

Berber 1000AD to 1150 AD

OFFICIAL 8th Jan 2008

Troop type (Notes)	Morale	CS	BS	WND	ATT	T&L	Move	Armour	Points
Black Guard (1)	Seasoned	Avg	Avg	3	2	6	4	Light	86
Hand weapons, Thrown melee weapons, steadfast									
Upgrades To Veteran (+20 points,+1 wound), To Medium Armour (+5 pts), If Veteran CS may be good (+5pts)									
T&L increased to 7 (+2 points), T&L to 8 (+4pts), May be Drilled (+5pts)									
Hasham Guard Cavalry (2)	Seasoned	Good	-	3	2	6	8	Light	91
Mounted, Thrown melee weapons,									
Upgrades To Veteran (+20 points,+1 wound), Medium Armour (+5 points)									
T&L increased to 7 (+2 points) T&L to 8 (+4pts)									
Berber Cavalry	Trained	Avg	Avg	2	1	6	10	None	62/2
Mounted, Javelin, Skirmishers									
Upgrades To regular (+10pts) to Seasoned (+20 points), Light Armour (5pts)									
T&L increased to 7 (+2 points), May have Parthian Shot (+5pts)									
Berber Camelry (3)	Trained	Poor	Poor	2	1	5	10	None	50/2
Camels, Javelin, Skirmisher									
Upgrades To Regular (+10pts) Light Armour (+5pts), T&L to 6 (+2pts)									
If regular combat skill to average (+5pts) If regular Bow skill to average (+5pts)									
Berber Spearmen (4)	Trained	Avg	-	3	2	5	4	Light	54
Hand weapons, Thrown melee weapons									
Upgrades To Regular (+10pts) to Seasoned (+10 pts), T&L increased to 6 (+2 points) Increase to 7 (+4pts)									
May be combined into units with Berber archers below.									
Berber Archers (4)	Trained	Avg	Avg	3	2	5	4	None	58
Hand weapons, Bow, Light Troops									
Upgrades To Regular (+10pts) to Seasoned (+10 pts), T&L increased to 6 (+2 points) Increase to 7 (+4pts)									
Berber Skirmishers	Levy	Poor	Poor	2	1	3	6	None	26/2
Hand Weapons, Javelins, Skirmishers									
Upgrades May replace Javelins with short Bow (+5pts), T&L to 4 (+2pts), T&L to 5 (+4pts)									
May have light armour if no bow (+5pts), to Trained (+10pts), if trained missile skill may be average (+5pts)									
Notes									
1 Only 1 Unit of Black Guard per army									
2 Only 1 unit of Guard cavalry per army - may not be the largest mounted unit in the army									
3 Only 1 unit per army - any cavalry unit that fights camels become shaken immediately on contact.									
4 May be combined units									

Western Frankish or Norman 900 - 1100 AD

OFFICIAL 1st Jan 2008

Troop type (Notes)	Morale	CS	BS	WND	ATT	T&L	MOVE	Armour	Points
Milites (1) (2)	Seasoned	Av	-	3	2	7	8	Medium	94
Shock, Mounted, Hand weapons									
Upgrades To Veteran (+20 pts, wnds to 4), To Elite (+40 pts, wnds to 4, attacks to 3), T&L to 8 (+2 pts) T&L to 9 (+4 pts) Combat skill to Good (+5 pts), Armour to Heavy (+5 pts, move to 7), May have Lance if Norman (+10 pts)									
Pueri (2)	Regular	Av	-	3	2	6	8	None	67
Hand weapons, Mounted									
Upgrades To Seasoned (+10 pts), Armour to Light (+5 pts), Armour to Medium (+10 pts), T&L to 7 (+2 pts) May have Feigned Flight (+5 pts), May have thrown melee weapons (+4pts)									
Pueri Skirmishers	Trained	Poor	Poor	2	1	5	8	None	50/2
Hand weapons, Mounted, skirmishers, javelins									
Upgrades To Regular (+10 pts), Armour to Light (+5 pts), T&L to 6 (+2 pts) Combat skill to Average (+5pts) Missile skill to average (+5pts) may have parthian shot (+5pts)									
Dismounted Milites	Seasoned	Av	-	3	2	7	4	Medium	79
Hand weapons									
Upgrades To Veteran (+20 pts, wnds to 4), T&L to 8 (+2 pts) T&L to 9 (+4 pts), May have 2 handed weapons (+10 pts) Combat skill to Good (+5 pts), Armour to Heavy (+5 pts, move to 3)									
Liberi (3) (4)	Levy	Av	Av*	3	2	5	4	None	40
Hand weapons (* - if no missile weapon given to these troops then no BS so -5pts cost)									
Upgrades To Trained (+10pts), To Regular (+20 pts), To Light armour (+5 pts), to Medium armour (+10 pts) May be designated as Light troops (No points cost), To T&L 6 (+2 pts), to T&L 7 (+4pts) May have Bow if not in Medium armour (+8 pts), May have Light Crossbow if not in medium armour (+8 pts)									
Coloni (5)	Dregs	Poor	Poor	3	2	4	4	None	18
Hand Weapons									
Upgrades To Levy (+10 pts, hand to hand attacks +1), T&L to 5 (+2 pts), If skirmishers may have Javelins (free) May have light armour (+5 pts), May have bows if not in light armour (+8 pts), May have slings (+5 pts) May be skirmishers (Half pts cost, Wnds to 2, hand to hand to 1, missile attacks to 1, move to 6)									

