WABFORUM
ARMY BOOK

WARHAMMER
HISTORICAL

WABFORUM
ARMY BOOK 1

THE CHARIOT ERA

67 ARMY LISTS FROM 3000-500BC

WAB FORUM ARMIES

BOOK I: 3000 to 500 BC

CONTENT **PAGE**

I/1	Early Sumerian (3000BC - 2250BC	3
I/2	Early Egyptian (3000BC - 1543BC)	4
I/3	Nubian (3000BC - 1480 BC)	5
I/4	Zagros and Anatolian Highlanders (3000BC - 950BC)	6
I/5	Early Susiana and Elam (3000BC - 800BC)	7
I/6	Early Bedouin (3000BC - 312BC)	8
I/7	Early Libyan (3000BC - 74BC)	9
I/8	Makkan, Dilman, Saba, Ma'in and Qataban (2800BC - 312BC)	10
I/9	Early Syrian (2500 BC - 2200 BC)	11
I/10	Melukhkhan and Pre-Vedic Indian (2700BC - 1100BC)	12
I/11	Akkadian and Third Dynasty of Ur (2334BC - 2004BC)	13
I/12	Sumerian Successor States (2027BC - 1460BC)	14
I/13	Hsia and Shang Chinese (2000BC - 1027BC)	15
I/14	Early Northern Barbarians (2000BC - 315BC)	16
I/15	Later Amorite (1894BC - 1595BC)	17
I/16	Hittite Old and Middle Kingdom (1680BC - 1380BC)	18
I/17	Hyksos (1645BC - 1537BC)	19
I/18	Minoan and Early Mycenaean (1600BC - 1250BC)	20
I/19	Mitanni (1600BC - 1274BC)	21
I/20	Syro-Canaanite or Ugaritic (1700BC - 1100BC)	22
I/21	Kassite and Later Babylonian (1595BC - 747BC)	23
I/22	New Kingdom Egyptian (1543 - 1069BC)	24
I/23	Vedic Indian (1500BC - 512BC)	25
I/24	Hittite Empire (1380BC - 1180BC)	26
I/25	Middle Assyrian and Early Neo-Assyrian (1365BC - 745BC)	27
I/26	Later Mycenaean and Trojan War (1250BC - 1150BC)	28
I/27	Early Hebrew (1250BC - 1000BC)	29
I/28	Sea Peoples (1231BC - 1165BC)	30
I/29	Philistine (1165BC - 600BC)	31
I/30	Dark Age and Geometric Greek (1160BC - 650BC)	32
I/31	Neo-Hittite and Aramaean (1100BC - 710BC)	33
I/32	West. Chu and Spring&Autumn Chinese (1100BC - 480BC)	34
I/33	Villanovan Italian (1000BC - 650BC)	35
I/34	Later Hebrew (1000BC - 587BC)	36
I/35	Cypriot and Phoenician (1000BC - 332BC)	37
I/36	Italian Hill Tribes (1000BC - 290BC)	38
I/37	Mannaian and Taurus/Zagros Highlanders (950BC - 610BC)	39
I/38	Libyan Egyptian (946BC - 712BC)	40
I/39	Urartian (880BC - 585BC)	41
I/40	Medes, Zikirtu, Andia or Parsua (835BC - 550BC)	42
I/41	Phrygian (800BC - 676BC)	43
I/42	Neo-Elamite (800BC - 639BC)	44
I/43	Kimmerian, Skythian or Early Hu (750BC - 50BC)	45
I/44	Neo-Babylonian (746BC - 482BC)	46
I/45	Neo-Assyrian Empire (745BC - 681BC)	47
I/46	Kushite Egyptian (745BC - 593BC)	48
I/47	Illyrian (700BC - 10AD)	49
I/48	Thracian (700BC - 46AD)	50
I/49	Early Vietnamese (700BC - 938AD)	51
I/50	Lydian (687BC - 546BC)	52
I/51	Neo-Assyrian Later Sargonid (680BC - 609BC)	53
I/52	Early Hoplite Greek (680BC - 450BC)	54
I/53	Saitic Egyptian (664BC - 335BC)	55
I/54	Early Macedonian (650BC - 355BC)	56
I/55	Latin, Roman, Etruscan and Umbrian (650BC - 290BC)	57
I/56	Kyrenean Greek (630BC - 74BC)	58
I/57	Etruscan League (600BC - 280BC)	69
I/58	Meroitic Kushite (600BC - 350AD)	60
I/59	Tullian Roman (578BC - 400BC)	61
I/60	Early Achaemenid Persian (550BC - 420BC)	62
I/61	Early Carthaginian (550BC - 275BC)	64
I/62	Lykian (546BC - 300BC)	65
I/63	Paionian (512BC - 284BC)	66

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SPECIAL RULES

ALLIES
Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject alllies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT
Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

EARLY PHALANX
- if armed with thrusting spear fight in 2 ranks even on the charge
- may not turn or change formation
- always suffer the -1 LD penalty as if enemies were in 8" when reforming
- become normal *Phalanx* rule in armies after 500BC

GERMAN WEDGE
- may count rank bonus up to +2.
- ignore Ferocious Charge when charged and have at least +1 rank bonus
- better armoured models have to be placed in front and flank

KALLAPANI
Some armies transported their troops with horse or camel drafted platforms across the battlefield before the battles began. Such armies are free to choose a number of units which can be upgraded with “Riding Horses” or “Riding Camels” for 1 point per model. Horse riding infantry units can move up to 8” after deployment and before the first turn, camel riding 6”. This cannot be combined with the extra movement allowed for skirmishers in some scenarios.

LIGHT BOLT THROWER (36pts)
(See rulesbook page 180)
Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Thrower	-	-	-	-	6	2	-	-	-	36

Equipment: Hand weapon.
The crew may have light armour (+4).
Range 36”, S4/-1 per rank, no save, D3 wounds per hit
Special Rules: *Bolt Thrower*

LIGHT CANNON (50pts)
(See rulesbook page 130)
Each machine has a three man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Cannon	-	-	-	-	6	3	-	-	-	50

Equipment: Hand weapon.
The crew may have light armour (+6).
Range 36”, S6, no save, D6 wounds per hit
Special Rules: *Cannon*

STAMPEDING ANIMALS (200pts)
Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6”x6”. For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6” each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6” for the distance another d6. On a 2-5 the stampede continues in exactly the same diretion. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD
Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4” and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18” and fleeing troops within 6” are rallying automatically.

UNITS
All units may have a leader, standard and musician for 5pts each.
All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY
Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS
As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR
See WAB Errata for details:
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf

WARHOUNDS
(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missle weapons should be randomly devided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)
Special Rules: *Warband, Skirmishers*

WAR WAGON
See WAB Errata for details
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf
Some War Wagons may have two war machines with crew instead of 6 missle armed crew members (+80).

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WAB FORUM ARMIES

BOOK I: 3000 to 500 BC

1. EARLY SUMERIAN 3000-2250BC

CHARACTERS: Up to 25%
CHARIOTS & CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.
Only after 2800BC: May ride an Onager Chariot or Straddle car at additional costs

CHARIOTS & CAVALRY

ONAGER CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	4	2	7	45

Equipment: One crewman with hand weapon, javelins and shield with a driver.
Special Rules: *Heavy Chariots*, *Unruly*, Only after 2800BC

0-1 STRADDLE CARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	4	4	3	4	1	3	1	7	24

Equipment: One driver with hand weapon, javelins
Special Rules: *Light Chariots*, *Unruly*, Only after 2800BC

0-1 EQUID MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers*, *Unruly*, Only after 2800BC

INFANTRY

HOUSEHOLD AND MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Household	4	3	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2) thrusting spear instead of bow (free, only after 2800BC) and large shield (+2, only after 2500BC and if armed with thrusting spear). May be from Kish (+3, only after 2800BC, M5, KG4)
Special Rules: *Early Phalanx* if armed with thrusting spears, *Light Infantry* if amed with bow after 2800BC

SETTLED OR NOMADIC LEVY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

SETTLED OR NOMADIC LEVY JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Javelin, hand weapon
Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

MARTU MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon
Special Rules: *Light Infantry*, Only after 2500BC

LEVIES AND EMERGENCY RESERVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only in 2250BC

ALLIES

Dry Steppe Nomad Allies, I/6
Zagros Highlander Allies, I/4
Elamite Allies, I/5
Only after 2500BC: Syrian City-State Allies, I/9
Only 2250BC: Melukhkhan Allies, I/10

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WAB FORUM ARMIES

BOOK I: 3000 to 500 BC

2. EARLY EGYPTIAN 3000-1543BC

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	3	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon and light armour, bow
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The general can be mounted on a litter. After 1640BC the general may ride a light chariot bought at additional cost, see list I/4.

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon

0-1 MARINES, SPEARMEN OF THE RESIDENCE AND MANFAT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, double-handed weapon
May have shield (+1), thrusting spear instead of double-handed weapon (+2) and light armour (+2). May be *Stubborn* (+2) and *Veterans* (+2)

JAVELINMEN AND QUIVER CARRIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
Special Rules: *Light Infantry*

CONSCRIPTS UNDER LOCAL COMMANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Conscript	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

MEDJA AND OTHER NUBIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

BEDOUIN SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

LIBYAN JAVELINMEN AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Javelins, hand weapon
May have bow instead of javelins (+1)
Special Rules: *Skirmishers*

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3. NUBIAN 3000-1480BC

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	3	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, javelins and light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

CAVALRY

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Javelin, hand weapon
Special Rules: *Skirmishers*

EGYPTIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Egyptian	4	4	3	3	3	1	5	1	7	10

Equipment: Hand weapon, double-handed weapon
May have thrusting spear instead of double-handed weapon (+2)
Special Rules: *Combined Formation,* up to half can have bow, Only Kush 1645-1480BC

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4. ZAGROS AND ANATOLIAN HIGHLANDERS 3000-950BC

CHARACTERS: Up to 25%
CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow and light armour, shield
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-King acts as *Army General* but only for units from his allied contingent.
Only Guti 2250-2112BC: General may ride a Straddle Car (see List I/1 for cost and profile)
Only Hurrian after 1780BC or Early Kassites, Gasgans, Nairi lands or similar after 1650BC: General, sub-generals and ally-general may ride a light chariot at additional cost

CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*, Only Hurrian after 1780BC or Early Kassites, Gasgans, Nairi lands or similar after 1650BC, replace Bodyguards with Light Chariots

INFANTRY

BODYGUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	3	3	3	1	4	1	7	11

Equipment: Bow, hand weapon, shield
May have double handed weapon (+2). May be *Veterans* (+2)

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	2	1	6	6

Equipment: Javelins, hand weapon and buckler
Only Gasgans: Warriors became *Warband* with M5 and Ld5 (free).

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	2	1	5	3

Equipment: Javelin, hand weapon.
Only from 1500BC: Have buckler (free)
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

MARKHASHIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	5	5

Equipment: Bow, hand weapon
Special Rules: Only Guti in 2250BC using Elamite Allies

MELUKHKHAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, double-handed weapon
Special Rules: Only Guti in 2250BC using Elamite Allies

MELUKHKHAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Special Rules: Only Guti in 2250BC using Elamite Allies

MAKKANITE WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, javelins and shield
May have thrusting sprear (+2)
Special Rules: Only Guti in 2250BC using Elamite Allies

SUMERO-AKKADIAN MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon
May have light armour (+2) and large shield (+2).
Special Rules: *Early Phalanx*, Only Guti from 2193-2112BC

ALLIES

Only Guti in 2250BC: Anatolian/Mariote Allies, I/9
Only Guti in 2250BC: Elamite Allies, I/5
Only Guti from 2193-2112BC: Subject Sumero-Akkadian city-state Allies, I/11

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WAB FORUM ARMIES

BOOK I: 3000 to 500 BC

5. EARLY SUSIANA AND ELAM 3000-800BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow and light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.
Only from 2600BC: General may be upgraded to Ld10 (+50).
Only 2600-1400BC: Onager Chariot or Straddle car mounted for additional costs
After 1400BC: Light chariot mounted for additional cost

CAVALRY&CHARIOTS

ONAGER CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	4	2	7	45

Equipment: One crewman with hand weapon, javelins and shield with a driver.
Special Rules: *Heavy Chariots, Unruly,* Only from 2600-1400BC

0-1 EQUID MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers, Unruly,* Only from 2600-1400BC

0-1 STRADDLE CARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	4	4	3	4	1	4	1	7	24

Equipment: One driver with hand weapon, javelins
Special Rules: *Light Chariots, Unruly,* Only from 2600-1400BC

REGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	4	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots,* Only after 1400BC

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield light armour
Special Rules: *Light Chariots,* Only after 1400BC

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	7	18

Equipment: Hand weapon, bow.
Special Rules: *Light Cavalry,* Only after 1400BC

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
May have BS3 and Ld6 (+2)
Special Rules: *Light Infantry*

HOUSEHOLD RETINUES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Retinue	5	4	4	3	3	1	5	1	7	10

Equipment: Hand weapon, double-handed weapon.
May have shield (+1), light armour (+2) and bow (+2).
May be *Veterans* (+2)
Special Rules: Only from 2600-1600BC

HOUSEHOLD SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and large shield (+2).
Special Rules: *Early Phalanx, Only from 2600-2100BC*

HOUSEHOLD ARCHER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+2).
Special Rules: Only from 2600-2100BC

After 1400BC: Up to four infantry units may have Kallapani transport for +1 per model.

ALLIES

Zagros Highlander Allies, I/4
From 2100-1850BC: Amurru Allies, I/6
From 2100-1850BC : Melukhkhan Allies, I/10

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6. EARLY BEDOUIN 3000-800BC

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.
Only Hapiru, Sutu or Early Arameans from 1500-900BC: May ride a light chariot.
Only Early Arameans, Midianites or Amalekites from 1500-1000BC: May ride a camel (+6, M6)
After 1000BC: May ride a camel (+6, M6)

CAVALRY

0-1 EQUID MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers*, *Unruly*, Only until 1000BC

CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	2	1	7	15

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry*, *Camelry*, Only after 1000BC

0-1 CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers*, *Camelry*, Only after 1000BC

INFANTRY

RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Retainer	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
Special Rules: *Warband*, Only after 2800BC

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Javelin, hand weapon
May be upgraded after 2800BC to WS/BS3 and Ld6 (+2), then may have shield (+1). Only Early Arameans, Midianites or Amalekites from 1500-1000BC: May have *Riding Camels* (+1)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Javelin, hand weapon
May be upgraded after 2100BC to WS/BS3 and Ld6 (+2)
Only from 1500BC: Have buckler (free)

Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

ALLIES

Subject Mesopotamian City Allies, I/11
From 2200-1894BC: Subject Syrian City Allies, I/9

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7. EARLY LIBYAN 3000BC-70AD

CHARACTERS: Up to 25%
CAVALRY: Up to 15%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins and light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. From 1250-660BC the general may ride a two-horse chariot bought at additional costs and after 660BC a heavy chariot.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*, Only from 11250-660BC

IRREGULAR HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	2	3	2	7	50

Equipment: Two crewmen armed with hand weapon, javelins, shield, light armour and a driver
Special Rules: *Heavy Chariots*, Only from 660BC onwards

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*, Only Garamantes from 200BC-70AD and instead of heavy chariots

INFANTRY

BODYGUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bodyguard	4	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon, light armour
Special Rules: *Warband*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	5	4

Equipment: Javelin, hand weapon
Only from 2160-660BC have bow instead of javelin (+1)
Only from 1500BC: Have buckler (free)
Only after 475BC may be upgraded to WS3 and *Skirmishers (+1)*
Special Rules: *Light Infantry, Warband instead of Light Infantry* from 1208-660BC with M5

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmisher, Light Infantry* from 1208-660BC

0-1 WARHOUNDS
Only Garamantes from 200BC-70AD

ALLIES

From 1208-1176BC: Seapeoples Allies, I/28

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8. MAKKAN, SABA, MA'IN AND QATABAN 2800-312BC

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins and light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.
After 1000BC: May ride a horse (+8, M8)

CAVALRY

0-1 EQUID MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.
May be upgraded to WS3, Ld6 (+2) after 2000BC
Special Rules: *Skirmishers*, *Unruly*, Only from 2000-1000BC

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: Only after 1000BC

CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2 and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry*, *Camelry*, Only after 1000BC

0-1 CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers*, *Camelry*, Only after 1000BC

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	2	2	3	3	1	3	1	5	4

Equipment: Javelins, hand weapon and buckler
May be upgraded to WS/BS3 and M5 (+2) or thrusting spear (+2)
Only Makkan after 1300BC change to *Warband (free)*
After 1000BC: May have *"RidingCamels" (+1)*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Only Makkan after 1300BC change to *Light Infantry*
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Javelin, hand weapon
After 2000BC: May be upgraded to WS/BS3, Ld 6 (+2)
Only from 1500BC: Have buckler (free)
Special Rules: *Skirmishers*

0-1 MELUKHKHAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, double-handed weapon
May have light armour (+2) and thrusting spear instead of double-handed weapon (+2)
Only from 2000-1900BC. May be *Stubborn* (+2) and *Veterans* (+2)

ALLIES

Only Dilmun from 1300-1000BC: Babylonian Allies, I/21
Only Saba, Ma'in, Qataban after 700BC: Central Arabian Allies, I/6

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9. EARLY SYRIAN 2700-2200BC

CHARACTERS: Up to 25%
CHARIOTS & CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-King acts as *Army General* but only for units from his allied contingent. Onager Chariot or Straddle car mounted for additional costs.

CHARIOTS & CAVALRY

ONAGER CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	4	2	7	45

Equipment: One crewman with hand weapon, javelins and shield with a driver.
Special Rules: *Heavy Chariots, Unruly*

0-1 EQUID MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers, Unruly*

INFANTRY

HOUSEHOLD AND MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Household	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon
May have light armour (+2) and large shield (+2). O-1 May exchange thrusting spear to double-handed weapon (+5) with M5, WS4, Ld8
Special Rules: *Early Phalanx* with thrusting spear

HOUSEHOLD AND MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon

SETTLED OR NOMADIC LEVY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SETTLED OR NOMADIC LEVY JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	6	5

Equipment: Javelins, hand weapon
Special Rules: *Light Infantry*

HOUSEHOLD AND MILITIA SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

ALLIES

Sumerian City States Subject Allies, I/1
Dry Steppe Nomad Allies, I/6

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10. MELUKHKHAN AND PRE-VEDIC INDIAN 2700-1500BC

CHARACTERS: Up to 25%
INFANTRY: At least 65%
SPECIAL: Up to 10%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

0-1 MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, double-handed weapon
May have light armour (+2) and shield (+1).
May be *Stubborn* (+2) and *Veterans* (+2)
Special Rules: Only before 1900BC

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon
May have light armour (+2) and shield (+1)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	2	2	3	3	1	3	1	6	4

Equipment: Javelins, hand weapon and buckler

PEASANT SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Driver	-	-	-	-	3	1	-	-	7	-

Equipment: The elephant has an unarmed driver.
Special Rules: *Elephant*, Only before 1900BC

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers*, Only before 1900BC

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11. AKKADIAN 2334-2004 BC

CHARACTERS: Up to 25%
CHARIOTS & CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. Onager Chariot or Straddle car mounted for additional costs.

CHARIOTS & CAVALRY

ONAGER CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	4	2	7	45

Equipment: One crewman with hand weapon, javelins and shield with a driver.
Special Rules: *Heavy Chariots, Unruly*

0-1 STRADDLE CARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	4	4	3	4	1	4	1	7	24

Equipment: One driver with hand weapon, javelins
Special Rules: *Light Chariots, Unruly*

0-1 EQUID MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers, Unruly*

INFANTRY

0-1 HOUSEHOLD RETINUE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Household	4	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and large shield (+2,).
May be *Early Phalanx* (+2). Up to half the unit can have bow instead of thrusting speaer (-4). May be *Stubborn* (+2) and *Veterans* (+2)
Special Rules: *Combined Formation*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon
May have light armour (+2) and shield (+1)
May be *Early Phalanx* (+1)

LEVY RESERVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Reserve	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

MILITIA JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Javelins, hand weapon
Special Rules: *Skirmishers*

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

MILITIA SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

LULLUBI, GUTI OR HURRI HIGHLANDER LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	6	5

Equipment: Javelin, hand weapon
Special Rules: *Light Infantry*

ELAMITE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

ALLIES

Only until 2193BC: Sumerian Subject Allies, I/1
Only until 2193BC: Early Susiana and Elam Subject Allies, I/5
Only until 2193BC: Early Syrian Subject Allies, I/9
Only after 2028BC: Early Bedouin (Amurru) Allies, I/6

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12. SUMERIAN SUCCESSOR STATES 2028-1460BC

CHARACTERS: Up to 25%
CHARIOTS & CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-King acts as *Army General* but only for units from his allied contingent. Onager Chariot or horse (+8, M8) mounted for additional cost. From 1760BC may ride light chariots at additonal cost.

CHARIOTS & CAVALRY

ONAGER CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	4	2	7	45

Equipment: One crewman with hand weapon, javelins and shield with a driver.
Special Rules: *Heavy Chariots, Unruly, Only until 1760BC*

0-1 EQUID MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	6	2	3	3	3	1	2	1	5	12

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers, Unruly*

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*, Only after 1760BC

INFANTRY

0-1 ROYAL RETINUE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Retinue	5	4	3	3	3	1	4	1	8	12

Equipment: Thrusting spear, hand weapon
May have light armour (+2) and large shield (+2).
May be *Stubborn* (+2) and *Veterans* (+2)

ROYAL ARCHER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Retinue	4	3	4	3	3	1	4	1	7	10

Equipment: Bow, hand weapon
May have light armour (+2)

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon
May have light armour (+2) and shield (+1)
May be *Early Phalanx* (+1)

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	5	5

Equipment: Javelins, hand weapon
Only from 1500BC: Have buckler (free)
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

ELAMITE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

ZAGROS HIGHLANDER OR TURRUKU MERCENARY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	2	3	3	3	1	3	1	6	5

Equipment: Javelin, hand weapon
Special Rules: *Light Infantry*

ZAGROS HIGHLANDER MERCENARY ARCHER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon

ALLIES

Early Susiana and Elam, I/5
Assyrian AlliesLater Amorite, I/15
Early Bedouin (Amurru), I/6

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13. HSIA AND SHANG CHINESE 2000-1017BC

CHARACTERS: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 15%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, Bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-King acts as *Army General* but only for units from his allied contingent.

INFANTRY

0-1 NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	3	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2) and shield (+1)

DAGGERAXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Daggeraxe (counts as halberd)
May have light armour (+2) and shield (+1)
May be *upgraded to WS4 (+3)*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	5

Equipment: Thrusting spear, hand weapon
May have light armour (+2) and shield (+1)
May be *upgraded to WS3, Ld7 (+2)*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Bow, hand weapon
May be *upgraded to BS3, Ld7 (+2)*

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	-	-	-	-	3	1	-	-	7	-

Equipment: The elephant has an unarmed driver.
Special Rules: *Elephant,*

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*, Only after 1300BC

ALLIES

Jung or I Allies: Early Northern Barbarian, I/14
From 1100BC: Western Chou, Spring/Autumn Chinese I/32

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14. EARLY NORTHERN BARBARIANS 2000-315BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield and light armour
Special Rules: *Warband*, General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-King acts as *Army General* but only for units from his allied contingent.
Two-horse chariot option but only North European from 1400BC or Kuei-Fang from 1100BC.
Only North European from 1400-701BC: Solar disk in sacred chariot as *Superior Battle Standard*.
Only Jung or Ch'iang after 400BC: May ride a horse (+8, M8)

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light amour
Only Kuei-Fang: May upgrade to WS/BS4 and Ld8 (+15)
Only Kuei-Fang: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*, Only North European from 700BC or Kuei-Fang from 1100-950BC

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
Special Rules: Only North European from 1400BC-315BC

HORSE ARCHER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Jung or Ch'iang after 400BC

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Javelin, hand weapon and buckler
Only North European before 1400BC: May have bow (+1)
Only North European frrom 1400-701BC: May upgrade to WS4/Ld6 (+3)
Only Red Ti from 788-588BC: May upgrade to WS4/Ld6 (+3)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Only North European from
Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	6	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

LEVY RESERVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Reserves	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

ALLIES

Only Red Ti from 788-588BC: Hsing Chinese Allies, I/32

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15. LATER AMORITE 1894-1595BC

CHARACTERS: Up to 25%
CHARIOTS & CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, bow and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. Onager Chariot or horse (+8, M8) mounted for additional costs. From 1760BC may ride two-horse chariots at additonal costs.

CHARIOTS & CAVALRY

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light amour
May upgrade to WS/BS4 and Ld8 (+15)
Special Rules: *Light Chariots*

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

0-1 RETINUE, BA'IRUM AND SABUM KIBITUM

	M	WS	BS	S	T	W	I	A	Ld	Pts
Retinue	5	4	4	3	3	1	4	1	8	12

Equipment: Javelins, double handed weapon, hand weapon
May have light armour (+2), shield (+1) and bow (+2)
May be *Stubborn* (+2) and *Veterans* (+2)

RETINUE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Bow, hand weapon

SABUM QALLATUM

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Javelins, hand weapon
May have shield (+1)
Special Rules: *Light Infantry*

SABUM QALLATUM SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Sling, hand weapon
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

NOMADIC LEVY RESERVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Reserves	4	3	3	3	3	1	3	1	5	4

Equipment: Hand weapon
Special Rules: *Levy*

NOMADIC LEVY SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

SECONDARY LEVY RESERVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Reserves	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

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16. HITTITE OLD AND MIDDLE KINGDOM 1680-1380BC

CHARACTERS: Up to 25%
CHARIOTS & CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	3	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, javelins and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride light chariot at additonal costs.

CHARIOTS & CAVALRY

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light amour
Special Rules: *Light Chariots*

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

0-1 GUARDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Retinue	5	4	3	3	3	1	4	1	8	10

Equipment: Hand weapon, double-handed weapon
May have light armour (+2), shield (+1) and thrusting spear instead of double-handed weapon (+2). May be *Stubborn* (+2) and *Veterans* (+2)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon
May have light armour (+2) and shield (+1)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Javelin, hand weapon
May have shield (+1)
Special Rules: *Light Infantry*

HUPSHU CONSCRIPTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Conscript	4	2	2	3	3	1	3	1	4	3

Equipment: Hand weapon
Special Rules: *Levy*

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17. HYKSOS 1645-1537BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, javelins and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. General and Sub-General may ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
May be upgraded to WS/BS4 and Ld8 after 1590BC (+15).
Special Rules: *Light Chariots*

0-1 AAMU MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

0-1 RETINUE AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	5	4	3	3	3	1	4	1	8	10

Equipment: Hand weapon, double-handed weapon
May have light armour (+2), shield (+1).
May be *Stubborn* (+2) and *Veterans* (+2)

RETINUE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Bow, hand weapon
May have light armour (+2)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Javelin, hand weapon
May have shield (+1)
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

AAMU WARRIOR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Warband, Light Infantry*

ALLIES

Only before 1541BC: Early Egyptian Allies, I/2

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18. MINOAN AND EARLY MYCENEAN 1600-1250BC

CHARACTERS: Up to 25%
CHARIOTS: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	5	4	4	3	5	2	9	150
Sub-Gen.	4	6	5	4	3	2	5	2	8	85

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a two-horse chariot bought at additional cost.

CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots*

INFANTRY

LINE SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and large shield (+2,).
Special Rules: *Early Phalanx, Combined Formation*

LINE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2)
Special Rules: *Combined Formation*

PYLIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pylian	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

LIBYAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Javelin, hand weapon
Special Rules: *Light Infantry*

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19. MITANNI 1595-1274BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

MARYANNU CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*

VASSAL CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*

0-1 MAR SHIPRI MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

ALIK ILKI SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and large shield (+2).
Special Rules: *Combined Formation*

ALIK ILKI ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2), shield (+1).
Special Rules: *Light Infantry, Combined Formation*

ASHSHABU LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Conscript	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May be upgraded to *Warband (+1)*
Special Rules: *Levy*

HABIRU AND AKHALAMU SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
Only from 1500BC: Have buckler (free)
Special Rules: *Skirmishers*

ALLIES

Nomad Allies: Early Bedouin, I/6
Only before 1340BC: Syro-Cannaite Allies, I/20
Only after 1340BC: Hittite Empire Allies, I/24

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20. SYRO-CANAAITE AND UGARITIC 1595-1100BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost. May ride a horse (+8, M8).

CAVALRY&CHARIOTS

MARYANNU CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
Only after 1275BC: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

0-1 ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	4	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1). May have bow instead of thrusting Spear (free). May be *Stubborn* (+2) and *Veterans* (+2)

HUBSHU, KHEPETJ OR 'APIRU SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon
May have light armour (+2), shield (+1) and javelins (+1)
Special Rules: *Light Infantry*

HUBSHU, KHEPETJ OR 'APIRU ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2), shield (+1).
Special Rules: *Light Infantry*

HUBSHU, KHEPETJ LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

SHAASU OR SUTU BEDOUIN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Sling or javelins, hand weapon
May have bow instead of sling or javelins (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Light Infantry*

GASGANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Warband,* Only Ugaritic after 1340BC

0-1 MEDJERGELEM GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon. May have light armour (+2) and shield (+1). May have double-handed weapon instead of thrusting spear (free). May be *Stubborn* (+2) and *Veterans* (+2)
Special Rules: Only Ugaritic after 1208BC

SEA PEOPLES MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1).
Special Rules: Only after 1340BC

ALLIES

After 1550BC: New Kingdom Egypt Allies, I/22
Only before 1340BC: Mitanni Allies, I/19

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21. KASSITE AND LATER BABYLONIANS 1595-747BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost. May ride a heavy chariot after 890BC.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
May be upgraded to WS/BS4, Ld8 (+15), but only before 890BC
Special Rules: *Light Chariots*,

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	4	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
A crew member and two unarmed driver
May have thrusting spear (+10). May be *Stubborn* (+2) and *Veterans* (+2)
Special Rules: *Heavy Chariots*, Only after 890BC

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+1)
Special Rules: Only after 890BC

INFANTRY

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon
May have light armour (+2), shield (+1).
Special Rules: *Light Infantry, Combined Formation*

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2), shield (+1).
Special Rules: *Light Infantry, Combined Formation*

MILITIA SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

SUTU, AKHALAMU, KALDU OR ARAMEAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins
May have a shield (+1).
May be upgraded to WS/BS3 and Ld6 (+2)
Special Rules: *Light Infantry*

SUTU, AKHALAMU, KALDU OR ARAMEAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May be upgraded to WS/BS3 and Ld6 (+2)
Only from 1500BC: Have buckler (free)
Special Rules: *Skirmishers*

ALLIES

After 1100BC : Neo-Hittite and Later Aramean Allies, I/31
After 890BC: Early Bedouin Allies, I/6
From 851-824BC: Assyrian Allies, I/25

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22. NEW KINGDOM EGYPT 1543-1069BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

SYRO-CAANITE MARYANNU CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, bow, shield, light armour
May be upgraded to WS/BS4 and Ld8 (+15)
Special Rules: *Light Chariots*, Only from 1450-1150BC

INFANTRY

0-1 EGYPTIAN ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	4	3	3	1	4	1	8	13

Equipment: Thrusting Spear, hand weapon, javelins
May have light armour (+2), bow (+2) and shield (+1).
May be *Stubborn* (+2) and *Veterans* (+2)

0-1 CLOSE FIGHTERS WITH SPEAR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	4	3	3	3	1	4	1	8	12

Equipment: Thrusting spear, hand weapon
May have light armour (+2), shield (+1) and javelins (+1).
May be *Stubborn* (+2) and *Veterans* (+2)

0-1 CLOSE FIGHTERS WITH HEAVY AXE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	5	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, double-handed weapon
May have light armour (+2), shield (+1).
May be *Stubborn* (+2) and *Veterans* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Bow, hand weapon
May have light armour (+2)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)

LIGHT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

SYRO-CAANITE JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Light Infantry*

NUBIAN OR SYRO-CAANITE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

LIBYAN, PALESTINIAN OR BEDOUIN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

GASGAN MERCENARIES AND SLAVE SOLDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Warband*

0-1 SHARDANA ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1).
May be *Stubborn* (+2) and *Veterans* (+2)
Special Rules: Only after 1276BC and instead of Egyptian Guard

LIBYAN SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have light armour (+2), shield (+1).
Special Rules: *Warband*, Only after 1200BC

SHERDEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield
May have light armour (+2)
Special Rules: Only after 1200BC

SEAPEOPLE MILITARY COLONIST

	M	WS	BS	S	T	W	I	A	Ld	Pts
Colonist	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield
May have light armour (+2) and javelins (+1)
Special Rules: Only from 1176-1143BC

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23. VEDIC INDIANS 1500-512BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a two-horse chariot bought at additional cost. May ride an elephant after 900BC.

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

0-1 BODYGUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	3	3	3	1	4	1	7	8

Equipment: Hand weapon
May have light armour (+2), shield (+1) or double-handed weapon (+1)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
May have light armour (+2)

MOUNTAINEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, slings
Special Rules: *Skirmishers*

FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

SPECIAL

0-2 ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+2 each)
Special Rules: *Elephants*

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24. HITTITE EMPIRE 1380-1180BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

HITTITE CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
May have thrusting spear (+5)
Only after 1275BC: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*

0-1 HITTITE MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	7	17

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

ANATOLIAN OR GASGAN CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*

SYRIAN CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
May be upgraded to WS/BS4, Ld8 (+15)
Only after 1275BC: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*

0-1 SYRIAN MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers*

INFANTRY

HITTITE REGULAR SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon
May have shield (+1).

HITTITE CONSCRIPTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Conscript	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levy*

ANATOLIAN VASSAL SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	8

Equipment: Hand weapon
May have light armour (+2), shield (+1) and thrusting spear (+2)

ANATOLIAN VASSAL OR GASGAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 SYRIAN VASSAL UGARITIC GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	3	3	3	1	4	1	8	10

Equipment: Hand weapon
May have light armour (+2), shield (+1).
May be *Stubborn* (+2) and *Veterans* (+2)

SYRIAN VASSAL SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	6

Equipment: Thrusting Spear, hand weapon
May have shield (+1) and javelins (+1)
Special Rules: *Light Infantry*

SYRIAN VASSAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SHAASU OR SUTU BEDOUIN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	5	4

Equipment: Sling, hand weapon
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

ALLIES

After 1348BC: Mitanni Allies, I/19

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25. MIDDLE ASSYRIAN, EARLY NEO-ASSYRIAN 1365-745BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost. May ride a horse (+8, M8).

CAVALRY&CHARIOTS

SHA SHEPE AND PALACE CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
May have thrusting spear (+5).
Only after 883BC: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*

MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

PETHALLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, thrusting spear
Every second horseman has bow instead of thrusting spear placed in the rear ranks
Special Rules: *Combined Formation*, Only after 890BC

INFANTRY

0-1 ASHSHARITTU OR HURADU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and large shield (+2).
May be *Stubborn* (+2) and *Veterans* (+2)

HUPSHU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hupshu	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon
May have shield (+1) and thrusting spear (+1)
Special Rules: *Light Infantry*

LEVY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

After 1115BC: Up to two infantry units may have Kallapani transport for +1 per model.

SUBJECT LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*, Only after 860BC

ALLIES

After 890BC: Neo-Hittite and Aramean Allies, I/31

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26. LATER MYCENEAN AND TROJAN WAR 1250-1190BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, heavy armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost.
Only Achaians: General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, heavy armour
May have thrusting spear (+5)
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2) and thrusting spear (+2)
Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) or large shield (+2)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

0-1 MYRMIDONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Myrmidon	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour
May have shield (+1) or large shield (+2).
Special Rules: *Warband,* Achaians only

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and large shield (+2).
Special Rules: *Combined Formation,* Achaians only

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Special Rules: *Combined Formation,* Achaians only

PYLIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, Thrusting spear
May have large shield (+2).
Special Rules: *Early Phalanx, Combined Formation,* Achaians only

PYLIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow
Special Rules: *Skirmishers, Combined Formation,* Achaians only

LUKKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	4	1	7	8

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: Trojans only

EARLY THRACIAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon
May have throwing spear (+2)
Special Rules: *Light Infantry,* Trojans only

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27. EARLY HEBREW 1250-1000BC

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, javelins and light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. Ark of Covenants as *Superior Battle Standard*.

INFANTRY

SIMEONITES AND EPHRAMITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: *Warband*

BENJAMITES ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

BENJAMITE SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

GADITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*

ISSACHARIAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon
May have shield (+1)

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28. SEA PEOPLES 1208-1176BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
May have oxen instead of horses (M5, W2, for free)
Special Rules: *Light Chariots*

INFANTRY

CHIEFTAINS AND THEIR RETINUES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Retinue	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, light armour
May have shield (+1) and thrusting spear (+2)

COMMON WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1) and throwing spear (+1)

SHEKLESH AND TERESH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Light Infantry*

MIGRANT FAMILIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

0-1 WAGON TABOR

ALLIES

Early Libyan Allies, I/7

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29. PHILISTINE 1166-600BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost.
Only after 1100BC: General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Only after 1100BC: Upgrade to WS/BS4 and Ld8 (+15)
Special Rules: *Light Chariots*

MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon
May have shield (+1)
May be upgraded to WS4 (+2)
Only after 1100BC: May have thrusting spear (+2)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Light Infantry*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

0-2 KHARU ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	6	7

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

GIBBORIM

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gibborim	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins
May have shield (+1) and light armour (+2)
Special Rules: Only after 1100BC

ALLIES

Syro Caanite and Ugaritic Allies, I/20
Cypriot and Phoenician Allies, I/35
Neo-Hittite and Later-Aramean Allies, I/31
Only from 734-720BC: Libyan Egyptian Allies, I/38
Only in 701BC: Kushite Egyptian Allies, I/46

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30. DARK AGE AND GEOMETRIC GREEK 1160-650BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2)

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Before 900BC may be upgraded to M5 (+1)
After 725BC upgrade to proto-hoplites (+1) with Early *Phalanx* rule
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have shield (+1)
Special Rules: *Combined Formation, Skirmishers* without shield

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

0-1 WARHOUNDS

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31. NEO-HITTITE AND LATER ARAMEAN 1100-710BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
May have thrusting spear (+5)
Only after 900BC: May have an additional crew member (+10, A3)
Special Rules: *Light Chariots*

0-1 MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

ARAMEAN OR ARAB CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	2	1	7	15

Equipment: Hand weapon, javelins.
May have shield (+1) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry*, *Camelry*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+1)
Special Rules: Only after 900BC

0-1 PALACE HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	5	5	3	4	2	5	3	8	70

Equipment: Hand weapon, javelins, shield, light armour
Two crew members and two unarmed driver
May have thrusting spear (+10)
Special Rules: *Heavy Chariots*, Only after 750BC

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
After 900BC: May be upgraded to regular spearmen (+4, WS4 and Ld7)

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

MILITIA SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

ALLIES

From 900-750BC: Later Hebrew, I/34
From 900-750BC: Cypriotic and Phoenician , I/35

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32. WES. CHOU, SPRING/AUTUMN CHINESE 1100-480BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 15%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a four-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

NOBLES HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	4	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
One noble and two unarmed driver. May have thrusting spear (+10).
After 700BC a fourth crew member can be added (+10, A3)
Special Rules: *Heavy Chariots*

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon

SKIRMISHING ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have thrusting spear (+2)
0-1 May be upgraded to Tiger Guard (+3, M5 and WS4)
Only after 700BC: May have long-dagger axe (count as halberd)

PICKED TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have thrusting spear (+2) and light armour (+2)

JUNG AND TI TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	5	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon, shield
Special Rules: *Warband, Light Infantry*, Only Northern armies

SOUTHERN TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, shield
Special Rules: *Warband*, Only Ch'u after 690BC, Wu after 584BC and Yueh after 510BC

CONVICTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Convict	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield
Special Rules: *Levy*, Only Wu after 520BC or Yueh after 510BC

0-1 STAMPEDING ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	100

Special Rules: *Elephant in Stampede* (direction can be choosen by the player after deployment and before the first turn), Only Ch'u from 510-506BC

ALLIES

Only Northern Armies: Jung, White Ti or I Allies, I/14
Only from 1027-1017BC: Shang Allies, I/13

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33. VILLANOVAN ITALIAN 1000-650BC

CHARACTERS: Up to 25%
CAVALRY: Up to 15%
INFANTRY: At least 60%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a light chariot bought at additional cost. May ride a horse (+8, M8)

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+1)

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, thrusting spear, shield
From 800BC: only M4
Special Rules: *Warband*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Javelin, hand weapon
May have shield (+1)
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield
Special Rules: Only after 800BC

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34. LATER HEBREW 1000-587BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.May ride a two-horse chariot bought at additional cost. Only after 800BC: May ride a four horse chariot.

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

0-1 BEDOUIN CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2 and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry, Camelry*

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
A crew member and two unarmed driver
May have thrusting spear (+10)
Special Rules: *Heavy Chariots*, Only after 800BC

INFANTRY

GIBBORIM

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gibborim	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins
May have shield (+1) and light armour (+2)

PHILISTINE AND AEGEAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, thrusting spear
May have shield (+1)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)

SKIRMISHING ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

MILITIA SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

ALLIES

Only from 925-722BC: Israelite Allies for Judah, I/34
Only from 925-722BC: Judean Allies for Israel, I/34
Aramean Allies: Neo-Hittite and Later-Arameans, I/31
OnlyJudah from 721-671BC: Philistine Allies, I/29
Only Judah 721-598BC: Libyan (I/38) and Kushite Egyptian I/46
Only Judah after 702BC: Phonician Allies, I/35
Only Judah in 589BC: Saitic Egyptian Allies, I/53

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35. CYPRIOT AND PHONICIAN 1000-332BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost. Only after 900BC: May ride a four horse chariot.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, bow, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots*

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
A crew member and two unarmed driver
May have thrusting spear (+10)
Special Rules: *Heavy Chariots*, Only after 900BC

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+1)

SPANISH MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins.
May have throwing spear (+2) and shield (+1)
Special Rules: Only Phoenician colonial armies in the West 800-550BC

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have javelins instead of sling (free)
Special Rules: *Skirmishers*

SARDINIAN OR SPANISH MERCENARY WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, thrusting spear, shield
Special Rules: Only Phoenician colonial armies in the West 800-550BC

GREEK MERCENARY HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, thrusting spear, shield
Special Rules: *Early Phalanx*, Only Phoenician in 353BC

0-2 LIGHT BOLT THROWER
Special Rules: Only Phoenician after 350BC

ALLIES

Only Cypriots after 700BC: Early Greek Hoplite Allies, I/52

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36. ITALIAN HILL TRIBES 1000-290BC

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)

CAVALRY

0-1 CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+2)

INFANTRY

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear, shield
Only Hernici: May be upgraded (+4, WS4 and Ld6)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have javelins&buckler instead of sling (free)
Special Rules: *Skirmishers*

ALLIES

Latin Allies: Latin, Early Roman, Etruscan, Umbrian List (I/55)

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37. MANNAIAN, TAURUS/ZAGROS STATES 950-610BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. . The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost.
Only after 750BC: May ride a four horse chariot.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+2)
Only after 800BC: May be upgraded (+3, WS3 and Ld7)
Only after 750BC: 0-1 May be upgraded (+6, WS4 and Ld8)

IRREGULAR HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	3	2	7	45

Equipment: Hand weapon, javelins, shield, light armour
A crew member and two unarmed driver
May have thrusting spear (+10)
Special Rules: *Heavy Chariots*, Only after 750BC

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have javelins&buckler instead of sling.
Special Rules: *Skirmishers*

MERCENARY GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)
Special Rules: *Early Phalanx*, Only Hilakku after 710BC

ALLIES

Aramean Allies: Early Bedouin List, I/6
Only Kumme from 895-894BC: Assyrian Allies, I/25
Only after 800BC: Zikirtu Allies, I/40 and Urartian Allies, I/39
Only after 750BC: Kimmerian, I/43 and Assyrian, I/45 Allies

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38. LIBYAN EGYPTIANS 946-712BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+2

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
May have shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

0-1 SHARDANA ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1).
May be *Stubborn* (+2) and *Veterans* (+2)

0-1 EGYPTIAN ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	4	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1). May have bow instead of Thrusting Spear (free). Instead of Shardana Guard.

LIBU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Libyan	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have light armour (+2), shield (+1).
May be upgraded to Meshwesh (+4, WS4 and Ld6)
Special Rules: *Warband*

LIBU, PALESTINIAN OR BEDOUIN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Light Infantry*

NUBIAN OR LIBYAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

EGYPTIAN CLOSE FIGHTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Throwing spear, hand weapon
May have light armour (+2), shield (+1), double-handed weapon instead of throwing spear (free)

EGYPTIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2)

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39. URARTIAN 880-585BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost. Only after 780BC: May ride a heavy chariot and General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*

MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	2	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2) and thrusting spear (+2)

QURUBUTI GUARD CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
A crew member and two unarmed driver
May have thrusting spear (+10)
Special Rules: *Heavy Chariots*, Only after 780BC

QURUBUTI GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	3	3	3	1	3	1	8	24

Equipment: Hand weapon, thrusting spear
May have shield (+2) and light armour (+2)
Special Rules: Only after 780BC

PROVINCAL CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*, Only after 780BC

PROVINCAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
May have shield (+2) and thrusting spear (+2)

INFANTRY

MOUNTAIN SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon
May have shield (+1).
Special Rules: *Skirmishers*

PROVINCAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, thrusting spear
May have shield (+1)

PROVINCAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

QURUBUTI FOOT GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
0-1 May be upgraded to Ld8 (+2)
Special Rules: *Combined Formation*, Only after 780BC

0-1 QURUBUTI FOOT GUARD ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	3	3	3	1	4	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2)
Special Rules: *Combined Formation, Light Infantry*, Only after 780BC

After 780BC: Up to two infantry units may have Kallapani transport for +1 per model.

RESERVES AND LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Reserve	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon
Special Rules: *Warband*, Only after 780BC

ASSYRIAN DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Assyrian	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, thrusting spear, shield
Up to half may have bow instead of spear&shield (free)
Special Rules: *Light Infantry, Combined Formation*, Only after 780BC

ALLIES

Musasirian Allies (Mannaian, Taurus and Zagros Highlander States, I/37
Only After 780BC: Kimmerian and Skythian Allies, I/43
Only After 780BC: Neo-Hittite and Aramean Subject Allies, I/31
Only After 780BC: Mede, Zikirtu or Andian Allies, I/40

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40. MEDES, ZIKIRTU, ANDIA OR PARSUA 835-550BC

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost. May ride a horse (+8, M8). Only Median Empire from 620BC: The general can be upgraded to Ld10 (+50).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2) and thrusting spear (+2)

KASPIAN OR PARIKANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers,* Only Median Empire from 620BC

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Only Median Empire from 620BC: May be upgraded to WS3/Ld7 (+2)
Special Rules: *Combined Formation*

SKIRMISHING ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Bow, hand weapon
Only Median Empire from 620BC : May be upgraded to BS3/Ld7 (+2)
Special Rules: *Skirmishers, Combined Formation*

MEDIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: Only Median Empire from 620BC

ARMENIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Armenian	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon
May have shield (+1)
Special Rules: Only Median Empire from 620BC

PARTHIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Parthian	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Special Rules: Only Median Empire from 620BC

KASPIAN OR PARIKANIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have javelins&buckler instead of sling.
Special Rules: *Skirmishers,* Only Median Empire from 620BC

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy,* Only Median Empire from 620BC

ALLIES

Kimmerian or Skythian Allies, I/43
Mannaian Allies, I/37
Only from 733-669BC: Assyrian Allies, I/45
Only Median Empire from 620BC: Neo-Babylonian Allies, I/44

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41. PHRYGIAN 800-676BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots*

IRREGULAR HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	3	2	7	45

Equipment: Hand weapon, javelins, shield, light armour
A crew member and two unarmed driver
May have thrusting spear (+10)
Special Rules: *Heavy Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+2)

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)

SKIRMISHING ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	5	4

Equipment: Hand weapon, sling
May have javelins&buckler instead of sling.
Special Rules: *Skirmishers*

ALLIES

Urartian Allies, I/39
Kimmerian Allies, I/43

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42. NEO-ELAMITE 800-639BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a four-horse chariot bought at additional cost. May ride a horse (+8, M8)

CAVALRY&CHARIOTS

IRREGULAR HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	3	2	7	45

Equipment: Hand weapon, bow, shield, light armour
A crew member and two unarmed driver
Special Rules: *Heavy Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	3	4	3	3	1	3	1	8	22

Equipment: Hand weapon, javelins.
May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)

SHIELDED ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon, shield

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon

SKIRMISHING ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	2	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

ALLIES

Neo-Babylonian Allies, I/44
Early Bedouin Allies, I/6

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43. KIMMERIAN, SKYTHIAN OR EARLY HU 750BC-50AD

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)

CAVALRY

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	17

Equipment: Hand weapon, bow
May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have shield (+2) and thrusting spear (+2). May have cloth barding (+2). May upgrade to *Expert Horsemen* (+2)
Special Rules: *Light Cavalry*

INFANTRY

FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

OTHER TRIBAL OR SUBJECT TRIBE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon and buckler

ALLIES

Only European Skythians from 700-600BC: Kimmerian Allies, I/43
Only Kimmerians from 680-675BC: Lowland Thracian Allies , I/48
Only Kimmerians before 640BC: Mannaian I/37 and Urartian I/39 Allies
Only Massagete from 550-150BC: Mountain Indian Allies, II/2
Only Hu after 400BC: Jung Allies (Early Northern Barbarians), I/14
Only European Skythians in 313BC: Lowland Thracian Allies, I/48 and Black Sea Greek Allies (Later Hoplite Greek,, II/5)
Only Saka in 129BC: Seleucid Allies, II/19

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44. NEO-BABYLONIANS 746-539BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a heavy chariot bought at additional cost.

CAVALRY&CHARIOTS

QURUBUTI GUARD CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
One crew member and two unarmed driver.
May have thrusting spear (+10)
From 626BC: May have an additional warrior (+10, A3)
Special Rules: *Heavy Chariots*

QURUBUTI GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	4	3	3	1	3	1	8	20

Equipment: Hand weapon, thrusting spear
May have shield (+2), bow (+2) and light armour (+2)

CHALDEAN, ARAMEAN OR MILITIA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
May have shield (+2) and thrusting spear (+2)
From 626BC: May be upgraded to WS3/Ld7 (+3)
Special Rules: *Light Cavalry*

CHALDEAN, ARAMEAN OR MILITIA CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*, Only before 626BC

SKYTHIAN MERCENARY HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have shield (+2). May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*, Only from 626-539BC

LEVY CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry*, *Camelry*, Only from 605-539BC

INFANTRY

QURUBUTI FOOT GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	4	3	3	1	4	1	7	11

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
0-1 May be upgraded to Ld8 (+2)
Only from 605-539BC: Up to half the models may have bow instead of spear&shield (free), *Combined Formation*

After 626C: Up to two infantry units may have Kallapani transport for +1 per model.

CHALDEAN, ARAMEAN OR MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

LYDIAN, IONIAN MERCENARY GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, thrusting spear, shield
Special Rules: *Early Phalanx*, Only from 605-539BC

RESERVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Reserve	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
Special Rules: *Light Infantry*, Only from 605-539BC

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*, Only from 605-539BC

ALLIES

Before 639BC: Neo-Elamite, I/42
Before 626BC: Early Bedouin Allies, I/6
From 626-550BC: Mede Allies, I/40

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45. NEO-ASSYRIAN EMPIRE 745-681BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a four-horse chariot bought at additional cost.
From 704BC: Divine Superior Battle Standard in Chariot with Priest.

CAVALRY&CHARIOTS

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	4	2	8	60

Equipment: Hand weapon, javelins, shield, light armour
One crew member and two unarmed driver. May have thrusting spear (+10). After 704BC: May have an additional crew member (+10, 3A)
Special Rules: *Heavy Chariots*

ELITE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	8	4	3	3	3	1	3	1	8	24

Equipment: Hand weapon, thrusting spear
May have shield (+2) and light armour (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
May have shield (+2) and thrusting spear (+2)
May be upgraded to WS3/Ld7 (+3)
Special Rules: *Light Cavalry*

LEVY CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry*, *Camelry*

INFANTRY

QURUBUTI FOOT GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
0-1 May be upgraded to Ld8 (+2)
Special Rules: *Combined Formation*

0-1 QURUBUTI FOOT GUARD ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2)
Special Rules: *Combined Formation, Skirmishers*

Up to three infantry units may have Kallapani transport (+1 per model).

KISIR SHARRUTI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Kisir	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon
May have light armour (+2), shield (+1)
May be upgraded to WS4 (+2)
Special Rules: *Light Infantry*

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

KING'S MAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Light Infantry*

KING'S AN TRIBAL LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Sling, hand weapon
May have javelin&shield (free) or bow (+1) instead of sling
Special Rules: *Skirmishers*

ELAMITE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon

ALLIES

Before 710BC: Neo-Hittite and later Aramean Allies, I/31
After 742BC: Later Hebrew, I/34
After 742BC: Medes, I/40
After 742BC: Phillistine, I/29
After 742BC: Early Bedouin Allies, I/6
After 720BC: Mannaian Allies, I/37
After 708BC: Phrygian, I/41
After 708BC: Cypriot Allies, I/35

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46. KUSHITE EGYPTIANS 745-593BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a four-horse chariot bought at additional cost.
Only from 727-664BC: General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

KUSHITE HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	3	2	7	45

Equipment: Hand weapon, bow, shield, light armour
A crew member and two unarmed driver
Special Rules: *Heavy Chariots*

KUSHITE LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, javelins, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots*

KUSHITE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2) and thrusting spear (+2)
Special Rules: *Light Cavalry*

EGYPTIAN CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	3	2	8	45

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Light Chariots*

EGYPTIAN HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, bow, shield, light armour
A crew member and two unarmed driver
Special Rules: *Heavy Chariots*

EGYPTIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow.
May have shield (+2) and thrusting spear (+2)

EGYPTIAN LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.
May have shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

KUSHITE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

KUSHITE JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1)

KUSHITE SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Sling, hand weapon
Special Rules: *Skirmishers*

EGYPTIAN CLOSE FIGHTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Throwing spear, hand weapon
May have light armour (+2), shield (+1), double-handed weapon instead of throwing spear (free)

EGYPTIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2)

MESHWESH SETTLED MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Meshwesh	5	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, thrusting spear
May have light armour (+2), shield (+1).

LIBU SETTLED MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1) or bow (+1)
Special Rules: *Light Infantry*

ALLIES

Only before 727BC: Egyptian Allies, I/38

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47. ILLYRIAN 700BC-10AD

CHARACTERS: Up to 25%
CAVALRY: Up to 15%
INFANTRY: At least 60%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, thrusting spear, shield

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have shield (+1)
May be upgraded to WS/BS3 and Ld6 (+3)
Special Rules: *Skirmishers*

ILLYRIAN HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, thrusting spear, shield
Special Rules: *Early Phalanx*, Only in 385BC

ALLIES

Paionian Allies, I/63
In 385BC: Syracusan Allies, , II/9

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48. THRACIAN 700BC-46AD

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)
Only Odrysaian Roman client kingdom from 25BC-46AD: General may be upgraded to Ld10 (+50).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon
May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only Hill Tribes

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have shield (+2) and thrusting spear (+2).
Only from 25BC-46AD: May have WS4 (+3)
Special Rules: *Light Cavalry*, Only Lowland Tribes

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins.
May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only Lowland Tribes

INFANTRY

PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear, buckler
May have shield (+1)
Only Hill Tribes: May be upgraded to Ld7 (+1)
Only Lowland Tribes from 350-250BC: May have thrusting instead of throwing spear (free)
Only after 250BC: May have halberd instead of throwing spear (free)
Only Lowland Tribes from 25BC-46AD: May have WS4/Ld7 (+3)
Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have shield (+1)
Only after 250BC: May be upgraded to WS/BS3, Ld6 and *Light Infantry* (+2)
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

WOMEN, CHILDREN AND SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

0-1 WAGON TABOR

ALLIES

Only Lowland Tribes: Hill Tribe Allies, I/48
Only Lowland Tribes: Greek Mercenary Allies, II/

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WAB FORUM ARMIES

BOOK I: 3000 to 500 BC

49. EARLY VIETNAMESE 700BC-938AD

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield and light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.
Only Nan-Yueh from 206-111BC: May ride a heavy, 3-crew chariot bought at additional cost or a horse (+8, M8). General may be upgraded to Ld10 (+50).
After 135AD: May ride a horse (+8, M8). General may be upgraded to Ld10 (+50).
After 247AD: May ride an elephant bought at additional cost.

CAVALRY

EX CH'IN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only Nan-Yueh from 206-111BC

CHINESE STYLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2)
Special Rules: Only after 135AD

INFANTRY

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have throwing spear (+2)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May have light armour (+2) and crossbow instead of bow (+3)
Special Rules: *Light Infantry*

UNSHIELDED SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, throwing spear
Special Rules: *Skirmishers*

HILL TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	3	2	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins
May have shield (+1)

HILL TRIBESMEN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	2	3	3	3	1	3	1	5	5

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWER
Special Rules: Only after 250BC

EX CH'IN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1)
May have WS 4 (+3)
Special Rules: Only Nan-Yueh from 206-111BC

EX CH'IN CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
May have light armour (+2). May have BS 4 (+3)
Special Rules: Only Nan-Yueh from 206-111BC

EX CH'IN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Skirmishers*, Only Nan-Yueh from 206-111BC

CHINESE STYLE SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) amnd shield (+1)
May have WS 4 (+3)
Special Rules: *Combined Formation*, Only after 135AD

CHINESE STYLE MISSLE TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2) or crossbow instead of bow (+3)
Special Rules: *Light Infantry, Combined Formation*, Only after 135AD

SPECIAL

0-2 ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only after 247AD

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50. LYDIAN 687-546BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a light chariot bought at additional cost. May ride a horse (+8, M8)

CAVALRY&CHARIOTS

LYDIAN HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour.
May have thrusting spear (+2) and shield (+2)
0-1 May be upgraded to WS4, Ld8 (+4)

LYDIAN CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots*

PHRYGIAN OR PAPHLAGONIAN LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2)
Special Rules: *Light Cavalry*

SKYTHIAN MERCENARY HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

INFANTRY

LYDIAN OR PHRYGIAN PRE-HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: *Early Phalanx*

KARIAN HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, thrusting spear, shield
Special Rules: *Early Phalanx*

LYDIAN, MYSIAN OR PHRYGIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Skirmishers*

LYDIAN, MYSIAN OR PHRYGIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow (+1) instead of javelins
Special Rules: *Skirmishers*

BITHYNIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bithynian	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon
May have shield (+1)

THRACIAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon,
May have shield (+1)

0-1 WARHOUNDS

ALLIES

Asiatic Greek Allies: Early Hoplite Greek List, I/52

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51. NEO-ASSYRIAN LATER SARGONID 680-609BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a two-horse chariot bought at additional cost. May ride a horse (+8, M8). May have a Superior Army Standard in chariot with priests.

CAVALRY&CHARIOTS

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	3	8	70

Equipment: Hand weapon, javelins, shield, light armour. Two crew members and two unarmed drivers. May have thrusting spears (+10)
Special Rules: *Heavy Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour. May have thrusting spear (+2) and shield (+2). May be upgraded to WS4, Ld8 (+4)
After 668BC: May have cloth barding (+3)

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

LEVY CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry, Camelry*

GIMMIRIYA OR KIMMERIAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have shield (+2)
Special Rules: *Skirmishers,Feigned Flight*, Only after 679BC

INFANTRY

SHA QURBUTE OR SHA MASSARTI FOOT GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon. May have light armour (+2) and large shield (+2). 0-1 May be upgraded to Ld8 (+2)
Special Rules: *Combined Formation*

0-1 FOOT GUARD ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	2	3	3	3	1	4	1	7	7

Equipment: Bow, hand weapon. May have light armour (+2)
Special Rules: *Combined Formation, Skirmishers*

Up to three infantry units may have Kallapani transport (+1 per model).

