

ARMIES AND CAMPAIGNS

# 3000BC - 1500AD

Take your games from fantasy to history



RALLY ROUND  
THE ♦ KING



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## RALLY ROUND THE ♦ KING

Written by David Gray and Ed Teixeira



# RALLY ROUND THE KING – 3000 BC TO 1500 AD

## INTRODUCTION

In *Rally Round the King* we saw mighty armies engaged in a struggle for dominance in the mystic land of Talomir, the world of *Warrior Heroes – Armies and Adventures*. But if we go farther back in time, real time, we can see that Talomir has its roots in the past of our own world, Earth.

Now we bring the armies from Earth's past into the fray. Now you can recreate actual historical battles or even see how a Roman legion will fair in a face off with a Goblin horde. Recreate a battle of five armies from fantasy? Why not, as we see Teutonic Knights, Elves and Dwarves face off against Saracens and Orcs on the lonely windswept slopes of an ancient mountain.

One hundred forty five historical armies for *Rally Round the King* (RRtK) are contained in this release. Thirty nine suggested historical campaign settings are also provided. The RRtK army build system is still in use so you can tweak the historical armies to fit any given set of circumstances or your personal interpretation.

## RULES ADJUSTMENTS

The only change in the rules for these historical armies is the expansion of the armor classes to include AC3 and AC5. These new classes can easily retrofit onto *Rally Round the King* using the movement charts below.

### FOOT MOVEMENT RATES

#### NORMAL MOVE

<i><b>Figs</b></i>	<i><b>AC2</b></i>	<i><b>AC3</b></i>	<i><b>AC4</b></i>	<i><b>AC5</b></i>	<i><b>AC6</b></i>
2	8" (3")	8" (3")	8" (3")	7" (2")	6" (2")
3	8" (3")	8" (3")	8" (3")	7" (2")	6" (2")
4	6" (2")	6" (2")	6" (2")	5" (1")	4" (1")

### MOUNTED MOVEMENT RATES

#### NORMAL MOVE

<i><b>Figs</b></i>	<i><b>AC2</b></i>	<i><b>AC3</b></i>	<i><b>AC4</b></i>	<i><b>AC5</b></i>	<i><b>AC6</b></i>
2	16" (6")	15" (6")	14" (6")	12" (5")	10" (4")
3	12" (6")	12" (6")	12" (6")	10" (4")	8" (3")
4	10" (4")	9" (4")	8" (4")	7" (3")	6" (3")

## LOCAL CAMPAIGNING

In *RRtK* we gave you a National Campaign system (*RRtK*, page, 59) where each battle affected whether the country continued to fight. This works great for the big picture. In Local Campaigning we let you fight a smaller, more localized campaign. Is it better? That's for you to decide as just another toll for you to use. So let's get started.

### SETTING UP THE CAMPAIGN

Follow this procedure when starting the campaign and note that this is extremely solo and same side friendly.

- Decide which armies will fight.
- Build each list to the agreed upon points total.
- Divide your forces into 4 to 6 army groups of at least three units. *These army groups are never reorganized.* Be sure to track the current composition of each army group as losses occur. As long as you have at least one unit left the army group still exists.
- Get a regular deck of playing cards or perhaps you have something else that can be used for marking these army groups. For simplicity's sake we will assume that you are using cards.
- Designate one side as red and the other black.
- Give the black side one Spade for each army group that it has. Count the number of Spades he has then divide this number by two and round down. Give the black side that many Clubs. The Spades are actual units while the Clubs are phony army groups or decoys.
- Do the same with the red player counting Diamonds as army groups and Hearts as decoys.
- Once all of the units in the army group have been destroyed the corresponding card is removed from play.

# RALLY ROUND THE KING – 3000 BC TO 1500 AD

## THE CAMPAIGN MAP

The Campaign Map can be as simple or detailed as you like. Regardless of your decision it all starts with the Ladder. Here's a picture of the Campaign Ladder.

	Left	Center	Right	
1				1
2				2
3				3
4				4
5				5
6				6
7				7
8				8

Let's go over the map in detail.

### TIME LINE

The numbered rows along the side of the Campaign Map represent the total number of turns in the campaign and are used to track time. At its simplest form it is numbered 1 to 8. This could have been 1 to 6 or 1 to 10; the choice is yours.

If desired, months or days can be substituted for the numbers. It doesn't matter as all we're doing is tracking time and limiting the turns that the campaign takes place.

### THEATER OF WAR

Across the three columns of the Campaign map you see the words Left, Center, and Right. This names each column and gives a reference to the part of the map that army groups may occupy.

When combined with the Time Line each army group will have its location during each moment of the campaign pinpointed.

### DETAILING THE MAP

To add character and flavor to the Campaign Map we recommend doing the following:

- Make some boxes on the map more valuable in the campaign by placing a +1 in the box. The Campaign is decided by the number of Victory Points (*page, 5*) each player accumulates during the campaign. The +1 represents an additional Victory Point that can be gained by occupying this box during the campaign. The -1 represents a useless area of the map.
- Instead of using Left, Center, and Right give each column a geographical name. In the following Campaign Map we have modeled it after the Levant during the Crusades so named them the Coast, Inland and the Desert.



# RALLY ROUND THE KING – 3000 BC TO 1500 AD

	Coast	Inland	Desert	
1				1
2			-1	2
3	+1			3
4			+1	4
5		+1		5
6				6
7	+1			7
8				8

Crusader Campaign Map

- If you desire you can pre-roll the actual battlefields for all of the boxes on the map. Just be sure that the boxes you use are in proportion to the table size you wish to play your games on. The sample map is set for square tables.
- Superimpose the map grid over an actual map of the area. This adds a bit more flavor to the campaign as you can say that you are fighting outside Damascus or other important area of the map.

## OPENING STAGES OF THE CAMPAIGN

Once you have divided your units into army groups and laid out the Campaign Map the Campaign can begin.

- Each player rolls 1d6 with the higher score choosing to go first or defer.
- All cards are placed in the Turn One row.
- The first player now chooses one of his cards, either an army group or decoy, and places it face down on the table <sup>(1)</sup> and declares in what Theater (column on the map) it is located. This can be Left, Center, or Right as he so desires.
- The second player now chooses one of his cards, either an army group or decoy, and

places it face down on the table and declares in what Theater (column on the map) it is located. This can be Left, Center, or Right as he so desires.

- Both players alternate until all of their cards have been placed. This may result in cards in all or some of the Theaters.
- This ends the Opening Stages of the Campaign.






*(1) If using markers these could actually be placed on the Campaign Map. If using cards it is important to remember in what column the card is in and what row as the game plays out.*

## TURN SEQUENCE

The Campaign has a limited number of turns and each turn has a strict turn sequence. Here's how we do it:

- At the start of each turn only the cards that are in a box in the current turn are used. If the card is in a box at a later turn it is not used this turn.

*Example – It is turn 4 of the campaign. Looking at the following picture we see red and black cards on the map. Only the cards in the turn four boxes will be used this turn. The cards in the turn five boxes do not come into play until turn 5.*

	Coast	Inland	Desert	
4				4
5		+1		5
6				6

- Starting with the boxes that are occupied by red or black cards, but not both, we hand out Victory Points (page, 5).
- After that has been done any box with red and black cards must be resolved. Both sides now choose to Fight (page,4) or Flight (page,4) and any resulting Victory Points (page, 5) are handed out. Once this is resolved the turn is over and we proceed to the next turn in the Campaign.

# RALLY ROUND THE KING – 3000 BC TO 1500 AD

## FIGHT OR FLIGHT

When a campaign box is occupied by both red and black cards each player must *choose* to fight a battle (Fight) or leave the box to the enemy (Flight). Both players must write down their decisions and reveal them at the same time.

### DECOYS ONLY

Forces consisting only of decoys must choose Flight.

### FIGHT

When *both* sides have chosen to Fight, a battle is fought using *Rally Round the King*. The first player to have occupied the box is the defender. If both started in the box, as in the first turn, then players can dice at random to see who defends.






Note that if after a player has exercised his Right of Refusal (*RRtK*, page, 30) and he has not accepted the terrain his Fight result has now become a Flight result. Note that cards are never revealed to be army groups nor decoys. When a battle results simply gather the units involved.

### FLIGHT

When a player has chosen to leave the box to the enemy (Flight) their army must move down the Campaign Map. Here's how we do it:







- Army groups and decoys forced to Flight have two options.
  - Move down one box (turn) staying in the same column.

*Example – Continuing from the previous picture we see the red card in box Desert 4 has chosen Flight. The player chooses to move the card down to box Desert 5 staying in the same column. The card will be active in the 5<sup>th</sup> turn and has reinforced the red card already in the box.*

	Coast	Inland	Desert	
4			+1 	4
5		+1		5
6				6

- Move down two boxes (turns) and shift to an adjacent column.

*Example – Continuing from the previous picture we see the red card in box Desert 4 has chosen Flight. The player chooses to move the card down two boxes and over one column into box Inland 6. The card is not active until the 6<sup>th</sup> turn.*

	Coast	Inland	Desert	
4			+1 	4
5		+1		5
6				6

- Players may choose to Flight some cards and Fight with others.
- When both sides choose Flight they will roll 1d6 with the higher score moving first.
- You can always Flight into an empty, friendly or enemy occupied box.

## AFTER THE BATTLE

After the battle is over each sides recovers casualties normally (*RRtK*, page, 43).

### LOSING THE BATTLE OR GAINING A DRAW

If a player has lost the battle, left the field, or if the battle was a draw (both sides remained on the field at the end of the battle) he has two options and must do one or the other.

- All army groups involved in the battle are dropped one to three boxes down the map staying in the same column.
- All army groups involved in the battle are dropped two to four boxes down the map and shifted to an adjacent column.

Any army groups that fall off the map are out of the campaign.

### WINNING THE BATTLE

If a player has won the battle, driven the enemy from the field, he has two options and must do one or the other.



## RALLY ROUND THE KING – 3000 BC TO 1500 AD

- All army groups involved in the battle are dropped one box down the map staying in the same column.
- All army groups involved in the battle are dropped two boxes down the map and shifted to an adjacent column.

### RECOVERY OF LOSSES

After each battle there may be some units that were destroyed and removed from the campaign. Here's how they may be recovered:

- For each box down the surviving army moves it is allowed to recover 33% of their destroyed units, rounded to the nearest whole number.
- Only units lost the previous battle may be recovered.

*Example – The Norman player lost the battle and has lost eight units. They drop down two boxes so will recover 66% of his losses or five units. The Norman player is allowed to choose which units he will recover. The Viking player won the battle and lost two units. He has chosen to drop down only one box so will recover 33% of his losses or one unit.*

### WINNING THE CAMPAIGN

To win the Campaign you must accumulate more Victory Points than your opponent. The first player to do so has won. This can happen while there are still turns left in the Campaign! What are Victory Points and how do you get them?

#### VICTORY POINTS

Victory Points are a measure of how successful you are during the Campaign. At the end of each turn Victory Points are handed out for the following results:

**X**

#### VICTORY POINTS

CIRCUMSTANCE	VP AWARDED
If both sides had Flight orders.	0
If your side had Fight orders while the other side had Flight orders.	1
If the tabletop battle ended in a draw.	1 each
If you won the tabletop battle.	2

#### HOW MANY VICTORY POINTS NEEDED TO WIN?

Here's how to determine how many Victory Points are needed to win:

- Count how many boxes there are on the Campaign Map.
- Add to this total all the Bonus Points on the map.
- Divide this new total by two, rounding down.
- The number of Victory Points needed to win is this final total plus one.

*Example – Using the Crusader Campaign Map (page, 3) we see there are twenty four boxes. To this number we add the three Bonus Points for a total of twenty seven. Dividing this by two we have thirteen. Adding one gives the number of total VP total needed to win to be fourteen. The first player to reach this has won the campaign.*

How big of a win?

- If you have more VP then you won a clear victory.
- If you have twice the number of VP you delivered a sound beating
- If you have tripled his number of VP you have crushed him.

### CUSTOMIZING YOUR CAMPAIGN

After you have played the campaign we have included and gotten the hang of it, try some of the following ideas.

- First, you can change the gaming periods, even naval and space battles.
- Add more boxes to the Campaign Map.
- Start one side with a 20% larger point total than the other but only allow them to use 60% of their force at the start. The rest may not come into play until later turns rolled randomly.

