Banner ((+15 po	ints)					

Heavy Kontara	itoi					Infanti	ъ
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 (+1	0 points)					
	Banner (+15	points)					
Levies						Infanti	v

Levies						IIIIaiiu	y
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 po	oints)					

Psiloi Skirmish	ers*					Infantr	y
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, Nim	nble					



						Infantr	у	
Unit Size	9	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 Ho	rse Arche	rs Hun,	Avar				Special	ist
Mercenary Ho Unit Size		rs Hun, Sp	<i>Avar</i> Me	Ra	De	At	Special Ne	i st Pts
-	-	-		Ra 5+	De 3+	At 5		
Unit Size		Sp	Me				Ne	Pts
Unit Size Troop (5)		Sp 9 9	Me 5+ 5+	5+	3+	5	Ne 10/12	Pts 70

Mercenary Light Cavalry Hun, Avar, Moor, Lombard, Arab							list
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, Javel	ins 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,	Headstrong, Crushing Strength (1)						

Kavalloroi Heavy Cavalry							list
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 Str	ength (2)					
Options:	Musician (+1	0 points))				

Banner (+15 points)

0-1 Cataphract Heavy Cavalry						Special	list	
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	Strengt	:h (2)				
Options:	Musician (+10	lusician (+10 points)						
	Banner (+15 p	points)						

Light Bolt Thre	War N	1achine					
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40
Special:	Blast (D6), P	iercing (3)					
Onager						War N	lachine
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, Ve	Individual, Very Inspiring						
Options:	Mount on a H	lorse, ind	creasing	speed t	o 9 (+10	points)		

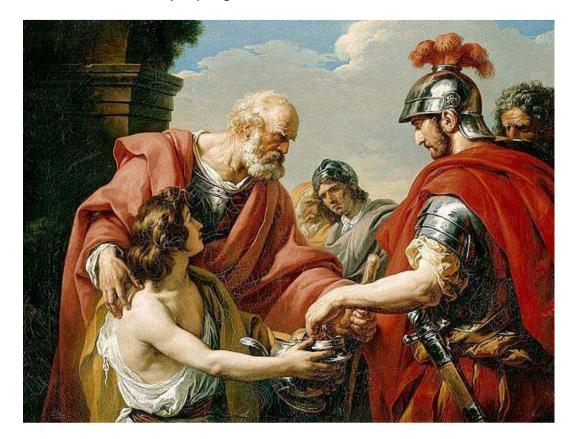
Flavius Belisarius [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	110

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)

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

Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing st	rength (1)), Individ	ual			
Options:	Mount on a	Horse, ir	ncreasing	g speed t	o 9 (+10) points)	
Army Standard	1[1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30

Unit Size	Sp	ivie	ка	De	At	ine	PI
1	5	4+	-	4+	1	9/11	30
Special:	Individual, \	/ery Inspi	ring				



Picts

600AD to 900AD

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

1+ Infantry						Infantr	y
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 p	oints)					

Skirmishers						Infantr	у
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	, Nimb	le				

Veterans						Special	list
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 p	oints)					
Troop (10) Regiment (20) Special:	5 5 Headstrong Musician (+10	3+ 3+ points)	-	4+	10	11/13	90

0-1 Light Chari		Specia	list				
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 Stree	ngth (2)					
Options:	Musician (+10						
	Banner (+15 p	oints)					



Archers						Specia	alist
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 Caval	Special	list					
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, Jave	elins 12"					

0-2 Medium C	avalrv					Specia	list
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 Stre	-	Spears	••	10	10/10	11-Tonda
opeciai			, opears				1019 311
Chieftain [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110
Special:	Crushing stre	ngth (1),	Individu	ual, Very	Inspirin	g	
Options:	Mount on a H	Horse, in	creasing	speed t	o 9 (+10	points)	
	Mount on a 0	Chariot lo	osing the	Individ	ual speci	ial rule (+2	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 stre	ngth (2),	Very In	spiring			
Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing stre						
Options:	Mount on a H		-	-		-	
		Chariot lo	osing the	Individ	ual speci	ial rule (+2	25 points, but his stats
increase to the							
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	3+	-	5+	5	11/13	
Special:	Crushing stre	ngth (2)					
Army Standard			-	-	• -	Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve		•				
Options:	Mount on a l	-	•	•	•	• •	
		Charlot Ic	osing the	Individ	ual speci	ial rule (+2	25 points, but his stats
increase to the			-	2			
Unit Size	Sp	Me	Ra	De	At	Ne	
1	8	3+	-	4+	3	9/11	
Special:	Crushing stre	ength (2),	very In	spiring			

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 Infant	ry						Infantr	
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:		-	points)					
		r (+15 p	-					
	Upgrad	de with	two hand	ded we	eapons fo	r +15 P	oints (crus	shing
	streng	th 1)						
	Upgrad	de to Ha	adji fanat	ics for	+20 Poin	ts (Hea	dstrong)	
Levy Medium I	nfantry						Infantr	^a v
Unit Size	y	Sp	Me	Ra	De	At	Ne	y 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:	Musici	-	points)		51	20	10/20	115
Options.		r (+15 p	-					
	Danne	1 (113 b	onnesj					
Medium Infant	try						Infantr	у
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:	Musici	an (+10	points)					
-	Banne	r (+15 p	oints)					
							_	
Skirmishers*		_		_	_		Infantr	
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/	Javelin	s, Nimble					
0-3 Archers*							Infantr	v
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
				J F	J+	10	12/12	100



Kings and Khans

Special:

Bows 24"

0-3 Horse Arch	ers						Specia	list	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	and the second sec
Troop (5)		9	5+	4+	3+	5	10/12	90	LUI SCHOLENUS
Regiment (10)		9	5+	4+	3+	10	13/15	165	The second se
Special:	Bows 2	4"							
0-2 Heavy Cava	alry						Specia	list	SCTR. CHURCH AND
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:	Crushin	g Stren	gth (1), I	Headstro	ong				
Options:	Musicia	an (+10	points)		-				
-	Banner	(+15 pc	oints)						
	May be	equipp	ed with	Bows (+	30) - thi	s gives t	hem Ra:	5+ and	d 10 ranged attacks).

Medium Cavalı	Ъ						Special	ist
Unit Size	Sp	р	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 S	Streng	th (1), S	pears				
Options:	Musician	(+10 p	oints)					
	Banner (+	15 poi	nts)					
	May be ea	quippe	ed with	Bows (+3	30) - this	s gives th	nem Ra:	5+ and 10 ranged attack

0-1 Naffata Po	Specia	Specialist					
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
(1)	5	-	-	4+	*	10/12	40
Special:	Breath Attack	(10), In	dividual				

0-1 Elephant						Specia	list
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	7	4+	-	4+	2D6	16/19	180
Special:	Crushing Stre	ngth (3)					

Light Bolt Thrower War Machi									
Unit Size	Sp	Me	Ra	De	At	Ne	Pts		
1	5	-	5+	4+	1	9/11	40		
Special:	Blast (D6), P	iercing (3)							
Medium Stone	thrower					War M	Nachine		
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 th	War N	1achine					
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60
Special:	Blast (2D6), In	direct F	ire, Pier	cing (3)			

Commander [1	L]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		9	3+	-	5+	3	13/15	110
Special:	Crushin	g streng	gth (1), I	ndividua	ıl, Very I	nspiring		
Imam							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	-	4+	-	9/11	10
Special:	Individu	ial, Insp	iring					
Hero							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	3	10/12	50
Special:	Crushing	g streng	gth (1), l	ndividua	ıl			
Options:	Mount on a Horse, increasing speed to 9 (+10 points)							
Army Standard [1] Hero								

, any etand							
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, V	ery Inspi	ring				
Options:	Mount on a	Horse, in	creasing	g speed t	o 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						Infanti	y	1000
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	19 March 19
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, I	Musician	, Viciou	s				
•	Upgrade with				or +15 pc	oints (cru	shing	
	strength 1)			•	•	,	U	
Commoners						Infanti	Ъ.	
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 Sli	ngers					Infantı	y	
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", Ni	mble						
Veteran Warri	ors					Specia	list	
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, N	Musician	, Viciou	S				
	Upgrade with	two hai	nded we	eapons fo	or +15 pc	oints (cru	shing st	rength 1)
Chieftain [1]						Hero		
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
1	5	3+	-	5+	4	13/15	100	
Special:	Crushing stre	ngth (1),	Individ	ual, Very	[,] Inspiring	g		
Hero						Hero		
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
1	5	3+	-	5+	4	10/12	80	
Special:	Crushing stre	ngth (1),	Individ	ual, Inspi	iring			



Thematic Byzantine 700AD to 1000AD

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

1+ Kontaratoi							Infantr	у
Unit Size	S	р	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 p	oints)					
	Banner (+	+15 po	ints)					
	May be e	quipp	ed with	Javelins	(+15) or	Bows (+	-30) - thi	S
	gives the	m Ra:	5+ and 1	10 range	d attack	s).		
	-			0		-		



Heavy Kontara	atoi						Infanti	'y	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	63
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:	Musicia	n (+10	points)						
	Banner	(+15 pc	oints)						
	May be ranged			Javelins	(+15) oı	r Bows (·	+30) - th	is gives	them Ra: 5+ and 10
	U		•						

0-2 Varangians	6					Infanti	Т у
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:	Headstron	g					
Options:	Musician (·	+10 points))				
	Banner (+1	.5 points)					
	Exchange s	shields for	two han	ided wea	pons foi	r free (Lov	ver Defence to 4+, gain
	crushing st	rength (1))				

Slavic Infantry							Infantr	γ
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:	Musicia	n (+10	points)					
	Banner	(+15 pc	oints)					
	Exchang crushin	•		vo hande	ed weap	ons for f	ree (Lov	ver Defence to 4+, gain