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, shield
May have thrusting spear (+1) and light armour (+2).
May have double-handed weapon instead of thrusting spear (free)
May be upgraded to WS4 (+3), 0-1 without spears to Ld 8 (+2).
Special Rules: *Light Infantry* (without thrusting spear)

ELAMITE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon

RESERVES OF BATTLE ARRAY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Reserve	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting spear, hand weapon. May have shield (+1)

LEVIED TROOPS OF THE BATTLE ARRAY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Levy*

TRIBAL LEVY SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow (+1) instead of sling
Special Rules: *Skirmishers*

TRIBAL LEVY JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

0-1 WAGON TABOR

MADAYA OR MEDE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, thrusting spear. May have shield (+1) and light armour (+2). Up to half may have bow instead of spear (-3)
Special Rules: *Combined Formation*, Only after 679BC

0-1 MUSRAYAOR EGYPTIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Special Rules: Only after 679BC

KUSAYA OR KUSHITE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: Only after 679BC

ALLIES

Saitic Egyptian and Mannaian Allies, I/53
Before 668BC: Medes and Early Bedouin Allies, I/40
From 668-650BC: Neo-Elamite Allies, I/42
Before 627BC: Skythian, I/43 and Phillistine, I/29 Allies
From 641-628BC: Persian Allies (Parsua List), I/40

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52. EARLY HOPLITE GREEK 680-450BC

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. General have to be Spartan, Thessalian, Phokian/Aitolian/Akarnian, Asiatic Greek/Italiot/Siciliot or Athenian. May have a horse (+8, M), but only Thessalian, Greek/Italiot/Siciliot.
An Athenian general after 511BC may have a Thessalian Ally general.
Only if Spartan: General may be upgraded to Ld10 (+50).

CAVALRY

THEBAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2).

OTHER MAINLAND GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2).

THESSALIAN LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon,
May have thrusting spear (+2) and shield (+2)
May be upgraded to Nobles (+4, WS4 and light armour)
Special Rules: *Light Cavalry*, Only with Thessalian general or Athenian General after 511BC

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only with Asiatic Greek/Italiot/Siciliot general

INFANTRY

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	8

Equipment: Thrusting Spear, hand weapon, shield
May have light armour (+2)
Only with Spartan general: May be upgraded to WS4 and Ld8 (+4)
Only with Phokian/Aitolian/Akarnian General: Downgrade to javelinmen with javelins instead of spears and without *Early Phalanx* (-2)
Only with Asiatic Greek/Italiot/Siciliot general: No Early Phalanx (-1)
Special Rules: *Early Phalanx*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have bow (+1) instead of sling
Only Athenian general after 490BC: Bow armed skirmishers may be upgraded to *Light Infantry*, BS3 and Ld6 (+3)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

PERIOIKOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Perioikoi	4	4	3	3	3	1	4	1	7	10

Equipment: Thrusting spear, hand weapon.
May have shield (+1)
Special Rules: *Early Phalanx*, Only with Spartan general

HELOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Helot	4	2	2	3	3	1	3	1	5	4

Equipment: Thrusting spear, hand weapon.
May have shield (+1)
Special Rules: *Levy*, Only with Spartan general

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon.
May have shield (+1)
Special Rules: Only with Athenian general after 541BC

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53. SAITIC EGYPTIANS 664-335BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May have a horse (+8, M). Only before 524BC may ride a heavy chariot bought at additional costs.

CAVALRY&CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon
May have thrusting spear (+2) and shield (+2).

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	17

Equipment: Hand weapon,
May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

ASSYRIAN GARRISON CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have bow (+2) and shield (+2).
Special Rules: Only from 650-600BC

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, bow, shield, light armour
A crew member and two unarmed driver
Special Rules: *Heavy Chariots*, Only before 524BC

0-1 ESCORT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have and shield (+2)
Special Rules: *Skirmishers*, Only before 524BC

SKYTHIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only from 620-525BC

INFANTRY

GUARD SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)

GUARD ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	4	1	7	10

Equipment: Bow, hand weapon
May have light armour (+2)

LEVY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Thrusting Spear, hand weapon. May have shield (+1)

LEVY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon

LEVY JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Javelins, hand weapon and buckler

NUBIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

LIBYAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
After 475BC: May be upgraded to WS3 (+1)
Special Rules: *Skirmishers*

IONIAN, KARIAN OR OTHER GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, thrusting spear, shield.
Special Rules: *Early Phalanx*

ASSYRIAN GARRISON INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Garrison	4	4	3	3	3	1	4	1	7	11

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
Up to half can have bow instead of spear (-4)
Special Rules: *Combined Formation*, Only from 650-600BC

ATHENIAN HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	8

Equipment: Thrusting Spear, hand weapon, shield
May have light armour (+2)
Only 361-360BC: 0-1 Upgrade to Spartans (+4, WS4 and Ld8)
Special Rules: *Early Phalanx*, Only from 460-454BC or 361-360BC

ATHENIAN OARSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Oarsman	4	2	2	3	3	1	3	1	6	6

Equipment: Throwing spears, hand weapon. May have shield (+1)
Special Rules: *Skirmishers*, Only from 460-454BC

ALLIES

Before 650BC: Neo-Assyrian Allies, I/51
After 570BC: Kyrenean Greek Allies, I/56
Only Nectanebo II from 359-342BC: Libyan Allies, I/7

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54. EARLY MACEDONIANS 650-355BC

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May have a horse (+8, M).
Only after 413BC: General may be upgraded to Ld10 (+50).

CAVALRY

COMPANIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2), light armour (+2) and shield (+2).
May be upgraded to WS4 (+3)

MACEDONIAN OR PAIONIAN LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	17

Equipment: Hand weapon, javelins
May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

PEASANT LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.
May have shield (+1)
Special Rules: *Levy*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have bow (+1) instead of sling
Special Rules: *Skirmishers*

ILLYRIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Illyrian	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon, shield

MACEDONIAN OR COASTAL GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	8

Equipment: Thrusting spear, hand weapon, shield
May have light armour (+2)
After 498BC: May be upgraded to Pezhetaitoi (+3, WS4)
Special Rules: *Early Phalanx*

HIGHLAND MACEDONIAN PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins, buckler
May have shield (+1)

LYNKESTIAN GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	6	7

Equipment: Thrusting Spear, hand weapon, shield
Special Rules: *Early Phalanx*

ALLIES

After 424BC: Spartan Allies, Later Hoplite Greek, II/5
Only 392BC: Thessalian Allies, Later Hoplite Greek, II/5

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55. LATIN, EARLY ROME/ETRUSCAN/UMBRIAN 650-338BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 15%
INFANTRY: At least 65%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May have a horse (+8, M). Only before 400BC: May ride a two-horse chariot bought at additional cost.
Only if Latin after 400BC: General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2).

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots*, Only Etruscans

INFANTRY

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	8

Equipment: Thrusting Spear, hand weapon, shield
May have light armour (+2)
Special Rules: *Early Phalanx*, Not for Latin after 400BC

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
Only Umbrian: May have double-handed weapon instead of spear (free)
Special Rules: Not for Latin after 400BC

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow (+1) instead of sling
Special Rules: *Skirmishers*

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	4	3	3	3	1	3	1	7	7

Equipment: Hand weapon
May have light armour (+2) and shield (+1)
Special Rules: Only Etruscans

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	2	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

LEVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Leves	4	2	2	3	3	1	3	1	6	6

Equipment: Thowing spear, javelins and buckler
Special Rules: *Skirmishers*, Only Latin after 400BC

HASTATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hastati	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2), heavy throwing spear (+2) and large shield (+2)
Special Rules: Only Latin after 400BC

PRINCEPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Princeps	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear
May have light armour (+2), heavy throwing spear (+4) and large shield (+2). May be *Drilled* (+2), *Veterans* (+2)
Special Rules: Only Latin after 400BC

TRIARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Triarii	4	4	3	3	3	1	5	1	8	13

Equipment: Hand weapon, thrusting spear, light armour
May have large shield (+2)
May be *Drilled* (+2), *Veterans* (+2) and *Stubborn* (+2)
Special Rules: Only Latin after 400BC

ALLIES

Only Latin after 506BC: Italiot Allies, I/52
Only Latin after 506BC: Volsci Allies, I/36
Only Latin after 400BC: Campanian Allies, II/8
Only Latin after 400BC: Syracusan Allies, II/9
Only Latin in 360BC: Gallic Allies, II/11

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56. KYRENEAN GREEK 630-74BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May have a horse (+8, M). Before 275BC: May ride in a four-horse chariot bought at additional cost. Only after 308BC: General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2).

IRREGULAR HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	3	2	7	45

Equipment: Hand weapon, javelins, shield, light armour
A crew member and two unarmed driver
Special Rules: *Heavy Chariots*, Only before 275BC

0-1 OPHELLAS COMPANIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	24

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2).
Special Rules: *Wedge*, Only from 313-308BC

MERCENARY OR ATHENIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have bow (+2) and shield (+2).
Special Rules: *Light Cavalry*, Only from 313-308BC

0-1 PTOLEMAIC RULER'S HOUSEHOLD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	4	3	3	3	1	4	1	8	24

Equipment: Hand weapon, thrusting spear
May have bow (+2), light armour (+2) and shield (+2).
Special Rules: *Wedge*, Only after 308BC

INFANTRY

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	8

Equipment: Thrusting Spear, hand weapon, shield
May have light armour (+2)
May have *Riding Horses* (+1)
Special Rules: *Early Phalanx*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow (+1) instead of sling
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

MACEDONIAN GARRISON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Garrison	4	3	3	3	3	1	3	1	7	8

Equipment: Pikes, hand weapon
May have light armour (+2) and shield (+1)
Special Rules: *Phalanx*, Only from 313-308BC

MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler. May have shield (+1)
Special Rules: *Light Infantry*, Only from 313-308BC

MERCENARY SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow (+1) instead of sling
Special Rules: *Skirmishers*, Only from 313-308BC

OPHELLAS ATHENIAN VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Volunteer	4	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
Special Rules: *Phalanx*, Only from 313-308BC

PTOLEMAIC RULER'S HOUSEHOLD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Infantry	4	4	3	3	3	1	4	1	7	11

Equipment: Pikes, hand weapon
May have light armour (+2) and shield (+1)
Special Rules: *Phalanx*, Only from 313-308BC

CRETAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*, Only after 308BC

OTHER MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1)
Special Rules: *Phalanx*, Only after 308BC

ALLIES

Libyan Allies, I/7
In 332BC Early Carthaginian Allies, I/61

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57. ETRUSCAN LEAGUE 600-280BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May have a horse (+8, M). Before 500BC: General may ride in a two- or four-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

RAIDING LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins
May have shield (+2).
Special Rules: *Light Cavalry*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2).

IRREGULAR CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, bow, shield, light armour
May have thrusting spear (+5)
Special Rules: *Light Chariots,* Only before 500BC

INFANTRY

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	10

Equipment: Thrusting Spear, hand weapon, shield
May have light armour (+2)
0-1 May be upgraded to Devoted (+2, Ld8)
Only after 400BC: May have heavy throwing spear instead of throwing spear (+4)
Special Rules: *Early Phalanx*

2nd AND 3rd CLASS SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)

0-1 AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	4	3	3	3	1	4	1	8	10

Equipment: Hand weapon, light armour
May have shield (+1). May be *Stubborn* (+2) and *Veterans* (+2)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling. May have bow (+1) instead of sling
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

PEASANT MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.
May have shield (+1)
Special Rules: *Levy*

CARTHAGINIAN MARINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon
May have light armour (+2) and shield (+1)
Special Rules: Only from 550-450BC

0-1 FANATIC PRIESTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priest	4	2	2	3	3	1	3	1	5	5

Equipment: Hand weapon.
May have shield (+1)
Special Rules: *Warband, Hatred,* Only after 400BC

ALLIES

Italiot Allies, I/52 or II/5
Sabine Allies, I/36
Umbrian Allies, I/55
Samnite Allies, II/13
Gallic Allies, II/11
Only before 500BC: Latin Allies, I/55
From 506-500BC: Tullian Roman Allies, I/59

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58. MEROITIC KUSHITE 592BC-350AD

CHARACTERS: Up to 25%
CAVALRY: Up to 15%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). After 300BC: General may ride on elephant bought at additional cost.

CAVALRY

MEROITIC CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have shield (+2) and bow (+2)
Special Rules: *Light Cavalry*

INFANTRY

MEROITIC ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

TRIBAL SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Thrusting Spear, hand weapon
May have shield (+1)

TRIBAL AXEMEN AND SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon
May have shield (+1)

TRIBAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

SPECIAL

0-2 AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	6	5	5	3	4	4	120
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+2 each)
Special Rules: *Elephants*, Only after 300BC

ALLIES

After 300BC: Desert Blemmye Subject Allies, II/55

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59. TULLIAN ROMAN 578-400BC

CHARACTERS: Up to 25%
CAVALRY: Up to 15%
INFANTRY: At least 65%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ROMAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have shield (+2), light armour (+2) and throwing spear (+2)

LATIN ALLIED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have shield (+2) and bow (+2)
Special Rules: *Light Cavalry*

INFANTRY

1st TO 3rd CLASS SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
0-1 May be upgraded to Ld8 (+2)

4th CLASS AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon
May have light armour (+2) and shield (+1)
Special Rules: *Light Infantry*

5th CLASS SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1). May have sling instead of javelins (free)
Special Rules: *Skirmishers*

LATIN ALLIED FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)

ALLIES

Hernician Allies, I/36

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60. EARLY ACHAEMENID PERSIAN 550-420BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, bow, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.). May ride a horse (+8, M8). General may ride a two-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow
May have shield (+2), light armour (+2) and thrusting spear (+2)

PERSIAN OR MEDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow
May have shield (+2), light armour (+2) and thrusting spear (+2)

KASPIAN OR SKYTHIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

0-1 SAGARTIAN LASSO MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, lasso (counts as javelins)
Special Rules: *Light Cavalry*

CYRUS CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry*, *Camelry*, Only in 546BC

0-2 CYRUS SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	5	4	1	3	W6+2	7	75

Equipment: Hand weapon shield, light armour
Special Rules: *Scythed Chariots*, Only in 546BC

BACTRIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have shield (+2) and thrusting spear (+2)
Special Rules: *Light Cavalry*, Only after 546BC

BEDOUIN CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry*, *Camelry*, Only after 546BC

0-1 LIBYAN CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*, Only after 526BC

0-1 INDIAN CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, bow, shield, light armour
Special Rules: *Heavy Chariots*, Only after 526BC

MEDIZING THEBAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have thrusting spear (+2) and shield (+2).
Special Rules: Only in 479BC

MEDIZING THESSALIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have throwing spear (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only in 479BC

INFANTRY

0-1 IMMORTALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Immortal	4	3	4	3	3	1	3	1	8	14

Equipment: Bow, hand weapon, large shield
May have light armour (+2). May be *Stubborn* (+2) and *Veterans* (+2)
Only from 465-449BC: Downgrade to Ld7 (-2), not longer 0-1
Only from 465-449BC: *Light Infantry*

OTHER SPARABARA FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	12

Equipment: Bow, hand weapon, large shield
May have light armour (+2).
Only from 465-449BC: Downgrade to BS3 (-3)
Only from 465-449BC: *Light Infantry*

ARMENIANS, PAPHLAGONIANS, BITHYNIANS, THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon. May have shield (+1)

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WAB FORUM ARMIES

BOOK I: 3000 to 500 BC

SKIRMISHING ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
After 546BC: May be upgraded to BS3 and Ld6 (+2)
Special Rules: *Skirmishers*

PARTHIAN, BACTRIAN OR SKYTHIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

0-1 CYRUS MOBILE TOWER
Special Rules: *War Wagon*, Only in 546BC

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have shield (+1). May have sling instead of javelins (free)
Special Rules: *Skirmishers*, Only after 546BC

LYDIAN OR IONIAN HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	6	7

Equipment: Thrusting Spear, hand weapon., shield
Special Rules: *Early Phalanx*, Only after 546BC

ASSYRIAN OR CHALDEAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon. May have shield (+1)
Up to half can have bow instead of spear&shield (free)
Special Rules: *Combined Formation*, Only after 546BC

LYKIAN MARINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have shield (+1)
Special Rules: Only after 546BC

PHOENICIAN MARINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon. May have shield (+1)
Special Rules: Only after 539BC

LIBYAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Libyan	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Skirmishers*, Only after 526BC

INDIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.
Special Rules: Only after 526BC

EGYPTIAN MARINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear.
May have shield (+1) and light armour (+2).
Special Rules: Only after 526BC

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon. May have shield (+1)
May be upgraded to WS4 (+3)
Special Rules: Only from 492-466BC

MEDIZING GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
Special Rules: *Early Phalanx*, Only in 479BC

MEDIZING GREEK JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: Only in 479BC

ALLIES

In 550BC: Mede Rebel Allies, I/40
In 530BC Saka Allies, I/43

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61. EARLY CARTHAGINIAN 550-275BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). May ride a four-horse chariot bought at additional cost.

CAVALRY&CHARIOTS

CARTHAGINIAN HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	3	2	8	60

Equipment: Hand weapon, bow, shield, light armour
A crew member and two unarmed driver
Special Rules: *Heavy Chariots*

POENI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow. May have shield (+2)

CAMPANIAN, ETRUSCAN OR GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear. May have shield (+2)
Special Rules: Only after 411BC

NUMIDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Numidian	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins. May have shield (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only after 341BC

INFANTRY

0-1 SACRED BAND

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	4	4	3	3	3	1	4	1	8	12

Equipment: Thrusting Spear, hand weapon. May have light armour (+2) and shield (+1). May be *Stubborn* (+2) and *Veterans* (+2)

OTHER POENI CITIZEN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)

AFRICAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Thrusting Spear, hand weapon. May have shield (+1)

SPANISH SCUTARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scutarii	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon. May have shield (+1).

SPANISH CEATRATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ceatrati	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

BALEARIC SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	3	3	3	1	3	1	7	6

Equipment: Hand weapon, sling. May have shield (+1).
Special Rules: *Skirmishers*

LIBYAN, MOORISH OR NUMIDIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon, javelins. May have shield (+1).
May be upgraded to WS3 (+1)
Special Rules: *Skirmishers*

LIGURIAN, SARDINIAN OR CORSICAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1).
Special Rules: *Light Infantry*

LIGURIAN SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have shield (+1).
Special Rules: *Skirmishers*

SARDINIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have shield (+1).
Special Rules: *Skirmishers*

CAMPANIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Campanian	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, throwing spear
May have shield (+1).
Special Rules: Only after 411BC

GALLIC INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gaul	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband*, Only after 411BC

0-2 LIGHT BOLT THROWER
Special Rules: Only after 390BC

GREEK MERCENARY HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	8

Equipment: Thrusting Spear, hand weapon, shield
May have light armour (+2)
Special Rules: *Phalanx*, Only after 341BC

ALLIES

Siciliot Allies, I/52 or II/5
Before 500BC: Makai Allies, I/7
After 341BC: Numidian Allies, II/40

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62. LYKIAN 546-300BC

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY&CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.
May have shield (+2)
Special Rules: Only after 500BC

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: *Light Chariots*, Only before 500BC

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield
May have light armour (+2)

DREPANON WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, shield
May have light armour (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow. May have shield (+1).
Special Rules: *Skirmishers*

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have javelins instead of sling (free)
Special Rules: *Skirmishers*

MERCENARY HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	4	1	7	11

Equipment: Thrusting Spear, hand weapon, shield
May have light armour (+2)
Special Rules: *Phalanx*

MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear, buckler
May have shield (+1)
Special Rules: *Light Infantry*

MERCENARY SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon.
May have shield (+1)

MARINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

PIRATES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pirate	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon and buckler
Special Rules: *Skirmishers*

ALLIES

Asiatic or Greek Allies, I/52 or II/5

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63. PAIONIAN 512-284BC

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon
May have shield (+2)

INFANTRY

HYPASPISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hypaspist	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2)
Special Rules: *Phalanx*

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have light armour (+2) may have thrusting spear (+2)
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.
May have shield (+1)
Special Rules: *Levy*

0-1 WARHOUNDS

ALLIES

Illyrian Allies, I/47
In 310BC: Macedonian Early Successor Allies, II/18

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WAB FORUM ARMIES

BOOK I: 3000 to 500 BC

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SPECIAL THANKS

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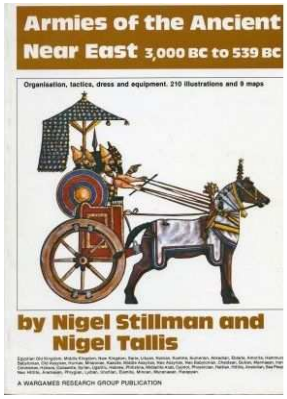
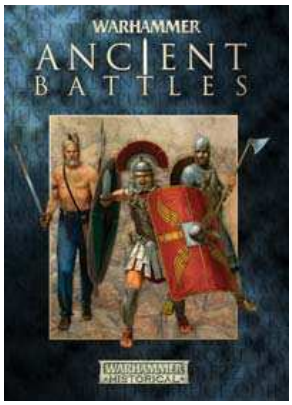
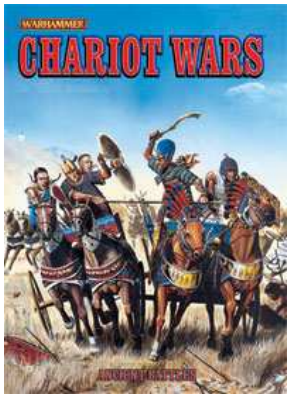
BOOKS







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WABFORUM
ARMY BOOK 2

CLASSICAL ERA

84 ARMY LISTS FROM 500BC-476AD

WAB FORUM ARMIES

BOOK II: 500 BC to 476 AD

CONTENT **PAGE**

II/1	Republican Indian (500BC - 321BC)	4
II/2	Mountain Indian (500BC - 170BC)	5
II/3	Classical Indian (500BC - 545AD)	6
II/4	Warring States and Ch'in Chinese (480BC - 202BC)	7
II/5	Later Hoplite Greek (450BC - 275/235BC)	8
II/6	Bithynian (435BC - 74BC)	9
II/7	Later Achaemenid Persian (420BC - 329BC)	10
II/8	Campian, Apulian, Lucanian or Bruttian (420BC - 203BC)	12
II/9	Syracusan (410BC - 210BC)	13
II/10	Camillan Roman (400BC - 275BC)	14
II/11	Gallic (400BC - 50BC)	15
II/12	Alexandrian Macedonian (355BC - 320BC)	16
II/13	Samnite (355BC - 272BC)	17
II/14	Ariarathid Kappadokian (330BC - 322BC & 300BC - 17AD)	18
II/15	Alexandrian Imperial (328BC - 320BC)	19
II/16	Asiatic Early Succesor (320BC - 285BC)	20
II/17	Lysimachid (320BC - 281BC)	21
II/18	Macedonian Early Successor (320BC - 260BC)	22
II/19	Seleucid (320BC - 83BC)	23
II/20	Ptolemaic (320BC - 30BC)	25
II/21	Ch'iang and Ti (315BC - 417AD)	27
II/22	Arabo-Aramaean (312BC - 240AD)	28
II/23	Later Pre-Islamic Arab (312BC - 633AD)	29
II/24	Early Rhoxolani Sarmatian (310BC - 100AD)	30
II/25	Bosporan (310BC - 375AD)	31
II/26	Siracae, Iazyges, Later Rox. Sarmatians (310BC - 375AD)	32
II/27	Pyrrhic (300BC- 272BC)	33
II/28	Early Armenian and Gordyene (300BC - 627AD)	34
II/29	Tien and K'un-Ming (295BC - 45AD)	35
II/30	Galatian (280BC - 25BC)	36
II/31	Hellenistic Greek (275BC - 146BC)	37
II/32	Later Carthaginian (275BC - 146BC)	39
II/33	Polybian Roman (275BC - 105BC)	40
II/34	Attalid Pergamene (263BC - 129BC)	41
II/35	Later Macedonian (260BC - 148BC)	42
II/36	Graeco-Bactrian (250-130BC), Graeco-Indian (170BC-55BC)	43
II/37	Parthian (250BC - 225AD)	44
II/38	Hsiung-Nu or Juan-juan (250BC - 555AD)	45
II/39	Ancient Spanish (240BC - 20BC)	46
II/40	Numidian or Early Moorish (215BC - 25AD)	47
II/41	Han Chinese (202BC - 189AD)	48
II/42	Tamil Indian (175BC - 1500AD)	49
II/43	Maccabean Jewish (168BC - 104BC)	50
II/44	Commagene (163BC - 17AD - 72AD)	51
II/45	Sicilian and Italian Slave Revolts (135BC - 71BC)	52
II/46	Kushan (135BC - 477AD)	53
II/47	Early German (115BC - 250AD)	54
II/48	Mithridatic (110BC - 47BC)	55
II/49	Marian Roman (105BC - 25BC)	56
II/50	Hasmonean Jewish (103BC - 63BC)	57
II/51	Late Judean (63 BC- 6 AD)	58
II/52	Dacian (60BC - 106AD) and Carpi (106BC - 380AD)	59
II/53	Ancient British (55BC - 75AD)	60
II/54	Scots-Irish (55BC - 846AD)	61
II/55	Nobades, Blemmyes or Beja (30BC - 1500AD)	62
II/56	Early Imperial Roman (25BC - 197AD)	63
II/57	Later Moorish (25AD - 696AD)	64
II/58	Alan (50AD - 1500AD)	65
II/59	Jewish Revolt (66AD - 70AD & 132AD - 135AD)	66
II/60	Caledonian (75AD - 211AD)	67
II/61	Hsien-Pi,Wu-huan,Pre-dynastic Khitan,Hsi (90AD - 1000AD)	68
II/62	Abyssinian and Horn of Africa (100AD - 1500AD)	69
II/63	Three Kingdoms and Western Ts'in Chinese (189 - 316AD)	70
II/64	Middle Imperial Roman (193AD - 324AD)	71
II/65	Early Visigothic (200AD - 419AD)	72
II/66	Early Vandal (200AD - 442AD)	73
II/67	Early Ostrogothic, Herul, Sciri or Taifali (200AD - 493AD)	74
II/68	Pictish (211AD - 846AD)	75
II/69	Sassanid Persian (220AD - 651AD)	76
II/70	Burgundi or Limigantes (250AD - 534AD)	77
II/71	Gepid (250AD - 566AD)	77

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II/72	E. Frankish,Alamannic,Suevi,Rugian,Turcilingi (250-584AD)	78
II/73	O.Saxon,Frisian,Bavarian,Thuringian,E.Anglo-Saxon (250-804AD)	78
II/74	Palmyran (260AD - 273AD)	79
II/75	Paekche and Kaya Korean (300AD – 660AD)	80
II/76	Koguryo Korean (300AD - 668AD)	81
II/77	Silla Korean (300AD - 935AD)	82
II/78	Late Imperial Roman (307 - 425AD)	83
II/79	Chinese Northern and Southern Dynasties (317AD - 589AD)	85
II/80	Hunnic (356AD - 570AD)	86
II/81	Sub-Roman British (407AD - 945AD)	87
II/82	Later Visigothic (419AD - 720AD)	88
II/83	Patrician Roman (425AD - 493AD)	89
II/84	African Vandal (442AD - 535AD)	90

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SPECIAL RULES

ALLIES
Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject alllies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT
Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

EARLY PHALANX
- if armed with thrusting spear fight in 2 ranks even on the charge
- may not turn or change formation
- always suffer the -1 LD penalty as if enemies were in 8" when reforming
- become normal *Phalanx* rule in armies after 500BC

GERMAN WEDGE
- may count rank bonus up to +2.
- ignore Ferocious Charge when charged and have at least +1 rank bonus
- better armoured models have to be placed in front and flank

KALLAPANI
Some armies transported their troops with horse or camel drafted platforms across the battlefield before the battles began. Such armies are free to choose a number of units which can be upgraded with “Riding Horses” or “Riding Camels” for 1 point per model. Horse riding infantry units can move up to 8” after deployment and before the first turn, camel riding 6”. This cannot be combined with the extra movement allowed for skirmishers in some scenarios.

LIGHT BOLT THROWER (36pts)
(See rulesbook page 180)
Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Thrower	-	-	-	-	6	2	-	-	-	36

Equipment: Hand weapon.
The crew may have light armour (+4).
Range 36”, S4/-1 per rank, no save, D3 wounds per hit
Special Rules: *Bolt Thrower*

LIGHT CANNON (50pts)
(See rulesbook page 130)
Each machine has a three man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Cannon	-	-	-	-	6	3	-	-	-	50

Equipment: Hand weapon.
The crew may have light armour (+6).
Range 36”, S6, no save, D6 wounds per hit
Special Rules: *Cannon*

STAMPEDING ANIMALS (200pts)
Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6”x6”. For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6” each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6” for the distance another d6. On a 2-5 the stampede continues in exactly the same diretion. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD
Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4” and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18” and fleeing troops within 6” are rallying automatically.

UNITS
All units may have a leader, standard and musician for 5pts each.
All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY
Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS
As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR
See WAB Errata for details:
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf

WARHOUNDS
(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missle weapons should be randomly devided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)
Special Rules: *Warband, Skirmishers*

WAR WAGON
See WAB Errata for details
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf
Some War Wagons may have two war machines with crew instead of 6 missle armed crew members (+80).

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WAB FORUM ARMIES

BOOK II: 500 BC to 476 AD

1. REPUBLICAN INDIAN (500BC - 321BC)

CHARACTERS: Up to 25%
CHARIOTS & CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride in a heavy chariot after 400BC, two-horse chariot before. May ride a horse (+8, M8)

CHARIOTS & CAVALRY

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	4	2	8	60

Equipment: Two crewmen with hand weapon, light armour and bow, two shieldbearer and two unarmed driver.
Special Rules: *Heavy Chariots, After 400BC*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	4	2	8	45

Equipment: One crewman with hand weapon, light armour, shield and bow, one unarmed driver.
Special Rules: *Light Chariots, Before 400BC*

INFANTRY

CLUBMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Clubman	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, two handed weapon
May have light armour (+2) and shield (+1)

CITIZEN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
May be upgraded to BS4 (+3)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Javelin, hand weapon and buckler
Special Rules: *Light Infantry*

0-1 WAGON TABOR

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2. MOUNTAIN INDIAN (500BC - 170BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 15%
INFANTRY: At least 50%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a chariot bought at additional cost. May ride a horse (+8, M8)

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*

INFANTRY

0-1 GUARDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	8	10

Equipment: Hand weapon, two handed weapon
May have light armour (+2) and shield (+1) or large shield (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1) or large shield (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	5

Equipment: Javelin, hand weapon and shield

SPECIAL

0-2 ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

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WAB FORUM ARMIES

BOOK II: 500 BC to 476 AD

3. CLASSICAL INDIAN (500BC – 545AD)

CHARACTERS: Up to 25%
CHARIOTS&CAVALRY: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The general can be upgraded to Great-King (+25, Ld10). May ride on an chariot or elephant bought at additional cost. Both may ride a horse (+8, M8)

CHARIOTS&CAVALRY

IRREGULAR HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	4	2	7	45

Equipment: One crewman with hand weapon, light armour and bow, one shieldbearer and one unarmed driver.
Only before 321BC: Two crew, two shieldbearer and two drivers
Only from 321-180BC (Maurya): Upgrade to WS/BS4 and Ld8 (+15)
Special Rules: *Heavy Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins.
Only after 320AD (Guptas): Upgrade to WS3 and thrusting spear (+4)

MOUNTAIN INDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins.
Special Rules: Light Cavalry

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow.
Special Rules: Light Cavalry, Only from 179BC

INFANTRY

0-1 GUARDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	8	10

Equipment: Hand weapon, two handed weapon
May have light armour (+2) and shield (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

CLUBMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Clubman	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, two handed weapon
May have light armour (+2) and shield (+1)

MERCENARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	4	3	3	1	3	1	7	10

Equipment: Bow, hand weapon
May have light armour (+2)
Only from 321-180BC (Maurya): Upgrade to Ld8 (+4)
Only after 180BC: Downgrade to BS3 (-3)

MERCENARY JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Javelin, hand weapon and shield
Only from 321-180BC (Maurya): Upgrade to WS4 (+3)
Special Rules: *Light Infantry*

FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

WILD TRIBES ARCHERS AND PEASANT SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Sling or javelins, hand weapon
May have bow instead of sling or javelins (+1)
Special Rules: *Skirmishers*

0-1 STAMPEDING CATTLE OR CAMEL HERDS (+100)
Special Rules: *Stampeding Animals*

0-1 RATHAMASAULA
Special Rules: *War Wagon*, Only before 321BC

GUILD TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: Only from 321-180BC (Maurya)

MOUNTAIN INDIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) or large shield (+2)

MOUNTAIN INDIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	5	4

Equipment: Javelins, hand weapon and buckler
Special Rules: *Skirmishers*

0-1 BACTRIAN GREEK MERCENARY GUARDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon and shield
May have light armour (+2) and thrusting spear (+2)
Special Rules: Only from 179BC-320AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

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4. WARRING STATES AND CH'IN CHINESE (480BC – 202BC)

CHARACTERS: Up to 25%
CHARIOTS&CAVALRY: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, bow, shield and light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride on an chariot bought at additional cost.

CHARIOTS&CAVALRY

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	4	2	8	60

Equipment: One crewman with hand weapon, light armour and bow, one shieldbearer and one unarmed driver.
Only Ch'in from 350-221BC: Downgrade to WS/BS3 and Ld7 (-15)
Special Rules: *Heavy Chariots*

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*, Only after 307BC

HU BARBARIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	2	1	6	16

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers, Feigned Flight*, Only Ch'in, Wei or Yen after 300BC

INFANTRY

CLOSE FIGHTING FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, halberd
May have light armour (+2) and shield (+1). May have thrusting spear instead of halberd (+2) and large shield (+2)
Only Ch'u: Downgrade to WS3 (-3)

ARCHERS OR CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+2) and crossbow instead of bow (+4)

MASSED LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
Special Rules: *Levy*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	5	5

Equipment: Sling or javelins, hand weapon
May have bow instead of sling or javelins (+1)
Special Rules: *Skirmishers*

PICKED TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon
May have light armour (+2) and shield (+1)

0-2 LIGHT BOLT THROWERS

SOUTHERN TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	5	3	3	3	3	1	3	1	5	5

Equipment: Javelins, hand weapon and buckler
Special Rules: *Warband*, Only Ch'u or Yueh

CH'IN CLOSE FIGHTING FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	6	10

Equipment: Halberd, hand weapon and shield
Special Rules: *Warband*, Only Ch'in from 350-221BC

0-1 STAMPEDING CATTLE
Special Rules: *Stampeding Animals*, Only Ch'i after 300BC

PEASANT REBELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	4

Equipment: Hand weapon, thrusting spear
Special Rules: *Warband*, Only in rebel Armies from 209-206BC

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WAB FORUM ARMIES

BOOK II: 500 BC to 476 AD

5. LATER HOPLITE GREEK (450BC – 275BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50).). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. General have to be Spartan/Theban, Thessalian/Agiselaus, Tyrant or Athenian.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2).
Only with Theban/Thessalian or Tyrant general: May upgrade to WS3 and Ld7 (+3). With Thessalian or Tyrant general: *Light Cavalry*
Only with Athenian general after 366BC*:* May upgrade to WS3 and Ld7 (+3) or 0-1 WS4 and Ld8 (+8)
Only with Spartan general from 369-368BC: May upgrade to WS3 and Ld7 (+3)

THRACIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only with Athenian or Spartan general

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only with Athenian general before 365BC

PAPHLAGONIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only with Spartan general in Asia from 396-394BC

0-1 SPITHRIDATES'S PERSIAN DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May havelight armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: Only with Spartan general in Asia from 396-394BC

INFANTRY

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
0-1 Upgrade to WS4, Ld8 (+5)
Special Rules: *Phalanx*

PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
After 400BC: *Light Infantry*
After 379BC: may upgrade to Ld7 (+1)
Special Rules: *Skirmishers*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins.
May have shield (+1), thrusting spear (+1) or halberd (+1)
Special Rules: *Light Infantry*

PAPHLAGONIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Paphlagonian	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon. May have shield (+1)
Special Rules: Only with Spartan general in Asia from 396-394BC

SYRACUSAN SPANIARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spaniard	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon.
May have shield (+1) and throwing spear (+1)
Special Rules: *Light Infantry*, Only with Spartan general from 369-368BC

SYRACUSAN GAULS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gaul	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband*, Only with Spartan general from 369-368BC

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6. BITHYNIAN (435BC –74BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 265BC: General may be upgraded to Ld10 (+50).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have thrusting spear (+2) and shield (+2).

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins
May have shield (+2)
Special Rules: *Light Cavalry*

PERSIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have shield (+2)
Special Rules: Only before 335BC

PAPHLAGONIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins
May have thrusting spear (+2)
Special Rules: *Light Cavalry*, Only after 179BC

INFANTRY

PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

CITIZEN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Citizen	4	4	3	3	3	1	3	1	7	7

Equipment: Hand weapon
May have light armour (+2) and shield (+1) or large shield (+2)
May have pikes, *Phalanx* and WS3 (+1)
Special Rules: Only after 265BC

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1), thrusting spear (+1) or halberd (+1)
Special Rules: *Light Infantry*, Only after 265BC

PAPHLAGONIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Paphlagonian	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon.
May have shield (+1)
Special Rules: Only after 179BC

ALLIES

Only in 278BC: Galatian Allies, II/30

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7. LATER ACHAEMENID PERSIANS (420-329BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
SPECIAL: Up to 10%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. The general may ride a two-horse chariot bought at additional cost. May ride a horse (+8, M8).

CAVALRY

0-1 GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2), barding (+3) and bow (+2). May be *Veterans* (+2)

PERSIAN OR MEDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have shield (+2), light armour (+2) and thrusting spear (+2)

SATRAPAL GUARD, ARMENIAN, KAPPADOKIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have shield (+2), thrusting spear (+2), barding (+3) and bow (+2)
May be upgraded to WS4 (+3)

COLONIST CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins
May have shield (+2)

PAPHLAGONIAN OR ARACHOSIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
May have thrusting spear (+2)
Special Rules: *Light Cavalry*

BACTRIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*

SKYTHIAN AND PARTHIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

0-3 SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	5	4	1	3	W6+2	7	75

Equipment: Hand weapon shield, light armour
Special Rules: *Scythed Chariots*

INDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.

INFANTRY

0-1 GUARD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	4	3	3	1	3	1	8	12

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2) and large shield (+1). May have bow instead of thrusting spear (+free). May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

GREEK MERCENARY HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	12

Equipment: Thrusting Spear, large shield, hand weapon
May have light armour (+2)
Only from 379-370BC: May have no thrusting spear and *Light Infantr* yinstead of *Phalanx* (free)
Special Rules: *Phalanx*

GREEK MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*

KARIAN OR IONIAN HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting Spear, hand weapon, large shield.
May have light armour (+2)
Special Rules: *Phalanx*

PERSIAN PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	2	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
May be upgraded to Ld7 (+1)
Special Rules: *Light Infantry*

HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hillman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Light Infantry*

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CHALYBES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chalyb	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon, javelins and shield

PERSIAN ARCHERS OR SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Persian	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

CREATAN MERCENARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

MARDIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	5

Equipment: Hand weapon, bow

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins
May have shield (+1), thrusting spear (+1) or halberd (+1)
Special Rules: *Light Infantry*

LEVIES AND SERVANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Lykian Allies, I/62
Only Bessos in 329BC: Saka Allies, I/43

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8. CAMPANIAN,APULIAN, LUCANIAN, BRUTTIAN (420-203BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 15%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have shield (+2), light armour (+2) and throwing spear (+2)

INFANTRY

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Only Campanians: Downgrade to WS2 (-1)
Only Campanians from 275BC: May have thrusting spear (+1) and than may have WS4 and Ld7 (+3)
Only Lucanians: may upgrade to WS4 and Ld7 (+3)
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting Spear, hand weapon, large shield.
May have light armour (+2)
Special Rules: *Phalanx*, Only Campanians

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*, Only Bruttians

ALLIES

Only Campanians: Samnite Allies, II/13
Only Lucanians: Bruttian Allies, II/8
Only Lucanians: Camillan Roman Allies, II/10
Only Bruttians: Lucanian Allies, II/8
Only Bruttians in 215BC: Later carthaginian Allies, II/32

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9. SYRACUSAN (420-203BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

0-1 GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins
May have thrusting spear (+2), light armour (+2)
Special Rules: *Light Cavalry*

0-1 CAMPANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have shield (+2), light armour (+2) and thrusting sopear (+2)

INFANTRY

0-1 GUARD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	8	14

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1). May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

GREEK MERCENARY HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	14

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Special Rules: *Phalanx*

SYRACUSAN AND ALLIED HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	10

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Special Rules: *Phalanx*

MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
Only after 275BC: May be upgraded to WS4 and Ld7 (+4)
Special Rules: *Light Infantry*

CAMPANIAN OR SAMNITE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins and shield
Special Rules: *Light Infantry*

GAULS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gaul	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband*

LIGURIAN OR SIKELS FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and shield

SPANIARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, throwing spear, shield.
May have light armour (+2)

ARCHERS AND SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWER
Special Rules: Only after 399BC

CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	3	3

Equipment: Hand weapon
Special Rules: *Levy*, Only Agathokles in Africa from 310-307BC

ALLIES

Only Agathokles in Africa from 310-307BC: Numidian Allies, II/40
Only Agathokles in Africa from 310-307BC: Libyan Allies, I/7
Only Agathokles in Africa from 310-307BC: Kyrenean Greek Allies, I/56
Only after 265BC: Later carthaginian Allies, II/32

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10. CAMILLAN ROMAN (400-275BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

0-1 ROMAN AND ITALIAN ALLY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have shield (+2), light armour (+2) and throwing spear (+2)

INFANTRY

LEVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Leves	4	2	2	3	3	1	3	1	5	3

Equipment: Javelins and buckler
Special Rules: *Skirmishers*

HASTATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hastati	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2), heavy throwing spear (+2) and large shield (+2). May be *Drilled* (+2)

PRINCEPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Princeps	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear
May have light armour (+2), heavy throwing spear (+4) and large shield (+2). May be *Drilled* (+2) and *Veterans* (+2).

TRIARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Triarii	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, thrusting spear, light armour
May have large shield (+2).
May be *Veterans* (+2), Drilled (+2) and Stubborn (+2)

NON –LATIN ITALIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and shield
May have throwing spear instead of javelins (+2) and large shield (+2)

RORARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rorarii	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
May have large shield (+2).

ALLIES

Only in 340BC: Samnite Allies, II/13

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WAB FORUM ARMIES

BOOK II: 500 BC to 476 AD

11. GALLIC (400-50BC)

CHARACTERS: Up to 25%
CHARIOTS&CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: *Warband*. General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a chariot bought at additional cost.

CHARIOTS&CAVALRY

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, shield, light armour
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have shield (+2), light armour (+2) and thrusting spear (+2)

INFANTRY

0-1 FOOT GENERALS SOLDURII BODYGUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	6	11

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1).
Special Rules: *Warband*

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Mixed weapons
May have shield (+1)
Special Rules: *Warband*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	5	5

Equipment: Javelins and buckler
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

ELDERLY, SLAVES, WOMEN, CHILDREN AND UNWILLING

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	3	3

Equipment: Hand weapon
Special Rules: *Levy*

0-1 WAGON TABOR

NAKED GAESATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gaesati	4	4	3	3	3	1	4	1	6	11

Equipment: Mixed weapons
May have light armour (+2)
Special Rules: *Warband, Hatred*, Only before 200BC

ALLIES

Only Arverni and Sequani from 71-61BC: Early German Allies, II/47
Only Aquitanians in 56BC: Iberian Allies, II/39

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12. ALEXANDRIAN MACEDONIAN (355-320BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

COMPANIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Companion	8	4	3	3	3	1	3	1	8	24

Equipment: Hand weapon, light armour
May have xyston (+2) and heavy armour (+2). May be *Veterans* (+2)
Special Rules: *Wedge*

PODROMOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins
May have thrusting spear (+2)
Special Rules: *Light Cavalry*

THRACIAN OR PAIONIAN LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins
May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

GREEK ALLIED OR MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have xyston (+2) and heavy armour (+2)

THESSALIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Special Rules: *Wedge*, All except Antipater

ASIATIC HIPPOKONTISTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon. May have bow (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Alexander after 330BC

INFANTRY

PEZETAIROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	8

Equipment: Pike, hand weapon
May have light armour (+2) and shield (+1)
May have javelins instead of pike (free), *Light Infantry* instead of *Phalanx*
All except Antipater*:* May be upgraded to WS4, Ld8, *Stubborn* (+6)
Special Rules: *Macedonian Phalanx*

AGRIARIAN, ILLYRIAN OR THRACIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1), throwing spear (+1) and large shield (+2)
Special Rules: *Skirmishers*

0-1 AGRIARIAN SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May be upgraded to BS3/Ld6 (+3)
Special Rules: *Skirmishers*

CRETAN OR MACEDONIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

GREEK ALLIED HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	6	9

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Special Rules: *Phalanx*

GREEK MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler. May have shield (+1)
Special Rules: *Light Infantry*

THRACIAN PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins, buckler. May have shield (+1)
Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWER

ALLIES

Only Phillip II from 355-352BC and Antipater from 334-321BC: Thessalian Allies, II/5

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13. SAMNITE (355-272BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

0-1 CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have shield (+2), light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*

INFANTRY

SUPERIOR INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield
May have javelins (+1), thrusting spear (+2), light armour (+2) and large shield (+2)

INFERIOR INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, shield
May have javelins (+1), thrusting spear (+1), light armour (+2) and large shield (+2)
Special Rules: *Light Infantry*

ALLIES

Camillan Roman Allies, II/10
Campanian Allies, II/8
Apulian Allies, II/8
Volsi and Hernici Allies, I/36
Etruscan Allies, I/57
Umbrian Allies, I/55
Gallic Allies, II/11

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14. ARIARATHID KAPPADOKIAN (330BC-17AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	20

Equipment: Hand weapon
May have shield (+2), light armour (+2) and thrusting spear (+2)
May have cloth barding (+3)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have shield (+2), light armour (+2) and thrusting spear (+2)
Special Rules: *Light Cavalry*

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon
May have shield (+2) and javelins (+1)
Special Rules: *Skirmishers*

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have javelins (+1) and light armour (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	4	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

MERCENARY HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	12

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Special Rules: *Phalanx*, Only Ariarathes I from 330-322BC

GREEK MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler. May have shield (+1)
Special Rules: *Light Infantry*, Only Ariarathes I from 330-322BC

MERCENARY SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*, Only Ariarathes I from 330-322BC

THRACIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins.
May have shield (+1), thrusting spear (+1) or halberd (+1)
Only Ariarathes III and successors from 255BC-17AD**:** Upgrade to Ld7 (+1)
Special Rules: *Light Infantry*

MERCENARY THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon. May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*, Only Ariarathes III and successors from 255BC-17AD

0-1 GALATIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	4	1	6	8

Equipment: Hand weapon
May have light armour (+2) and shield (+1).
Special Rules: *Warband*, Only Ariarathes III and successors from 255BC-17AD

ALLIES

Only Ariarathes II from 300-255BC: Armenian Allies, II/28

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15. ALEXANDRIAN IMPERIAL (328-320BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

COMPANIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Companion	8	4	3	3	3	1	3	1	8	24

Equipment: Hand weapon, light armour
May have xyston (+2) and heavy armour (+2). May be *Veterans* (+2)
Special Rules: *Wedge*

THESSALIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour. May have thrusting spear (+2)
Special Rules: *Wedge*

THRACIAN, HIPPAKONTISTAI, ARACHOSIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow. May have shield (+2)
May be Bactrian with WS3 and Ld4 (+3)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only before 324BC

0-1 PERSIAN SUCCESSORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Persian	8	4	4	3	3	1	3	1	7	22

Equipment: Hand weapon. May have thrusting spear (+2), bow (+2), light armour (+2) and shield (+2).
Special Rules: *Light Cavalry*, Only from 324BC

INFANTRY

HYPASPISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	4	3	3	3	1	4	1	7	12

Equipment: Pike, hand weapon
May have light armour (+2) and shield (+1)
Special Rules: *Macedonian Phalanx*

PEZETAIROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon
May have light armour (+2) and shield (+1)
Special Rules: *Macedonian Phalanx*

AGRIARIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Skirmishers*

CRETAN OR MACEDONIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	5	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

GREEK MERCENARY HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	13

Equipment: Thrusting Spear, hand weapon, large shield.
Special Rules: *Phalanx*

GREEK MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler. May have shield (+1)
Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWER

PERSIAN GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	4	1	7	10

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: Only from 324-323BC, Instead of Hypaspists

PERSIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instaed of sling (+1)
Special Rules: *Skirmishers*

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only before 324BC: Indian Allies, II/3

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16. ASIATIC EARLY SUCCESSORS (320-285BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

XYSTOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, xyston, light armour.
May have heavy armour (+2). May be *Veterans* (+2)
Special Rules: *Wedge*

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, xyston, light armour.
May have heavy armour (+2).
Special Rules: *Wedge*

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon. May have thrusting spear (+2) and light armour (+2)
Special Rules: *Light Cavalry*

TARENTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only Antigonos from 320-301BC

MEDE AND PARTHIAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Antigonos from 320-301BC

GREEK MERCENARY AND ALLIED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear. May have light armour (+2)
Special Rules: Only Antigonos and Demetrios from 320-285BC

INFANTRY

PANTODAPOI PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	8

Equipment: Pike, hand weapon
May have light armour (+2) and shield (+1)
Special Rules: *Phalanx*

GREEK MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting Spear, hand weapon, large shield
Special Rules: *Phalanx*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

PERSIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWER

MACEDONIAN PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon
May have light armour (+2) and shield (+1)
Special Rules: *Macedonian Phalanx*, Only Antigonos from 320-301BC

LYKIANS AND PAMPHYLIANS OR PISIDIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Light Infantry*, Only Antigonos from 320-301BC or Alketas in 320BC

ARGYRASPIDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Argyraspid	4	4	3	3	3	1	3	1	7	11

Equipment: Pike, hand weapon.
May have shield (+1) and light armour (+2)
Special Rules: *Phalanx*, Only Eumenes from 320-316BC

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Only Eumenes from 320-316BC: 0-2
Special Rules: *Elephants*

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17. LYSIMACHID (320-281BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MACEDONIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, xyston, light armour. May have heavy armour (+2). May be *Veterans* (+2)
Special Rules: *Wedge*

GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon. May have thrusting spear (+2) and light armour (+2)
Special Rules: *Light Cavalry*

0-1 THRACIAN NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

THRACIAN, PAIONIAN OR GREEK LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon. May have bow (+2) and shield (+2)
Special Rules: *Skirmishers*

INFANTRY

MACEDONIAN OR THRACIAN PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon. May have light armour (+2),shield (+1)
Special Rules: *Macedonian Phalanx*

GREEK MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler. May have shield (+1)
Special Rules: *Light Infantry*

COASTAL GREEK SUBJECT HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting Spear, hand weapon, large shield.
May be upgraded to WS4 (+3)
Special Rules: *Phalanx*

MERCENARY SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling. May have bow instead of sling (+1)
Special Rules: *Skirmishers*

MERCENARY JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Skirmishers*

THRACIAN PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear, buckler. May have shield (+1)
Special Rules: *Light Infantry*

THRACIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Skirmishers*

THRACIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)
Special Rules: *Skirmishers*

ILLYRIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Illyrian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins.
May have shield (+1), throwing spear (+1) and large shield (+2)

0-2 LIGHT BOLT THROWER

LYKIANS AND PAMPHYLIANS OR PISIDIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Light Infantry*, Only after 301BC

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants,Only after 288BC*

ALLIES

Thracian Allies, I/48
Only in 301BC: Seleucid Allies, II/19

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18. MACEDONIAN EARLY SUCCESSORS (320-260BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only Ptolemy Keraunos in 279BC: May ride an elephant bought at additonal cost.

CAVALRY

AGEMA AND COMPANIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, xyston , light armour
May have heavy armour (+2). Agema may be *Veterans* (+2)
Special Rules: *Wedge*

GREEK MERCENARY HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, xyston, light armour
May have heavy armour (+2). May be upgraded to WS4

INFANTRY

PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1)
May be upgraded to WS4 (+3)
Special Rules: *Macedonian Phalanx*

MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins, buckler. May have shield (+1)
Only Antigonos Gonatas after 277BC: May be upgraded to WS4 (+3)
Special Rules: *Light Infantry*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1), thrusting spear (+1) or halberd (+1)
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWER

ALLIED HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	10

Equipment: Thrusting Spear, hand weapon, large shield
Special Rules: *Phalanx,* Only Kassandros from 318-302BC

GALATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband,* Only Antigonos Gonatas after 277BC

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*

ALLIES

Only Polyperchon in 310BC: Aitolian Allies, II/5
Only Antigonos Gonatas after 272BC: Spartan Allies, II/31
Only Antigonos Gonatas after 277BC: Argive Allies, II/31

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19. SELEUCID (320-83BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

AGEMA AND COMPANIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, xyston, light armour
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Wedge*

LINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, xyston, light armour
May be upgraded to WS4 (+3)
Special Rules: *Wedge*

HORSE ARCHRES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow. May have shield (+2)
May be upgraded to Ld7 (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

BEDOUIN CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
May be upgraded to WS/BS3 and Ld7, Light cavalry (+4)
Special Rules: *Skirmishers, Camelry*

TARENTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only before 189BC

GALATIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon. May have thrusting spear (+2) and light armour (+2)
Special Rules: Only after 245BC

CITY MILITIA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon. May have thrusting spear (+2) and light armour (+2)
Special Rules: Only after 167BC

INFANTRY

PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1)
May be upgraded to Agyraspids with WS4 (+3)
Special Rules: *Macedonian Phalanx*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

ASIATIC SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)
Special Rules: *Skirmishers*

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	3	3

Equipment: Hand weapon
Special Rules: *Levy*

KAPPADOKIAN OR OTHER HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Light Infantry*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins
May have shield (+1), thrusting spear (+1) or halberd (+1)
Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWER

PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins, buckler. May have shield (+1)
Special Rules: *Light Infantry*

THUREOPHOROI AND THORAKITAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield

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GALATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	**4**	**4**	**3**	**3**	**3**	**1**	**4**	**1**	**6**	**10**

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband*, Only after 245BC

CITY MILITIA THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thureophoroi	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**6**

Equipment: Hand weapon, shield
Special Rules: Only after 167BC

"ROMAN" AGYRASPIDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	**4**	**4**	**3**	**3**	**3**	**1**	**3**	**1**	**8**	**14**

Equipment: Hand weapon, large shield, throwing spear
May have light armour (+2). May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only after 167BC

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	**6**	**4**	**-**	**7**	**6**	**6**	**3**	**4**	**4**	**160**
Mahoud	**4**	**-**	**-**	**-**	**3**	**1**	**-**	**-**	**7**	**-**
Crew	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**-**

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*,Only from 320-205BC

0-2 SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	**6**	**3**	**3**	**5**	**4**	**1**	**3**	**W6+2**	**7**	**75**

Equipment: Hand weapon shield, light armour
Special Rules: *Scythed Chariots*

ALLIES

Only from 191-190BC: Aitolian Allies, II/31
Only in 145-90BC: Jewish Allies, II/43 and II/50
Parthian Allies, II/37

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20. PTOLEMAIC (320-30BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.. May ride a horse (+8, M8).

CAVALRY

CLERUCH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, xyston, light armour
May have heavy armour (+2). May be upgraded to WS4 (+3)
Special Rules: *Wedge*

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

BEDOUIN CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers, Camelry*

MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear. May have light armour (+2)
Special Rules: *Light Cavalry,* Only from 274-54BC

AITOLIAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins.. May have light armour (+2)
Special Rules: *Light Cavalry,* Only from 203-196BC

0-1 CELTIC BODYGUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	3	3	3	1	3	1	6	18

Equipment: Hand weapon, javelins. May have light armour (+2)
Special Rules: *Light Cavalry, Warband,* Only after 54BC

INFANTRY

AGEMA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	4	3	3	3	1	3	1	7	11

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1)
Special Rules: *Trained Phalanx*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1), thrusting spear (+1) or halberd (+1)
Special Rules: *Light Infantry*

EGYPTIAN, BEDOUIN OR JEWISH GARRISON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Garrison	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon. May have shield (+1)

0-2 LIGHT BOLT THROWER

MACEDONIAN PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1)
Special Rules: *Macedonian Phalanx*

PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins, buckler. May have shield (+1)
Only after 215BC: Downgrade to WS/BS2 and Ld6 (-3), may have throwing spear (+2)
Special Rules: *Light Infantry*

EGYPTIAN AND SYRIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)
Special Rules: *Skirmishers,* Only before 274BC

EGYPTIAN PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	6	7

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1)
Special Rules: *Phalanx*

THUREOPHOROI AND THORAKITAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, shield
Special Rules: Only from 274BC

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GALATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband*, Only from 274-54BC

NUBIAN AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	5	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield
Special Rules: Only from 215BC

AITOLIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler. May have shield (+1)
Special Rules: *Skirmishers*, Only from 203-196BC

IMITATION LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	7	13

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2)
Special Rules: Only after 167BC

GABINIAN OR ANTONINE REMNANT LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	7	15

Equipment: Hand weapon, heavy throwing spear, large shield
May have light armour (+2)
Special Rules: Only after 54BC

RIOTING MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	3	3

Equipment: Hand weapon
Special Rules: *Levy*

SPECIAL

0-1 INDIAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Only before 274BC

0-1 AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	6	5	5	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Only after 274BC

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21. CH'IANG AND TI (315BC-417AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear. May have shield (+2) and light armour (+2)
Only after 302AD: May have thrusting spear instead of throwing.
Special Rules: *Light Cavalry*

CHINESE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear.
May have shield (+2) and light armour (+2)
Special Rules: Only former Ch'in from 351-394AD

INFANTRY

ARMOURED INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, light armour
May have shield (+1)

UNARMOURED INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Light Infantry*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

CHINESE FRONTIER PEASANT REBELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	3	3	3	3	1	3	1	5	4

Equipment: Hand weapon, shield
Special Rules: *Levy*, Only from 110-214AD

CHINESE CONSCRIPT SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2), large shield (+1) or halberd instead of spear&shield (free)
Special Rules: Only former Ch'in from 351-394AD

CHINESE CONSCRIPT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
May have light armour (+2).
Special Rules: Only former Ch'in from 351-394AD

CHINESE CONSCRIPT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*, Only former Ch'in from 351-394AD

0-1 WAGON TABOR
Special Rules: Only former Ch'in from 351-394AD

CHINESE MASS LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*, Only former Ch'in in 383AD

ALLIES

Only from 110-214AD: Hsiung Nu Allies, II/38
Only former Ch'in from 351-394AD: Hsien-Pi Allies, II/61
Only former Ch'in from 351-394AD: Hsiung-Nu Allies, II/38

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22. ARABO-ARAMEANS (312BC-240AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Any except Nabataea or Emesa from 126BC-225AD: May be upgraded to Cataphract (+6)
Only Nabataea from 250BC-106AD and Emesa from 51BC-72AD: General may be upgraded to Ld10 (+50).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear.
May have shield (+2) and light armour (+2)
Only Nabatea from 250BC-106AD: May upgrade to WS4 (+3)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow.
Only Nabatea from 250BC-106AD: May upgrade to Ld7 (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers, Camelry*

CATAPHRACT CAMELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, kontos, cataphract armour
May have barding (+3)
Special Rules: *Camelry, Cataphracts,* Only Hatra from 126BC-225AD

INFANTRY

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have light armour (+2)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Light Infantry*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Only Nabatea from 250BC-106AD: May upgrade to BS4 and Ld7 (+5)
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

0-1 STAMPEDING CAMELS
Only Nabatea from 312BC-106AD

0-2 LIGHT BOLT THROWER
Only Hatra from 100-240AD

0-1 NAPHTA AND SCORPION-POT HURLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hurler	4	2	3	3	3	1	3	1	5	10

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*, Cause Panic if wounding

ROMAN AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilary	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, large shield
May have light armour (+2)
Special Rules: Only Hatra from 235-240AD

0-1 GUARD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, shield
May have light armour (+2) and double-handed weapon (+2)
Special Rules: Only Emesa from 51BC-72AD

ALLIES

Any except Nabataea or Emesa from 126BC-225AD: Parthian Allies, II/37
Only Characene: Pre-Islamic Arab Allies, II/23

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23. LATER PRE-ISLAMIC ARAB (312BC-633AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NON-NOMAD ARMOURED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear.
May have shield (+2) and light armour (+2).