### POSSIBLE CAMPAIGNS

1. Hyksos vs. Middle Kingdom Egyptian
2. Hittites vs. New Kingdom Egyptian
3. Neo-Assyrian vs. Neo-Hittite
4. Philistines vs. Late Hebrews
5. Median vs. Neo-Assyrian
6. Neo-Babylonian vs. Neo-Assyrian
7. Spartan vs. Athenian
8. Alexandrian Macedonian vs. Late Achaemenid Persian
9. Alexandrian Macedonian vs. Classical Indian
10. Late Carthaginian vs. Mid-Republican Rome
11. Parthians vs. Mid-Republican Rome
12. Pyrrhic Greeks vs. Mid-Republican Rome
13. Spartacus vs. Late Republican Rome
14. Gallic vs. Late Republican Rome
15. Jewish Revolt vs. Principate Rome
16. Ancient British vs. Principate Rome
17. Early Ostrogoths vs. Dominate Rome
18. Ostrogoths vs. Foederate Rome
19. Huns vs. Foederate Rome
20. Huns vs. Late Visigoths
21. Maurikian Byzantine vs. Arab Expansion
22. Vikings vs. Early Scots
23. Vikings vs. Anglo-Saxons
24. Umayyad Arabs vs. Mid-Franks
25. Magyars vs. Late Franks
26. Bulgarians vs. Komnenan Byzantines
27. Normans vs. Anglo-Saxons
28. Early Crusaders vs. Fatimid Egyptians
29. Early Crusaders vs. Seljuk Turks
30. Nikephorian Byzantines vs. Seljuk Turks
31. Late Crusaders vs. Ayyubid Egyptians
32. Late Crusaders vs. Mamluk Egyptians
33. Late Crusaders vs. Syrians
34. Late Byzantines vs. Early Ottoman Turks
35. Ilkhanid Mongols vs. Late Russians
36. Mongols vs. Feudal Polish
37. Middle Plantagenet English vs. Feudal Scots
38. 100 Years War English vs. Medieval French
39. Wars of the Roses Lancaster vs. Wars of the Roses York

# RALLY ROUND THE KING – 3000 BC TO 1500 AD

## RALLY ROUND THE KING -- HISTORICAL

	<i>Army</i>	<i>From</i>	<i>To</i>		<i>Army</i>	<i>From</i>	<i>To</i>
1.	Nubian	30th Century BC	15th Century BC	60.	Ostrogoths	5th Century AD	6th Century AD
2.	Late Sumerian	28th Century BC	18th Century BC	61.	Late Picts	6th Century AD	9th Century AD
3.	Old/Middle Kingdom Egyptian	27th Century BC	16th Century BC	62.	Lombards	6th Century AD	11th Century AD
4.	Hyksos	17th Century BC	16th Century BC	63.	Maurikian Byzantine	6th Century AD	7th Century AD
5.	New Kingdom Egyptian	16th Century BC	11th Century BC	64.	Anglo-Saxons	7th Century AD	11th Century AD
6.	Hittites	14th Century BC	12th Century BC	65.	Arab Expansion	7th Century AD	7th Century AD
7.	Middle Assyrian	14th Century BC	8th Century BC	66.	Thematic Byzantine	7th Century AD	10th Century AD
8.	Sea Peoples	13th Century BC	12th Century BC	67.	Umayyad Arabs	7th Century AD	8th Century AD
9.	Trojan	13th Century BC	12th Century BC	68.	Abbasid Arab	8th Century AD	10th Century AD
10.	Philistines	12th Century BC	8th Century BC	69.	Andalusian	8th Century AD	11th Century AD
11.	Neo-Hittite	11th Century BC	7th Century BC	70.	Early Navarre	8th Century AD	11th Century AD
12.	Late Hebrew	10th Century BC	6th Century BC	71.	Late Franks	8th Century AD	9th Century AD
13.	Median	9th Century BC	6th Century BC	72.	Vikings	8th Century AD	12th Century AD
14.	Neo-Assyrian	8th Century BC	7th Century BC	73.	Early Medieval French	9th Century AD	11th Century AD
15.	Athenian	7th Century BC	3rd Century BC	74.	Early Medieval Germans	9th Century AD	11th Century AD
16.	Late Dynastic Egyptian	7th Century BC	4th Century BC	75.	Early Scots	9th Century AD	11th Century AD
17.	Neo-Babylonian	7th Century BC	6th Century BC	76.	Magyar	9th Century AD	10th Century AD
18.	Spartan	7th Century BC	3rd Century BC	77.	Norse Irish	9th Century AD	12th Century AD
19.	Classical Indian	6th Century BC	5th Century AD	78.	Rus	9th Century AD	11th Century AD
20.	Early Achaemenid Persian	6th Century BC	5th Century BC	79.	Early Aragon	10th Century AD	14th Century AD
21.	Early Carthaginian	6th Century BC	3rd Century BC	80.	Early Polish	10th Century AD	11th Century AD
22.	Skythian	6th Century BC	1st Century BC	81.	Fatimid Egyptian	10th Century AD	12th Century AD
23.	Late Achaemenid Persian	5th Century BC	4th Century BC	82.	Nikephorian Byzantine	10th Century AD	11th Century AD
24.	Syracusan	5th Century BC	3rd Century BC	83.	Normans	10th Century AD	11th Century AD
25.	Alexandrian Macedonian	4th Century BC	4th Century BC	84.	Almohad	11th Century AD	14th Century AD
26.	Early Successor	4th Century BC	3rd Century BC	85.	Anglo-Danish	11th Century AD	11th Century AD
27.	Gallic	4th Century BC	1st Century BC	86.	Anglo-Norman	11th Century AD	12th Century AD
28.	Late Greek	3rd Century BC	2nd Century BC	87.	Early Crusaders	11th Century AD	12th Century AD
29.	Late Macedonian	3rd Century BC	2nd Century BC	88.	Early Highland/Hebrides Scots	11th Century AD	13th Century AD
30.	Late Seleucid	3rd Century BC	1st Century BC	89.	Early Hungarian	11th Century AD	14th Century AD
31.	Later Carthaginian	3rd Century BC	2nd Century BC	90.	Early Russians	11th Century AD	13th Century AD
32.	Mid-Republican Rome	3rd Century BC	2nd Century BC	91.	Feudal Aragon	11th Century AD	12th Century AD
33.	Numidian	3rd Century BC	1st Century AD	92.	Feudal Castille	11th Century AD	14th Century AD
34.	Parthian	3rd Century BC	3rd Century AD	93.	Feudal French	11th Century AD	13th Century AD
35.	Pyrrhic	3rd Century BC	3rd Century BC	94.	Feudal Polish	11th Century AD	13th Century AD
36.	Early German	2nd Century BC	3rd Century AD	95.	Feudal Scots	11th Century AD	13th Century AD
37.	Late Jewish	2nd Century BC	1st Century BC	96.	Imperial German	11th Century AD	14th Century AD
38.	Late Ptolemaic	2nd Century BC	1st Century BC	97.	Italo-Norman	11th Century AD	12th Century AD
39.	Late Republican Rome	2nd Century BC	1st Century BC	98.	Kommenan Byzantine	11th Century AD	13th Century AD
40.	Ancient British	1st Century BC	1st Century AD	99.	Seljuk Turk	11th Century AD	14th Century AD
41.	Early Scots Irish	1st Century BC	5th Century AD	100.	Syrians	11th Century AD	13th Century AD
42.	Principate Roman	1st Century BC	3rd Century AD	101.	Ayyubid Egyptian	12th Century AD	13th Century AD
43.	Spartacus	1st Century BC	1st Century BC	102.	Bulgarian	12th Century AD	13th Century AD
44.	Jewish Revolt	1st Century AD	2nd Century AD	103.	Early Anglo-Irish	12th Century AD	14th Century AD
45.	Dominate Roman	3rd Century AD	5th Century AD	104.	Early Lithuanian	12th Century AD	13th Century AD
46.	Early Anglo-Saxon	3rd Century AD	6th Century AD	105.	Early Medieval Irish	12th Century AD	13th Century AD
47.	Early Franks	3rd Century AD	6th Century AD	106.	Early Plantagenet English	12th Century AD	13th Century AD
48.	Early Ostrogoths	3rd Century AD	5th Century AD	107.	Late Crusaders	12th Century AD	13th Century AD
49.	Early Picts	3rd Century AD	5th Century AD	108.	Late Welsh	12th Century AD	13th Century AD
50.	Early Vandals	3rd Century AD	5th Century AD	109.	Serbian	12th Century AD	13th Century AD
51.	Sassanid	3rd Century AD	7th Century AD	110.	Early Teutonic	13th Century AD	13th Century AD
52.	Huns	4th Century AD	6th Century AD	111.	Ilkhanid Mongols	13th Century AD	14th Century AD
53.	Late Moors	4th Century AD	7th Century AD	112.	Late Byzantine	13th Century AD	15th Century AD
54.	Early Byzantine	5th Century AD	6th Century AD	113.	Late Russian	13th Century AD	15th Century AD
55.	Foederate Roman	5th Century AD	5th Century AD	114.	Late Serbian	13th Century AD	15th Century AD
56.	Late Scots Irish	5th Century AD	9th Century AD	115.	Mamluk Egyptian	13th Century AD	15th Century AD
57.	Late Vandals	5th Century AD	6th Century AD	116.	Middle Plantagenet English	13th Century AD	14th Century AD
58.	Late Visigoths	5th Century AD	8th Century AD	117.	Mongols	13th Century AD	13th Century AD
59.	Mid-Franks	5th Century AD	8th Century AD	118.	Post Latin Conquest Byantine	13th Century AD	13th Century AD

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

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	<i>Army</i>	<i>From</i>	<i>To</i>
119.	Swiss	13th Century AD	15th Century AD
120.	Tatars	13th Century AD	15th Century AD
121.	100 Years War English	14th Century AD	15th Century AD
122.	Condotta Italian	14th Century AD	15th Century AD
123.	Early Ottoman Turks	14th Century AD	14th Century AD
124.	Late Anglo-Irish	14th Century AD	15th Century AD
125.	Late Grenada	14th Century AD	15th Century AD
126.	Late Highlanders/Hebrides Scots	14th Century AD	15th Century AD
127.	Late Lithuanian	14th Century AD	15th Century AD
128.	Late Medieval Danish	14th Century AD	15th Century AD
129.	Late Medieval German	14th Century AD	15th Century AD
130.	Late Medieval Scots	14th Century AD	15th Century AD
131.	Late Ottoman Turks	14th Century AD	15th Century AD
132.	Late Polish	14th Century AD	15th Century AD
133.	Late Teutonic Knights	14th Century AD	15th Century AD
134.	Medieval Aragon	14th Century AD	15th Century AD
135.	Medieval Burgundy	14th Century AD	15th Century AD
136.	Medieval French	14th Century AD	15th Century AD
137.	Medieval Irish	14th Century AD	15th Century AD
138.	Mid-Hungarian	14th Century AD	15th Century AD
139.	Hussite	15th Century AD	15th Century AD
140.	Late Hungarian	15th Century AD	15th Century AD
141.	Medieval Welsh	15th Century AD	15th Century AD
142.	Ordonnance Burgundy	15th Century AD	15th Century AD
143.	Ordonnance French	15th Century AD	15th Century AD
144.	Wars of the Roses Yorkist	15th Century AD	15th Century AD
145.	Wars of the Roses Lancastrians	15th Century AD	15th Century AD

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Nubian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	1
		Loot	2		C		-1	15	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Infantry - UD	Foot Melee	3	5	3	-1	21	5-6	63
10	Archers - UD	Foot Missile	3	4	2	-2	12	7-11	120
2	Javelinmen	Foot Skirmish	2	4	2	-2	8	2-4, 12	16
15									199

Late Sumerian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	2
		Colonize	3		A		0	13	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Chariots - UD	Mounted Missile	1	4	2	-1	5	5	5
3	Spearmen	Foot Melee	3	5	3		24	7	72
4	Militia	Foot Melee	4	3	3		24	6, 8	96
2	Archers	Foot Missile	2	4	2	-1	10	2-4	20
1	Slingers	Foot Skirmish	2	4	2	-2	8	9	8
0	Javelinmen	Foot Skirmish	2	4	2	-2	8	10-12	0
11									201

Old/Middle Kingdom Egypt		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	3
		Conquest	3		A		0	12	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Elite Infantry	Foot Melee	4	5	3	0	32	2, 12	64
2	Infantry	Foot Melee	3	4	3	0	21	4, 7	42
2	Conscripts - UD	Foot Melee	3	3	3	-1	15	5-6	30
3	Archers	Foot Missile	3	4	2	-1	15	8-9	45
1	Nubian Archers	Foot Missile	2	4	2	-1	10	3	10
1	Bedouin Slingers	Foot Skirmish	2	4	2	-2	8	11	8
0	Libyan Javelinmen	Foot Skirmish	2	4	2	-2	8	10	0
11									199

Hyksos		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	4
		Conquest	3		A		0	14	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Chariots - Elite	Mounted Missile	1	5	2	1	8	4-5	16
7	Infantry	Foot Melee	3	4	3		21	6-8	147
2	Javelinmen	Foot Skirmish	2	4	2	-2	8	9, 11	16
2	Archers - UD	Foot Missile	2	4	2	-2	8	3-4	16
1	Slingers	Foot Skirmish	2	4	2	-2	8	2, 12	8
14									203

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

New Kingdom Egyptian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	5
		Conquest	3		B		0	16	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
6	Egyptian Chariots - Elite	Mounted Missile	1	5	3	1	9	6, 8	54
2	Canaanite Chariots - UD	Mounted Missile	1	5	2	-1	6	2, 4-5	12
3	Infantry	Foot Melee	3	4	3	0	21	3, 7	63
3	Archers	Foot Missile	3	4	2	-1	15	9-11	45
3	Nubian Archers	Foot Skirmish	2	4	2	-2	8	12	24
17									198