								202
Psiloi Skirmish	ers*					Infantı	ry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	Sec. Sugar
Troop (10)	5	5+	5+	3+	10	10/12	75	MININT ARE APATH
Regiment (20)	5	5+	5+	3+	10	13/15	100	THE REAL PROPERTY AND
Special:	Javelins, Nir	mble						XXYEEE
Light Archers*	Rus, Slavic					Infanti	ry	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts	Station 19
Troop (10)	5	5+	5+	3+	10	10/12	75	525 B
Regiment (20)	5	5+	5+	3+	10	13/15	100	115772 I
Special:	Bows 24"							
0-1 Solenarion	Archers					Infanti	ry	
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", F	Piercing (1)					
Trapezitoi / M	ercenary Hor	se Archer	s			Specia	list	
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", N	limble						
Trapezitoi / M	ercenary Ligh	nt Cavalry				Specia	list	
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, Jav	elins 12"						
Mercenary Me	dium Cavalr	y Georgiaı	n, Armei	nian		Specia	list	
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	Strengt	th (1), M				vs (+30) - this gives
	them Ra: 5+	-		. ,,				. , 0
Kavalloroi Hea	vy Cavalry					Specia	list	
	-,,		_	-	• •			

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	eq.	- A	
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	.1	7	3

Kavalloroi Hea	Specia	list					
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 Stre	ength (2)					
Options:	Musician (+1	0 points)					
	Banner (+15	points)					

0-3 Tagmata C	ataphra	ct Heavy	Cavalry	/			Specia	list
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:	Headst	rong, Cr	ushing S	trength	(2)			
Options:		an (+10 [.] (+15 pc						
0-1 Fire-Siphor		v - 1	,				Specia	list
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)		5	-	-	4+	*	10/12	40
Special:	Breath	Attack (10), Indi	ividual				
Light Bolt Thro	wer						War M	achine
Unit Size	-	Sp	Me	Ra	De	At	Ne	Pts
1		5	-	5+	4+	1	9/11	40
Special:	Blast ([06), Pier	cing (3)	-			-,	-
Onager							War M	achine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	5+	4+	1	9/11	60
Special:	Blast (2	2D6), Inc	lirect Fir	e, Pierci	ng (3)			
General [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	4	13/15	100
Special:	Individ	ual, Very	y Inspirir	וg				
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)	
llava							llara	
Hero Unit Size		<u>Cn</u>	Me	Ra	De	At	Hero Ne	Pts
		Sp 5	3+	Γd	5+			
1 Special:	Cruchir	-	-	- ndividua	-	3	10/12	50
Special:		• •	gth (1), I			0/10.		
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:	Individ	ual, Very	y Inspirir	ng				
-			-	-				



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 Infant								
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 co	unts as <i>In</i>	<i>spiring</i> t	o all Fyr	d units			
Options:	Musician (+	10 points)					
	Banner (+15	5 points)						

1+ Saxon Fyrd						Infantr	'Y
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 (+1	0 points)					
	Banner (+15	points)					

0-2 Huscarl He	Special	ist					
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*							Infantr	v
Unit Size	0	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/Ja			-	-		,	
•••••	0							
Viking Mercen	aries						Special	ist
Unit Size	9	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	ŗ	5	4+	-	4+	10	10/12	75
Regiment (20)	ŗ	5	4+	-	4+	10	13/15	95
Horde (40)	Į.	5	4+	-	4+	20	20/22	175
Special:	Headstro	ong						
Options:	Musiciar	n (+10 p	points)					
·	Banner (• •						
		•						
Archers							Special	ist
Unit Size	9	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	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	-	-	-		,	
opeolai	2011021							
0-2 Thegn Med	lium Cava	lry					Special	ist
Unit Size	9	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	0	9	4+	-	4+	5	10/12	50
Regiment (10)	Q	9	4+	-	4+	10	13/15	95
Special:	Crushing	g Streng	gth (1), S	pears				
Commander [1	.]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	4	13/15	110
Special:	Crushing	g streng	gth (1), li	ndividua	l, Very l	nspiring		
Hero							Hero	
Unit Size	9	Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	3	10/12	50
Special:	Crushing	g streng	gth (1), li	ndividua	I			
Monk or Priest							Hero	
Unit Size		~ ~	Mo	Do	De	۸+	Ne	Dto
		Sp	Me	Ra	De	At		Pts
1	-	5	-	-	4+	-	9/11	10
Special:	Individua	al, Insp	iring					
Army Standard	[1]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5 5	4+	-	4+	1	9/11	30
Special:	Individua			σ	- 1 '	Ŧ	5/11	50
Special.	muiviuud	ai, very	inshirit	б				



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 Heav	vy Infan	try					Infantr	у
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:	Headst	rong						
Options:	Musicia	an (+10	points)					
	Banner	⁻ (+15 p	oints)					
	Exchan	ige shie	lds for t	wo han	ded wea	pons fo	r free (Lov	ver
	Defend	e to 4+	, gain cr	ushing	strength	1)		
Hirdmen							Infantr	v
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:	Headst	rong						
Options:	Musicia	an (+10	points)					
	Banner	⁻ (+15 p	oints)					
Bondi Infantry							Infantr	
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:	Musicia	an (+10	points)					
	Banner	r (+15 p	oints)					
0-1 Berserkers							Specia	list
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
T (40)		-				10	44/40	

0-1 Berserkers						Special	list
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	strengt	h (2)			

Thrall Skirmish	ers					Special	list
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/Javeling	s, Nimbl	e				

Bondi Archers						Specia	list
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 strer	igth (1),	Individ	ual, Very	[,] Inspirin	ıg	

Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing stre	ngth (1),	Individ	ual			

Army Standard	I [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ver	y Inspir	ing				



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							Infantr	у
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:	Musicia	n (+10 p	points)					
	Banner	(+15 po	ints)					
	May be	equipp	ed with	Javelins	(+15) or	Bows (+	-30) - thi	s gives
	them Ra	a: 5+ an	d 10 ran	ged atta	acks).			-
				-	-			



Heavy Kontara	itoi					Infanti	r y	
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 (+1	0 points)						
	Banner (+15	points)						
	May be equi ranged attac	•	h Javeliı	ns (+15)	or Bows	(+30) - th	is gives	them Ra: 5+ and 10

Levy Kontarato	pi 🛛					Infanti	Ϋ́Υ
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:	Headstr	ong							
Options:	Musicia	n (+10 p	points)						
	Banner	(+15 po	ints)						
	Exchang	ge shield	ds for tw	vo hande	ed weap	ons for f	ree (Low	ver	
	Defence	e to 4+,	gain cru	shing sti	rength 1)			



Allied Rus Heavy Infantry Infantry Unit Size Me Ra De At Ne Pts Sp Troop (10) 10/12 75 5 4+ 4+ 10 -5 Regiment (20) 4+ 4+ 10 13/15 95 _ 5 Horde (40) 20 20/22 175 4+ 4+ 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	g Stren	gth (2)								
Options:	Musicia	Musician (+10 points)									
	Banner	(+15 pc	oints)								

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 St	rength (2	.)							
Options:	Musician (+	Musician (+10 points)								
	Banner (+1	5 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, C	Crushing	Strengt	:h (2)					
Options:	Musician (+10	Musician (+10 points)							
	Banner (+15 p	oints)							

Skirmishers*						Infantr	ъ
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, Javelin	is, Nimbl	le				
Archers*						Infantr	'y
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 ³	*					Infantr	'Y
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	10	10/12	75
D = -i + (20)	-	Ξ.	- .	h .	10	42/45	100



11000 (10)	5	51	51	51	10	10/12	15
Regiment (20)	5	5+	5+	3+	10	13/15	100
Special:	Crossbows	s 24", Pier	cing (1),	Reload!			
0-1 Solenarion	Archers					Infantr	v
0-1 Solcharion	/						1
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
	_	Me 5+	Ra 5+	De 3+	At 10	Ne	
Unit Size	Sp	-			-	Ne	Pts

Special:	Bows 24",	Piercing (1)

Trapezitoi / Me	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", Nim	nble					

Trapezitoi / Me	Special	ist					
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, Javeli	ns 12"					

Mercenary Me	Specia	list					
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	Strengt	h (1). M	av be en	uipped w	ith Bow

Special: Headstrong, Crushing Strength (1), May be equipped with Bows (+30) - this gives them Ra: 5+.

Akritoi / Frank	Special	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	Strengt	h (2)					
Options:	Musician (+	Musician (+10 points)							
	Banner (+1	5 points)							

0-2 Fire-Siphor	n						War M	achine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)		5	-	-	4+	*	10/12	40
Special:	Breath	-	10), Indi	ividual	•			
		(,					
Light Bolt Thro	wer						War M	achine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	5+	4+	1	9/11	40
Special:	Blast (D	06), Pier	cing (3)					
General [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	4	13/15	100
Special:	Individ	ual, Very	y Inspirir	ng				
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)	
Hero							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	3	10/12	50
Special:	Crushir	ng streng	gth (1), I	ndividua	ıl			
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)	
-				_				
Army Standard	1 [1]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	4+	-	4+	1	9/11	30

Special: Individual, Very Inspiring

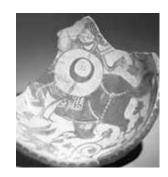


Fatimid Egypt 1000AD to 1100AD

The armies of Fatimid Egypt were very diverse, made up of Berbers, Sudanese and Turkish troops.