NOMAD HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers, Camelry*

CAMEL MOUNTED WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Light Cavalry, Camelry*

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have light armour (+2) and WS4 (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Skirmishers*

OLD MEN, YOUTHS, WOMEN AND SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, shield
Special Rules: *Levy*

ALLIES

Only if Lakhmids 240-602AD, Yemen 575-602AD or Oman 531-630AD: Sassanid Allies, II/69
Only Ghassanids in 586AD: Maurikian Byzantine Allies, III/17

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24. EARLY RHOXOLANI SARMATIANS (310BC-100AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear.
May have shield (+2), bow (+2) and light armour (+2).
May upgrade to *Expert Horsemen* (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear.
May have shield (+2) and light armour (+2)
May upgrade to *Feigned Flight* (+2)
Special Rules: Light Cavalry

ADOLESCENT SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.
May upgrade *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

ALLIES

Skythian Allies, I/43

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24. BOSPORAN (310BC-375AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos
May have light armour (+2)

INFANTRY

BOSPORAN GREEK CITY MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, shield
May have light armour (+2)

SINDI OR MAIOTIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Skirmishers*

SINDI OR MAIOTIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

THRACIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins. May have shield (+1), thrusting spear (+1) or halberd (+1)
Special Rules: *Light Infantry*, Only in 310BC

GREEK MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Greek	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon. May have shield (+1)
Special Rules: Only in 310BC

0-2 LIGHT BOLT THROWER
Only after 41AD

ROMAN AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilary	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, large shield
May have light armour (+2)
Special Rules: Only after 41AD

ALLIES

Only in 310BC: Skythian Allies, I/43
Only from 310BC-41AD: Siracae Allies, II/26
Only after 41AD: Alan Allies, II/58

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26. SIRACAE, IAZYGES, LATER SARMATIANS (310BC-375AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2) and barding (+3)

ADOLESCENT SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

MASS LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

ALLIES

Only Sarmatians after 100AD: Alan Allies, II/58
Only Iazyges from 250-334AD: Limigantes Subject Allies, II/70
Only Iazyges in 358AD: Taifali Allies, II/67
Only Iazyges after 373AD: Quadi Allies, II/72

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27. PYRRHIC (300-272BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

EPEIROT AND MACEDONIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, xyston, light armour
Special Rules: *Wedge*

THESSALIAN, OSCAN OR GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have thrusting spear (+2)
Special Rules: *Wedge*

AITOLIAN, ACARNANIAN AND ATHAMANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

TARENTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only in Italy from 280-275BC

INFANTRY

EPEIROT OR MACEDONIAN PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon
May have light armour (+2) and shield (+1)
Only in Italy from 280-275BC: Downgrade to Ld6 (-1)
Special Rules: *Macedonian Phalanx*

ITALIOTE OR GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Special Rules: *Phalanx*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins.
May have shield (+1)
Special Rules: *Skirmishers*

OSCAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Oscan	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins.
May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*

GALATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon
May have light armour (+2) and shield (+1).
Special Rules: *Warband*, Only after 275BC

SPECIAL

0-2 AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	6	5	5	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Only after 280BC

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28. EARLY ARMENIAN AND GORDYENE (300BC-627AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, cataphract armour, kontos.
May have barding (+4). May be *Veterans* (+2)
Only if Armenian after 244AD: Downgrade to WS3 and Ld7 (-3)
Special Rules: *Cataphracts*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow. May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmshers*

HIBERIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Special Rules: Only Armenians

ALBANIAN CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, cataphract armour, kontos.
May have barding (+3)
Special Rules: *Cataphracts*, Only Armenians

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins.
May have shield (+1)
Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slingers	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWERS
Special Rules: Only if Gordyene from 147BC-225AD

HIBERIAN LONGCHOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hiberian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins.
May have shield (+1) and light armour (+2)
Special Rules: Only Armenian

ALBANIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Albanian	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins.
May have shield (+1)
Special Rules: *Light Infantry*, Only Armenians

IMITATION LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	7	13

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2)
Special Rules: Only if Armenian from 83-69BC

EX-SELEUCID PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	6	7

Equipment: Pike, hand weapon
May have light armour (+2) and shield (+1)
Special Rules: *Phalanx*, Only if Armenian from 83-69BC

PIONEERS AND CAMP SERVANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	3	3

Equipment: Hand weapon
Special Rules: *Levy*, Only if Armenian from 83-69BC

ALLIES

Gordyene Allies, II/28
Media Atropatene Allies, II/37
Nomadic Arab Allies, II/23
Only if Armenian in 230AD: Parthian Allies, II/37
Only if Armenian in 230AD: Alan Allies, II/58
Only if Armenian from 450-451AD: Hun Allies, II/80

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29. TIEN AND K'UN-MING (295BC-45AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).
Only Tien: General may be upgraded to Ld10 (+50).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Only Tien: Upgrade to Ld7 (+2)

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow.
May have shield (+2)
Only Tien: Upgrade to Ld7 (+2)
Special Rules: *Light Cavalry*

INFANTRY

AXE AND DAGGER-AXE MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon
May have shield (+1) and dagger-axe (+1, count as halberd)
Only Tien: Upgrade to Ld7 (+1)
Special Rules: *Light Infantry*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Pike, hand weapon
May have light armour (+2) and shield (+1)
Only Tien: Upgrade to Ld7 (+1)
Special Rules: *Phalanx*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
Special Rules: *Light Infantry*

SKIRMISHING ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

SKIRMISHING SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	2	3	3	1	3	1	5	5

Equipment: Hand weapon, throwing spear.
Special Rules: *Skirmishers*

TRIBAL FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1).
Special Rules: *Warband*

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30. GALATIAN (280-25BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) or light chariot bought at additional cost.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2)

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: One crewman with hand weapon, light armour, shield and bow, one unarmed driver.
Special Rules: *Light Chariots*, Only before 48BC

0-2 SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	5	4	1	3	W6+2	7	75

Equipment: Hand weapon shield, light armour
Special Rules: *Scythed Chariots*, Only in 273BC

GREEK LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.
May have shield (+2)
Special Rules: *Light Cavalry*, Only in 279BC

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	6	8

Equipment: Hand weapon
May have light armour (+2) and shield (+1).
Only after 228BC: Downgrade to WS3/Ld5 (-5)
Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

GREEK INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Albanian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins.
May have shield (+1)
0-1 May have WS4 (+3)
Special Rules: *Light Infantry*, Only in 279BC

GREEK SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

KAPPADOKIANS AND PAPHLAGONIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon. May have shield (+1)
Special Rules: Only in 189BC

IMITATION LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	7	13

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2)
Special Rules: Only after 48BC

ALLIES

Only in 279BC: Paionian Allies, I/63

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31. HELLENISTIC GREEK (275-146BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
General have to be Aitolian, Athenian, Spartan, Elain, Boiotian or Achaian.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and light armour (+2)
Only with Aitolian General: Downgrade to Ld6 (-2)
Only with Achaian after 208BC or Athenian general: May upgrade to WS4 (+2), may have xyston (+2) and heavy armour (+3)

TARENTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins.
May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

AITOLIAN MERCENARY OR ALLY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins.
May have bow (+2) and shield (+2)
Special Rules: *Skirmishers*, Only with Eleian/Spartan/Boiotian General

THRACIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+2)
Special Rules: *Skirmishers*, Only with Achaian General

INFANTRY

CITIZEN OR MERCENARY THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon. May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*, Not with Aitolian General

UNREFORMED CITIZEN HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	3	3	3	3	1	3	1	7	10

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Only with Spartan General: Upgrade to WS4, Ld8 and *Macedonian Phalanx* (+5).
Only with Boiotian general after 270BC or Achaian General after 208BC: Upgrade to pikes (+1)
Special Rules: *Phalanx*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins.
May have shield (+1)
Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWERS

SPARTAN PERIOIKOI HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	12

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Only after 222BC: Upgrade with pike (+1)
Special Rules: *Phalanx*, Only with Spartan General

ILLYRIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Illyrian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins.
May have shield (+1), throwing spear (+1) and large shield (+2)
Special Rules: *Light Infantry*, Only with Achaian general

FREED SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slave	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, pike
Special Rules: *Levy Phalanx*, Only with Achaian General in 146BC

ALLIES

Only with Eleian general: Roman Allies, II/33

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32. LATER CARTHAGINIANS (275-146BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

POENI AND LIBYAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	20

Equipment: Hand weapon,
May have thrusting spear (+2), shield (+2) and light armour (+2)

NUMIDIAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

SPANISH MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	20

Equipment: Hand weapon
May have throwing spear (+2) and shield (+1)
Special Rules: Only before 200BC

INFANTRY

POENI CITIZEN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)

LIBYAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	10

Equipment: Thrusting Spear, hand weapon
May have light armour (+2) and shield (+1)
Only Hannibal in Italy from 216-203BC: Upgrade to Ld8 (+4)
Only Hannibal in Africa in 202BC: Upgrade to Ld8 and *Veterans* (+6)

LIBYAN, MOORISH OR NUMIDIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins.
May have shield (+1)
Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWERS

MERCENARY GREEK HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplit	4	4	3	3	3	1	3	1	7	12

Equipment: Thrusting Spear, hand weapon, large shield
May have light armour (+2)
Special Rules: *Phalanx*, Only after 235BC

MERCENARY GREEK THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon. May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*, Only after 235BC

CAMPANIAN OR OTHER ITALIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear.
May have shield (+1)
Special Rules: *Light Infantry*, Only after 235BC

SPANISH SCUTARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scutarii	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Only from 235-201BC: May have WS4 (+3)
Special Rules: Only before 200BC

SPANISH CEATRATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ceatrati	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*, Only before 200BC

BALEARIC SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	3	3	3	1	3	1	7	6

Equipment: Hand weapon, sling. May have shield (+1).
Special Rules: *Skirmishers*, Only before 200BC

GALLIC INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gaul	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: *Warband*, Only before 200BC

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LIGURIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ligurian	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins.
May have shield (+1).
Special Rules: *Light Infantry*

CELTIBERIAN MERCENARY SCUTARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Celtiberian	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1)
Special Rules: *Warband*, Only from 235-201BC

ROMAN DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Deserter	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2)
Special Rules: Only Hannibal in Italy from 216-203BC

OTHER ITALIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, thrusting spear, large shield
May have light armour (+2)
Special Rules: Only Hannibal in Italy from 216-203BC

BRUTTIAN VETERANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bruttian	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins.
May have shield (+1).
Special Rules: *Light Infantry*

MOORISH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

SPECIAL

AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	6	5	5	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Only before 200BC

ALLIES

Only after 235BC: Siciliot Greek Allies, II/5
Only in Sicily from 265-263BC and 215-211BC: Syracusan Allies, II/9
Only before 200BC: Numidian Allies, II/40
Only from 235-201BC: Iberian Spanish Allies, II/39
Only Hannibal in Italy from 216-203BC: Bruttian, Lucanian and Campanian Allies, II/8

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33. POLYBIAN ROMAN (275-105BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ROMAN OR ITALIAN ALLY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have throwing spear (+2), light armour (+2) and shield (+2).

NUMIDIAN OR ILLYRIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins. May have shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

0-1 GALLIC OR SPANISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon.May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*

0-1 TARENTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

ROMAN AND LATIN HASTATI AND PRINCEPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, thrusting spear, large shield
May have light armour (+2), heavy throwing spear (+2)
Princeps may be *Drilled* (+2) and *Stubborn* (+2)
Only from 216-201BC: Downgrade to WS3 (-3)

ROMAN AND LATIN LEVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Leves	4	2	2	3	3	1	3	1	5	4

Equipment: Javelins and shield
Only after 210BC: Upgrade to Velites with WS3/BS3 and Ld7 (+3), may have throwing spear (+2)
Special Rules: *Skirmishers*

ROMAN AND LATIN TRIARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Triarii	4	4	3	3	3	1	4	1	8	16

Equipment: Hand weapon, thrusting spear, light armour, large shield
May be *Drilled* (+2) and *Stubborn* (+2) and *Veterans* (+2)
Only from 216-201BC: Downgrade to WS3 and Ld7 (-5)

ITALIAN ALLIED INFANTRY OR VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins.
May have shield (+1), large shield (+2), light armour (+2) and throwing spear instead of javelins (+1). May have WS4 (+3)
Special Rules: *Light Infantry*

CRETAN OR GREEK ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

SYRACUSAN OR TRALLIAN SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

GALLIC INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gaul	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: *Warband*

SPANISH OR ILLYRIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, throwing spear
May have shield (+1), light armour (+2) and large shield (+2)

LIGURIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ligurian	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins.
May have shield (+1).
Special Rules: *Light Infantry*, Only from 202BC

ACHAIAN PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins, buckler
May have shield (+1).
Special Rules: *Light Infantry*

SPECIAL

0-1 AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	6	5	5	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Only from 202BC

ALLIES

Spanish Allies, II/39
Only from 202BC: Numidian Allies, II/40
Only from 202BC: Aitolian Allies, II/31
Only from 202BC: Pergamene Allies, II/34

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34. ATTALID PERGAMENE (263-129BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

PERGAMENE LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2) and barding (+3)

PERGAMENE LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

GALATIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have throwing spear (+2), light armour (+2) and shield (+2).

EX-SELEUCID CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	24

Equipment: Hand weapon, kontos
May have light armour (+2) and barding (+3). May be *Veterans* (+2)
Special Rules: Only after 190BC

THRACIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins.
May have thrusting spear (+2) and shield (+2)
Special Rules: *Skirmishers*, Only with Achaian General

INFANTRY

MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins, buckler
May have shield (+1).
Special Rules: *Light Infantry*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

TRALLIAN SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

GALATIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	3	1	6	8

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: *Warband*

PERGAMENE CITY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon
May have shield (+1) and light armour (+2)

MYSIANS OR MASDYENES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins.
May have shield (+1).
Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS

EX-SELEUCID PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	8

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1)
Special Rules: *Phalanx*, Only after 190BC

SPECIAL

0-1 ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*,Only after 190BC

ALLIES

Only in 190BC: Achaian Allies, II/31
Only after 190BC: Kappadokian Allies, II/14

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35. LATER MACEDONIANS (260-148BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MACEDONIAN, THESSALIAN OR GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, xyston, light armour
May have heavy armour (+2)
Special Rules: *Wedge*

GALATIAN OR THRACIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have throwing spear (+2), light armour (+2)

ILLYRIAN OR GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

0-1 GUARD PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	11

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1).
May be *Drilled* (+2) and *Stubborn* (+2)
Special Rules: *Macedonian Phalanx*

PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1).
Special Rules: *Macedonian Phalanx*

THUREOPHOROI OR THORAKITAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon. May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*

THRACIANS OR ILLYRIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon.
May have shield (+1), throwing spear (+1) and large shield (+2)
Special Rules: *Light Infantry*

AGRIANIAN, THRACIAN OR SIMILAR SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Skirmishers*

GALATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	3	1	6	8

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: *Warband*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWERS

ALLIES

Only from 222-202BC: Achaian Allies, II/31

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36. GRAECO-BACTRIAN (250-130BC) AND -INDIAN (170-55BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ARACHOSIAN OR SIMILAR LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

SAKA LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Saka	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

GREEK OR BODYGUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, xyston, light armour
May have heavy armour (+2)
Only if Graeco-Bactrian: May upgrade to WS4 and Ld8 (+5)
Special Rules: *Wedge*

IRANIAN LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Iranian	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2)
Only after151BC: Upgrade to Cataphracts with cataphract armour (+3), may have barding (+3)
Special Rules: Only if Graeco-Bactrian

BACTRIAN LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bactrian	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only if Graeco-Bactrian

INDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Indian	8	2	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*, Only if Graeco-Indian

INFANTRY

PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	8

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1).
Special Rules: *Phalanx*

PISIDIAN COLONISTS AND PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins, buckler. May have shield (+1).
Special Rules: *Light Infantry*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

MOUNTAIN INDIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1)
Special Rules: Only if Graeco-Bactrian

INDIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Only if Graeco-Bactrian: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Javelins, hand weapon and shield
Special Rules: Only if Graeco-Indian

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*

ALLIES

Only if Graeco-Bactrian: Saka Allies, I/43
Only if Graeco-Indian: Indian Allies, II/3
Only if Graeco-Indian: Kushan Allies, II/46

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37. PARTHIAN (250BC-225AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, kontos, cataphract armour
May have barding (+3). May be *Veterans* (+2)
Special Rules: *Cataphracts*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

0-1 CATAPHRACT CAMELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	4	1	7	23

Equipment: Hand weapon, kontos, cataphract armour
May have barding (+3)
Special Rules: *Camelry*, Only Parthian after 216AD

ARACHOSIAN AND HILL TRIBE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	17

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only Suren Indo-Parthian from 95BC-75AD

INFANTRY

MOUNTAIN TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	3	3	3	3	1	3	1	6	5

Equipment: Javelins, hand weapon and shield
Only Parthian after 216AD: May be upgraded to Ld7 (+1)
Special Rules: Light Infantry

GREEK CITY MILITIA OR GARRISON TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon
May have shield (+1) and light armour (+2)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)
May have sling instead of javelins (free) or bow (+1)
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Only Elymais from 147BC-205AD: Upgrade to Ld7 (+1)
Special Rules: *Light Infantry*

GUARD THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon. May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*, Only Elymais from 147BC-205AD

HILL TRIBE SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: Only Suren Indo-Parthian from 95BC-75AD

HILL TRIBE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: Only Suren Indo-Parthian from 95BC-75AD

INDIAN LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Only Suren Indo-Parthian from 95BC-75AD

ALLIES

Only Parthian from 129-35BC: Commagene Allies, II/44
Only Parthian in 129BC: Seleucid Allies, II/19
Only Parthian after 127BC: Armenian and Gordyene Allies, II/
Only Parthian after 127BC: Hatrene, Adiabene or Edessan Subject Allies, II/22
Only Parthian after 127BC: Media-Atropene Allies, II/36
Only Parthian after 127BC: Elymaian Allies, II/36
Only Parthian after 127BC: Nomadic Arab Allies, II/23
Only Parthian in 35AD: Sarmatian Allies, II/26
Only Parthian in 130BC, 30BC, 9-12AD, 35AD and 39-41AD: Skythian Allies, I/43
Only Suren Indo-Parthian from 95BC-75AD: Saka Allies, I/43

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38. HSIUNG-NU OR JUAN JUAN (250BC-555AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2), light armour (+2) and shield (+2)
Only Chih-Chih Hsing-nu from 43-36BC and Juan-juan: May upgrade to WS4 (+3)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

TUNG-HU OR OTHER SUBJUGATED NOMADS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only from 220-100BC

KANG-CHU HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Chih-Chih Hsing-nu from 43-36BC

INFANTRY

FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

SLAVES AND OTHERS ON FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

KANG-CHU INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: Only Chih-Chih Hsing-nu from 43-36BC

CH'IANG OR TI INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: Only Southern Hsiung-nu from 304-439AD

CH'IANG OR TI ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*, Only Southern Hsiung-nu from 304-439AD

ALLIES

Only from 220-100BC: Ch'iang Allies, II/21
Only from 220-100BC: Rebel Han Chinese Allies, II/41
Only Juan-juan from 545-552AD: Gök Allies, III/11

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39. ANCIENT SPANISH (240-20BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).
Only Sertoriuos's Lusitanians from 80-72BC: General may be upgraded to Ld10 (+50).

CAVALRY

LONG SHIELD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins, large shield
May have light armour (+2).
Only Sertorious's Lusitanians from 80-72BC: Upgrade to WS4 (+3)

ROUND SHIELD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins, buckler
May have shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

INFANTRY

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

0-1 FLAMING OX WAGONS
Special Rules: *Stampeding Animals*

IBERIAN SCUTARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scutarii	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have throwing spear (+1) and light armour (+2)
Special Rules: Only Iberians

CELTIBERIAN SCUTARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scutarii	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have throwing spear (+1) and light armour (+2)
Only Sertorious's Lusitanians from 80-72BC: Upgrade to WS4 and Ld6 (+3)
Special Rules: *Warband,* Only Celtberians and Lusitanians

CEATRATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ceatrati	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
Only Lusitanians: *Light Infantry*
Special Rules: *Skirmishers*

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40. NUMIDIAN OR EARLY MOORISH (215BC-25AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

0-1 GALLIC AND SPANISH BODYGUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins, shield
May have light armour (+2).
Special Rules: Only from 55-46BC

0-1 THRACIAN DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	8	3	3	3	3	1	3	1	7	17

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only from 118-105BC

INFANTRY

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	6

Equipment: Javelin, hand weapon and shield
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

ROMAN TRAINED INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon and shield
Special Rules: Only from 213-118BC

GAETULI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gaetuli	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon and shield
Special Rules: Only from 118-105BC

IMITATION LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2)
Special Rules: Only after 56BC

SPANISH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spanish	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have throwing spear (+1) and light armour (+2)
Special Rules: Only in 47BC

SPECIAL

0-2 AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	6	5	5	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Only from 202BC

ALLIES

Roman Allies, II/56

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41. HAN CHINESE (202BC-189AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only Western Han from 202BC-9AD: General may ride a heavy chariot bought at additional costs.

CAVALRY&CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour.
May have thrusting spear (+2), halberd (+2) or crossbow (+3)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon.
May have throwing spear (+2) or halberd (+2)
Special Rules: *Light Cavalry*

DEPENDENT STATE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	17

Equipment: Hand weapon.
May have light armour (+2)
Special Rules: *Light Cavalry*

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	4	4	3	4	2	4	2	8	60

Equipment: Crewmen with hand weapon, light armour, shield and an unarmed driver.
Special Rules: *Heavy Chariots*, Only Western Han from 202BC-9AD

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	4	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1)
May be upgraded to WS4 (+3)
Special Rules: *Combined Formation*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
May have light armour (+2). May be upgraded to BS4 (+3)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers, Combined Formation*

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour. May have additional hand weapon (+2) or two handed weapon (+2). May be *Veterans* (+2)
Special Rules: *Drilled, Stubborn*

CONVICT LABOUR TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

PEASANT REBELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	3	3	3	3	1	3	1	5	4

Equipment: Hand weapon
Special Rules: *Levy*

SOUTHERN TRIBAL FIGHTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fighter	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield. May have throwing spear (+1)
Special Rules: *Warband*

SOUTHERN TRIBAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS

0-1 WAGON TABOR

ALLIES

Only Eastern Han from 25-189AD: Southern Hsiung-nu Allies, II/38
Only Eastern Han from 25-189AD: Wu-huan and Hsien-pi Allies, II/61

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42. TAMIL INDIAN AND SINHALESE (175BC-1500AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride an elephant bought at additional costs. General may be mounted on a palanquin/warwagon if Sinhalese.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	4	2	7	30

Equipment: One crewman with hand weapon, light armour, shield and bow, one unarmed driver.
Special Rules: *Light Chariots*, Not allowed for Sinhalese

KUDIRAI-SEVAKAR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins
May have bow (+2). May upgrade to *Feigned Flight* (+2)
Only Chola empire from 980-1279AD: Upgrade to WS3 and Ld7 (+2)
Not allowed for Sinhalese

INFANTRY

VALPERRA SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2).
Only after 300AD: Upgrade to WS4, Ld7, not longer *Warband* (+2)
Only Chola empire from 980-1279AD: Upgrade to WS4, Ld8, no longer Warband (+6)
Special Rules: *Warband*

CLUBMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Clubman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, double handed weapon
May have light armour (+2) and shield (+1)

WILD TRIBES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	2	2	3	3	1	3	1	5	4

Equipment: Javelins, hand weapon
Special Rules: *Light Infantry*

VILLIKAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Only Chola empire from 980-1279AD: Upgrade to BS4 (+3)
Not allowed for Sinhalese

0-1 GREEK MERCENARY GUARDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, shield.
May have light armour (+2) and thrusting spear (+2)
Special Rules: Only if Tamil from 14BC-320AD

CHAVERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chaver	4	4	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Warband*, Only Later Pandyas from 1190-1370AD

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
May have pavise/large shield (+2) and upgraded to Ld7 (+1)
Special Rules: Only Sinhalese

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Not allowed for Sinhalese

WAR WAGONS
Special Rules: Only Sinhalese

ALLIES

Only Pallavas from 642-660AD: Sinhalese Allies, II742
Only Chola empire from 980-1279AD: Hoysala Allies, III/10

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43. MACCABEAN JEWISH (168-104BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

GUERILLAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon.
May have shield (+2) and light armour (+2)
Special Rules: *Light Cavalry*

CAVALRY OF THE ARMY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, shield, thrusting spear
May have light armour (+2)

CAVALRY OF THE PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins
May have shield (+2) and light armour (+2)
Special Rules: *Light Cavalry*

INFANTRY

GUERILLAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon
May have shield (+1) and light armour (+2)

GUERILLA SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	4	3	3	3	3	1	3	1	6	5

Equipment: Javelins, hand weapon
May have shield (+1)
Special Rules: *Skirmishers*

GUERILLA SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

GUERILLA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

GUERILLA LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	3	3	3	3	1	3	1	5	4

Equipment: Hand weapon
Special Rules: *Levy*

FOOT OF THE PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	8

Equipment: Hand weapon, shield
May have light armour (+2) and large shield (+2)
Only after 149BC: May have pike and the *Phalanx* rule (+2)

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44. COMMAGENE (163BC-72AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, kontos, cataphract armour
May have barding (+3). May be *Veterans* (+2)
Special Rules: *Cataphracts*

TARENTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)
Special Rules: *Light Cavalry*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

MACEDONIAN OR SIMILAR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	8

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1)
Special Rules: *Phalanx*

MERCENARY THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon.
May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Javelins, hand weapon
May have shield (+1)
Special Rules: *Skirmishers*

THRACIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins. May have shield (+1), thrusting spear (+1) or halberd (+1)
Special Rules: *Light Infantry*

GALATIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	4	1	6	8

Equipment: Hand weapon
May have light armour (+2) and shield (+1).
Special Rules: *Warband*

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45. SICILIAN ANDS ITALIAN SLAVE REVOLTS (135-71BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.
Only Second Servile War from 103-99BC and Revolt of Spartacus from 74-71BC: May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.
Special Rules: Only Second Servile War from 103-99BC

LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon.
May have shield (+2)
Special Rules: *Light Cavalry*, Only Second Servile War from 103-99BC

0-1 GALLIC OR GERMAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.
May have light armour (+2)
Special Rules: Only Revolt of Spartacus from 74-71BC

INFANTRY

EX-SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slave	4	3	3	3	3	1	3	1	5	4

Equipment: Hand weapon
Special Rules: *Levy*

SHEPHERDS AND HERDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

ANTIOCHOS'S SYRIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Syrian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Light Infantry*, Only First Servile War from 135-132BC

CILICIAN AND SYRIAN EX-SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ex-slave	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon. May have shield (+1)
Special Rules: Only First Servile War from 135-132BC

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	3	3	3	1	3	1	5	4

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*, Only First Servile War from 135-132BC

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	5	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon. May have shield (+1)
Special Rules: Only First Servile War from 135-132BC

BANDITS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bandits	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon. May have shield (+1)
Special Rules: Only First Servile War from 135-132BC and Second Servile War from 103-99BC

EX-SLAVES ARMED WITH CAPTURED ROMAN EQUIPMENT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ex-slave	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear. May have shield (+1), light armour (+2) and large shield (+2)
Special Rules: Only Second Servile War from 103-99BC and Revolt of Spartacus from 74-71BC

EX-GLADIATORS ARMED WITH ROMAN EQUIPMENT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gladiator	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear. May have shield (+1), light armour (+2) and large shield (+2)
Special Rules: Only Revolt of Spartacus from 74-71BC

GERMAN EX-SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
German	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have light armour (+2) and shield (+1).
Special Rules: *Warband*, Only Revolt of Spartacus from 74-71BC

GALLIC EX-SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gallic	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon
May have light armour (+2) and shield (+1).
Special Rules: *Warband*, Only Revolt of Spartacus from 74-71BC

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46. KUSHAN (135BC-477AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). May ride an elephant bought at additional costs. May ride on an elephant bought adt additional costs.

CAVALRY&CHARIOTS

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, kontos, cataphract armour
May have barding (+3). May be *Veterans* (+2)
Special Rules: *Cataphracts*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow. May have shield (+2)
Only after 390AD: Upgrade to BS4 (+3)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

MOUNTAIN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon. May have shield (+2)
Special Rules: *Light Cavalry*, Only after 100BC

INDIAN HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	3	4	2	3	2	7	45

Equipment: Crewmen with hand weapon, light armour, shield and an unarmed driver.
Special Rules: *Heavy Chariots*, Only from 50BC-410AD

INDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	2	1	7	15

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*, Only from 50BC-410AD

INFANTRY

KUSHAN FOOT SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear. May have shield (+1)
Special Rules: *Combined Formation*

KUSHAN FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*, *Combined Formation*

REMNANT BACTRIAN GREEKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	6	7

Equipment: Pike, hand weapon.
May have light armour (+2), shield (+1).
Special Rules: *Phalanx*, Only from 130BC-100AD

SWORDSMEN AND AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, light armour. May have shield (+1)
Special Rules: Only after 100BC

MOUNTAIN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, Only after 100BC

MOUNTAIN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear. May have shield (+1)
Special Rules: Only after 100BC

INDIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May be upgraded to BS4 (+3)
Special Rules: Only from 50BC-410AD

INDIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	5

Equipment: Javelins, hand weapon. May have shield (+1)
Special Rules: Only from 50BC-410AD

INDIAN WILD TRIBE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*, Only from 50BC-410AD

INDIAN POORLY ARMED FOOT OR FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*, Only from 50BC-410AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*, Only after 100BC

ALLIES

Only before 300BC: Skythian Allies, I/43
Only from 40-100AD: Rebel Hyrkanian Allies, II/37
Only from 356-390AD: Chionite Allies, II/80

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47. EARLY GERMAN (115BC-250AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ARIOVISTUS'S OR CIMBRI AND TEUTONES CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.
May have light armour (+2)

BATAVIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.
May have light armour (+2) and thrusting spear (+2)
Only if Batavian General in 69AD: Upgrade to WS4 (+3)

TENCTERI HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield.
Special Rules: Skirmishers

OTHER TRIBES CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*

SARMATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour
May have shield (+2), heavy armour (+2) and barding (+3)
Special Rules: Only after 25AD

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have light armour (+2) and shield (+1).
May have M5 (+1) or WS4/Ld6 (+3)
Special Rules: *Warband*

FOOT SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, sling.
May have javelins&buckler (free) or bow (+1) instead of sling.
Special Rules: *Skirmishers*

0-1 WAGON TABOR

BATAVIAN DESERTERS FROM ROMAN ARMY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Deserter	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, shield
May have large shield (+2), throwing spear (+2) and light armour (+2)
Special Rules: Only if Batavian General in 69AD

0-1 LIGHT BOLT THROWERS

ALLIES

Only Cimbri and Teutones from 113-102BC: Tigurini Allies, II/11
Only Cimbri and Teutones from 113-102BC: Ambrones Allies, II/11 or II/47
Only if Batavian General in 69AD: Chatti, Usipi and Mattiaci Allies, II/47

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48. MITHRIDATIC (110-47BC)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY&CHARIOTS

PONTIC HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, shield, light armour
May have heavy armour (+2) and thrusting spear (+2)

PONTIC LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*

SKYTHIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, Bow.
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

BOSPORANS, IAZYGIANS OR RHOXOLANI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear.
May have shield (+2) and light armour (+2).

RHOXOLANI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rhoxolani	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.
May have shield (+2) and light armour (+2).

0-3 SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	5	4	1	3	W6+2	7	75

Equipment: Hand weapon, shield, light armour
Special Rules: *Scythed Chariots*

INFANTRY

THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thureophoroi	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon and buckler.
May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Javelins, hand weapon. May have shield (+1)
Special Rules: *Light Infantry*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins. May have shield (+1), thrusting spear (+1) or halberd (+1)
Special Rules: *Light Infantry*

BASTARNAE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon and shield. May have light armour (+2).
Special Rules: *Warband*

GALATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon and shield. May have light armour (+2)
Special Rules: *Warband*

IMITATION LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2)

BRAZEN SHIELDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	8

Equipment: Pike, hand weapon. May have light armour (+2),shield (+1)
Special Rules: *Phalanx*, Only before 84BC

EX-SLAVE PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	2	2	3	3	1	3	1	6	6

Equipment: Pike, hand weapon.
Special Rules: *Phalanx*, Only before 84BC

ALLIES

Armenian Allies, II/28

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49. MARIAN ROMAN (110-47BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GALLIC, GERMAN, SPANISH, ITALIAN OR MACEDONIAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2)

NUMIDIAN, SPANISH, THRACIAN, ILLYRIAN,KAPPADOKIAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins. May have shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

0-1 SYRIAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

EASTERN CLIENT OR THRACIAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade to *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Alliance of Cassius & Brutus in 42BC

INFANTRY

LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2), heavy throwing spear (+2) and javelins (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

RAW LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2), heavy throwing spear (+2) and javelins (+2)
May be *Drilled* (+2)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, sling. May have bow (+1) instead of sling.
Special Rules: *Skirmishers*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

GERMAN, NUMIDIAN, GREEK OR SPANISH JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Javelins, hand weapon. May have shield (+1)
Special Rules: *Skirmishers*

RHAETIAN, SPANISH, ILLYRIAN OR THRACIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon. May have shield (+1), throwing spear (+1) and large shield (+2)
Special Rules: *Light Infantry*

LIGURIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Light Infantry*

THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thureophoroi	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, buckler. May have shield (+1), l. armour (+2)
Special Rules: *Light Infantry*

MIXED GLADIATORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gladiator	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear.
May have shield (+1) and light armour (+2) and large shield (+2)

VELITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Velites	4	3	3	3	3	1	3	1	7	6

Equipment: Javelins and shield. May have throwing spear (+2)
Special Rules: *Skirmishers*, Only before 80BC

EASTERN CLIENT FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*,Only Alliance of Cassius & Brutus in 42BC

SPECIAL

0-1 AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	6	5	5	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*

ALLIES

Only from 88-75BC: Bithynian Allies, II/6
Only from 74-31BC: Galatian Allies, II/30
Only from 64-53BC: Arab Nomad Allies, II/23
Only from 63-38BC: Judean Allies, II/51
Only from 53-36BC: Armenian Allies, II/28
Only from 49-46BC: Numidian or Moorish Allies, II/40

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50. HASMONEAN JEWISH (103-63BC)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY OF THE ARMY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, shield, thrusting spear
May have light armour (+2)

CAVALRY OF THE PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins
May have shield (+2) and light armour (+2)
Special Rules: *Light Cavalry*

INFANTRY

FOOT OF THE PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	8

Equipment: Hand weapon, shield
May have light armour (+2) and large shield (+2)
May have pike and the *Phalanx* rule (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	4	2	2	3	3	1	3	1	5	3

Equipment: Javelins, hand weapon
Special Rules: *Skirmishers*

PSIDIAN, KILIKIAN, GREEK MERCENARY THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thureophoroi	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon and buckler.
May have shield (+1) and light armour (+2)
May be downgraded to WS3 and Ld6 (-3)
Special Rules: *Light Infantry*

CRETAN MERCENARYARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

RIOTING MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

ALLIES

Only from 66-64BC: Nabatean Allies, II/22

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51. LATE JUDEAN (63BC-6AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SPEARBEARERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, shield, thrusting spear.
May have light armour (+2)

0-1 GERMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2)

CELTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins. May have shield (+2)
Special Rules: *Skirmishers*

THRACIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon.May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*

ARABO-ARAMEAN AND SYRIAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

NOMADIC ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have shield (+2)
Special Rules: *Light Cavalry, Expert Horsemen*

INFANTRY

SPEARBEARERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, shield, thrusting spear
May have light armour (+2) and large shield (+2)

CELTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon. May have light armour (+2) and shield (+1).
Special Rules: *Warband*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins. May have shield (+1), thrusting spear (+1) or halberd (+1) and light armour (+2)
May have WS4 (+2)
Special Rules: *Light Infantry*

JUDEAN AND IDUMEAEN COHORTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield, throwing spear
May have light armour (+2) and large shield (+2)
May have be *Drilled* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmishers	4	2	2	3	3	1	3	1	5	3

Equipment: Javelins, hand weapon
Special Rules: *Skirmishers*

IDUMEAEN OR ITUREAN HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hillman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon.
May have shield (+1)
Special Rules: *Light Infantry*

MERCENARY THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thureophoroi	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon and buckler.
May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry*

RELIGIOUS MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	3	3	3	3	1	2	1	5	4

Equipment: Hand weapon
May have shiled (+1)
Special Rules: *Levy*

RIOTING MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

BANDITS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bandit	5	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
May have WS3 and Ld6 (+2)

ALLIES

Roman Allies, II/49 or II/56
Only from 40-38BC: Parthian Allies, II/37

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52. DACIAN (60BC-106AD) AND CARPI (106-380AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*

BASTARNAE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Special Rules: Only Dacians before 107AD

INFANTRY

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins
May have light armour (+2) and shield (+1).
Special Rules: *Warband*

FALXMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, halberd
May have light armour (+2) and shield (+1).
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.
May have javelin&buckler instead of sling (free)
Special Rules: *Skirmishers*

BASTARNAE JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler
Special Rules: *Skirmishers*, Only Dacians before 107AD

BASTARNAE WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon
May have light armour (+2) and shield (+1).
Special Rules: Only Dacians before 107AD

ALLIES

Only Dacians before 107AD: Iazyges Allies, II/26

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53. ANCIENT BRITISH (55BC-75AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). May ride a chariot bought at additional costs.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: One crewman with hand weapon, light armour, shield and javelins, one unarmed driver.
Special Rules: *Light Chariots*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
May have thrusting spear (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

NAKED FANATICS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon
Special Rules: *Warband, Frenzy*

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins
May have light armour (+2) and shield (+1).
Special Rules: *Warband*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

ADOLESCENT JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

WOMEN, SLAVES, ELDERLY AND CHILDREN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

0-1 WAGON TABOR

0-1 RELIGIOUS MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levy, Frenzy*

ALLIES

Roman Allies, II/56

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54. SCOTS-IRISH (55BC-846AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8). Only before 432AD: May ride a chariot bought at additional costs.

CAVALRY&CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: One crewman with hand weapon, light armour, shield and javelins, one unarmed driver.
Special Rules: *Light Chariots,* Only before 432AD

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield
May have throwing spear (+2) and light armour (+2)
Special Rules: Only in 637AD and 682-709AD

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon
May have light armour (+2) and shield (+1).
Only after 432AD: Upgrade to M5 and *Warband* with Ld5 (+1)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

ATTECOTTI WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	10

Equipment: Hand weapon, javelins
May have light armour (+2) and shield (+1).
Special Rules: *Warband, Light Infantry*, Only before 407AD and instead of chariots

ROMAN AUXILIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, large shield
May have light armour (+2)
Special Rules: Only from 81-406AD

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

NORTUMBRIAN EXILES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield
May have light armour (+2)
Special Rules: *Warband,* Only in 629AD

BRITISH EXILES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield
May have light armour (+2)
Special Rules: *Warband,* Only in 637AD and 682-709AD

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55. NOBADES AND BLEMMYE OR BEJA (39BC-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have throwing spear (+2) and light armour (+2)
Nobades from 500-642AD or Nile valley Blemmyes from 500-540AD:
May have barding (+3)
Special Rules: Only desert Blymmyes until 642AD or Beja after 642AD and Nobades from 500-642AD or Nile valley Blemmyes from 500-540AD

CAMEL MOUNTED WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	2	1	7	20

Equipment: Hand weapon, javelins, throwing spear
May have shield (+2) and light armour (+2)
Special Rules: *Camelry*, Only after 200AD

CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers, Camelry*, Only after 200AD

ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Beja after 831AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear.
May have shield (+1)
Special Rules: *Light Infantry*, Only desert Blymmyes until 642AD or Beja after 642AD and Nobades before 550BC or Nile Valley Blemmyes from 400-540AD

NOBADES OR SUBJECT KUSHITE SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, thrusting spear.
May have shield (+1)
Special Rules: Only Nobades before 550BC or Nile Valley Blemmyes from 400-540AD

ARAB SWORDSMEN AND SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, shield
May have thrusting spear (+2) and light armour (+2)
May have *Riding Camels* (+1)
Special Rules: Only after 831AD

ARAB ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have *Riding Camels* (+1)
Special Rules: *Light Infantry*, Only after 831AD

ALLIES

Christian Nubian Allies, III/12

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WAB FORUM ARMIES

BOOK II: 500 BC to 476 AD

56. EARLY IMPERIAL ROMAN (25BC-197AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

EQUITES ALARES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	8	22

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2). May be *Veterans* (+2)

EQUITES SAGITARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: *Light Cavalry*

EQUITES COHORTALES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2)

NUMIDIAN OR MOORISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins. May have shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

GALLIC VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2)
Special Rules: Only in the Civil Wars of 69AD or by Petillius Cerialis in 70AD

EQUITES CONTARIORUM/CATAFRACTII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, kontos, light armour.
May have cataphract armour (+3) and barding (+3).
May be *Veterans* (+2)
Special Rules: *Cataphracts*, Only after 100AD

DROMEDARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers, Camelry, Only in eastern armies after 100AD*

INFANTRY

LEGIONARIES OR COHORTES PRAETORIAE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2), heavy throwing spear (+2) and javelins (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Only in the Civil Wars of 69AD or by Petillius Cerialis in 70AD: May be downgraded to Ld7 (-2)

AUXILIARY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2). May be *Drilled* (+2)

AUXILARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS

MIXED GLADIATORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gladiator	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear.
May have shield (+1) and light armour (+2) and large shield (+2)
Special Rules: Only in the Civil Wars of 69AD or by Petillius Cerialis in 70AD

RAW VOLUNTEER RECRUIT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Recruit	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2)
Special Rules: Only in the Civil Wars of 69AD or by Petillius Cerialis in 70AD

STONE THROWING PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Improvised weapon, stones.
Special Rules: *Levies*, Only in the Civil Wars of 69AD or by Petillius Cerialis in 70AD

SPANISH SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers, Only in western armies*

BRITISH OR SIMILAR SYMMACHIARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins
May have light armour (+2) and shield (+1).
Special Rules: *Warband*, Only in western armies

ALLIES

Only in Germany in 16AD: Batavian Allies, II/47
Only in western armies: Sarmatian Allies, II/26
Only in eastern armies: Judean client Allies, II/51
Only in eastern armies: Nabataean, Edessan or Emesan Allies, II/22
Only in eastern armies: Commagene client Allies, II/44
Only in eastern armies: Armenian Allies, II/28

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57. LATER MOORISH (25-696AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BODYGUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

CAMELRIDER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers, Camelry*

DESERTING ROMAN EQUITES SAGITARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: *Light Cavalry*, Only from 373-374AD

INFANTRY

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1).
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

WOMEN, CHILDREN, ELDERLY AND SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

DESERTING ROMAN LEGIO PSEUDOCOMITATENSIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2), heavy throwing spear (+2) and javelins (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: *Combined Formation,* Only from 373-374AD

ARCHERS TO SUPPORT LEGION

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Combined Formation,* Only from 373-374AD

ALLIES

Only from 533-548AD: Vandal fugitive Allies, II/84
Only from 546-548AD: Byzantine deserter Allies, III/4

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58. ALAN (50-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	26

Equipment: Hand weapon, shield, light armour
May have bow (+2) and throwing spear (+2)
May upgrade to *Veterans* (+2), *Expert Horsemen* (+2) and *Feigned Flight* (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

INFANTRY

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, shield
May have light armour (+2).

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

0-1 WAGON TABOR

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59. JEWISH REVOLT (66-70AD AND 132-135AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

JOSEPHUS' CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield. May have light armour (+2)
Special Rules: *Light Cavalry*, Only from 66-70AD

INFANTRY

SICARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sicari	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Warband, Light Infantry*

ZEALOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Warband*

ZEALOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

ZEALOT SLINGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

MASSES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	3	3	3	3	1	3	1	5	4

Equipment: Hand weapon
May have shield (+1). With shield: May be upgraded to *Light Infantry* (+1)
Special Rules: *Levy*

JOSEPHUS' BODYGUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have light armour (+2). May be upgraded to WS4 (+3)
Special Rules: *Light Infantry*, Only from 66-70AD

JOSEPHUS' REGULARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield
Special Rules: Only from 66-70AD

JOSEPHUS' REGULAR ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*, Only from 66-70AD

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60. CALEDONIAN (75-211AD)

CHARACTERS: Up to 25%
CHARIOTS: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a chariot bought at additional costs.

CHARIOTS

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: Hand weapon, shield, light armour
Special Rules: *Light Chariots*

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, sling.
May have javelins&buckler (free) or bow instead of sling (+1)
Special Rules: *Skirmishers*

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61. HSIEN-PI, WU-HUAN, PRE-DYNASTIC KHITAN OR HSI (90-1000AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, shield, light armour
May have throwing spear (+2).
Only Hsien-pi from 300-431AD: May have WS4and Ld8 (+6)
Only Khitan, His and other successor tribes after 350AD: May have WS4 (+3)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow.
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

SPEARMEN AND HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear.
May have light armour (+2) and halberd instead of spear (-1)
Special Rules: Only Mu-jung Hsien-pi from 300-431AD

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
May have light armour (+2).
Special Rules: Only Mu-jung Hsien-pi from 300-431AD

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	5	5

Equipment: Hand weapon, sling.
May have javelins&buckler instead of sling (free)
Special Rules: *Skirmishers*, Only Mu-jung Hsien-pi from 300-431AD

WOMEN MOUNTED ON OXEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	4	1	3	1	5	5

Equipment: Improvised weapon
Special Rules: *Levy*, Only Mu-jung Hsien-pi from 300-431AD

ALLIES

Only Mu-jung Hsien-pi in 369AD: Former Ch'in Allies, II/21

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62. ABYSSINIAN AND HORN OF AFRICA (100-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only Axumites from 100-970AD: General may ride on an elephant bought at additional costs.
Only Axumites in Arabia from 523-575AD: General may ride a camel (+6, M6)

CAVALRY

CAMEL SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers, Camelry*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins. May have shield (+2)
May upgrade to *Feigned Flight* (+2)
Special Rules: *Skirmishers,* Only before 971AD

BYZANTINE-FINANCED NOBADES OR BLEMMYE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins.
May have shield (+2) and thrusting spear (+2)
Special Rules: Only Axumites in Arabia in 522AD

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins. May have shield (+2)
Special Rules: *Light Cavalry, Only after 970AD*

INFANTRY

SWORDSMEN AND AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour
May have shield (+1)
May upgrade to Ld8 (+4). May be *Drilled* (+2) and *Stubborn* (+2)

DEMBUS WIELDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, large shield
May have light armour (+2)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, thrusting spear
May have shield (+1).
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1).
Special Rules: *Light Infantry*

SPECIAL

0-1 AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	6	5	5	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants,* Only Axumites from 100-970AD

ALLIES

Only Axumites in Africa from 180-575AD: Yemeni Arab Allies, II/23
Only Axumites in Africa from 330-375AD: Desert Blemmye or Beja Allies, II/55
Only Axumites in Africa from 330-375AD: Meroitic Kushite Allies, I/58
Only Axumites in Arabia from 523-575AD: Kinda Nomad Arab Allies, II/23

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63. THREE KINGDOMS AND WESTERN TS'IN CHINESE (189-316AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.
May have light armour (+2), barding (+3), kontos (+2) and bow (+2)
May have WS4 (+3)

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.
May have halberd instead of spear (free) (+2)
Special Rules: *Light Cavalry*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

TRIBAL HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow.
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Any but Wu or Shu Han

INFANTRY

SPEARMEN AND HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, thrusting spear.
May have light armour (+2) and halberd instead of spear (-1)
May be downgraded to WS3 (-3)
Only north-western rebels in 211AD: May have pike (+1)
Special Rules: *Combined Formation*

CROSSBOWMEN AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow
May have light armour (+2) and bow instead of crossbow (-3)
May be downgraded to BS3 (-3)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Combined Formation*

SPEAR-THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
May have WS4 (+3)
Special Rules: *Light Infantry*

DARE-TO-DIE VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Volunteer	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: *Frenzy*

0-2 LIGHT BOLT THROWERS

0-1 WAGON TABOR

SOUTHERN TRIBAL FIGHTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fighter	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1).
Special Rules: *Warband*, Only Wu or Shu Han

SOUTHERN CROSSBOWMEN AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	6	9

Equipment: Hand weapon, crossbow
May have light armour (+2) and bow instead of crossbow (-3)
Special Rules: Only Wu or Shu Han

ALLIES

Any but Wu: Ch'iang or Ti Allies, II/21
Any but Wu or Shu Han: Hsing-nu Allies, II/38
Any but Wu or Shu Han: Hsien-pi or Wu-huan Allies but not Mu-jung Hsien-pi, II/61

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64. MIDDLE IMPERIAL ROMAN (193-324AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

EQUITES ALARES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	8	22

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2).
May be V*eterans* (+2)
Special Rules: Only eastern armies until 227AD or western before 307AD

EQUITES SAGITARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: *Light Cavalry*

EQUITES CATAFRACTII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, kontos, cataphract armour.
May have barding (+3). May be drilled (+2)
May downgrade to WS3 and Ld7 (-3). May be *Veterans* (+2)
Special Rules: *Cataphracts*

MOORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins. May have shield (+2)
After 259AD: Upgrade to Ld7 (+2) to Equites Illyricani
Special Rules: *Skirmishers, Feigned Flight*

DROMEDARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers, Camelry,* Only in eastern armies other than Aurelian's

EQUITES SAGITARII INDIGENAE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: *Light Cavalry,* Only in eastern armies other than Aurelian's

EQUITES CLIBANARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, shield, light armour
May have heavy armour (+2), barding (+3) and kontos (+2).
May be *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only eastern armies after 227AD or western after 307AD

SARMATIANS AND GOTHS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, kontos. May have light armour (+2)
Special Rules: Only Galerius's eastern army from 296-298AD

INFANTRY

LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2), heavy throwing spear (+2) and javelins (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

LEGIO LANCIARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, thrusting spear spear, large shield
May have light armour (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

AUXILIARY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2). May be *Drilled* (+2)

AUXILARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS

RUSTICS WITH SLINGS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers,* Only in eastern armies other than Aurelian's

PALESTINIAN CLUBMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Clubman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, double naded weapon
May have light armour (+2)
Special Rules: Only Aurelian in the east in 272AD

ALLIES

Only in eastern armies other than Aurelian's: Arab Nomad Allies, II/23
Only Carausius and Allectus's western armies from 286-296AD: Frankish Allies, II/72
Only Galerius's eastern army from 296-298AD: Armenian Allies, II/28
Only Licinius's eastern army in 324AD: Alica's Gothic Allies, II/65

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65. EARLY VISIGOTHIC (200-419AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)

DISSIDENT HUNS AND ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*, Only in 378AD

EXILED OSTROGOTHS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, kontos. May have light armour (+2)
Special Rules: Only in 378AD

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 WAGON TABOR

ALLIES

Only from 253-269AD: Ostrogothic Allies, II/67
Only from 253-375AD: Taifali Allies, II/67
Only from 253-375AD: Carpi Allies, II/52
Only from 416AD: Roman Allies, II/78

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66. EARLY VANDAL (200-442AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)

REMNANT ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*, Only after 420AD

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 WAGON TABOR

ALLIES

Only in 291: Gepid Allies, II/71
Only from 406-409AD: Burgundian Allies, II/70
Only from 406-420AD: Alan Allies, II/58
Only from 406-427AD: Suevi Allies, II/72
Only after 427AD: Moorish Allies, II/57

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67. EARLY OSTROGOTHIC, HERUL, SCIRI OR TAIFALIU (200-493AD)

CHARACTERS: Up to 25%
CAVALRY: 25- 50%
INFANTRY: 25- 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)

HUN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Ostrogoths in 376AD

ALLIED ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2)
Special Rules: *Light Cavalry*, Only Radagaesus from 401-406AD

ALLIED GERMAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: Only Radagaesus from 401-406AD

HUN REMNANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Ostrogoths after 488AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry, All but Heruls*

0-1 WAGON TABOR

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1).
Special Rules: *Light Infantry, Only Heruls*

ALLIED GERMAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Warband*, Only Radagaesus from 401-406AD

ALLIED GERMAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1). May have sling instead of javelins&buckler (free)
Special Rules: *Skirmishers*, Only Radagaesus from 401-406AD

ALLIES

Only Sciri from 379-380AD: Carpodacae Allies, II/52
Only Sciri from 379-380AD: Hunnic Allies, II/80
Only Sciri in 469AD: Rugi Allies, II/72
Only Sciri in 469AD: Gepid Allies, II/71

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68. PICTISH (211-846AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). Only before 500AD: May ride a chariot bought at additional costs.

CAVALRY & CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon
May have throwing spear (+2) and light armour (+2)
Only after 500AD: Upgrade to Ld7 (+2)
Special Rules: *Light Cavalry*

IRREGULAR LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	3	3	3	4	1	3	2	7	30

Equipment: One crewman with hand weapon, light armour, shield and javelins, one unarmed driver.
Special Rules: *Light Chariots, Only before 500AD*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear
May have shield (+1).
Special Rules: *Light Infantry, Combined Formation*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1).
Special Rules: *Skirmishers*

ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have crossbow instead of bow (+3)
Special Rules: *Skirmishers, Combined Formation*

ATTECOTTI WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	6	9

Equipment: Hand weapon, javelins
May have light armour (+2) and shield (+1).
Special Rules: *Warband, Light Infantry*, Only before 407AD

CALEDONIAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins
May have light armour (+2) and shield (+1).
Special Rules: *Warband*, Only before 500AD

ALLIES

Only before 500AD: Scots-Irish Allies, II/54
Only before 500AD: Saxon Allies, II/73

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69. SASSANID PERSIAN (220-651AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). General may be mounted on a litter or golden throne.
Only Khurau I from 531-579AD: General may be upgraded to Ld10 (+50).