Hittites		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	6
		Conquest	4		B		1	18	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
7	Hittite Chariots	Mounted Missile	1	5	2	0	7	4-6	49
2	Anatolian Chariots - UD	Mounted Missile	1	5	2	-1	6	2-3, 12	12
5	Hittite Spearmen	Foot Melee	3	4	3	0	21	7, 9	105
1	Anatolian Javelinmen	Foot Skirmish	2	4	2	-2	8	8	8
2	Anatolian Archers	Foot Missile	2	4	2	-1	10	11	20
1	Anatolian Slingers	Foot Skirmish	2	4	2	-2	8	10	8
18									202

Middle Assyrian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	7
		Conquest	3		B		1	16	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Heavy Chariots - Shock Terror Dual	Mounted Melee	1	5	3	4	12	3-4	36
5	Light Chariots	Mounted Missile	1	5	2	0	7	6, 8	35
1	Cavalry - Dual	Mounted Melee	2	4	3	2	18	2, 12	18
3	Asharittu - Dual	Foot Melee	3	4	3	1	24	7	72
1	Hupshu - UD Dual	Foot Melee	3	4	3	0	21	5	21
2	Tribal Archers - UD	Foot Missile	2	3	2	-2	6	9	12
1	Tribal Slingers	Foot Skirmish	2	3	2	-2	6	10	6
1	Tribal Javelinmen	Foot Skirmish	2	3	2	-2	6	11	6
17									206

Sea Peoples		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	8
		Conquest	3		A		0	12	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Chariots	Mounted Missile	1	5	2	0	7	2-3, 12	14
2	Elite Swordsmen - UD Elite	Foot Melee	3	5	4	0	27	4-5	54
6	Swordsmen - UD	Foot Melee	3	4	3	-1	18	6-9	108
3	Javelinmen	Foot Skirmish	2	4	2	-2	8	10-11	24
13									200



## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Trojan		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	9
		Colonize	3		A		0	14	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
5	Chariots - Shock Terror CW	Mounted Melee	1	5	2	4	11	5-7	55
3	Spearmen - UD	Foot Melee	3	4	4	-1	21	8-9	63
3	Light Spearmen - UD	Foot Melee	3	4	3	-1	18	3-4, 10	54
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	11	8
1	Archers - UD	Foot Missile	2	4	2	-2	8	2	8
1	Slingers	Foot Skirmish	2	4	2	-2	8	12	8
14									196

Philistines		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	10
		Loot	3		A		0	14	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
4	Chariots	Mounted Missile	1	5	2	0	7	5, 9	28
1	Elite Spearmen	Foot Melee	4	5	4	0	36	2, 12	36
6	Spearmen - UD	Foot Melee	3	4	3	-1	18	6-8	108
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	4	8
1	Archers	Foot Missile	2	4	2	-1	10	3, 11	10
1	Slingers	Foot Skirmish	2	4	2	-2	8	10	8
14									198

Neo-Hittites		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	11
		Conquest	3		B		1	15	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Heavy Chariots - Shock Terror Dual	Mounted Melee	1	5	3	4	12	3-4	24
4	Light Chariot	Mounted Missile	1	5	2	0	7	5-6	28
1	Guard Spearmen	Foot Melee	4	5	3	0	32	2	32
2	Spearmen	Foot Melee	3	4	3	0	21	10-11	42
3	Aramaeans - UD	Foot Melee	3	4	3	-1	18	7, 9	54
1	Archers - UD	Foot Missile	2	4	2	-2	8	12	8
2	Slingers	Foot Skirmish	2	4	2	-2	8	8	16
15									204

Late Hebrews		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	12
		Loot	2		A		0	12	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
4	Chariots	Mounted Missile	1	5	2	0	7	4-5	28
1	Gibborim - CW	Foot Melee	3	5	4	1	30	2, 9	30
4	Spearmen - UD	Foot Melee	3	4	3	-1	18	6-7, 11	72
2	Mercenaries - UD	Foot Melee	3	4	3	0	21	8, 12	42
2	Archers	Foot Missile	2	4	2	-1	10	10	20
1	Slingers	Foot Skirmish	2	4	2	-2	8	3	8
14									200

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Median		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	13
		Conquest	3		A		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Cavalry - UD	Mounted Melee	3	5	4	0	27	3, 5-6	54
2	Light Horse	Mounted Skirmish	2	4	2	-1	10	8-9, 11	20
6	Spearmen - UD Dual	Foot Melee	3	4	3	0	21	2, 4, 7, 10, 12	126
10									200

Neo-Assyrian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	14
		Conquest	4		B		1	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
4	Chariots- Shock Terror Dual	Mounted Melee	1	5	4	4	13	5-6	52
1	Cavalry - Dual	Mounted Melee	3	5	4	2	33	4, 10	33
1	Heavy Spearmen- Dual	Foot Melee	4	4	3	1	32	8-9	32
3	Medium Spearmen - Dual	Foot Melee	3	4	3	1	24	3, 7	72
1	Tribal Archers	Foot Skirmish	2	3	2	-2	6	11	6
1	Tribal Slingers	Foot Skirmish	2	3	2	-2	6	2, 12	6
11									201

Athenian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	15
		Colonize	4		A		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
4	Hoplites	Foot Melee	4	4	3	0	28	6-8	112
1	Elite Hoplites	Foot Melee	4	5	3	0	32	2, 12	32
1	Cavalry	Mounted Melee	3	4	4	1	27	5	27
2	Peltasts	Foot Skirmish	2	4	2	-2	8	4	16
2	Javelinmen	Foot Skirmish	2	3	2	-2	6	3, 9	12
0	Slingers	Foot Skirmish	2	4	2	-2	8	10-11	0
10									199

Late Dynastic Egyptian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	16
		Conquest	2		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Chariots - Shock Dual Terror	Mounted Melee	1	5	3	4	12	4-5	36
1	Cavalry	Mounted Skirmish	2	4	2	-1	10	4	10
2	Mercenary Hoplites	Foot Melee	4	4	4	0	32	6, 8	64
2	Spearmen	Foot Melee	4	4	3	0	28	7, 9	56
2	Archers	Foot Missile	3	4	2	-1	15	3	30
1	Nubian Archers	Foot Skirmish	2	5	2	-2	10	11	10
0	Javelinmen	Foot Skirmish	2	4	2	-2	8	2, 12	0
11									206

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Neo-Babylonian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	17
		Conquest	3		B		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
4	Chariots- Shock Terror Dual	Mounted Melee	1	5	3	4	12	5, 9	48
1	Cavalry	Mounted Melee	3	4	2	1	21	2, 4	21
1	Mercenary Horse	Mounted Skirmish	2	4	2	-1	10	7	10
1	Guard	Foot Melee	4	5	4	0	36	11-12	36
1	Mercenary Hoplites	Foot Melee	4	4	4	0	32	4	32
3	Archers	Foot Missile	3	4	3	-1	18	3, 6, 8	54
11									201

Spartan		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	18
		Conquest	4		A		1	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Citizen Hoplites - Elite Fanatic	Foot Melee	4	5	3	2	40	3, 7	80
3	Perioikoi Hoplites	Foot Melee	4	4	3	0	28	3, 6, 8	84
1	Cavalry	Mounted Melee	3	4	4	1	27	5	27
1	Peltasts	Foot Skirmish	2	4	2	-2	8	4, 10	8
0	Slingers	Foot Skirmish	2	4	2	-2	8	9	0
0	Helots - UD	Foot Melee	3	3	2	-1	12	2, 12	0
7									199

Classical Indian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	19
		Colonize	3		C		0	15	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
4	Elephants - UD Terror	Foot Melee	1	4	4	0	8	4-5	32
1	Heavy Chariots - Shock Dual Terror	Mounted Melee	1	5	3	4	12	10	12
1	Cavalry - UD	Mounted Melee	3	4	2	0	18	9	18
5	Archers - UD	Foot Missile	3	4	2	-2	12	3, 6, 8	60
3	Javelinmen – UD Dual	Foot Melee	3	4	3		21	7	63
1	Infantry - UD	Foot Melee	3	3	2	-1	12	2, 12	12
0	Light Chariots	Mounted Missile	1	5	2	0	7	3	0
15									197

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Early Achaemenid Persian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	20
		Conquest	3		A		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Persian & Median Cavalry - UD	Mounted Melee	3	5	4	0	27	7	54
1	Saka Cavalry - UD	Mounted Missile	2	4	2	-1	10	9	10
1	Immortals - Dual	Foot Melee	3	5	4	1	30	2, 12	30
2	Persian & Median Foot - UD Dual	Foot Melee	3	4	3	0	21	5-6, 8	42
1	Bactrian & Saka Foot - UD Dual	Foot Melee	3	3	2	0	15	3, 11	15
2	Boiotian Hoplites - UD	Foot Melee	4	4	4	-1	28	4	56
0	Chariots - UD	Mounted Missile	1	5	2	-1	6	10	0
9									207

Early Carthaginian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	21
		Conquest	3		A		0	13	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Chariots - Shock, Dual Terror	Mounted Melee	1	5	3	4	12	4-5	24
2	Numidian Cavalry	Mounted Skirmish	2	4	2	-1	10	9	20
1	Sacred Band - Elite	Foot Melee	4	5	4	1	40	-	40
3	African Spearmen - UD	Foot Melee	4	4	3	-1	24	7, 10	72
1	Spanish Scutarii - UD	Foot Melee	3	4	3	-1	18	6	18
1	Ligurian Infantry - UD	Foot Melee	3	4	3	-1	18	8	18
1	Numidian Javelinmen	Foot Skirmish	2	4	2	-2	8	2-3, 11-12	8
11									200

Skythian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	22
		Loot	2		B		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Armored Cavalry - UD Shock	Mounted Melee	4	5	5	1	44	3-4, 11	88
2	Cavalry - UD Dual	Mounted Melee	3	4	2	1	21	5, 9	42
3	Unarmored Cavalry	Mounted Skirmish	2	4	2	-1	10	6-7	30
3	Archers - UD	Foot Missile	2	3	2	-2	6	8	18
2	Spearmen - UD	Foot Melee	3	3	3	-1	15	4	30
0	Slingers	Foot Skirmish	2	3	2	-2	6	2, 12	0
12									208

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Late Achaemenid Persian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	23
		Conquest	3		B		-1	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Bactrian and Saka Cavalry - UD Dual	Mounted Melee	3	5	4	1	30	4	60
1	Persian and Median Cavalry - UD CW	Mounted Melee	3	4	4	1	27	5	27
2	Light Horse	Mounted Skirmish	2	4	2	-1	10	10	20
2	Mercenary Hoplites	Foot Melee	4	4	3	0	28	7	56
1	Crescent Shield Spearmen - UD	Foot Melee	3	4	3	-1	18	8	18
1	Archers	Foot Skirmish	2	4	2	-2	8	6	8
1	Slingers	Foot Skirmish	2	4	2	-2	8	9	8
0	Guard Infantry - Elite	Foot Melee	4	5	3	1	36	2, 12	0
0	Scythed Chariots - UD Shock Terror	Mounted Melee	1	4	2	2	8	3	0
0	Elephants - UD Terror	Foot Melee	1	4	3	0	7	11	0
10									197

Syracusan		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	24
		Colonize	3		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Greek Cavalry - UD CW	Mounted Melee	3	5	4	1	30	5	30
2	Hoplites - UD	Foot Melee	4	4	3	-1	24	6, 9	48
2	Mercenary Hoplites	Foot Melee	4	4	3	0	28	7	56
1	Mercenary Thurophoroi	Foot Melee	3	4	3	0	21	8, 12	21
1	Spanish Scutarii - UD	Foot Melee	3	4	3	-1	18	3-4	18
2	Slingers	Foot Skirmish	2	4	2	-2	8	10	16
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	2-3	8
10									197

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Alexandrian Macedonian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	25
		Conquest	4		A		2	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Companion Cavalry - Shock Elite	Mounted Melee	3	6	4	3	39	-	39
0	Thessalian Cavalry	Mounted Melee	3	5	4	1	30	5	0
1	Thracian Horse	Mounted Skirmish	2	4	2	-1	10	8	10
1	Hypaspists	Foot Melee	4	5	3	0	32	4, 10	32
3	Phalanx - Pikes	Foot Melee	4	4	3	1	32	7, 9	96
1	Mercenary Hoplites	Foot Melee	3	4	3	0	21	6	21
1	Javelinmen	Foot Skirmish	2	5	2	-2	10	2	10
0	Rhodian Slingers	Foot Skirmish	2	4	2	-2	8	12	0
0	Cretan Archers Elite	Foot Skirmish	2	5	2	-1	12	3	0
0	Archers	Foot Skirmish	2	4	2	-2	8	11	0
8									208