Notes

- 1 No more than one Elite milite unit per army
- 2 You must have at least 1 Milite and 1 Pueri unit in the army
- 3 May not have more than half Liberi units armed with missile weapons
- 4 May not have more Crossbow armed Liberi stands than Bow armed Liberi stands.
- 5 May not have more than half Coloni units armed with Bows

Dark Ages Saxon 700-1100AD

OFFICIAL 1st Jan 2008

Troop type (Notes)	Morale	CS	BS	WND	ATT	L'SHIP	MOVE	Armour	Points
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Huscarl (1)	Veteran	Good	-	4	2	8	4	Med	116
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Hand Weapons, Steadfast, Shieldwall.

Upgrades. To Elite (+20 pts, attacks to 3), Armour to Heavy (+5 pts, move down to 3), Leadership to 9 (+2 pts), add 2 Handed weapons (+10 pts)

Thegn (2) (3)	Regular	Av	-	3	2	7	4	Light	69
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Hand Weapons, Shieldwall

Upgrades. To Seasoned (+10 pts), Armour to medium (+5 pts), Leadership to 8 (+2 pts), Steadfast (+5 pts)
Combat Value to Good (+ 5 pts), May be mounted (+10 pts, move to 8, If mounted may not be seasoned)

Coerls (4)	Trained	Av	Av	3	2	6	4	None	52
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Hand Weapons.

Upgrades. To Regular (+10 pts), Armour to Light (+5 pts), Leadership to 7 (+2 pts)
May have Bow (+8 pts, if bow armed may not have light armour), Shieldwall (+5 pts, only if have light armour)

Geburs (5) (6)	Levy	Poor	Poor	2	2	5	4	None	30
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Hand Weapons

Upgrades. To leadership 6 (+2 pts), Armour to Light (+5 pts), Bow (+8 pts, may not have light armour), Sling (+5 pts)
May Skirmish (Half pts cost, h to h and missile attacks to 1, move to 6), Javelins (+0 pt, only if skirmishers)

Lesser Fyrd (5) (6)	Dregs	Poor	Poor	2	2	4	4	None	18
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Hand Weapons

Upgrades. May have slings (+5 pts), Leadership to 5 (+2pts), Javelins (+0 pt, only if skirmishers)
May Skirmish (Half total pts cost, missile attacks to 1, hand to hand attacks to 1, move to 6)

Notes

- 1 Only one Huscarl unit allowed per leader with the army and only one at Elite
- 2 You may not have more Thegn units than Coerl units in the army.
- 3 No more than half the Thegn units may be mounted.
- 4 You may not have more than half the Coerl units armed with bows.
- 5 You may not have more than half the units in the army made up of Gebur or Lesser Fyrd.
- 6 No more than half of the total number of Gebur and Lesser Fyrd units may be armed with bows or slings