CAVALRY

ASAVARAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, kontos
May have barding (+3), bow (+2) or heavy armour (+2). May have WS/BS 4 (+3). May be *Veterans* (+2)
Only from 225-493AD: Upgrade to *Cataphracts* with cataphract armour (+3)
Only Khusrau I from 531-579AD: Upgrade to Ld8 (+2)

NOMAD, ARAB AND OTHER HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow. May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
DaIlami	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1), light armour (+2) and throwing spear instead of javelins&buckler (+1)
Only Khurau II from 591-627AD: Upgrade to WS4 (+3)
Special Rules: *Light Infantry*

PEASANT LEVY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	4

Equipment: Thrusting spear
Special Rules: *Levy*

0-2 LIGHT BOLT THROWERS
Special Rules: Only in 359AD

JEWISH FANATICS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	2	1	5	4

Equipment: Hand weapon
Special Rules: *Levy*, *Frenzy*

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).
Special Rules: *Elephants*

ALLIES

Only from 262-370AD: Kushan Vassal Allies, II/46
Only from 359-553AD: Sabir, Chionite or Hephtalite Allies, II/80
Only in 550AD: Alan Allies, II/58
Only Bahram Chobin in 591AD: Western Turkish Allies, III/11
Only before 602AD: Lakhmid or Azd Oman nomad arab Allies, II/23
Only before 605AD: Armenian subject Allies, II/28

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70. BURGUNDI OR LIMIGANTES (250-534AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Only Limigantes from 250-359AD: Downgrade to *Light Cavalry*, Ld6 and WS2 (-4)

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
May have shield (+1). May have sling instead of javelins&buckler (free)
Special Rules: *Skirmishers*

71. GEPID (250-566AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	6	11

Equipment: Hand weapon, throwing spear, shield
May have light armour (+2).
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

0-1 WAGON TABOR

ALLIES

Ostrogoth Allies, II/67
Herul Allies, II/67
Rugian Allies, II/72
Thuringian Allies, II/73
Only in 291AD: mVandal Allies, II/66

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72. EARLY FRANKISH, ALAMANNI, QUADI, SUEVI, RUGIAN OR TURCILINGI (250-584AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Only Quadi: May upgrade to WS4 (+3)

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, javelins, shield
May have light armour (+2)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Only Alamanni: Upgrade to BS3, Ld6 and *Light Infantry* (+3)
Special Rules: *Skirmishers*

ALLIES

Only Alamanni from 270-271AD: Quadi Allies, II/72
Only Alamanni in 286AD: Burgundian Allies, II/70
Only Alamanni in 286AD: Herul Allies, II/67
Only Franks before 362AD: Alamannic Allies, II/72
Only Alamanni before 362AD: Frankish Allies, II/72
Only Quadi from 373-375AD: Sarmatian Allies, II/26
Only Alamanni in 406AD and Suevi from 406-416AD: Vandal Allies, II/66
Only Alamanni in 406AD and Suevi from 406-416AD: Alan Allies, II/58
Only Suevi in 419AD: Western Roman Allies, II/78
Only Suevi in 471AD: Sciri Allies, II/67

73. OLD SAXON, FRISIAN, BAVARIAN, THURINGIAN OR EARLY ANGLO-SAXON (250-804AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

INFANTRY

NOBLE WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	4	3	3	3	1	4	1	6	11

Equipment: Hand weapon, throwing spear, shield
May have light armour (+2). May have *Riding Horses* (+1)
Special Rules: *Warband*

PEASANT SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon, throwing spear, shield
May have light armour (+2).
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1). May have sling instead of javelins&buckler (free)
Special Rules: *Skirmishers*

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*

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74. PALMYRAN (260-273AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, cataphract armour, kontos.
May have barding (+3). May be *Veterans* (+2)
Special Rules: *Cataphracts*

REGULAR LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*

VOLUNTEER LIGHT OR EQUITES SAGITARII INDIGENAE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: *Light Cavalry*

CARAVAN GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	6	15

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Camelry*

EQUITES ALARES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	8	22

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2). May be *Veterans* (+2)
Special Rules: Only before 272AD

INFANTRY

REGULAR ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.
May have light armour (+2)

IRREGULAR ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, light armour, shield
May have large shield (+2)

0-2 LIGHT BOLT THROWERS

ROMAN LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2), heavy throwing spear (+2) and javelins (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only before 272AD

ROMAN LANCIARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	5	4	3	3	3	1	3	1	8	14

Equipment: Hand weapon, thrusting spear spear, large shield
May have light armour (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only before 272AD

ROMAN AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilary	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, large shield
May have light armour (+2)
Special Rules: Only before 272AD

ALLIES

Arab Nomad Allies, II/23
Armenian Allies, II/28

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75. PAEKCHE AND KAYA KOREAN (300-660AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, kontos
May have barding (+3) and heavy armour (+2).
May have WS4 and Ld8 (+5). May be *Veterans* (+2)
May be upgraded to *Cataphracts* with cataphract armour (+3)
Only Kaya: Downgrade to Ld 6 (-2)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
Only Kaya: Downgrade to Ld 5 (-2)
Special Rules: *Skirmishers, Feigned Flight*

INFANTRY

PROVINCAL SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1)

PROVINCAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	7	10

Equipment: Bow, hand weapon

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1)
Only Kaya: Downgrade to Ld 6 (-1)

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Bow, hand weapon
Only Kaya: Downgrade to Ld 6 (-1)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Bow, hand weapon
Special Rules: *Skirmishers*

ALLIES

Only after 360AD: Japanese Allies, III/7
Only Paekche: Kaya Allies, II/75
Only Paekche after 375AD: Silla Allies, II/77
Only Paekche after 375AD: Koguryo Allies, II/76
Only Kaya: Paekche Allies, II/75
Only Kaya: Silla Allies, II/77

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76. KOGURYO KOREAN (300-668AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SONBAE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, cataphract armour, kontos
May have barding (+3).
Special Rules: *Cataphracts*, *Veterans*

OTHER CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, cataphract armour, kontos
May have barding (+3)
Only after 375AD: May be upgraded to WS4 (+2)
Special Rules: *Cataphracts*

LIGHT HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

MALGAL AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*

INFANTRY

ARMOURED SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+1)

ARMOURED ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	7	12

Equipment: Bow, hand weapon, light armour

ARMOURED SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, light armour
May have shield (+1)

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1)

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Only after 375AD: may be upgraded to Ld7 (+1)

MALGAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon
Special Rules: *Light Infantry*

ALLIES

Only in 319AD: Yu-wen Hsien-pi Allies, II/61
Only in 319AD: Tuan Hsien-pi Allies, II/61
Only from 338-339AD: Southern Hsiung-nu Allies, II/38
Only after 375AD: Silla Allies, II/77
Only after 375AD: Paekche Allies, II/75
Only after 660AD: Japanese Allies, III/7

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77. SILLA KOREAN (300-935AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CHONG ELITE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, kontos
May have barding (+3) and heavy armour (+2).
May have WS4 and Ld8 (+5)
May be upgraded to *Cataphracts* with cataphract armour (+3)

HWARANG NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, thrusting spear.
May have light armour (+2) or heavy armour instead of bow (+3, no longer *Light Cavalry).*
Special Rules: *Light Cavalry*

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.
May have light armour (+2)

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
Special Rules: *Skirmishers, Feigned Flight*

0-1 KOGURYO EXILE BANNER TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	29

Equipment: Hand weapon, cataphract armour, kontos
May have barding (+3)
Special Rules: *Cataphracts, Veterans,* Only after 670AD

0-1 PAEKCHE EXILE BANNER TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, kontos
May have barding (+3) and heavy armour (+2).
May have WS4 and Ld8 (+5)
Special Rules: Only after 670AD

0-1 MALGAL EXILE BANNER TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2)
Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1)
Only after 520AD: Upgrade to WS4 (+3)

ARCHERS OR CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2) and crossbow instead of bow (+3)
Only after 520AD: Upgrade to BS4 (+3)

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1)

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Bow, hand weapon

ARCHERS OR CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
May have crossbow instead of bow (+3)
Special Rules: *Skirmishers*

RED BANNER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike
May have light armour (+2) and shield (+1)
Special Rules: *Phalanx*

ALLIES

Only before 562AD: Kaya Allies, II/75
Only from 375-659AD: Koguryo Allies, II/76
Only from 375-659AD: Paekche Allies, II/75
Only from 660-668AD: Chinese Allies, III/20

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78. LATE IMPERIAL ROMAN (307-425AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

EQUITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2).
Only after 380AD: Upgrade to WS4 (+3)
Special Rules: Only in western armies

EQUITES ILLYRICANI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: *Light Cavalry*, Only in western armies and eastern armies after 324AD

EQUITES SAGITARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: *Skirmishers*, Only in western armies and eastern armies after 324AD

CATAFRACTII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, kontos, cataphract armour.
May have barding (+3).
May be *Veterans* (+2)
Special Rules: *Cataphracts*, Only western armies after 312AD and eastern armies after 324AD

CLIBANARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	8	26

Equipment: Hand weapon, shield, light armour
May have heavy armour (+2) or bow (+2), barding (+3) and kontos (+2).
May be *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only western armies after 312AD and eastern armies after 324AD

DROMEDARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers*, *Camelry*, Only eastern armies after 324AD

0-1 CURRUS DREPANUS CATAPHRACT SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	5	4	1	3	W6+2	7	75

Equipment: Hand weapon shield, light armour, barding
Special Rules: *Scythed Chariots*, Only eastern armies from 366-375AD

HUN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only in eastern armies after 388AD or western after 395AD

EQUITES TAIFALI, SCIRI OR THEODOSICAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: Only in eastern armies after 388AD or western after 395AD

INFANTRY

LEGIONARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2), heavy throwing spear (+2) and javelins (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

AUXILIA PALATINA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2). May be *Drilled* (+2)

BORDER AUXILIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2).

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.
May have javelins&buckler (free) instead of sling or crossbow (+3)
Special Rules: *Skirmishers*

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0-2 LIGHT BOLT THROWERS

LAETI OR CITY MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, shield

AUXILIA PALATINA SAGITARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	11

Equipment: Hand weapon, bow, light armour
Special Rules: Only in western armies and eastern armies after 324AD

BORDER PALATINA SAGITARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: Only in eastern armies after 324AD

RIOTING RELIGIOUS MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	3	3	3	3	1	2	1	5	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levy*, Only in eastern armies in 399AD

ARMED PEASANTS AND SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*, Only in eastern armies in 399AD

GOTHIC FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Warband*, Only in eastern armies after 388AD or western from 395-408AD

ALLIES

Frankish Allies, II/72
Only in western armies after 406AD: Alan Allies, II/58
Only in western armies after 418AD: Visigothic Allies, II/82
Only in eastern armies after 324AD: Arab Nomad Allies, II/23
Only in eastern armies from 325-363AD: Armenian and Hibernian Allies, II/28
Only in eastern armies from 395-397AD: Visigothic Allies, II/65

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79. CHINESE NORTHERN AND SOUTHERN DYNASTIES (317-589AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 10%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, kontos, cataphract armour.
May have barding (+3). May be *Veterans* (+2). May have Ld8 (+2)
Special Rules: *Cataphracts*

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear.
May have heavy armour (+2), barding (+3), kontos (+2) and bow (+2)
May have WS4 (+3)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow.
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

DARE-TO-DIE VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Volunteer	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: *Frenzy*

0-2 LIGHT BOLT THROWERS

SWORDSMEN AND SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield
May have light armour (+2) and thrusting spear (+2)
Only southern dynasties: Without spear may upgrade to Ld8 (+2)
Only southern dynasties: May downgrade to WS3 (-3)

CROSSBOWMEN AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
May have light armour (+2) and bow instead of crossbow (-3)
Only southern dynasties: May upgrade to BS4 and *Light Infantry* (+3)
Special Rules: *Skirmishers*

"PUG NOSED" ARMOURED ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	11

Equipment: Hand weapon, bow, light armour.
Special Rules: Only northern dynasties

SOUTHERN TRIBAL FIGHTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fighter	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1).
Special Rules: *Warband*, Only southern dynasties

SOUTHERN CROSSBOWMEN AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	6	9

Equipment: Hand weapon, crossbow
May have light armour (+2) and bow instead of crossbow (-3)
Special Rules: Only southern dynasties

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only northern dynasties: Juan-juan Allies, II/38
Only northern dynasties: Turkish Allies, III/11

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80. HUNNIC (356-570AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	7	26

Equipment: Hand weapon, bow, light armour
May have throwing spear (+2). May upgrade to *Expert Horsemen* (+2)
Special Rules: *Light Cavalry*

HUNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

ALAN SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only western huns before 454AD

SCIRI OR HERUL SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)

INDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	2	1	7	16

Equipment: Hand weapon, javelins.
Special Rules: *Light Cavalry*, Only Hephtalites in Indiafrom 470-570AD

INFANTRY

0-1 WAGON TABOR

HERUL SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have javelins&buckler (free) instead of sling or bow (+1)
Special Rules: *Skirmishers*

FRANKISH AND RUGIAN SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	6	11

Equipment: Hand weapon, throwing spear, shield
May have light armour (+2).
Special Rules: *Warband*, Only western huns under Attila from 433-453AD

BURGUNDIAN OR THURINGIAN SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Warband*, Only western huns under Attila from 433-453AD

INDIAN LEVY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*, Only Hephtalites in Indiafrom 470-570AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only Hephtalites in Indiafrom 470-570AD

ALLIES

Only western huns in 408AD: Sciri Allies, II/67
Only western huns before 454AD: Geepid Subject Allies, II/71
Only western huns under Attila from 433-453AD: Ostrogothic Subject Allies, II/67

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81. SUB-ROMAN BRITISH (407-945AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.
May have shield (+2) and light armour (+2)
Only from 475-539AD: May upgrade to WS4 (+3)

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
Special Rules: *Light Cavalry*

INFANTRY

PEDYT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have thrusting spear (+1).
Only mainland British before 580AD: Upgrade to ld7 (+1) or M5, *Warband* with Ld5 (free)
Special Rules: *Light Infantry*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

SAXON MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	6	11

Equipment: Hand weapon, throwing spear, shield
May have light armour (+2).
Special Rules: *Warband*, Only in 429AD

PRAYING MONKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	2	1	5	3

Equipment: Hand weapon
Special Rules: *Levy*, Only before 664AD

ALLIES

Only before 425AD: West Roman Allies, II/78
Only from 425-470AD: West Roman Allies, II/83
Only from 430-441AD: Saxon Allies, II/73
Only if Armorican from 411-580AD: Alan Allies, II/58
Only after 790AD: Viking Allies, III/40

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82. LATER VISIGOTHIC (419-720AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BUCELLARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)

GARDINGI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.
May have light armour (+2)

BASQUE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
May upgrade to *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 621AD

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Only after 621AD: Ld6 instead of *Warband* (free)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

ROMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Roman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield.
May have javelins (+1).
Only from 466AD: May have thrusting spear (+1)
Special Rules: *Light Infantry*

BASQUE JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins, buckler.
May have shield (+1) .
Special Rules: *Light Infantry*, Only after 621AD

BASQUE SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*, Only after 621AD

ALLIES

Only before 466AD: Burgundian Allies, II/70
Only from 469-584AD: Suevi Allies, II/72
Only from 493-526AD: Ostrogoth Allies, III/3
Only from 550-554AD: Byzantine Allies, III/4

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83. PATRICIAN ROMAN (425-493AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

EQUITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, shield.
May have light armour (+2) and throwing spear (+2).

EQUITES ILLYRICANI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: *Light Cavalry*

EQUITES SAGITARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2)
Only after 454AD: Upgrade to BS4 and Ld7 (+4)
Special Rules: *Skirmishers*

ALAN AND HUN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

0-1 CLIBANARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, shield, light armour
May have heavy armour (+2) or bow (+2), barding (+3) and kontos (+2).
May be *Veterans* (+2)
Special Rules: Only western armies in Africa before 442AD and eastern armies

FOEDERATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: Only western armies outside Africa until 476AD, Soissons or eastern armies

INFANTRY

LEGIONARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	8	13

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2), heavy throwing spear (+2) and javelins (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

AUXILIA PALATINA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2). May be *Drilled* (+2)

GARRISON AUXILIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxilar	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, throwing spear, large shield
May have light armour (+2).

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling.
May have javelins&buckler (free) instead of sling
Special Rules: *Skirmishers*

FOEDERATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Warband,* All but western armies in Africa before 442AD and eastern armies after 466AD

0-2 LIGHT BOLT THROWERS

AUXILIA PALATINA SAGITARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	11

Equipment: Hand weapon, bow, light armour
Special Rules: Only in eastern armies

ALLIES

Only outside Africa before 443AD or from 454-461AD: Hun Allies, II/80
Only western armies outside Africa before
470AD: Visigothic Allies, II/82
471AD: Armorican Allies, II/81
475AD: East Roman Allies, II/83
476AD: Burgundian Allies, II/70
481AD: Frankish Allies, II/72
486AD: Alan Allies, II/58
Only eastern armies: Ostrogothic Allies, II/67
Only eastern armies: Arab Nomad Allies, II/23

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84. AFRICAN VANDAL (425-493AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

VANDALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry*

MOORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow.
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

REMNANT ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers,* Only before 500AD

INFANTRY

0-1 WAGON TABOR

ALLIES

Only before 500AD: Moorish Allies, II/57

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WAB FORUM ARMIES

BOOK II: 500 BC to 476 AD

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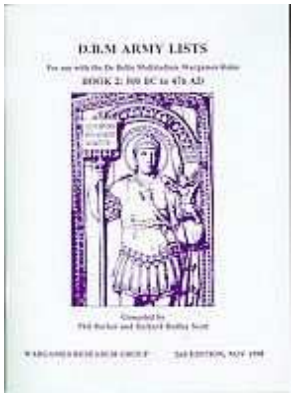
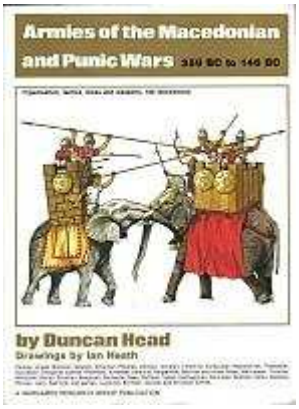
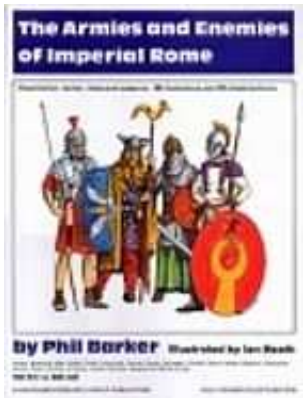
SPECIAL THANKS

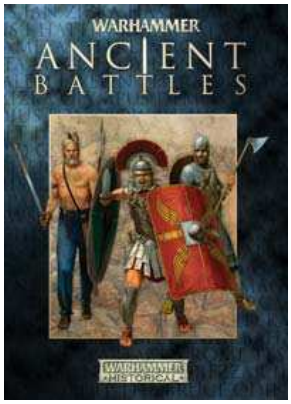
Many thanks to the WAB Forum members for providing the template and their great support and the authors of the DBM Army Books for their great work, which still is a milestone for historical wargaming.

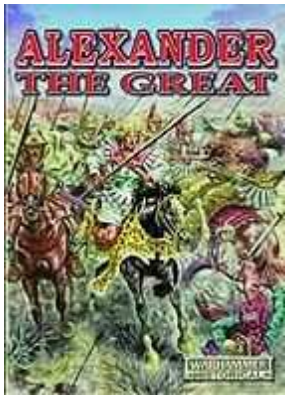
BOOKS

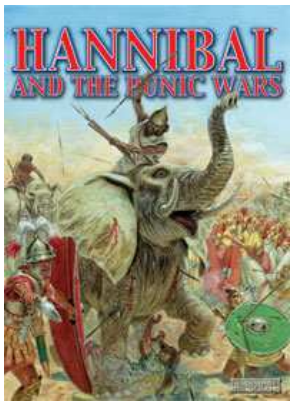


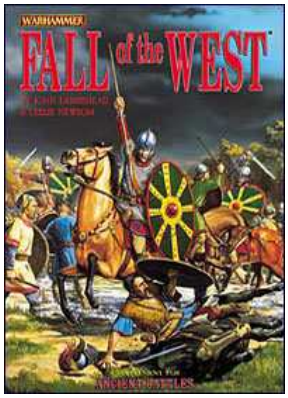


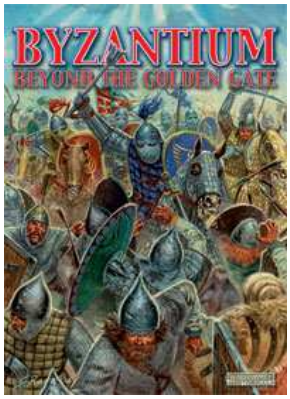


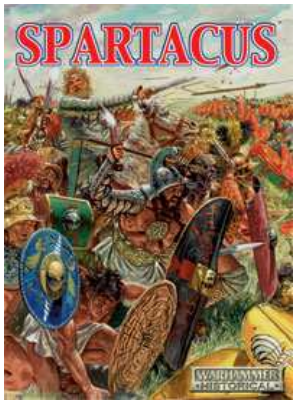












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WABFORUM
ARMY BOOK 3

THE DARK AGES

79 ARMY LISTS FROM 476-1071AD

WAB FORUM ARMIES

BOOK III: 476 to 1071 AD

CONTENT **PAGE**

III/1	Early Slav (476AD - 1218AD)	4
III/2	Early Lombard (489AD - 584AD)	5
III/3	Italian Ostrogothic (493AD - 561AD)	6
III/4	Early Byzantine (493AD - 578AD)	7
III/5	Middle Frankish (496AD - 639AD)	8
III/6	Emishi (500AD - 1100AD)	9
III/7	Pre-Samurai Japanese (500AD - 900AD)	10
III/8	Central Asian City-States (500AD - 1000AD)	11
III/9	Burmese (500AD - 1500AD)	12
III/10	Hindu Indian (545AD - 1500AD)	13
III/11	Central Asian Turkish (550AD - 1330AD)	14
III/12	Christian Nubian (550AD - 1500AD)	15
III/13	Avar (553AD - 826AD)	16
III/14	Early Bulgar (559AD -1018AD)	17
III/15	Tibetan (560AD - 1065AD)	18
III/16	Khazar (568AD - 1083AD)	19
III/17	Maurikian Byzantine (575AD - 650AD)	20
III/18	Breton (580AD - 1072AD)	21
III/19	Welsh (580AD - 1420AD)	22
III/20	Sui and Early T'ang Chinese (581AD - 755AD)	23
III/21	Italian Lombard (584AD - 1076AD)	24
III/22	Maya (600AD - 1500AD)	25
III/23	Khmer and Cham (605AD - 1400AD)	26
III/24	Middle Anglo-Saxon (617AD - 1014AD)	27
III/25	Arab Conquest (622AD - 660AD)	28
III/26	Early Serbian (627 -1089AD) or Croatian (627 - 1180AD)	29
III/27	Rshtuni Armenian (639AD - 717AD)	30
III/28	Carolingian Frankish (639AD - 888AD)	31
III/29	Thematic Byzantine (650AD - 963AD)	32
III/30	Magyar (650AD - 997AD)	34
III/31	Umayyad Arab (661AD - 750AD)	35
III/32	Volga Bulgar (675AD - 1237AD)	36
III/33	Early Muslim North Africa and Sicily (696AD - 1160AD)	37
III/34	Andalusian (710AD - 1172AD)	38
III/35	Feudal Spanish (718AD - 1340AD)	39
III/36	Nan-Chao (728AD - 1253AD)	40
III/37	Abbasid Arab (747AD - 945AD)	41
III/38	Arab Indian (751AD - 1206AD)	42
III/39	Late T'ang and Five Dynasties Chinese (755AD - 979AD)	43
III/40	Norse Viking and Leidang (790AD - 1280AD)	45
III/41	Dog Peoples and Pueblo Cultures (800AD - 1500AD)	46
III/42	Sha-T'o Turkish (808AD - 951AD)	47
III/43	Khurasanian (821AD - 1003AD)	48
III/44	Tribal Mongolian (840-1218 AD)	49
III/45	Pre-Feudal Scots (846AD - 1124AD)	50
III/46	Norse Irish (846AD - 1300AD)	51
III/47	Pecheneg (850AD - 1122AD)	52
III/48	Rus (860AD - 1054AD)	53
III/49	Tulunid or Iqshidid Egyptian (868AD - 969AD)	54
III/50	Bagratid Armenian (885AD - 1045AD)	55
III/51	West Frankish or Norman (888AD - 1072AD)	56
III/52	East Frankish (888AD - 1106AD)	57
III/53	Dynastic Bedouin (890AD - 1150AD)	58
III/54	Early Samurai (900AD - 1300AD)	59
III/55	Khitan-Liao (907AD - 1125AD)	60
III/56	Koryo Dynasty Korean (918AD - 1392AD)	61
III/57	Buyid or other Dailami Dynasties (927AD - 1090AD)	62
III/58	Toltec (930AD - 1168AD)	63
III/59	Medieval Vietnamese (939AD - 1500AD)	64
III/60	Dynastic Kurdish (950AD - 1085AD)	65
III/61	Sung Chinese (960AD - 1279AD)	66
III/62	Early Polish (960AD - 1335AD)	67
III/63	Ghaznavid (962AD - 1186)	68
III/64	Nikephorian Byzantine (963AD - 1042AD)	69
ÎII/65	Fatimid Egyptian (969AD - 1171AD)	70
III/66	Hsi-Hsia (982AD - 1227AD)	72
III/67	Early Hungarian (997AD - 1245AD)	73
III/68	West Sudanese (1000AD - 1500AD)	74
III/69	Tuareg (1000AD - 1500AD)	75
III/70	Georgian (1008AD - 1500AD)	76
III/71	Anglo-Danish (1014AD - 1075AD)	77
III/72	Communual Italian (1029AD - 1320AD)	78

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III/73	Seljuq Turk (1037AD - 1276AD)	79
III/74	Fanatic Berber (1039AD - 1500AD)	81
III/75	Konstantinian Byzantine (1042AD - 1071AD)	82
III/76	Papal Italian (1049AD - 1320AD)	83
III/77	Scots Isles and Highlands (1050AD - 1493AD)	84
III/78	Early Russian (1054AD - 1246AD)	85
III/79	Cuman (Kipchak) (1054AD - 1394AD)	86

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WAB FORUM ARMIES

BOOK III: 476 to 1071 AD

SPECIAL RULES

ALLIES
Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject alllies have Ld-1 and cost one point less per modell, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT
Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

EARLY PHALANX
- If armed with thrusting spear fight in 2 ranks even on the charge
- May not turn or change formation
- always suffer the -1 LD penalty as if enemies were in 8" when reforming
- become normal *Phalanx* rule in armies after 500BC

GERMAN WEDGE
- may count rank bonus up to +2.
- ignore Ferocious Charge when charged and have at least +1 rank bonus
- better armoured models have to be placed in front and flank

KALLAPANI
Some armies transported their troops with horse or camel drafted platforms across the battlefield before the battles began. Such armies are free to choose a number of units which can be upgraded with “Riding Horses” or “Riding Camels” for 1 point per model. Horse riding infantry units can move up to 8” after deployment and before the first turn, camel riding 6”. This cannot be combined with the extra movement allowed for skirmishers in some scenarios.

LIGHT BOLT THROWER (36pts)
(See rulesbook page 180)
Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Thrower	-	-	-	-	6	2	-	-	-	36

Equipment: Hand weapon.
The crew may have light armour (+4).
Range 36”, S4/-1 per rank, no save, D3 wounds per hit
Special Rules: *Bolt Thrower*

LIGHT CANNON (50pts)
(See rulesbook page 130)
Each machine has a three man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Cannon	-	-	-	-	6	3	-	-	-	50

Equipment: Hand weapon.
The crew may have light armour (+6).
Range 36”, S6, no save, D6 wounds per hit
Special Rules: *Cannon*

STAMPEDING ANIMALS (200pts)
Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6”x6”. For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6” each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6” for the distance another d6. On a 2-5 the stampede continues in exactly the same diretion. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD
Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4” and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18” and fleeing troops within 6” are rallying automatically.

UNITS
All units may have a leader, standard and musician for 5pts each.
All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY
Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS
As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR
See WAB Errata for details:
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf

WARHOUNDS
(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missle weapons should be randomly devided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)
Special Rules: *Warband, Skirmishers*

WAR WAGON
See WAB Errata for details
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf
Some War Wagons may have two war machines with crew instead of 6 missle armed crew members (+80).

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WAB FORUM ARMIES

BOOK III: 476 to 1071 AD

1. EARLY SLAV (476-1218AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2).
Special Rules: Only after 580AD

DANISH, OLD SAXON AND THURINGIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have throwing spear (+2) and light armour (+2).
Only if Wends after 1106AD: Upgrade to WS4 (+2), may have heavy armour (+3), lance (+2), barding (+3).
Special Rules: Only if Wends from 1057-1184AD

SWABIAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, shield
May have thrusting spear (+2) and shield (+2).
May be upgraded to WS4 (+3)
Special Rules: Only if Western Slavs after 830AD

INFANTRY

SLAV JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Only if Western Slavs after 830AD: Upgrade to Ld7 and thrusting spear instead of *Light Infantry* and javelins&buckler (+2), may have shield (+1)
Special Rules: *Light Infantry*

SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Only if Wends from 1057-1184AD:
Upgrade to BS3, Ld7 and Light Infantry (+3)
Only if Western Slavs after 830AD:
Upgrade to BS3, Ld6 and not longer *Skirmishers* (+2)
Special Rules: *Skirmishers*

SLAV SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, javelins and buckler
May have sling instead of javelins&buckler (free)
Special Rules: *Skirmishers*

SLAV ILL-ARMED

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*

0-1 WAGON TABOR

VIKINGS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Viking	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon
May have light armour (+2) and shield (+1)
Special Rules: Only if Wends from 804-1056AD

ALLIES

Only if Western Slavs from 741-772AD: Bavarian Allies, II/73
Only if Wends before 804AD: Old Saxon Allies, II/73
Only if Western Slavs after 830AD: Pecheneg Allies, III/30
Only if Western Slavs after 830AD: Magyar Allies, III/47

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2. EARLY LOMBARD (489-584AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2).

FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2).

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

0-1 WAGON TABOR

FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Follower	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*, Only before 568AD instead of mounted Followers

ALLIES

Only from 526-583AD: Suevi Allies, II/72
Only in 566AD: Avar Allies, III/13
Only in 566AD: Frankish Allies, III/5
Only from 568-574AD: Saxon Allies, II/73
Only from 568-583AD: Bulgar Allies, III/14

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3. ITALIAN OSTROGOTHIC (493-561AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GOTHIC CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2).

0-1 BITTUGURIC HUNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

BYZANTINE DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have throwing spear (+2) and shield (+2).
Special Rules: *Light Cavalry*, Only from 544-552AD

MOORISH DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*, Only from 544-552AD

INFANTRY

GOTHIC SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

GOTHIC ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May be upgraded to Ld7 (+1)
Special Rules: *Light Infantry*

ITALIAN PEASANT LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ALLIES

Burgundian Allies, II/70
Only after 548AD: Middle Frankish Allies, III/5

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4. EARLY BYZANTINE (493-578AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BOUKELLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	26

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2). May be *Veterans* (+2)
Only after 550AD: Up to half can have bow instead of spear or shield placed in the second rank using *Combined Formation* (free)

KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2).
Only after 550AD: May be upgraded to WS4 (+2)
Special Rules: *Light Cavalry*

GEPID, HERUL, GOTH OR VANDAL SYMMACHOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2).

MOORISH SYMMACHOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, buckler
May have light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 550AD

HUNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 550AD

INFANTRY

SKOUTATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield
May have thrusting spear (+2) and light armour (+2). May have *Shieldwall* (+2)

PSILOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
May be upgraded to Ld7 and BS3 with bow instead of sling (+3)
Special Rules: *Skirmishers*, Bow armed Psiloi may be designated as Light Infantry (free)

ISAURIANS, ARMENIANS, LAZOI, ABASGOI, TZANOI, ANTAE OR SLAVS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Light Infantry*

LYKAONIAN "ISAURIANS" OR MOORISH LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Light Infantry*

CITY RACING FACTIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield
Special Rules: *Levies*

RELUCTANTLY LEVIED CITY OR PEASANT MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

0-1 WAGON TABOR

ALLIES

Hun Allies, II/80
Arab Nomad Allies, II/23
Only after 550AD: Herul Allies, II, 67
Only after 550AD: Lombard Allies, III/2

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WAB FORUM ARMIES

BOOK III: 476 to 1071 AD

5. MIDDLE FRANKISH (496-639AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour
May have thrusting spear (+2)
May be downgraded to WS3 (-2)

0-1 BRETONS AND ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and barding (+3)

SARMATIANS AND TAIFALI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)

BRETON OR BASQUE LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins
May have throwing spear (+2) and shield (+2).
Special Rules: *Light Cavalry, Feigned Flight*

CITY OR CHAMPAGNE LEVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon
May have throwing spear (+2) and shield (+2).
Special Rules: Only after 560AD

INFANTRY

TRIBAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield
May have light armour (+2) and throwing spear (+2)
May be downgraded to WS3 and Ld5 (-4)
Special Rules: *Warband*

LEVY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, thrusting spear
May have shield (+1)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

SAXONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2)
Special Rules: *Warband*

ALLIES

Only in 507AD: Burgundian Allies, II/70
Only after 588AD: Visigothic Rebel Allies, II/82

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6. EMISHI (500-1100AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and buckler (+1)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

INFANTRY

FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Only before 700AD: May be upgraded to Ld7 (+1)
Special Rules: *Light Infantry*

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7. PRE-SAMURAI JAPANESE (500-900AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GUARD, SENIOR OFFICIAL AND UJI NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have bow (+2)

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, light armour
May have bow (+2)
Special Rules: Only from 645-792AD

INFANTRY

POORER UJI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)

EMISHI SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

SAKIMORI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
Special Rules: Only from 645-792AD

ALLIES

Kaya Allies, II/75

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8. CENTRAL ASIAN CITY STATES (500-1000AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 10%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CHAKAR ARMOURED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have throwing spear (+2), bow (+2) and barding (+3)

SCOUT OR LOCAL NOMAD HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

EXILED PERSIAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have kontos (+2), bow (+2) and barding (+3)
May have WS4 (+2)
Special Rules: Only Sogdians from 650-730AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Only Turfan: Upgrade to Ld7 (+1)
Special Rules: *Light Infantry*

SPEARMAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
Special Rules: *Levies*

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only Khotan after 950AD

ALLIES

Turkish Allies, III/11
Only Sogdians in 704AD: Umayyad Arab Rebels, III/31

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WAB FORUM ARMIES

BOOK III: 476 to 1071 AD

9. BURMESE (500-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) or elephant bought at additional costs.

CAVALRY

STANDING ARMY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon
Only after 1173AD: May be upgraded to WS/BS 3 and Ld7 (+4)
May have bow (+2) and light armour (+2)

MILITIA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon
May have throwing spear (+2) and light armour (+2)

THAI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins
Special Rules: *Light Cavalry*, Only after 1287AD

INFANTRY

STANDING ARMY SPEARMAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)

MILITIA SPEARMAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
May have shield (+1)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
Only after 1173AD: May be upgraded to BS4 (+3)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1) or javelins&buckler (free)
Special Rules: *Skirmishers*

0-1 GUARD SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	8	11

Equipment: Hand weapon, shield
May have light armour (+2)
May be *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)
Special Rules: Only after 1173AD

THAI SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thai	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: *Warband*, Only after 1287AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only after 1043AD

ALLIES

Only after 1287AD: Yuan Mongol Allies, IV/48

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10. HINDU INDIAN (545-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) or elephant bought at additional costs.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and barding (+3)
Only Rajputs from 747-1300AD: Have thrusting spear

SKIRMISHING LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
May have bow instead of javelins (+1)
Special Rules: *Skirmishers, Feigned Flight*

MUSLIM MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2) and bow (+2)
Special Rules: *Light Cavalry*, Only Rajputs from 747-1300AD

INFANTRY

GUARD SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield
May have light armour (+2)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler
Only Harsha's Kanauj empire from 606-647AD: Have thrusting spear instead of javelins&buckler and are *Light Infantry*
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Only Vijayanagar after 1336AD: May have Ld7 (+1)

CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

TRIBAL ARCHERS OR KASHMIRI SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only before 600AD: Hun (Hephtalite) Allies, II/80
Only from 620-860AD: Tibetan Allies, III/15
Only Rajputs from 747-1300AD: Non-Rajputs Hindu Allies, III/10
Only Rashtrakutas from 753-975AD: Rajput Allies, III/10
Only Rashtrakutas from 753-975AD: Muslim Allies, III/38
Only Palas from 810-850AD or Rashtrakutas: Pandya Allies, II/42
Only Hoysalas from 1206-1342AD: Muslim Allies, IV/36

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11. CENTRAL ASIAN TURKISH (550-1330AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear, light armour
May have heavy armour (+2) or bow (+2)
May have WS/BS4 (+3)
Only Qarakhanids from 999-1212AD: May have barding (+3) and kontos (+2)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Only Uighurs from 860-1330AD: May downgrade to BS3 (-3)
Special Rules: *Skirmishers*

INFANTRY

FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have *Riding Camels* (+1)
Special Rules: *Light Infantry*

LEVY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
Special Rules: *Levies*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: Only Uighurs from 860-1330AD

ALLIES

Other Turkish Allies or Subject Allies, III/11
Only Gök from 565-581AD, Western Gök 582-630AD, Eastern Gök 712-713, Türgesh 704-707AD and 721-738AD or Ferghanans 739-741AD: Sogdian Allies, III/8
Only Türgesh in 717AD or from 729-730AD or Kan-Chou Uighurs from 1014-1028AD: Tibetan Allies, III/15
Only Türgeh in 717 and 737AD: Umayyad Arab Allies, III/31
Only Qarakhanids from 999-1212AD: Khitan Allies, III/55 (no chinese troops)

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12. CHRISTIAN NUBIAN (550-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

COURT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2), barding (+3)
May have WS4 (+2)

MOUNTED WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, thrusting spear
May have light armour (+2), shield (+2) and bow (+2)
Special Rules: *Light Cavalry, Camelry*

CAMEL SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	3	1	5	12

Equipment: Hand weapon, short bow
Special Rules: *Skirmishers,Camelry*

ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers,* Only after 1174AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

SWORDSMEN AND SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1) and thrusting spear (+1)
Special Rules: *Warband*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler
Special Rules: *Skirmishers*

ARAB SWORDSMEN AND SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arab	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield
May have light armour (+2) and thrusting spear (+2)
Special Rules: Only after 1174AD

ARAB ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Skirmishers,* Only after 1174AD

ALLIES

Beja Allies, II/55
Only from 1276-1365AD: Mamluk Allies, IV/45

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13. AVAR (553-826AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

AVAR NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	7	28

Equipment: Hand weapon, throwing spear, light armour, bow
May have barding (+3)
May upgrade to *Expert Horsemen* (+2)

AVAR SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and buckler (+1)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

GEPIDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2)
Special Rules: Only after 562AD

BULGAR NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour
May have barding (+3)
Special Rules: Only from 558-631AD

BULGAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only from 558-631AD

INFANTRY

SLAV JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler
Special Rules: *Light Infantry*, Only from 558-631AD

SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*, Only from 558-631AD

SLAV SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have javelins&buckler instead of sling (free)
Special Rules: *Skirmishers*, Only from 558-631AD

ALLIES

Only in 626AD: Sassanid Allies, II/69
Only from 675-805AD: Bulgar Allies, III/14

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14. EARLY BULGAR (559-1018AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BULGAR NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour
May have barding (+3)

BULGAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

0-1 WAGON TABOR
Special Rules: Only before 680AD

WAGON TABOR LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only before 680AD and with Wagon Tabor

SLAV JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler
Only after 812AD: Have throwing spears instead of javelins and buckler (+1)
Special Rules: *Light Infantry*, Only after 675AD

SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*, Only after 675AD

SLAV SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have javelins&buckler instead of sling (free)
Special Rules: *Skirmishers*, Only from Only after 675AD

ALLIES

Only in 896AD: Pecheneg Allies, III/47

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15. TIBETAN (560-1065AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TIBETAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	27

Equipment: Hand weapon, kontos, cataphract armour
May have barding (+3). May be *Veterans* (+2)
Only after 841AD: Downgrade to Ld7 and no longer *Massed Cavalry* (-2)
Special Rules: *Cataphracts, Massed Cavalry*

CH'IANG NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour
May have barding (+3) and heavy armour (+2)

NOMAD TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow. May have buckler (+1)
Special Rules: *Skirmishers, Feigned Flight*

NEPALESE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear
May have light armour (+2)
Special Rules: *Light Cavalry*, Only from 640-703AD

UIGHUR OR YARKAND MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, bow
May have light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*, Only from 660-848AD

ABBASID HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting or throwing spear, light armour
May have heavy armour (+2) and barding (+3)
Special Rules: Only from from 795-801AD

INFANTRY

0-1 EXORCISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
Special Rules: *Warband*

GARRISON SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

GARRISON ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow

HIMALAYAN MOUNTAIN TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins, buckler
Special Rules: *Light Infantry*

NEPALESE SWORDSMEN AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Nepalese	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield
May have light armour (+2) and bow (+1)
Special Rules: *Light Infantry*, Only from 640-703AD

ABBASID INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1). Up to half can exchange spear for bow (free)
Special Rules: *Light Infantry*,*CombinedFormation*, Only from from 795-801AD

ALLIES

Only from 660-848AD: Türgesh, Qarlug, Ferghanan or other Turkic Allies, III/11
Only from 670-692 and 790-851AD: Khotanese Allies, III/8
Only in 707AD: Sogdian Allies, III/8
Only from 754-793AD: Nan-chao Allies, III/36

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16. KHAZAR (568-1083AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8). General may be mounted on a War Wagon for additional costs.

CAVALRY

KHAZAR NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour
May have barding (+3) and heavy armour (+2).
Only from 738-965AD: Up to half can have bow (+2), *Combined Formation*

KHAZAR SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have buckler (+2)
Special Rules: *Skirmishers, Feigned Flight*

KASOGIANS OR BURTAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have buckler (+1) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

RAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have shield (+2), bow (+2) and light armour (+2)
Special Rules: *Light Cavalry*

MAGYARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have shield (+2), throwing spear (+2) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*, Only before 896AD

VOLGA BULGARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have shield (+2), throwing spear (+2) and light armour (+2)
Special Rules: *Light Cavalry*, Only before 965AD

INFANTRY

KHAZAR GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
May have *Riding Camels* (+1)

KHAZAR LEVY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
May have *Riding Camels* (+1)
Special Rules: *Levies*

KHAZAR LEVY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWERS

0-1 WAGON TABOR

SLAVS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slav	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins, buckler
Special Rules: *Light Infantry*, Only before 965AD

ALLIES

Only from 780-965AD: Oghuz Allies, III/11

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17. MAURIKIAN BYZANTINE (575-650AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BOUKELLARIOI LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	28

Equipment: Hand weapon, light armour, throwing spear
May have heavy armour (+2), barding (+3) and shield (+2). May be *Veterans* (+2)
Up to half can have bow instead of spear or heavy armour, placed in the second rank using *Combined Formation* (+2)

0-1 PHOIDERATOI, VEXILLATIONES OR ILLYRICANI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have buckler (+1), throwing spear (+2) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

OPTIMATES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, kontos
May have heavy armour (+2), barding (+3) and shield (+2).
May have WS4 (+2)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have buckler (+1) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

BYZANTINE-TRAINED KHAZAR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear, light armour
May have barding (+3) and heavy armour (+2).
Up to half can have bow (+2), *Combined Formation*
Special Rules: *Only in 627AD*

INFANTRY

SKOUTATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield
May have thrusting spear (+1) and light armour (+2).
May have *Shieldwall* (+2)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May upgrade to Ld7 and BS4 (+4)
Special Rules: *Skirmishers, Combined Formation*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Skirmishers*

LAZOI, ABASGOI, TZANOI AND OTHER PERSARMENIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS ON OX WAGON

ALLIES

Ghassanid Arab Nomad Allies, II/23
Khazar Allies, III/16
Moorish Allies, II/57
Only in 591AD: Khusrau II's Sassanid Rebel Allies, II/69

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18. BRETONS (580-1071AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) with barding (+6).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thowing or thrusting spear
May have heavy armour (+2) and shield (+2).

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins
May have buckler (+1) and light armour (+2)
Special Rules: *Light Cavalry, Feigned Flight*

INFANTRY

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Skirmishers*

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

DISGUISED SAXONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Saxon	4	4	3	3	3	1	3	1	6	10

Equipment: Hand weapon, shield
May have throwing spear (+2) and light armour (+2)
Special Rules: *Warband*, Only in 590AD

ALLIES

Only from 843-888AD: Viking Allies, III/40
Only from 843-888AD: Frankish Allies, III/28

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19. WELSH (580-1420AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

WELSH UCHELWYR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thowing spear
May have light armour (+2) and shield (+2).
Only after 1150AD: Upgrade to WS4 (+2) and may have heavy armour (+3)

INFANTRY

WELSH SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Only After 1100AD: *Light Infantry* and Ld6 instead of *Warband (*free)
Special Rules: *Warband*

WELSH JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Skirmishers*

WELSH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have *Riding Horses* (+1)
Special Rules: *Light Infantry*, Only after 1100AD

ALLIES

Only before 1100AD: Dublin or Viking Allies, III/40
Only before 1100AD: Saxon Allies, III/71
Only from 1075-1150AD: Irish Mercenary Allies, III/46
Only after 1150AD: Marcher Allies, IV/23
Only in 1405AD: French Allies, IV/64

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WAB FORUM ARMIES

BOOK III: 476 to 1071 AD

20. SUI AND EARLY T'ANG CHINESE (581-755AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MO-HO ALLIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have buckler (+1) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, kontos, cataphract armour
May have barding (+3)
Special Rules: *Cataphracts*, Only Sui from 581-623AD or T'ang from 618-753AD

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have heavy armour (+2) and shield (+2). May have barding (+3)
May be upgraded to WS4 (+2)
Special Rules: Only Sui from 581-623AD or T'ang from 618-753AD

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have buckler (+1) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Sui from 581-623AD or T'ang from 618-753AD

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow
May have light armour (+2)
Special Rules: Only T'ang from 618-753AD

TURKISH AND OTHER NOMAD HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have buckler (+2), throwing spear (+2) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

PU-PING INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	4	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+1)
May have bow and Ld8 instead of spear (free)
May be downgraded to WS/BS3 (-3)
Only T'ang from 618-753AD: May have *Riding Horses* (+1)

PU-SHE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
Only T'ang from 618-753AD: May have *Riding Horses* (+1)
Special Rules: *Light Infantry*

CROSSBOW SPECIALISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Specialist	4	3	4	3	3	1	3	1	8	17

Equipment: Hand weapon, crossbow, light armour
Only T'ang from 618-753AD: May have *Riding Horses* (+1)

SOUTHERN TRIBAL AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1)
Special Rules: *Warband*

SOUTHERN TRIBAL ARCHERS OR CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*

0-1 WAGON TABOR

0-2 LIGHT BOLT THROWERS

DISAFFECTED CONSCRIPT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only Sui from 581-623AD

ALLIES

T'u-chüeh, Qarlug, Ferghanan or other Turkish Allies, III/11
Only Only T'ang from 618-753AD: Khotanese or similar Central Asian Allies, III/8
Only T'ang from 618-753AD: Tribal Khitan or His Allies, II/61
Only T'ang from 660-668AD: Silla Korean Allies, II/77

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21. ITALIAN LOMBARD (584-1076AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GASTALDI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have heavy armour (+2) and shield (+2).
May have WS4 (+2)

FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2).
Special Rules: Only before 775AD (The Italo-Lombard kingdom and duchies)

BULGAR SETTLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	7	24

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+1)
Up to half may have bow instead of spear (free)
Special Rules: *Combined Formation*, Only from 668-700AD

MAGYAR MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have buckler (+1) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only from 900-997AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

ITALIAN TOWN MILITIAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear
May have shield (+1)
Only after 774AD: Upgrade to Ld7 (+1), may have light armour (+2), may have *Shieldwall* (+2)

PEASANT LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only after 774AD

ALLIES

Only from 590-601AD: Aver Allies, III/13
Only in 603AD: Slav Allies, III/1
Only from 835-870AD: Aghlabid Allies, III/33
Only after 950AD: Imperialist Allies, III/52
Only from 1018AD: Normann Allies, III/51

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22. MAYA (600-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

MAYA WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Light Infantry*

PEASANT SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

ROAD WEASELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Skirmishers*

HOLKAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Light Infantry*, Only after 988AD

TOLTEC OR ITZA NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon
May have shield (+1)
Special Rules: Only after from 988-1283AD

AH CAMUL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon
May have shield (+1)
Special Rules: Only after from 988-1283AD

TOLTEC-CHICHIMEC MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
Special Rules: Only from 1283-1461AD

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, Only after 1461AD

0-1 HORNET NEST THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, hornet nest (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only after 1461AD

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23. KHMER AND CHAM (605-1400AD)

CHARACTERS: Up to 25%
CAVALRY&CHARIOTS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) or elephant bought at additional costs.
Only Khmer: May ride a light chariot bought at additional costs. General may be upgraded to Ld10 (+50).

CAVALRY&CHARIOTS

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield
May have throwing spear (+2) and light armour (+2)
May have Ld7 (+2)

LIGHT CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	8	4	4	3	4	1	4	2	8	45

Equipment: One crewman with hand weapon, light armour, shield and bow, one unarmed driver.
Special Rules: *Light Chariots*, Only Khmer

THAI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins
Special Rules: *Light Cavalry*, Only Khmer

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow
May have light armour (+2)
Special Rules: Only Cham after 1170AD

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May have buckler (+1)
Special Rules: *Skirmishers*

INFANTRY

SHIELD SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	13

Equipment: Hand weapon, thrusting spear, large shield
May have shield and WS3 and not longer *Combined Formation* (-4)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
Special Rules: *Light Infantry, Combined Formation*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	7

Equipment: Hand weapon, crossbow
Special Rules: *Skirmishers*

PH'KAK-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	8	12

Equipment: Hand weapon, shield
May have light armour (+2)
May be *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)
Special Rules: Only Khmer

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*, Only Khmer

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
Special Rules: Only Khmer

THAI WARBAND

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thai	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1)
Special Rules: *Warband*, Only Khmer

0-1 "FIERCE FIRE OIL" CASTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Caster	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, fire oil (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only Cham

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only Khmer: Cham Allies, III/23
Only Khmer: Burmese Allies, III/9
Only Cham: Khmer Allies, III/23
Only Cham: Vietnamese Allies, III/59

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24. MIDDLE ANGLO-SAXON (617-1014AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.
Only Northumbrian until 685AD: May ride a horse (+8, M8)

CAVALRY

BRITISH WREOCENSAETE OR MAGONSAETE VASSALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield
May have throwing spear (+2) and light armour (+2)
Special Rules: Only Mercian before 700AD

INFANTRY

HIRD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hird	4	4	3	3	3	1	3	1	6	11

Equipment: Hand weapon, throwing spear, shield
May have light armour (+2)
Only Northumbrian until 685AD: May ride horse, M8, Ld7 and no longer *Warband* (+10)
Only after 700AD: Downgrade to WS3, Ld7 and not longer *Warband* (-2)
May have *Shieldwall* (+2)
Special Rules: *Warband*

SELECT FYRD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1). May have *Shieldwall* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have buckler (+1)
Special Rules: *Skirmishers*

GREAT FYRD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ALLIES

Only Mercian before 700AD: Gwynedd Welsh Allies, III/19
Only after 1011AD: Viking Allies, III/40

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25. ARAB CONQUEST (622-660AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8)

CAVALRY

ARAB CITIZEN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield
May have thrusting spear (+2) and light armour (+2)

NOMAD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have buckler (+1).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

NOMAD OR SETTLED SCOUTING CAMEL-RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers*

JUND CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield
May have throwing spear (+2) and light armour (+2)
Special Rules: Only after 638AD

INFANTRY

NOMAD OR SETTLED FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	11

Equipment: Hand weapon, throwing spear, shield
May have light armour (+2). May have *Riding Camels* (+1)
Special Rules: *Warband*

NOMAD OR SETTLED FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

NOMAD OR SETTLED JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*

NOMAD OR SETTLED SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

ELEPHANT SLAYERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slayer	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, double handed weapon
Special Rules: *Light Infantry*, *Immune to Fear from Elephant*, Only after 630AD

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear
May have shield (+1)
Special Rules: *Light Infantry*, Only in Arabia and Iraq after 628 and Iran after 641AD

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26. EARLY SERBIAN OR CROATIAN (627-1180AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8)

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, shield
May have thrusting spear (+2) and light armour (+2)
Only Croatians: May downgrade to WS3 (-2)

INFANTRY

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and shield
Only if Croatian: May have Ld7 (+1)
Special Rules: *Light Infantry*, Only until 798AD

SKIRMISHING ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	4	2	3	3	3	1	3	1	5	5

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

ILL-ARMED

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, Only if Serbian

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: Only after 798AD

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27. RSHTUNI ARMENIAN (639-717AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)

CAVALRY

NAKHARAKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, kontos
May have light armour (+2) and shield (+2).
Up to half can have bow instead of kontos placed in the second rank using *Combined Formation* (free)

VOLUNTEER CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have buckler (+2) and throwing spear (+2)
Special Rules: *Skirmishers*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers, Combined Formation*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

ALLIES

Only in 653AD: Arab Allies, III/25
Only in 652 and from 654-661AD: Byzantine Allies, III/29
Only after 661AD: Arab Allies, III/31

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28. CAROLINGIAN FRANKISH (639-888AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)
Only Charlemagne from 768-814AD: General may be upgraded to Ld10 (+50).

CAVALRY

CABALLARII

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, thrusting spear, shield
May have heavy armour (+2).
May be downgraded to WS3 and throwing spear instead of thrusting (-2)
Only Charlemagne from 768-814AD: May have Ld8 (+2) and *Veterans* (+2)

FRANKISH HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, bow, shield
May have Ld8 (+2) and *Veterans* (+2)
Special Rules: Only Charlemagne from 768-814AD

ANDALUSIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, throwing spear
May have bow (+3) and shield (+2)
Special Rules: *Light Cavalry***,** Only Charlemagne from 768-814AD

BASQUE OR GASCON LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only from 830-838AD

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

CROSSBOWMEN AND STAFF-SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow
May have stuff-sling instead of crossbow (-2)
Special Rules: *Skirmishers,* Only after 759AD

BASQUE OR GASCON JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers,* Only from 830-838AD

ALLIES

Breton Allies, III/18
Only after 774AD: Lombard Subject Allies, III/21
Only from 772-804AD: Old Saxon Allies, II/73
Only after 789AD: Western Slav Subject Allies, III/1
Only after 798AD: Croatian Allies, III/26

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29. THEMATIC BYZANTINES (650-963AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)

CAVALRY

THEMATIC KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	28

Equipment: Hand weapon, light armour, kontos, shield
May have heavy armour (+2) and barding (+3) and *Veterans* (+2)
May have heavy mace instead of kontos (free)
May be downgraded to WS3 and Ld7 (-3)
Only after 743AD: May be *Veterans* (+2)
Special Rules: *Combined Formation*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have buckler (+1) and light armour (+2)
May be downgraded to WS2, BS3 and Ld6 (-4)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers, Combined Formation*

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear
May have shield (+2) and light armour (+2)
Special Rules: *Light Cavalry, Feigned Flight*

0-1 TRAPEZITAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have shield (+2) and light armour (+2)
Special Rules: *Skirmishers, Feigned Flight*

GEORGIAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, thrusting spear, shield
May have heavy armour (+2) and barding (+3)

BULGAR OR ALAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

GOTH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2).

0-1 KATAPHRAKTOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, kontos, cataphract armour
May have barding (+3)
Special Rules: *Cataphracts*, Only after 903AD

INFANTRY

SKOUTATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
May have shield (+1) and light armour (+2)
May have *Riding Horses* (+1). May have *Shieldwall* (+2)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have BS4 (+3). May have light armour (+2)
May have *Riding Horses* (+1)
Special Rules: *Light Infantry, Combined Formation*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

ARMENIAN WATCHMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Armenian	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins and buckler

0-2 LIGHT BOLT THROWERS ON OX WAGON

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0-1 FIRE SIPHONERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**8**

Equipment: Hand weapon, fire siphon (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

GOTH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**6**

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

GOTH SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**5**	**3**

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

MENAVLATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Menavlatoi	**4**	**4**	**3**	**3**	**3**	**1**	**3**	**1**	**8**	**13**

Equipment: Hand weapon, shield, thrusting spear
May have light armour (+2)
May be *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)
Special Rules: *Light Infantry*, Only after 903AD

ALLIES

Slav Allies, III/1
Only in 681AD: Moorish Allies, II/57

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30. MAGYAR (650-997AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MAGYAR NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear, light armour
May have heavy armour (+2) or bow (+2)
May have WS/BS4 (+3)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

MAGYAR SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and buckler (+2)
Only after 896AD: Upgrade to *Light Cavalry* (+1)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KAVAR GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)
Special Rules: Only from 896AD

SZEKELY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers, Only from 896AD*

SLAV GENTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour
May have thrusting spear (+2) and shield (+2).
Special Rules: Only from 896AD

INFANTRY

SLAV SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)

SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

SLAV JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

ALLIES

Only from 912-932AD: Bohemian (Western Slav) Allies, III/1

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31. UMAYYAD ARAB (661-750AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

JUND CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield
May have throwing spear (+2) and light armour (+2)
Only after 690AD: Downgrade to WS2 and Ld6 (-4)

ASAWIRA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, shield
May have heavy armour (+2) or bow (+2)
May have WS4 (+2)

GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

0-1 FURSAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	28

Equipment: Hand weapon, thrusting spear, light armour, shield
May have heavy armour (+2). May be *Veterans* (+2)
Special Rules: Not in North Africa, Iran, Iraq or Central Asia

DESERT ARAB CAMEL-RIDING SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	3	1	5	12

Equipment: Hand weapon, short bow
Special Rules: *Skirmishers,Camelry*, Only in Syria, Arabia or Egypt

KHAWARIJ

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, shield
May have light armour (+2), thrusting spear (+2)
Special Rules: Only before 744AD

BUKHARANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May have buckler (+2)
Special Rules: *Skirmishers*, Only in Central Asia after 674AD

TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only in Central Asia after 674 or after 743AD elsewhere

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have BS4 and Ld7 (+4). May have light armour (+1)
Special Rules: *Light Infantry, Combined Formation*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1), large shield (+2) and light armour (+2)
Special Rules: *Combined Formation*

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear
May have shield (+1)
May have WS4 instead of spear (+1)
Up to half may have bow instead of spear, *Combined Formation* (free)
Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWERS

JARAJIMA HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*, Only in Syria

ALLIES

Only in Iran, Iraq or Central Asia: Sogdian, Khwarizmian or other Khurasani Allies, III/8
Only in North Africa from 671-696AD: Berber Allies, II/57
Only in Central Asia: Tibetan Allies, III/15

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32. VOLGA BULGARS (675-1237AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BULGAR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear, light armour
May have shield (+2)

BULGAR SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+1)
Special Rules: *Skirmishers, Feigned Flight*

NOMAD NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2). May have WS4 (+2) and kontos (+2)

NOMAD HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

FINNISH OR UGRIAN FOREST PEOPLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear, light armour
May have buckler (+1).
Special Rules: *Light Cavalry*

INFANTRY

FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

TOWN LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

FINNISH OR UGRIAN FOREST PEOPLE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

FINNISH WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Finn	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler
Special Rules: *Light Infantry*

UIGUR WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Uigur	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: *Warband*

ALLIES

Only from 1183-1184AD: Yemek Cuman Allies, III/79

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33. EARLY MUSLIM NORTH AFRICA AND SICILY (696-1160AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ARAB OR BERBER LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2)
Only Zirids from 1015-1057AD: Downgrade to Ld6 (-2)

BERBER LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
Special Rules: *Skirmishers, Feigned Flight*

ABBASIYA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2) and kontos (+2)
Special Rules: Only from 795-818AD

KHURASANIAN LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
Special Rules: *Skirmishers, Feigned Flight*, Only from 795-818AD

INFANTRY

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and shield
Only after 711AD: May have throwing spear instead of javelins (+1)
Only Aghlabids from 800-909AD: May have WS4 (+2)
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

ARAB ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Only from 740-794AD: May have BS4 and Ld7 (+4)
Special Rules: *Light Infantry*

ARAB SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1), large shield (+2) and light armour (+2)
May have *Shieldwall* (+2)
Special Rules: Only from 740-794AD

ALLIES

Only Aghlabids in Sicily in 827AD: Andalusian Allies, III/34
Only Aghlabids in Sicily in 1035AD: Byzantine Allies, III/64
Only Aghlabids in Sicily in 1035 and 1063AD: Zirid Allies, III/33
Any after 1000AD except in Sicily: Tuareg Allies, III/69

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34. ANDALUSIAN (710-1172AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and buckler (+1)
Only after 765AD: Upgrade to Ld7 (+2)
Special Rules: *Light Cavalry, Feigned Flight*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
Special Rules: *Skirmishers, Feigned Flight*

ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2)
Only from 741-765AD: Upgrade to Ld7 (+2)
Special Rules: Only until 765AD

CHRISTIAN GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2), heavy armour (+2) and barding (+3)
Special Rules: Only after 765AD

INFANTRY

BERBER JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and shield
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
May upgrade to Ld6 (+1)
Special Rules: *Skirmishers*

ANDALUSIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1), large shield (+2) and light armour (+2)
Only after 765AD: May be *Light Infantry* (free) and have WS4 (+2)

CHRISTIAN GUARD CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
Special Rules: Only after 765AD

ALLIES

Only after 765AD: Christian Spanish Allies, III/35
Only in 1086AD: Murabit Allies, III/74

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35. FEUDAL SPANISH (718-1340AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 1000AD: Cart with Cross of Pelagius (War Wagon, count as Superior Battle Standard)

CAVALRY

HIDALGOS AND INFANZONES, FOREIGN CRUSADERS AND MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
Only after 950AD: May downgrade to Ld6 (-2)
Only after 1200AD: May upgrade to WS4 (+2), then may be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

BASQUE AND MERCENARY BERBER LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+1)
Special Rules: *Skirmishers, Feigned Flight*

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow
May have light armour (+2)
Special Rules: Only after 1000AD

INFANTRY

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon and shield
May have light armour (+2)
Only with Cart of Pelagius: 0-1 may upgrade to Ld8 as wagon guards (+3), then may be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: *Light Infantry*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)
May have *Shieldwall* (+2)
Only after 1200AD: May upgrade to Ld7 and WS4 (+4)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers, Combined Formation*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have javelins&buckler instead of sling (free)
Special Rules: *Skirmishers*

FOOT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	6	9

Equipment: Hand weapon, crossbow
Only after 1200AD: May have light armour (+2) and pavise (+3)
Only after 1200AD: May upgrade to Ld7 and BS4 (+4)
Special Rules: *Light Infantry*, Only after 1000AD

DISMOUNTED CRUSADERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crusader	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon and shield, light armour
May have heavy armour (+2), two handed weapon (+2) or thusting spear (+2). May have *Shieldwall* (+2)
Special Rules: Only from 1147-1148AD

BIDETS OR ALMUGHAVARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon and shield
May have light armour (+2)
Special Rules: *Light Infantry*, Only after 1150AD

Only after 1200AD: All Infantry units may have Riding horses (+1 per model)

ALLIES

Only from 1031-1110AD: Andalusian Allies, III/34
Only Castillian armies after 1238AD: Granadine Allies, IV/38
Only after 1269AD: Marinid Allies, III/74

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36. NAN-CHAO (728-1235AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have light armour (+2), shield (+2), thrusting spear (+2) or light crossbow (+2)

CAVALRY SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

TRIBAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have light armour (+2), shield (+2), throwing spear (+2)
Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike
May have shield (+1) and light armour (+2)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
Special Rules: *Light Infantry, Combined Formation*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow
May have light armour (+2)

TRIBAL CLOSE-FIGHTING INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: *Warband*

TRIBAL ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
May have crossbow instead of bow (+2)
Special Rules: *Skirmishers*

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only from 728-740AD: T'ang Chinese Allies, III/20
Only from 754-793AD: Tibetan Allies, III/15
Only from 760-830 and 860-866AD: Pyu Burmese Allies, III/9
Only from 860-866AD: Vietnamese Allies, I/49

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37. ABBASID ARAB (747-945AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

AHL KHURASAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2)
Only after 754AD: May have WS4 (+2)

MUTATAWWI'A VOLUNTEERS OR TRIBAL ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+1)
Special Rules: *Light Cavalry, Warband*

AHL KHURASAN MAWALI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins. May have shield (+2)
Special Rules: *Skirmishers*, Only before 754AD

AHL AL SHAM

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2) and heavy armour (+2)
Only from 814AD: Downgrade to WS3 (-2)

ABBASIYAH OR OTHER KHURASANI HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*, Only after 794AD

KHURASANI LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow.
May have shield (+2)
Special Rules: *Skirmishers*, Only after 794AD

TURKISH GHULAM GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	28

Equipment: Hand weapon, kontos, light armour, bow
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)
Special Rules: Only after 794AD

MAGHARIBA GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only from 836AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Only from 836AD: May upgrade to Ld7 and BS4 (+4)
Special Rules: *Light Infantry, Combined Formation*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Only from 764AD: May upgrade to Ld7 and WS4 (+4)
Special Rules: *Combined Formation*

MUTATAWWI'A VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Volunteer	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1)
Special Rules: *Warband*

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear
May have shield (+1). May be upgraded to WS4 (+3)
Special Rules: *Light Infantry*

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

CITY MILITIAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have shield (+1). May have M5 (+1)
Special Rules: *Levies*, Only after 750AD

ALLIES

Only from 890AD: Hamdanid Allies, III/53

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38. ARAB INDIAN (751-1206AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2) and bow (+2)
Only after 872AD: May have WS4/BS4 (+3) and may upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

SINDI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear
May have shield (+2) and light armour (+2)

INFANTRY

ARAB INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1), light armour (+2).
Special Rules: *Combined Formation*

ARAB ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry, Combined Formation*

HINDU INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield
May have javelins (+1) and light armour (+2).
Special Rules: *Light Infantry*

CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1).
Special Rules: *Levies*

GHAZI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghazi	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon
May have shield (+1) and throwing spear (+1)
Special Rules: *Warband*, Only before 833AD

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

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39. LATE T'ANG AND FIVE DYNASTIES CHINESE (755-979AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2), heavy armour (+2) and barding (+3)
May have Ld7 (+2)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May have buckler (+2)
Special Rules: *Skirmishers*

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Late T'ang, Later Liang, Later Chou or Nothern Han armies

ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2) and bow (+2)
Special Rules: Only in 757AD

INFANTRY

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour
May have shield (+1) and *Riding Horses* (+1)
May have Ld8 (+2) and then be *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1), light armour (+2) and *Riding Horses* (+1)
May upgrade to WS4 (+3)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2) and *Riding Horses* (+1)
May upgrade to BS4 (+3)
Special Rules: *Light Infantry*

CROSSBOW SPECIALISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow
May have light armour (+1) and *Riding Horses* (+1)

LOCAL MILITIAS SWORDSMEN AND SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield. May have thrusting spear (+1)

LOCAL MILITIAS ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*

PEASANT REBELS OR UNTRAINED MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1).
Special Rules: *Levies*

SOUTHERN TRIBAL AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon.May have shield (+1) and throwing spear (+1)
Special Rules: *Warband*, Only Late T'ang, Southern Han, Southern T'ang and other southern state armies

SOUTHERN TRIBAL ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	3	3	3	1	3	1	5	5

Equipment: Hand weapon, bow.May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*, Only Late T'ang, Southern Han, Southern T'ang and other southern state armies

ARAB SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1), light armour (+2).
Special Rules: *Combined Formation*, Only in 757AD

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ARAB ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry, Combined Formation*, Only in 757AD

0-1 NAPHTHA FLAME-THROWERS OR FIRE-LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Naphtha Grenade (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

GUARD TWO-HANDED SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, two-handedd weapon, light armour
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only Southern Han 907-971AD

ALLIES

Only Late T'ang before 907AD: Tribal Khitan or His Allies, II/61
Only from 757-790 and in 860AD: Uighur Allies, III/11
Only in 763 and in 860AD: Tibetan Allies, III/15
Only from 794-829AD: Nan-chao Allies, III/36
Only from 869—900AD: Sha'to Allies, III/42
Only Northern Han 951-979AD: Khitan-Liao Allies, III/55

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40. NORSE VIKING AND LEIDANG (790-1280AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins, buckler.May have light armour (+2)
Only Leidang after 1070AD: Not *Light Cavalry*. May have thrusting spear (+2), shield (+2) and Ld4 (+2)
Special Rules: *Light Cavalry*

LAENSTROPPERNE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: Only Leidang after 1133AD

INFANTRY

HUSCARLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huscarl	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield. May have light armour (+2) and throwing spear (+2). May have *Shieldwall* (+2)
Only Viking after 850AD: May have *Riding Horses* (+1)

BERSERKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Beserk	5	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon
Only Viking after 850AD: May have *Riding Horses* (+1)
Special Rules: *Warband, Frenzy*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Only Viking after 850AD: May have *Riding Horses* (+1)
Special Rules: *Skirmishers*

UNDISCIPLINED RAIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Raider	5	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield. May have light armour (+2)
Only Viking after 850AD: May have *Riding Horses* (+1)
Special Rules: Only Viking before 850AD

HIRD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huscarl	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, shield. May have light armour (+2) and throwing spear (+2). May have *Shieldwall* (+2)
May have *Riding Horses* (+1). May have WS4 (+3)
Special Rules: Only Viking after 850AD

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have *Riding Horses* (+1)
Special Rules: *Light Infantry*, Only Viking after 850AD

IRISH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Irish	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins. May have shield (+1)
Special Rules: *Light Infantry*, Only Dublin Vikings from 850-1094AD

ENGLISH REBELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
English	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, shield. May have light armour (+2)
Special Rules: Only Norwegian Viking in 1066AD

ENGLISH FLEMING MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
English	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear. May have shield (+1)
Special Rules: Only Norwegian Viking in 1066AD

BONDI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bondi	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2)
Special Rules: Only Leidang

BONDI ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, Only Leidang

THRALLS AND LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrall	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1).
Special Rules: *Levies*, Only Leidang

FREELANCE VIKING RAIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Raider	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield. May have light armour (+2)
May have *Shieldwall* (+2)
Special Rules: Only Leidang

GERMAN COLONISTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
German	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+1).
Up to half may have crossbow instead of spear or shield (+2)
Special Rules: *Light Infantry, Combined Formation*, Only Danish Leidang after 1218AD

ALLIES

Only Viking in 866AD: Breton Allies, III/18
Only Dublin Vikings from 850-1094AD: Irish Allies, III/46
Only Danish Viking in 1069AD: English Rebel Allies, III/71
Only Danish Viking in 1069AD: Scots Allies, III/45
Only Leidang after 1133AD: German Clerical Allies, IV/13
Only Danish Leidang after 1218AD: Wendish Allies, III/1
Only Danish Leidang after 1218AD: Dithmarschen Free Canton Allies, IV/13

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41. DOG PEOPLES AND PUEBLO CULTURES (800-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

WARRIOR SOCIETIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have javelins (+1) and shield (+1)
Special Rules: *Warband*

TRIBESMEN WITH BOW

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Only if Proto-Toltec or Proto-Aztec: WS3 instead of bow (free)
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*, Only if Proto-Toltec or Proto-Aztec

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42. SHA-T'O TURKISH (808-951AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 907AD: General may be upgraded to Ld10 (+50).