Early Successor		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	26
		Conquest	3		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
0	Xystophoroi - Shock	Mounted Melee	3	5	4	2	33	6	0
1	Thracian Heavy Cavalry - UD	Mounted Melee	3	5	4	0	27	4	27
1	Thracian Light Horse	Mounted Skirmish	2	4	2	-1	10	5	10
3	Phalangites - Pikes	Foot Melee	4	4	3	1	32	7-8	96
2	Hoplites - UD	Foot Melee	4	4	3	-1	24	10	48
1	Thracian Foot - UD	Foot Melee	3	4	3	-1	18	9	18
0	Archers - UD	Foot Missile	2	4	2	-2	8	3	0
1	Slingers	Foot Skirmish	2	4	2	-2	8	11	8
0	Elephants - UD Terror	Foot Melee	1	4	3	0	7	2, 12	0
9									207

Gallic		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	27
		Loot	2		A		-1	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
5	Warriors - UD Frenzy	Foot Melee	4	4	3	0	28	5-9	140
1	Heavy Cavalry - UD	Mounted Melee	3	5	4	0	27	10, 12	27
1	Cavalry - UD	Mounted Melee	3	5	3	0	24	3-4	24
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	2, 11	8
8									199



## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Late Greek		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	28
		Colonize	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Heavy Cavalry - Shock	Mounted Melee	3	5	4	2	33	4	33
1	Light Cavalry	Mounted Skirmish	2	4	2	-1	10	10	10
3	Pikemen - Pikes	Foot Melee	4	4	3	1	32	7-8, 12	96
1	Thorakitai	Foot Melee	3	4	4	0	24	6, 11	24
1	Thureophoroi	Foot Melee	3	4	3	0	21	2-3, 5	21
2	Slingers	Foot Skirmish	2	4	2	-2	8	9	16
9									200

Late Macedonian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	29
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Macedonian Cavalry	Mounted Melee	3	5	4	1	30	9	30
0	Illyrian Cavalry	Mounted Skirmish	2	4	2	-1	10	5	0
1	Agema Pikemen - Elite Pike	Foot Melee	4	5	3	2	40	7	40
2	Chalkaspides Pikemen - Pike	Foot Melee	4	5	3	1	36	6, 8	72
1	Thureophoroi	Foot Melee	3	4	3	0	21	2-3	21
1	Illyrian Foot - UD	Foot Melee	3	4	3	-1	18	11-12	18
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	4	8
1	Cretan Archers Elite	Foot Skirmish	2	5	2	-1	12	10	12
8									201

Late Seleucid		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	30
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Cataphracts - Shock	Mounted Melee	4	5	5	2	48	7	48
1	Horse Archers	Mounted Skirmish	2	4	2	-1	10	9	10
1	Elephants - UD Terror	Foot Melee	1	4	3	0	7	3, 11	7
1	Argyrasopides - Pike	Foot Melee	4	5	3	1	36	5	36
2	Phalanx - Pike	Foot Melee	4	4	3	1	32	6, 8	64
1	Thureophoroi	Foot Melee	3	4	3	0	21	4	21
1	Archers	Foot Missile	2	3	2	-1	8	10	8
1	Slingers	Foot Skirmish	2	3	2	-2	6	2, 12	6
9									200

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Late Carthaginian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	31
		Conquest	3		A		2	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Gallic Cavalry - UD	Mounted Melee	3	5	3	0	24	4	24
1	Spanish Cavalry - UD	Mounted Melee	3	5	3	0	24	2	24
2	Numidian Cavalry	Mounted Skirmish	2	4	2	-1	10	6	20
1	Elephants - UD Terror	Foot Melee	1	4	3	0	7	5	7
2	African Spearman	Foot Melee	4	4	3	0	28	7, 9	56
2	Gallic Warriors - UD Frenzy	Foot Melee	4	4	3	0	28	3, 8	56
0	Spanish Scutarii - UD	Foot Melee	3	4	3	-1	18	11	0
1	Numidian Javelinmen	Foot Skirmish	2	4	2	-2	8	12	8
1	Balearic Slingers	Foot Skirmish	2	5	2	-2	10	10	10
11									205

Mid-Republican Roman		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	32
		Conquest	4		A		1	6	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Hastati - CW	Foot Melee	4	5	4	1	40	5-6, 12	40
1	Principes - CW	Foot Melee	4	5	4	1	40	2, 8-9	40
1	Triarii - Elite	Foot Melee	4	5	4	1	40	3, 7	40
2	Velites	Foot Skirmish	2	4	2	-2	8	4	16
2	Cavalry -UD	Mounted Melee	3	4	4	0	24	3	48
1	Allied Foot	Foot Melee	3	4	3	0	21	10	21
8									205

Numidian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	33
		Loot	2		B		0	13	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
0	Gallic Guard - UD	Mounted Melee	3	5	3	0	24	4	0
5	Cavalry	Mounted Skirmish	2	4	2	-1	10	5, 7-8	50
3	Javelinmen	Foot Skirmish	2	4	2	-2	8	9-10	24
4	Legionaries	Foot Melee	4	4	3	0	28	3, 6, 11	112
2	Elephants - UD Terror	Foot Melee	1	4	3	0	7	2, 12	14
14									200

Parthians		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	34
		Conquest	3		B		1	12	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Cataphracts - UD Shock	Mounted Melee	3	5	5	1	33	2, 5-6, 12	99
10	Horse Archers	Mounted Skirmish	2	4	2	-1	10	3-4, 7-11	100
13									199

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Pyrrhic Greek		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	35
		Conquest	2		A		2	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
0	Xystophoroi - Shock	Mounted Melee	3	5	4	2	33	5	0
1	Heavy Cavalry	Mounted Melee	3	4	4	1	27	4	27
1	Tarantine Light Horse	Mounted Skirmish	2	4	2	-1	10	10	10
1	Elephants - UD Terror	Foot Melee	1	4	3	0	7	3, 11	7
3	Phalanx - Pikes	Foot Melee	4	4	3	1	32	6, 8	96
2	Tarantine Phalanx - Pikes	Foot Melee	4	3	3	1	28	7	56
0	Samnite Javelinmen - CW	Foot Melee	3	4	3	1	24	9	0
1	Slingers	Foot Skirmish	2	4	2	-2	8	2, 12	8
9									204

Early German		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	36
		Loot	3		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Cavalry - UD	Mounted Melee	3	5	3	-1	21	3-4	21
6	Warriors - UD	Foot Melee	4	4	3	0	24	5-8	144
4	Javelinmen	Foot Skirmish	2	4	2	-2	8	9-11	32
1	Archers	Foot Skirmish	2	4	2	-2	8	2, 12	8
12									205

Late Jewish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	37
		Religious	4		A		0	13	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Army Cavalry - Shock	Mounted Melee	3	5	4	2	33	3	33
1	Phalanx Cavalry	Mounted Skirmish	2	4	2	-1	10	5	10
6	Phalanx Foot	Foot Melee	3	4	3	0	21	6-8	126
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	9	8
1	Archers	Foot Skirmish	2	4	2	-2	8	4, 10-11	8
2	Slingers	Foot Skirmish	2	4	2	-2	8	2, 12	16
12									201

Late Ptolemaic		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	38
		Conquest	3		A		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Xystophoroi - Shock	Mounted Melee	3	4	4	2	30	4-5	30
1	Light Cavalry	Mounted Skirmish	2	4	2	-1	10	11	10
3	Macedonian Phalangites - Pikes	Foot Melee	4	4	3	1	32	6-8	96
1	Legionaries	Foot Melee	4	4	4	0	32	9-10	32
2	Elephants - UD Terror	Foot Melee	1	4	3	0	7	12	14
2	Slingers	Foot Skirmish	2	4	2	-2	8	2-3	16
10									198

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Late Republican Roman		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	39
		Conquest	4		A		1	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Legionaries - Elite CW	Foot Melee	4	5	4	2	44	6-8	132
1	Heavy Cavalry - UD	Mounted Melee	3	5	4	0	27	4-5	27
2	Light Cavalry	Mounted Skirmish	2	4	2	-1	10	9-10	20
1	Illyrian Foot - UD	Foot Melee	3	4	3	-1	18	3	18
1	Slingers	Foot Skirmish	2	4	2	-2	8	11	8
0	Spanish Scutarii	Foot Melee	3	4	3	0	21	2, 12	0
8									205

Ancient British		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	40
		Loot	2		B		-1	15	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
5	Chariots - UD CW	Mounted Melee	1	4	2	1	7	5-6	35
2	Cavalry	Mounted Skirmish	2	4	2	-1	10	9-10	20
6	Warriors - UD Frenzy	Foot Melee	3	4	3	0	21	3-4, 7-8	126
3	Slingers	Foot Skirmish	2	4	2	-2	8	2, 11-12	24
16									205

Early Scots Irish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	41
		Loot	2		B		-1	17	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
7	Chariots - UD CW	Mounted Melee	1	4	2	1	7	5-7	49
7	Warriors - UD	Foot Melee	3	4	3	-1	18	4, 8-10	126
3	Javelinmen	Foot Skirmish	2	4	2	-2	8	2-3, 11-12	24
17									199

Principate Roman		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	42
		Conquest	4		A		1	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Legionaries - Elite	Foot Melee	4	5	4	1	40	5-7	120
1	Lancarii - CW	Foot Melee	3	5	4	1	30	9	30
1	Auxiliary Foot - CW	Foot Melee	3	4	4	1	27	4, 8	27
0	Auxiliary Cavalry	Mounted Melee	3	4	4	1	27	10	0
1	Equites	Mounted Skirmish	2	4	2	-1	10	3, 3	10
1	Slingers	Foot Skirmish	2	4	2	-2	8	2	8
0	Archers	Foot Missile	3	4	2	-1	15	12	0
7									195

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Spartacus		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	43
		Loot	2		A		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
0	Cavalry - UD	Mounted Melee	3	4	3	0	21	5	0
1	Gladiators - UD	Foot Melee	4	5	4	-1	32	9	32
2	Equipped Slaves - UD	Foot Melee	4	4	4	-1	28	8	56
2	Slaves- UD	Foot Melee	4	4	3	-1	24	4, 10	48
4	Mob - UD	Foot Melee	3	3	2	-1	12	6-7	48
1	Javelinmen	Foot Skirmish	2	3	2	-2	6	2-3	6
1	Slingers	Foot Skirmish	2	3	2	-2	6	11-12	6
11									196

Jewish Revolt		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	44
		Religious	4		A		-1	14	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
5	Zealot Warriors - UD Fanatic	Foot Melee	3	5	3	0	24	5-7	120
2	Zealot Archers - Fanatic	Foot Skirmish	2	5	2	-1	12	9-10	24
0	Archers	Foot Skirmish	2	4	2	-2	8	8	0
1	Slingers	Foot Skirmish	2	4	2	-2	8	12	8
3	Mob - UD Fanatic	Foot Melee	3	3	2	0	15	2-4, 11	45
11									197

Dominate Roman		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	45
		Conquest	3		A		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Legionaries - CW	Foot Melee	4	4	4	1	36	6-8	108
2	Auxiliaries - CW	Foot Melee	3	5	3	1	27	4-5	54
0	Cataphracts - Shock	Mounted Melee	3	5	5	2	36	3	0
1	Equites	Mounted Melee	3	4	4	1	27	9	27
1	Light Equites	Mounted Skirmish	2	4	2	-1	10	2, 10	10
0	Hun Mercenaries - Dual	Mounted Melee	2	5	2	2	18	11	0
1	Slingers	Foot Skirmish	2	3	2	-2	6	12	6
8									205

Early Anglo-Saxon		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	46
		Loot	2		A		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Nobles - UD	Foot Melee	4	5	3	-1	28	2-4	56
7	Warriors - UD	Foot Melee	3	4	3	-1	18	5-9	126
2	Archers	Foot Skirmish	2	3	2	-2	6	11-12	12
1	Javelinmen	Foot Skirmish	2	3	2	-2	6	10	6
12									200

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Early Franks		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	47
		Loot	3		A		0	12	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Cavalry - UD	Mounted Melee	3	5	3	0	24	2-4	24
8	Warriors - UD	Foot Melee	3	4	3	-1	18	6-9	144
4	Archers	Foot Skirmish	2	4	2	-2	8	4-5	32
0	Javelinmen	Foot Skirmish	2	4	2	-2	8	11-12	0
13									200

Early Ostrogoths		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	48
		Loot	3		C		0	12	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Heavy Cavalry - UD Shock	Mounted Melee	3	5	4	1	30	2-4	30
4	Cavalry - UD Shock	Mounted Melee	3	5	3	1	27	5-6	108
8	Archers	Foot Skirmish	2	4	2	-2	8	7-9	64
0	Javelinmen	Foot Skirmish	2	4	2	-2	8	10-12	0
13									202

Early Picts		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	49
		Loot	2		A		0	13	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Chariots - UD CW	Mounted Melee	1	4	2	1	7	8-9	21
2	Cavalry	Mounted Skirmish	2	4	2	-1	10	10	20
6	Spearmen - UD Frenzy	Foot Melee	3	4	2	0	18	2, 6-7	108
1	Warriors - UD Frenzy	Foot Melee	3	5	3	0	24	3-5	24
3	Archers	Foot Skirmish	2	4	2	-2	8	11	24
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	12	8
16									205

