Berber 1000AD to 1150 AD

OFFICIAL 8th Jan 2008

Troop typ	e (Notes)	Morale	cs	BS	WND	ATT	T&L	Move	Armour	Points
Black Gua	ard (1)	Seasoned	Avg	Avg	3	2	6	4	Light	86
Hand weap	ons, Thrown melee weapons, steadfa	st								
Upgrades	To Veteran (+20 points,+1 wound	d), To Mediu	m Arm	our (+	5 pts),	If Vet	eran CS ma	y be go	od (+5pts)	
	T&L increased to 7 (+2 points), 1	&L to 8 (+4p	ts), Ma	ay be [Orilled	(+5pts)			
	Guard Cavalry (2)	Seasoned	Good	-	3	2	6	8	Light	91
	hrown melee weapons,									
Upgrades	To Veteran (+20 points,+1 wound	d), Medium A	١rmour	(+5 p	oints)					
	T&L increased to 7 (+2 points) T	&L to 8 (+4pt	is)							
Berber Ca		Trained	Avg	Avg	2	1	6	10	None	62/2
Mounted, J	avelin, Skirmishers									
Upgrades	To regular (+10pts) to Seasoned	(+20 points)	, Light	Armo	ur (5pt	s)				
	T&L increased to 7 (+2 points), May have Parthian Shot (+5pts)									
Berber Ca	amelry (3)	Trained	Poor	Poor	2	1	5	10	None	50/2
Camels, Ja	velin, Skirmisher							-		
Upgrades	To Regular (+10pts) Light Armo	ur (+5pts), T	&L to 6	6 (+2pt	s)					
	If regular combat skill to average (+5pts) If regular Bow skill to average (+5pts)									
	-									
Berber Sp	pearmen (4)	Trained	Avg	-	3	2	5	4	Light	54
	ons, Thrown melee weapons									
Upgrades	To Regular (+10pts) to Seasone	d (+10 pts), 7	T&L inc	rease	d to 6	(+2 po	ints) Increa	se to 7 (+4pts)	
	May be combined into units with						· ·			
	.,									
Berber Ar	rchers (4)	Trained	Avg	Avg	3	2	5	4	None	58
Hand weap	ons, Bow, Light Troops									
Upgrades	To Regular (+10pts) to Seasone	d (+10 pts), 7	T&L inc	rease	d to 6	(+2 po	ints) Increa	se to 7 (+4pts)	
Berber Sk	kirmishers	Levy	Poor	Poor	2	1	3	6	None	26/2
Hand Wear	pons, Javelins, Skirmishers									
Upgrades	May replace Javelins with short I	Bow (+5pts),	T&L to	4 (+2	pts), T	&L to	5 (+4pts)			
	May have light armour if no bow	(+5pts), to T	rained	(+10p	ts), if t	rained	missile skil	l may be	average	(+5pts)