CAVALRY

SHA-T'O ARMOURED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2), heavy armour (+2) and barding (+3)
May have WS4 (+3)

SHA-T'O UNARMOURED HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

MISCELLANEOUS TRIBAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May have shield (+2), throwing spear (+2) and light armour (+2)
May have Ld7 (+2), WS3 (+2) and BS4 (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

CHINESE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2), heavy armour (+2) and barding (+3)
Special Rules: Only from 884AD

INFANTRY

SHA-T'O TRIBAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

CHINESE SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour
May have shield (+1)
May have Ld8 (+2) and then be *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)
Special Rules: Only from 884AD

CHINESE SPPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1), light armour (+2)
May upgrade to WS4 (+2)
Special Rules: Only from 884AD

CHINESE ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+1) and crossbow instead of bow (+3)
May upgrade to BS4 (+3)
Special Rules: *Light Infantry*, Only from 884AD

CHINESE MILITIA SWORDSMEN AND SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield. May have thrusting spear (+1)
Special Rules: Only from 884AD

CHINESE MILITIA ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*, Only from 884AD

UNTRAINED CHINESE MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1).
Special Rules: *Levies*

ALLIES

Only after 880AD: Tartar Allies, III/44
Only from 936-942AD: Liao Allies, III/55

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43. KHURASANIAN (808-951AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TURKISH GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	28

Equipment: Hand weapon, kontos, light armour, bow
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)

KHURASANI NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), barding (+3) and shield (+2)

KHURASANI SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and buckler (+2)
Special Rules: *Skirmishers*

AIYAR OR MUTATAWWI'A CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+1)
Special Rules: *Light Cavalry, Warband*

MERCENARY OR CONVERTED TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

BEDOUIN ARABSLIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow.
May have shield (+2)
Special Rules: *Skirmishers*

KHAWARIJ

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry,* Only Saffarids

INFANTRY

KHURASANI ARMOURED SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+1)
Special Rules: *Combined Formation*

KHURASANI INFANTRY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May upgrade to Ld7 and BS4 (+4)
Special Rules: *Light Infantry, Combined Formation*

AIYAR OR MUTATAWWI'A

	M	WS	BS	S	T	W	I	A	Ld	Pts
Volunteer	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear. May have shield (+1)
Special Rules: *Warband*

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear
May have shield (+1) and *Riding Camels* (+1)
Special Rules: *Light Infantry*

KUMAJIS OR OTHER HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hillman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear. May have shield (+1).
Special Rules: *Light Infantry*

HASHARIYAN LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

INDIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, shield
May have javelins (+1) and light armour (+2).
Special Rules: *Light Infantry,* Only Saffarids

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INDIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, Only Saffarids

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only Samanids

ALLIES

Only Tahirids from 850-873AD: Abbasid Allies, III/37
Only Saffarids from 861-900 or Samanids from 901-961AD: Arab-Indian Allies, III/38
Only Samanids: Ziyarid Allies, III/57
Only Samanids: Ferghanan or Tashkent Turkish Allies, III/11
Only Samanids from 901-980AD: Saffarid Vassal Allies, III/43
Only Samanids from 994-999AD: Ghaznavid Allies, III/63

44. TRIBAL MONGOLIAN (840-1218AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

KHAN'S GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)

TRIBAL NOBLES AND NÖKÖR RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
May have WS4 (+2). May have kontos instead of *Light Cavalry* (+1)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

0-1 WAGON TABOR

ALLIES

Only Kuchluk Naiman from 1211-1218AD: Qara-Khitai Remnant Allies, IV/15

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45. PRE-FEUDAL SCOTS (846-1124AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins, buckler.May have light armour (+2)
Special Rules: *Light Cavalry*

NORMAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
May upgrade to WS4 (+2)
Special Rules: *Ferocious Charge*, Only after 1052AD

INFANTRY

THEGNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thegn	4	4	3	3	3	1	3	1	6	10

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2).
Special Rules: *Warband*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: *Light Infantry*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

GALWEGIAN WARBAND

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1). May have *Riding Horses* (+1)
Special Rules: *Warband*

ALLIES

Man, Dublin or Orkney Viking Allies, III/40
Only before 945AD: Strathclyde British Allies, Sub-Roman British, II/81
Only after 1052AD: Islesmen Allies, III/77

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46. NORSE IRISH (846-1300AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NORMAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: *Ferocious Charge,* Only from 1169-1205AD

INFANTRY

IRISH NOBILITY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2).
May have *Riding Horses* (+1)
Special Rules: *Light Infantry*

IRISH BONNACHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bonnacht	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear
May have shield (+1)

IRISH KERNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Kern	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*

IRISH SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

IRISH RISING OUT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

OSTMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ostman	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon
May have shield (+1) and light armour (+2).

SONS OF DEATH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1).
Special Rules: *Warband,* Only from 856-1014AD

0-1 KINGS' SONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	10

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband,* Only in 1014AD

WELSH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
Special Rules: Only from 1169-1205AD

WELSH SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1). May have *Shieldwall* (+2)
Special Rules: Only from 1169-1205AD

GALLOGLAICH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galloglaich	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield
May have throwing spear (+2) and light armour (+2).
May have *Shieldwall* (+2)
Special Rules: Only after 1260AD

ALLIES

Viking Allies, III/40

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47. PECHENEGS (850-1122AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*

INFANTRY

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

0-1 WAGON TABOR
May replace all infantry and set up Wagon Tabor with War Wagons.

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48. RUS (860-1054AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

DRUZHINA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thsuting spear
May have light armour (+2) and shield (+2)

ALAN, DANUBE BULGAR OR TURK MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 960AD

MAGYAR MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*, Only after 960AD

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)
May have *Riding Horses* (+1). May have *Shieldwall* (+2)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
May have *Riding Horses* (+1)
Special Rules: *Skirmishers, Combined Formation*

ALLIES

Only before 1036AD: Varangian Allies, III/40
Only from 968-971AD: Danube Bulgar Allies, III/14
Only from 971AD: Pecheneg Allies, III/47
Only Sviatopolk and Boleslaw's army in 1018AD: polish Allies, III/62

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49. TULUNID OR IQSHIDID EGYPTIAN (868-969AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

TURKISH OR GREEK GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	8	28

Equipment: Hand weapon, kontos, light armour, bow
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)

ARMENIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Drilled* (+2) and *Veterans* (+2)

BERBER CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

0-1 CAMEL RIDING SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers*

BEDOUIN GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers, Expert Horseman, Only Tulunids from 885-905AD*

INFANTRY

SUDANESE 'ABID GUARD SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	4	3	3	1	3	1	8	12

Equipment: Hand weapon, shield, thrusting spear
May have light armour (+2) and large shield (+2)
Up to half may have bow instead of spear (free)
May be *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)

BERBER JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*

BERBER SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

EGYPTIAN LEVIES AND SYRIAN AHDATH MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

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50. BAGRATID ARMENIAN (885-1054AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NAKHARARAKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May have WS4 (+2)

AZATKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)

SKIRMISHING AZATKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

TURKS OR ALAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

GEORGIAN VASSALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)

MUSLIM VASSALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

FOOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry, Combined Formation*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

RUS MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rus	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2). May have *Shieldwall* (+2)
Up to half may have bow instead of spear (free)
Special Rules: *Combined Formation*, Only before 969AD

ALLIES

Georgian Allies, III/70
Byzantine Allies, III/29 or III/64

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WAB FORUM ARMIES

BOOK III: 476 to 1071 AD

51. WEST FRANKISH OR NORMAN (888-1072AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MILITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: *Ferocious Charge*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*

GASCON LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only Aquitanian armies

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)
May upgrade to Ld7 (+1). May have *Shieldwall* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	7

Equipment: Hand weapon, crossbow
Only after 950AD: May upgrade to Ld7 and not longer Skirmishers (+3)
Special Rules: *Skirmishers*

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

GASCON JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*, Only Aquitanian armies

SICILIAN GREEKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Greek	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins.
May have shield (+1)
May have throwing spear instead of javelins (+1)
Special Rules: *Light Infantry*

ALLIES

Only before 923AD: Viking Allies, III/40
Only Normans in Italy and Sicily from 1041AD: Lombard Allies, III/21
Only Normans in Sicily in 1061AD: Aghlabid Sicilian Allies, III/33
Only Duke William's Norman army in 1066AD: Breton Allies, III/18

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52. EAST FRANKISH (888-1106AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MILITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
May downgrade to WS3 (-2)
Special Rules: *Ferocious Charge*

OLD SAXON, THURINGIAN OR BOHEMIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)
May upgrade to Ld7 (+1). May have *Shieldwall* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ALLIES

Italian Allies, III/21 or III/72 or III/76
Northern Slav Allies, III/1
Only from 928-1003AD: Western Slav Allies, III/1
Only after 935AD: Burgundian Allies, III/51
Only after 1044AD: Polish Allies, III/62

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53. DYNASTIC BEDOUIN (890-1106AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only Hamdanids of Aleppo from 945-957, Hamdanids of Mosul from 890-991 and Uqaylids from 996-1001AD: General may be upgraded to Ld10 (+50).

CAVALRY

BEDOUIN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry, Feigned Flight*

BEDOUIN CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.
May have shield (+2) and short bow (+1) or bow (+2)
Special Rules: *Skirmishers*

AHDAT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins. May have shield (+2)
Special Rules: *Skirmishers*

TURKISH OR CIRCASSIAN GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, kontos, light armour, bow
May have heavy armour (+2), barding (+3) and shield (+2)
May have WS/BS4 (+3) and then be *Veterans* (+2)
Special Rules: Only Hamdanids of Aleppo from 945-957, Hamdanids of Mosul from 890-991 and Uqaylids from 996-1001AD

HADHBANI OR JALAI KURDISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: Only Hamdanids of Aleppo from 945-1008, Hamdanids of Mosul from 890-991 and Uqaylids from 996-1001AD

KHURASANIAN VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have light armour (+2), throwing spear and *Light Cavalry* instead of Skirmishers (+2) and buckler (+1)
Special Rules: *Skirmishers, Feigned Flight*, Only Hamdanids of Aleppo from 964-965AD

INFANTRY

BEDOUIN SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have light armour (+2). May have *Riding Horses* (+1)

BEDOUIN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have *Riding Horses* (+1)
Special Rules: *Light Infantry*

BEDOUIN SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have *Riding Horses* (+1)
Special Rules: *Skirmishers*

AHDAT TOWN MILITIAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear
May have shield (+1). May have WS4 instead of spear (+2)
May have *Riding Camels* (+1)
Up to half may have bow instead of spear, *Combined Formation* (free)
Special Rules: *Light Infantry*, Only Hamdanids of Aleppo from 945-1008, Hamdanids of Mosul from 890-991 and Uqaylids from 996-1001AD

'ABID

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	8	11

Equipment: Hand weapon, bow.
May have light armour (+1).
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only Hamdanids of Aleppo from 945-965AD

TARSUS-BASED GHAZI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghazi	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Warband*, Only Hamdanids of Aleppo from 945-965AD

SYRIAN PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies, Only Mirdassids*

ALLIES

Only Uqaylids: Annazid or Marwanid Kurdish Allies, III/60

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54. EARLY SAMURAI (900-1300AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SAMURAI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have heavy armour (+2)

MOUNTED WARRIOR MONKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: *Light Cavalry*

INFANTRY

BUSHI ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	7	13

Equipment: Hand weapon, bow, heavy armour

BUSHI SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, double handed weapon

FOLLOWER SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, double handed weapon

FOLLOWER ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have Ld7 (+1) and then pavise (+3)

0-1 WAR WAGON
Warrior monks portable shrine and escort

WARRIOR MONK SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, double handed weapon

0-1 WARRIOR MONKS WITH INCENDIARY WEAPONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Monk	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, incendiary weapon (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

0-1 STAMPEDING CATTLE

ALLIES

Only before 1100AD: Emishi Allies, III/6

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55. KHITAN-LIAO (907-1125AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

KHITAN ORDO SOLDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)

KHITAN ORDO FORAGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

KHITAN ORDO ORDERLIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, buckler, bow
May have light armour (+2)
Special Rules: *Light Cavalry*

KHITAN TRIBAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May buckler (+2). May have Ld7 (+2)
Special Rules: *Skirmishers*

KHITAN TRIBAL NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and shield (+2)
May have Ld8 (+2)
Special Rules: *Light Cavalry*

JURCHID TRIBAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
May have WS4 (+2)
Special Rules: *Light Cavalry*

CHINESE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear
May have light armour (+2)

INFANTRY

TRIBAL FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

UNARMED CIVILIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	2

Equipment: Improvised weapon
Special Rules: *Levies*

CHINESE MILITIA LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

CHINESE SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield
May have light armour (+2)
May have Ld8 (+2) and then *Drilled* (+2), *Stubborn* (+2) and *Veterans* (+2)

CHINESE CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
May have light armour (+2). May have BS4 (+3)

0-2 LIGHT BOLT THROWERS

ALLIES

Steppe Allies, III/44
Only from 951-979AD: Nothern Han Allies, III/39
Only after 1120AD: Hsia-Hsia Allies, III/66

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56. KORYO DYNASTY KOREAN (918-1392AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

KWANGGUN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2), heavy armour (+3) and shield (+2)

MILITIA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)

LIGHT HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May buckler (+2).
Special Rules: *Skirmishers*

JURCHEBN AUXILIARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and shield (+2)
Special Rules: *Light Cavalry*, Only from 926-1107AD

INFANTRY

KWANGGUN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	7	10

Equipment: Hand weapon, bow
May have light armour (+1)

KWANGGUN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

0-1 WAR WAGON

JURCHEN OR MALGAL AUXILARY FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, Only from 926-1107AD

GUERILLA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) or halberd instead of spear (free)
Special Rules: *Light Infantry*, Only from 1231-1273AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	6	9

Equipment: Hand weapon, handgun
Special Rules: *Skirmishers*, Only after 1375AD

ALLIES

Only from 1217-1218AD: Jurchen-Chin Allies, IV/14
Only after 1260AD: Mongol Allies, IV/48

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57. BUYID OR OTHER DAILAMI DYNASTIES (927-1090AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TURKISH GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, kontos, light armour, bow
May have heavy armour (+2), barding (+3) and shield (+2)
May have WS/BS4 (+4) and then be *Veterans* (+2)

KURDISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)

BEDOUIN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry, Feigned Flight*

INFANTRY

DAILAMI INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, throwing spear
May have light armour (+2), shield (+1) and *Riding Camels* (+1)
May be downgraded to WS3 (-3)
Special Rules: *Light Infantry, Combined Formation*

DAILAMI ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+2) and *Riding Camels* (+1)
May be downgraded to BS3 (-3)
Special Rules: *Light Infantry, Combined Formation*

INDIAN ZOTT MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Indian	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, halberd
May have light armour (+2)
Special Rules: Only Buyids of Baghdad from 946-1059AD

CITY RELIGIOUS FACTIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only Buyids of Baghdad from 946-1059AD

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Kurdish Allies, III/60
Only Musafirids from 941-957AD: Bagratid Armenian Allies, III/50
Only Buyids of Baghdad from 946-1059AD: Bedouin Allies, III/53
Only Buyids of Baghdad from 974-975AD: Mosul Hamdanid Allies, III/53
Only Buyids from 980-1003AD: Saffarid Vassal Allies, III/43

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58. TOLTEC (930-1168AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

MILITARY ORDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon
May have javelins (+1) and shield (+1)

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

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59. MEDIEVAL VIETNAMESE (939-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) or elephant bought at additional costs.

CAVALRY

COURT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)

REGIONAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins
May have buckler (+2)

INFANTRY

COURT HALBERDIERS OR SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	9

Equipment: Hand weapon, shield
May have light armour (+2) or halberd instead of shield (free)
Only before 960AD: May have M5 (+1) and thrusting spear (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

COURT ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have crossbow instead of bow (+3) and light armour (+1)
Special Rules: *Light Infantry*

TEN-CIRCIUT SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1)

TEN-CIRCIUT ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*

REGIONAL SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)

REGIONAL ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*

TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, shield
Special Rules: *Warband*

TRIBAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

0-2 LIGHT CANNONS
Special Rules: Only after 1428AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only from 1280-1286AD: Cham Allies, III/23

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60. DYNASTIC KURDISH (950-1085AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only Marwanids: General may be upgraded to Ld10 (+50).

CAVALRY

KURDISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)

KURDISH SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins. May have shield (+2)
Special Rules: *Feigned Flight, Skirmishers*

SHAYBANI BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow. May have shield (+2)
Special Rules: *Feigned Flight, Skirmishers*, Only Annazids

GEORGIAN GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, kontos, light armour, bow
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)
Special Rules: Only Marwanids

INFANTRY

KURDISH INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon
Special Rules: *Levies*

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only Marwanids

ALLIES

Only Hassanuyids: Buyid Allies, III/57
Only Daysam in Azerbaijan: Dailami Allies, III/57

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61. SUNG CHINESE (960-1279AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50).One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)

CHINESE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear
May have light armour (+2)
Only before 979AD: Upgrade to Ld7 (+2)

0-1 FIRE-LANCE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, fire lance (count as thrusting spear)
May have light armour (+2).
Cause Panic if wounding, no armour save allowed.
Special Rules: *Ferocious Charge*

T'UNG –SHIH CHUN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 1250AD

SHE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2)
Special Rules: Only after 1250AD

INFANTRY

CHIN-CHUN GUARD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	10

Equipment: Hand weapon, shield
May have light armour (+2) or heavy armour (+3)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

SHENG-CH'UAN AND SIMILAR PICKED TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield
May have light armour (+2) or halberd instead of shield (free)

SPEARMEN AND HALBEDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1) or halberd instead of spear (free)
Special Rules: *Combined Formation*

ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have crossbow instead of bow (+3) and light armour (+2)

0-1 FIRE-LANCE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, fire lance (count as thrusting spear)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

SKIRMISHING ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
May have crossbow instead of bow (+3)
Special Rules: *Skirmishers, Combined Formation*

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Only from 1070-1086AD: No longer *Levies*, WS/BS3, Ld7 and *Combined Formation* (+4), up to half may have bow (+1)
Special Rules: *Levies*

0-2 LIGHT BOLT THROWERS

0-1 STAMPEDING OXEN WITH FIREWORKS AND BURNING BRANDS
Special Rules: *Stampeding Animals*

0-1 WAR WAGON
Special Rules: Only after 1054AD

SHE WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*, Only after 1250AD

SHE ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*, Only after 1250AD

ALLIES

Only before 979AD: His Allies, II/61

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62. EARLY POLISH (960-1335AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2)
Only after 1200AD: May have heavy armour (+3), lance (+3)
Only after 1242AD: May have WS4 (+2) and barding (+3)

LITHUANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and shield (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only after 1242AD

HUNGARIAN OR CUMAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only after 1242AD

RUSSIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear, shield
May have light armour (+2)
Special Rules: Only from 1242-1300AD

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)
May have *Shieldwall* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: *Skirmishers*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: *Light Infantry,* Only after 1200AD

ALLIES

Only in 960AD: Viking Allies, III/40
Only from 1024-1025AD: Rus Allies, III/48
Only before 1184AD: Northern or Western Slav Allies, III/1
Only from 1147-1230AD: German Allies, IV/13
Only from 1147-1230AD: Hungarian Allies, III/67
Only from 1224-1242AD: Teutonic Order Allies, IV/30

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63. GHAZNAVID (962-1186AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 1001AD: General may ride on an elephant bought at additional costs.

CAVALRY

PALACE GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	8	27

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3), bow (+2) and shield (+2)
May be *Veterans* (+2)

OTHER GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, kontos, light armour, bow
May have heavy armour (+2), barding (+3), bow (+2) and shield (+2)
May have WS/BS4 (+3) and then be *Veterans* (+2)

TURKISH, TAJIK OR SIMILAR NOMADIC AUXILIARIES OR GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

ARAB OR KURDISH AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have shield (+2) and light armour (+2)

ARAB OR KURDISH GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow. May have shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

INFANTRY

GHAZNAVID ARMOURED ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	11

Equipment: Hand weapon, bow, light armour
May have *Riding Horses* (+1)

GHAZNAVID ARMOURED SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2). Up to half may have bow instead of spear (free)
May have *Riding Horses* (+1)
Special Rules: *Combined Formation*

DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear
May have shield (+1). May have WS4 instead of spear (+2)
May have *Riding Camels* (+1). Up to half may have crossbow instead of spear, *Combined Formation* (+3)
Special Rules: *Light Infantry*

GHAZIS ON FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

AFGHAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)
Up to half may have bow instead of spear (free)
Special Rules: *Light Infantry, Combined Formation*

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

HINDU INDIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour
May have shield (+2) and javelins (+1). Up to half may have bow (free)
Special Rules: *Light Infantry, Combined Formation*, Only after 1001AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only in 1025AD: Qarakhanid Alloies, III/11
Only after 1050AD: Indian Allies, III/10

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64. NIKEPHORIAN BYZANTINE (963-1042AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

PROKOUSATORES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KATAPHRAKTOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	25

Equipment: Hand weapon, heavy mace, cataphract armour
May have barding (+3) and kontos instead of mace (+2). May be *Veterans* (+2)
Special Rules: *Cataphracts*

TAGMATIC OR PICKED THEMATIC KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3), bow (+2) and shield (+2)
May be *Veterans* (+2)

OUTFLANKERS AND FLANK GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear.
May have light armour (+2) and shield (+2)
May have WS4 (+2)
Special Rules: *Light Cavalry, Feigned Flight*

NORMANS AND LOMBARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: *Ferocious Charge*, Only in Italy after 1018AD

INFANTRY

SKOUTATOI AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2). May be downgraded to WS3 (-3)
Up to half may have bow instead of spear and shield (free). May have BS4 (+3)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
May have *Shieldwall* (+2)
Special Rules: *Combined Formation*

AKONTISTAI OR RUS JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1)
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 MENAVLATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	8	13

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2) and throwing spear instead of thrusting (free)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: *Light Infantry*

0-1 LIGHT BOLT THROWERS ON WAGON
Special Rules: *War Wagon* (with two light bolt throwers instead of missle trooper)

0-1 FIRE SIPHONERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, fire siphon (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

VARANGIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Varangian	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, light armour, shield
May have double handed weapon (+2)
May be *Stubborn* (+2). May have *Shieldwall* (+2)

ALLIES

Rus Allies, III/48
Only from 974-976AD: Hamdanid Arab Allies, III/53
Only from 974-976AD: Bagratid Armenian Allies, III/50
Only after 976AD: Georgian Allies, III/70

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65. FATIMID EGYPTIAN (969-1171AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ARAB, ARMENIAN, SYRIAN OR GHULAM LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3), bow (+2) and shield (+2)
Only from 978-1077AD: Upgrade to Ld8 (+2), then may be *Veterans* (+2)

BEDOUIN OR BERBER IRREGULAR HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

BERBER LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear,
May have light armour (+2) and shield (+2)
Special Rules: Only before 1077AD

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 1077AD

INFANTRY

BERBER JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1)
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

'ABID GUARD JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and shield
Special Rules: *Light Infantry*

'ABID ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	8	12

Equipment: Hand weapon, bow
May have light armour (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

OTHER 'ABID ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+1). May have BS4 (+3)
Special Rules: *Light Infantry*

LUTAT MACEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Maceman	4	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, double handed weapon, light armour
May have shield (+2).
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

SARIRIYA PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
May have shield (+1) and light armour (+2)

"ZANJ" SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have WS4, I4 and Ld7 instead of *Warband* and M5 (+4)
Special Rules: *Warband*

SYRIAN AHDATH MILITIA OR ARMED EGYPTIAN LABOURERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

JAWARJARAYA OR MUTATAWWI'S

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

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DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**7**

Equipment: Hand weapon, throwing spear
May have shield (+1). May have WS4 instead of spear (+1)
May have *Riding Camels* (+1)
Up to half may have bow instead of spear, *Combined Formation* (free)
Special Rules: *Light Infantry*, Only from 978-1077AD

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**8**

Equipment: Hand weapon, Oil Grenade (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only from 978-1077AD

ARMENIAN MERCENARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**6**

Equipment: Hand weapon, bow

0-1 LIGHT BOLT THROWER
Special Rules: Only after 1077AD

ALLIES

Only after 1077AD: Damascus Allies, IV/6
Only in 1167AD: Frankish Allies, IV/17

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66. HSIA-HSIA (982-1227AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TANGUT GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)

TANGUT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)

NOMAD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

INFANTRY

SPEARMEN AND HALBEDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1) or halberd instead of spear (free)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

LEVY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

0-1 INFANTRY WITH HAND-HURLED BOMBS OR FIRE-LANCES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, bombs and lances (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

ALLIES

Uighur Allies, III/11
Only before 1065AD: Tibetan Allies, III/15
Only in 1227AD: Jurchen-Chin Allies, IV/14

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67. EARLY HUNGARIAN (997-1245AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 1150AD: May have a Carroccio as *Superior Battle Standard* which counts as *War Wagon*.

CAVALRY

HUNGARIAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)
May have WS4 (+2)

HUNGARIAN GENTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear,
May have light armour (+2) and shield (+2)

HUNGARIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

"SAXON" KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)
Only after 1150AD: May have WS4 (+2) and lance (+3)
Special Rules: *Ferocious Charge*

SZEKELY BORDERERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

BISSENI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.
May have shield (+2)
Special Rules: *Skirmishers*, Only from 1050-1150AD

CROAT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have shield (+2) and light armour (+2). May have WS4 (+3)
Special Rules: Only after 1102AD

HOSPITALLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3)
May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, Only after 1150AD

INFANTRY

HUNGARIAN SLAV INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1). May have *Shieldwall* (+2)

HUNGARIAN SLAV ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

SERBS OR VLACHS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have throwing spear or bow (+1)
Special Rules: *Light Infantry*

CROAT FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Croat	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have throwing spear instead of javelins (+1) and shield (+1)

CROAT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	5

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

0-1 WAGON TABOR
Special Rules: Only after 1150AD

ALLIES

Only from 1105-1116AD: Polish Allies, III/62
Only after 1238AD: Cuman Allies, III/79

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68. WEST SUDANESE (1000-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

YAN KWARBAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.
May have shield (+2)
Special Rules: *Light Cavalry*

YAN LIFIDA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear.
May have light armour (+2), cloth barding (+2) and shield (+2)
Special Rules: Only after 1390AD

INFANTRY

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have short bow instead of sling (free)
May have *Poison* (+2, rolled hits of 6 automatically wound)
Special Rules: *Skirmishers*

YAM BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

YAM MASHI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *Light Infantry*

YAM ASSIGIRI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1)

YAM FATE-FATE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, shield
May have light armour (+2)

0-1 STAMPEDING CATTLE HERD

YAN LIFIDA BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+1)

ALLIES

Tuareg Allies, III/69

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69. TUAREG (1000-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least25%
INFANTRY: Up to 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a camel (+6, M6).

CAVALRY

IHAGGAREN AND IMRAD CAMEL WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	4	1	8	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2), shield (+2) and bow (+2)
May be *Veterans* (+2)
Special Rules: *Light Cavalry, Camelry*

CAMEL SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	3	1	5	14

Equipment: Hand weapon, short bow
Special Rules: *Skirmishers,Feigned Flight, Camelry*

INFANTRY

IMRAD OR MIXED OR MOUNTAIN TRIBE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

IKLAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Light Infantry*

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70. GEORGIAN (1008-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GEORGIAN AZNAURI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)
May have WS4 (+2)

GEORGIAN RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear.
May have shield (+2) and light armour (+2)
Special Rules: *Light Cavalry*

OSSETIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)
Up to half may have bow instead of spear (free), cannot have heavy armour and may upgrade to *Expert Horsemen* (+2)
Special Rules: *Combined Formation*

CUMAN NOBLES OR GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, trhowing spear, light armour
May have shield (+2) and bow (+2)
Special Rules: Only after 1089AD

CUMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 1121AD

CRUSADER KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2, heavy armour (+2), lance (+3) and barding (+3)
Special Rules: *Ferocious Charge*

INFANTRY

GEORGIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and than may have *Shieldwall* (+2)

GEORGIAN FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have Ld7 (+1)
Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

RUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)
With shield may have *Shieldwall* (+2)
Up to half may have bow instead of spear (free)
Special Rules: *Combined Formation*

ALLIES

Only from 1121-1144AD: Shirvan Allies, III/53

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71. ANGLO-DANISH (1014-1075AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NORMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: *Ferocious Charge,* Only from 1042-1065AD

MOUNTED HUSCARLS AND SELECT FYRD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, thrusting or throwing spear.
May have shield (+2) and light armour (+2)
Special Rules: Only from 1042-1065AD

INFANTRY

HUSCARLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huscarl	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield
May have light armour (+2) and throwing spear (+2)
May have *Shieldwall* (+2)
Only from 1042-1065AD: May have M5 (+1)

SELECT FYRD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2). May have *Shieldwall* (+2)
Special Rules: *Combined Formation*

GREAT FYRD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and than may have *Shieldwall* (+2)
Special Rules: *Combined Formation*

GREAT FYRD LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers,Combined Formation*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	3	3	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have buckler (+1)
Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

ALLIES

Viking Allies, III/40
Welch Allies, III/19
Only from 1042-1065AD: Scots Exile Allies, III/45

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72. COMMUNAL ITALIAN (1029-1320AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
May have a Carroccio as *Superior Battle Standard* which counts as *War Wagon*.

CAVALRY

CONTADINI KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: *Ferocious Charge*

COMMUNAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2), lance (+3), barding (+3) and heavy armour (+2)
Only after 1150AD: May have Ld8 (+2) and then *Drilled* (+2) and *Veterans* (+2)
Special Rules: *Ferocious Charge*, Only after 1100AD

BERROVIERI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, shield
Up to half may have light crossbow (+2)
Special Rules: *Combined Formation*

MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3)
May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, Only after 1200AD

GERMAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3)
May be *Veterans* (+2)
Up to half may be downgraded to WS3, I3, light armour and no lance (-6) placed in the rear rank
Special Rules: *German Wedge*, Only after 1200AD

INFANTRY

COMMUNAL SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
Only after 1200AD: May be *Light Infantry* without spears (-1) or WS4 with spears (+3)
May have shield (+1) and light armour (+2). With shield may have *Shieldwall* (+2)

COMMUNAL CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
May have light armour (+1).
Only after 1200AD: May be upgraded to BS4 and Ld8 (+6)
Special Rules: *Light Infantry*

COMMUNAL ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

COMMUNAL AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, double handed weapon
May have shield (+1) and light armour (+2)

CONTADINI INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, bow
May have light armour (+1)

PLAUSTRELLA MAN-PUSHED SCYTHED WAGONS
Special Rules: *War Wagons*

ALLIES

Imperialist Allies, III/52 or IV/13

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73. SELJUQ TURKS (1037-1276AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 1070AD: General may be upgraded to Ld10 (+50).

CAVALRY

SELJUQ NOBLES AND RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have throwing spear (+2) and shield (+2)
May be upgraded to Ld8 (+2) and *Veterans* (+2)
May upgrade to *Expert Horsemen* (+2)
Special Rules: *Light Cavalry,* Only until 1070AD

SELJUQ TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, throwing spear
May have light armour (+2) and shield (+2)
May upgrade to *Feigned Flight* (+2)
Special Rules: *Skirmishers,* Only until 1070AD

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

ASKARIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: Only after 1070

KURDISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: Only before 1092 and Hamdanids before 1128AD

AGULANI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and barding (+3)
Up to half may be downgraded to no armour (-2) placed in the rear rank
Special Rules: Only after 1200AD

SYRIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have shield (+2) and light armour (+2)
Special Rules: Only Hamadan from 1092-1128AD

BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

FRANKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2), lance (+3), barding (+3)
Special Rules: *Ferocious Charge,* Only Rum from 1220-1243AD

ARMENIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2), kontos instead of spear (+1), barding (+3)
Special Rules: Only Rum from 1220-1243AD

0-1 GEORGIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Special Rules: Only Rum from 1220-1243AD

NICEAN OR TRAPEZUNTIAN BYZANTINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
Special Rules: Only Rum from 1220-1243AD

INFANTRY

SELJUQ, TURKOMAN, OR KURDISH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Up to half may have bow (free) or crossbow (+3) instead of spear
Special Rules: *Combined Formation*

AHDATH MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies,* Only Hamadan from 1092-1128AD

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DAILAMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dailami	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**7**

Equipment: Hand weapon, throwing spear
May have shield (+1). May have *Riding Camels* (+1)
Special Rules: *Light Infantry*, Only before 1092, Hamdan before 1128 and Merv before 1157AD

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	**4**	**3**	**4**	**3**	**3**	**1**	**3**	**1**	**7**	**13**

Equipment: Hand weapon, crossbow
May have light armour (+2)
Special Rules: Only Rum from 1220-1243AD

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**8**

Equipment: Hand weapon, Oil Grenade (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only Rum from 1220-1243AD

ALLIES

Only before 1092 or Merv before 1128AD: Qarakhanid Allies, III/11
Only Merv from 1117-1141AD: Ghaznavid Subject Allies, III/63
Only Merv from 1117-1157AD: Ghurid Allies, IV/8
Only Rum in 1237AD: Khwarizmian Allies, IV/24
Only Rum from 1256-1276AD: Ilkhanid Allies, IV/46

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74. FANATIC BERBER (1039-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only before 1269AD: General may be upgraded to Ld10 (+50).

CAVALRY

BERBER CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.
Only Murabits from 1039-1145AD: Upgrade to Ld7 (+2)
Special Rules: *Skirmishers, Feigned Flight*

TURK OR "GHUZZ" MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers,* Only after 1085AD

CHRISTIAN SPANISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
Only after 1145AD: *Ferocious Charge* and WS4 (+3)
Special Rules: Only after 1086AD

ANDALUSIAN IRREGULAR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers, Feigned Flight,* Only after 1086AD

IHAGGAREN AND IMRAD CAMEL WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	4	1	8	20

Equipment: Hand weapon, thrusting spear. May have light armour (+2), shield (+2) and bow (+2). May be *Veterans* (+2)
Special Rules: *Light Cavalry, Camelry,* Only Murabits from 1039-1145AD, all after 1145AD

RESETTLED DESERT ARAB CAMELRIDER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	7	16

Equipment: Hand weapon, thrusting spear
May have light armour (+2), shield (+2) and bow (+2)
Special Rules: *Light Cavalry, Camelry,* Only after 1145AD

RESETTLED DESERT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight,* Only after 1145AD

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear.
May have shield (+1) and light armour (+2)
Only Murabits from 1039-1145AD: May upgrade to WS4 and Ld7 (+4)
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Only Murabits from 1039-1145AD: May upgrade to BS4 and Ld7 (+4)
Special Rules: *Light Infantry, Combined Formation*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1).
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

BLACK GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, shield, thrusting spear
May have light armour (+2) and large shield (+2)
Special Rules: Only before 1269AD

CHRISTAN SPANISH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	6	9

Equipment: Hand weapon, crossbow.
Only after 1269AD: Upgrade to Ld7 (+1)
Special Rules: Only after 1086AD

CHRISTIAN GUARDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear.
May have shield (+1) and light armour (+2)
Special Rules: Only after 1269AD

CATALAN ALMUGHAVARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Catalan	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear. May have shield (+1).
Special Rules: *Light Infantry,* Only after 1269AD

ALLIES

Only from 1086-1269AD: Andalusian Allies, III/34

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75. KONSTANTINIAN BYZANTINE (1042-1071AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

IMPERIAL TAGMATIC KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	26

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3), heavy mace instead of kontos (free) and shield (+2). May be *Veterans* (+2)

PROVINCIAL TAGMATIC AND RETRAINED THEMATIC KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2) and shield (+2)

HYPERKERASTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

PROKOUSATORES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KATAPHRAKTOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy mace, cataphract armour
May have barding (+3) and kontos instead of mace (+2). May be *Veterans* (+2)
Special Rules: *Cataphracts*

KONTARATOI AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	7	26

Equipment: Hand weapon, kontos, light armour
May have shield (+2) and heavy armour or bow (+2), up to half may have bow. May be *Veterans* (+2)
Special Rules: *Combined Formation*

NORMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: *Ferocious Charge*

TURKS AND ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow. May have light armour (+2) shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

PECHENEGS AND CUMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

INFANTRY

SKOUTATOI AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2). Up to half may have bow instead of spear and shield (free). May have BS4 (+3). May have *Shieldwall* (+2)
Special Rules: *Combined Formation*

VARANGIAN GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Varangian	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, thrusting spear
May have double handed weapon (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

AKONTISTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1)
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 MENAVLATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	8	13

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2) and throwing spear instead of thrusting (free)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: *Light Infantry*

0-1 LIGHT BOLT THROWERS ON WAGON

Special Rules: *War Wagon* (with two light bolt throwers instead of missle trooper)

ALLIES

Georgian Allies, III/70

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76. PAPAL ITALIAN (1049-1320AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

PAPAL FEUDAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2).
Only after 1150AD: May have lance (+3) and barding (+3). May be *Veterans* (+2)
Special Rules: *Ferocious Charge*

SWABIAN GERMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swabian	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, shield
May have thrusting spear (+2) and shield (+2).

ITALIAN MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2), lance (+3) and barding (+3). May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, Only after 1198AD

FRENCH MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, lance
May have shield (+2), lance (+3) and barding (+3). May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, Only after 1250AD

GERMAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3).
Up to half may be downgraded to WS3, I3, light armour and no lance (-6) placed in the rear rank
Special Rules: *German Wedge*, Only after 1250AD

INFANTRY

0-1 PAPAL GUARD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, light armour, thrusting spear
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ROMAN MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

MERCENARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2).

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	4	1	7	13

Equipment: Hand weapon, crossbow
May have light armour (+2).

ALLIES

Perugian, Romagnol, Anconan, Tuscan or Spoletan Allies, III/72
Only before 1072AD: Norman Allies, III/51
Only before 1072AD: Imperialist Allies, III/52
Only before 1072AD: Byzantine Allies, III/75
Only before 1072AD: Lombard Allies, III/21
Only after 1072AD: Norman Allies, IV/5

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77. SCOTS ISLES AND HIGHLANDS (1050-1493AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

BEST OF THE ISLESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, light armour
May have shield (+2) and throwing spear (+2)

ISLESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have throwing spear (+1)

HIGHLAND WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have shield (+1). May have *Riding Horses* (+1)

HIGHLAND SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scout	4	2	3	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

HIGHLAND LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

GALWEGIAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have *Riding Horses* (+1)
Special Rules: *Warband*, Only before 1161AD

ALLIES

Only before 1266AS: Orkney Viking Allies, III/40
Only before 1266AD: Dublin or Man Viking Allies, III/40

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78. EARLY RUSSIAN (1054-1246AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

DRUZHINA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)

POLK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins
May have bow (+2) and shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

SVOI POGYANE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
May have shield (+2)
Special Rules: *Skirmishers*

GERMAN KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2).
Up to half may be downgraded to WS3, I3, light armour and no spear (-6) placed in the rear rank
Only after 1150AD: May have lance (+3) and barding (+3)
Special Rules: *German Wedge*

HUNGARIAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
May upgrade to *Feigned Flight* (+2)
Special Rules: *Skirmishers*

POLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, shield
May have light armour (+2)

MORDVIN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear, shield
May have light armour (+2)
Special Rules: *Light Cavalry*

LITHUANIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+2) and shield (+2)
May upgrade to *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

POLK SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear May have shield (+1) and light armour (+2). With shield may have *Shieldwall* (+2)
Special Rules: *Combined Formation*

SMERDY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: *Combined Formation*

POLK OR SMERDY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Combined Formation*

SMERDY ILL-ARMED

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

WOODSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield.
Special Rules: *Light Infantry*

0-1 WAGON TABOR

MORDVIN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

ALLIES

Only after 1072AD: Polovtsi Allies, III/79
Only after 1072AD: Hungarian Allies, III/67
Only after 1150AD: Polish Allies, III/62

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79. CUMAN (KIPCHAK) (1054-1394AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CUMAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, shield
May have light armour (+2) and thrusting spear (+2)
May upgrade to *Expert Horsemen* (+2)
Special Rules: *Light Cavalry*

CUMAN OR PECHENEGS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1242AD

UZES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

CUMAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

0-1 WAGON TABOR

0-1 LIGHT BOLT THROWERS ON WAGON
Special Rules: *War Wagon* (with two light bolt throwers instead of missle trooper)

0-1 GREEK FIRE HURLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, greek fire (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only after 1180AD

VLACH JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*, Only from 1122-1269AD

VLACH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*, Only from 1122-1269AD

ALLIES

Alan Allies, II/58

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WAB FORUM ARMIES

BOOK III: 476 to 1071 AD

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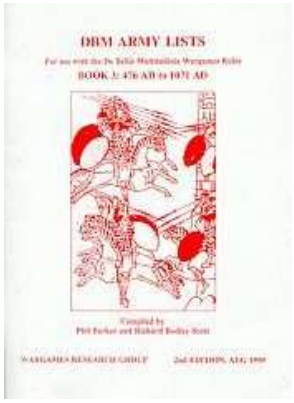
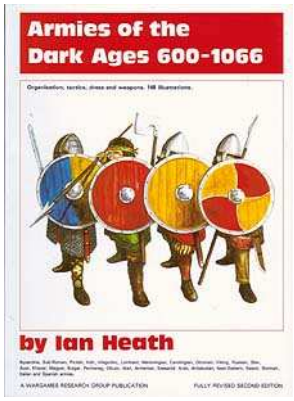
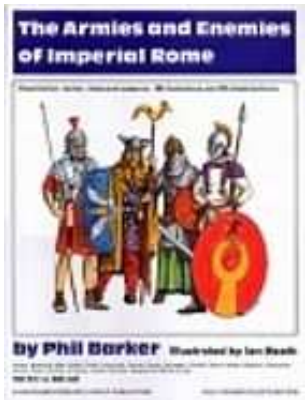
SPECIAL THANKS

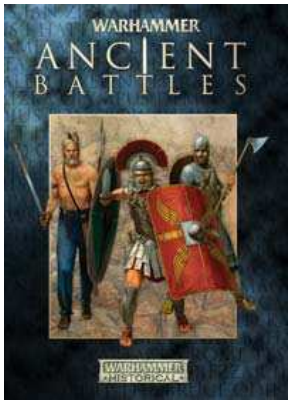
Many thanks to the WAB Forum members for providing the template and their great support and the authors of the DBM Army Books for their great work, which still is a milestone for historical wargaming.

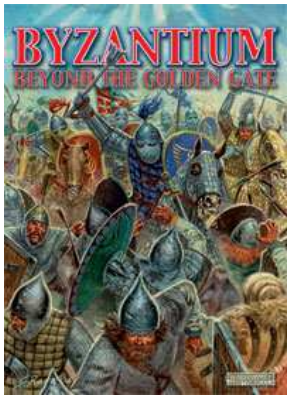
BOOKS

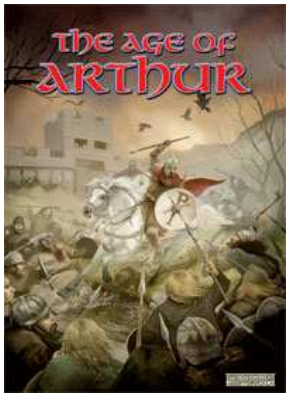


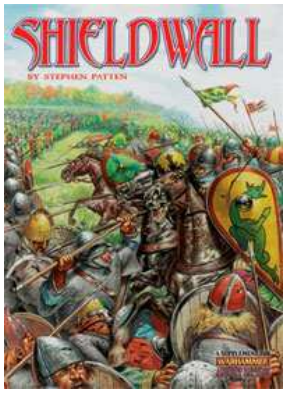


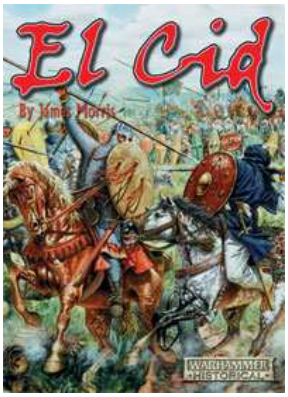












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WABFORUM
ARMY BOOK 4

HIGH AND LATE MEDIEVAL

84 ARMY LISTS FROM 1071-1500AD

WAB FORUM ARMIES

BOOK IV: 1071 to 1500 AD

CONTENT **PAGE**

IV/1	Komnenan Byzantine (1071AD - 1204AD)	4
IV/2	Cilician Armenian (1071AD - 1375AD)	5
IV/3	Anglo-Norman (1072AD - 1181AD)	6
IV/4	Feudal French (1072AD - 1330AD)	7
IV/5	Sicilian (1072AD - 1442AD)	8
IV/6	Syrian (1092AD - 1286AD)	9
IV/7	Early Crusader (1096AD - 1128AD)	10
IV/8	Ghurid (1100AD - 1215AD)	11
IV/9	Eastern Forest American (1100AD - 1500AD)	11
IV/10	Mound Builder American (1100AD - 1500AD)	12
IV/11	North-Western American (1100AD - 1500AD)	12
IV/12	Polynesian or Melanesian (1100AD - 1500AD)	13
IV/13	Medieval German (1106AD - 1500AD)	14
IV/14	Jurchen-Chin (1114AD - 1234AD)	16
IV/15	Qara-Khitan (1124AD - 1211AD)	17
IV/16	Scots Common Army (1124AD - 1500AD)	18
IV/17	Later Crusader (1128AD - 1303AD)	19
IV/18	Lithuanian or Samogitian (1132AD - 1435AD)	20
IV/19	Tarascan or Toltec-Chichimec (1168AD - 1500AD)	21
IV/20	Ayyubid Egyptian (1171AD - 1250AD)	22
IV/21	Anglo-Irish (1172AD - 1489AD)	23
IV/22	Serbian Empire (1180AD - 1459AD)	24
IV/23	Feudal English (1181AD - 1322AD)	26
IV/24	Khwarizmian (1186AD - 1246AD)	27
IV/25	Later Bulgar (1186AD - 1395AD)	28
IV/26	Lusignan Cypriot (1192AD - 1489AD)	29
IV/27	Estonian (1200AD - 1227AD)	30
IV/28	Prussian (1200AD - 1283AD)	31
IV/29	Tupi (1200AD - 1500AD)	31
IV/30	Teutonic Orders (1201AD - 1500AD)	32
IV/31	Nikaian Byzantine (1204AD - 1261AD)	33
IV/32	Romanian Frank (1204AD - 1311AD)	34
IV/33	Epirot Byzantine (1204AD - 1340AD)	35
IV/34	Trapezuntine Byzantine (1204AD - 1461AD)	36
IV/35	Mongol Conquest (1206AD - 1266AD)	37
IV/36	Later Muslim Indian (1206AD - 1500AD)	38
IV/37	Indonesian or Malay (1222AD - 1500AD)	39
IV/38	Granadine (1232AD - 1492AD)	40
IV/39	Navarrese (1234AD - 1430AD)	41
IV/40	Siamese (1238AD - 1500AD)	43
IV/41	Early Swiss (1240AD - 1400AD)	44
IV/42	Islamic Persian (1245AD - 1393AD & 1499AD - 1500AD)	45
IV/43	Later Hungarian (1245AD - 1500AD)	46
IV/44	Post-Mongol Russian (1246AD - 1500AD)	48
IV/45	Mamluk Egyptian (1250AD - 1500AD)	49
IV/46	Ilkhanid (1251AD - 1355AD)	50
IV/47	Golden Horde and Successors (1251AD - 1500AD)	51
IV/48	Yuan Chinese (1260AD - 1368AD)	52
IV/49	Anatolian Turkoman (1260AD - 1500AD)	53
IV/50	Palaiologan Byzantine (1261AD-1384 AD)	54
IV/51	Morean Byzantine (1262AD - 1460AD)	55
IV/52	Later Nomadic Mongol (1266AD - 1500AD)	56
IV/53	Mixtec or Zapotec (1280AD - 1500AD)	57
IV/54	Medieval Scandinavian (1280AD – 1500AD)	58
IV/55	Ottoman (1281AD - 1500AD)	59
IV/56	Order of St John (1291AD - 1500AD)	61
IV/57	Low Countries (1297AD - 1478AD)	62
IV/58	Medieval Irish (1300AD - 1487AD)	63
IV/59	Post-Mongol Samurai (1300AD - 1500AD)	64
IV/60	Grand Catalan Company (1302AD - 1388AD)	65
IV/61	Italian Condotta (1320AD - 1495AD)	66
IV/62	100 Years War English (1322AD - 1455AD)	68
IV/63	Aztec (1325AD - 1500AD)	69
IV/64	Medieval French (1330AD - 1445AD)	70
IV/65	Wallachian or Moldavian (1330AD - 1500AD)	71
IV/66	Later Polish (1335AD - 1500AD)	72
IV/67	Jalayirid (1336AD - 1432AD)	73
IV/68	Medieval Spanish or Portugese (1340AD - 1485AD)	74
IV/69	Albanian (1345AD - 1430AD & 1443 AD - 1479AD)	76
IV/70	Chanca (1350AD - 1440AD)	77
IV/71	Chimu (1350AD - 1464AD)	77
IV/72	Amazonian (1350AD - 1500AD)	78
IV/73	Ming Chinese (1356AD - 1500AD)	79

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IV/74	Free Company or Armagnac (1357AD - 1444AD)	80
IV/75	Timurid (1360AD - 1500AD)	81
IV/76	Early Burgundian (1363AD - 1471AD)	82
IV/77	Black Sheep and White Sheep Turkoman (1378AD - 1500AD)	83
IV/78	Yi Dynasty Korean (1392AD - 1500AD)	84
IV/79	Later Swiss (1400AD - 1500AD)	85
IV/80	Hussite (1419AD - 1434AD & 1464AD - 1471AD)	86
IV/81	Inca (1438AD - 1500AD)	87
IV/82	French Ordonnance (1445AD - 1500AD)	88
IV/83	War of the Roses English (1455AD - 1487AD)	90
IV/84	Burgundian Ordonnance (1471AD - 1477AD)	92

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WAB FORUM ARMIES

BOOK IV: 1071 to 1500 AD

SPECIAL RULES

ALLIES
Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject alllies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT
Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

EARLY PHALANX
- if armed with thrusting spear fight in 2 ranks even on the charge
- may not turn or change formation
- always suffer the -1 LD penalty as if enemies were in 8" when reforming
- become normal *Phalanx* rule in armies after 500BC

GERMAN WEDGE
- may count rank bonus up to +2.
- ignore Ferocious Charge when charged and have at least +1 rank bonus
- better armoured models have to be placed in front and flank

KALLAPANI
Some armies transported their troops with horse or camel drafted platforms across the battlefield before the battles began. Such armies are free to choose a number of units which can be upgraded with “Riding Horses” or “Riding Camels” for 1 point per model. Horse riding infantry units can move up to 8” after deployment and before the first turn, camel riding 6”. This cannot be combined with the extra movement allowed for skirmishers in some scenarios.

LIGHT BOLT THROWER (36pts)
(See rulesbook page 180)
Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Thrower	-	-	-	-	6	2	-	-	-	36

Equipment: Hand weapon.
The crew may have light armour (+4).
Range 36”, S4/-1 per rank, no save, D3 wounds per hit
Special Rules: *Bolt Thrower*

LIGHT CANNON (50pts)
(See rulesbook page 130)
Each machine has a three man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Cannon	-	-	-	-	6	3	-	-	-	50

Equipment: Hand weapon.
The crew may have light armour (+6).
Range 36”, S6, no save, D6 wounds per hit
Special Rules: *Cannon*

STAMPEDING ANIMALS (200pts)
Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6”x6”. For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6” each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6” for the distance another d6. On a 2-5 the stampede continues in exactly the same diretion. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD
Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4” and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18” and fleeing troops within 6” are rallying automatically.

UNITS
All units may have a leader, standard and musician for 5pts each.
All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY
Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS
As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR
See WAB Errata for details:
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf

WARHOUNDS
(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missle weapons should be randomly devided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)
Special Rules: *Warband, Skirmishers*

WAR WAGON
See WAB Errata for details
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf
Some War Wagons may have two war machines with crew instead of 6 missle armed crew members (+80).