Early Vandals		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	50
		Loot	3		A		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Vandal Cavalry - UD Shock	Mounted Melee	3	5	3	1	27	5, 9	27
1	Alan Cavalry	Mounted Skirmish	2	4	2	-1	10	12	10
8	Warriors - UD	Foot Melee	3	4	3	-1	18	6-8	144
2	Archers	Foot Skirmish	2	4	2	-2	8	2-4, 11	16
0	Hun Cavalry – Dual	Mounted Melee	3	5	2	2	27	10	0
12									197



## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Sassanid		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	51
		Conquest	3		B		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Cataphracts - UD Shock	Mounted Melee	3	5	5	1	33	5	33
3	Heavy Cavalry - UD Dual	Mounted Melee	3	5	4	1	30	6-7	90
1	Horse Archers	Mounted Skirmish	2	4	2	-1	10	9	10
2	Elephants - UD Terror	Foot Melee	1	4	2	0	6	10	12
1	Archers	Foot Skirmish	2	4	2	-2	8	12	8
1	Slingers	Foot Skirmish	2	4	2	-2	8	11	8
3	Conscript Spearmen - UD	Foot Melee	3	3	3	-1	15	2-4, 8	45
12									206

Huns		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	52
		Conquest	4		B		1	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Nobles - Dual	Mounted Melee	3	5	4	2	33	2-3, 11-12	33
6	Cavalry - Dual	Mounted Melee	3	5	2	2	27	5-10	162
0	Allied Cavalry - Dual	Mounted Melee	3	4	3	2	27	4	0
7									195

Late Moors		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	53
		Conquest	3		C		0	20	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
8	Cavalry	Mounted Skirmish	2	4	2	-1	10		80
7	Javelinmen	Foot Skirmish	2	4	2	-2	8		56
1	Archers - UD	Foot Missile	2	4	2	-2	8		8
1	Slingers	Foot Skirmish	2	4	2	-2	8		8
4	Tribesmen - UD	Foot Melee	3	3	2	-1	12		48
21									200

Early Byzantines		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	54
		Conquest	2		B		1	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Bucellarii - Shock Dual	Mounted Melee	3	5	4	3	36	4-5	72
1	Roman Cavalry - Dual	Mounted Melee	3	4	4	2	30	9-10	30
1	Moorish Cavalry	Mounted Skirmish	2	4	2	-1	10	2-3, 12	10
1	Hun Cavalry - Dual	Mounted Melee	2	4	2	2	16	8	16
3	Legionaries - Dual	Foot Melee	3	4	3	1	24	6-7, 11	72
8									200

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Foederate Roman		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	55
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Equites - Dual	Mounted Melee	3	5	4	2	33	5, 11	33
1	Light Equites	Mounted Skirmish	2	4	2	-1	10	4	10
0	Hun Mercenaries - UD Dual	Mounted Melee	2	4	2	1	14	10	0
2	Infantry - UD	Foot Melee	4	4	3	-1	24	6, 8	48
2	Legionaries - CW	Foot Melee	4	4	3	1	32	7	64
2	Auxiliaries - CW	Foot Melee	3	4	3	1	24	9, 12	48
0	Slingers	Foot Skirmish	2	3	2	-2	6	2-3	0
8									203

Late Scots Irish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	56
		Conquest	3		A		-1	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
8	Warriors - UD Frenzy	Foot Melee	3	4	3	0	21	5-9	168
2	Javelinmen	Foot Skirmish	2	4	2	-2	8	3, 11	16
0	Diberga - UD Frenzy	Foot Melee	3	5	2	0	21	4, 10	0
2	Slingers	Foot Skirmish	2	4	2	-2	8	2, 12	16
12									200

Late Vandals		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	57
		Loot	3		B		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
6	Vandal Cavalry - UD Shock	Mounted Melee	3	5	4	1	30	3-8	180
2	Moorish Cavalry - UD Dual	Mounted Melee	2	4	2	1	14	11-12	28
0	Moorish Slingers	Foot Skirmish	2	4	2	-2	8	10	0
0	Moorish Tribesmen - UD	Foot Melee	3	3	2	-1	12	2, 9	0
8									208

Late Visigoths		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	58
		Loot	3		A		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Bucellarii - UD Shock	Mounted Melee	3	5	4	1	30	6	30
1	Gardingi - UD	Mounted Melee	3	5	3	0	24	8	24
1	Basque Cavalry	Mounted Skirmish	2	4	2	-1	10	5	10
5	Spearmen - UD	Foot Melee	4	4	3	-1	24	7, 9, 10	120
2	Archers	Foot Skirmish	2	4	2	-2	8	2-4	16
0	Slingers	Foot Skirmish	2	4	2	-2	8	11-12	0
10									200

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Mid-Franks		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	59
		Colonize	3		A		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Heavy Cavalry - UD	Mounted Melee	3	5	4	0	27	4-5	27
2	Medium Cavalry - UD	Mounted Melee	3	5	3	0	24	9	48
3	Warriors - UD	Foot Melee	4	4	3	-1	24	6, 8	72
3	Gallic Spearmen - UD	Foot Melee	3	4	3	-1	18	7, 10	54
0	Archers - UD	Foot Missile	2	4	2	-2	8	2-3	0
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	11-12	8
10									209

Ostrogoths		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	60
		Loot	3		A		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Cavalry - UD Shock	Mounted Melee	3	5	4	1	30	3-5	90
1	Hun Cavalry - UD Dual	Mounted Melee	2	4	2	1	14	8	14
3	Spearmen - UD	Foot Melee	4	4	3	-1	24	2, 7	72
2	Archers	Foot Skirmish	2	4	2	-2	8	6, 9	16
1	Conscripts - UD	Foot Melee	3	3	2	-1	12	10-12	12
10									204

Late Picts		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	61
		Loot	2		A		0	12	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
0	Cavalry - UD	Mounted Melee	3	4	3	0	21	2	0
1	Light Cavalry	Mounted Skirmish	2	4	2	-1	10	3	10
2	Spearmen - UD Frenzy	Foot Melee	3	4	3	0	21	7, 9, 11-12	42
7	Light Spearmen - UD Frenzy	Foot Melee	3	4	2	0	18	5-6, 8	126
1	Archers	Foot Skirmish	2	4	2	-2	8	4	8
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	10	8
12									196

Lombards		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	62
		Loot	3		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Heavy Cavalry - UD Shock	Mounted Melee	3	5	4	1	30	4-6	60
2	Light Cavalry - UD Shock	Mounted Melee	3	4	2	1	21	8-10	42
2	Archers - UD	Foot Missile	3	4	2	-2	12	3, 11	24
5	Militia - UD	Foot Melee	3	3	3	-1	15	2, 7, 12	75
11									201

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Maurikian Byzantine		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	63
		Conquest	3		A		0	6	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Heavy Cavalry - Shock Dual Elite	Mounted Melee	3	5	4	4	39	4, 6	39
1	Medium Cavalry - Dual	Mounted Melee	3	4	4	2	30	8, 10	30
1	Koursoures - Dual	Mounted Melee	3	5	4	2	33	3, 11	33
3	Skoutatoi - Dual	Foot Melee	4	4	3	1	32	5, 7, 9	96
1	Archers	Foot Missile	2	4	2	-1	10	2, 12	10
7									208

Anglo-Saxons		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	64
		Loot	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Hirdsmen - UD Frenzy	Foot Melee	4	5	4	0	36	4-5	72
2	Quality Fyrd - UD Frenzy	Foot Melee	4	4	3	0	28	6-7, 9	56
2	Weak Fyrd - UD Frenzy	Foot Melee	4	3	3	0	24	8, 10, 12	48
1	Slingers	Foot Skirmish	2	4	2	-2	8	3	8
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	11	8
1	Archers	Foot Missile	2	4	2	-1	10	2	10
9									202

Arab Expansion		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	65
		Religious	3		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Jund Cavalry - UD Shock Frenzy	Mounted Melee	3	4	3	2	27	5	54
1	Persian Cavalry - Dual	Mounted Melee	3	5	4	2	33	9	33
1	Bedouin Cavalry - UD Shock Frenzy	Mounted Melee	2	4	2	2	16	2-3	16
3	Warriors - UD Frenzy	Foot Melee	3	5	3	0	24	6-8	72
2	Archers	Foot Skirmish	2	5	2	-2	10	10-12	20
1	Slingers	Foot Skirmish	2	5	2	-2	10	4	10
10									205

Thematic Byzantine		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	66
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Thematic Cavalry - Shock Dual	Mounted Melee	3	4	4	3	33	5-6	66
1	Koursoures - Dual	Mounted Melee	3	4	3	2	27	9, 11	27
1	Mercenaries	Mounted Skirmish	2	4	2	-1	10	2-4	10
3	Skoutatoi - Dual	Foot Melee	4	3	3	1	28	7-8	84
1	Archers	Foot Missile	2	4	2	-1	10	10	10
1	Slingers	Foot Skirmish	2	3	2	-2	6	12	6
9									203

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Umayyad Arabs		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	67
		Conquest	3		B		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Jund Cavalry - Shock	Mounted Melee	3	5	4	2	33	4, 6, 10	66
1	Bedouin Cavalry - UD Shock Frenzy	Mounted Melee	2	4	2	2	16	2-3	16
0	Khurasanian Horse	Mounted Skirmish	2	4	2	-1	10	5, 11	0
4	Spearmen- Dual Frenzy	Foot Melee	3	4	3	2	27	7-9	108
1	Archers	Foot Missile	2	4	2	-1	10	12	10
8									200

Abbasid Arabs		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	68
		Conquest	3		A		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Turkish Ghilman - Dual Frenzy	Mounted Melee	3	5	4	3	36	2, 5-6	72
1	Bedouin Cavalry - UD Shock Frenzy	Mounted Melee	2	4	2	2	16	10, 12	16
4	Slave Infantry - Dual Frenzy	Foot Melee	3	4	3	2	27	7-9	108
1	Archers - UD	Foot Missile	2	4	2	-2	8	3	8
0	Dailami - Frenzy	Foot Melee	3	5	3	1	27	4	0
0	Militia - UD	Foot Melee	3	3	2	-1	12	11	0
8									204

Andalusian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	69
		Colonize	3		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Jund Cavalry - Shock	Mounted Melee	3	5	4	2	33	4-5	33
3	Andalusian Cavalry	Mounted Skirmish	2	4	2	-1	10	2-3, 6	30
1	Black Guard	Foot Melee	4	5	3	0	32	12	32
0	Silent Ones	Foot Melee	4	5	3	0	32	11	0
3	Spearmen	Foot Melee	4	4	3	0	28	7-8	84
2	Archers	Foot Skirmish	2	4	2	-2	8	9	16
1	Slings	Foot Skirmish	2	3	2	-2	6	10	6
11									201

Early Navarre		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	70
		Religious	3		B		0	13	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
4	Nobles - UD Shock	Mounted Melee	3	5	4	1	30	9-10	120
3	Basques	Mounted Skirmish	2	4	2	-1	10	3, 6	30
2	Archers	Foot Skirmish	2	4	2	-2	8	8	16
5	Javelinmen	Foot Skirmish	2	4	2	-2	8	2, 7, 11-12	40
0	Spearmen - UD	Foot Melee	4	4	3	-1	24	4-5	0
14									206

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Late Franks		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	71
		Conquest	3		B		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Imperial Cavalry - Shock	Mounted Melee	3	5	4	2	33	7, 12	33
1	West Frankish Cavalry - UD Shock	Mounted Melee	3	5	4	1	30	5	30
2	East Frankish Cavalry - UD	Mounted Melee	3	5	3	0	24	6, 11	48
1	Gascon Cavalry	Mounted Skirmish	2	4	2	-1	10	9	10
3	Spearmen - UD	Foot Melee	4	4	3	-1	24	4, 8, 10	72
1	Archers	Foot Skirmish	2	4	2	-2	8	2-3	8
9									201

Vikings		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	72
		Loot	4		A		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Huscarls - UD Fanatic Frenzy	Foot Melee	4	5	4	1	40	6, 8, 11	80
3	Freemen - UD Frenzy	Foot Melee	4	4	3		28	7, 9-10, 12	84
1	Irish - UD Frenzy	Foot Melee	3	4	2		18	5	18
1	Archers	Foot Skirmish	2	4	2	-2	8	4	8
1	Thralls - UD	Foot Melee	3	3	2	-1	12	2-3	12
8									202

Early Medieval French		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	73
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Frankish Cavalry - UD Shock Frenzy	Mounted Melee	3	5	4	2	33	5-7	99
3	Spearmen - UD	Foot Melee	4	4	3	-1	24	8-10	72
2	Archers	Foot Skirmish	2	4	2	-2	8	2-4	16
1	Crossbowmen	Foot Skirmish	2	4	2	-2	8	11-12	8
9									195