Medium Infant	rv					Infantr	v
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 (+:					,	
	Banner (+15	-					
	Replace Shie	•	wo han	ded flails	s to repr	esent Sud	lanese
	Infantry for	free (Redu	uce De t	:o 3+, gai	in crushi	ing streng	th 1)
	May be equ	ipped with	n Bows	(+30) - tł	nis gives	them Ra:	5+ and
	ranged atta	cks).			-		
	_						
Levies				Infan	try		
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	i points)					
Skirmishers*						Infantr	-
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/Javeli	ins, Nimbl	e				
Archers*	6		5	-		Infantr	
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"						
0.1.0						C	
0-1 Crossbowm Unit Size		Me	Ra	De	At	Specia Ne	Pts
Troop (10)	Sp	5+	5+	3+	10	10/12	75
• • •				57	10	10/12	15
Dogimont (20)	5					12/15	100
Regiment (20)	5	5+	5+	3+	10	13/15	100
Regiment (20) Special:		5+	5+	3+		13/15	100
Special:	5	5+	5+	3+			
Special: Horse Archers	5 Crossbows 2	5+ 24", Reloa	5+ d, Pierc	3+ ing (1)	10	Specia	list
Special: Horse Archers Unit Size	5 Crossbows 2 Sp	5+ 24", Reloa Me	5+ d, Pierc Ra	3+ ing (1) De	10 At	Specia Ne	l ist Pts
Special: Horse Archers	5 Crossbows 2	5+ 24", Reloa	5+ d, Pierc	3+ ing (1)	10	Specia	list





Cavalry						Specia	list	
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:	Crushir	ng Stren	gth (1), :	Spears				
Options:	Musicia	an (+10	points)	-				
	Banner	[.] (+15 pc	oints)					
	May be	e equipp	ed with	Bows (+	+30) - thi	s gives t	hem Ra:	5+ and
	10 rang	ged atta	cks).			-		
0-1 Naffata Po	t Skirmis						Specia	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
(1)		5	-	-	4+	*	10/12	40
Special:	Breath	Attack (10), Ind	ividual				
Light Bolt Thro	wer							lachine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	5+	4+	1	9/11	40
Special:	Blast (E	06), Pier	cing (3)					
Medium Stone	throwe	r					War M	achine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	5+	4+	1	9/11	50
Special:	Blast (2	2D6), Inc	lirect Fir	-	ing (2)		-,	
•	·				0,			
Commander [1	L]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		9	3+	-	5+	3	13/15	110
Special:	Crushir	ng streng	gth (1), I	ndividu	al, Very	Inspiring		
Imam		C .	N.4 -	D	D		Hero	Dia
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1	1.1.1.1.1	5	-	-	4+	-	9/11	10
Special:	Individ	ual, Insp	oiring					
Hero							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5p 5	3+	1.0	5+	3	10/12	50
Special:	Crushir	ng streng		ndividu		5	10/12	50
Options:						9 (+10 p	noints)	
optional	mount	on a no		645116	speca to	5 (120 p	,011103)	
Army Standard	d [1]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	4+	-	4+	1	9/11	30
Special:		ual, Very		-				
Options:	Mount	on a Ho	orse, inci	reasings	speed to	9 (+10 p	oints)	

Komnenos Byzantine 1100AD to 1200AD

After several civil wars and defeat by the Seljuk Turks, the Empire had to rebuild its armies.

1+ Levy Kontai	ratoi						Infanti	'y	Wieldy (B. Sont
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	The second second
Troop (10)		5	5+	-	4+	10	9/11	55	MOV The
Regiment (20)		5	5+	-	4+	10	12/14	75	四/ 台灣區
Horde (40)		5	5+	-	4+	20	19/21	125	THE REAL
Special:	Phalan	IX							
Options:	Musici	an (+10	points)						THE REAL PROPERTY
	Banne	r (+15 p	oints)						26公遇县2
	May b	e equipp	oed with	Javelins	s (+15) o	r Bows (·	+30) - th	is gives	13.3.42
	them I	Ra: 5+ ar	nd 10 ra	nged att	acks).				())))
Kontaratoi							Infanti	'y	Carlin Street
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	HEALE
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:	Phalan	IX							
Options:	Musici	an (+10	points)						
	Banne	r (+15 p	oints)						
				Javelins	s (+15) o	r Bows (·	+30) - th	is gives th	em Ra: 5+ and 10
	rangeo	attacks	5).						
0-1 Varangian	Guard						Infantı	.	
Unit Size	Guaru	Sp	Me	Ra	De	At	Ne	y Pts	
Troop (10)		5 5	3+	-	5+	10	11/13	90	
Regiment (20)		5	3+	_	5+	10	14/16	115	
Horde (40)		5	3+	_	5+	20	20/22		
Special:	Heads	-	51		51	20	20/22	220	
Options:		an (+10	noints)						
Options.		r (+15 p	•						
		• •	-	vo hand	ed wear	ons for	free (I ov	ver Defen	ice to 4+, gain
		ng stren			cu wcap			Ver Deren	
	er der m	-8 sti ci i	5)						
Slavic Infantry							Infanti	Υ.	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
Troop (10)		5	4+	-	4+	10	10/12	60	

Regiment (20) Horde (40) Options: Musician (+10 points)

5

5

4+

4+

Banner (+15 points) Exchange shields for two handed weapons for free (Lower Defence to 4+, gain crushing strength (1))

4+

4+

10

20

13/15 80

20/22 150

0-3 Kavalloroi	Heavy Cav	/alry					Infantr	Infantry	
Unit Size	9	Sp	Me	Ra	De	At	Ne	Pts	
Troop (5)	8	3	4+	-	4+	5	11/13	70	
Regiment (10)	8	3	4+	-	4+	10	14/16	130	
Horde (20)	8	3	4+	-	4+	20	20/22	250	
Special:	Crushing	Stren	gth (2)						
Options:	Musician	n (+10 j	ooints)						
	Banner (+15 pc	oints)						
	May he	aniinn	od with	Bows	(+30) - th	ις σίνος	them Ra	5+ an	



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

Psiloi Skirmish	ers*					Infantr	v
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, Nir	nble	_	-	-	-, -	
Slavic Archers*	:					Infantr	y
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 Cross	bowmen*					Infantr	У
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 2	4", Pierci	ng (1), F	Reload!			
0-1 Household	Elite Archers					Infantr	y
Unit Size	Sp	Me	Ra	De	At	Ne	
			na	20	πι	ive	Pts
Troop (10)	5	5+	5+	3+	10	Ne 10/12	Pts 90
Troop (10) Regiment (20)	•	5+ 5+					
	5	5+	5+ 5+	3+	10	10/12	90
Regiment (20)	5 5 Bows 24", Pi	5+	5+ 5+	3+	10	10/12	90 115
Regiment (20) Special:	5 5 Bows 24", Pi	5+	5+ 5+	3+	10	10/12 13/15	90 115
Regiment (20) Special: Turcoman Hors	5 5 Bows 24", Pi se Archers	5+ ercing (1)	5+ 5+)	3+ 3+	10 10	10/12 13/15 Specia l	90 115 list
Regiment (20) Special: Turcoman Hors Unit Size Troop (5)	5 5 Bows 24", Pi se Archers Sp	5+ ercing (1) Me	5+ 5+)	3+ 3+ De	10 10 At	10/12 13/15 Specia l Ne	90 115 list Pts
Regiment (20) Special: Turcoman Hors Unit Size	5 5 Bows 24", Pi se Archers Sp 9	5+ ercing (1) Me 5+ 5+	5+ 5+) Ra 5+	3+ 3+ De 3+	10 10 At 5	10/12 13/15 Special Ne 10/12	90 115 list Pts 70
Regiment (20) Special: Turcoman Hors Unit Size Troop (5) Regiment (10) Special:	5 Bows 24", Pi se Archers Sp 9 9 Bows 24", N	5+ ercing (1) Me 5+ 5+	5+ 5+) Ra 5+	3+ 3+ De 3+	10 10 At 5	10/12 13/15 Special Ne 10/12 13/15	90 115 list Pts 70 125
Regiment (20) Special: Turcoman Hors Unit Size Troop (5) Regiment (10) Special: Turkopouli Ligi	5 5 Bows 24", Pi se Archers 9 9 Bows 24", N ht Cavalry	5+ ercing (1) Me 5+ 5+	5+ 5+) Ra 5+	3+ 3+ De 3+	10 10 At 5	10/12 13/15 Special Ne 10/12	90 115 list Pts 70 125
Regiment (20) Special: Turcoman Hors Unit Size Troop (5) Regiment (10) Special: Turkopouli Ligi Unit Size	5 Bows 24", Pi se Archers Sp 9 9 Bows 24", N	5+ ercing (1) Me 5+ 5+ 5+ imble	5+ 5+) Ra 5+ 5+	3+ 3+ De 3+ 3+	10 10 At 5 10	10/12 13/15 Special Ne 10/12 13/15 Special Ne	90 115 list Pts 70 125 list Pts
Regiment (20) Special: Turcoman Hors Unit Size Troop (5) Regiment (10) Special: Turkopouli Ligi	5 5 Bows 24", Pi se Archers 9 9 Bows 24", N ht Cavalry Sp	5+ ercing (1) Me 5+ 5+ imble Me	5+ 5+) Ra 5+ 5+	3+ 3+ De 3+ 3+ 3+	10 10 At 5 10 At	10/12 13/15 Special Ne 10/12 13/15 Special	90 115 list Pts 70 125

Special: Nimble, Javelins 12"

Bulgar / Franki	sh / Lati	nikoi He	eavy Cav	valry			Specia	list
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:	Headst	ong Cru	shing St	rength (2	2)			
Options:	Musicia	an (+10	points)					
	Banner	(+15 pc	oints)					
Household Kat	aphrakte		-	-	-	• -	Infantr	
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:			•	Strength	(2)			
Options:		an (+10						
	Banner	(+15 pc	oints)					
General [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	4	13/15	100
Special:	Individu	ual, Very	y Inspirir	ng				
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)	
Hero							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	3	10/12	50
Special:	Crushin	ng streng	gth (1), I	ndividua	l –			
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)	
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

1000.AD to 1200.AD

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 Kr	nights					Infantr	y
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
<u> </u>							

Special:

Options:

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

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

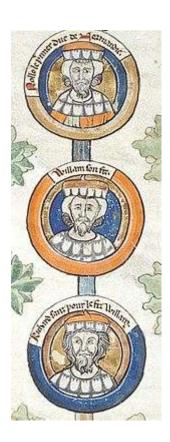
Infantry						Infantr	у
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	60
Regiment (20)	5	4+	-	4+	10	13/15	80
Horde (40)	5	4+	-	4+	20	20/22	150
Options:	Musician (+10	points)				
	Banner (+15 pc	oints)					