Viking 790-1070AD

OFFICIAL 4th Jan 2008

Troop type (Notes)	Morale	CS	BS	WND	ATT	T&L	MOVE	Armour	Points
Huscarl (1)	Seasoned	Good	-	3	2	7	4	Med	89
Hand Weapons, Steadfast									
Upgrades.	To Veteran (+20 pts, wounds to 4), Leadership to 8 (+2 pts), add 2 Handed weapons (+10 pts)								
Bondi (2)	Trained	Av	-	3	2	6	4	None	47
Hand Weapons									
Upgrades	To Regular (+10 pts), To Light armour (+5 pts), to Medium armour (+10 pts), To T&L 7 (+2 pts) add Heavy weapons (+10 pts), may have thrown melee weapons (+4pts)								
Bondi Archers (2)	Trained	Av	Av	3	2	6	4	None	60
Hand Weapons, Bow									
Upgrades	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 Weapons, Skirmishers, Javelins									
Upgrades.	To leadership 5 (+2 pts), to Leadership 6 (+4pts) , Armour to Light (+5 pts) May replace Javelins with Sling (+5 pts) or if NOT in light armour may replace javelins with bow (+8pts) To Levy (+10pts)								
Berserkers/Ulfhednar (5)	Seasoned	Good	-	2	1	2	6	None	74/2
Hand Weapons, Fanatics, Shock, skirmishers									
Upgrades	May be Veteran (+20 pts wounds to 3), T&L to 3 (+2 pts), May have Light Armour (+5 pts) May have Heavy Weapons if no light armour (+10 pts)								
Viking Raiders (6, 7)	Trained	Av	-	3	2	4	4	None	48
Hand Weapons, Shock, Impetuous, Light Troops									
Upgrades	To Seasoned (+10 pts) To Veteran (+30pts wounds to 4), T&L to 5 (+2 pts), T&L to 6 (+4pts) May have Heavy Weapons if no medium armour (+10 pts), May have thrown melee weapons (+4pts) May have light armour (+5pts), may have medium armour (+10pts), If seasoned or veteran to Good combat (+5pts)								
Notes									
1	No more than half of the Huscarl stands may be Veteran								
2	Must have at least one Bondi unit for each huscarl unit, no more than half Bondi stands may be archers								
3	No more than half the Thrall units may be armed with missile weapons								
4	Must have at least one Bondi unit for each thrall unit								
5	Only one unit per army and may not be larger than 4 stands. Note these are skirmishers.								
6	No more than half the points value of the army may be taken as Viking Raiders								
7	May only have one veteran unit								

Norse Irish 850-1250AD

OFFICIAL 4th Jan 2008

Troop type (Notes)	Morale	CS	BS	WND	ATT	T&L	MOVE	Armour	Points
Noble Warriors (1)	Seasoned	Av	-	3	2	7	4	None	69
Hand Weapons									
Upgrades To Veteran (+20 pts, wounds to 4), May be Mounted (+10 pts), Combat skill to Good (+5 pts)									
T&L to 8 (+2 pts), Armour to Light (+5 pts), may have thrown melee weapons (+4pts)									
May have Heavy weapons if not upgraded to light armour and not mounted. (+10pts)									
Bonnachts (2)	Trained	Av	-	3	2	6	4	None	47
Hand Weapons, Light Troops									
Upgrades To Regular (+10 pts), T&L to 7 (+2 pts), May have thrown melee weapons (+4 pts)									
May have Light Armour (+5 pts)									
Kerns (3)	Dregs	Poor	Poor	2	1	4	6	None	18/2
Hand Weapons, Skirmishers									
Upgrades May be Levy (+10 pts), T&L to 5 (+2 pts), may have slings (+5 pts)									
May have Javelins if no slings (free)									
Gall-Gaedhil 'Sons of Death' (4)	Regular	Av	-	3	2	4	4	None	58
Hand Weapons, Fanatics, Light Troops									
Upgrades May be Seasoned (+10 pts), T&L to 5 (+2 pts), May have Light Armour (+5 pts), combat to Good (+5pts)									
May have Heavy Weapons if no light armour (+10 pts), May be Shock (+5 pts)									
Norse Irish Mercenaries (5)	Regular	Av		3	2	6	4	None	57
Hand Weapons									
Upgrades May be Seasoned (+10 pts), T&L to 7 (+2 pts), May Have light(+5pts) or Medium (+10pts) Armour									
May have heavy weapons (+10pts)									
Notes									
1 Only one unit per army									
2 At least half the units in the army must be Bonnachts									
3 No more than half of the kern stands in the army may be armed with slings.									
4 Only one unit of Gall-Gaedhil in the army.									
5 Only one unit of Norse Irish Mercenaries per 1000 points in the army.									