Early Medieval Germans		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	74
		Conquest	3		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Cavalry- UD Shock	Mounted Melee	3	5	4	1	30	8, 10	60
1	Thuringian Cavalry - UD	Mounted Melee	3	4	4	0	24	5, 11	24
4	Spearmen - UD	Foot Melee	4	4	3	-1	24	4, 6-7	96
1	Archers	Foot Skirmish	2	4	2	-2	8	9	8
1	Peasants - UD	Foot Melee	3	3	2	-1	12	2-3, 12	12
9									200



## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Early Scots		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	75
		Loot	3		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Medium Cavalry - UD	Mounted Melee	3	4	4	0	24	3	24
1	Light Cavalry	Mounted Skirmish	2	4	2	-1	10	11	10
1	Thanes - UD Frenzy	Foot Melee	4	5	4	0	36	5-6	36
7	Spearmen - UD	Foot Melee	3	4	3	-1	18	4, 7-10	126
1	Archers	Foot Skirmish	2	3	2	-2	6	2, 12	6
11									202

Magyar		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	76
		Loot	3		B		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Heavy Cavalry - UD Dual	Mounted Melee	3	5	4	1	30	4-6	90
7	Light Cavalry - UD Dual	Mounted Melee	2	4	2	1	14	7-9	98
2	Slav Conscript Archers	Foot Skirmish	2	3	2	-2	6	2-3, 12	12
0	Slav Conscript Infantry - UD	Foot Melee	3	3	3	-1	15	10-11	0
12									200

Norse-Irish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	77
		Loot	3		A		0	12	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Nobles - UD	Foot Melee	4	5	2	-1	24	4-5	48
7	Warriors - UD Frenzy	Foot Melee	3	4	2	0	18	7-9, 11	126
4	Javelinmen	Foot Skirmish	2	4	2	-2	8	2-3, 6, 12	32
0	Conscripts - UD	Foot Melee	3	3	2	-1	12	10	0
13									206

Rus		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	78
		Conquest	3		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Druzhina - UD	Mounted Melee	4	4	4	0	32	2-3	32
6	Spearmen - UD Frenzy	Foot Melee	4	3	3	0	24	4, 6-8, 10	144
2	Archers	Foot Skirmish	2	4	2	-2	8	5	16
1	Mercenary Horse - UD	Mounted Melee	2	4	2	1	14	9	14
0	Druzhina Foot - UD	Foot Melee	4	5	4	-1	32	11-12	0
10									206

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Early Aragon		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	79
		Conquest	3		B		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	4-5	48
1	Cavalry - UD Shock	Mounted Melee	3	4	4	1	27	6	27
2	Jinetes	Mounted Skirmish	2	4	2	-1	10	2, 12	20
2	Spearmen - UD	Foot Melee	4	4	3	-1	24	8, 10	48
2	Crossbowmen - UD	Foot Missile	2	4	2	-2	8	3, 7	16
2	Almughavars - UD	Foot Melee	3	5	3	-1	21	9, 11	42
10									201

Early Polish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	80
		Conquest	3		A		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Nobles - UD	Mounted Melee	3	5	4	0	27	3-5	54
3	Spearmen - UD	Foot Melee	4	4	3	-1	24	6-7	72
3	Peasant Archers - UD	Foot Missile	3	4	3	-2	15	8-10	45
1	Peasant Slingers	Foot Skirmish	2	4	2	-2	8	11	8
2	Peasants - UD	Foot Melee	3	3	2	-1	12	2, 12	24
11									203

Fatimid Egypt		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	81
		Conquest	3		B		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Arab Lancers - Shock	Mounted Melee	3	4	4	2	30	3, 6	30
2	Mamluks - Dual	Mounted Melee	3	5	4	2	33	4, 10	66
1	Bedouin Cavalry - UD Shock Frenzy	Mounted Melee	2	4	2	2	16	3, 8	16
3	Sudanese Slaves - Dual	Foot Melee	3	4	3	1	24	5, 7	72
1	Armenian Archers	Foot Missile	3	4	3	-1	18	2, 9	18
0	Sariraya	Foot Melee	4	4	3	0	28	12	0
8									202

Nikephorian Byzantine		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	82
		Colonize	3		B		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Cavalry - Shock Dual	Mounted Melee	3	5	4	3	36	4-5	36
1	Kataphraktoi - Shock Dual Elite	Mounted Melee	3	5	5	4	42	2-3	42
1	Medium Cavalry - Dual	Mounted Melee	3	4	3	2	27	8	27
3	Spearmen - Dual	Foot Melee	4	4	3	1	32	6-7, 10	96
0	Rus Mercenaries - UD Frenzy	Foot Melee	4	4	3	0	28	9	0
0	Archers	Foot Skirmish	2	3	2	-2	6	11-12	0
6									201

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Normans		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	83
		Conquest	3		A		1	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Milites - UD Shock	Mounted Melee	3	5	4	1	30	4-5	60
1	Foot Milites - UD	Foot Melee	4	5	4	-1	32	9, 11	32
3	Spearmen - UD	Foot Melee	4	4	3	-1	24	6-7	72
3	Archers	Foot Skirmish	2	4	2	-2	8	8, 10, 12	24
1	Crossbowmen	Foot Skirmish	2	4	2	-2	8	2-3	8
10									196

Almohad		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	84
		Conquest	3		A		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Berber Cavalry	Mounted Skirmish	2	4	2	-1	10	4-5	30
1	Arab Cavalry - UD Shock	Mounted Melee	3	4	4	1	27	9	27
1	Camelry - UD Shock	Mounted Melee	3	4	3	1	24	2-3	24
1	Lamtuna	Foot Melee	4	5	3	0	32	6	32
4	Berber Spearmen - UD	Foot Melee	3	4	3	-1	18	7-8, 12	72
1	Berber Javelinmen	Foot Skirmish	2	4	2	-2	8	10	8
1	Berber Archers	Foot Skirmish	2	4	2	-2	8	11	8
12									201

Anglo-Danish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	85
		Loot	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Huscarls - UD	Foot Melee	4	5	4	-1	32	4, 6	32
2	Elite Fyrd - UD	Foot Melee	4	4	4	-1	28	8, 10	56
4	Fyrd - UD Frenzy	Foot Melee	4	3	3	0	24	5, 7, 9	96
1	Slingers	Foot Skirmish	2	4	2	-2	8	2-3	8
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	11-12	8
9									200

Anglo-Norman		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	86
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Knights - UD Shock Frenzy	Mounted Melee	4	5	4	2	44	9-10	88
0	Sergeants - UD Shock	Mounted Melee	3	4	3	1	24	2, 12	0
4	Foot Sergeants - UD	Foot Melee	4	4	3	-1	24	6-8	96
2	Archers - UD	Foot Missile	2	4	2	-2	8	3, 11	16
0	Welsh Foot - UD	Foot Melee	3	4	2	-1	15	4	0
8									200

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Early Crusader		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	87
		Religious	4		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Knights - UD Shock Frenzy	Mounted Melee	4	5	4	2	44	4-5	88
3	Spearmen - UD	Foot Melee	4	4	3	-1	24	6-8	72
2	Crossbowmen - UD	Foot Missile	3	4	3	-2	15	9-10	30
1	Pilgrims - UD	Foot Melee	3	3	2	-1	12	2, 12	12
0	Archers	Foot Skirmish	2	4	2	-2	8	3	0
0	Turcoples - UD Dual	Mounted Melee	2	4	2	1	14	11	0
8									202

Early Highland & Hebrides Scots		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	88
		Loot	2		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
5	Islemen - UD Frenzy	Foot Melee	4	4	3	0	28	3-7	140
3	Highlanders - UD Frenzy	Foot Melee	3	4	3	0	21	2, 8-9	63
0	Scouts	Foot Skirmish	2	4	2	-2	8	10-12	0
8									203

Early Hungarian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	89
		Loot	3		B		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Noble Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	2, 12	48
2	Nobles - UD Dual	Mounted Melee	3	5	4	1	30	4-6	60
1	German Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	10	48
4	Horse Archers	Mounted Skirmish	2	4	2	-1	10	7-9	40
1	Archers	Foot Skirmish	2	3	2	-2	6	3, 11	6
9									202

Early Russian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	90
		Conquest	3		B		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Nobles - UD	Mounted Melee	3	5	4	0	27	8-9	54
3	Turkish Mercenaries - UD Dual	Mounted Melee	2	4	2	1	14	2-3, 11-12	42
4	Militia - UD	Foot Melee	4	4	3	-1	24	4, 7, 10	96
1	Archers	Foot Skirmish	2	4	2	-2	8	5-6	8
10									200

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Feudal Aragon		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	91
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	4-6	96
3	Basque Cavalry	Mounted Skirmish	2	4	2	-1	10	2-3, 7	30
2	Spearmen - UD	Foot Melee	4	4	3	-1	24	8, 10	48
4	Javelinmen	Foot Skirmish	2	4	2	-2	8	2-3, 9	32
11									206

Feudal Castilian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	92
		Conquest	3		B		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
0	Order Knights - Shock Frenzy	Mounted Melee	4	5	5	3	52	2-3	0
2	Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	4-5	96
1	Caballeros - UD Shock	Mounted Melee	3	4	4	1	27	8	27
1	Jinetes	Mounted Skirmish	2	4	2	-1	10	9, 12	10
2	Spearmen - UD	Foot Melee	4	4	3	-1	24	6-7	48
1	Crossbowmen - UD	Foot Missile	2	4	2	-2	8	10	8
1	Slingers	Foot Skirmish	2	4	2	-2	8	11	8
8									197

Feudal French		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	93
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	5-6	96
1	Mounted Crossbowman - UD Dual	Mounted Melee	3	4	4	1	27	2-4	27
2	Spearmen - UD	Foot Melee	4	4	3	-1	24	3, 7, 11	48
2	Crossbowmen - UD	Foot Missile	3	4	3	-2	15	8-9	30
0	Archers	Foot Skirmish	2	4	2	-2	8	12	0
0	Breton Javelinmen	Foot Skirmish	2	4	2	-2	8	10	0
7									201

Feudal Polish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	94
		Conquest	3		B		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Nobles- UD Shock	Mounted Melee	3	5	4	1	30	2, 8	60
1	Russian Cavalry - UD Dual	Mounted Melee	3	5	4	1	30	9	30
1	Lithuanian Cavalry - UD Dual	Mounted Melee	2	4	2	1	14	4	14
1	Hungarian Cavalry	Mounted Skirmish	2	4	2	-1	10	11-12	10
3	Spearmen - UD	Foot Melee	4	4	3	-1	24	5-7	72
2	Peasant Archers	Foot Skirmish	2	4	2	-2	8	3-4	16
10									202

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Feudal Scots		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	95
		Loot	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	2-4	48
6	Spearmen - UD	Foot Melee	4	4	3	-1	24	5-8	144
0	Archers	Foot Skirmish	2	4	2	-2	8	8-10	0
1	Ribaulds - UD	Foot Melee	3	3	2	-1	12	11-12	12
8									204

Imperial German		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	96
		Loot	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Imperial Knights – Elite Shock	Mounted Melee	4	5	5	3	52	3	52
1	Knights - Shock	Mounted Melee	4	5	5	2	48	11	48
1	Mounted Crossbowmen	Mounted Melee	3	4	4	1	27	10	27
0	Brabanzonen	Foot Melee	4	5	4	-1	32	4-5	0
2	Spearmen	Foot Melee	4	4	3	-1	24	7, 9	48
1	Crossbowmen	Foot Missile	3	4	3	-2	15	2, 6	15
1	Archers	Foot Missile	2	4	2	-2	8	8, 12	8
7									198

Italian-Norman		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	97
		Conquest	3		C		1	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Knights - UD Shock	Mounted Melee	4	5	4	1	40	120	96
5	Saracen Archers	Foot Skirmish	2	4	2	-2	8	7-9	40
2	Spearmen - UD	Foot Melee	4	4	3	-1	24	2-3, 12	48
0	Saracen Infantry - UD	Foot Melee	3	4	4	-1	21	10-11	0
1	Greeks - UD	Foot Melee	3	4	3	-1	18	4	18
11									202

Komnenan Byzantine		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	98
		Colonize	3		B		1	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
0	Varangian Guard- Elite	Foot Melee	4	5	4	1	40	10	0
1	Latinikon - Shock	Mounted Melee	4	5	4	2	44	4-5	44
2	Cavalry - Shock	Mounted Melee	3	4	4	2	30	6, 8	60
2	Skythikon - UD Dual	Mounted Melee	2	4	2	1	14	7, 9	28
2	Spearmen	Foot Melee	4	4	3	0	28	2-3, 12	56
1	Archers	Foot Missile	2	4	2	-1	10	11	10
8									198

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Seljuk Turk		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	99
		Conquest	3		B		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Nobles - UD Dual	Mounted Melee	3	5	4	1	30	2, 4	30
3	Ghilman - Dual	Mounted Melee	3	5	4	2	33	3, 5-6	99
3	Turcomans - UD Dual	Mounted Melee	2	4	2	1	14	8-9, 11	42
3	Archers	Foot Skirmish	2	4	2	-2	8	7	24
1	Javelinmen	Foot Skirmish	2	3	2	-2	6	10, 12	6
11									201