Norman Knigh	ts						Infantr	'Y
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:	Crushir	Crushing Strength (1), Headstrong						
Options:	Musicia	Musician (+10 points)						
	Banner	· (+15 pc	oints)					

Retainers						Infanti	~~	AL			
Unit Size	Sp	Me	Ra	De	At	Ne	y Pts	CNTRA - F			
Troop (5)	9	4+	Na	4+	8	10/12	70	- RUN			
Regiment (10)	9	4+	-	4+	16	13/15	125				
	-				10	13/13	125	in the			
Special:	Crushing Strength (1), Spears										
Options:	Musician (+10 points) Banner (+15 points)										
	Banner (+15	points)						and the second second			
Skirmishers		Specia	list								
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/Javelir			3	10	10/10	100				
Special.	511165/547611	15, 1411161	C								
Heavy Archers				Specia	list						
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!)										
-						0 0					
Light Archers						Specia	list				
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 Bo	ws for Cr	ossbow	s for free	e (gainin	g Piercing	(1) an	d reload!)			
0-1 Light Caval	ry					Specia	list				
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 Caval	ry 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"										
Options:	Exchange Bo	ws for Cr	ossbow	s for free	e (gainin	g Piercing	(1) an	d reload!)			
•	U				10	0 0		,			
Onager						War M	achine	•			
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	L]						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)											
Monk or Pries	t						Hero					
Unit Size		Sp	Me	Ra	De	At	Ne	Pts				
1		5	-	-	3+	-	9/11	10				
Special:	Individual, Inspiring											
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)



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						Infanti	Ŷ
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 p	points)					
Righteous Mili	tia					Infantı	y
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 p	•					
Archers						Infantı	v
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 p	•					
		,					
Heavy Infantry						Specia	
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	•					
	Banner (+15 p	points)					
0-1 Cavalry						Specia	list
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 Stre					, -	-
Options:	Musician (+10	• • •					

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Kings and Khans

Banner (+15 points)

Light Bolt Thro	ower						War M	achine
Unit Size	5	Sp	Me	Ra	De	At	Ne	Pts
1	5	5	-	5+	4+	1	9/11	40
Special:	Blast (D6	6), Piero	cing (3)					
Medium Stone	e thrower						War M	achine
Unit Size	S	Sp	Me	Ra	De	At	Ne	Pts
1	5	5	-	5+	4+	1	9/11	50
Special:	Blast (2D	06), Ind	irect Fire	e, Pierciı	ng (2)			
Heavy Stone t	hrower						War M	achine
Unit Size	S	Sp	Me	Ra	De	At	Ne	Pts
1	5	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 strer	ngth (1),	Individ	ual, Very	Inspirir	ng	
Options:	Mount on a H	orse, ind	creasing	speed to	o 9 (+10) points)	

Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60
Special:	Crushing stree	ngth (1),	Individ	ual			
Options:	Mount on a H	orse, ind	creasing	speed t	o 9 (+10) points)	

Army Standard	J [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ry Inspir	ing				

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 Ca	valry						Infantr	'V
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:	Crushi	ng Strei	ngth (1)					
Options:	Musici	an (+10	points)					
	Banne	r (+15 p	oints)					
Light Cavalry							Infantr	v
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:	Javelin	S					-	
Light Cavalry A	rchers						Infantr	'y
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 2	24″						
Infantry Arabs,	Kurds,						Specia	
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:		-	points)					
	Banne	r (+15 p	oints)					
Light Infantry							Specia	list
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
		1 40						

Musician (+10 points)

Banner (+15 points)



Kings and Khans

Options:

Skirmishers							Special	ist
Unit Size	C .	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	Ę	5	5+	5+	3+	10	10/12	75
Regiment (20)	ŗ.	5	5+	5+	3+	10	13/15	100
Special:	Slings/Ja	velins,	Nimble					
Light Archers							Special	ist
Unit Size	5	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	Ę	5	5+	5+	3+	10	10/12	75
Regiment (20)	ŗ	5	5+	5+	3+	10	13/15	100
Special:	Bows 24	."						
Options:	0-1 Unit	may ex	change	their Bo	ws for C	rossbow	vs for fre	e (gaining Piercing (
reload!)		-	-					
Commander [1]						Hero	
Unit Size	9	Sp	Me	Ra	De	At	Ne	Pts
Unit Size 1		Sp 5	Me 3+	Ra -	De 5+	At 4		Pts 110
1	Ę	5	3+	-	5+	4	Ne	
		5 g streng	3+ gth (1), li	- ndividua	5+ l, Very li	4 nspiring	Ne 13/15	
1 Special:	ع Crushing	5 g streng	3+ gth (1), li	- ndividua	5+ l, Very li	4 nspiring	Ne 13/15	
1 Special:	ع Crushing	5 g streng	3+ gth (1), li	- ndividua	5+ l, Very li	4 nspiring	Ne 13/15	
1 Special: Options:	Crushing Mount o	5 g streng	3+ gth (1), li	- ndividua	5+ l, Very li	4 nspiring	Ne 13/15 oints)	

Special: Individual, Inspiring

Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
Special:	Crushing stree	ngth (1),	Individ	ual			

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

Army Stand	ard [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ery Inspir	ing				
Ontions	Mount on a L	lorco in	croacing	coood t	-0/110	(nainta)	

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						Infantr	y
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	,					Infantr	Ъ
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 point	s)				
	Banner (+1	5 points)					

1+ Levy							Infantr	У
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:	Musicia	an (+10 p	points)					
		(+15 po	-					
		· ·	,					
Archers							Infantr	v
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.	-	-	-	-	-	-1	
Options:	Musicia	an (+10 p	points)					
		(+15 po	•					
		• •		sbows fo	or free (g	aining P	iercing (1) and reload!)
	•	-						at as rifles, +15 points)
			-	d reload			(0.00	
	(8	5	0(-)		-,			
0-2 Cavalry							Special	ist
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:	Crushin	ng Streng					,	
Options:		an (+10 p						
-		(+15 po	-					
		, po	,					
0-2 Light Caval	ry						Special	ist 🥢

0-2 Light Cavai	i y					Specia	131
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						

0-2 Light Caval	ry Archers					Specia	list
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"						



Light Bolt Thro	wer					War N	lachine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40
Special:	Blast (D6), Pier	cing (3)					

Medium Stor	ne thrower					War N	lachine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50
Special:	Blast (2D6), Ir	ndirect F	ire, Pier	cing (2)			

	nrower					War M	achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	60
Special:	Blast (2D6), I	ndirect F	ire, Pier	cing (3)			
Cannon						War M	achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	65
Special:	Blast (2D6), I	Piercing (4	4)				
Commander [1	.]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100
1 Special:	5 Crushing stre	-	- Individu	-		•	100
-	-	ength (1),		ual, Very	Inspirir	ng	100
Special:	Crushing stre	ength (1),		ual, Very	Inspirir	ng	100
Special: Options:	Crushing stree Mount on a	ength (1),		ual, Very	Inspirir	ng points)	100 Pts
Special: Options: Hero	Crushing stre	ength (1), Horse, ind	creasing	ual, Very speed to	Inspirir o 9 (+10	points) Hero	
Special: Options: Hero Unit Size	Crushing stre Mount on a Sp	ength (1), Horse, ind Me 3+	creasing Ra -	ual, Very speed to De 5+	Inspirir o 9 (+10 At	ng points) Hero Ne	Pts
Special: Options: Hero Unit Size 1	Crushing stre Mount on a Sp 5	ength (1), Horse, ind Me 3+ ength (1),	Ra Ra - Individu	ual, Very speed to De 5+ ual	Inspirin o 9 (+10 At 4	ng points) Hero Ne 10/12	Pts
Special: Options: Hero Unit Size 1 Special: Options:	Crushing stre Mount on a Sp 5 Crushing stre Mount on a	ength (1), Horse, ind Me 3+ ength (1),	Ra Ra - Individu	ual, Very speed to De 5+ ual	Inspirin o 9 (+10 At 4	ng points) Hero Ne 10/12	Pts
Special: Options: Hero Unit Size 1 Special:	Crushing stre Mount on a Sp 5 Crushing stre Mount on a	ength (1), Horse, ind Me 3+ ength (1),	Ra Ra - Individu	ual, Very speed to De 5+ ual	Inspirin o 9 (+10 At 4	ng points) Hero Ne 10/12	Pts
Special: Options: Hero Unit Size 1 Special: Options:	Crushing stre Mount on a Sp 5 Crushing stre Mount on a	ength (1), Horse, ind Me 3+ ength (1),	Ra Ra - Individu	ual, Very speed to De 5+ ual	Inspirin o 9 (+10 At 4	hg points) Hero Ne 10/12 points)	Pts
Special: Options: Hero Unit Size 1 Special: Options: Army Standard	Crushing stre Mount on a Sp 5 Crushing stre Mount on a	ength (1), Horse, ind Me 3+ ength (1), Horse, ind	Ra - Individu creasing	ual, Very speed to De 5+ ual speed to	Inspirin 5 9 (+10 At 4 5 9 (+10	hg points) Hero Ne 10/12 points) Hero	Pts 60
Special: Options: Hero Unit Size 1 Special: Options: Army Standard Unit Size	Crushing stre Mount on a 5 Crushing stre Mount on a [1] Sp	ength (1), Horse, ind Me 3+ ength (1), Horse, ind Me 4+	Ra - Individu creasing Ra -	ual, Very speed to De 5+ ual speed to De	Inspirin 5 9 (+10 At 4 5 9 (+10 At	hg points) Hero Ne 10/12 points) Hero Ne	Pts 60 Pts
Special: Options: Hero Unit Size 1	Crushing stre Mount on a Sp 5	ength (1), Horse, ind Me 3+	creasing Ra -	ual, Very speed to De 5+	Inspirir o 9 (+10 At	ng points) Hero Ne	Pts



Crusaders

1200AD to 1300AD

The list is an amalgamation of several similar armies during this time period including those of the 2^{nd} , $3^{rd} \& 4^{th}$ Crusades against the Moslems, the Outremer states and the Teutonic Crusade against the Northern European pagans.