Notes									-	
1	Only 1 Unit of Black Guard per a	,								
2	Only 1 unit of Guard cavalry per				_			-		
3	Only 1 unit per army - any cavalr	y unit that fig	ints ca	mels b	ecom	e shak	en immedia	itely on (contact.	
4	May be combined units									

Wester	n Frankish or Norman	900 - 110	00 A	D			OFFICIAL	1st Jan	2008	
Troop typ	e (Notes)	Morale	cs	BS	WND	ATT	T&L	MOVE	Armour	Points
Milites (1)	(2)	Seasoned	Av	-	3	2	7	8	Medium	94
Shock, Mou	ınted, Hand weapons									
Upgrades	To Veteran (+20 pts, wnds to 4), To	Elite (+40 pts,	wnds t	o 4, att	acks to	3), T&	L to 8 (+2 pts	s) T&L to	9 (+4 pts)	
	Combat skill to Good (+5 pts), Armo	our to Heavy (+	5 pts, n	nove to	7), Ma	y have	Lance if Nor	man (+1	0 pts)	
Pueri (2)		Regular	Av	_	3	2	6	8	None	67
` '	ons, Mounted	3					-	-		-
	To Seasoned (+10 pts), Armour to	Light (±5 nts) 4	\rmour	to Med	lium (±1	In nts)	T&I to 7 (±3	2 nte)		
Opgrades	May have Feigned Flight (+5 pts), N						100 107 (12	Σ ρισ)		
	way have reighed riight (15 pts); r	viay riave tillow	THICK	c weap	0113 (14	rpto)				
Duani Chi	····iah ava	Trainad	Daar	Daar	_	4	_		Nana	F0/0
Pueri Skii		Trained	Poor	Poor	2	1	5	8	None	50/2
	ons, Mounted, skirmishers, javelins									
Upgrades	To Regular (+10 pts), Armour to Lig		,							
-	Combat skill to Average (+5pts) Mis	ssile skill to ave	rage (+	·5pts)	may ha	ve part	hian shot (+5	pts)		
Dismount	ed Milites	Seasoned	Av	-	3	2	7	4	Medium	79
Hand weap	ons									
Upgrades	To Veteran (+20 pts, wnds to 4), T	&L to 8 (+2 pts)	T&L to	9 (+4	pts), Ma	ay hav	e 2 handed v	veapons	(+10 pts)	
	Combat skill to Good (+5 pts), Armo					-			•	
Liberi (3)	(4)	Levy	Av	Av*	3	2	5	4	None	40
	ons (* - if no missile weapon given to						U		110110	10
								10 nto)		
Upgrades	To Trained (+10pts), To Regular (+							ro pis)		
	May be designated as Light troops								/ · O · - (-)	
	May have Bow if not in Medium arm	nour (+8 pts), IV	iay nav	e Light	Crosso	ow if n	ot in medium	armour	(+8 pts)	
L		_		_						
Coloni (5)		Dregs	Poor	Poor	3	2	4	4	None	18
Hand Wear	pons									
Upgrades	To Levy (+10 pts, hand to hand atta	acks +1), T&L to	o 5 (+2	pts), If	skirmis	hers m	ay have Jav	elins (free	e)	
	May have light armour (+5 pts), Ma	y have bows if	not in li	ght arn	nour (+8	3 pts),	May have slir	ngs (+5 p	its)	
	May be skirmishers (Half pts cost, \	Wnds to 2, hand	d to har	nd to 1,	missile	attack	s to 1, move	to 6)		
Notes										
1	No more than one Elite milite unit p	•								
2	You must have at least 1 Milite and									
3	May not have more than half Liberi									
4	May not have more Crossbow arms				ned Libe	erı star	nas.			
5	May not have more than half Colon	i units armed w	แม คอพ	ıs						

Dark Ages Saxo	n 700-1100AD					OFFICIAL	1st Jan	2008	