Andalusian 1000AD to 1150 AD

OFFICIAL 6th Jan 2008

Troop type (Notes)	Morale	CS	BS	WND	ATT	T&L	Move	Armour	Points
Noble Cavalry (1, 2)	Seasoned	Av	-	3	2	6	8	Light	91
Mounted, Thrown melee Weapons, Feigned Flight									
Upgrades To Veteran (+20pts, wounds to 4), Armour to medium (+5pts), Combat skill to good (+5pts)									
T&L increased to 7 (+2 points) T&L to 8 (+4pts)									
Jinetes (1)	Trained	Avg	Avg	2	1	7	10	None	65/2
Mounted, Javelin, Parthian Shot, Skirmisher									
Upgrades To Regular (+10pts) To Seasoned (+20 points), Light Armour (+5pts)									
T&L increased to 8 (+2 points), missile skill to good if seasoned (+5pts)									
Andalusian Spearmen (3)	Levy	Poor	-	3	2	4	4	Light	37
Hand Weapons, Thrown melee weapon									
Upgrades to trained (+10 points), T&L increased to 5 (+2pts) to 6 (+4 points), Combat to average if trained (+5pts)									
Armour to Medium (+5pts) May be in combined formation with archers below									
Andalusian Archers (3)	Levy	Poor	Poor	3	2	4	4	None	36
Hand Weapons, 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) May be in combined formation wit spearmen above.									
Andalusian Skirmishers (4)	Dregs	Poor	Poor	2	1	3	6	None	16/2
Hand weapons, Javelins, Skirmishers									
Upgrades 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 slings (+5pts)									
Andalusian Crossbowmen (5)	Levy	Poor	Poor	3	2	5	4	None	38
Hand weapons, Light/Early Crossbow, Light Troops									
Upgrades To Light Armour (+5 points), to Trained (+10pts), to regular (+20pts), T&L to 6 (+2pts)									
If trained or Regular then may increase Bow skill to average (+5pts)									
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									

Christian Spanish 1000AD to 1150 AD

Troop type (Notes)	Morale	CS	BS	WND	ATT	T&L	Move	Armour	Points
Caballeros	Trained	Avg	-	3	2	6	8	Light	71
Hand weapons, Thrown Melee Weapon, Mounted, Feigned Flight									
Upgrades to regular (+10 points) to seasoned (+20pts), armour to medium (+5pts)									
T&L increased to 7 (+2 points) T&L to 8 (+4pts)									
Caballeros Hidalgos (3, 4)	Seasoned	Good	-	3	2	7	8	Light	98
Hand Weapons, Thrown Melee Weapons, Mounted, Shock, Impetuous									
Upgrades Veteran (+20points +1 extra wound), to medium armour (+5pts) to Heavy Armour (+10 points, move to 7)									
T&L to 8 (+2pts) T&L to 9 (+4pts), May <i>replace</i> thrown melee weapon with Lance (+6pts)									
Caballeros Villanos	Trained	Avg	-	3	2	5	8	Light	64
Thrown melee Weapons, Mounted									
Upgrades to regular (+10 points) to seasoned (+20pts), armour to medium (+5pts), T&L increased to 6 (+2 points)									
Jinetes	Regular	Avg	Avg	2	1	5	10	None	70/2
Mounted, Javelin, Skirmisher									
Upgrades to Seasoned (+10 points) to Light Armour (+5pts), T&L increased to 6 (+2 points)									
May have Parthian shot (+5pts), missile skill to good (+5pts)									
Spearmen (Peones) (2)	Levy	Poor	-	3	2	5	4	Light	39
Hand Weapons, 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.									
Archers (Arqueros) (2)	Levy	Poor	Avg	3	2	5	4	None	43
Hand weapons, Bow									
Upgrades To trained (+10pts), T&L increased to 6 (+2 points), Missile skill to average (+5pts)									
May be formed into combined formation with spearmen above									
Crossbowmen (1)	Trained	Avg	Avg	3	2	5	4	None	65
Hand weapons, Light/Early Crossbow, Light troops									
Upgrades To regular (+10pts), T&L increased to 6 (+2 points), armour to light (+5pts)									
Skirmishers (5,6)									
	Dregs	Poor	Poor	2	1	3	6	None	16/2
Hand weapons, Javelin, Skirmishers									
Upgrades replace Javelin with Bow (+4 points), replace Javelin with Sling (+5 points), armour to light if no bow (+5pts)									
Missile skill to average (+5pts), parthian shot if javelin armed (+5pts)									
to Levy (+10pts), to trained (+20pts), T&L to 4 (+2pts), T&L to 5 (+4pts)									
Notes									
1 Only one unit per army									
2 Spearmen and Archers may be formed into Mixed units									
3 No more than half of your cavalry may be Caballeros Hidalgos units.									
4 Only one veteran Caballeros Hidalgos unit in the army									
5 No more than 1/3 of the army may be made up of skirmisher units									
6 No more than half of the skirmisher stands in the army may be armed with bow or sling									