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WAB FORUM ARMIES

BOOK IV: 1071 to 1500 AD

1. KOMNENAN BYZANTINE (1071-1204AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TURKOPOULOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

SKYTHIKON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow. May have light armour (+2) shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2) and shield (+2)
Only After 1150AD: Upgrade to WS4 (+2)

LATINIKON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
May downgrade to WS3 (-2)
Only after 1150AD: Upgrade to Ld8 (+2). May have lance (+2) and barding (+3). May be *Veterans* (+2)
Special Rules: *Ferocious Charge*

VARDARIOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear.
Special Rules: *Light Cavalry, Feigned Flight*, Only after 1150AD

VLACHS AND BULGARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.
May have bow (+2)
Special Rules: *Skirmishers, Feigned Flight*, Only before 1150AD

INFANTRY

VARANGIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Varangian	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, thrusting spear
May have double handed weapon (+2)
May have *Riding Horses* (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+2). May have BS4 and Ld7 (+4)
Special Rules: *Light Infantry*

KONTARATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

MANICHAEANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Manichaean	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield. May have light armour (+2)
Special Rules: Only before 1150AD

VLACHS AND BULGARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*, Only before 1150AD

0-1 VENETIAN NAVAL CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).
Special Rules: Only before 1150AD

0-1 VENETIAN NAVAL BELLATORES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Venetian	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield. May have light armour (+2).
Special Rules: *Light Infantry*, Only before 1150AD

ALLIES

Turkish Allies, III/73
Only before 1150AD: Serbian Allies, III/26
Only before 1150AD: Cuman Allies, III/79
Only in 1138 and 1159AD: Crusader Allies, IV/17
Only in 1152 and 1159AD: Armenian Allies, IV/2
Only on the Italian expedition of 1155-1156AD: Sicilian Norman Rebel Allies, IV/5

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2. CILICIAN ARMENIAN (1071-1375AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ARMENIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2) and shield (+2)
Only After 1150AD: Upgrade to WS4 (+2)

BEDOUIN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

0-1 TEMPLAR, HOSPITALLER OR TEUTONIC KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have barding (+3). May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, Only after 1150AD

0-1 TEMPLAR, HOSPITALLER OR TEUTONIC TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*, Only after 1150AD

ARMENIANS DISGUISED AS MONGOLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow.
May have light armour (+2) and throwing spear (+2)
Special Rules: *Skirmishers, Feigned Flight*, Only from 1260-1355AD

INFANTRY

ARMENIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have thrusting spear (+1) and light armour (+2).

ARMENIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+2).
Special Rules: *Light Infantry*

FRANKISH MERCENARY FOOT SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
May be upgraded to WS4 (+3)
Special Rules: Only after 1150AD

FRANKISH MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.
May have light armour (+1) and pavise (+2).
May be upgraded to BS4 (+3).
Special Rules: Only after 1150AD

ALLIES

Only from 1098-1263AD: Frankish Allies, IV/7 or IV/17
Only in 1128 and from 1220-1246AD: Rum Seljuq Allies, III/73
Only from 1260-1355AD: Ilkhanid Mongol Allies, IV/46
Only after 1300AD: Lusignan Allies, IV/26

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3. ANGLO-NORMAN (1072-1181AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only if not in Marcher army: Standard carried on ox-drawn wagon (War Wagon, counts as Superior Battle Standard).

CAVALRY

ANGLO-NORMAN AND MERCENARY KNIGHTS AND MOUNTED SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Only after 1150AD: Upgrade to WS4 (+3). May have lance (+2) and barding (+3).
Special Rules: *Ferocious Charge*

MARCHER MUNTATORES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: Only in Marcher army

BRABANCON OR FLEMISH MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3). May be *Veterans* (+2)
Special Rules: *Ferocious Charge, Only after 1150AD*

INFANTRY

SERGEANTS, FYRD, TOWN MILITIA AND MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Special Rules: *Combined Formation*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+1). 0-1 may have *Riding Horses* (+1)
Special Rules: *Light Infantry, Combined Formation*

FLEMINGS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
May have light armour (+1).

MARCHER WELSHRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Light Infantry*, Only in Marcher army

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2)
Special Rules: Only after 1150AD

ALLIES

North Welsh Allies, III/19
Only if not in Marcher army: French Allies, IV/4

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WAB FORUM ARMIES

BOOK IV: 1071 to 1500 AD

4. FEUDAL FRENCH (1072-1330AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

FRENCH KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Only after 1150AD: Upgrade to WS4 (+3), then may have lance (+2), barding (+3) and warhorse (+3)
May downgrade to WS3 and Ld6 (-5)
Special Rules: *Ferocious Charge*

BRABANCON MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3). May be *Veterans* (+2)
Special Rules: *Ferocious Charge*

ITALIAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2), heavy armour (+2), lance (+2) and barding (+3).
Special Rules: *Ferocious Charge*, Only Charles of Anjou from 1266-1285AD

INFANTRY

FOOT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow. May have light armour (+2).
Only after 1150AD: May be *Light Infantry* with BS3 and Ld7 (+4)
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+1). May have *Riding Horses* (+1)
May have Ld7 (+1)
Special Rules: *Light Infantry*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Special Rules: Only until 1150AD

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2).

FRENCH COMMUNAL MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

BIDETS OR BRETONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield
Special Rules: *Skirmishers*

RIBAUDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield
Special Rules: *Levies*

PEASANT LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

0-1 LIGHT BOLT THROWER

0-1 ROYAL GUARD CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2). May have *Riding Horses* (+1)
Special Rules: Only after 1150AD

BRIGANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Brigan	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
Special Rules: *Light Infantry*, Only after 1150AD

GENOESE MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).
Special Rules: Only after 1150AD

LOW COUNTRIES MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike. May have light armour (+1).
Special Rules: Only after 1150AD

SARACEN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have light armour (+1).
Special Rules: *Light Infantry*, Only Charles of Anjou from 1266-1285AD

ALLIES

Spanish Allies, III/35 (only with Spanish Ally General)
Only St Louis' Egyptian Crusade in 1250AD: Crusader Allies, IV/17
Only Charles of Anjou from 1266-1285AD: Milanese Allies, III/72

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WAB FORUM ARMIES

BOOK IV: 1071 to 1500 AD

5. SICILIAN (1072-1442AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 1150AD: General may be upgraded to Ld10 (+50)

CAVALRY

FEUDAL KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Only after 1150AD: Upgrade to WS4 (+2). May have lance (+2) and barding (+3).
Special Rules: *Ferocious Charge*

ITALIAN COMMUNAL AND MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2), heavy armour (+2), lance (+2) and barding (+3).
Special Rules: *Ferocious Charge*

SARACEN OR BERBER NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Only after 1194AD: May have WS4 (+3)

BERBERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.
May have light armour (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only after 1150AD

SARACEN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only after 1194AD

GERMAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3).
Up to half may be downgraded to WS3, light armour and no spear (-3) placed in the rear rank
Special Rules: *German Wedge,* Only after 1235AD

ARAGONESE LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins
May have light armour (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only from 1282-1301AD

INFANTRY

ITALIAN COMMUNAL SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

ITALIAN COMMUNAL CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2).
Only after 1194AD: May have and pavise (+2) and be upgraded to BS4 and Ld8 (+5). May be *Veterans* (+2)

SARACEN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+1).
Only after 1194AD: May have Ld7 (+1)
Special Rules: *Light Infantry*

SARACEN JAVELINMEN AND AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Saracen	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have javelins (+1). May have WS4 (+3)
Special Rules: *Light Infantry*

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2).

GRIFFONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Griffon	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield
Only after 1194AD: Downgrade to *Levies* instead of *Light Infantry* (-1)
Special Rules: *Light Infantry*

ARAGONESE CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow
Special Rules: *Skirmishers*

CATALAN ALMUGHAVARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Catalan	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2).
Special Rules: Only from 1282-1301AD

ALLIES

Only Friedrich II's Crusade from 1228-1232AD: Crusader Allies, IV/17
Only after 1302AD: Aragonese Allies, IV/68

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6. SYRIAN (1092-1286AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3), bow (+2) and shield (+2).
May have WS4 (+3) and then may count rank bonus up to +1

OTHER SYRIAN, KURDISH OR ARMENIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2) and shield (+2)

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

BEDOUIN ARAB CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

INFANTRY

AHDATH SPEARMEN, GLAIVEMEN AND ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have thrusting spear (+1) or bow (+1)
Special Rules: *Levies*

GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghazi	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

MUTATAWWI'S

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

JABALIYYA, KURDS, ARMENIANS OR OTHER JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Light Infantry*

AL-ASHAIR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).
Special Rules: Only after 1100AD

ARMOURED SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+1)
Special Rules: Only after 1100AD

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only after 1100AD

ALLIES

Only after 1100AD: Frankish Allies, IV/7 or IV/17
Only Damascus in 1246AD: Khwarizmian Allies, IV/24

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7. EARLY CRUSADER (1096-1128AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only from 1098-1099AD: General may be upgraded to Ld10 (+50).

CAVALRY

KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Only from 1098-1099AD: Upgrade to WS4 (+2).
Special Rules: *Ferocious Charge*

BYZANTINE OR EX-BYZANTINE TURKOPOULOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow.
May have light armour (+2) and then may have Ld7, BS3 and *Light Infantry* (+4)
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+1).
Special Rules: *Light Infantry*

PILGRIMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

DISMOUNTED KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+1), heavy armour (+2) and double handed weapon (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only from 1098-1099AD

MARONITE OR SYRIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+1).
Special Rules: *Light Infantry*, Only after 1100AD

ALLIES

Only after 1100AD: Armenian Allies, IV/2
Only after 1100AD: Saracen Allies, IV/6
Only after 1100AD: Bedouin Allies, III/53

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8. GHURID (1100-1215AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

GHURID TRIBAL OR KHURASANIAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have shield (+2) and light armour (+2). May have BS4 and Ld7 (+4), than may upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KHALAJ OR OTHER TURKISH MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

TURKISH GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3), bow (+2) and shield (+2).
May have WS4 (+2) and then may count rank bonus up to +1

INFANTRY

GHURID SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
May upgrade to pike and Ld7 (+2)
Special Rules: *Combined Formation*

GHURID ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+1).
Special Rules: *Light Infantry, Combined Formation*

9. EASTERN FOREST AMERICAN (1100-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon, bow
May have a two-handed war club (+1, counts as halberd), shield (+1) and light armour (+2). May have tomahawk (+1, counts as javelins).
0-2 units may upgrade to WS4 and Ld6 (+3)
Special Rules: *Warband, Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1) or javelins&buckler (free)
Special Rules: *Skirmishers*

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10. MOUND BUILDER AMERICANS (1100-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. General may be mounted on a litter which counts as War Wagon.

INFANTRY

GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have shield (+1)

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have light armour (+2), thrusting spear (+1) and double-handed war clubs (+2, counts as halberd)

HONOURED MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: *Light Infantry*

STINKARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
May have shield (+1) and thrusting spear (+1)
Special Rules: *Levies*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins&buckler
Special Rules: *Skirmishers*

11. NORTH-WESTERN AMERICAN (1100-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2), throwing spear (+1) and javelins (+1)
0-1 unit may have WS3 (+1)
Special Rules: *Light Infantry*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

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12. POLYNESIAN OR MILANESIAN (1100-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

POLYNESIAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, javelins
May have throwing spear (+2) or double-handed weapon (+2)
0-1 unit may have light armour (+2)
Only Maori: *Fearsome* (+2)
Special Rules: Only Polynesian

MELANESIAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have javelins (+1), thrusting spear (+1) and bow (+1)
Special Rules: *Light Infantry*, Only Melanesian

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Only Polynesian: Sling
Only Melanesian: Bow (+1)
Special Rules: *Skirmishers*

PAPA-KAUA PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
May have shield (+1)
0-1 unit may have light armour (+2)
Special Rules: Hawaii only

HUNA-LEWA JAVELIN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*, Hawaii only

0-1 PAHUPU'U

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fanatic	5	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon
Special Rules: *Frenzy*, *Warband*, Hawaii only

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13. MEDIEVAL GERMAN (1106-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
General must be Imperial, Feudal, Clerical, City, Free Canton or Mercenary.
All except Feudal before 1450AD and Free Canton: General may be upgraded to Ld10 (+50).
Only with City or Clerical General after 1150AD: Superior Battle Standard (counts as War Wagon)

CAVALRY

FEUDAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3).
Only after 1150AD: May have WS4 (+3)
Only after 1450AD: Up to half may be downgraded to light armour and no lance (-4) placed in the rear rank
Only after 1450AD: may be downgraded to light armour and no *Ferocious Charge* (-3)
Special Rules: *Ferocious Charge*

CLERICAL OR MERCENARY KNIGHTS, MINISTERIALES OR SARIANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3).
Up to half may be downgraded to WS3, I3, light armour and no lance (-6) placed in the rear rank
Special Rules: *Ferocious Charge*

CITY MOUNTED BURGHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3).
Up to half may be downgraded to light armour and no lance (-4) placed in the rear rank
Only after 1450AD: may be downgraded to light armour and no Feocious Charge (-3)
Special Rules: *Ferocious Charge*

HUNGARIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only with Feudal General from 1150-1332 or Imperial from 1420-1457AD

TEUTONIC KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and barding (+3). May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, Only with Imperial General from 1226-1430AD

ITALIAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3).
Special Rules: *Ferocious Charge*, Only Konradin's feudal army at Tagliacozzo in 1268AD

SPANISH KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3).
Special Rules: *Ferocious Charge*, Only Konradin's feudal army at Tagliacozzo in 1268AD

SPANISH JINETES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins.
May have shield (+2), light armour (+2) and throwing spear (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only Konradin's feudal army at Tagliacozzo in 1268AD

FEUDAL OR MERCENARY MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow.
May have light armour (+2)
After 1450AD: Handgun instead of light crossbow (+2). Then may have BS4 (+3)
Special Rules: Only after 1320AD

EX-BURGUNDIAN COMPAGNIES D'ORDONNANCE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	28

Equipment: Hand weapon, plate armour, lance
May have barding (+3).
Special Rules: *Ferocious Charge*, Only after 1478AD

INFANTRY

0-1 CITY GUARD AXEMEN AND HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour
May have shield (+1), heavy armour (+2) and double handed weapon (+2) or halberd (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

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CITY MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.
May have light armour (+2).
Only after 1320AD: May have pavise (+2) and then may have BS4 (+3)

CITY MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Only with Imperial or Clerical General or all after 1450AD: May have Ld6 and pike instead of spear (free)
Only after 1478AD: may have pike instead of spear and *Medieval Phalanx* (+2)

CITY MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow
Only after 1375AD: May have handgun instead of bow (+2)
Special Rules: *Skirmishers*

FEUDAL RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

HEERBAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Only after 1320AD: Downgrade to *Levies* (-1)

FREE CANTON SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Only after 1450AD: Have Ld7 (+1)
Special Rules: *Light Infantry*

FREE CANTON ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have crossbow (+3)
Only after 1375AD: May have handgun instead of bow (+2)
Special Rules: *Light Infantry*

MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Only after 1450AD: May have WS3/I3 and pike (-2)

MERCENARY AXEMEN, SWORDSMEN AND HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour
May have shield (+1), heavy armour (+2) and double handed weapon (+2) or halberd (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: *Only until 1478AD*

MERCENARY ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+1) and crossbow (+3)
Only after 1375AD: May have handgun instead of bow (+2)
Special Rules: *Light Infantry*

0-1 WAGON TABOR
Special Rules: Only after 1320AD

FEUDAL OR CLERICAL WAR WAGONS
Special Rules: Only after 1426AD

ALLIES

Only with Imperial General before 1320AD: Italian Allies, III/72
Only with Free Canton General from 1144-12227 or feudal in 1147 or 1160AD: Danish Leidang Allies, III/40
Only with Feudal General in 1147 or 1227AD: Polish Allies, III/62
Only with Imperial General in 1278AD: Hungarian Allies, IV/43
Only with Feudal General in 1322 or City general from 1385-1388AD: Swiss Allies, IV/41
Only after 1426AD: Swiss Allies, IV/79

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WAB FORUM ARMIES

BOOK IV: 1071 to 1500 AD

14. JURCHEN-CHIN (1114-1234AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

JURCHEN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, kontos. May have shield (+2)
Only from 1126AD: Downgrade to Ld6 and WS3 (-4)
Special Rules: May count rank bonus up to +1

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KHITAN ORDO SOLDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	25

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)
Special Rules: May count rank bonus up to +1

KHITAN ORDO FORAGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

KHITAN ORDO ORDERLIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, buckler, bow
May have light armour (+2)
Special Rules: *Light Cavalry*

CHINESE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Special Rules: Only after 1126AD

0-1 FIRE-LANCE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, fire lance (count as thrusting spear). May have light armour (+2).
Cause Panic if wounding, no armour save allowed.
Special Rules: *Ferocious Charge*, Only from 1126AD

0-1 UIGHUR MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: Only after 1200AD, may count rank bonus up to +1

0-1 TANGUT MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, kontos
May have shield (+2)
Special Rules: *Light Cavalry*, Only after 1200AD

OTHER MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 1200AD

INFANTRY

CHINESE SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsmen	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, light armour
May have shield (+1). May have Ld8 (+2) and then may be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only after 1126AD

CHINESE CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
May have light armour (+2). May have BS4 (+3)
Special Rules: Only after 1126AD

CHINESE LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*, Only after 1126AD

0-2 WAR WAGONS
Special Rules: Only after 1126AD

0-1 LIGHT BOLT THROWER
Special Rules: Only after 1126AD

0-1 FIRE-LANCE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, fire lance (count as thrusting spear)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only after 1126AD

CHUNG-HSIAO CHÜN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsmen	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, light armour
May have shield (+1).
Special Rules: Only after 1200AD

ALLIES

Only from 1150-1211AD: Tatar, Kereyit, Ongut or similar Allies, III/44

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15. QARA-KHITAN (1124-1211AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

KHITAN ORDO SOLDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	25

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)
Special Rules: May count rank bonus up to +1

KHITAN ORDO FORAGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour

KHITAN ORDO ORDERLIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, buckler, bow
May have light armour (+2)
Special Rules: *Light Cavalry*

KHITAN TRIBAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have shield (+2)
Special Rules: *Light Cavalry*

KHITAN TRIBAL NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, throwing spear
May have shield (+2) and light armour (+2)
Special Rules: May count rank bonus up to +1

QARLUG OR SIMILAR TRIBAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

TRIBAL FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

MUSLIM LEVY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only from 1128-1207AD: Qarakhanid Allies, III/11
Only from 1130-1208AD: Uighur Allies, III/11
Only from 1198-1207AD: Khwarizmian Allies, IV/24
Only after 1208AD: Naiman Allies, III/44

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16. SCOTS COMMON ARMY (1124-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NORMAN-SCOTS KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Only after 1250AD: Upgrade to WS4 (+3). May have lance (+2) and barding (+3).
Special Rules: *Ferocious Charge*

FRENCH MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	28

Equipment: Hand weapon, heavy armour, lance
May have shield (+2), plate armour (+2) and warhorse (+3)
Special Rules: *Ferocious Charge*, Only in Scotland or England in 1385AD

INFANTRY

LOWLAND SCOTS YEOMEN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike
May have light armour (+2). May have *Riding Ponies* (+1)

ETTRICK ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

RIBAULDS AND CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

ISLESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsmen	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: Only in Scotland or England

HIGHLAND WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+1)
Special Rules: Only in Scotland or England

HIGHLAND SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*, Only in Scotland or England

HIGHLAND LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*, Only in Scotland or England

FEUDAL ARCHERS ON PONIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	11

Equipment: Hand weapon, bow
May have light armour (+1)
Special Rules: *Light Infantry, Riding Ponies*, Only in Scotland or England before 1162AD

GALWEGIAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have *Riding Ponies* (+1)
Special Rules: *Warband*, Only in Scotland or England before 1162AD

FRENCH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowmen	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
May have light armour (+2) and pavise (+2)
Special Rules: Only in Scotland or England in 1385AD

0-2 WAR WAGONS
Special Rules: Only after 1456AD

ALLIES

Only on the continent from 1419-1429AD: French Allies, IV/64

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17. LATER CRUSADER (1128-1303AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only Richard Coeur de Lion from 1191-1192AD: May have Superior Army Standard (counts as War Wagon).

CAVALRY

KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2)
Only after 1150AD: Upgrade up to half to WS4, I4, Ld8, warhorse and lance (+10), placed in the front rank, may have barding (+3) and may be *Veterans* (+2). No barding from 1191-1192AD
Special Rules: *Ferocious Charge*

TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	22

Equipment: Hand weapon, bow, light armour
May have shield (+2). May have Ld7 (+2)
Special Rules: *Light Cavalry, Feigned Flight*

ASSASSIN VOLUNTEER CIVIC MILITIA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
Special Rules: Only before 1273AD

INFANTRY

FOOT SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
May have WS4 and Ld7 (+5)

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2). ay have BS4 (+3). May have *Riding* Horses (+1)
Only Richard Coeur de Lion from 1191-1192AD: May upgrade to Ld8, (+2), and then may be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

MARONITE OR SYRIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+2).
Special Rules: Not from 1191-1192AD

0-1 ASSASSIN FIDA'I

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	4	1	6	9

Equipment: Hand weapon, shield
May have throwing spears (+2)
Special Rules: *Warband*, Only before 1273AD

ASSASSIN VOLUNTEER CIVIC MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+1)
Special Rules: Only before 1273 but not from 1191-1192AD

ALLIES

Armenian Allies, IV/2
Saracen Allies, IV/6
Only in 1169AD: Byzantine Allies, IV/1
Only Second Crusade in 1148AD: German Allies, IV/13
Only Second Crusade in 1148AD: French Allies, IV/4
Only in 1167AD: Fatimid Allies, III/65
Only after 1299AD: Mongol Allies, IV/46
Only Third Crusade 1189-02AD: Feudal French, IV/4
Only Third Crusade 1189-92AD: Medieval German, IV/13
Only Third Crusade 1190-91: Feudal English, IV/21
Only Third Crusade 1189-92: Lusignan Cypriot, IV/26 (only Hospitaller Knights and Sergeants)
Only Third Crusade 1189-91: Medieval Scandinavian IV/54 (only Knights, Smaasvende, Leidang and Obudshaer).

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18. LITHUANIAN OR SAMOGITIAN (1132-1435AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

LITHUANIAN OR SAMOGITIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have shield (+2), throwing spear (+2) and light armour (+2).
Special Rules: *Light Cavalry*

TARTAR EXILE SETTLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

RUSSIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Upgrade up to half to WS4, I4 and heavy armour (+4), placed in the front rank.
Special Rules: *Combined Formation*, Only Lithuanian after 1360AD

POLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Upgrade up to half to WS4, I4 and heavy armour, lance (+6), placed in the front rank.
Special Rules: *Combined Formation*, Only Lithuanian from 1397-1399AD

TEUTONICS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only Lithuanian from 1397-1399 and in 1499AD

INFANTRY

LITHUANIAN OR SAMOGITIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

LITHUANIAN OR SAMOGITIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

0-1 WAGON TABOR

RUSSIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have shield (+1)
Special Rules: Only Lithuanian after 1360AD

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Special Rules: Only Lithuanian after 1360AD

0-2 HUSSITE WAR-WAGONS
Special Rules: Only Lithuanian in 1435AD

HUSSITE FLAILMEN AND HALRBEDIERS (0-1 per War-Wagon)

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussite	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour, halberd
May have shield (+1), heavy armour (+2) and double handed weapon instead of halberd (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only Lithuanian in 1435AD

ALLIES

Only Lithuanian from 1250-1253 and in 1435AD: Teutonic Order Allies, IV/30
Only Lithuanian after 1386AD: Polish Allies, IV/66
Only Lithuanian from 1397-1399AD: Golden Horde Tartar Allies, IV/47
Only Lithuanian after 1419AD: Crim Tartar Vassal Allies, IV/47

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19. TARASCAN OR TOLTEC-CHICHIMEC (1168-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

INFANTRY

SUIT WEARERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, shield, light armour
May have double-handed weapon instead of shield (+1)

ARCHERS AND SHIELDBEARERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	4	3	4	3	3	1	3	1	7	11

Equipment: Hand weapon, bow, shield

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

OTOMI MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

ALLIES

Only Colhuacan from 1300-1323AD: Proto-Aztec Allies, III/41

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20. AYYUBID EGYPTIAN (1171-1250AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TOASSIN, HALQA OR KIPCHAQ MAMLUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, bow
May have shield (+2)
Upgrade up to half to WS4/BS4, I4 and heavy armour, lance (+6), placed in the front rank, may have barding (+3)
Special Rules: *Combined Formation*

QARAGHULAMS, KURDS OR SYRIAN ASKARIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), bow (+2) and shield (+2)

BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*

ARABS FROM MEDINA AND THE HEJAZ

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear,
May have light armour (+2) and shield (+2)

0-1 FRANKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: *Ferocious Charge*

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only before 1244AD

INFANTRY

JABALIYYA AND KURDISH JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1)
Special Rules: *Light Infantry*

GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghazi	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

MUTATAWWI'S

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

SYRIAN AHDATH OR EGYPTIAN CITY MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

AL-ASHAIR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

SUDANESE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	8	13

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: Only before 1244AD

ALLIES

Only after 1193AD: Syrian Ayyubid Allies, IV/6
Only from 1244-1245AD: Khwarizian Allies, IV/24

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21. ANGLO-IRISH (1172-1489AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).
Only after 1300AD: General may be upgraded to Ld10 (+50).

CAVALRY

NORMAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: *Ferocious Charge*, Only before 1300AD

IRISH HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*, Only after 1300AD

JUSTICIAR'S MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only after 1300AD and the General must be upgraded to Ld10

ANGLO-IRISH SPEARS AND LANCES CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, lance
May have shield (+2).
Only from 1300-1394AD: Up to half may be downgraded to WS3, I3, light armour and thrusting spear instead of lance (-5) placed in the rear rank
Special Rules: *Ferocious Charge*, Only after 1300AD

JUSTICIAR'S HOBILARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Special Rules: Only after 1300AD, 0-1 per Men-at-Arms

INFANTRY

IRISH BONNACHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bonnacht	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear
May have shield (+1)

IRISH KERNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Kern	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*

IRISH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

WELSH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	8

Equipment: Hand weapon, longbow.
May have light armour (+1) and *Riding Horses* (+1)
Special Rules: Only before 1300AD

WELSH SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: Only before 1300AD

OSTMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ostman	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon
May have shield (+1) and light armour (+2).
Special Rules: Only before 1300AD

GALLOGLAICH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galloglaich	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon
May have shield (+1), throwing spear (+2) and light armour (+2).
Special Rules: Only after 1300AD

COLONIST LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, longbow.
May have light armour (+1) and *Riding Horses* (+1).
Only if General upgraded to Ld10: May have BS4 and Ld8 (+5) and then may be *Veterans* (+2)
Special Rules: Only after 1300AD

COLONIST BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, heavy armour
May have shield (+1), halberd or double-handed weapon (+2)
Special Rules: Only after 1394AD

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22. SERBIAN EMPIRE (1180-1459AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SERBIAN VLASTELA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	24
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Only after 1340AD: Upgrade to heavy armour, shield, lance, warhorse (+7). Then may have cloth (+2) or plate (+3) barding. May be *Veterans* (+2). May Dismount - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge.* Only after 1340AD may have a +1 rank bonus if mounted, *Stubborn* if dismounted

HUNGARIAN OR CUMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers, Feigned Flight*

TURKOMAN OR WALLACHIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

TARTAR MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2), throwing spear (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

BYZANTINE DESERTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)
Special Rules: Only before 1355AD

GERMAN OR BOHEMIAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and cloth (+2) or plate (+3) barding.
Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank
Special Rules: *German Wedge*, Only after 1300AD

OTHER WESTERN EUROPEAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only after 1300AD

SERBIAN GUSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*, Only after 1340AD

BOSNIAN NOBLES AND MOUNTED RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and cloth (+2) or plate (+3) barding.
Special Rules: *Ferocious Charge*, Only after 1340AD

INFANTRY

VOYNUK SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)
Only after 1340AD: May be upgraded to WS4 (+3), then may have halberd (free)

SERBIAN, MORAVIAN, BOSNIAN OR GREEK ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Only after 1300AD: May have shield (+1) and then may upgrade to BS4 and Ld7 (+4)
Special Rules: *Light Infantry*

VLACH BEGGAGE GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ZAMANITCHKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

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SERBIAN, BOSNIAN, MORAVIAN OR CROAT KRAYISHNICI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**6**

Equipment: Hand weapon, javelins and shield
Special Rules: *Light Infantry,* Only after 1300AD

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	**4**	**3**	**4**	**3**	**3**	**1**	**3**	**1**	**7**	**13**

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2)
Special Rules: Only after 1380AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**10**

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*

0-2 ORGAN GUNS

ALLIES

Only after 1380AD: Albanian Allies, IV/69
Only after 1380AD: Ottoman Allies, IV/55

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23. FEUDAL ENGLISH (1181-1322AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
May have Superior Army Standard (counts as War Wagon).

CAVALRY

FEUDAL MERCENARY KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: *Ferocious Charge*

MARCHER MUNTATORES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Only after 1300AD: Downgrade to Ld6 (-2)

BRABANCON MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

WELSH MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)

0-1 SARACENS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Richard I from 1194-1199AD

INFANTRY

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2)
May have *Riding Horses* (+1)

SHERWOOD SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

SHERWOOD, CHESIRE, LANCASHIRE OR SOUTH WELSH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have light armour (+1)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
May have shield (+1). May upgrade to non-levies, WS3 and Ld6 (+2)
Special Rules: *Levies*

CITY MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

FLEMISH MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
May have light armour (+1).

IRISH KERNS OR WELSH MERCENARY JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Kern	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
Special Rules: *Skirmishers*

0-1 SARACENS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow. May have light armour (+1).
Special Rules: Only Richard I from 1194-1199AD

ALLIES

North Welsh Allies, III/19
French Allies, IV/4
Only Richard I from 1194-1196AD: Navarrese Allies, III/35
Only in 1245 or 1296AD: Irish Allies, III/46

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24. KHWARIZMIAN (1186-1246AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
SPECIAL: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

KHWARIZMIAN LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	25

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)
Special Rules: May count rank bonus up to +1

QANGLI AND SIMILAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2)
Only before 1223AD: May upgrade to Ld7 (+2)
Special Rules: *Skirmishers, Feigned Flight*

IRANIAN ATABEGS' ASKARIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), bow (+2) and shield (+2)

PERSIAN SUBJECT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour or bow (+2) and shield (+2)

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KURDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), bow (+2) and shield (+2)

INFANTRY

MILITIA ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have *Riding Camels* (+1)
Special Rules: *Light Infantry*

PERSIAN OR TAJIK LEVY FOOT OR ARMED SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1).
Special Rules: *Levies*

QANGLI FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon. May have shield (+1).
Special Rules: *Levies*, Only before 1223AD

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only from 1215-1222AD

ALLIES

Only before 1207AD: Qara-Khitan Allies, IV/15
Only from 1204-1212AD: Qarakhanid Allies, III/11
Only from 1215-1222AD: Ghurid Allies, IV/8

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25. LATER BULGAR (1186-1395AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BOYARS AND RETINUES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Special Rules: *Ferocious Charge*

BULGAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+1)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

CUMAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+1)
Special Rules: *Skirmishers*

VLACH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.
May have bow (+2)
Special Rules: *Skirmishers, Feigned Flight*

RUSSIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)

HUNGARIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers, Feigned Flight*

GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)

0-1 FRANKISH MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	28

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding.
Special Rules: *Ferocious Charge*, Only from 1230-1256AD

INFANTRY

BULGAR SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1)

BULGAR OR VLACH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

GREEK TOWN MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

GREEK ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archers	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2)

ALLIES

Only before 1196AD: Serbian Allies, IV/22
Only from 1257-1277AD: Golden Horde Mongol Allies, IV/47

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26. LUSIGNAN CYPRIOT (1192-1489AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only Imperialist faction from 1231-1232 or all after 1474AD: General may be upgraded to Ld10 (+50).

CAVALRY

FEUDAL OR MERCENARY KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3)
Special Rules: *Ferocious Charge, Combined Formation*

TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have shield (+2). May have *Feigned Flight* (+2)
Special Rules: *Light Cavalry, Combined Formation*

LOMBARD AND OTHER MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsemen	8	4	3	3	3	1	4	1	7	31

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only Imperialist faction from 1231-1232AD

HOSPITALLER KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation; Stubborn* if dismounted, Only from 1291-1459AD

0-1 HOSPITALLER TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry, Combined Formation* Only from 1291-1459AD

BULGARIANS, GREEKS OR TARTARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Special Rules: Only from 1373-1374AD

KARAMANLI TURKOMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+1)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.
May have bow (+2) and light armour (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only from 1474AD

INFANTRY

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2). Only from 1291-1459AD: May upgrade to BS4 (+3)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)
Only from 1291-1459AD: May upgrade to WS4 and Ld7 (+4)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have Ld7 (+1)
Special Rules: *Light Infantry*

ARRIERE-BAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.
Special Rules: *Levies*

CATALAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Catalan	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2)
Special Rules: *Light Infantry,* Only after 1320AD

ITALIAN MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2)
Special Rules: Only from 1474AD

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HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun
May have light armour (+1)
Special Rules: *Skirmishers*, Only from 1474AD

BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour
May have shield (+1), halberd or double-handed weapon (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only from 1474AD

ALLIES

Only in 1365AD: Mixed Mercenary Forces, IV/74
Only from 1460-1464AD: Mamluk Allies, IV/45

27. ESTONIAN (1200-1227AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

INFANTRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	5	4	3	3	3	1	4	1	6	11

Equipment: Hand weapon, shield, light armour
Special Rules: *Warband, Open Order*

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have crossbow instead of bow (+3)
Special Rules: *Light Infantry*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).
Special Rules: Only after 1222AD

ALLIES

Novgorod and Pskov Allies, III/78

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28. PRUSSIAN (1200-1283AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2)
Special Rules: *Warband*

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon, shield
May have thrusting spear (+1)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

ALLIES

Only after 1242AD: Pomeranian Allies, III/62

29. TUPI (1200-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2) and double-handed weapon (+2)
Up to half can be upgraded to BS4 and bow (+3)
Special Rules: *Warband*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

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WAB FORUM ARMIES

BOOK IV: 1071 to 1500 AD

30. TEUTONIC ORDER (1201-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

RITTERBRÜDER, DIENENDE BRÜDER AND MITBRÜDER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). Only after 1300AD: May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation; Stubborn* if dismounted

GERMAN CRUSADER OR VASSAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3)
Only after 1450AD: Up to half may be downgraded to WS3, light armour and no spear (-3) placed in the rear rank
Special Rules: *German Wedge*

KNECHTE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)

TURKOPOLEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

PRUSSIAN AND LIVONIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)

LIVONIAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+1)
Special Rules: *Skirmishers*

NON-GERMAN KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3)
Special Rules: *Ferocious Charge*, Only before 1414AD

INFANTRY

DIENENDE BRÜDER SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

DIENENDE BRÜDER CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2)

FEUDAL OR CRUSADER CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2)

COLONIST AND BURGHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

LIVONIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Livonian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2)
Special Rules: *Light Infantry*

PRUSSIAN D OR LITHUANIAN SUBJECT FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.
Special Rules: *Levies*

0-1 ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)
May be *Veterans* (+2)
Special Rules: Only from 1352-1392AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1380AD

ALLIES

German City Allies, IV/13
Only before 1242AD: Polish Allies, III/62

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31. NIKAIAN BYZANTINE (1204-1261AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

VARDARIOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+1)
Special Rules: *Skirmishers*

LATINIKON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3)
Special Rules: *Ferocious Charge*

TOURKOPOULOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

SKYTHIKON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+1)
Special Rules: *Skirmishers*

STRATIOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Up to half may be downgraded to WS2 and no spear (-4) placed in the rear rank

GERMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3)
Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank
Special Rules: *German Wedge*, Only after 1258AD

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have BS4 (+3) and light armour (+1).
Special Rules: *Light Infantry*

KONTARATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

CAMP SERVANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.
Special Rules: *Levies*

ALLIES

Only from 1234-1236AD: Bulgarian Allies, IV/25
Only after 1242AD: Cuman Allies, III/79
Only after 1258AD: Turkish Allies, III/73
Only in 1260AD: Thessalian Allies, IV/33

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32. ROMANIAN FRANK (1204-1311AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

FEUDAL KNIGHTS AND ESQUIRES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and barding (+3). May be *Veterans* (+2)
Special Rules: *Ferocious Charge*

MILITARY ORDER KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2).
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation; Stubborn* if dismounted

GREEK ARCHONTES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)

VENETIAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and barding (+3). May have Ld8 (+2)
Special Rules: *Ferocious Charge*

BYZANTINE PRISONERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+1)
Special Rules: *Skirmishers*, Only Latin Empire from 1211-1214AD

TURKISH OR BULGAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Achaia after 1264AD

SICILIAN GERMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3)
Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank
Special Rules: *German Wedge*, Only Achaia from 1272-1282AD

INFANTRY

FRANKISH SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2)

FRANKISH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2)

FRANKISH OR MELINGOI ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

MELINGOI JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1).
Special Rules: *Light Infantry*

GREEK ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

VENETIAN CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2)

0-1 VENETIAN BELLATORES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Venetian	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield. May have light armour (+2).
Special Rules: *Light Infantry*

SICILIAN SARACEN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have light armour (+1).
Special Rules: *Light Infantry*, Only Achaia from 1272-1282AD

ALLIES

Only Latin Empire from 1211-1214AD: Seljuq Allies, III/73
Trapezuntine Allies, IV/34
Only Achaia from 1212-1213 and in 1259AD: Epirot Byzantine Allies, IV/33
Only Latin Empire from 1239-1261AD: Cuman Allies, III/79
Only Achaia in 1259 and in 1304AD: Thessalian Allies, IV/33

Only Achaia in 1264AD: Turkish Allies, III/73
Only Achaia in 1310AD: Catalan Company Allies, IV/60

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33. EPIROT BYZANTINE (1204-1340AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

FRANKISH MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3)
Only Despotate of Epiros after 1318AD: May have warhorse (+3) and be *Veterans* (+2)
Special Rules: *Ferocious Charge*

BYZANTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Up to half may be downgraded to WS2 and no spear (-4) placed in the rear rank

VLACH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

ALBANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+1)
Special Rules: *Skirmishers*, Only before 1230AD or Despotate of Epiros

BULGAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only if Thessalian from 1230-1318AD

GERMAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3)
Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank
Special Rules: *German Wedge*, Only Despotate of Epiros in 1259AD

INFANTRY

BYZANTINE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have light armour (+1).
Special Rules: *Light Infantry*

BYZANTINE OR MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

ALBANIAN OR VLACH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

ALLIES

Only from 1207-1215AD: Bulgarian Allies, IV/25
Only Despotate of Epiros in 1259AD: Thessalian Allies, IV/33
Only Despotate of Epiros in 1259 and in 1292AD: Achaian Frank Allies, IV/32
Only Despotate of Epiros from 1276-1291AD: Angevin Allies, IV/5
Only Despotate of Epiros from 1309-1310AD: Byzantine Allies, IV/50

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34. TRAPEZUNTINE BYZANTINE (1204-1461AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TRAPEZUNTINE STRATIOTAI LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	21

Equipment: Hand weapon, light armour, kontos
May have shield (+2) and heavy armour (+2)
Only after 1360AD: May have bow (+2) and then may be *Expert Horsemen* (+2) and *Light Cavalry* (free)

TRAPEZUNTINE LAZ OR TZAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	6	22

Equipment: Hand weapon, bow, light armour
May have shield (+2). May upgrade to *Expert Horsemen* (+2)
Only after 1360AD: May have Ld7 (+2)
Special Rules: *Skirmishers*

TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

ALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

TRAPEZUNTINE OR MERCENARY SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

TRAPEZUNTINE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have light armour (+2). May have BS4 (+3)
Special Rules: *Light Infantry*

TRAPEZUNTINE LAZ OR TZAN TRIBAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Up to half may have bow instead of spear (free)
Special Rules: *Combined Formation*

ALLIES

Georgian Allies, III/70
Only after 1360AD: Karaman or Kastamonu Turkish Allies, IV/49

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35. MONGOL CONQUEST (1206-1266AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	7	28

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2) and be *Expert Horsemen* (+2)
Special Rules: May count rank bonus up to +1

MONGOL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	26

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2). Up to half may have bow instead of spear and light armour (free) placed in the rear rank
Special Rules: *Combined Formation*

EASTERN STEPPE, CUMAN OR SIMILAR AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+1)
Only after 1213AD: May upgrade to BS4 (+2) and then may be *Expert Horsemen* (+2)
Special Rules: *Skirmishers, Feigned Flight*

KHITAN ORDO SOLDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	25

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)
Special Rules: Only after 1211AD, may count rank bonus up to +1

KHITAN ORDO FORAGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have WS4 (+2)
Special Rules: Only after 1211AD

KHITAN ORDO ORDERLIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, buckler, bow
May have light armour (+2), May have WS4 (+2)
Special Rules: *Light Cavalry*, Only after 1211AD

ALAN, TURKISH OR SIMILAR AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 1213AD

JURCHEN, GEORGIAN OR SIMILAR AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)
May have WS4 (+2)
Special Rules: Only after 1213AD

ARMENIAN AUXILIARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, heavy armour
May have shield (+2)
Only After 1150AD: Upgrade to WS4 (+2)
Special Rules: Only after 1213AD

INFANTRY

CIVILIANS DRIVEN AHEAD OF THE ARMY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.
Special Rules: *Levies*, Only after 1213AD

0-2 LIGHT BOLT THROWERS

Special Rules: Only after 1213AD

ALLIES

Uighur Allies, III/11
Only after 1213AD: Chinese Warlord Allies, IV/14
Only in 1234AD: Chinese Allies, III/61
Only after 1241AD: Korean Allies, III/56

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36. LATER MUSLIM INDIAN (1206-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MOSLEM JAGIR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, kontos
May have shield (+2) and heavy armour (+2)
Special Rules: May count rank bonus up to +1

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
Special Rules: *Skirmishers*

AFGHAN HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+2)
Special Rules: *Skirmishers*

RATHOR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3)
Special Rules: Only from 1316-1388AD, may count rank bonus up to +1

INFANTRY

AFGHAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

AFGHAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have light armour (+1).
Special Rules: *Light Infantry*

HINDU ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+1). May have *Riding Horses* (+1)

HINDU SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsmen	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield
May have light armour (+2). May have *Riding Horses* (+1)

HINDU JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins. May have shield (+1).
May have *Riding Horses* (+1)
Special Rules: *Skirmishers*

CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.
Special Rules: *Levies*

0-1 LIGHT BOLT THROWER

0-1 ABYSSINIAN BODYGUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	10

Equipment: Hand weapon, light armour
May have thrusting spear (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only after 1340AD

0-1 GRENADIERS AND FIREWORK THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, oil grenade and firework (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only after 1340AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1470AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows in a howdah. Crew may have light armour (+4)
Special Rules: *Elephants*

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37. INDONESIAN OR MALAY (1222-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only Malays, Javanese and Sumatrans: May ride on an elephant bought at additional costs.

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+1)
Only Javanese: may upgrade to Ld7 (+2)
Special Rules: *Skirmishers*, Any except Moluccans

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Only Malays, Sumatrans or Javanese: Upgrade to M4, WS4 and Ld6 (+3)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+1).
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
0-1 may have bowpipe instead of sling, BS3 and Ld7 (+3),
Blowpipe: All to-hit rolls of 6 wound automatically
Special Rules: *Skirmishers*

0-2 LIGHT CANNONS
Special Rules: Only after 1400AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only Malays, Sumatrans and Javanese after 1429AD instead of Skirmishers

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only Tambralinga Malays from 1241-1270AD: Sinhalese Allies, II/42
Only Singhasari or Majapahit Javanese from 1270-1390AD: Cham Allies, III/23
Only Singhasari or Majapahit Javanese from 1270-1390AD: Malay Allies, IV/37
Only Malacca Malays from 1409-1435AD: Ming Allies, IV/73
Only Malacca Malays after 1435AD: Javanese Allies, IV/37

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38. GRANADINE (1232-1492AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GRANADINE LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	28

Equipment: Hand weapon, lance, heavy armour, shield
May have barding (+3) and shield (+2). May be *Veterans* (+2)
Only after 1340AD: Downgrade to WS3 and Ld7 (-3)
Special Rules: *Ferocious Charge*

GRANADINE JINETES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins.
May have shield (+2), light armour (+2) and throwing spear (+2)
Special Rules: *Skirmishers, Feigned Flight*

GRANADINE MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.
May have light armour (+2)

0-1 CHRISTIAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding.
Special Rules: *Ferocious Charge*

GRANADINE HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May have light armour (+2) and buckler (+2)
Special Rules: *Skirmishers*, Only before 1340AD

INFANTRY

MERCENARY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	4	3	3	1	3	1	7	11

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Up to half may have crossbow instead of spear (+2) placed in the rear ranks.
Special Rules: Combined Formation

MERCENARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.
May have light armour (+1).

TOWN MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

PEASANT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, crossbow.
May have light armour (+1).
Special Rules: *Light Infantry*

STUFF-SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, stuff-sling
Special Rules: *Skirmishers*

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1340AD

ALLIES

Only before 1340AD: Marinid Allies, III/74

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39. NAVARRESE (1234-1430AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NAVARRESE MESNADEROS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding.
Special Rules: *Ferocious Charge*

NORMAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only from 1328-1379AD

FREE COMPANY GASCON MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	27
Dismounted	4	4	3	3	3	1	3	1	7	13

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only after 1350AD

FREE COMPANY ENGLISH MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	23
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only from 1350-1379AD

ITALIAN ELMETTI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding.
Special Rules: *Ferocious Charge*, Only Navarrese Company from 1379AD

0-1 HOSPITALLER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation; Stubborn* if dismounted, Only Navarrese Company from 1379AD

TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2). May downgrade to BS3 and Ld6 (-4)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Navarrese Company from 1379AD

INFANTRY

NAVARRESE JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Light Infantry*

NAVARRESE SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

GASCON CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	9

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).

GASCON BIDETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

GASCON BRIGANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Brigan	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Light Infantry*

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FREE COMPANY ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	**4**	**3**	**4**	**3**	**3**	**1**	**3**	**1**	**8**	**13**

Equipment: Hand weapon, longbow. May have light armour (+2)
May be *Veterans* (+2). May have *Riding Horses* (+1)
Special Rules: Only from 1350-1379AD

ITALIAN CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	**4**	**3**	**4**	**3**	**3**	**1**	**3**	**1**	**7**	**13**

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).
Special Rules: Only Navarrese Company from 1379AD

GREEK ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**6**

Equipment: Hand weapon, bow. May have light armour (+2).
Special Rules: *Light Infantry*, Only Navarrese Company from 1379AD

CATALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Catalan	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**6**

Equipment: Hand weapon, shield. May have light armour (+2).
Special Rules: Only Navarrese Company from 1379AD

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40. SIAMESE (1238-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
May ride an elephant bought at additional costs.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+1)

INFANTRY

ROYAL GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield. May have light armour (+2).
Special Rules: *Combined Formation*

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).
May have crossbow instead of bow (+2)
Special Rules: *Light Infantry, Combined Formation*

PORTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1400AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only after 1287AD: Burmese Vassal Allies, III/9
Only after 1287AD: Malay Vassal Allies, IV/37

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41. EARLY SWISS (1240-1400AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

CAVALRY

MOUNTED CROSSBOWS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.
May have light armour (+2)

INFANTRY

HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour, halberd
May have double handed weapon (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	6

Equipment: Hand weapon, crossbow. May have light armour (+2).
Special Rules: *Skirmishers*

STONE THROWING ENFANTS PERDUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Improvised weapon, stones
Special Rules: *Skirmishers*

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42. ISLAMIC PERSIAN (1245-1393 AND 1499-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).
Only until 1393AD: General may be upgraded to Ld10 (+50).

CAVALRY

PERSIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, bow
May have heavy armour (+2), thrusting spear (+2) and shield (+2)
Only until 1393AD: May have BS4 (+2), barding (+3) and lance (+3)
Only Safavids from 1499AD: May have WS4 (+2), barding (+3) and lance (+3) and may count rank bonus up to +1

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KURDISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2) and shield (+2)
Special Rules: Only Injuids from 1303-1353AD or Muzaffarids from 1314-1393AD

INFANTRY

PERSIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).
Special Rules: *Light Infantry*

CAMP FOLLOWERS OR LEVY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

AFGHAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have light armour (+1).
Special Rules: *Light Infantry*, Only Karts from 1245-1389AD

AFGHAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Special Rules: Only Karts from 1245-1389AD

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43. LATER HUNGARIAN (1245-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 1441AD: General may be upgraded to Ld10 (+50).

CAVALRY

HUNGARIAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding.
Special Rules: *Ferocious Charge*

HUNGARIANS, CUMANS, JAZYGES OR RUTHENIANA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers, Feigned Flight*

SZEKELERS OR TARTARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

BOSNIAN NOBLES AND MOUNTED RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding.
Special Rules: *Ferocious Charge*, Only after 1340AD

GERMAN OR BOHEMIAN ARMIGERI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and cloth (+2) or plate (+3) barding
Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank
Special Rules: *German Wedge*, Only after 1395AD

CRUSADER KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding
Up to half may be downgraded to light armour and no lance (-4) placed in the rear rank
Special Rules: *Ferocious Charge*, Only the Crusade of Nicopolis 1396AD

HOSPITALLER KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation; Stubborn* if dismounted, Only the Crusade of Nicopolis 1396AD

SERBIAN HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, shield
May have light armour (+2) and throwing spear (+2)
Special Rules: *Skirmishers, Feigned Flight*, Only after 1441AD

INFANTRY

HUNGARIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Only after 1441AD: May have WS4 and Ld7 (+4)

HUNGARIAN, CROATIAN OR TRANSYLVANIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).
Special Rules: *Light Infantry*

0-1 WAGON TABOR

BOSNIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have shield (+1) and light armour (+2).
Special Rules: *Light Infantry*, Only from 1322-1435AD

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+2), pavise (+2) and *Riding Horses* (+1)

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0-1 CRUSADER RIBAUDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**4**

Equipment: Hand weapon, shield
Special Rules: *Levies,* Only from 1322-1435AD

ARMATI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Armati	**4**	**4**	**3**	**3**	**3**	**1**	**4**	**1**	**8**	**12**

Equipment: Hand weapon, heavy armour
May take halberd or double-handed weapon (+2) and plate armour (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only after 1441AD

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**6**

Equipment: Hand weapon, crossbow.
Special Rules: *Skirmishers,* Only after 1441AD

GERMAN OR BOHEMIAN HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**10**

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers,* Only after 1441AD

WAR WAGONS
Special Rules: Only after 1441AD

0-2 LIGHT CANNONS
Special Rules: Only after 1441AD

TRANSYLVANIAN OR CRUSADING PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**4**

Equipment: Hand weapon, shield
Special Rules: *Levies,* Only from 1442-1446AD

GERMAN OR ITALIAN PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**9**

Equipment: Hand weapon, pike.
May have light armour (+1) or heavy armour (+3).
Special Rules: *Medieval Phalanx,* Only after 1490AD

ALLIES

Wallachian Allies, IV/65
Moldavian Allies, IV/65
Only before 1308AD: German City Allies, IV/13
Only in 1285AD: Mongol Allies, IV/47
Only from 1370-1382 and 1440-1444AD: Polish Allies, IV/66
Only from 1442-1490AD: Serbian Allies, IV/22

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44. POST-MONGOL RUSSIAN (1246-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

LESSER BOYARS AND THEIR RETAINERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2)

TARTARS AND COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 1380AD

INFANTRY

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

MILITIA BOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

WAR WAGONS

COSSACK FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 LIGHT CANNON
Special Rules: Only after 1380AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1480AD

ALLIES

Only before 1380AD: Lithuanian Allies, IV/18
Only before 1380AD: Golden Horde Mongol Allies, IV/47

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45. MAMLUK EGYPTIAN (1250-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ROYAL MAMLUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	8	28

Equipment: Hand weapon, light armour, bow, thrusting spear
May have shield (+2), heavy armour (+2). May be *Veterans* (+2).
Special Rules: May count rank bonus up to +1

AMIRS' MAMLUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, bow, thrusting spear
May have shield (+2), heavy armour (+2) and barding (+3)
Special Rules: May count rank bonus up to +1

HALQA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow.May have shield (+2), light armour (+2)
Special Rules: *Light Cavalry*, Only until 1315AD

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KURDISH, SYRIAN OR ASHIR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2) and shield (+2)

0-1 FRANKISH MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3).
Special Rules: *Ferocious Charge*, Only before 1302AD

INFANTRY

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2)

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only until 1490AD

GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ghazi	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

MUTATAWWI'S

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

HALQA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have shield (+1) and light armour (+2).
Special Rules: Only after 1315AD

0-2 LIGHT CANNONS
Special Rules: Only after 1340AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1490AD

ALLIES

Only before 1286AD: Syrian Ayyubid Allies, IV/4

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46. ILKHANID (1251-1355AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, bow, thrusting spear
May have shield (+2), heavy armour (+2)
Special Rules: May count rank bonus up to +1

MONGOL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KURDISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2) and shield (+2)
Special Rules: Only after 1254AD

0-1 FRANKISH MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3).
Special Rules: *Ferocious Charge*, Only from1260-1308AD

0-1 HOSPITALLER KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation; Stubborn* if dismounted, Only from 1260-1308AD

0-1 FRANKISH TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*, Only from 1260-1308AD

INFANTRY

0-1 LIGHT BOLT THROWER

KURDISH JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1)
Special Rules: *Light Infantry*, Only after 1254AD

FRANKISH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).
May have BS4 (+3) and then may be *Veterans* (+2)
Special Rules: Only from 1260-1308AD

ALLIES

Kart, Injuid or Muzzaffarid Allies, IV/42
Armenian Allies, IV/2
Only from 1256-1261AD: Golden Horde Allies, IV/47
Only from 1256-1276AD: Rum Seljuq Allies, III/73
Only from 1257-1327AD: Georgian Allies, III/70
Only in 1260AD: Syrian Allies, IV/6

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47. GOLDEN HORDE AND SUCCESSORS (1251-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TARTAR HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2) and barding (+3).
Up to half may be downgraded to WS3, BS4, I3, light armour and no spear (-4) placed in the rear rank
Special Rules: *Combined Formation* and may have a +1 rank bonus, Only after 1235AD

TARTAR LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

CUMAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Only Golden Horde after 1340AD: May upgrade to BS4 (+3) and Ld7 (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only Golden Horde

ALAN, CICASSIAN, BURTA, MORDVIN OR KARBURDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow. May have light armour (+2) shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers,* Only Golden Horde

INFANTRY

BESSERMENI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).

ITALIAN "FRYAZEI" CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2)
Special Rules: Only Golden Horde

ARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have light armour (+1).
Special Rules: Only Golden Horde or Crimean Khanate

SIBERIAN TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband,* Only Golden Horde or Khanate of Khazan

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers,* Only Golden Horde after 1340AD

ALLIES

Russian Subject Allies, IV/44
Only Golden Horde before 1259AD: Georgian Allies, III/70
Only Crimean Khanate after 1475AD: Ottoman Allies, IV/55

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48. YUAN CHINESE (1260-1368AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only from 1279-1294AD: General ride on an elephant bought at additional cost.

CAVALRY

GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	25

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May be *Veterans* (+2)
Special Rules: May count rank bonus up to +1

MENG-CHU CHUN MONGOL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2) and barding (+3).
Up to half may be downgraded to WS3, I3, light armour and no spear (-6) placed in the rear rank
Special Rules: *Combined Formation* and may have a +1 rank bonus, Only until 1300AD

HAN-CHUN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, buckler, bow
May have light armour (+2)
Special Rules: *Light Cavalry*, Only before 1275AD

SOUTHERN TRIBAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Special Rules: *Light Cavalry*, Only after 1275AD

INFANTRY

CHINESE GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsmen	4	4	3	3	3	1	4	1	8	10

Equipment: Hand weapon, light armour
May have shield (+2). May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

HAN-CHUN SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsmen	5	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, light armour
May have shield (+1). May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

HAN-CHUN ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+1) and crossbow instead of bow (+3)

SKIRMISHING SPEARMEN OR JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins. May have light armour (+2) and shield (+1). May have throwing spear instead of javelins (+2)
Special Rules: *Skirmishers*

SKIRMISHING ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow. May have light armour (+2).
Special Rules: *Skirmishers*

KAN-T'AO-LU INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, javelins and buckler
May have shield (+1). May downgrade to *Levies* instead of *Light Infantry* (-2)
Special Rules: *Light Infantry*, Only before 1275AD

HSIN-FU-CHUN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, light armour
May have shield (+2). May have BS4 and bow (+3)
Special Rules: Only after 1275AD

0-1 HSIN-FU-CHUN FIRE-LANCE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, fire lance (count as thrusting spear)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only after 1275AD

SOUTHERN TRIBAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Light Infantry*, Only after 1275AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1275AD

0-2 LIGHT CANNONS
Special Rules: Only after 1300AD

ALLIES

Korean Allies, III/56
Only before 1262AD: Li T'an Chinese Allies, IV/14
Only before 1266AD: Mongol Allies, IV/35
Only before 1330AD: Uighur Allies, III/11
Only after 1265AD: T'an-ma-ch'ih chun Mongol Allies, IV/52
Only in 1293AD: Javanese Allies, IV/37

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49. ANATOLIAN TURKOMAN (1260-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)
May have WS4 (+2) and then barding (+3) and may count rank bonus up to +1

TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow. May have light armour (+2) shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Up to half may have bow instead of spear (free)
Special Rules: *Combined Formation*

AKHIYA TOWN MILITIAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

LIGHT CANNONS
Special Rules: Only after 1380AD

ALLIES

Only Karaman or Kastamonu after 1360AD: Trapezuntine Allies, IV/34
Only Dulgadir from 1300-1484 and from 1492-1515AD: Mamluk Allies, IV/45
Only Dulgadir from 1485-1491AD: Ottoman Allies, IV/55

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50. PALAIOLOGAN BYZANTINE (1261-1384AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

VARDARIOTAI GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers*

KAVALLARIOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	25

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), shield (+2) and barding (+3)
May be *Veterans* (+2)
Special Rules: May count rank bonus up to +1

STRATIOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)

CUMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers, Feigned Flight*, Only before 1292AD

TOURKOPOULOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only before 1306AD

INFANTRY

TZAKONES, CATALANS OR SIMILAR GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, light armour
May have shield (+2).
Special Rules: *Light Infantry*

KONTARATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).
May have BS4 and Ld7 (+4)
Special Rules: *Light Infantry*

PEASANTS AND TOWN MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Light Infantry*

ALLIES

Turkish Allies, IV/49 if before 1348, IV/55 otherwise
Only from 1282-1283AD: Golden Horde Mongol Allies, IV/47
Only from 1301-1305AD: Alan Allies, II/58
Only from 1327-1352AD: Serbian Allies, IV/22
Only from 1327-1352AD: Bukgar Allies, IV/25

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51. MOREAN BYZANTINE (1262-1460AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

STRATIOTAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)

FRANKISH FEUDAL VASSALS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, lance
May have shield (+2), plate armour (+2) and cloth (+2) or plate (+3) barding
Special Rules: *Ferocious Charge*, Only after 1315AD

ALBANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+1)
Special Rules: *Skirmishers*, Only from 1347-1458AD

BURGUNDIAN S

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding.
May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, Only from 1445-1450AD

PAPAL-SUPPLIED ITALIAN MERCENARY MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only from 1459-1460AD

INFANTRY

GARRISON SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

GARRISON ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have light armour (+1).