1+ Infantry							Infantr	у
Unit Size	S	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5	4+	-	4+	10	10/12	60
Regiment (20)	5	5	4+	-	4+	10	13/15	80
Horde (40)	5	5	4+	-	4+	20	20/22	150
Special:								
Options:	Musician	i (+10 p	points)					
	Banner (-	+15 po	ints)					
	Exchange	e shield	ds for Po	le-Arms	or two	handed	weapon	s for
	free (Low	ver Def	fence to	3+, gair	n crushin	g streng	th (1))	
				-				



Light Archers*						Special	list
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 Bow	s for Cr	ossbow	s for free	e (gainin	g Piercing	(1) and reload!)

Heavy Archers [®]	*					Specia	list
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"						
Ontional					. /		(1)

Options: Exchange Bows for Crossbows for free (gaining Piercing (1) and reload!)

Commoners/Se	ettlers*						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 p	oints)					

Knight Heavy C	Cavalry						Infantr	'Y
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:	Crushir	ng Stren	gth (2),	Headstr	ong			
Options:	Musicia	an (+10	points)					
	Banner	[.] (+15 po	oints)					



Light Cavalry T	Light Cavalry Turcopole, Hungarian						list
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 Caval	r y Turcopole	, Hungaria	n			Specia	list	
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 St	trength (1)	, Spears					
Options:	Musician (-	+10 points)						
	Banner (+1	5 points)						
	May be eq	uipped wit	h Bows	(+30) - tł	nis gives	them Ra:	5+ and 10 range	ed at

0-1 Crossbow Cavalry							list
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						Special	ist
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						Infantr	'Y	
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 Stre	ngth (1)	, Spears					
Options:	Musician (+10 points)							
	Banner (+15 points)							

0-1 Penitents						Specia	ist
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, o	crushing	strengt	h (1)			

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)								



Commander [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100
Special: Options:	Crushing strer Mount on a H			•	•	-	

Richard the Lionheart	Hero						
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						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60
Special:	Crushing stren	igth (1),	Individ	ual			

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

Monk or Priest	t					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	-	9/11	25
Special:	Individual, Ins	spiring					
Options:	Mount on a H	lorse, ind	creasing	speed t	o 9 (+10	points)	

Army Standa	ard [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ery Inspir	ing				
Options:	Mount on a H	lorse, in	creasing	speed t	o 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							Infantr	Infantry	
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:	Crushin	ng Strei	ngth (1)						
Options:	Musicia	an (+10) points)						
	Banner	(+15 p	oints)						

Light Cavalry						Infantr	'Y
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 A	archers					'y	
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 Ca	walry						Infantr	У
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:	Crushir	ng Streng	gth (1), I	Headstro	ong			
Options:	Musicia	an (+10	points)					
	Banner	[.] (+15 pc	oints)					
	May be	e equipp	ed with	Bows fo	r +60 po	ints (thi	s gives tl	nem Ra: 4+)
0-1 Mamluk In	fantry						Special	ist
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:	Crushir	ng Streng	gth (1), I	Headstro	ong			
Options:	Musicia	an (+10	points)					

Banner (+15 points)
May be equipped with Bows for +60 points (this gives them Ra: 4+)

Ghazi Infantry							Special	ist
Unit Size	9	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	ļ	5	4+	-	4+	10	10/12	60
Regiment (20)	ļ	5	4+	-	4+	10	13/15	80
Horde (40)	ļ	5	4+	-	4+	20	20/22	150
Options:	Musiciar	Musician (+10 points)						
	Banner (Banner (+15 points)						

Light Infantry						Specia	list
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)					
	Banner (+15 p	oints)					



0-2 Skirmisher	S					Special	list
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/Javelir	ns, Nimbl	e				

0-2 Archers						Specia	list
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 th	rower						Specia	lict
Unit Size	lower	Sp	Me	Ra	De	At	Ne	Pts
(1)		5	-	-	4+	*	10/12	40
Special:	Broath	0	(10), Ind	lividual			10/12	40
Special.	Dieatii	ALLACK	(10), inu	invidual				
Commander [1]						Hero	
Unit Size	-	Sp	Me	Ra	De	At	Ne	Pts
1		9	3+	-	5+	3	13/15	110
Special:	Crushir	ng stren	gth (1),	Individua	al, Very	Inspiring	·	
•		U	0 ()/					
Sal-al-din [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		9	3+	-	5+	4	13/15	200
Special:	Crushir	ng stren	gth (1),	Individua	al, Very	Inspiring	, Makes	all the units in the Army B
•		U	0 (//			1 0		,
Imam							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	-	4+	-	9/11	10
Special:	Individ	ual, Ins	oiring					
			-					
Hero							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	3	10/12	50
Special:	Crushir	ng stren	gth (1),	Individua	al		·	
Options:		•	• • •			9 (+10 p	oints)	
			, -	0 -	•	, г	,	
Army Standar	d [1]						Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	4+	-	4+	1	9/11	30
Special	Individ	ual Vor	v Insniri	nσ				

Special:Individual, Very InspiringOptions: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							Infantr	'Y
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:	Musicia	an (+10	points)					
	Banner	[.] (+15 pc	oints)					
	Exchange shields for Pole-Arms or two handed weapons for free (Lower Defence to 3+, gain crushing strength (1))							



Levy						Infantı	y
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 p	oints)					

Knight Heavy Cavalry Infantry									
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:	Crushin	g Stren	gth (2),	Headstr	ong				
Options:	Musicia	n (+10	points)						
	Banner (+15 points)								
	0-1 Unit	t of Kni	ghts may	v be upe	raded to	a Holv	order (+)	25 Point	

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						Infantr	у	
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 Stre	ngth (1)	, Spears					
Options:	Musician (+10	Musician (+10 points)						
	Banner (+15 j	points)						

0-1 Penitents	Specia	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							ist
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	Specia	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 B	ows for C	crossbov	ws for fre	ee (gaini	ng Piercing	(1) and

0-1 Dismounted Knights							
Sp	Ne	Pts					
5	3+	-	5+	8	11/13	95	
5	3+	-	5+	16	14/16	175	
Crushing Strength (1), Headstrong							
Musician (+10 points)							
Banner (+15 points)							
	Sp 5 5 Crushing Stree Musician (+10	SpMe53+53+Crushing Strength (1)Musician (+10 points)	SpMeRa53+-53+-Crushing Strength (1), HeadstMusician (+10 points)	Sp Me Ra De 5 3+ - 5+ 5 3+ - 5+ Crushing Strength (1), Headstrong Musician (+10 points) - -	Sp Me Ra De At 5 3+ - 5+ 8 5 3+ - 5+ 16 Crushing Strength (1), Headstrong Musician (+10 points) - -	Sp Me Ra De At Ne 5 3+ - 5+ 8 11/13 5 3+ - 5+ 16 14/16 Crushing Strength (1), Headstrong Musician (+10 points) - - - -	

0-1 Welsh Long	Specia	list					
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 N	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	1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100
Special:	Crushing stre	ngth (1),	Individ	ual, Very	Inspirin	g	
Options:	Mount on a H	lorse, ind	creasing	g speed to	9 (+10	points)	
Simon de Mon	tfort [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100
Special:	Crushing stre	ngth (1),	Individ	ual, Very	Inspirin	g, All Knig	hts become Vicious
Options:	Mount on a H	lorse, ind	creasing	g speed to	o 9 (+10	points)	
Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60
Special:	Crushing stre	ngth (1),	Individ	ual			
Options:	Mount on a H	lorse, ind	creasing	g speed to	o 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, Ins						
Options:	Mount on a H	lorse, ind	creasing	g speed to	o 9 (+10	points)	
_							
Army Standard			_	-		Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ry Inspir	ing				

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						Infantr	'Y
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 p	oints)					

Spear Infantry								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	Phalanx								
Options:	Musicia	Musician (+10 points)								
	Banner	Banner (+15 points)								
	May Tal	ke Pavis	ses (Spee	ed reduc	ed to 3,	Defence	e increas	ed to 4+)		



Pole Arm Infan	Infantr	у									
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	20/22	150							
Special:	Pole-Ar	Pole-Arms , crushing strength (1)									
Options:	Musicia	n (+10 p	points)								
	Banner	Banner (+15 points)									
	May Ta	May Take Pavises (Speed reduced to 3, Defence increased to 4+)									
Archers							Infantr	y			

AICHEIS						manu	у	
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 Pav	vises (Sp	eed red	uced to 3	3, Defen	ce increas	ed to 4+	-)

Peasants						Infantr	у
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						Specia	list
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	strengt	h (1)			

Commander [1	.]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	110
Special:	Crushing strer	ngth (1),	Individ	ual, Very	/ Inspiring	5	
a	• • • • • •				~ / / ~		

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

Tsutsui Jōmyō	۲sutsui Jōmyō Meishū [1] Hero										
Unit Size		Sp	Me	Ra	De	At	Ne	Pts			
1		5	3+	-	5+	2D6	13/15	160			
Special:	Crushir	ng streng	gth (1), li	ndividua	l, Very li	nspiring,	Stealth	y			
Hero							Hero				
Unit Size		Sp	Me	Ra	De	At	Ne	Pts			
1		5	3+	-	5+	3	10/12	70			
Special:	Crushir	ng streng	gth (1), li	ndividua	l, Inspiri	ng					
Options:	Mount	on a Ho	rse, incr	easing s	peed to	9 (+10 p	oints)				
Army Standard	[1]						Hero				
Unit Size		Sp	Me	Ra	De	At	Ne	Pts			
1		5	4+	-	4+	1	9/11	30			
Special:	Individ	ual, Very	/ Inspirin	g							