Syrians		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	100
		Conquest	3		B		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Ghilman - Dual	Mounted Melee	3	5	4	2	33	7	33
2	Lancers - UD Shock	Mounted Melee	3	4	4	1	27	4-5	54
3	Turkoman - UD Dual	Mounted Melee	2	4	2	1	14	6, 8	42
2	Bedouin Cavalry - UD Shock Frenzy	Mounted Melee	2	4	2	2	16	9-10	32
2	Militia - UD Dual	Foot Melee	3	3	3	0	18	2-3, 11-12	36
10									197

Ayyubid Egyptian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	101
		Religious	3		B		1	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Mamluks - Dual	Mounted Melee	3	5	4	2	33	5-6	99
1	Lancers - UD Shock	Mounted Melee	3	4	4	1	27	8-9	27
1	Turkoman Cavalry - UD Dual	Mounted Melee	2	4	2	1	14	7	14
1	Bedouin Cavalry - UD Shock Frenzy	Mounted Melee	2	4	2	2	16	4, 10	16
3	Archers	Foot Skirmish	2	3	2	-2	6	2-3	18
2	Militia - UD	Foot Melee	3	3	2	-1	12	11-12	24
11									198

Bulgarian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	102
		Loot	3		B		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Nobles - UD Shock	Mounted Melee	3	5	4	1	30	4-5	60
5	Horse Archers - UD Dual	Mounted Melee	2	4	2	1	14	6-8	70
2	Spearmen - UD	Foot Melee	4	3	3	-1	20	9-10	40
4	Archers - UD	Foot Missile	3	3	2	-2	9	2-3, 11-12	36
13									206

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Early Anglo-Irish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	103
		Conquest	3		C		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	8	48
1	Foot Sergeants - UD	Foot Melee	4	4	3	-1	24	3, 5	24
2	Welsh Archers - UD Elite	Foot Missile	3	4	3	-1	18	2, 4	36
2	English Archers - UD Elite	Foot Missile	3	4	3	-1	18	10, 12	36
3	Irish Warriors - UD	Foot Melee	3	4	2	-1	15	6-7, 11	45
2	Irish Javelinmen	Foot Skirmish	2	3	2	-2	6	9	12
11									201

Early Lithuanian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	104
		Conquest	3		B		0	12	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Heavy Cavalry	Mounted Melee	3	5	4	1	30	5-6	60
5	Light Cavalry	Mounted Melee	2	4	2	1	14	7-8, 12	70
3	Spearmen - UD	Foot Melee	3	4	3	-1	18	3, 10-11	54
2	Archers	Foot Missile	2	4	2	-2	8	2, 4, 9	16
12									200

Early Medieval Irish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	105
		Loot	3		A		-1	13	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Nobles - UD	Mounted Melee	3	5	4	0	27	2	27
1	Cavalry	Mounted Skirmish	2	4	2	-1	10	6	10
2	Gallloglaigh - UD Frenzy	Foot Melee	4	5	3	0	32	4-5	64
5	Warriors - UD	Foot Melee	3	4	2	-1	15	7-9	75
1	Javelinmen	Foot Skirmish	2	4	2	-2	8	11-12	8
3	Levies	Foot Skirmish	2	3	2	-2	6	3, 10	18
13									202

Early Plantagenet English		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	106
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	7	48
1	Mounted Crossbowmen - UD Dual	Mounted Melee	3	4	4	1	27	3-4	27
1	Welsh Equites	Mounted Skirmish	2	4	2	-1	10	2, 11-12	10
3	English Freeman - UD	Foot Melee	4	4	3	-1	24	9-10	72
1	Crossbowmen - UD	Foot Missile	3	4	3	-2	15	6	15
1	Welsh Infantry - UD	Foot Melee	3	4	2	-1	15	8	15
1	Welsh Archers - UD Elite	Foot Missile	3	4	2	-1	15	5	15
9									202



## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Late Crusader		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	107
		Religious	4		A		0	6	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Order Knights - Shock Frenzy Elite	Mounted Melee	4	5	5	4	56	2	56
1	Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	4-5	48
1	Turcopoles - UD Dual	Mounted Melee	3	4	3	1	24	10	24
0	Order Spearmen	Foot Melee	4	4	4	0	32	9	0
2	Spearmen -UD	Foot Melee	4	4	4	-1	28	6-8	56
0	Order Crossbowmen	Foot Missile	3	4	3	-1	18	3, 11	0
1	Crossbowmen - UD	Foot Missile	3	4	3	-2	15	12	15
6									199

Later Welsh		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	108
		Loot	3		A		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
0	Heavy Cavalry - UD Shock	Mounted Melee	3	5	4	1	30	2, 5	0
1	Medium Cavalry - UD Shock	Mounted Melee	3	5	3	1	27	4	27
1	Light Cavalry	Mounted Skirmish	2	4	2	-1	10	11-12	10
7	Spearmen - UD	Foot Melee	3	4	2	-1	15	6-8	105
4	Archers - UD Elite	Foot Missile	3	4	2	-1	15	3, 9-10	60
13									202

Serbian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	109
		Loot	4		A		-1	13	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Nobles - UD Shock	Mounted Melee	3	5	4	1	30	4-5	90
2	Spearmen - UD	Foot Melee	4	3	3	-1	20	9-10	40
5	Archers - UD	Foot Missile	3	3	2	-2	9	6-8	45
1	Mercenaries - UD Dual	Mounted Melee	2	4	2	1	14	2-3	14
1	Conscripts - UD	Foot Melee	3	3	2	-1	12	11-12	12
12									201

Early Teutonic Knights		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	110
		Religious	3		A		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Order Knights - Shock Elite Fanatic	Mounted Melee	4	5	5	4	56	2-4	112
0	Knights - UD Shock	Mounted Melee	4	5	5	2	48	6, 11	0
4	Turcopoles – UD Dual	Mounted Melee	2	4	2	1	10	5, 7	40
1	Order Spearmen	Foot Melee	4	4	4	0	32	8	32
1	Order Crossbowmen	Foot Missile	3	4	3	-1	18	9	18
0	Subject Infantry - UD	Foot Melee	3	3	3	-1	15	10	0
0	Subject Archers	Foot Skirmish	2	3	2	-2	6	12	0
8									202

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Ilkhanid Mongols		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	111
		Conquest	4		B		1	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Heavy Cavalry - Dual	Mounted Melee	3	5	4	2	33	2-4	99
1	Medium Cavalry - Dual	Mounted Melee	3	5	3	2	30	2, 5, 9-10	30
4	Light Cavalry - Dual	Mounted Melee	2	5	2	2	18	6-8, 11	72
8									201

Late Byzantine		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	112
		Colonize	3		B		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Vardariot Guards - Dual	Mounted Melee	3	5	2	2	27	2	27
1	Catalan Guards - Elite	Foot Melee	3	5	3	1	27	12	27
1	Kavallarioi - Shock	Mounted Melee	4	5	5	2	48	10-11	48
1	Cavalry - Shock	Mounted Melee	3	4	4	2	30	8	30
2	Irregular Cavalry - Dual	Mounted Melee	2	4	2	2	16	3-5	32
4	Archers	Foot Missile	2	4	2	-1	10	6-7, 9	40
10									204

Late Russian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	113
		Conquest	3		B		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Boyars - UD Dual	Mounted Melee	3	5	4	1	30	2, 12	30
3	Lesser nobility - UD Dual	Mounted Melee	3	4	4	1	27	4, 10	81
1	Cossacks - UD Dual	Mounted Melee	2	4	2	1	14	7	14
2	Spearmen - UD	Foot Melee	4	4	3	-1	24	5-6	48
2	Cossack Archers	Foot Skirmish	2	4	2	-2	8	8-9	16
1	Handgunners - UD Firearms	Foot Missile	2	4	2	-1	10	3, 11	10
							0		0
10									199

Late Serbian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	114
		Conquest	3		A		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Nobles - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	12	48
1	Lesser Nobles - UD Shock Frenzy	Mounted Melee	4	5	4	2	44	2-3	44
2	Light Horse - UD Shock	Mounted Melee	2	4	2	1	14	8-9	28
2	Voynuks - UD	Foot Melee	4	4	3	-1	24	7, 11	48
3	Archers	Foot Skirmish	2	4	2	-2	8	4-6	24
1	Handgunners - Firearms	Foot Skirmish	2	4	2	-1	10	10	10
10									202

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Mamluk Egyptian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	115
		Conquest	3		B		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Sultan's Mamluks - Dual Elite	Mounted Melee	3	5	4	3	36	2	36
3	Mamluks - Dual	Mounted Melee	3	5	4	2	33	7-9	99
2	Turcoman Cavalry - Dual	Mounted Melee	2	4	2	2	16	9, 11-12	32
2	Bedouin Cavalry - UD Shock	Mounted Melee	2	4	2	1	14	3, 6	28
1	Archers - UD	Foot Missile	3	4	2	-2	12	4	12
0	Javelinmen	Foot Skirmish	3	4	3	-2	15	10	0
9									207

Middle Plantagenet English		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	116
		Conquest	3		C		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
0	Royal Knights - Shock Frenzy	Mounted Melee	4	5	5	3	52	6	0
1	Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	5	48
3	Welsh Archers - UD Elite	Foot Missile	3	4	3	-1	18	4, 7	54
3	English Archers - UD Elite	Foot Missile	3	4	3	-1	18	8, 10	54
2	Spearmen - UD	Foot Melee	4	4	3	-1	24	2-3, 11-12	48
0	Sergeants - UD Shock	Mounted Melee	3	4	4	1	27	9	0
9									204

Mongols		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	117
		Conquest	3		B		1	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Guard Cavalry - Dual Fanatic	Mounted Melee	3	6	4	3	39	-	39
1	Heavy Cavalry - Dual	Mounted Melee	3	5	4	2	33	2-4	33
2	Medium Cavalry - Dual	Mounted Melee	3	5	3	2	30	5-6	60
4	Light Cavalry - Dual	Mounted Melee	2	4	2	2	16	7-12	64
8									196

Post Latin Conquest Byzantium		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	118
		Colonize	2		C		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Spearmen	Foot Melee	4	4	3	0	28	5	28
1	Cavalry	Mounted Melee	3	4	3	2	27	9	27
1	Frankish Knights – Shock Frenzy	Mounted Melee	4	5	5	3	52	4	52
4	Horse Archers	Mounted Skirmish	2	4	2	-1	10	8, 10	30
2	Archers	Foot Missile	3	4	3	-1	18	2-3, 11-12	36
3	Conscript Archers	Foot Missile	2	3	2	-2	6	6-7	18
12									201

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Swiss		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	119
		Loot	4		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
4	Pikemen- Elite Pikes	Foot Melee	4	5	3	2	40	6-8, 10	160
2	Handgunners - Firearms	Foot Missile	2	4	2	0	12	9	24
2	Crossbowmen	Foot Skirmish	2	4	2	-2	8	4-5	16
0	Mounted Crossbowmen	Mounted Missile	2	4	2	0	12	2-3, 11-12	0
8									200

Tatars		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	120
		Loot	3		B		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Elite Cavalry - Dual	Mounted Melee	3	5	4	2	33	9-11	66
4	Cavalry - Dual	Mounted Melee	3	5	3	2	30	6-8	120
1	Light Cavalry - Dual	Mounted Melee	2	4	2	2	16	2-5, 12	16
7									202

100 Years War English		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	121
		Conquest	4		C		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Dismounted Knights	Foot Melee	4	5	4	0	36	2-4	72
3	English Archers - Elite Stakes	Foot Missile	3	4	3	1	24	5-9	72
2	Welsh Archers - Elite Stakes	Foot Missile	3	4	3	1	24	10-12	48
7									192

Condotta Italian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	122
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Mercenary Knights - Shock	Mounted Melee	4	4	6	2	48	2-4	96
1	Mounted Crossbowmen	Mounted Missile	2	4	2	0	12	5, 12	12
2	Pikemen - Pikes	Foot Melee	4	4	3	1	32	7, 11	64
0	Billmen	Foot Melee	4	4	3	0	28	6, 10	0
2	Handgunners - Firearms	Foot Missile	2	4	2	0	12	8-9	24
7									196

Early Ottoman Turks		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	123
		Conquest	3		B		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Timariots - UD Dual	Mounted Melee	3	5	4	1	30	4-5	60
2	Ghazis - UD Dual	Mounted Melee	3	5	3	1	27	9-10	54
3	Light Ghazis - UD Dual	Mounted Melee	2	5	2	1	16	6-7, 12	48
5	Azabs - UD	Foot Missile	2	4	2	-2	8	2-3, 8, 11	40
12									202