PEASANT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

MANIATES, TZAKONES OR MELINGOI HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hillman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, light armour
May have shield (+2).
Special Rules: *Light Infantry*

ALBANIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Albanian	4	3	2	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
Up to half may have bow instead of shield (free) placed in the rear ranks.
Special Rules: *Light Infantry*, *Combined Formation*, Only from 1347-1458AD

PAPAL-SUPPLIED ITALIAN MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, crossbow, light armour
May have heavy armour (+2) and pavise (+2)
Special Rules: Only from 1459-1460AD

ALLIES

Byzantine Allies, IV/50
Only from 1262-1263AD: Turkish Allies, IV/49
Only from 1382-1394 and 1453-1454AD: Turkish Allies, IV/55

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52. LATER NOMADIC MONGOL (1266-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MONGOL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2) and barding (+3).
Up to half may change to WS3, BS4, I3, light armour and no spear (-4) placed in the rear rank
Special Rules: *Combined Formation* and may have a +1 rank bonus

MONGOL LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

TRANSOXANIAN TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have shield (+2) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only Jagatais before 1363AD

INFANTRY

SERFS AND CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

TRANSOXANIAN TAJIK LEVY ARCHER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).
Special Rules: Only Jagatais before 1363AD

TRANSOXANIAN TAJIK LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Levies*, Only Jagatais before 1363AD

ALLIES

Only Jagatais in 1320AD: Ilkhanid Allies, IV/46
Only Jagatais in 1320AD: Kart Allies, IV/42

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53. MIXTEC OR ZAPOTEC (1280-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.
Only Mixtec: General may be upgraded to Ld10 (+50).

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have light armour (+2), thrusting spear (+1) and atlatl (+2, counts as javelins with armour save -1)
0-1 unit may have WS4 and Ld7 (+3) and then may have double-handed weapon (+2)
Special Rules: *Light Infantry*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have atlatl instead of sling (+2, counts as javelins with armour save -1)
Special Rules: *Skirmishers*

TEMPLE SOLDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have light armour (+2)
Special Rules: Only if Mixtec

ALLIES

Only 1486-1495AD: Toltec-Cichimec Allies, IV/19

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54. MEDIEVAL SCANDINAVIAN (1280-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

FEUDAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3)
Special Rules: *Ferocious Charge*

SMAASVENDE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)

SKYTTER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow
May have light armour (+2) and shield (+2)
Only after 1390AD: May have handgun (+2) and heavy armour (+2)

GERMAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3).
Up to half may be downgraded to WS3, light armour and no spear (-5) placed in the rear rank
Special Rules: *German Wedge*, Only Danish armies from 1350-1390AD and Union armies after 1390AD

INFANTRY

LEIDANG

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have light armour (+2). Up to half may have bow (+1).
Only Swedish armies after 1390AD: May have WS4 (+2)
Only Danish armies from 1350-1390AD and Union armies after 1390AD: May downgrade to Ld6 (-1)
Special Rules: *Combined Formation, Light Infantry*

PANZENAR BILLMEN OR GERMAN HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour, halberd
May have shield (+1), heavy armour (+2) and double handed weapon instead of halberd (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only Danish armies before 1350AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1390AD

0-3 LIGHT CANNONS
Special Rules: Only after 1390AD

LAPP OR OTHER SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*, Only Swedish armies after 1390AD

OBUDSHAER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	4	3	3	1	4	1	8	12

Equipment: Hand weapon, shield, light armour
May have heavy armour (+2)
Up to half may have crossbow (+3).
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: *Combined Formation*, Only Danish armies from 1350-1390AD and Union armies after 1390AD

GERMAN LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+1) or heavy armour (+3).
Special Rules: *Medieval Phalanx*, Only Union armies after 1487AD

ALLIES

Only Danish armies before1350AD: German Clerical or Free Canton Allies, IV/13
Only Union armies after 1390AD: German City, Feudal or Mercenary Allies, IV/13
Only Union armies after 1390AD: Swedish Allies, IV/54

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55. OTTOMAN (1281-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 1362AD: General may be upgraded to Ld10 (+50).

CAVALRY

SIPAHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	26

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
May be upgrade to WS4 (+2)
Special Rules: May have a +1 rank bonus

GHAZIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only before 1362AD

QAPUKULU CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, thrusting spear, heavy armour
May have shield (+2) and barding (+3)
May be *Veterans* (+2)
Special Rules: May have a +1 rank bonus, Only after 1362AD

AKINJIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and bow (+2)
Special Rules: *Skirmishers, Feigned Flight*, Only after 1362AD

DJANBAZAN OR TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have shield (+2), trowing spear (+2) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 1362AD

DELIS, KURDS OR BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

AZABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon, javelins
May have sling instead of javelins (free) or bow (+1).
With bow they may upgrade to *Light Infantry* (+1)
Special Rules: *Skirmishers*, Only until 1429AD

LEVENDAT, POORLY EQUIPPED AZABS OR EUROPEAN LEVY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Levies*

JANISSARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	4	1	8	13

Equipment: Hand weapon, light armour, bow
May be *Veterans* (+2)
Special Rules: Only after 1362AD

JANISSARY CROSSBOWMEN AND SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have crossbow instead of sling (+3).
Special Rules: *Skirmishers*, Only from 1362-1429AD

IAYLARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ialyar	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*, Only after 1362AD

VOYNUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Voynuk	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, light armour
May have shield (+2), heavy armour (+2) and halberd (+1)
Special Rules: Only after 1362AD

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0-1 FIRE-LANCE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**8**

Equipment: Hand weapon, fire lance (count as thrusting spear)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*, Only after 1326AD

0-1 WAGON TABOR
Special Rules: Only after 1326AD

JANISSARY HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**10**

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1429AD

WAR WAGONS WITH LIGHT GUNS
Special Rules: Only after 1470AD

ALLIES

Only after 1362AD: Wallachian Vassal Allies, IV/65
Only after 1362AD: Turkoman Allies, IV/49
Only after 1380AD: Albanian Vassal Allies, IV/69
Only from 1386-1458AD: Serbian Vassal Allies, IV/22
Only after 1475AD: Crimean Tartar Vassal Allies, IV/47

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56. ORDER OF ST JOHN (1291-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BROTHER KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Combined Formation; Stubborn* if dismounted

TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry, Combined Formation*

COLONIST MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	28

Equipment: Hand weapon, heavy armour, lance
May have shield (+2), plate armour (+2) and warhorse (+3)
Special Rules: *Ferocious Charge*

INFANTRY

GREEK OR COLONIST SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

GREEK ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have crossbow (+3) and light armour (+1)
Special Rules: *Light Infantry*

COLONIST CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2)

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2)

GENOESE MARINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, light armour
May have shield (+2)
Special Rules: *Light Infantry*

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only from 1400AD

MERCENARY HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, light armour, halberd
May have shield (+2), heavy armour (+2).
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only after 1450AD

0-2 ORGAN GUNS
Special Rules: Only after 1450AD

ALLIES

Only from 1300-1350AD: Cilician Armenian Allies, IV/2

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57. LOW COUNTRIES (1297-1478AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

FEUDAL OR MERCENARY KNIGHTS AND SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

BURGHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and barding (+3).
Special Rules: *Ferocious Charge*

INFANTRY

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).
May have *Riding Horses* (+1)

0-1 WAGON TABOR

GUILDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+1) or heavy armour (+3).
Only after 1330AD: *Medieval Phalanx (+1)*

GUILDSMEN WITH PLANCON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guildsman	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour, heavy mace
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only from 1330-1410AD

0-1 ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)
May be *Veterans* (+2)
Special Rules: Only from 1330AD

WHITEHOODS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only from 1330-1410AD

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+1)
May have BS4 and Ld7 (+4)
Special Rules: *Light Infantry*, Only from 1330-1410AD

ORGAN GUNS
Special Rules: Only from 1330AD

GUILDSMEN WITH HALBERD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guildsman	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour, halberd
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only from after 1410AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only from 1410AD

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58. MEDIEVAL IRISH (1300-1487AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

IRISH HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*

ANGLO-IRISH SPEARS AND LANCES CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2).
Only from 1300-1394AD: Up to half may be downgraded to WS3, I3, light armour and thrusting spear instead of lance (-5) placed in the rear rank
Special Rules: *Ferocious Charge*

SCOTS KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2)
Special Rules: *Ferocious Charge*, Only before 1330AD

INFANTRY

GALLOGLAICH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galloglaich	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon
May have shield (+1), throwing spear (+2) and light armour (+2).

BONNACHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bonnacht	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear
May have shield (+1)

KERNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Kern	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*

RISING OUT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

SCOTS SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
May have shield (+1)
Special Rules: Only before 1330AD

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59. POST-MONGOL SAMURAI (1300-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

SAMURAI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have heavy armour (+2) and thrusting spear (+2)
Special Rules: May count rank bonus up to +1

SOHEI MOUNTED WARRIOR MONKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have light armour (+2)
Special Rules: *Light Cavalry*

INFANTRY

SAMURAI FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Samurai	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour, double-handed weapon
May have heavy armour (+2) and and thrusting spear (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

FOLLOWER ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have Ld7 (+1) and then pavise (+2)
Special Rules: *Light Infantry*

RONIN AND MERCENARY SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, double handed weapon
May have heavy armour (+2).

SOHEI WARRIOR MONK SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, double handed weapon
May have heavy armour (+3).

FOLLOWER SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, double handed weapon
Special Rules: *Light Infantry*, Only before 1465AD

ASHIGARU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, thrusting spear
May have light armour (+2). May downgrade to WS3 (-2)
Special Rules: *Light Infantry*, Only from 1465AD

IKKO IKKI FANATICS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fanatic	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
Special Rules: *Frenzy*, Only from 1465AD

TOWN MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only from 1465AD

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60. CATALAN COMPANY (1302-1388AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ARAGONESE MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ARAGONESE LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins
May have light armour (+2)
Special Rules: *Skirmishers, Feigned Flight*

TURKS OR TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only from 1305-1380AD

ALBANIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: *Skirmishers, Feigned Flight*, Only after 1380AD

INFANTRY

CATALAN ALMUGHAVARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Catalan	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield, light armour
May have heavy armour (+2).
Only after 1305AD: May have *Riding Horses* (+1)

CATALAN SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

CATALAN CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow
May have light armour (+1).
Special Rules: *Light Infantry*

PIRATICAL ARMED SAILORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

GREEK PRISONERS-OF-WAR ARCHERSSAILORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, Only after 1305AD

ALLIES

Only before 1305AD: Byzantine Allies, IV/50
Only before 1305AD: Alan Allies, II/58

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61. ITALIAN CONDOTTA (1320-1495AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only before 1400AD: May have caroccio standard on ox-wagon as Superior battle standard

CAVALRY

CONDOTTIERI OR LANZE SPEZZATE ELMETTI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and cloth (+2) or plate (+3) barding.
May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, may count rank bonus up to +1

FEUDAL ELMETTI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding.
Special Rules: *Ferocious Charge*, may count rank bonus up to +1, Only Neapolitan

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow.
May have light armour (+2)

GERMAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3).
Up to half may be downgraded to WS3, light armour and no spear (-3) placed in the rear rank
Special Rules: *German Wedge*, Only before 1363

BULGAR OR OTHER SLAVS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.
May have bow (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only in 1373AD

HUNGARIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only Florentine, Neapolitan and Papal before 1440AD

0-1 FAMIGLIA DUCALE ELMETTI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only Milanese after 1411AD

DALMATIAN FEUDAL KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, lance
May have shield (+2), cloth (+2) or plate (+3) barding.
Special Rules: *Ferocious Charge*, Only Venetian in Greece after 1440AD

TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only Venetian in Greece, Neapolitan or Venetian in Italy after 1440AD

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, throwing spear.
May have bow (+2) and light armour (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only Venetian in Greece or Italy after 1440AD

INFANTRY

MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	7

Equipment: Hand weapon, crossbow
May have light armour (+1).
Special Rules: *Skirmishers*

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow
May have light armour (+2) and pavise (+2).

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Light Infantry*, Only until 1416AD

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SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield, light armour
May have heavy armour (+2).
Special Rules: Only until 1416AD

PAPAL OR NEAPOLITAN GUARDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, thrusting spear
May have heavy armour (+2) and shield (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only Papal or Neapolitan

PIONEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

0-1 ORGAN GUN

MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Special Rules: Only before 1400AD

MILITIA PAVISIERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, crossbow
May have light armour (+2) and pavise (+2)
May be *Veterans* (+2)
Special Rules: Only before 1440AD

MILITIA SPEARMEN OR PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
May change to pike and Ld6 (free)
Special Rules: Only from 1400-1440AD

MERCENARY PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+1) or heavy armour (+3).
Special Rules: *Medieval Phalanx,* Only after 1400AD

BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, heavy armour
May have shield (+2), partial or full plate armour (+2/+3), halberd or double-handed weapon (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only after 1400AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers,* Only after 1400AD

0-1 ENGLISH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)
May be *Veterans* (+2). May have *Riding Horses* (+1)
Special Rules: Only Florentine and Venetian in Italy from 1400-1440AD, Only

SWORD-AND-BUCKLER-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour, buckler
May have heavy armour (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only after 1416AD

ARAGONESE TARGETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Aragonese	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins, light armour
May have shield (+2).
Special Rules: *Light Infantry,* Only Neapolitan after 1420AD

ARAGONESE CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow
Special Rules: *Skirmishers,* Only Neapolitan after 1420AD

DALMATIAN CITY MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow
May have light armour (+2) and pavise (+2)
Special Rules: Only Venetian in Greece after 1440AD

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: *Skirmishers,* Only Neapolitan or Venetian in Greece or Italy after 1440AD

ALLIES

Italian Allies, IV/61 (only 0-2)
Only Pisan/Paduan, Papal or Florentine before 1400AD: Free Company Allies, IV/74
Only Florentine from 1400-1440AD: Swiss Mercenary Allies, IV/79
Only Venetians in Italy after 1440AD: Swiss Mercenary Allies, IV/79
Only Neapolitan after 1440AD: Albanian Allies, IV/69

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62. 100 YEARS WAR ENGLISH (1322-1455AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

ENGLISH MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

GASCON OR BRABANTER MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	28
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

HOBILARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Special Rules: Only before 1350AD

FALSE FRENCH MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	33
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only after 1350AD

IRISH HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*, Only after 1415AD

INFANTRY

ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)
May be *Veterans* (+2). May have *Riding Horses* (+1)

WELSH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+1)
Only after 1350AD: May have Ld8 (+2) and be *Veterans* (+2)

WELSH "KNIFEMEN"

	M	WS	BS	S	T	W	I	A	Ld	Pts
Welsh	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Light Infantry*, Only before 1350AD

GERMAN PAUNCENARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	13

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+1) and heavy armour (+2).
Special Rules: Only before 1350AD

IRISH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Irish	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
May have javelins and BS3 (+1)
Special Rules: *Skirmishers*

GASCON CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	9

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).

GASCON BIDOWERS OR BRETONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

0-1 LIGHT CANNON

0-1 WAGON TABOR

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GASCON BRIGANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Brigan	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Light Infantry*, Only after 1350AD

GASCON OR FALSE-FRENCH TOWN MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, bow, light armour
May have shield (+2) and heavy armour (+2).
Only after 1415AD: May have WS4 instead of bow (+2) and then may have *Riding Horses* (+1)
Special Rules: Only after 1350AD

ENGLISH BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, heavy armour
May have shield (+12, partial or full plate armour (+2/+3), halberd or double-handed weapon (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only after 1415AD

63. AZTEC (1325-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

INFANTRY

WARRIOR PRIESTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priests	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, light armour. May have shield (+2)

CUACHIC SHOCK TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	4	1	6	8

Equipment: Hand weapon, shield.
May have light armour (+2) and thrusting spear (+2) or double-handed weapon (+2)
Special Rules: *Warband*

SUIT WEARERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	4	1	7	8

Equipment: Hand weapon, light armour. May have shield (+2) and thrusting spear (+2) or double-handed weapon (+2)

CLAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon. May have shield (+1) and thrusting spear (+2). May not be Levies (+1)
Special Rules: *Levies*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)
Special Rules: *Skirmishers*

MERCENARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

OTOMI MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

ALLIES

Only from 1428-1500AD: Toltec-Chichimec Allies, IV/19

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64. MEDIEVAL FRENCH (1330-1445AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 1418AD: General may be upgraded to Ld10 (+50).

CAVALRY

NOBLES, KNIGHTS AND OTHER MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Only after 1400AD: May be downgraded to WS3, I3, horse (-6 mounted/-3 dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+1).

FRENCH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).
Special Rules: *Light Infantry*

GENOESE CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and pavise (+2).

SPANISH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow. May have light armour (+1).
Special Rules: *Skirmishers*

BRIGANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Brigan	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
Special Rules: *Light Infantry*

RIBAUDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield
Special Rules: *Levies*

PEASANT LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

PAVISIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2) or pavise (+2). May have *Riding Horses* (+1)
Special Rules: Only from 1350-1450AD

BIDETS OR BRETONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield
Special Rules: *Skirmishers*, Only from 1350-1450AD

DESPERATE PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
Special Rules: *Levies*, Only from 1356-1360AD

0-1 WAGON TABOR
Special Rules: Only from 1356-1360AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1385AD

0-1 LIGHT CANNON
Special Rules: Only after 1385AD

VOULGIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Voulgier	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour
May have shield (+2), partial or full plate armour (+2/+3), halberd or double-handed weapon (+2) . May have *Riding Horses* (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only after 1400AD

SCOTS GUARD AND OTHER MOUNTED ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	14

Equipment: Hand weapon, longbow. May have light armour (+2)
May be *Veterans* (+2).
Special Rules: *Riding Horses*, Only after 1400AD

ALLIES

Only after 1418AD: Scots Allies, IV/16

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65. WALLACHIAN OR MOLDAVIAN (1330-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

RICH BOYARS AND RETINUES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)
Only Moldavians after 1400AD: May have *Ferocious Charge* (+2)

LESSER BOYARS AND VITEJI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

"CRUSADERS"

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding
Special Rules: *Ferocious Charge*, Only Wallachians after 1455AD

INFANTRY

ARMOURED VOYNUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Voynuk	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, halberd
May have shield (+2), partial or full plate armour (+2/+3)
Only Moldavians: May have *Riding Horses* (+1)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+1). May have Ld7 (+1)
Only Moldavians: May have *Riding Horses* (+1)
Special Rules: *Light Infantry*

RUSTICI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rustici	4	2	2	3	3	1	3	1	5	4

Equipment: Double handed weapon
May be upgraded to WS3, Ld6 and no longer *Levies* (+3)
Only Moldavians: May have *Riding Horses* (+1)
Special Rules: *Levies*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow. May have light armour (+1).
Only Moldavians: May have *Riding Horses* (+1)
Special Rules: *Skirmishers*

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Only Moldavians: May have *Riding Horses* (+1)
Special Rules: *Skirmishers*

ALLIES

Ottoman Allies, IV/55
Hungarian Allies, IV/43
Only Wallachians: Moldavian Allies, IV/65
Only Moldavians: Polish Allies, IV/66
Only Moldavians: Crim Tartar Allies, IV/47

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66. LATER POLISH (1335-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

RYCERZ

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+2) or plate (+3) barding
Special Rules: *Ferocious Charge*

CZELADZ

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)

LITHUANIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have shield (+2), throwing spear (+2) and light armour (+2).
Special Rules: *Light Cavalry*

WALLACHIAN AND MOLDAVIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

HUNGARIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have shield (+2) and throwing spear (+2)
Special Rules: *Skirmishers, Feigned Flight*

TARTAR EXILE SETTLERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only after 1386AD

SERBIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers, Feigned Flight*, Only after 1400AD

INFANTRY

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, light armour
May have shield (+2) and double-handed weapon (+2), partial or full plate armour (+2/+3)

TOWN MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).

0-1 WAGON TABOR

0-1 LIGHT CANNON
Special Rules: Only after 1400AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1400AD

WAR WAGONS
Special Rules: Only after 1400AD

ALLIES

Only from 1342-1382 and 1440-1444AD: Hungarian Allies, IV/43
Only after 1386AD: Lithuanian Allies, IV/18

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67. JALAYYIRID (1336-1432AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GHULAMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), barding (+3), bow (+2) and shield (+2).
Special Rules: May count rank bonus up to +1

MONGOL ARMOURED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2) and barding (+3).
Special Rules: May count rank bonus up to +1

MONGOL HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

BEDOUIN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Light Cavalry*

INFANTRY

FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ALLIES

Only from 1378-1389AD: Black Sheep Allies, IV/77
Only from 1394-1399AD: Georgian Allies, III/70

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68. MEDIEVAL SPANISH OR PORTUGESE (1340-1485AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

SPANISH OR PORTUGESE MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
May be downgraded to WS3, I3, horse (-6 mounted/-3 dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

JINETES OR ADALIDES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*

GRANADINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, javelins.
May have shield (+2), light armour (+2) and throwing spear (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only Castillian or Portugese

FRENCH OR GASCON MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	28

Equipment: Hand weapon, heavy armour, lance
May have shield (+2), plate armour (+2) and warhorse (+3)
Special Rules: *Ferocious Charge*, Only before 1390AD

ENGLISH MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only Portugese before 1390AD

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

ALMUGHAVARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Almughavar	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield, light armour
May have heavy armour (+2).
Special Rules: Only Aragonese

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, javelins, light armour
May have shield (+1).
Special Rules: *Light Infantry*, Only Castillian or Portugese

ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).
May have crossbow (+3). May have BS4 and Ld7 (+4)
Special Rules: *Light Infantry*

HERMANDAD MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Special Rules: Only Castillian

HERMANDAD MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+1).
Special Rules: *Light Infantry*, Only Castillian

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	3

Equipment: Hand weapon
Special Rules: *Levies*, Only Portugese

MUDEJARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Light Infantry*, Only Aragonese or Castillian

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GRANADINE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	**4**	**3**	**4**	**3**	**3**	**1**	**3**	**1**	**7**	**10**

Equipment: Hand weapon, bow.
May have light armour (+1).

ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	**4**	**3**	**4**	**3**	**3**	**1**	**3**	**1**	**8**	**13**

Equipment: Hand weapon, longbow. May have light armour (+1)
May be *Veterans* (+2). May have *Riding Horses* (+1)
Special Rules: Only Portugese before 1390AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**10**

Equipment: Hand weapon, handgun. May have light armour (+1)
May be *Veterans* (+2)
Special Rules: *Skirmishers*, Only Portugese from 1390AD

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69. ALBANIAN (1345-1430 AND 1443-1479AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins
May have shield (+2), light crossbow (+2), thrusting spear (+2)
May have Feigned Flight (+2)
Special Rules: *Light Cavalry*

ITALIAN, GERMAN, HUNGARIAN AND OTHER MERCENARY MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May have LD8 (+2) and then may be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Up to half may downgrade to WS3, I3, no lance, horse (-6 mounted/-3 dismounted) placed in the rear ranks
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only from 1450

NEAPOLITAN SUPPLIED ELMETTI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and cloth (+2) or plate (+3) barding.
May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, may count rank bonus up to +1, Only in 1451 and in 1455AD

INFANTRY

ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+1).
May have crossbow (+3) and then Ld7 (+1)
Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1).
Special Rules: *Light Infantry*

HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, light armour, halberd
May have heavy armour (+2) and be *Stubborn* (+2)

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	3

Equipment: Hand weapon
Special Rules: *Levies*

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Only in 1451 and in 1455AD**:** May have heavy armour (+3)
Special Rules: *Skirmishers*

0-1 LIGHT CANNON

NEAPOLITAN SUPPLIED CATALANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Catalan	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield. May have light armour (+2).
Special Rules: ***Light Infantry,*** Only in 1451 and in 1455AD

NEAPOLITAN SUPPLIED ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow.
May have light armour (+1).
Special Rules: ***Skirmishers,*** Only in 1451 and in 1455AD

ALLIES

Only from 1392-1395AD Venetian (in Greece) Allies, IV/61
German

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70. CHANCA (1350-1440AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May have a portable shrine (Superior Army Standard).

INFANTRY

CHANCA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

CONFEDERATE WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2)
Special Rules: *Warband*

CHANCA OR CONFEDERATE SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

QUECHUA WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2)

QUECHUA SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

71. CHIMU (1350-1464AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2) and double- handed weapon (+2)
0-1 unit may have WS4 and Ld7 (+3)
Special Rules: *Warband*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have atlatl instead of sling (+2, counts as javelins with armour save -1)
Special Rules: *Skirmishers*

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72. AMAZONIAN (1350-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+1)
Special Rules: *Light Infantry*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, thrusting spear
Special Rules: *Skirmishers*

BLOWPIPE MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	7	8

Equipment: Hand weapon, blowpipe
Blowpipe: All to-hit rolls of 6 wound automatically
Special Rules: *Skirmishers*

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73. MING CHINESE (1356-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
.

CAVALRY

CHINESE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
Only before 1420AD: May have WS4 (+3) and then may count rank bonus up to +1

MONGOL OR JURCHEN GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	27

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2) and barding (+3).
Up to half may be downgraded to WS3, I3, light armour and no spear (-6) placed in the rear rank
Special Rules: *Combined Formation* and may have a +1 rank bonus

MONGOL OR JURCHEN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

CHINESE MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon, buckler, bow
May have light armour (+2)
Special Rules: *Light Cavalry*

INFANTRY

CHINESE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, light armour
May have shield (+2).
Only before 1420AD: May have WS4 (+2) and then Ld8 (+2) and may be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

CHINESE ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+1) and crossbow instead of bow (+3)

CHINESE HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*

"DARE-TO-DIE" TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, light armour
May have shield (+2). May be *Stubborn* (+2)
Special Rules: *Light Infantry*

0-2 LIGHT CANNONS

0-1 STAMPEDING CATTLE

CHINESE MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	3

Equipment: Hand weapon
Special Rules: *Levies*, Only after 1449AD

CHUANG OR SIMILAR SOUTHERN TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have light armour (+2).
Special Rules: *Light Infantry*, Only after1420AD

WAR WAGONS
Special Rules: Only after1420AD

ALLIES

Mongol Allies, IV/52
Only from 1440-1454AD: Burmese or Shan Allies, III/9

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74. FREE COMPANY OR ARMAGNAC (1357-1444AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
.

CAVALRY

GASCON, FRENCH, SPANISH OR NAVARRESE MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Every second unit may upgrade to WS4, I4 and Warhorse (+6) then may be *Veterans* (+2)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

ENGLISH GENTLEMEN AND LESSER MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

GERMAN MERCENARY MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	27
Dismounted	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Up to half may downgrade to WS3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

INFANTRY

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).

ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)
May be *Veterans* (+2). May have *Riding Horses* (+1)

BRETON JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Skirmishers, Feigned Flight*

FRENCH BRIGANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Brigan	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Light Infantry,* Only in 1444AD

FRENCH RIBAUDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield
Special Rules: *Levies*

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75. TIMURID (1360-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

TIMURID CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3).
Up to half may be downgraded to WS3, I3, light armour and no spear (-6) placed in the rear rank
Special Rules: *Combined Formation* and may count rank bonus up to +1

PERSIAN, GEORGIAN OR TURKOMAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2) . May be *Expert Horsemen* (+2)
Up to half may be downgraded to WS3, I3, light armour and no spear (-6) placed in the rear rank
Special Rules: *Combined Formation* and may count rank bonus up to +1

TURKOMAN NOMAD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

TIMURID ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.
May have light armour (+2).

PERSIAN OT TAJIK ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+2)

AFGHAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+1)
Special Rules: *Light Infantry*

AFGHAN SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).

0-1 WAGON TABOR

HOSTAGE SCREEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield
Special Rules: *Levies*

0-1 STAMPEDING CATTLE, BUFFALOES OR CAMELS
Special Rules: Only Timur or Shah Rukh

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1480AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only from 1399-1447AD

ALLIES

Only Shah Rukh from 1405-1447AD: Black Sheep Allies, IV/77
Only Timur or Shah Rukh: White Sheep Allies, IV/77
Only after 1450AD: Uzbek Allies, IV/52

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76. EARLY BURGUNDIAN (1363-1471AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).
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CAVALRY

BURGUNDIAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	28
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Only after 1419AD: Downgrade to WS3 (-2)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

VALETS D'ARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)

BURGUNDIAN OR MERCENARY MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow.
May have light armour (+2)

FRENCH OR ITALIAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

ENGLISH MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

INFANTRY

LOW COUNTRUIES PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+1) or heavy armour (+3).

LOW COUNTRIES CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).

PICARD ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.
May have light armour (+1).

ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)
May be *Veterans* (+2)

VILLAGE LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield
Special Rules: *Levies*

0-1 WAGON TABOR

ORGAN GUNS
Special Rules: Only after 1430AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only after 1430AD

SWISS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, pike.
May have light armour (+1) or heavy armour (+3).
May be *Stubborn* (+2)
Special Rules: *Medieval Phalanx*, Only after 1464AD

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77. BLACK AND WHITE SHEEP TURKOMAN (1378-1469 AND 1387-1500AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
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CAVALRY

PUSHAN-PUSH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3).
Special Rules: May count rank bonus up to +1

TIRKAH-BAND

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2). May be *Expert Horsemen* (+2)
Special Rules: *Light Cavalry*

QULLUGHCHI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear
May have shield (+2) and bow (+2).
Special Rules: *Light Cavalry*

TURKOMAN TRIBAL HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KURDISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+1)
Only White Sheep: Downgrade to Ld6 (-1)
Special Rules: *Light Infantry*

CAMP FOLLOWERS AND LEVY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, shield
Special Rules: *Levies*

0-1 WAGON TABOR
Special Rules: Only White Sheep from 1472AD

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*, Only White Sheep from 1472AD

ALLIES

Only White Sheep: Trapezuntine Allies, IV/34
Only White Sheep: Georgian Allies, III/70
Only White Sheep: Karaman or Kastamonu Turkoman Allies, IV/49
Only White Sheep rebels in 1457AD: Black Sheep Allies, IV/77

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78. YI DYNASTY KOREAN (1392-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, kontos, light armour
May have heavy armour (+2), barding (+3) and shield (+2)
May be downgrade to WS3 (-2) and then may have halberd instead of kontos (free)
Special Rules: May count rank bonus up to +1

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, buckler, bow
May have light armour (+2)
Special Rules: *Light Cavalry*

JURCHEN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, kontos
May have shield (+2)
May downgrade to Ld6 and WS3 (-6)

JURCHEN SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
May have shield (+2) and light armour (+2)
May upgrade to *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.
May have light armour (+1). May be *Veterans* (+2)

HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, light armour, halberd
May have heavy armour (+2) and be *Veterans* (+2)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pikes
May have light armour (+1).

PEASANT SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
Special Rules: *Levies*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Skirmishers*

0-4 LIGHT CANNONS

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79. LATER SWISS (1400-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

MOUNTED CROSSBOWS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.
May have light armour (+2)

LORRAINER CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	28

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
May take full plate armour (free)
Up to half may downgrade to WS3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only from 1476-1477AD

INFANTRY

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	4	1	7	14

Equipment: Hand weapon, heavy armour, pike
May have plate armour (+3)
May be *Stubborn* (+2)
Special Rules: *Medieval Phalanx*

0-1 LIGHT CANNON

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light (+1) or heavy armour (+3)
Special Rules: *Skirmishers*

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	6

Equipment: Hand weapon, crossbow. May have light armour (+1).
Special Rules: *Skirmishers*

HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	8	13

Equipment: Hand weapon, heavy armour, halberd
May have plate armour (+3)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only before 1490AD

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80. HUSSITE (1419-1471AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MOUNTED CROSSBOWS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.
May have light armour (+2)
Special Rules: *Skirmishers*

HUSSITE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	28

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
May take full plate armour (free)
Only after 1422AD: Upgrade to Warhorse (+4) and then may be *Veterans* (+2)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only after 1420AD

INFANTRY

0-4 WAR WAGONS WITH MISSLE TROOPS OR 1-2 LIGHT GUNS

FLAILMEN AND HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, light armour
May have heavy armour (+2) and double handed weapon (+2) or halberd (+1). May be *Stubborn* (+2)
Only after 1422AD: May have Ld8 (+2) and then may be *Drilled* (+2) and *Veterans* (+2)

ALLIES

Only from 1421-1431AD: Polish Allies, IV/66 (can include Lithuanians)

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81. INCA (1438-1500AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50), may ride on a command litter (counts as War Wagon). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

INFANTRY

INCA REGULARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2).
Special Rules: *Light Infantry*

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

QUECHUA WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2)
Special Rules: Only before 1439AD

QUECHUA SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*, Only before 1439AD

CHIMU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2)
Special Rules: *Warband*, Only after 1440

FOREST INDIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*, Only after 1440

0-1 COLLA ARMED WITH BOLAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, bola
Bola: Counts as javelins, but no armour save allowed
Special Rules: *Skirmishers*, Only after 1440

OTHER SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, throwing spear

ALLIES

Only after 1440: Chanca Allies, IV/70

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82. FRENCH ORDONNANCE (1445-1500AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ORDONNANCE GENDARMES AND COUSTLLIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be Veterans (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ORDONNANCE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow.
May have light (+2) or heavy (+3) armour
Only after 1479AD: May have BS4 (+3)
Special Rules: *Light Cavalry*

MOUNTED HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.
May have light (+2) or heavy (+3) armour
Special Rules: *Light Cavalry*

FEUDAL MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3). May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only before 1465AD

SAVOYARD MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only before 1465AD

GENETAIRES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, bow.
May have light (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only in 1494AD

INFANTRY

FRENCH PARTISANMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Partisanman	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, heavy armour
May have shield (+2), partial or full plate armour (+2/+3) and double-handed weapon (+2). May *Veterans* (+2)
Special Rules: Only until 1479AD

FOOT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+1).
May have BS4 (+3) and then may have *Riding Horses* (+1)
Special Rules: *Light Infantry*

FRANCS ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+1).

GASCON CROSSBOWMEN AND SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	5	6

Equipment: Hand weapon, crossbow. May have light armour (+1).
May have sling instead of crossbow (-3)
Special Rules: *Skirmishers*

GASCON BIDETS OR BRETONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, shield
Special Rules: *Skirmishers*

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*

0-2 ORGAN GUNS

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FRENCH SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**6**

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light (+2) or heavy (+3) armour.
May have Ld7 (+1)
Special Rules: Only before 1465AD

HALBERDIERS AND PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**8**

Equipment: Hand weapon, light armour, halberd
May have heavy armour (+2) and pike instead of halberd (+2) and then have *Medieval Phalanx*.
Special Rules: Only after 1479AD

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	**4**	**4**	**3**	**3**	**3**	**1**	**4**	**1**	**7**	**13**

Equipment: Hand weapon, heavy armour, pike
May have plate armour (+2). May be *Stubborn* (+2)
Special Rules: *Medieval Phalanx,* Only after 1479AD

SWISS SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**10**

Equipment: Hand weapon, handgun.
May have light (+1) or heavy (+3) armour
May have crossbow instead of handgun (free)
Special Rules: *Skirmishers,* Only after 1479AD

SWISS HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	**4**	**4**	**3**	**3**	**3**	**1**	**4**	**1**	**8**	**13**

Equipment: Hand weapon, heavy armour, halberd
May have plate armour (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only from 1480-1490AD

WAR WAGONS
Special Rules: Only from 1480-1482AD

ALLIES

Only before 1465AD: Milanese Allies, IV/61
Only rebels in 1469AD: Swiss Mercenary Allies, IV/79
Only after 1493AD: Italian Allies, IV/61

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83. WARS OF THE ROSES ENGLISH (1455-1487AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BODYGUARD MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May be Veterans (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

CORROURS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2) and heavy armour (+2)

SHIRE LEVY STAVES OR HOBILARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Special Rules: Only Lancastrian

NORTHERN BORDER STAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2)
Special Rules: *Light Cavalry*, Only Lancastrian or Richard III

INFANTRY

RETINUE BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour
May have shield (+2), partial or full plate armour (+2/+3), halberd or double-handed weapon (+2). May have *Riding Horses* (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

RETINUE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+1)
May be *Veterans* (+2). May have *Riding Horses* (+1)

SHIRE LEVY BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, heavy armour
May have shield (+2), partial or full plate armour (+2/+3), halberd or double-handed weapon (+2).
Special Rules: Only Lancastrian, Yorkist, Richard III or Tudor.

SHIRE LEVY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have light armour (+1).
Special Rules: Only Lancastrian, Yorkist, Richard III or Tudor.

NORTHERN BORDER FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1).
Up to half may have bow instead of spear (free)
Special Rules: Combined Formation, Only Lancastrian or Richard III

WELSH SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Welsh	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+1).
Special Rules: *Light Infantry*, Only Lancastrian, Yorkist or Tudor

WELSH ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: Only Lancastrian or Tudor

IRISH BONNACHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bonnacht	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear
May have shield (+1)
Special Rules: Only Lancastrian or post-1485 Yorkist pretender

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IRISH KERNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Kern	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins and buckler
Special Rules: *Light Infantry*, Only Lancastrian or post-1485 Yorkist pretender

BURGUNDIAN, FLEMISH, FRENCH OR GERMAN HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light (+1) or heavy (+3) armour
Special Rules: *Skirmishers*, Only Yorkist, Tudor or post-1485 Yorkist pretender

0-1 BURGUNDIAN PETARDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Petardier	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, petard
Petard: Count as javelins, but no armour saves allowed.
Special Rules: *Skirmishers*, Only Yorkist

FRENCH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+1) and pavise (+2)
Special Rules: *Skirmishers*, Only Lancastrian or Tudor

BRETON JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	6	7

Equipment: Hand weapon, javelins
May have shield (+1).
Special Rules: *Skirmishers, Feigned Flight*, Only Tudor

BURGUNDIAN SUPPLIED GERMAN PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	10

Equipment: Hand weapon, pike, light armour
May have heavy armour (+2).
Special Rules: *Medieval Phalanx*, Only Yorkist or post-1485 Yorkist pretender

0-1 ORGAN GUN

ALLIES

Only Lancastrian: Scots Allies, IV/16

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84. BURGUNDIAN ORDONNANCE (1471-1477AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

0-1 HOUSEHOLD GENDARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3). May be Veterans (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ORDONNANCE GENDARMES AND COUSTLLIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ITALIAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+2) or plate (+3) barding. May have LD8 (+2) and then may be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Up to half may downgrade to WS3, I3, no lance, horse (-6 mounted/-3 dismounted) placed in the rear ranks
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.
May have light (+2) or heavy (+3) armour
Special Rules: *Skirmishers*

FEUDAL MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+2) or plate (+3) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

FEUDAL MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, light crossbow.
May have light (+2) or heavy (+3) armour
Special Rules: *Skirmishers*

INFANTRY

0-1 HOUSEHOLD ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	8	11

Equipment: Hand weapon, bow. May have light armour (+1)
May be *Veterans* (+2). May have *Riding Horses* (+1)

0-1 HOUSEHOLD INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	8	11

Equipment: Hand weapon, heavy armour, halberd
May have shield (+2), plate armour (+2) and double handed weapon instead of halberd (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ORDONNANCE CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2).
May may have *Riding Horses* (+1)

ORDONNANCE FOOT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	8	11

Equipment: Hand weapon, bow. May have light armour (+1)
May be *Veterans* (+2). May have *Riding Horses* (+1)

ORDONNANCE HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+1)
Special Rules: *Skirmishers*

ITALIAN FOOT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow. May have light armour (+2) and Pavise (+2)

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LOW COUNTY PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**9**

Equipment: Hand weapon, pike.
May have light armour (+1) or heavy armour (+3).
Special Rules: *Medieval Phalanx*

0-1 PETARDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Petardier	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**8**

Equipment: Hand weapon, petard
Petard: Count as javelins, but no armour saves allowed.
Special Rules: *Skirmishers*

ORGAN GUNS

ALLIES

English Yorkist Allies, IV/83

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WAB FORUM ARMIES

BOOK IV: 1071 to 1500 AD

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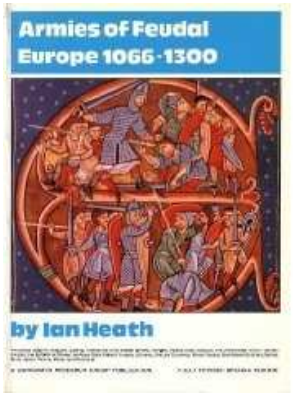
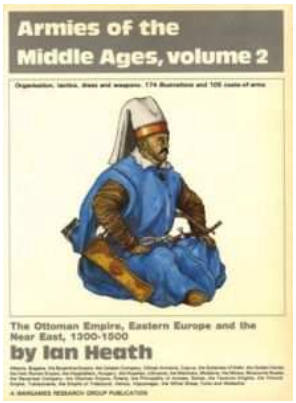
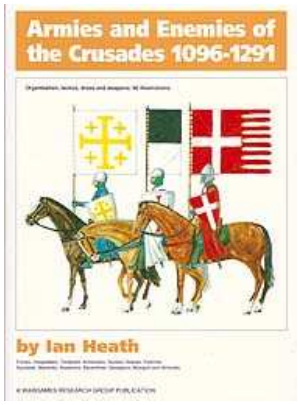
SPECIAL THANKS

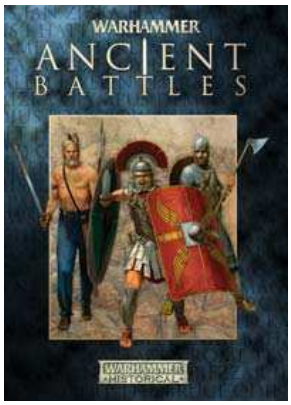
Many thanks to the WAB Forum members for providing the template and their great support and the authors of the DBM Army Books for their great work, which still is a milestone for historical wargaming.

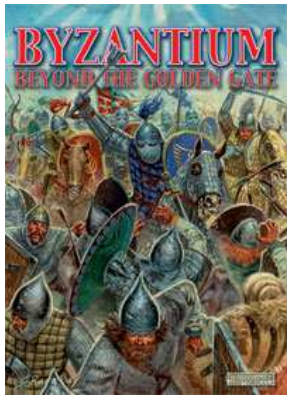
BOOKS

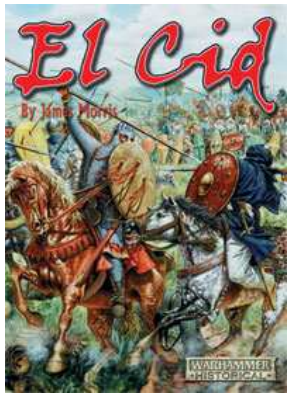


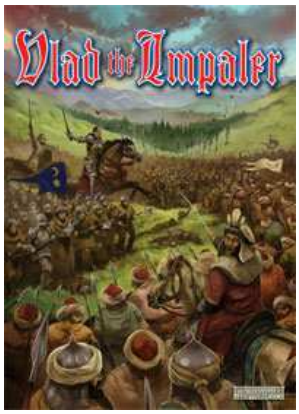












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WABFORUM
ARMY BOOK 5

RENAISSANCE

123 ARMY LISTS FROM 1500-1700AD

WAB FORUM ARMIES

BOOK V: 1500 to 1700 AD

CONTENT **PAGE**

V/1	Italian Condotta (1500-1553AD)	5
V/2	Italian Wars French (1500-1559AD)	6
V/3	Swiss Confederate (1500-1515AD)	7
V/4	Venetian Italian (1500-1617AD)	8
V/5	German Minor States (1500-1609AD)	9
V/6	Valors French (1500-1561AD)	10
V/7	Maximilian Imperial (1500-1518AD)	11
V/8	Early Tudor English (1500-1558AD)	12
V/9	Ottoman Turk (1500-1645AD)	13
V/10	Anatolian Turkoman (1500-1515AD)	14
V/11	Mamluk Egyptian (1500-1517AD)	15
V/12	Hungarian (1500-1526AD)	16
V/13	Knights of St John (1500-1575AD)	17
V/14	Venetian Colonial (1500-1606AD)	18
V/15	White Sheep Turkoman (1500-1504AD)	19
V/16	Wallachian or Moldavian, Transylavanian (1500-1648AD)	20
V/17	Ming Chinese (1500-1683AD)	22
V/18	Mongolian (1500-1700AD)	23
V/19	Jurchen (1500-1635AD)	23
V/20	Korean (1500-1700AD)	24
V/21	Japanese (1500-1614AD)	25
V/22	Tibetan (1500-1700AD)	26
V/23	Aztec (1500-1521AD)	27
V/24	Tarascan or Tlaxcalan (1500-1521AD)	28
V/25	Mixtec or Zapotec (1500-1521AD)	29
V/26	Pueblo Cultures (1500-1692AD)	29
V/27	North West American (1500-1700AD)	30
V/28	Maya (1500-1697AD)	30
V/29	Inca (1500-1572AD)	31
V/30	Amazonian (1500-1662AD)	32
V/31	Natchez and Mound Builders (1500-1700AD)	32
V/32	Eastern Forest American (1500-1700AD)	33
V/33	Old Irish (1500-1601AD)	34
V/34	Scandinavian Union (1500-1523AD)	35
V/35	Russian Traditional (1500-1647AD)	36
V/36	Jagiellonian Polish and Lithuanian (1500-1575AD)	37
V/37	Tartar (1500-1700AD)	38
V/38	Georgian or Circassian (1500-1700AD)	39
V/39	Siberian Tribes (1500-1700AD)	40
V/40	Moghul (1500-1700AD)	41
V/41	Muslim Indian (1500-1687AD)	43
V/42	Hindu Indian (1500-1700AD)	44
V/43	Portugese Colonial (1500-1700AD)	45
V/44	Maghrebi (1500-1700AD)	46
V/45	Tuareg (1500-1700AD)	47
V/46	West Sudanese (1500-1700AD)	48
V/47	Tupi or Tapuya (1500-1692AD)	49
V/48	West African Forest People (1500-1700AD)	49
V/49	East African Pagan (1500-1700AD)	50
V/50	Arab (1500-1700AD)	51
V/51	Zanj (1500-1700AD)	52
V/52	Somali (1500-1700AD)	53
V/53	Abyssinian (1500-1700AD)	54
V/54	Wadj (1500-1700AD)	55
V/55	Alwa (1500-1504AD)	55
V/56	Indonesian or Malay (1500-1700AD)	56
V/57	Vietnamese (1500-1700AD)	57
V/58	Siamese, Burmese, Laotian,Cambodian/Khmer (1500-1700)	58
V/59	Sinhalese (1500-1700AD)	59
V/60	Polynesian or Melanesian (1500-1700AD)	60
V/61	Neapolitan Spanish (1500-1518AD)	61
V/62	Safavid Persian (1500-1639AD)	62
V/63	Funj Empire (1504-1700AD)	63
V/64	Scots Common Army (1513-1602AD)	63
V/65	Spanish Imperial (1519-1558AD)	64
V/66	Spanish Colonial (1524-1700AD)	66
V/67	Early Danish (1524-1587AD)	67
V/68	Early Vasa Swedish (1524-1617AD)	68
V/69	Free Cossack (1550-1700AD)	69
V/70	Austrian Imperial (1556-1609AD)	70
V/71	Elizabethan English (1559-1603AD)	71
V/72	Low Countries Spanish (1559-1659AD)	72

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WAB FORUM ARMIES

BOOK V: 1500 to 1700 AD

V/73	French Huguenot (1562-1598AD)	73
V/74	French Catholic (1562-1597AD)	75
V/75	Dutch Rebellion (1568-1648AD)	77
V/76	Polish-Lithuanian Rzechpospolita (1576-1631AD)	78
V/77	Sebastianic Portuguese (1578AD)	79
V/78	Christian IV Danish (1588-1648AD)	80
V/79	French Thirty Years War (1599-1648AD)	81
V/80	Manchu and Ch'ing Chinese (1601-1700AD)	82
V/81	Dutch Colonial (1602-1700AD)	83
V/82	Canadian French (1603-1700AD)	84
V/83	English or Dutch Colonial (1607-1700AD)	85
V/84	German Catholic (1609-1648AD)	86
V/85	German Protestant (1609-1648AD)	87
V/86	Early Gustavian Swedish (1618-1629AD)	88
V/87	Buccaneer (1624-1700AD)	89
V/88	Swedish Thirty Years War (1630-1648AD)	90
V/89	Later Polish (1632-1700AD)	91
V/90	Bishops' War English (1639-1640AD)	92
V/91	Bishops' War Scots Royalist (1639AD)	93
V/92	Scots Covenanter (1639-1651AD)	94
V/93	Braganza Portuguese (1640-1700AD)	95
V/94	English Civil War Royalist (1641-1647AD)	96
V/95	Irish Confederate (1641-1652AD)	97
V/96	English Civil War Parliamentarian (1642-1648AD)	98
V/97	Scots Montrose Royalist ((1644-1647AD)	99
V/98	English New Model Army (1645-1660AD)	100
V/99	Later Venetian Colonial (1645-1700AD)	101
V/100	Later Ottoman Turk (1645-1700AD)	102
V/101	Maratha (1646-1700AD)	103
V/102	Brandenburg-Prussia (1646-1700AD)	104
V/103	Savoyard (1648-1700AD)	105
V/104	Russian Conscript (1648-1700AD)	106
V/105	Regency and Fronde French (1649-1660AD)	107
V/106	Dutch United Provinces (1649-1688AD)	108
V/107	Later Imperialist (1649-1700AD)	109
V/108	Later Bavarian (1649-1700AD)	111
V/109	Later Saxon (1649-1700AD)	112
V/110	Later Minor German States (1649-1700AD)	113
V/111	Later Danish (1649-1700AD)	114
V/112	Caroline Swedish (1649-1700AD)	115
V/113	Shaiqiya (1660-1700AD)	116
V/114	Later Spanish (1660-1700AD)	116
V/115	Restoration British (1661-1688AD)	117
V/116	Louis XIV French (1661-1700AD)	118
V/117	Hungarian Rebel (1670-1685AD)	119
V/118	Scots Western Covenanter Rebel (1679AD)	119
V/119	English Monmouth Rebel (1685AD)	120
V/120	Irish Jacobite (1688-1691AD)	121
V/121	Williamite Anglo-Dutch (1688-1700AD)	122
V/122	Scots Jacobite (1689-1690AD)	123
V/123	Scots Constitutional (1689-1690AD)	124

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WAB FORUM ARMIES

BOOK V: 1500 to 1700 AD

SPECIAL RULES

ALLIES
Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

BATTALION GUN (75pts)
Counts as Light Cannon (see below) but must be attached to a rank&file unit of Shot. Must move like the unit, but is unable to fast march. Cannot move and shoot. Must stay at one flank of the unit. Have to shoot at the same target as the unit. If not fired last turn it is able to choose stand and shoot as charge reaction if the shot unit is charged. In such a case roll the artillery dice for how many S4 hits the enemy unit get.

CHARACTERS EQUIPMENT
Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

DRAGOONS
- counts as Light Infantry/Cavalry mixture with a movement rate of 8
- fear formed units
- cannot charge formed enemy units in the front

CAMEL GUN
A light gun mounted on a camel.
Randomize missle fire against the camel gun: 1-4 camel, 5-6 gun

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camel	**6**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**-**
Cannon	**-**	**-**	**-**	**-**	**6**	**3**	**-**	**-**	**-**	**50**

Equipment: The camelrider have a hand weapon and may have light armour (+6).
Range 36”, S6, no save, D6 wounds per hit
Special Rules: *Cannon, Camelry*

CARBINES
- range 16”, S3, save modifier -1
- mounted troops (except Dragoons) may not move and shoot

FIELD GUN (75pts)
(See rulesbook page 130)
Each machine has a four man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	**4**	**3**	**3**	**3**	**3**	**3**	**3**	**1**	**7**	**-**
Cannon	**-**	**-**	**-**	**-**	**7**	**3**	**-**	**-**	**-**	**75**

Equipment: Hand weapon.
The crew may have light armour (+6).
Range 48”, S7, no save, D6 wounds per hit
Special Rules: *Cannon*

FIRELOCKS
- foot and mounted troops with firelocks do not suffer the -1 penalty for move and shoot

GALLOPPER GUN (60pts)
Counts as *Light Cannon* with M8.

GRENADOES
- one use only
- for each grenadoe place the 3” template within 8” (90° arc of sight)
- roll artillery and scatter dice, S4 hits
- in case of misfire place the template with the center above the thrower

LIGHT CANNON (50pts)
(See rulesbook page 130)
Each machine has a three man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	**4**	**3**	**3**	**3**	**3**	**3**	**3**	**1**	**7**	**-**
Cannon	**-**	**-**	**-**	**-**	**6**	**3**	**-**	**-**	**-**	**50**

Equipment: Hand weapon. The crew may have light armour (+6).
Range 36”, S6, no save, D6 wounds per hit
Special Rules: *Cannon*

MUSKETS
- range 24”, S4, save modifier -2
- one rank may fire
- if not moved two ranks may shoot (salvoe), but no shoot including next round, enemy units have to make a panic test immediately if they have casualties

PIKE&SHOT
- units must remain within 2” to support or benefit from this support:
- a unit of shot may use the stand &shoot reaction against enemy units charging a pike unit nearby, enemy must be within the 90° arc of sight during the charge, normal penalty for shooting at chargers apply
- a unit of shot in front of a unit of pike will rally automatically after using fire&flee as charge reaction
- a unit of pike can declare a countercharge to an enemy unit who is charging a unit of shot nearby as long as the enemy is within the 90° arc of sight during the charge, pike unit will be moved in front of the shot unit

PISTOLS
- range 12”, S3,save modifier -1
- models armed with pistols count as armed with an additional hand weapon in melee, using a hand weapon and one pistol
- cavalry armed with pistols may fire twice per turn, 180° arc of sight
- do not suffer penalties for move&shoot or long range

STAKES
Stakes must be placed when the unit is deployed on the table. After deployment is finished and stakes placed the stakes are lost as soon as the unit moves or flee. Mounted models hit models behind the stakes with -2, cannot use the *Ferocious Charge* ability and do not gain any weapon strength bonuses.

STAMPEDING ANIMALS (200pts)
Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6”x6”. For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6” each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6” for the distance another d6. On a 2-5 the stampede continues in exactly the same diretion. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it

TETHERED CAMELS
Some camels are mixed into or attached to that unit, this way the unit causes *Fear* in enemy cavalry. The camels will be removed as soon as the unit charges or flee.

UNITS
All units may have a leader, standard and musician for 5pts each.
All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of army size.

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USED TO ELEPHANTS
As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR
See WAB Errata for details:
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf

WARHOUNDS
(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missle weapons should be randomly devided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	**5**	**4**	**4**	**3**	**3**	**3**	**4**	**1**	**6**	**8**
Warhound	**6**	**4**	**0**	**3**	**3**	**1**	**3**	**1**	**3**	**5**

Equipment: Packmaster may have javelins (+1) and light armour (+2)
Special Rules: *Warband, Skirmishers*

WAR WAGON
See WAB Errata for details
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf
Some War Wagons may have two war machines with crew instead of 6 missle armed crew members (+80).

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WAB FORUM ARMIES

BOOK V: 1500 to 1700 AD

1. ITALIAN CONDOTTA (1500-1553AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CONDOTTIERI OR LANZE SPEZZATE ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and cloth (+4) or plate (+6) barding.
May be *Veterans* (+2)
Special Rules: *Ferocious Charge,* may count rank bonus up to +1

FAMIGLIA DUCALE ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only Milan

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow. May have light armour (+2)
Special Rules: *Light Cavalry*

MOUNTED ARQUBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only Milan

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.
May have bow (+2) and light armour (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only Venetian

INFANTRY

MILITIA CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow. May have light armour (+2).
Only after 1521AD: may have handgun instead of crossbow (+2)
Special Rules: *Light Infantry*

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow
Only after 1521AD: may have handgun instead of crossbow (+2)
May have light armour (+2) and pavise (+2).

ITALIAN ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: *Light Infantry*

MERCENARY SWORD-AND-BUCKLER-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, buckler
May have heavy armour (+2)

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot,* Only Papacy and Florence, Only Sienna from 1552-1553AD

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot,* Only 0-1 per twoLandsknecht pikemen units

0-1 ORGAN GUN

PIONEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ROMANDIOLE PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only from 1500-1503AD, Only Papacy

MILITIA PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only after 1506AD, Only Florence

ALLIES

Italian Allies, V/1
Only Papacy: Spanish Allies, V/60

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WAB FORUM ARMIES

BOOK V: 1500 to 1700 AD

2. ITALIAN WARS FRENCH (1500-1559AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ORDONNANCE GENDARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ORDONNANCE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	23

Equipment: Hand weapon, bow.
May have light (+2) or heavy (+3) armour
Only 0-1 per unit of gendarmes
Special Rules: *Light Cavalry*

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow. May have light armour (+2)
Special Rules: *Light Cavalry*

ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and cloth (+4) or plate (+6) barding.
May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, may count rank bonus up to +1

ITALIAN MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, light crossbow. May have light armour (+2)
Only after 1512AD: May have handgun instead of light crossbow (+3)
Special Rules: *Skirmishers*

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.
May have bow (+2) and light armour (+2)
Special Rules: *Skirmishers, Feigned Flight*

ARGOULETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have heavy armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Only after 1522AD: May have handgun instead of bow (+3)
Special Rules: *Skirmishers*

INFANTRY

AVENTURIER CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2).
Only after 1522AD: Have handgun instead of crossbow (free)
Only after 1543AD and with handgun: *Dragoons*(+2)
Special Rules: *Skirmishers*

OLD BANDS OF PICARDY AND PIEMONT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Only after 1535AD: May be upgrade to 1/3 armed with handguns placed in the first rank (+2) to *Combined Formation*

FIELD GUNS
Special Rules: *Cannon*

SWISS PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
May be *Stubborn* (+2)
Special Rules: Only 1500-1512 and 1522-1559AD

SWISS SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
May have crossbow instead of handgun (free)
0-1 per two units of swiss pikemen
Special Rules: *Skirmishers*, Only 1500-1512 and 1522-1559AD

ITALIAN ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)

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LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only after 1512AD

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per twoLandsknecht pikemen units

AVENTURIER OR ITALIAN PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only after 1512AD

ALLIES

Only from 1515-1522AD: Venetian Allies, V/4

3. SWISS CONFEDERATE (1500-1515AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. Sub-General may ride a horse if Milanese (+8, M8).

CAVALRY

MOUNTED CROSSBOWS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, light crossbow.
May have handgun instead of light crossbow (+2)
May have light armour (+2)

0-1 FAMIGLIA DUCALE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only with a Milanese sub-general

INFANTRY

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, pike
May have plate armour (+3). May be *Stubborn* (+2)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	2	3	3	1	3	1	6	6

Equipment: Hand weapon, crossbow. May have light armour (+2).
May have handgun instead of crossbow (free)
Special Rules: *Skirmishers*

HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, halberd
May have plate armour (+3). May be *Stubborn* (+2).

0-2 LIGHT CANNONS

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4. VENETIAN ITALIAN (1500-1617AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and cloth (+4) or plate (+6) barding.
May be *Veterans* (+2)
Only from 1560AD: Downgrade to WS3 (-3)
Special Rules: *Ferocious Charge,* may count rank bonus up to +1, Only until 1606AD

0-1 MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow. May have light armour (+2)
Only from 1560AD: Have handgun instead of crossbow (+2)
Special Rules: *Light Cavalry*

MOUNTED ARQUBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)

TURKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.
May have bow (+2) and light armour (+2)
Special Rules: *Skirmishers, Feigned Flight*

PISTOLEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry, Pistols,* Only from 1606AD

INFANTRY

MERCENARY ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Only from 1606AD: Upgrade to BS4 (+3)
Special Rules: *Light Infantry*

MERCENARY FOOT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow
Only from 1560AD: Have handgun instead of crossbow (free)
May have light armour (+2) and pavise (+2).