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							Infantr	y
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:	Phalan	x						
Options:	Musicia	an (+10	points)					
·	Banner	(+15 pc	oints)					
Pole Arm Infan	try						Infantr	Ъ
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-Ar	ms , cru	ushing st	rength (1)			
Options:	Musicia	an (+10	points)					
	Banner	(+15 pc	oints)					
Peasant Levy*							Infantr	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
Unit Size Troop (10)	-	5	5+	Ra -	3+	10	Ne 8/11	Pts 35
Unit Size Troop (10) Regiment (20)		5 5			3+ 3+	10 10	Ne 8/11 11/14	Pts 35 45
Unit Size Troop (10)		5	5+		3+	10	Ne 8/11	Pts 35
Unit Size Troop (10) Regiment (20) Horde (40)		5 5	5+ 5+		3+ 3+	10 10	Ne 8/11 11/14 18/21	Pts 35 45 85
Unit Size Troop (10) Regiment (20) Horde (40) Archers		5 5 5	5+ 5+ 5+	- -	3+ 3+ 3+	10 10 20	Ne 8/11 11/14 18/21 Special	Pts 35 45 85
Unit Size Troop (10) Regiment (20) Horde (40) Archers Unit Size		5 5 5 Sp	5+ 5+ 5+ Me	- - - Ra	3+ 3+ 3+ De	10 10	Ne 8/11 11/14 18/21 Special Ne	Pts 35 45 85 list Pts
Unit Size Troop (10) Regiment (20) Horde (40) Archers		5 5 5 Sp 5	5+ 5+ 5+	- -	3+ 3+ 3+	10 10 20	Ne 8/11 11/14 18/21 Special	Pts 35 45 85 list Pts 75
Unit Size Troop (10) Regiment (20) Horde (40) Archers Unit Size		5 5 5 Sp	5+ 5+ 5+ Me	- - - Ra	3+ 3+ 3+ De	10 10 20 At	Ne 8/11 11/14 18/21 Special Ne	Pts 35 45 85 list Pts
Unit Size Troop (10) Regiment (20) Horde (40) Archers Unit Size Troop (10)		5 5 5 Sp 5	5+ 5+ 5+ Me 5+	- - - Ra 5+	3+ 3+ 3+ De 3+	10 10 20 At 10	Ne 8/11 11/14 18/21 Special Ne 10/12	Pts 35 45 85 list Pts 75
Unit Size Troop (10) Regiment (20) Horde (40) Archers Unit Size Troop (10) Regiment (20)	Bows 2	5 5 5 Sp 5 5 5 5	5+ 5+ 5+ Me 5+ 5+	- - Ra 5+ 5+	3+ 3+ 3+ De 3+ 3+	10 10 20 At 10 10	Ne 8/11 11/14 18/21 Special Ne 10/12 13/15	Pts 35 45 85 list Pts 75 100
Unit Size Troop (10) Regiment (20) Horde (40) Archers Unit Size Troop (10) Regiment (20) Horde (40) Special:	Bows 2	5 5 5 Sp 5 5 5 5	5+ 5+ 5+ Me 5+ 5+	- - Ra 5+ 5+	3+ 3+ 3+ De 3+ 3+	10 10 20 At 10 10	Ne 8/11 11/14 18/21 Special Ne 10/12 13/15 20/22	Pts 35 45 85 list Pts 75 100 190
Unit Size Troop (10) Regiment (20) Horde (40) Archers Unit Size Troop (10) Regiment (20) Horde (40) Special: Ronin	Bows 2	5 5 5 5 5 5 5 4″	5+ 5+ Me 5+ 5+ 5+ 5+	- - Ra 5+ 5+ 5+	3+ 3+ 3+ De 3+ 3+ 3+	10 10 20 At 10 10	Ne 8/11 11/14 18/21 Special Ne 10/12 13/15 20/22 Special	Pts 35 45 85 list Pts 75 100 190
Unit Size Troop (10) Regiment (20) Horde (40) Archers Unit Size Troop (10) Regiment (20) Horde (40) Special: Ronin Unit Size	Bows 2	5 5 5 5 5 5 4″	5+ 5+ 5+ 5+ 5+ 5+ 5+	- - Ra 5+ 5+	3+ 3+ 3+ De 3+ 3+ 3+ 3+ 3+	10 10 20 At 10 10 10 At	Ne 8/11 11/14 18/21 Special Ne 10/12 13/15 20/22 Special Ne	Pts 35 45 85 list Pts 75 100 190 list Pts
Unit Size Troop (10) Regiment (20) Horde (40) Archers Unit Size Troop (10) Regiment (20) Horde (40) Special: Ronin	Bows 2	5 5 5 5 5 5 5 4″	5+ 5+ Me 5+ 5+ 5+ 5+	- - Ra 5+ 5+ 5+	3+ 3+ 3+ De 3+ 3+ 3+	10 10 20 At 10 10	Ne 8/11 11/14 18/21 Special Ne 10/12 13/15 20/22 Special	Pts 35 45 85 list Pts 75 100 190



Banner (+15 points)

May be equipped with Bows for +50 points (this gives them Ra: 4+ and 10 ranged attacks)

Options:

0-2 Cannon						War N	1achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	65
Special:	Blast (2D6), Pi	ercing (4	4)				

Commander [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	120
Special:	Crushing strer	ngth (1),	Individ	ual, Very	Inspirin	g	

Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	60
Special:	Crushing strer	ngth (1) <i>,</i>	Individ	ual, Inspi	iring		



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 Infantry									
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 p	oints)							
	Can add Lance	s (Crusł	ning Stre	ength 1)	for +25	points ead	:h		

Mongol Scouts						Infantr	'Y
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, I	Mongol B	ows. Nim	ble. Ste	althv		

Captives											Specia	list
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	Spine	eles	s (se	e P	age	113	KoW	/)			

Medium Sto	one thrower					War N	lachine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50
Special:	Blast (2D6), In	ndirect F	ire. Pier	cing (2)			



General [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	120
Special:	Mongol Bow,	Crushin	g streng	th (1), Ir	ndividua	l, Very Ins	piring
Options:	Mount on a H	orse, ind	creasing	speed t	o 9 (+10	points)	

The Khan [1]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	150
C		C		1. (4) 1		1	

Special: Mongol Bow, Crushing strength (1), Individual, Very Inspiring, Makes all units (except Captives) in the army *Vicious*

Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	60
Special:	Crushing stre	ength (1),	, Individ	ual, Mor	igol Bow	1	

Army Standar	d [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	4+	-	4+	1	9/11	40
Special:	Individual, Ver	y Inspir	ing, Mo	ngol Bov	v		



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 Infar	ntry					Infantr	у
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, Cr	ushing s	strength	(1)			
Options:	Musician (+10) points)					
	Banner (+15 p	oints)					

0-2 Mercenary	Pikes					Infantr	'Y
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 p	oints)					

Levy						Infantr	У
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 p	oints)					

Knight Heavy O	Cavalry					Infantı	ry
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 S	trength (2	2), Head	strong			1 A
Options:	Musician (+10 point	s)				5
	Banner (+2	15 points)					1



Sergeants							Infantr	'Y
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:	Crushir	ng Streng	gth (1), S	Spears				
Options:	Musici	an (+10	points)					
	Banner	r (+15 pc	oints)					
	May be	e equipp	ed with	Bows or	Crossbo	ows for +	-20 poin	ts
	(this gi	ves then	n Ra: 5+	and 5 ra	inged at	tacks)		



Light Archers						Specia	list
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 Boy	ws for Cr	ossbow	s for free	e (gainin	g Piercing	(1) and reload!)

0-2 Mercenary	Crossbows					Special	list
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, Pi	ercing (1) and re	eload!			

May Take Pavaises (Speed reduced to 3, Defence increased to 5+)

0-1 Dismounte	d Knights				Specia	list	
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						Special	list
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 Ston	e thrower/ Moi	rtar				War M	1achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50
Special:	Blast (2D6), Ir	ndirect F	ire, Pier	cing (2)			

Cannon						War N	1achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	65
Special:	Blast (2D6), Pie	ercing (4	1)				

Commander [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	100
Special:	Crushing stren	gth (1),	Individ	ual, Very	Inspirin	Ig	
Options:	Mount on a He	orse, in	creasing	speed to	o 9 (+10	points)	

Henry V [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, 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 stre	ngth (1),	Individ	ual			
Options:	Mount on a H	lorse, in	creasing	g speed t	o 9 (+10) points)	

Army Standard	d [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ver	y Inspir	ring				

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



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 Josean navy rather than the conscript based army. The army failed against the subsequent first and second Manchu invasion of Korea (1627 & 1636).