Troop type (Notes)	Morale	cs	BS	WND	ATT	L'SHIP	MOVE	Armour	Points
Huscarl (1)	Veteran	Good	_	4	2	8	4	Med	116
Hand Weapons, Steadfast,	Shieldwall.								-
Upgrades. To Elite (+20 p	ots, attacks to 3), Armour to Heavy	(+5 pts,	move c	down to	3),				
	9 (+2 pts), add 2 Handed weapons								
Thegn (2) (3)	Regular	Av	_	3	2	7	4	Light	69
Hand Weapons, Shieldwall									
	(+10 pts), Armour to medium (+5 p	ts). Lead	ership	to 8 (+2	2 pts). 3	Steadfast (+	5 pts)		
	to Good (+ 5 pts), May be mounted					,	• •	oned)	
		\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	,	,		,		,	
Coerls (4)	Trained	Av	Av	3	2	6	4	None	52
Hand Weapons.		7.0	7.11						
	10 pts), Armour to Light (+5 pts), Le	eadershi	n to 7 (+2 nts)					
	/ (+8 pts, if bow armed may not have				wall (+	5 pts. only if	have ligh	t armour)	
.,	() ()	J J		,		- 1 , - ,	l g	,	
Geburs (5) (6)	Levy	Poor	Poor	2	2	5	4	None	30
Hand Weapons		1 001						110110	
'	6 (+2 pts), Armour to Light (+5 pts)) Bow (+	8 nts r	nav not	have I	ight armour)	Sling (+	5 nts)	
	(Half pts cost, h to h and missile att								
			,	- 10 0),		(10 11, 011	,		
Lesser Fyrd (5) (6)	Dregs	Poor	Poor	2	2	4	4	None	18
Hand Weapons		1 001	1 001					140110	10
	gs (+5 pts), Leadership to 5 (+2pts)	\ .lavelin	s (+0 n	nt only i	f skirm	ishers)			
	(Half total pts cost, missile attacks					•)		
may enaither	in the state of th	,				.,	,		
Notes									
_	scarl unit allowed per leader wit		-	-		Elite			
	have more Thegn units than Co			e army					
	n half the Thegn units may be m			ا حاد:					
-	have more than half the Coerl thave more than half the units in					ur or Loss	or Eura		
,	nave more than hall the units in half of the total number of Geb		•				•	hows or el	inas
• No more than	Than of the total humber of Get	oui and	_6336	i i yiu	uriito i	nay be ann	CO WILLI	00 883 01 31	ıı ıgə

Viking	790-1070AD						OFFICIAL	4th Jan	2008		
Troop typ		Morale	cs	BS	WND	ATT	T&L	MOVE	Armour	Points	
	4)	0	0				-	,	NA sal	00	
Huscarl (•	Seasoned	Good	-	3	2	7	4	Med	89	
	oons, Steadfast										
Upgrades.	To Veteran (+20 pts, wounds to 4)	, Leadership to	8 (+2 pt	s), add	I 2 Han	ded we	eapons (+10	pts)			
Bondi (2)		Trained	Av	-	3	2	6	4	None	47	
Hand Wear	oons										
Upgrades	To Regular (+10 pts), To Light arm						o T&L 7 (+2	pts)			
	add Heavy weapons (+10 pts), ma	y have thrown r	melee w	eapon	s (+4pts	S)					
Bondi Arc	hers (2)	Trained	Av	Av	3	2	6	4	None	60	
Hand Wear	oons, Bow										
Upgrades	To Regular (+10 pts), To Light arm	To Regular (+10 pts), To Light armour (+5 pts), To T&L 7 (+2 pts)									
Thralls (3,	, 4)	Dregs	Poor	Poor	2	1	4	6	None	18/2	
Hand Wear	oons, Skirmishers, Javelins										
Upgrades.	To leadership 5 (+2 pts), to Leade	rship 6 (+4pts)	, Armou	r to Lig	ht (+5 r	ots)					