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Late Anglo-Irish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	124
		Conquest	3		A		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Men-At-Arms - Shock Frenzy	Mounted Melee	4	4	5	3	48	11	48
1	Longbowmen - Elite	Foot Missile	3	4	3	0	21	4	21
1	Irish Spears - UD	Foot Melee	3	5	4	-1	24	10, 12	24
1	Irish Horse	Mounted Skirmish	2	4	2	-1	10	2-3	10
2	Gallloglaigh - UD Frenzy	Foot Melee	4	5	3	0	32	5-6	64
1	Colonist Longbowmen - UD Elite	Foot Missile	3	4	3	-1	18	7	18
2	Irish Kerns	Foot Skirmish	2	3	2	-2	6	8-9	12
9									197

Late Grenada		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	125
		Colonize	3		B		0	13	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Lancers - Shock	Mounted Melee	3	5	4	2	33	2-4	66
4	Light Horse	Mounted Skirmish	2	4	2	-1	10	5-7	40
2	Spearmen	Foot Melee	4	4	3	0	28	11-12	56
5	Crossbowmen	Foot Skirmish	2	4	2	-2	8	8-10	40
13									202

Late Highlanders/ Hebrides Scots		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	126
		Loot	2		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
5	Islesmen - UD Frenzy	Foot Melee	4	4	3	0	28	6-8	140
3	Highlanders - UD Frenzy	Foot Melee	3	4	3	0	21	5, 9-12	63
0	Scouts	Foot Skirmish	2	4	2	-2	8	2-4	0
8									203

Late Lithuanians		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	127
		Conquest	3		B		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Heavy Cavalry - UD Dual	Mounted Melee	3	5	4	1	30	2-4, 12	60
5	Light Cavalry - UD Dual	Mounted Melee	2	4	2	1	14	6, 9-11	70
1	Strzelcy - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	5	48
3	Archers	Foot Missile	2	4	2	-2	8	7-8	24
11									202

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Late Medieval Danish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	128
		Loot	3		A		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Knights - UD Shock Frenzy	Mounted Melee	4	5	6	2	52	4	52
1	Mounted Crossbowmen - UD	Mounted Missile	3	4	4	-1	21	3, 11	21
2	Feudal Levy - CW	Foot Melee	3	4	4	1	27	8-10	54
2	Mercenary Pikemen - Pikes	Foot Melee	4	4	3	1	32	5-7	64
1	Handgunners - Firearms	Foot Missile	2	4	2	0	12	2, 12	12
7									203

Late Medieval German		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	129
		Loot	3		A		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Knights - UD Shock Frenzy	Mounted Melee	4	5	6	2	52	4, 10	52
1	Mounted Crossbowmen	Mounted Missile	3	4	4	0	24	2, 11-12	24
1	Halberdiers	Foot Melee	4	4	4	0	32	5-6	32
2	Spearmen	Foot Melee	4	4	3	0	28	7, 9	56
2	Crossbowmen	Foot Missile	3	4	3	-1	18	3, 8	36
7									200

Late Medieval Scots		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	130
		Loot	3		A		0	10	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Men-At-Arms - UD Shock Frenzy	Mounted Melee	4	4	5	2	44	2, 12	44
6	Spearmen - UD	Foot Melee	4	4	3	-1	24	3, 7-11	144
1	Archers - Elite	Foot Skirmish	2	4	2	-1	10	4-6	10
8									198

Late Ottoman Turks		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	131
		Conquest	3		A		0	11	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Qapu Khalqi - Elite Dual	Mounted Melee	3	5	4	3	36	-	36
1	Timariots - UD Dual	Mounted Melee	3	5	4	1	30	3-4	30
2	Akinjis	Mounted Skirmish	2	4	2	-1	10	2, 5, 12	20
3	Janissaries - Elite Dual	Foot Melee	3	5	3	2	30	8, 10-11	90
4	Azabs	Foot Skirmish	2	3	2	-2	6	6-7, 9	24
11									200

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Late Polish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	132
		Conquest	3		B		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Nobles - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	8-10	96
3	Strzelcy - UD Dual	Mounted Melee	3	4	3	1	24	4-6	72
1	Lithuanian Cavalry - UD Dual	Mounted Melee	2	4	2	1	14	2-3, 11-12	14
1	Cuman Cavalry - UD Dual	Mounted Melee	2	4	2	1	14	7	14
7									196

Late Teutonic Knights		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	133
		Conquest	3		B		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Crusader Brothers - Shock Frenzy Elite	Mounted Melee	4	5	6	4	60	2, 4-5	60
1	Crusader Knights - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	11-12	48
1	Turcoples	Mounted Skirmish	2	4	2	-1	10	9	10
1	Mounted Crossbowmen - Dual	Mounted Melee	3	4	3	2	27	10	27
2	Feudal Spearmen - UD	Foot Melee	3	4	3	-1	18	3, 8	36
2	Archers	Foot Skirmish	2	4	2	-2	8	7	16
0	Handgunners - Firearms	Foot Skirmish	2	4	3	-1	12	6	0
8									197

Medieval Aragon		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	134
		Conquest	3		A		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Knights - UD Shock Frenzy	Mounted Melee	4	5	6	2	52	9-10	52
1	Jinetes	Mounted Skirmish	2	4	3	-1	12	2-3	12
2	Militia	Foot Melee	4	4	3	0	28	5, 7	56
2	Crossbowmen	Foot Missile	3	4	3	-1	18	2-4	36
2	Almughavars - UD Frenzy	Foot Melee	3	5	3	0	24	6, 8	48
8									204

Medieval Burgundy		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	135
		Conquest	3		A		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	English Longbowmen - Elite Stakes	Foot Missile	3	4	3	1	24	7	48
2	Picard Longbowmen - Stakes	Foot Missile	3	4	3	0	21	6, 8	42
1	Crossbowmen - UD	Foot Missile	3	4	3	-2	15	2, 12	15
3	Spearmen	Foot Melee	3	3	3	0	18	3, 11	72
1	Peasants - UD	Foot Melee	3	3	2	-1	12	4-5	12
1	Peasants - UD	Foot Melee	3	3	2	-1	12	4-5	12
10									201

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Medieval French		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	136
		Conquest	4		A		-1	6	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Men-At-Arms - UD Shock Frenzy Elite	Mounted Melee	4	5	6	3	56	4-6	112
0	Genoese Crossbowmen	Foot Missile	3	4	3	-1	18	10	0
2	French Crossbowmen - UD	Foot Missile	3	4	3	-2	15	8-9	30
1	Voulgiers	Foot Melee	4	4	4	0	32	7	32
2	Peasants - UD	Foot Melee	3	3	2	-1	12	2-3, 11-12	24
7									198

Medieval Irish		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	137
		Loot	3		A		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Cavalry - UD	Mounted Melee	3	5	4	0	27	3	27
0	Light Horse	Mounted Skirmish	2	4	2	-1	10	2, 11-12	0
4	Galloglagh - UD Frenzy	Foot Melee	4	5	3	0	32	5-7	128
2	Infantry - UD	Foot Melee	3	4	3	-1	18	4, 8	36
2	Kerns	Foot Skirmish	2	4	2	-2	8	9-10	16
9									207

Mid-Hungarian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	138
		Conquest	3		B		0	9	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Nobles - UD Shock Frenzy	Mounted Melee	4	5	5	2	48	2, 7	96
2	Szeklers - UD Dual	Mounted Melee	3	5	3	1	27	8, 11-12	54
2	Horse Archers	Mounted Skirmish	2	4	2	-1	10	3, 6	20
1	Cuman Horse Archers - UD Dual	Mounted Melee	2	4	2	1	14	4-5	14
2	Archers	Foot Skirmish	2	4	2	-2	8	9-10	16
9									200

Hussite		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	139
		Religious	3		C		0	6	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
3	Battle Wagons - UD Dual	Foot Melee	4	4	6	1	40	5-7, 11-12	120
1	Cavalry - Shock Fanatic	Mounted Melee	3	5	4	3	36	3, 8	36
1	Mounted Crossbowmen	Mounted Missile	2	4	2	0	12	2, 4	12
1	Polearmsmen - UD	Foot Melee	4	4	4	-1	28	9-10	28
6									196

*Note – Hussite Battle Wagons provide occupants with cover versus missile fire and uphill and in fieldworks when in melee. The 1 additional Special Point reflects the Battle Wagon.*



## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Late Hungarian		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	140
		Conquest	3		A		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Nobles - UD Shock Frenzy	Mounted Melee	4	5	6	2	52	8	52
1	Szeklers - UD Dual	Mounted Melee	3	4	3	1	24	9-10	24
1	Horse Archers	Mounted Skirmish	2	4	2	-1	10	3-4, 11	10
3	Armati - Dual	Foot Melee	4	4	3	1	32	5-7	96
1	Handgunners - Firearms	Foot Missile	2	4	3	0	14	2, 12	14
7									196

Medieval Welsh		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	141
		Loot	3		C		0	12	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Followers- UD Shock	Mounted Melee	3	5	4	1	30	3	30
0	Raiders - UD Shock	Mounted Melee	3	4	3	1	24	4	0
5	Spearmen - UD	Foot Melee	3	4	2	-1	15	5-6, 9	75
2	Elite Longbowmen - UD Elite	Foot Missile	3	4	3	-1	18	2, 8	36
3	Longbowmen - UD Elite	Foot Missile	3	4	2	-1	15	7, 10, 12	45
1	Longbowmen - UD Elite	Foot Missile	2	4	2	-1	10	11	10
12									196

Ordonnance Burgundy		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	142
		Conquest	3		A		0		
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Knights - Shock Frenzy	Mounted Melee	4	4	5	3	48	8, 10	96
2	Longbowmen - Stakes	Foot Missile	3	4	3	0	21	5-6	42
1	Pikemen - Pikes	Foot Melee	4	4	3	1	32	7, 9	32
1	Handgunners - Firearms	Foot Missile	2	4	2	0	12	2-3	12
1	Crossbowmen	Foot Missile	3	4	3	-1	18	11-12	18
0	Italian Mounted Crossbowmen	Mounted Missile	2	4	2	0	12	4	0
7									200

Ordonnance French		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	143
		Conquest	3		A		0	7	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
2	Knights - Shock Frenzy	Mounted Melee	4	5	6	3	56	4-5	112
2	Longbowmen - Elite Stakes	Foot Missile	3	4	3	1	24	9-10	48
0	Swiss Pikemen - Elite Pikes	Foot Melee	4	5	3	2	40	7	0
1	Polearmsmen - UD	Foot Melee	4	4	4	-1	28	8	28
1	Archers - UD	Foot Missile	3	3	2	-2	9	6	9
0	Handgunners - Firearms	Foot Missile	2	4	2	0	12	2-3	0
0	Crossbowmen	Foot Missile	3	4	3	-1	18	11-12	0
6									197

## RALLY ROUND THE KING – 3000 BC TO 1500 AD

Wars of the Roses Yorkist		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	144
		Conquest	3		C		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Dismounted Knights	Foot Melee	4	5	6	0	44	9	44
1	Royal Longbowmen - Elite Stakes	Foot Missile	3	4	3	1	24	5	24
0	Royal Men-At-Arms - Shock Frenzy	Mounted Melee	4	5	6	3	56	2	0
0	Men-At-Arms - Frenzy	Mounted Melee	4	4	5	2	44	4	0
0	Militia Billmen - UD	Foot Melee	3	3	3	-1	15	6	0
1	Border Horse- UD Shock	Mounted Melee	3	4	3	1	24	-	24
0	Mercenary Handgunners - Firearms	Foot Missile	2	4	2	0	12	12	0
0	Breton Javelinmen	Foot Skirmish	2	4	2	-2	8	3	0
0	Mercenary Pikemen - Pikes	Foot Melee	4	4	3	1	32	11	0
1	Spearmen - UD	Foot Melee	4	4	3	-1	24	10	24
4	English Longbowmen - UD Elite Stakes	Foot Missile	3	4	3	0	21	7-8	84
8									200

War of the Roses Lancastrians		Motivation	Morale		Tactics		War Rating	Recruiting Rolls	145
		Conquest	3		C		0	8	
#	Unit Type	Class	Figs	Rep	AC	SP	Cost	Recruiting Rolls	Total
1	Dismounted Knights	Foot Melee	4	5	6	0	44	9	44
1	Royal Longbowmen - Elite Stakes	Foot Missile	3	4	3	1	24	5	24
0	Royal Men-At-Arms - Shock Frenzy	Mounted Melee	4	5	6	3	56	2	0
0	Men-At-Arms - Shock	Mounted Melee	4	4	5	2	44	4	0
0	Militia Billmen - UD	Foot Melee	3	3	3	-1	15	6	0
1	Border Horse - UD Shock	Mounted Melee	3	4	3	1	24	-	24
0	Welsh Longbowmen - UD Elite Stakes	Foot Missile	3	4	2	0	18	10	0
0	Irish Kerns	Foot Skirmish	3	4	3	0	21	12	0
0	Welsh Spearmen - UD	Foot Melee	3	4	2	-1	15	3	0
1	Spearmen - UD	Foot Melee	4	4	3	-1	24	11	24
4	English Longbowmen - UD Elite Stakes	Foot Missile	3	4	3	0	21	7-8	84
8									200



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