Infantry						Infantr	Ъ
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	1					Infantr	'Y
Unit Size	Sp	Me	Ra	De	At	Ne	Pts



Heavy Infantry						Infantr	У
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 p	points)					

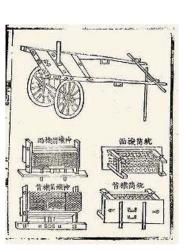
May be equipped with Heavy shields (Speed reduced to 3, Defence increased to 5+)

1+ Conscripts						Infantr	'Y
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 Spinel	ess					
Options:	Musician (+10	points)					
	Banner (+15 p	oints)					

Archers						Infantr	У
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 C	rossbows	s (Bows)				
Options:	Musician (+1	0 points)					
	Banner (+15	points)					



0-2 Fire Lances						Special	licto
		N.4.0	De	Da	۸±	Special	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5 5	5+ 5+	5+	3+	10	10/12	75 100
Regiment (20)	5	-	5+	3+	10	13/15	100
Horde (40)	-	5+	5+	3+ 2)	20	20/22	190
Special:	'Fire Lances'		ercing (z), reioa	10!		
Options:	Musician (+10						
	Banner (+15	points)					
0-2 Cavalry						Special	list
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 Stre	-		•		,	
Options:	Musician (+10						
optionsi	Banner (+15						
Light Bolt Thro	wer					War M	achine
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	40
Special:	Blast (D6), Pie	ercing (3)					
-							
Medium Stone						War M	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	50
Special:	Blast (2D6), lı	ndirect Fi	re, Pier	cing (2)			
Heavy Stope th	rower					Mar M	achina
Heavy Stone th		Мо	Pa	Do	۸+	War M	
Unit Size	Sp	Me	Ra 5+	De 4+	At 1	Ne	Pts
Unit Size 1	Sp 5	-	5+	4+	At 1		
Unit Size	Sp	-	5+	4+		Ne	Pts
Unit Size 1	Sp 5	-	5+	4+		Ne	Pts 60
Unit Size 1 Special:	Sp 5	-	5+	4+		Ne 9/11	Pts 60
Unit Size 1 Special: Cannon	Sp 5 Blast (2D6), li	- ndirect Fi	5+ re, Piero	4+ cing (3)	1	Ne 9/11 War M	Pts 60 achine
Unit Size 1 Special: Cannon Unit Size	Sp 5 Blast (2D6), In Sp	- ndirect Fi Me -	5+ re, Piero Ra 5+	4+ cing (3) De	1 At	Ne 9/11 War M Ne	Pts 60 achine Pts
Unit Size 1 Special: Cannon Unit Size 1 Special:	Sp 5 Blast (2D6), In Sp 5	- ndirect Fi Me -	5+ re, Piero Ra 5+	4+ cing (3) De	1 At	Ne 9/11 War M Ne 9/11	Pts 60 achine Pts 65
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha	Sp 5 Blast (2D6), In Sp 5 Blast (2D6), P	- ndirect Fi Me - iercing (4	5+ re, Piero Ra 5+ I)	4+ cing (3) De 4+	1 At 1	Ne 9/11 War M Ne 9/11 War M	Pts 60 achine Pts 65 achine
Unit Size 1 Special: Cannon Unit Size 1 Special:	Sp 5 Blast (2D6), In 5 Blast (2D6), P Sp	- ndirect Fi Me -	5+ re, Piero Ra 5+	4+ cing (3) De	1 At 1 At	Ne 9/11 War M Ne 9/11 War M Ne	Pts 60 achine Pts 65 achine Pts
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 1	Sp 5 Blast (2D6), In 5 Blast (2D6), P 5 Sp 5 5	- Me - iercing (4 Me -	5+ re, Piero Ra 5+ I) Ra 5+	4+ cing (3) De 4+	1 At 1	Ne 9/11 War M Ne 9/11 War M	Pts 60 achine Pts 65 achine
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size Unit Size	Sp 5 Blast (2D6), In 5 Blast (2D6), P Sp	- Me - iercing (4 Me -	5+ re, Piero Ra 5+ I) Ra 5+	4+ cing (3) De 4+ De	1 At 1 At	Ne 9/11 War M Ne 9/11 War M Ne	Pts 60 achine Pts 65 achine Pts
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special:	Sp 5 Blast (2D6), In 5 Blast (2D6), P 5 Range 24", Pi	- Me - iercing (4 Me -	5+ re, Piero Ra 5+ I) Ra 5+	4+ cing (3) De 4+ De	1 At 1 At	Ne 9/11 War M Ne 9/11 War M Ne 9/11	Pts 60 achine Pts 65 achine Pts
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special: Commander [1	Sp 5 Blast (2D6), li 5 Blast (2D6), P 5 Range 24", Pi	- Me - iercing (4 Me - ercing (2	5+ re, Piero Ra 5+ t) Ra 5+)	4+ cing (3) De 4+ De 4+	1 At 1 At 15	Ne 9/11 War M 9/11 War M Ne 9/11 Ne 9/11	Pts 60 achine Pts 65 achine Pts 80
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special: Commander [1 Unit Size	Sp 5 Blast (2D6), li 5 Blast (2D6), P 5 Range 24", Pi 3 Sp	- Me - iercing (2 Me - ercing (2 Me	5+ re, Piero Ra 5+ I) Ra 5+	4+ cing (3) De 4+ De 4+ De	1 At 1 At 15 At	Ne 9/11 War M 9/11 War M Ne 9/11 Hero Ne	Pts 60 achine Pts 65 achine Pts 80 Pts
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special: Commander [1 Unit Size 1 J	Sp 5 Blast (2D6), In 5 Blast (2D6), P 5 Range 24", Pi 5 Range 24", Pi 5	- Me - iercing (4 Me - ercing (2 Me 3+	5+ re, Piero Ra 5+ I) Ra 5+) Ra -	4+ cing (3) De 4+ De 4+ De 4+	1 At 1 At 15 At 3	Ne 9/11 War M 9/11 War M Ne 9/11 Hero Ne 13/15	Pts 60 achine Pts 65 achine Pts 80
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special: Commander [1 Unit Size 1 Special:	Sp 5 Blast (2D6), In 5 Blast (2D6), P 5 Range 24", Pi 3 Crushing stre	- Me - iercing (2 Me - ercing (2 Me 3+ ngth (1),	5+ re, Piero Ra 5+ t) Ra - Individu	4+ cing (3) De 4+ De 4+ De 5+ ual, Very	1 At 1 At 15 At 3 r Inspirin	Ne 9/11 War M 9/11 War M Ne 9/11 Hero Ne 13/15	Pts 60 achine Pts 65 achine Pts 80 Pts
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special: Commander [1 Unit Size 1 J	Sp 5 Blast (2D6), In 5 Blast (2D6), P 5 Range 24", Pi 5 Range 24", Pi 5	- Me - iercing (2 Me - ercing (2 Me 3+ ngth (1),	5+ re, Piero Ra 5+ t) Ra - Individu	4+ cing (3) De 4+ De 4+ De 5+ ual, Very	1 At 1 At 15 At 3 r Inspirin	Ne 9/11 War M 9/11 War M Ne 9/11 Hero Ne 13/15	Pts 60 achine Pts 65 achine Pts 80 Pts
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special: Commander [1 Unit Size 1 Special: Options:	Sp 5 Blast (2D6), In 5 Blast (2D6), P 5 Range 24", Pi 3 Crushing stre	- Me - iercing (2 Me - ercing (2 Me 3+ ngth (1),	5+ re, Piero Ra 5+ t) Ra - Individu	4+ cing (3) De 4+ De 4+ De 5+ ual, Very	1 At 1 At 15 At 3 r Inspirin	Ne 9/11 War M 9/11 War M Ne 9/11 Hero Ne 13/15 g points)	Pts 60 achine Pts 65 achine Pts 80 Pts
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special: Commander [1 Unit Size 1 Special: Options: Hero	Sp 5 Blast (2D6), In 5 Blast (2D6), P 5 Blast (2D6), P 5 Range 24", Pi 3 Crushing stre Mount on a P	- Me - iercing (2 Me - ercing (2 Me 3+ ngth (1), lorse, inc	5+ re, Piero Ra 5+ t) Ra 5+) Ra - Individu reasing	4+ cing (3) De 4+ De 4+ De 5+ ual, Very speed to	1 At 1 At 15 At 3 r Inspirin o 9 (+10	Ne 9/11 War M 9/11 War M 9/11 Hero Ne 13/15 g points) Hero	Pts 60 achine Pts 65 achine Pts 80 Pts 100
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special: Commander [1 Unit Size 1 Special: Options:	Sp 5 Blast (2D6), In 5 Blast (2D6), P 5 Range 24", Pi 3 Crushing stre	- Me - iercing (4 Me - ercing (2 Me 3+ ngth (1), lorse, inc	5+ re, Piero Ra 5+ t) Ra - Individu	4+ cing (3) De 4+ De 4+ De 5+ ual, Very speed to De	1 At 1 At 15 At 3 r Inspirin	Ne 9/11 War M 9/11 War M Ne 9/11 Hero Ne 13/15 g points) Hero Ne	Pts 60 achine Pts 65 achine Pts 80 Pts 100
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special: Commander [1 Unit Size 1 Special: Options: Hero Unit Size 1	Sp 5 Blast (2D6), In 5 Blast (2D6), P 5 Blast (2D6), P 5 Range 24", Pi 3 Crushing stre Mount on a H 5 Sp 5 Sp 5	- Me - iercing (2 Me - ercing (2 Me 3+ ngth (1), lorse, inc Me 3+	5+ re, Piero Ra 5+ t) Ra - Individu reasing Ra -	4+ cing (3) De 4+ De 4+ De 5+ ual, Very speed to De 5+	1 At 1 At 15 At 3 Inspirin o 9 (+10 At 4	Ne 9/11 War M 9/11 War M 9/11 Hero Ne 13/15 g points) Hero	Pts 60 achine Pts 65 achine Pts 80 Pts 100
Unit Size 1 Special: Cannon Unit Size 1 Special: Hwacha Unit Size 1 Special: Commander [1 Unit Size 1 Special: Options: Hero Unit Size	Sp 5 Blast (2D6), In 5 Blast (2D6), P 5 Range 24", Pi 5 Crushing stre Mount on a H	- Me - iercing (2 Me - ercing (2 Me 3+ ngth (1), lorse, inc Me 3+ ngth (1),	5+ re, Piero Ra 5+ t) Ra 5+) Ra - Individu reasing Ra - Individu	4+ cing (3) De 4+ De 4+ De 5+ ual, Very speed to 5+ ual, Inspi	1 At 1 At 15 At 3 Inspirin o 9 (+10 At 4 iring	Ne 9/11 War M 9/11 War M 9/11 War M 9/11 Hero Ne 13/15 g points) Hero Ne 13/15	Pts 60 achine Pts 65 achine Pts 80 Pts 100



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	5					Infantr	y
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 Slir	ngers					Infantr	у
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/Javelin	s 12", N	imble				

0-2 Eagle Warr	iors*					Infantr	Infantry	
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:								

0-2 Jaguar Wa	rriors*					Infantı	у
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	5					Specia	list
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 (-	200
Options:	Musician (+	-		i anguar			
	iviusicium (io pointo	/				
0-2 Otomies						Specia	
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					•	
Options:	Musician (+)				
	Exchange Ja	-		as' two l	handed	weapons f	or fre
	attack, gain				lanaca	weaponsi	01 110
	attack, gain	crustillig	Strengti	1 1)			
0-2 Shorn One	s					Specia	list
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
					50	-/24	520
Special:	Headstrong Upgrade to				eapons f	or +15 po	ints (o
Chieftain [1]						Hero	
	C in	Ma	De	De	۸ ±		Dta
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	13/15	80
Special:	Crushing st	rength (1)	, Individ	lual, Insp	iring		
Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	10/12	50
– Special:	Crushing st		, Individ		0	_0,	
Priest Standar	h					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
	5 Sp	4+	Πđ				
1 Special:	-		- ring	4+	1	9/11	30
Special:	Individual, ^v	very mspr	ning				

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							Infantr	'Y
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 Ph	nalanx						
Options:	Musicia	an (+10	points)					
	Banner	⁻ (+15 pc	oints)					
Infantry							Infantr	'Y
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:								
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 ³	*					Infantr	у
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 Reload!							