	May replace Javelins with Sling (+	5 pts) or if NOT	in light	armou	r may re	eplace	javelins with	bow (+8	pts)		
	To Levy (+10pts)	• /					•	,	,		
Berserker	s/Ulfhednar (5)	Seasoned	Good	-	2	1	2	6	None	74/2	
Hand Wear	oons, Fanatics, Shock, skirmishers								-		
Upgrades	May be Veteran (+20 pts wounds t	o 3). T&L to 3 (+2 pts).	Mav h	ave Lia	ht Arm	our (+5 pts)				
.,0	May have Heavy Weapons if no lig	<u> </u>					(- /				
Viking Ra	iders (6, 7)	Trained	Av	-	3	2	4	4	None	48	
Hand Wear	oons, Shock, Impetuous, Light Troop	os									
Upgrades	To Seasoned (+10 pts) To Veterar	(+30pts wound	ds to 4),	T&L to	5 (+2	pts), T	&L to 6 (+4pt	s)			
	May have Heavy Weapons if no m	edium armour (+10 pts), May	have th	rown n	nelee weapo	ns (+4pts	s)		
	May have light armour (+5pts), ma									pts)	
			Note								
1	No more than half of the Huscarl s	tands may be V	/eteran								
2	Must have at least one Bondi unit	for each huscar	l unit, no	o more	than h	alf Bon	di stands ma	ay be arc	hers		
3	No more than half the Thrall units				apons						
4	Must have at least one Bondi u										
5	Only one unit per army and may no										
<u>6</u> 7	No more than half the points value	or the army ma	ay be tal	ken as	Viking	Kaider	S				
	May only have one veteran unit										

Norse	rish 850-1250AD						OFFICIAL	. 4th Jan	2008	
Troop typ	e (Notes)	Morale	cs	BS	WND	ATT	T&L	MOVE	Armour	Points
Noble Wa	rriors (1)	Seasoned	Av	_	3	2	7	4	None	69
Hand Weap										
Upgrades	To Veteran (+20 pts, wounds to	o 4), May be Mount	ed (+10	pts), C	Combat	skill to	Good (+5 p	ts)		
	T&L to 8 (+2 pts), Armour to Lig		•	• •				,		
	May have Heavy weapons if no	ot upgraded to light	armour	and no	t moun	ted. (+	10pts)			
Bonnacht	s (2)	Trained	Av	-	3	2	6	4	None	47
	ons, Light Troops									
Upgrades	To Regular (+10 pts), T&L to 7	(+2 pts), May have	thrown	melee	weapo	ns (+4	pts)			
	May have Light Armour (+5 pts	, , ,					,			
	•	,								
Kerns (3)		Dregs	Poor	Poor	2	1	4	6	None	18/2
` '	ons, Skirmishers	- J -								
Upgrades	May be Levy (+10 pts), T&L to	5 (+2 pts), may hav	e sling	s (+5 pt	:s)					
10	May have Javelins if no slings	· · · · ·								
	,	`								
Gall-Gaed	hil 'Sons of Death' (4)	Regular	Av	_	3	2	4	4	None	58
	ons, Fanatics, Light Troops									
Upgrades	May be Seasoned (+10 pts), To	&L to 5 (+2 pts). Ma	av have	Liaht A	rmour	(+5 pts), combat to	Good (+	opts)	
- p g · · · · · ·	May have Heavy Weapons if n						,,		- p /	
	, ,		1 //		,	. ,				
Norse Iris	h Mercenaries (5)	Regular	Av		3	2	6	4	None	57
Hand Wear		. regulai	,							<u> </u>
Upgrades	May be Seasoned (+10 pts), To	&L to 7 (+2 pts). Ma	av Have	liaht(+	5pts) o	r Mediu	ım (+10pts)	Armour		