Allied Tribesm	en*					Infantr	У
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 Skirmish	ers*					Infantr	У
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	512", N	limble				

Harquebusiers							Special	ist
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:	Musket	ts, Pierci	ing (2) ai	nd <i>Reloa</i>	ıd!			
Allied Warriors	i						Special	ist
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:	Headst	rong						
Options:	Musicia	an (+10 j	points)					
0-2 Cavalry							Special	ist
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
c · ·	D ¹ · · ·	4.0%	• (4)					

Special: Options: Pistols 12", Piercing (1)



Musician (+10 points)
Banner (+15 points)
May be upgraded to Cuirassiers or Dragoons for +25 points (this gives them Defence
of 4+)

Saker Cannon							War M	achine
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	-	5+	4+	1	9/11	75
Special:	Blast (2	D6), Pie	ercing (4), Grape	shot			
Captain [1]							Hero	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts
1		5	3+	-	5+	3	13/15	100
Special:	Crushin	ng streng	gth (1), I	ndividua	al, Very I	nspiring		
Options:	Mount	on a Ho	orse, incr	easing s	peed to	9 (+10 p	oints)	
Cortez [1]							Hero	

						nero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	3	13/15	125
Special:	Crushing stre	ength (1),	Individ	ual <i>, 'Gol</i> a	d' (Extre	mely Insp	iring 18")
Options:	Mount on a	Horse, ind	creasing	speed to	o 9 (+10) points)	

Hero						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	3+	-	5+	4	10/12	60
Special:	Crushing stre	ngth (1),	Individ	ual			
Options:	Mount on a H	lorse, ind	creasing	speed t	o 9 (+10	points)	

Army Standard	d [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ve	ry Inspir	ing				
Options:	Mount on a H	orse, ind	creasing	speed to	o 9 (+10) points)	

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 Sa	amurai					Infantı	ſY
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 cou	nts as Ins	<i>piring</i> t	o all Ash	igaru un	its	
Options:	Banner (+15	points)					
	May be equi	pped wit	h Bows	for +50 p	points (tl	his gives t	hem Ra: 4+ and 10 ranged
	attacks)						

Mounted Sam	urai						Infantr	у
Unit Size	Sp	C	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 o	counts	as Insp	iring to	all Ashig	aru unit	S	
Options:	Banner (+	15 poi	ints)					
	May be eo attacks)	quippe	ed with	Bows fo	r +25 po	ints (thi	s gives tl	nem Ra: 4+ and 5 ranged

Ashigaru Pikes						Infantr	'y
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 po	oints)					
	May Take Pavi	ses (Spe	ed reduc	ed to 3,	Defence	e increas	ed to 4+)

Ashigaru with	Infantr	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 s	strength	(1)			
Options:	Musician (+	10 points))				
	Banner (+15	5 points)					

_							
Peasants	-	• •	~	2		Infanti	
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	
Horde (40)	5	5+	-	3+	20	18/21	85
Options:	Musician (+	• •					
	Banner (+1	5 points)					
Ashigaru (or So			-	-	• •	Specia	
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 F	Pavises (Sp	eed red	uced to 3	3, Defen	ce increas	ed to
	May excha	nge their b	ows for	'Arqueb	ouses' (tr	eat as rifl	es, +1
	Piercing (2)	and reloa	d!)				
	•						
Sohai Monk In	•		-	-	• ·	Specia	
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	
Horde (40)	5	5+	-	3+	30	18/21	190
Special:	Headstron	g, crushing	strengt	h (1)			
Cannon						War M	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	-	5+	4+	1	9/11	65
Special:	Blast (2D6)	, Piercing (4)				
- I I							
Commander [1	-		D	D		Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
L 	9	3+	-	5+	4	13/15	120
Special:	Crushing st	rength (1),	Individ	ual, Very	/ inspirin	g	
	work: [4]					Harra	
Toyotomi Hide		NAG	Do	Do	۸+	Hero	Dto
Unit Size 1	Sp	Me	Ra	De	At	Ne	Pts
	9 Cruching at	3+	- ایر داد مرا	5+	4 . In an inin	13/15	150
special:	Crushing st		maivid	uai, very	mspirin	ig, one ur	iit eac
	<i>Nimble</i> Spe	cial Rule					
	. [1]					Horo	
Oda Nobunaga		N 4 -	D	D	۸±	Hero	Dee
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	4	13/15	145
Special:	Crushing st	rength (1),	Individ	ual, Very	/ Inspirin	ig, All Sam	iurai i
	Vicious						
Tokugawa leya	asu [1]					Hero	
Unit Size	Su [1] Sp	Me	Ra	De	At	Ne	Pts
	9 9	3+	Nd	5+	3	13/15	155
1 Special:	-		- Individ			-	122
Special:	Crushing st				•	• •	
	tactician (a	is per The	Captair	i page 1)	

Takeda Shing	en [1]						Hero		
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		9	3+	-	5+	4	13/15	150	
Special:	Crushir	ng stren	gth (1), I	ndividua	al, Very I	Inspiring	, All Ashi	igaru &	د Sohai units in the
	Army b	become	Elite						
									VA.V
Uesugi Kensh	in [1]						Hero		- AND
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		9	3+	-	5+	4	13/15	150	
Special:	Crushir	ng stren	gth (1), I	ndividua	al, Extrei	mely Ins	piring (1	8")	
									A state of the second s
Kensei [1]							Hero		The Design of the second
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		6	3+	-	5+	4	13/15	90	

Special:Crushing strength (1), Individual, Vanguard, StealthyOption:If you take a Kensei then your opponent may include in their army either an identicalKensei 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 stren	gth (1),	Individ	ual, Inspi	ring		
Options:	Mount on a Ho	orse, in	creasing	speed to	o 9 (+10) points)	

Army Standard	i [1]					Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	5	4+	-	4+	1	9/11	30
Special:	Individual, Ver	y Inspir	ing				

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						Infantı	v
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", Pi			J .	20	1 1/ 10	200
Options:	Musician (+10		-				
optionsi	Banner (+15 p	•					
		-	Parliame	ent Caval	lrv Cuira	assiers or	Dragoons for +25 points (t
	gives them De			une cara	, y) cuire		
	0		,				
Pikes						Infantı	у
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 th	at Pike l	Jnits are	inspirin	g to Musl	eteer units within 6"
Options:	Musician (+10) points)					
	Banner (+15 p	ooints)					
Musketeers						Infanti	
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, Pier	cing (2)	and <i>Rel</i> a	oad!			
						- ·	•
0-2 Lancers	6		2	5		Specia	
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 Stre						
Options:	Musician (+10	•			-	and the second second	
	Banner (+15 p				ra lines		La L
	May be equip						
	make them Po	olish Uh	lans for	+25		The second	
	points (this gi	ves ther	n Defen	ce of 4+)		1 2 4	A A A A A A A A A A A A A A A A A A A
	May be upgra	ided to H	leadstro	ong to	659	Stor S	S. C. Martin
	make them So	cottish L	ancers f	or +35			AND STREET
	points					Mar Land	
		cottish L	ancers f	or +35			

0-2 Highlanders						Specialist			
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:	Headst	rong							
Options:	Musician (+10 points)								
	Banner (+15 points)								
Peasants							Create		
		C m	Mo	Da	Da	۸+	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:		an (+10							
	Banner (+15 points)								
Mortar		War Machine							
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		5	-	4+	4+	1	9/11	60	
Special:	Blast (2	2D6). Inc	lirect Fir	e. Pierci	ng (3)		- 1		
	·	,,		,	0()				
Framegun							War M	achine	
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		5	-	5+	4+	12	9/11	65	
Special:	Range 24", Piercing (2)								
-									
Cannon	_	-		-	-	• •	War M		
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] Hero									
Unit Size	-	Sp	Me	Ra	De	At	Ne	Pts	
1		9	3+	-	5+	3	13/15	110	
Special:	Crushir	ng streng	gth (1), I	ndividua	l, Very I	nspiring			
Lord Leven [1]				Hero					
Unit Size		Sp	Me	Ra	De	At	Ne	Pts	
1		9	3+	-	5+	3	13/15	110	
Special	C 1 1 1		/		1 1 /	ncniring	A 11		

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]						Hero	
Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	9	3+	-	5+	3	13/15	125
Special: Crushing strength (1), Individual, Very Inspiring, Boye (Devil							
Dog): If this unit inflicts damage on an enemy in melee, it adds +1 to the							



ensuing Nerve test.

Hero							Hero		
Unit Size	S	р	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							Hero		
Unit Size	S	р	Me	Ra	De	At	Ne	Pts	
1	5	,	4+	-	4+	1	9/11	30	

01110 0120	υp		110	20	7.10					
1	5	4+	-	4+	1	9/11	3			
Special:	Individual, Very Inspiring									
Options:	Mount on a Horse, increasing speed to 9 (+10 points)									