o je grana o	May have heavy weapons (+10		.,				(
	, ,	. ,								
Notes										
1	Only one unit per army									
2	At least half the units in the	•								
3	No more than half of the ker		rmy ma	y be a	rmed v	with sl	ings.			
4	Only one unit of Gall-Gaedh	•	4000		- 41					
5	Only one unit of Norse Irish	iviercenaries per	1000 p	oints I	n tne a	ırmy.				

Andalusian 1000AD to 1150 AD

OFFICIAL 6th Jan 2008

), Armour to &L to 8 (+4pt Trained	Avg	Avg ht Arm	2 nour (+	1	6 skill to good	8 d (+5pts 10	Light)	91			
own melee Weapons, Feigned Fligh To Veteran (+20pts, wounds to 4 T&L increased to 7 (+2 points) To elin, Parthian Shot, Skirmisher To Regular (+10pts) To Seasone T&L increased to 8 (+2 points), m), Armour to &L to 8 (+4pt Trained ed (+20 point nissile skill to	Avg	Avg ht Arm	ots), Co	ombat 1	J	•	s)	65/2			
To Veteran (+20pts, wounds to 4 Γ&L increased to 7 (+2 points) To relin, Parthian Shot, Skirmisher To Regular (+10pts) To Seasone Γ&L increased to 8 (+2 points), m), Armour to &L to 8 (+4pt Trained ed (+20 point nissile skill to	Avg	Avg ht Arm	2 nour (+	1	J	•	,	65/2			
T&L increased to 7 (+2 points) To relin, Parthian Shot, Skirmisher To Regular (+10pts) To Seasone T&L increased to 8 (+2 points), make the spearmen (3)	XL to 8 (+4pt Trained ed (+20 point nissile skill to	Avg	Avg ht Arm	2 nour (+	1	J	•	,	65/2			
elin, Parthian Shot, Skirmisher Γο Regular (+10pts) Το Seasone Γ&L increased to 8 (+2 points), π Spearmen (3)	Trained ed (+20 point nissile skill to	Avg s), Lig	ht Arn	nour (+	1	7	10	None	65/2			
To Regular (+10pts) To Seasone T&L increased to 8 (+2 points), n Spearmen (3)	ed (+20 point nissile skill to	s), Lig	ht Arn		5ntc)							
T&L increased to 8 (+2 points), m Spearmen (3)	nissile skill to				Entc)				ļ			
Spearmen (3)		good	if seas	•	ades To Regular (+10pts) To Seasoned (+20 points), Light Armour (+5pts)							
Spearmen (3)				T&L increased to 8 (+2 points), missile skill to good if seasoned (+5pts)								
		Poor		3	2	4	4	Light	37			
no, milowii moioc woapon	Levy	1 001		3		4	4	Ligit	31			
									nte)			
								7(3)				
Amour to Mediam (+5pt3) May b	C III COIIIDIII	30 10111	lation	with a	CITCIS	DCIOW						
Andalusian Archers (3)			Poor	3	2	4	4	None	36			
ns, Bow, Light Troops												
Upgrades To Trained (+10 points), Light Armour +5 points, T&L increased to 5 (+2 points) T&L to 6 (+4pts)												
Missile skill to average (+5pts) N	/lay be in cor	nbined	forma	ation w	it spea	rmen above	э.					
Skirmishers (4)	Dreas	Poor	Poor	2	1	3	6	None	16/2			
ns, Javelins, Skirmishers												
May have light armour (+5pts), T	o Levy (+10r	ots), T8	&L to 4	+2pt	s), T&I	_ to 5 (+4pts	s)					
May exchange Javelins for short	bow if no lig	ht armo	our (+	5pts), N	Лау ех	change Jav	elins fo	r slings (+	5pts)			
Crossbowmen (5)	Levy				2	5	4	None	38			
ns, Light/Early Crossbow, Light Troo	ps											
Го Light Armour (+5 points), to Т	rained (+10p	ots), to	regula	ır (+20	ots), T	&L to 6 (+2	ots)					
Notes 1 For each unit of Noble cavalry you must have at least 2 units of Jinetes 2 Only one veteran Noble cavalry unit is allowed. 3 May be formed into a combined unit. 4 No more than half of the skirmish units may be armed with bows. 5 Only 1 unit per army												
r r	Archers (3) Ins., Thrown melee weapon Ins., Thrown melee weapon Ins., Thrown melee weapon Ins., Talined (+10 points), T&L increstration incression inc	Archers (3) Archers (3) Ins, Bow, Light Troops To Trained (+10 points), Light Armour +5 point Aissile skill to average (+5pts) May be in correct Skirmishers (4) Ins, Bow, Light Troops To Trained (+10 points), Light Armour +5 point May be in correct Skirmishers (4) Ins, Bow, Light Troops To Trained (+10 points), Light Armour +5 point May be in correct Skirmishers (4) Installation Dregs Skirmishers May have light armour (+5pts), To Levy (+10pt May exchange Javelins for short bow if no light Crossbowmen (5) Installation Levy State of the Levy State of Light Armour (+5 points), to Trained (+10pt To Light Armour (+5 points), to T	Archers (3) By Poor May be in combined form to Medium (+5pts) May be in combined form to Medium (+5pts) May be in combined form to Medium (+5pts) May be in combined form to Medium (+10 points), Light Armour +5 points, T&Missile skill to average (+5pts) May be in combined to Medium (+5pts) May be in combined to Medium (+5pts) May be in combined to Medium (+5pts), To Levy (+10pts), T&Missile skill to average (+5pts), T&Miss	Thrown melee weapon of trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 trained (+10 points)), May be in combined formation. Archers (3) Levy Poor Poor Archers (3) Levy Poor Poor Missile skill to average (+5pts) May be in combined formation. Skirmishers (4) Skirmishers (4) Dregs Poor Poor Skirmishers May have light armour (+5pts), To Levy (+10pts), T&L to 4 trained particular to 4 trained. Crossbowmen (5) Levy Poor Poor S, Light/Early Crossbow, Light Troops To Light Armour (+5 points), to Trained (+10pts), to regular trained or Regular then may increase Bow skill to average trained or Regular then may increase Bow skill to average trained or Noble cavalry you must have at least 2 ure only one veteran Noble cavalry unit is allowed. May be formed into a combined unit. No more than half of the skirmish units may be armed with	Thrown melee weapon To trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 points) Thrown melee weapon To trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 points) Thrown melee weapon Throw melee weapon Thrown melee weapon Thrown melee weapon Throw melee weapon Throw mele	Thrown melee weapon of trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 points), Continuour to Medium (+5pts) May be in combined formation with archers Archers (3) Levy Poor Poor 3 2 15, Bow, Light Troops To Trained (+10 points), Light Armour +5 points, T&L increased to 5 (+4) Missile skill to average (+5pts) May be in combined formation wit speases Skirmishers (4) Dregs Poor Poor 1 1 2 1 2 2 3 3 3 3 4 4 4 4 5 5 6 Crossbowmen (5) Levy Poor Poor	Thrown melee weapon of trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 points), Combat to average (+5pts) May be in combined formation with archers below Archers (3) Levy Poor Poor 3 2 4 Archers (3) Levy Poor Poor 3 2 4 Archers (3) Levy Poor Poor Archers (4) Skirmishers (4) Dregs Poor Poor	Thrown melee weapon of trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 points), Combat to average if the trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 points), Combat to average if the trained (+10 points), May be in combined formation with archers below Archers (3) Levy Poor Poor 3 2 4 4 Ans, Bow, Light Troops To Trained (+10 points), Light Armour +5 points, T&L increased to 5 (+2 points) T&L to 6 (Missile skill to average (+5pts)) May be in combined formation wit spearmen above. Skirmishers (4) Dregs Poor Poor 2 1 3 6 S, Javelins, Skirmishers May have light armour (+5pts), To Levy (+10pts), T&L to 4 (+2pts), T&L to 5 (+4pts) May exchange Javelins for short bow if no light armour (+5pts), May exchange Javelins for Crossbowmen (5) Levy Poor Poor 3 2 4 4 4 4 4 4 4 4 4 4 4 4	is, Thrown melee weapon of trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 points), Combat to average if trained (+5pt) furmour to Medium (+5pts) May be in combined formation with archers below Archers (3) Levy Poor Poor 3 2 4 4 None Is, Bow, Light Troops To Trained (+10 points), Light Armour +5 points, T&L increased to 5 (+2 points) T&L to 6 (+4pts) Alissile skill to average (+5pts) May be in combined formation wit spearmen above. Skirmishers (4) Dregs Poor Poor 1 1 3 6 None S, Javelins, Skirmishers Alay have light armour (+5pts), To Levy (+10pts), T&L to 4 (+2pts), T&L to 5 (+4pts) Alay exchange Javelins for short bow if no light armour (+5pts), May exchange Javelins for slings (+6) Crossbowmen (5) Levy Poor Poor 3 2 5 4 None S, Light/Early Crossbow, Light Troops To Light Armour (+5 points), to Trained (+10pts), to regular (+20pts), T&L to 6 (+2pts) For each unit of Noble cavalry you must have at least 2 units of Jinetes Only one veteran Noble cavalry unit is allowed. Alay be formed into a combined unit. No more than half of the skirmish units may be armed with bows.			

Christian Spanish 1000AD to 1150 AD

Troop typ	e (Notes)	Morale	cs	BS	WND	ATT	T&L	Move	Armour	Points
Caballero	s	Trained	Avg	-	3	2	6	8	Light	71
Hand weap	ons, Thrown Melee Weapon, Mour	ted, Feigned Fligh	t							
	to regular (+10 points) to sease			o med	ium (+	5pts)				
	T&L increased to 7 (+2 points)					. ,				
	,	, i ,								
Caballero	s Hidalgos (3, 4)	Seasoned	Good	-	3	2	7	8	Light	98
Hand Wear	oons, Thrown Melee Weapons, Mo	unted, Shock, Impe	etuous							
Upgrades	Veteran (+20points +1 extra w	•		_ ` _ '			•		s, move to	7)
	T&L to 8 (+2pts) T&L to 9 (+4p	ts), May <i>replace</i>	throw	n mele	e wea	pon wi	th Lance (+	6pts)		
	s Villanos	Trained	Avg	-	3	2	5	8	Light	64
	lee Weapons, Mounted									
Upgrades	to regular (+10 points) to seaso	oned (+20pts), ar	mour t	o med	ium (+	5pts),	T&L increas	sed to 6	(+2 points	S)
				١.			_			- 0/0
Jinetes	and the Oldman taken	Regular	Avg	Avg	2	1	5	10	None	70/2
	avelin, Skirmisher	-l-1 A / - F1	-\ T 0			- 0 (- (> ! ! \			
Upgrades	to Seasoned (+10 points) to Li				asea t	06(+2	2 points)			
	May have Parthian shot (+5pts), missile skill to	good (+5pts) I						
	n (Peones) (2)	Levy	Poor	-	3	2	5	4	Light	39
	oons, thrown melee weapons									
Upgrades	To trained (+10pts), T&L increased to 6 (+2 points), Combat skill to average (+5pts)									
	May be formed into combined	unit with Archers	below					1		
	• \ \ (0)		_	١,			_			40
	Arqueros) (2)	Levy	Poor	Avg	3	2	5	4	None	43
Hand weap			N	1:: -	-1.:11 4-		(. C-t-)			
opgrades	To trained (+10pts), T&L increa					averaç	ge (+spis)			
	May be formed into combined	iorniation with sp	l	11 abo	/e					
Crossbow	vmen (1)	Trained	Avg	Avg	3	2	5	4	None	65
	ons, Light/Early Crossbow, Light tro		rwg	7119	<u> </u>		3	-	TVOIC	00
	To regular (+10pts), T&L incre	•	nts) a	rmour	to light	t (+5nt	s)			
- pg. u.ucc	10 10 galar (1 10 pto), 1 az moro	2004 to 0 (12 poi	1110), a	moai	to ligiti	(, opt	<u> </u>			
Skirmishe		Dregs	Poor	Poor	2	1	3	6	None	16/2
	ons, Javelin, Skirmishers									
Upgrades	replace Javelin with Bow (+4 p						s), armour t	o light if	no bow (+	-5pts)
	Missile skill to average (+5pts)	•			<u> </u>					
NI :	to Levy (+10pts), to trained (+2	Opts), T&L to 4 (+2pts)	, T&L t	0 5 (+4	4pts)				
Notes	Only one unit new arms									
1 2	Only one unit per army Spearmen and Archers may be	formed into Mix	اما ياما	te						
3	No more than half of your cava				os unit	s.				
4	Only one veteran Caballeros F	•		•						
5	No more than 1/3 of the army r				units					
6	No more than half of the skirm	ahar atanda in th	o orm	may	ha arm	od wit	h how or cli	na		