MERCENARY SWORD-AND-BUCKLER-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, buckler
May have heavy armour (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow.
May have light armour (+2).
Special Rules: *Skirmishers*

0-4 FIELD GUNS

MILITARY PIONEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ROMANDIOLE PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, light armour, handgun.
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Dragoons*

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5. GERMAN MINOR STATES (1500-1609AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

GERMAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	27
Dismounted	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Up to half may downgrade to WS3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only until 1544AD

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light crossbow, light armour
May have heavy armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

0-1 PETRONELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
May have Ld6 and handgun instead of pistols (-4)
Special Rules: *Light Cavalry*, *Pistols*

REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Only before 1555AD: May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only from 1544AD

INFANTRY

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

OTHER FOOT ARQUEBUSIER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Only from 1555AD: Upgrade to BS4 (+3) and may be *Veterans* (+2)
Special Rules: *Light Infantry*

0-2 ORGAN GUNS OR LIGHT CANNONS

0-2 FIELD GUNS
Special Rules: Only from 1555AD

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WAB FORUM ARMIES

BOOK V: 1500 to 1700 AD

6. VALOIS FRENCH (1500-1561AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

ORDONNANCE GENDARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ORDONNANCE ARCHERS OR CHEVAUX LÉGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	23

Equipment: Hand weapon, bow.
May have light (+2) or heavy (+3) armour and thrusting spear (+2)
Only 0-1 per unit of gendarmes
Special Rules: *Light Cavalry*

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow. May have light armour (+2)
Special Rules: *Light Cavalry*, Only until 1512AD

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.
May have bow (+2) and light armour (+2)
Special Rules: *Skirmishers, Feigned Flight*

ARGOULETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have heavy armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Only after 1522AD: May have handgun instead of bow (+3)
Special Rules: *Skirmishers*, Only after 1512AD

GERMAN MERCENARY REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, Only from 1544AD

INFANTRY

OLD BANDS OF PICARDY AND PIEMONT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Only after 1525AD: May be upgrade up to 1/3 armed with handguns placed in the first rank (+2) to *Combined Formation*

AVENTURIER CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2).
Only after 1522AD: Have handgun instead of crossbow (free)
Only after 1543AD and with handgun: *Dragoons* (+2, M8)
Special Rules: *Skirmishers*

FRANCS ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+2).
Special Rules: *Light Infantry*

0-4 FIELD GUNS
Special Rules: *Cannon*

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only after 1512AD

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

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7. MAXIMILIAN IMPERIAL (1500-1518AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BURGUNDIAN AND SIMILAR MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	25
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

GERMAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	27
Dismounted	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Up to half may downgrade to WS3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light crossbow, light armour
May have heavy armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

PETRONELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
May have Ld6 and handgun instead of pistols (-4)
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Light Infantry*

0-2 ORGAN GUNS

LANDSKNECHT "VERLORENE HAUFEN"

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, halberd
May have double handed weapon (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only before 1507AD

ALLIES

English Allies, V/8

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8. EARLY TUDOR ENGLISH (1500-1558AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ENGLISH MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	23
Dismounted	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

BURGUNDIAN AND SIMILAR MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	25
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

ENGLISH DEMI-LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

ENGLISH JAVELINS STAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, javelins
May have shield (+2) and throwing spear (+2)
Special Rules: *Light Cavalry, Feigned Flieght*

INFANTRY

ENGLISH LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+2)
May be *Veterans* (+2)

ENGLISH BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour
May have shield (+1), partial or full plate armour (+2/+3), halberd or double-handed weapon (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: 0-1 per two units of longbowmen

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per two units of longbowmen

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

0-4 ORGAN GUNS

0-1 WAGON TABOR

ALLIES

Maximilian Imperial Allies, V/7
Spanish Imperial Allies, V/64

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9. OTTOMAN TURK (1500-1645AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

QAPUKULU CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	8	28

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2) and cloth (+4) or metal (+6) barding.Without barding may be *Expert Horsemen* (+2)
Special Rules: May have a +2 rank bonus

FEUDAL SIPAHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
Only until 1595AD: May have WS4 (+2)
Special Rules: May have a +2 rank bonus

AKINJIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	17

Equipment: Hand weapon, throwing spear
May have light armour (+2) and bow (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only until 1595AD

DELIS, KURDS OR BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry*

DJANBAZAN, TURKOMANS, TARTARS OR SIMILAR HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow
May have shield (+2), trowing spear (+2) and light armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers,* Only before 1595AD

INFANTRY

JANISSARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	5	3	4	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, bow
May have handgun (+2). May have *Stakes* (+20) and *Tethered Camels* (+10). May be *Veterans* (+2).

AZABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon, javelins
May have sling instead of javelins (free) or bow (+1).
With bow they may upgrade to *Light Infantry* (+1)
Special Rules: *Skirmishers*

LEVENDAT OR EUROPEAN LEVY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Levies*

0-1 WAGON TABOR

IAYLARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ialyar	5	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield
Special Rules: *Warband,* Only before 1595AD

VOYNUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Voynuk	4	4	3	3	3	1	3	1	8	12

Equipment: Hand weapon, light armour
May have shield (+1), heavy armour (+2) and halberd (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only before 1595AD

JANISSARY SKIRMISHERS WITH LONG ARQUEBUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: *Skirmishers,* Only before 1595AD

WAR WAGONS WITH LIGHT GUNS
Special Rules: Only before 1595AD

0-1 FIRE-LANCE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, fire lance (count as thrusting spear)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers,* Only before 1595AD

SLAV OR ANATOLIAN SHARPSHOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun. May have light armour (+2)
May be *Dragoons* (+2, M8)
Special Rules: *Skirmishers,* Only after 1595AD

0-2 CAMEL GUNS

ALLIES

Crimean Tartar Allies, V/36
Only before 1595AD: Wallachian Vassal Allies, V/16
Only from 1533-1629AD: Transylvanian Allies, V/16

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10. ANATOLIAN TURKOMAN (1500-1515AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, bow
May have heavy armour (+2) and shield (+2)
May have WS4 (+3) and then barding (+3)
Special Rules: May count rank bonus up to +2

TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow. May have light armour (+2) shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Up to half may have bow instead of spear (free)
Special Rules: *Warband, Combined Formation*

AKHIYA TOWN MILITIAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

0-4 LIGHT CANNONS

ALLIES

Mamluk Allies, V/11

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11. MAMLUK EGYPTIAN (1250-1517AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

MAMLUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, bow, thrusting spear
May have shield (+2), heavy armour (+2).
Special Rules: May count rank bonus up to +2

BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, javelins. May have shield (+2), light armour (+2) and throwing spear (+2)
Special Rules: *Light Cavalry*

0-1 CAMEL MOUNTED SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, shield
May have light armour (+2), bow (+2) and thrusting spear (+2)
Special Rules: *Skirmishers,Camelry*

HALQA, ASHIR AND OTHER NON-MAMLUK ARMOURED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2), heavy armour (+2)
Special Rules: May count rank bonus up to +2

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	22

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

HALQA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have shield (+1) and light armour (+2).

ASHIR OR OTHER ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry*

JABALIYYA OR OTHER JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins, shield
Special Rules: *Warband*

ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: *Light Infantry*, Only in the Red Sea or in 1517AD

0-4 OX-DRAWN WAR WAGONS
Special Rules: Only in 1517AD

0-4 CAMEL GUNS
Special Rules: Only in 1517AD

0-1 HURRIEDLY PURCHASED EX-SHIP CANNON
Special Rules: Count as *Field Gun*, Only in 1517AD

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only in 1517AD

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12. HUNGARIAN (1500-1517AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

ROYAL BANDERIUM

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

HUNGARIAN NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) and cloth (+4) or plate (+6) barding.
Special Rules: *Ferocious Charge*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, lance, bow
May have light armour (+2)
May upgrade to BS4 (+2) and *Expert Horsemen* (+2)
Special Rules: *Feigned Flight*

INFANTRY

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot,* Only 0-1 per two Landsknecht pikemen units

ITALIAN ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2)

POLISH DRABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Drab	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, shield
May have large shield (+2) and light armour (+2).
Up to half may have bow (free)
Special Rules: *Combined Formation*

HUNGARIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have shield (+1) and light armour (+2).
Special Rules: *Light Infantry*

0-4 LIGHT CANNONS

0-1 FIELD GUN

0-1 WAGON TABOR

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13. KNIGHTS OF ST JOHN (1500-1575AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BROTHER KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	9	16

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). Only
May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

SERVING BRETHREN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	29
Dismounted	4	4	3	3	3	1	4	1	9	16

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). Only
May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Only after 1522AD: Downgrade dismounted brethren to Ld8 (-2)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only until 1522AD

INFANTRY

0-3 LIGHT AND ORGAN GUNS

GREEK AND CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have shield (+1) and light armour (+2).
Special Rules: *Light Infantry*, Only until 1522AD

GREEK, COLONIST AND MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, crossbow.
May have light armour (+2) and pavise (+2)

MERCENARY HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, halberd
May have double handed weapon (+2) and plate armour (+3)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only until 1522AD

MERCENARY ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Light Infantry*, Only until 1522AD

MERCENARY PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only after 1522AD

MERCENARY ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Light Infantry*, Only after 1522AD

MERCENARY OARSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Oarsman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield
May be *Stubborn* (+2)
Special Rules: Only after 1522AD

MALTESE LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon.
Special Rules: *Levies*, Only in 1565AD

ALLIES

Only in 1565AD: Sicilian Allies, V/60

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14. VENETIAN COLONIAL (1500-1606AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

STRADIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear.
May have bow (+2) and light armour (+2)
Special Rules: *Skirmishers, Feigned Flight*

ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and cloth (+4) or plate (+6) barding.
May be *Veterans* (+2)
Only from 1560AD: Downgrade to WS3 (-3)
Special Rules: *Ferocious Charge*, may count rank bonus up to +1

MOUNTED ARQUBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Only until 1559AD 0-1

MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light crossbow.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Light Cavalry*, Only until 1559AD

REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Only before 1555AD: May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only after 1559AD

INFANTRY

MERCENARY ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Light Infantry*

MILITIA ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3) and pavise (+2).

0-3 FIELD GUNS

MERCENARY FOOT CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, crossbow
Only from 1560AD: Have handgun instead of crossbow (free)
May have light armour (+2) and pavise (+2).
Special Rules: Only until 1559AD

MERCENARY SWORD-AND-BUCKLER-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, buckler
May have heavy armour (+2)
Special Rules: Only until 1559AD

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	2	3	3	1	3	1	6	5

Equipment: Hand weapon, bow.
May have light armour (+2).
Special Rules: *Skirmishers*, Only until 1559AD

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only after 1559AD

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

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15. WHITE SHEEP TURKOMAN (1500-1504AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).
.

CAVALRY

PUSHAN-PUSH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and barding (+3).
Special Rules: May count rank bonus up to +2

TIRKAH-BAND

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2). May be *Expert Horsemen* (+2)
Special Rules: *Light Cavalry*

QULLUGHCHI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, throwing spear
May have shield (+2) and bow (+2).
Special Rules: *Light Cavalry*

TURKOMAN TRIBAL HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KURDISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	21

Equipment: Hand weapon, thrusting spear, light armour
May have heavy armour (+2) and shield (+2)
Special Rules: May count rank bonus up to +2

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow.
May have light armour (+2) and shield (+1)
May downgrade to Ld6 (-1)
Special Rules: *Light Infantry*

CAMP FOLLOWERS AND LEVY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: *Skirmishers*

0-1 WAGON TABOR

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16. WALLACHIAN OR MOLDAVIAN (1500-1648) AND TRANSYLVANIAN (1533-1629AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

RICH BOYARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, thrusting spear
May have shield (+2) and cloth (+4) or plate (+6) barding.
Special Rules: *Ferocious Charge*, May count rank bonus up to +1

LESSER BOYARS AND VITEJI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
Until 1533AD: May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
After 1533AD: Downgrade to BS3 and Ld6 (-4)
Special Rules: *Skirmishers*

SZEKELERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only from 1606AD

MERCENARY CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only from 1606AD

MOUNTED HARQUBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only from 1606AD

INFANTRY

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have halberd (+1), double-handed weapon (+2) or javelins (+1)
Special Rules: *Levies*

ARMOURED VOYNUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Voynuk	4	4	3	3	3	1	4	1	7	14

Equipment: Hand weapon, heavy armour, halberd
May have shield (+1), partial or full plate armour (+2/+3)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only before 1606AD

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+2). May have BS4 and Ld7 (+4)
Special Rules: *Light Infantry*, Only before 1606AD

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2).
Special Rules: *Light Infantry*, Only before 1606AD

MERCENARY ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Light Infantry*, Only before 1606AD

TRANSYLVANIAN HAIDUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only after 1606AD

TRANSYLVANIAN PEASANT HORDES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, handgun.
Special Rules: *Skirmishers*, Only from 1606AD

WALLACHIAN SEIMENI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	6	11

Equipment: Hand weapon, light armour, handgun.
Special Rules: *Dragoons*, Only from 1606AD

WALLACHIAN DOROBANTI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	8	14

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3).
May be Veterans (+2)
Special Rules: Only from 1606AD

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MERCENARY PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**9**

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only from 1606AD

MERCENARY MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	**4**	**2**	**4**	**3**	**3**	**1**	**3**	**1**	**7**	**15**

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Mercenary pikemen units

0-2 FIELD GUNS
Special Rules: Only from 1606AD

ALLIES

Ottoman Allies, V/9
Only Moldavians: Crimean Tartar Allies, V/36
Only Moldavians: Polish Allies, V/35

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17. MING CHINESE (1500-1683AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
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CAVALRY

CHINESE REGULAR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, thrusting spear, light armour, bow
May have heavy armour (+2) and shield (+2)
Special Rules: May count rank bonus up to +2

CHINESE MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear, light armour, bow
May have heavy armour (+2) and shield (+2)
Special Rules: May count rank bonus up to +2

INFANTRY

CHINESE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, light armour
May have shield (+1).

CHINESE ARCHERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+2) and crossbow instead of bow (+3)

CHINESE HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) and pavise (+2)

"DARE-TO-DIE" TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour
May have heavy armour (+2) and shield (+1). May be *Veterans* (+2)
Special Rules: *Light Infantry*

0-2 LIGHT CANNONS

CHINESE MILITIA OR LESSER ARMED PIRATE FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

CHUANG OR OTHER SOUTHERN TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield. May have light armour (+2).
Special Rules: *Warband, Light Infantry*

0-2 FIELD GUNS
Special Rules: Only after 1540AD

MATCHLOCKMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2). May be *Veterans* (+2)
Special Rules: *Skirmishers*, Only Wo-k'ou pirates 1542-1570 and southern Ming after 1644AD, Instead of chinese regular cavalry

WAR WAGONS WITH LIGHT GUNS
Special Rules: Only from 1568-1571AD

PORTUGESE MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only after 1644AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only "The Three Feudatories" 1644-1681AD

ALLIES

Only Wo-k'ou pirates 1542-1570AD: Japanese Pirate Allies, V/21
Only 1592-1598 and in 1616AD: Korean Allies, V/20
Only before 1620AD: Jurchen Allies, V/19
Only before 1624AD: Mongol Allies, V/18

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18. MONGOLIAN (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MONGOL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2) and barding (+3).
May upgrade to WS4 (+2)
Up to half may change to WS3, BS4, I3, light armour and no spear (-4) placed in the rear rank
Special Rules: *Combined Formation* and may have a +2 rank bonus

MONGOL LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	25

Equipment: Hand weapon, bow, light armour
May have shield (+2) and throwing spear (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

MOUNTED MATCHLOCKMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only Oirat

INFANTRY

SERFS AND CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ALLIES

Only Oirat from 1640-1696AD: Tibetan Allies, V/22

19. JURCHEN (1500-1635AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2) and barding (+3).
Up to half may change to WS3, BS4, I3, light armour and no spear (-4) placed in the rear rank
Special Rules: *Combined Formation* and may have a +2 rank bonus

INFANTRY

SLAVES AND LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ALLIES

Ming Allies, V/17

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20. KOREAN (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, thrusting spear, light armour, bow
May have heavy armour (+2) and shield (+2)
Special Rules: May count rank bonus up to +2

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	19

Equipment: Hand weapon, buckler, bow
May have light armour (+2)
Special Rules: *Light Cavalry*

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.
May have light armour (+2).
Only after 1598AD: Change to BS3 and handgun instead of bow (+free)

HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, halberd
May have heavy armour (+2)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pikes
May have light armour (+2).

PEASANT SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
Special Rules: *Levies*

0-1 MIXED SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Grenadoe (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

0-4 LIGHT CANNONS

Special Rules: Only until 1628AD

GUERILLA BANDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon
Special Rules: *Levies*, Only 1592-1598AD

0-3 FIELD GUNS

Special Rules: Only after 1628AD

ALLIES

Only until 1598AD: Jurchen Allies, V/19
Only 1592-1598AD: Chinese Allies, V/17

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21. JAPANESE (1500-1614AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

SAMURAI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	22

Equipment: Hand weapon, bow, light armour
May have heavy armour (+2) and thrusting spear (+2)
Only after 1542AD: With heavy armour and spear armed have *Ferocious Charge* and count rank bonus up to +1 (+2)
Special Rules: May count rank bonus up to +2

SOHEI MOUNTED WARRIOR MONKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon
May have light armour (+2)
Special Rules: *Light Cavalry*, Only until 1571AD

INFANTRY

SAMURAI FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Samurai	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, light armour, double-handed weapon
May have heavy armour (+2) and and thrusting spear (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

ASHIGARU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	5	4	3	3	3	1	4	1	7	14

Equipment: Hand weapon, thrusting spear
May have light armour (+2)
Special Rules: *Light Infantry*

ASHIGARU ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have BS4 and Ld7 (+4) and then pavise (+2)
Only after 1542AD: have handgun instead of bow (+2)

RONIN AND MERCENARY SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	14

Equipment: Hand weapon, light armour, double handed weapon
May have heavy armour (+2).

SOHEI WARRIOR MONK SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, double handed weapon
May have heavy armour (+2).
Special Rules: Only until 1571AD

IKKO IKKI FANATICS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fanatic	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
Special Rules: *Frenzy*, Only until 1574AD

TOWN MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only until 1574AD

0-1 LIGHT CANNON
Special Rules: Only after 1542AD

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22. TIBETAN (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
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CAVALRY

ARMOURED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, bow
May have heavy armour (+2) and shield (+2)
May have barding (+3) and then WS4 (+2)
Special Rules: May count rank bonus up to +2

NOMAD NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, bow
May have light armour (+2) and shield (+2)
Special Rules: May count rank bonus up to +2

NOMADS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: *Skirmishers, Feigned Flight*

INFANTRY

ARMOURED ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, bow

LEVIED SERFS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

HERDSMEN WITH SLINGS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
Special Rules: *Skirmishers*

ALLIES

Only before 1644AD: Ming Allies, V/17

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23. AZTEC (1500-1521AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

INFANTRY

WARRIOR PRIESTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Priests	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, light armour. May have shield (+1)

CUACHIC SHOCK TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	4	1	6	9

Equipment: Hand weapon, shield.
May have light armour (+2) and thrusting spear (+2) or double-handed weapon (+2)
Special Rules: *Warband*

SUIT WEARERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	4	1	7	9

Equipment: Hand weapon, light armour. May have shield (+1) and thrusting spear (+2) or double-handed weapon (+2)

CLAN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon. May have shield (+1) and thrusting spear (+2). May not be Levies (+1)
Special Rules: *Levies*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)
Special Rules: *Skirmishers*

MERCENARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow

OTOMI MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

ALLIES

Toltec-Chichimec Allies, V/24

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24. TARASCAN OR TLAXCALAN (1500-1521AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken..
Only Tlaxcalan after 1518AD: General may be upgraded to Ld10 (+50).

INFANTRY

SUIT WEARERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	4	4	3	3	3	1	4	1	7	11

Equipment: Hand weapon, shield, light armour
May have double-handed weapon instead of shield (+1)

ARCHERS AND SHIELDBEARERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite	4	3	4	3	3	1	3	1	7	11

Equipment: Hand weapon, bow, shield

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

OTOMI MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	4	4	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield
Special Rules: *Warband*

0-1 SPANISH WARHOUNDS
Only Tlaxcalan after 1518AD

SPANISH SWORD AND BUCKLER MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour, buckler
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only Tlaxcalan after 1518AD

SPANISH ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun, light armour
Special Rules: Only Tlaxcalan after 1518AD

SPANISH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, crossbow, light armour
May have pavise (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only Tlaxcalan after 1518AD

0-2 SPANISH FIELD GUNS
Special Rules: Only Tlaxcalan after 1518AD

0-1 SPANISH LIGHT CANNON
Special Rules: Only Tlaxcalan after 1518AD

SPANISH TOTONAC LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Totonac	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
Special Rules: Only Tlaxcalan after 1518AD

0-1 SPANISH MOBILE TOWER
Special Rules: *War Wagon*, Only Tlaxcalan after 1518AD

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25. MIXTEC OR ZAPOTEC (1500-1521AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, shield
May have light armour (+2), thrusting spear (+1) and atlatl (+2, counts as javelins with armour save -1)
Only if Mixtec: 0-1 unit may have WS4 and Ld6 (+4) and then may have double-handed weapon (+2)
Special Rules: *Warband, Light Infantry*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have atlatl instead of sling (+2, counts as javelins with armour save -1)
Special Rules: *Skirmishers*

ALLIES

Toltec-Cichimec Allies, V/24

26. PUEBLO CULTURES (1500-1692AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

WARRIOR SOCIETIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	10

Equipment: Hand weapon, shield
May have light armour (+2), thrusting spear (+2) and double-handed weapon (+2)
Special Rules: *Warband*

TRIBESMEN WITH BOW

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

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27. NORTH WEST AMERICAN (1500-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have double-handed weapon (+2)
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

28. MAYA (1500-1697AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

MAYA WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*

PEASANT SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

ROAD WEASELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Skirmishers*

0-1 HORNET NEST THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, hornet nest (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

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29. INCA (1500-1572AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* and may be upgraded to Ld10 (+50), may ride on a command litter (counts as War Wagon). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. Sub-general may ride horse if spanish (+8).

CAVALRY

0-1 SPANISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	8	29

Equipment: Hand weapon, heavy armour, shield, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
May take partial or full plate armour (free)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only from 1533AD

INFANTRY

INCA REGULARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2).
Special Rules: *Warband*

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
Special Rules: *Skirmishers*

CHIMU

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	6	10

Equipment: Hand weapon, shield
May have light armour (+2)
Special Rules: *Warband,* Only before 1533AD

FOREST INDIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: *Light Infantry,* Only before 1533AD

0-1 COLLA ARMED WITH BOLAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, bola
Bola: Counts as javelins, but no armour save allowed
Special Rules: *Skirmishers,* Only before 1533AD

OTHER SUBJECTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, throwing spear
Special Rules: *Warband,* Only before 1533AD

SPANISH SWORD AND BUCKLER MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, heavy armour, buckler
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only from 1533AD

SPANISH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, crossbow.
May have light (+2) or heavy (+3) armour and pavise (+2)
May be *Veterans* (+2).
Special Rules: Only from 1533AD

SPANISH ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have light (+2) or heavy (+3) armour
Special Rules: Only from 1533AD

0-1 SPANISH WARHOUNDS
Special Rules: Only from 1533AD

0-1 FIELD GUN OR LIGHT CANNON
Special Rules: Only from 1533AD

SPANISH CANARI AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	5	8

Equipment: Hand weapon, halberd, light armour.
May have heavy armour (+2).
Special Rules: *Warband,* Only from 1533AD

INCA ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
Special Rules: Only Manco'srevolt 1536-1544AD

FOREST INDIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Special Rules: Only Manco'srevolt 1536-1544AD

WOMEN WITH SPEARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
Special Rules: *Levies,* Only Manco'srevolt 1536-1544AD

INCA PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
Special Rules: Only the revolt of 1565AD

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WAB FORUM ARMIES

BOOK V: 1500 to 1700 AD

30. AMAZONIAN (1500-1662AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
Special Rules: *Levies*

BLOWPIPE MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, blowpipe (count as javelins)
Blowpipe: Rolled 6's to hit wound automatically
Special Rules: *Skirmishers*

31. NATCHEZ AND MOUND BUILDERS (1500-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+2)

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield
May have light armour (+2)

HONOURED MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have light armour (+2)
Special Rules: *Light Infantry*

STINKARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
May have shield (+1) and thrusting spear (+1)
Special Rules: *Levies*

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32. EASTERN FOREST AMERICAN (1500-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1)
Only after 1668AD: Up to 5 models may have handgun (+3) placed in the front rank
Special Rules: *Warband*

SKIRMISHERS, AMBUSHERS AND SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling or javelins
May have bow instead of sling or javelins (+1)
Only after 1636AD: May have handgun and BS3 (+5)
Only after 1668AD: May have Ld7 (+1)
Special Rules: *Skirmishers*

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33. OLD IRISH (1500-1601AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

IRISH HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*

ENGLISH PALE SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus, Only before 1594AD

INFANTRY

GALLOGLAICH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galloglaich	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2).
May be *Stubborn* (+2).
Only from 1594AD: Have pike instead of throwing spear (+1)

BONNACHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bonnacht	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1)
Special Rules: *Warband*, Only until 1594AD

KERNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, darts.
May have bow instead of darts (+1)
Only from 1525AD: May upgrade to WS4, Ld7 and handgun (+8)
Special Rules: *Skirmishers*

ENGLISH PALE BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, heavy armour
May have shield (+1), partial or full plate armour (+2/+3), halberd or double-handed weapon (+2)
Special Rules: Only before 1594AD

ENGLISH PALE LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+2)
May be *Veterans* (+2)
Only after 1560AD: Change to BS3, Ld7 and handgun instead of longbow (-3)
Special Rules: Only before 1594AD

0-1 LIGHT CANNON
Special Rules: Only from 1525AD

NEW SCOTS "RED SHANKS" MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield
May have double-handed weapon (+2)
Special Rules: *Warband, Only after 1560AD*

RE-ARMED BONNACHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bonnacht	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may have handgun instead of pike (+1)
Special Rules: *Combined Formation*, Only from 1594AD

ALLIES

Only in 1601AD: Spanish Allies, V/72

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34. SCANDINAVIAN UNION (1500-1523AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

FEUDAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) or plate armour (+2). May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, may count rank bonus up to +1

SMAASVENDE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, thrusting spear
May have plate armour (+2)

SKYTTER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, handgun
May have heavy armour (+2).
May be *Expert Horsemen* (+2) and have *Feigned Flight* (+2)
May downgrade to BS3, Ld6 (-6)
Special Rules: *Skirmishers*

ELK OR REINDEER MOUNTED LAPP OR OTHER SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*, Only Swedish armies

INFANTRY

LEIDANG

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	4	3	3	1	4	1	8	13

Equipment: Hand weapon, light armour, shield
May have heavy armour (+2). Up to half may have bow (free).
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: *Combinded Formation*, Only Swedish armies

LAPP OR OTHER SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*, Only Swedish armies

OBUDSHAER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	4	3	3	1	4	1	8	13

Equipment: Hand weapon, shield, light armour
May have heavy armour (+2)
Up to half may have crossbow (+3).
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: *Combined Formation*, Only Union armies

LANDEVAERNET

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies, Only Union armies*

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only Union Armies

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

FRENCH MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2).
Special Rules: *Light Infantry*, Only Union armies

SCOTS MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, pike.
May have light armour (+2).
Special Rules: *Warband*, Only Union armies

0-3 LIGHT CANNONS
Special Rules: Only Union armies

ALLIES

Only Union Armies: Lubeck or other North German Allies, V/5
Only Union Armies: Swedish Allies, V/34

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35. RUSSIAN TRADITIONAL (1500-1647AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).
Only before 1553AD: General may be upgraded to Ld10 (+50).

CAVALRY

DVOR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
Special Rules: May have a +2 rank bonus

BOYARS, THEIR RETAINERS AND DETI BOYARSKIYE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
Special Rules: May have a +2 rank bonus

COSSACK LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have shield (+2).
Special Rules: *Skirmishers*

TARTARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only before 1553AD

REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only from 1630AD

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, lance, bow
May have light armour (+2)
Special Rules: *Feigned Flight*, Only from 1630AD

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*, Only from 1630AD

INFANTRY

LURKING PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

COSSACK FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cossack	5	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun
Special Rules: *Light Infantry*

TOWN MILITIA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
May have light armour (+2).
Special Rules: Only before 1553AD

TOWN MILITIA BOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+2).
Special Rules: Only before 1553AD

TOWN MILITIA ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2)
0-1 May be *Dragoons* (+2, M8)
Special Rules: *Light Infantry*, Only before 1553AD

0-1 FIELD GUN
Only from 1553AD: 0-3

STRELTSI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket. May have light armour (+2)
May be *Veterans* (+2)
Special Rules: Only from 1553AD

GERMAN OR SOLDATSKI FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with handgun (+4)
Special Rules: Combined Formation, Only from 1553AD

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36. JAGIELLONIAN POLISH AND LITHUANIAN (1500-1575AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

ROYAL HOUSEHOLD CURIENSES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
May downgrade to Ld7 without Warhorses (-6 mounted, -2 on foot)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only before 1527AD

STRELCY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
Only from 1557AD: May have WS4 (+2) and are *Light Cavalry* (free)
Special Rules: May have a +2 rank bonus

LITHUANIAN TARTARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour.
May have shield (+2) and throwing spear (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

POLISH NOBLE LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
Special Rules: May have a +2 rank bonus

SERBIAN STYLE HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, bow, lance. May have shield (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only from 1506-1526AD

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, lance, bow. May have light armour (+2)
May upgrade to BS4 (+2) and *Expert Horsemen* (+2)
Special Rules: *Feigned Flight*, Only from 1527AD

LITHUANIAN SLUZHBA ZHEMSKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2).
Up to half may change to WS3, I3 and no spear (-4) placed in the rear rank
Special Rules: *Combined Formation* and may have a +2 rank bonus, Only until 1569AD

GERMAN REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only from 1557AD

INFANTRY

DRABY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Draby	4	4	3	3	3	1	4	1	8	12

Equipment: Hand weapon, light armour
May have shield (+1) and double-handed weapon (+2), partial or full plate armour (+2/+3).The first rank may be armed with handgun (+3)
May be *Drilled* (+2), *Veterans* (+2) and *Stubborn* (+2)
Special Rules: Combined Formation

0-4 WAR WAGONS
Special Rules: Instead of Draby

0-1 WAGON TABOR

0-1 DRABANT AND HARCERZE HALBERDIER BODYGUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	4	3	3	3	1	4	1	8	15

Equipment: Hand weapon, heavy armour, halberd
May have double handed weapon (+2) and plate armour (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only from 1527AD

HUNGARIAN OR POLISH HAIDUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Haiduk	5	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)
Special Rules: Only after 1557AD

GERMAN MERCENARY PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only Papacy and Florence, Only Sienna from 1552-1553AD

GERMAN MERCENARY ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, *Skirmishers*, Only 0-1 per two german pikemen units

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37. TARTAR (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

TARTAR HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2). Up to half may change to WS3, I3 and no spear (-4) placed in the rear rank
Special Rules: *Combined Formation* and may have a +2 rank bonus

TARTAR LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour.
May have shield (+2) and throwing spear (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Only Crimean Khanate after 1556AD: Downgrade to BS3 and Ld6 (-4)
Special Rules: *Skirmishers*

PETYHORTSY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2).
Special Rules: **M**ay have a +2 rank bonus, Only Crimean Khanate after 1556AD

INFANTRY

BESSERMI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+2)
Special Rules: Only Golden Horde or Khanate of Kazan

KHANTY AND MANSI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Up to half may have bow instead of spear (free)
Special Rules: *Warband, Combined Formation,* Only Khanate of Sibir and instead of light cavalry

ARMEN OR "FRYAZEI"

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.
May have light armour (+2)
Special Rules: Only Golden Horde or Crimean Khanate before 1556AD

SEGBAN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	6	11

Equipment: Hand weapon, light armour, handgun.
Special Rules: *Dragoons,* Only Crimean Khanate after 1556AD

VOLGA GERMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
German	4	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)
Special Rules: Only Crimean Khanate after 1556AD

PEASANT FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies,* Only Crimean Khanate after 1556AD

ALLIES

Only Crimean Khanate: Ottoman Allies, V/9

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38. GEORGIAN OR CIRCASSIAN (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

ARMOURED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear
May have shield (+2), heavy armour (+2)
Only after 1625AD: Downgrade to Ld6 (-2)
Special Rules: May count rank bonus up to +2

CUMAN-DESCENDED AND OTHER LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, bow
Special Rules: *Feigned Flight*

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+2).
May have Ld7 and BS4 (+4)
Special Rules: *Light Infantry*, Only before 1621AD

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Only after 1625AD: Replace spear with WS4 and javelins (+2)
Special Rules: *Warband*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins.
Special Rules: *Skirmishers*

SHARPSHOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: *Skirmishers*, Only after 1625AD

SWORDSMEN WITH SHASHKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsmen	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shashka (counts as heavy mace). May have shield (+1) and be *Stubborn* (+2).
Special Rules: Only after 1625AD

ALLIES

Only Georgia in 1592AD: Russian Allies, V/35

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39. SIBERIAN TRIBES (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25% (Only Buryats at least 50%)
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

REINDEER RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*, Only Yakuts or Tungus

ARMOURED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, bow
May have heavy armour (+2) and shield (+2)
Special Rules: May count rank bonus up to +2, Only Buryats and instead of Warriors

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have shield (+2)
Special Rules: *Skirmishers*, Only Buryats and instead of Archers

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
Special Rules: May have a +2 rank bonus, Only Yakuts and instead of Archers

INFANTRY

WARRIORS WITH SPEARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon, thrusting spear
May have shield (+1) and light armour (+2).
Only Yakuts or Tungus: Change to WS4 and Ld7, no spear, not longer *Warband* (+2)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
Only Khanty or Mansi: May have BS4 and Ld7 (+4), then may have light armour (+2)
Only Chukis or Koraks: May have BS4 and Ld8 (+5), then may have light armour (+2) and be *Veterans* (+2)

SKIRMISHING BOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bowman	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, bow.
Special Rules: *Skirmishers*, Only if Samoyeds, Yukagirs or Yakuts and instead of Archers, Only Chukis or Koraks instead of Warriors

ALLIES

Only Yakuts or Tungus: Buryat Allies, V/39

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40. MOGHUL (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only after 1556AD: May ride an elephant bought at additional cost.

CAVALRY

TIMURID CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2) and barding (+3).
Only before 1556AD: Up to half may be downgraded to WS3, I3 and no spear (-3) placed in the rear rank
Special Rules: *Combined Formation* and may count rank bonus up to +2

TURKOMAN NOMAD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*, Only until 1507AD

ZAMINDER CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, shield, lance
Up to half may have bow and light armour instead of heavy armour and lance (-2)
May have WS4 (+2)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only after 1556AD

INFANTRY

AFGHAN OR BALUCHI ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow.
May have light armour (+2).
Special Rules: *Light Infantry*

AFGHAN SPEARMEN OR OTHER HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, thrusting spear
May have shield (+1)
Special Rules: *Warband*

BUNDUQCHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2)
May have pavise (+2)

0-4 ARABA OR RAKHALA FIREARM WAR WAGONS

0-1 WAGON TABOR

PERSIAN OT TAJIK MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+2)
Special Rules: Only until 1507AD

0-2 FIELD CANNONS
Special Rules: Only after 1556AD

0-2 JEZAILACHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: *Skirmishers*, Only after 1556AD

HINDU DHALI SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, shield
Special Rules: Only after 1556AD, 0-1 per unit of Bunduqchis

HINDU ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+2)
Special Rules: Only after 1556AD, 0-2 per unit of Bunduqchis

HINDU LEVY SPEARMEN AND ARMED CAMP-FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
Special Rules: *Levies*, Only after 1556AD

0-2 ORGAN GUNS
Special Rules: Only after 1556AD

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0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only after 1556AD

0-4 CAMEL GUNS
Special Rules: Only after 1556AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*, Only after 1556AD

ALLIES

Only in 1665AD: Maratha Allies, V/101

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41. MUSLIM INDIAN (1500-1687AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GUARD, ROYAL MAMLUKS AND JAGIR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2).
Special Rules: May count rank bonus up to +2

HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, bow, light armour
Special Rules: *Skirmishers*

INFANTRY

HINDU DHALI SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, shield

HINDU PAIK JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

HINDU ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+2)

0-2 JEZAILACHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: *Skirmishers*

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*

CAMP-FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

PICKED ARCHERS AND BUNDUQCHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow. May have light armour (+2)
First rank may have handgun instead of bow (+3 per model)
Special Rules: *Combined Formation*, Only Sher Shah from 1531-1545AD

BUNDUQCHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: Only after 1646AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
0-1 Elephant may have crew with handguns (+6)
Special Rules: *Elephants*

ALLIES

Only after 1646AD: Maratha Allies, V/101

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42. HINDU INDIAN (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8). May ride an elephant bought at additional cost.

CAVALRY

GUARD CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus

0-1 SCOUT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
May have light armour (+2)
Special Rules: *Skirmishers*

OTHER CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear. May have light armour (+2)
May upgrade to WS4, no *Skirmisherss* and may count rank bonus up to +2 (+4)
Special Rules: *Light Cavalry*

RAJPUT LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus, Only if Rajputs and instead of elephants other than the generals and cavalry except scouts

INFANTRY

DHALI SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, shield

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow. May have light armour (+2)
Up to half may have WS4 (+3)

PAIK JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	3	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

0-1 GRENADIERS AND FIREWORK THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*

LEVY SPEARMEN AND CAMP-FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, thrusting spear
Special Rules: *Levies*

ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: Only if Vijayanagar after 1510 or other states after 1540AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
0-1 Elephant may have crew with handguns (+6)
Special Rules: *Elephants*

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43. PORTUGUESE COLONIAL (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GARRISON GINETES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*, Only in Morocco until 1660AD

INFANTRY

PORTUGUESE CIVILISADOS FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Portugese	5	4	4	3	3	1	3	1	7	10

Equipment: Hand weapon, light armour
May have shield (+1). Up to half may have crossbow (+2)
Only after 1520AD: Up to half may have handgun (+3), may be *Veterans* (+2)
Only after 1550AD: May have handgun (+3)
Special Rules: *Combined Formation*, Only before 1620AD

AFRICAN SLAVE OR ARAB INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon
May have shield (+1) and light armour (+2)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, sling
May have javelins&buckler instead of sling (free)
Only after 1550AD: Upgrade to WS7 and musket instead of sling (+6)
Special Rules: *Skirmishers*

0-2 FIELD GUNS

INDIAN IASCARINS WITH ARQUEBUSES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: Only in India and Ceylon after 1510AD

LOCAL CHINESE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chinese	4	4	3	3	3	1	4	1	7	8

Equipment: Hand weapon, shield, light armour
Up to ¼ may have crossbows (+3)
Up to ¼ may have handgun (+3)
Special Rules: *Skirmishers*, Only in Macau or Indonesia after 1520AD

0-1 AFRICAN SLAVE POWDER POT THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, powder pot (count as grenadoe)
Special Rules: *Skirmishers*, Only after 1550AD

DEGREDADOS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	3	3	3	1	3	1	7	11

Equipment: Hand weapon, musket. May have light armour (+2)
Special Rules: *Skirmishers*, Only after 1620AD

ALLIES

Only in Brazil: Tupi Allies, V/47
Only in East Africa: East African Pagan Allies, V/49
Only in East Africa: Zanj Allies, V/51
Only in India and Ceylon after 1510AD: Indian Allies, V/42
Only Indonesia from 1520-1605AD: Moluccan Allies, V/56

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44. MAGHREBI (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only if Morocco in 1578AD: General may be mounted on a litter with escort of peiks, solaks and halberdiers (count as *War Wagon*)

CAVALRY

SIPAHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour
May have shield (+2), heavy armour (+2)
Special Rules: May have a +2 rank bonus

TRIBAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry*

MOUNTED ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only if Morocco from 1570-1602AD

BEDOUIN SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon
May have light armour (+2), shield (+2) and bow (+2)
Special Rules: *Skirmishers, Camelry,* Only if Tripolis

BEDOUIN WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, thrusting spear
May have light armour (+2), shield (+2) and bow (+2)
Special Rules: *Light Cavalry, Camelry,* Only if Tripolis

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	4	3	3	1	3	1	6	11

Equipment: Hand weapon, shield, throwing spear
May have light armour (+2)
Only before 1570AD: May have bow, Ld7 and are no *Warband* (free)
Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or crossbow instead of handgun (free)
Only from 1530AD and with handgun: May have BS4 (+3)
Special Rules: *Skirmishers*

0-1 NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Oil Grenade (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

0-4 FIELD GUNS

MORISCO AND OTHER ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only if Morocco from 1570-1602AD and instead of Spearmen

ITALIAN AND OTHER RENEGADES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	4	3	3	1	4	1	7	14

Equipment: Hand weapon, light armour, crossbow
May be *Veterans* (+2)
Special Rules: Only if Algeria until 1552AD

JANISSARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	5	3	4	3	3	1	4	1	7	13

Equipment: Hand weapon, light armour, bow
May have handgun (+2)
May be *Veterans* (+2)

ALLIES

Only if Algeria from 1519-1540 and 1534-1551 or Morocco in 1610AD: Spanish Allies, V/65 or V/72

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45. TUAREG (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: At least25%
INFANTRY: Up to 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General.* One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a camel (+6, M6).

CAVALRY

IHAGGAREN AND IMRAD CAMEL WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	4	1	8	18

Equipment: Hand weapon, thrusting spear
May have light armour (+2), shield (+2) and bow (+2)
May be *Veterans* (+2)
Special Rules: *Light Cavalry, Camelry*

CAMEL SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	3	1	5	14

Equipment: Hand weapon, short bow
Special Rules: *Skirmishers,Feigned Flight, Camelry*

INFANTRY

IMRAD OR MIXED OR MOUNTAIN TRIBE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Special Rules: *Warband*

IKLAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Light Infantry*

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46. WEST SUDANESE (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

YAN LIFIDA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, bow
May have light armour (+2), cloth barding (+2) and shield (+2)
Special Rules: May count rank bonus up to +2

YAN KWARBAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear.
May have shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

ZAGI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have short bow instead of sling (free)
May have *Poison* (+2, rolled hits of 6 automatically wound)
Special Rules: *Skirmishers*

YAM BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow

YAN LIFIDA BAKA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+2)

YAM ASSIGIRI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
May have light armour (+2)

YAM FATE-FATE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield
May have light armour (+2)

YAM BINDINGA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2)
Special Rules: Any except Songhai

YAM MASHI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins
May have shield (+1)
Special Rules: *warband, Only if Kanem or Bornu and instead of Yam baka*

TRIPOLITANIAN "TURKISH" MERCENARY ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	5	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, handgun.
May have light armour (+2)
Special Rules: *Light Infantry*, Only if Bornu from 1570-1602AD

ALLIES

Tuareg Allies, V/45

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47. TUPI OR TAPUYA (1500-1692AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield
May have light armour (+2) and double-handed weapon (+2)
Up to half can be upgraded to BS4, bow (+3)
Special Rules: *Warband*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
Only from 1557 if Tupi or 1645AD if Tapuya: May have javelins (free) or bow (+1) instead of sling. 0-1 may have BS3 and handgun instead of sling (+5)
Special Rules: *Skirmishers*

0-1 FIELD GUN
Special Rules: Only from 1557 if Tupi or 1645AD if Tapuya

ALLIES

Portuguese Allies, V/43

48. WEST AFRICAN FOREST PEOPLES (1500-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
May have light armour (+2) and double-handed weapon (+2)
Only after 1658AD: Change to Ld6, *Skirmishers* instead of *Warband* and handgun (+5)
Special Rules: *Warband*

SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

0-1 EUROPEAN RENEGADES AND THEIR SERVANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Renegade	4	2	4	3	3	1	3	1	8	17

Equipment: Hand weapon, musket. May have light armour (+2)
May be *Veterans* (+2)
Special Rules: Only after 1658AD

ALLIES

Portuguese Allies, V/43

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49. EAST AFRICAN PAGAN (1500-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only Monomatapa: General may upgrade to Ld10 (+50)

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield
May have light armour (+2) and double-handed weapon (+2)
May change to bow and no longer *Warband* (-2)
Only Monomatapa, Dinka or Shilluk: Downgrade to Ld5 (-2)
Only Zimba before 1590AD: *Light Infantry* instead of *Warband* (free)
Special Rules: *Warband*

YOUTHS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

ALLIES

Only Zimba before 1590AD: Portuguese Allies, V/43

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50. ARAB (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

BEDOUIN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Only if army is entirely desert Bedouin: 0-1 unit upgrade to WS4 and may count rank bonus up to +2 (+4)
Special Rules: *Light Cavalry*

BEDOUIN ON CAMELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, shield
May have light armour (+2), bow (+2) and thrusting spear (+2)
Special Rules: *Camelry*

0-1 PURPLE BANNER OF HA'IL AND HEREDITARY BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, shield, light armour, thrusting spear, bow
Special Rules: *Camelry, may count rank bonus up to +2*, Only if army is entirely desert Bedouin

HOUSEHOLD, TOWN OR ASKARI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, bow, light armour
Only if Oman: Upgrade to WS4, Ld7 (+6), may have cloth barding (+3)
Special Rules: May count rank bonus up to +2, Only if coastal state

INFANTRY

BEDOUIN ON FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bedouin	4	3	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield
May have thrusting spear (+1) and bow (+1)
Special Rules: *Warband*

BEDOUIN SKIRMISHERS WITH BOW

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have crossbow instead of bow (+3)
Only if coastal from 1517AD: May have Ld7 and handgun instead of bow (+5)
Special Rules: *Skirmishers*

BEDOUIN SKIRMISHERS WITH JAVELINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have sling instead of javelins (free)
Special Rules: *Skirmishers*

0-1 STAMPEDING CAMELS

Special Rules: Only if army is entirely desert Bedouin

ASKARI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Askari	5	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour
May have shield (+1) and thrusting spear (+2)
May be *Stubborn* (+2)
Special Rules: Only if coastal state

TOWN MILITIA, RIOTERS OR WOMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon. May have shield (+1)
Special Rules: *Levies*, Only if coastal state

MOUNTAIN TRIBESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribesman	4	3	3	3	3	1	3	1	5	7

Equipment: Hand weapon, javelins
May have thrusting spear (+1)
Special Rules: *Warband, Light Infantry*, Only if coastal state

BALUCHI GUARDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	3	1	8	12

Equipment: Hand weapon, light armour
May have shield (+1), heavy armour (+2) and halberd (+1)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only if Oman

OMANI CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow
Special Rules: *Skirmishers*, Only if Oman before 1517AD

OMANI TRIBAL INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour
May have shield (+1). May be *Veterans* (+2)
Special Rules: Only if Oman

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BEDOUIN FOOT WITH SHADIDH POET

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, light armour
May have shield (+1). May be *Veterans* (+2)
Special Rules: *Warband*, Only if Yemen

OMANI GUARDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, handgun
May have light armour (+2). May be *Veterans* (+2)
Special Rules: Only if coastal from 1517AD

BEDOUIN SHARPSHOOTERS RIDING CAMELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	6	3	3	3	3	1	3	1	6	11

Equipment: Hand weapon, light armour, handgun.
Special Rules: *Dragoons*, *Camelry*, Only if coastal from 1517AD

PORTUGUESE MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	5	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, handgun
May have light armour (+2). May be *Veterans* (+2)
Special Rules: Only if Yemenb from 1538-1539 and in 1547AD

ALLIES

Only if Yemen before 1517AD: Mamluk Allies, V/11
Only if Omanfrom 1551-1554AD: Ottoman Allies, V/9

51. ZANJ (1500-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

INFANTRY

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, light armour
May have shield (+1)
May be *Veterans* (+2)

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow. May have light armour (+2)
Special Rules: 0-1 unit per two units of swordsmen

COASTAL NATIVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Native	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, javelins. May have thrusting spear (+1)
Special Rules: *Warband*

MATCHLOCK-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Matchlockman	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, handgun
Special Rules: *Skirmishers*, Only after 1585AD

0-3 LIGHT CANNONS
Special Rules: Only after 1585AD

ALLIES

Portuguese Allies, V/43
Only after 1650AD: Omani Allies, V/50

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52. SOMALI (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, bow, light armour
Special Rules: May count rank bonus up to +2,

0-1 TURKISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, thrusting spear, bow, light armour
Special Rules: May count rank bonus up to +2,

INFANTRY

ARAB SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, light armour
May have shield (+1). May be *Veterans* (+2)

ARAB OR PERSIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+2). May be *Veterans* (+2)

HADENDOA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband*

DANAKIL, ISSA AND SIMILAR SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband*

MIDGAN AND SIMILAR ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2).

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have sling instead of javelins (free)
Special Rules: *Skirmishers*

TURKISH ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun
May have light armour (+2)
Special Rules: *Skirmishers*,Only Adal under Ahmad Gran 1528-1543AD

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53. ABYSSINIAN (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear, bow
May have shield (+2) and light armour (+2)
Only from 1636AD: Upgrade to WS4 and may count rank bonus up to +2 (+4)
Special Rules: *Light Cavalry*

CAMEL SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, shield
May have bow (+2) and thrusting spear (+2)
Special Rules: *Camelry*, Only until 1529AD

INFANTRY

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, light armour
May have shield (+1). May be *Veterans* (+2)

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, throwing spear
May have shield (+1) and light armour (+2)
Special Rules: *Warband*, Only before 1543AD

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, bow
May have light armour (+2).
Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have sling instead of javelins (free)
Special Rules: *Skirmishers*

0-1 LIGHT CANNON
Special Rules: Only from 1533AD

0-1 PORTUGUESE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Portugese	5	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, pike
May have light (+2) or heavy (+3) armour
Special Rules: Only from 1541-1543AD

PORTUGUESE ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	5	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: Only from 1541-1543AD

0-1 PORTUGUESE AFRICAN SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: Only from 1541-1543AD

MATCHLOCK-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	5	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun
May have light armour (+2). May be *Veterans* (+2)
Only from 1636AD: Musket instead of handgun and M4 (+1)
Special Rules: Only after 1543AD

ALLIES

Only until 1529AD: Wadj Subject Allies, V/54

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54. WADJ (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2) and heavy armour (+2)
May have WS4 (+2)
Special Rules: May count rank bonus up to +2

LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have shield (+2) and light armour (+2)
Special Rules: *Skirmishers*

INFANTRY

FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have sling instead of javelins (free)
Special Rules: *Skirmishers*

55. ALWA (1500-1504AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

COURT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2). May have WS4 (+2)
Special Rules: May count rank bonus up to +2

CAMEL MOUNTED WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, shield, light armour, thrusting spear, bow
Special Rules: *Camelry*

HORSE MOUNTED WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have shield (+2) and light armour (+2)
Special Rules: *Skirmishers*

SCOUTING CAMELMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon, shield
May have light armour (+2), bow (+2) and thrusting spear (+2)
Special Rules: *Skirmishers, Camelry*

INFANTRY

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, bow
May have light armour (+2). May be *Veterans* (+2)

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

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56. INDONESIAN OR MALAY (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
Only Malays, Javanese and Sumatrans: May ride on an elephant bought at additional costs.

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and buckler (+1)
Special Rules: *Skirmishers,* Any except Moluccans

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield
Only Malays, Sumatrans or Javanese: Upgrade to M4, WS4 and Ld6 (+4)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+2).

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
0-1 may have bowpipe instead of sling, BS3 and Ld7 (+5),
Blowpipe: All to-hit rolls of 6 wound automatically
Special Rules: *Skirmishers*

0-4 LIGHT CANNONS

HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: *Skirmishers*, Only Malays, Sumatrans or Javanese and Moluccan from 1512AD

MATCHLOCK-MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	5	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun
May have light armour (+2). May be *Veterans* (+2)
Special Rules: Only Javanese from 1678AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants,* Only Malays or Sumatrans

ALLIES

Only Moluccan from 1512AD: Portuguese Allies, V/43
Only Moluccan from 1512AD: Javanese Allies, V/56
Only Javanese from 1678AD: Dutch Allies, V/81

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57. VIETNAMESE (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) or elephant bought at additional costs.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: May count rank bonus up to +2

INFANTRY

REGULAR CROSSBOWMEN AND HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regulars	4	3	4	3	3	1	4	1	7	10

Equipment: Hand weapon, light armour, halberd
Up to half may have crossbow instead of halberd (+3)
May be *Veterans* (+2)
Special Rules: *Combined Formation*

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, shield. May have light armour (+2)
Up to half may have bow (free)
Special Rules: *Warband, Combined Formation*

MILITIA SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

CHINESE-STYLE HANDGUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) and pavise (+2)

0-3 LIGHT CANNONS

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Khmer Allies, V/58

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58. SIAMESE, BURMESE, LAOTIAN OR CAMBODIAN/KHMER (1500-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
SPECIAL: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
May ride an elephant bought at additional costs.

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: May count rank bonus up to +2

MOGHUL, TARTAR AND RAJPUT FOREIGN HORSE GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2) and barding (+3).
Special Rules: May count rank bonus up to +2, Only Siamese after 1632AD

INFANTRY

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	3	1	6	9

Equipment: Hand weapon, shield. May have light armour (+2)
May have thrusting spear (+2)
Special Rules: *Warband*

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+2).
May have BS4, Ld7 and crossbow (+7)
Special Rules: *Light Infantry*

ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2)
Special Rules: *Light Infantry*

0-2 LIGHT CANNONS

0-1 GRENADOE THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrower	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, Grenadoe (count as javelins)
Cause Panic if wounding, no armour save allowed.
Special Rules: *Skirmishers*

PORTERS OR LEVIES FROM CAPTURED TOWNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

JAPANESE GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	4	3	3	1	4	1	8	12

Equipment: Hand weapon, shield. May have light armour (+2)
Up to half may have handgun (+4)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: *Combined Formation*, Only Siamese from 1605-1632AD, Instead of Swordsmen

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Only after 1515AD: Crew may have handgun (+8)
Only Siamese after 1632AD: 0-2 Elephants may have a light cannon with crew instead of missle armed crew (+50)
Special Rules: *Elephants*

ALLIES

Only from 1515AD: Portuguese Allies, V/43

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59. SINHALESE (1500-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%
SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8) or elephant bought at additional costs.

INFANTRY

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield. May have light armour (+2)
May be *Veterans* (+2)

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow. May have light armour (+2).
May have BS4 (+3) and than pavise (+2)
Special Rules: *Light Infantry*, Only until 1560AD

ARMED CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2)
Special Rules: *Skirmishers*, Only from 1515-1560AD

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Light Infantry*, Only after 1560AD

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed driver and two crew armed with hand weapons, javelins and bows. Crew may have light armour (+4)
Special Rules: *Elephants*

ALLIES

Only 1638-1658AD: Dutch Allies, V/81

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60. POLYNESIAN OR MILANESIAN (1500-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

INFANTRY

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	5	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, javelins
May have throwing spear (+2) or double-handed weapon (+2)
0-1 unit may have light armour (+2)
May be *Veterans* (+2)
Special Rules: *Fearsome*, Only Maori

WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, shield
May have javelins (+1), thrusting spear (+1) and bow (+1)
Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Only Polynesian: Sling
Only Melanesian: Bow (+1)
Special Rules: *Skirmishers*

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61. NEAPOLITAN SPANISH (1500-1518AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SPANISH GENTE D'ARMAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6 barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

SPANISH GINETES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, throwing spear, javelins
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers, Feigned Flight*

ITALIAN ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and cloth (+4) or plate (+6) barding.
May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, may count rank bonus up to +1, Only from 1503AD

ITALIAN HORSE ARQUBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only from 1503AD

INFANTRY

SWORD-AND-BUCKLER MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, buckler
May have heavy armour (+2)

SPANISH CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, crossbow. May have light armour (+2).
Special Rules: *Skirmishers*

SPANISH ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)

0-4 FIELD GUNS

ITALIAN FOOT CROSSBOWMEN AND ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light (+2) or heavy (+3) armour
May have crossbow instead of handgun (free)
Special Rules: *Skirmishers*, Only from 1503AD

SPANISH PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
May have light (+2) or heavy (+2) armour.
Only after 1508AD: Have Ld7 (+1)
Special Rules: Only from 1503AD

0-4 WAR WAGONS
Special Rules: Only in 1512AD

ALLIES

Only in 1512AD: Papal Allies, V/1

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62. SAFAVID PERSIAN (1500-1639AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

QIZILBASHES AND OTHER FEUDAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear, bow
May have heavy armour (+2), thrusting spear (+2) and shield (+2)
May have WS4/BS4 (+4)
Special Rules: May count rank bonus up to +2

TURKOMANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

LEVY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, bow. May have light armour (+2).
May have *Stakes* (+20)
Special Rules: *Levies*

OTHER LEVIES AND CAMP FOLLOWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

TRIBAL OR GARRISON ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2)
Special Rules: *Light Infantry*, Only from 1520-1590AD

0-2 WAR WAGONS WITH LIGHT CANNONS
Special Rules: Only from 1520-1590AD

TUFANGCHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have light armour (+2). May be Veterans (+2)
Special Rules: Only after 1590AD

MERCENARY SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, buckler
May have heavy armour (+2)
May be *Warband* with Ld6 (free)
Special Rules: Only after 1590AD

MERCENARY MATCHLOCKMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2).
Special Rules: *Skirmishers*, Only after 1590AD

0-4 CAMEL GUNS
Special Rules: Only after 1590AD

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63. FUNJ EMPIRE (1504-1700AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

COURT AND VASSAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2).
Special Rules: May count rank bonus up to +2

NOMADIC HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, bow
May have shield (+2) and light armour (+2)
Special Rules: *Skirmishers*

INFANTRY

SLAVE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

SHILLUK OR DINKA MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1) and double-handed weapon (+2)
Special Rules: *Warband*

0-1 LIGHT CANNON
Special Rules: Only after 1650AD

ALLIES

Abdallabi Bedouin Allies, V/50

64. SCOTS COMMON ARMY (1513-1602AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

BORDERERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, throwing spear, javelins
May have light armour (+2)
Special Rules: *Skirmishers*

FRENCH NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted – pike instead of shield (free). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only in 1513AD

INFANTRY

LOWLAND PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2).
May have heavy armour (+3) and then WS4 and *Medieval Phalanx* (+3)

HIGHLANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Highlander	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield.
May have double-handed weapon (+2)
Special Rules: *Warband*

0-4 FIELD GUNS

FRENCH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2).
Special Rules: *Light Infantry*, Only in 1513AD

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65. SPANISH IMPERIAL (1519-1558AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SPANISH GENTE D'ARMAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6 barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

BURGUNDIAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	25
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

GERMAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	27
Dismounted	4	4	3	3	3	1	3	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Up to half may downgrade to WS3, light armour, thrusting spear (-3 mounted/-2 dismounted) placed in the rear ranks
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ITALIAN ELMETI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	30

Equipment: Hand weapon, heavy armour, lance, warhorse
May have shield (+2) and cloth (+4) or plate (+6) barding.
May be *Veterans* (+2)
Special Rules: *Ferocious Charge,* may count rank bonus up to +1

SPANISH GINETES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, throwing spear, javelins
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers, Feigned Flight,* Only before 1534AD

ITALIAN HORSE ARQUBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only from 1503AD

GERMAN MOUNTED CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light crossbow, light armour
May have heavy armour (+2)
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers,* Only before 1534AD

HERGULETIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, handgun
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers, Feigned Flight,* Only after 1534AD

GERMAN REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry***,** *Pistols,* Only from 1544AD

INFANTRY

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot,* Only 0-1 per two Landsknecht pikemen units

UNREGIMENTED ARQUEBUSIER COMPANIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*

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SKIRMISHING SPANISH MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*

"INDIFFERENT" ITALIAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

0-4 FIELD GUNS

SPANISH PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

SPANISH ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, 0-1 per spanish pikemen unit

SPANISH COLUNELA FOOT SWORD-AND-BUCKLER MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	5	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, buckler
May have heavy armour (+2)
Special Rules: Only before 1534AD and 0-1 per two spanish pikemen units

ALLIES

Venetian Allies, V/4
Catholic German Allies, V/5
English Allies, V/8

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66. SPANISH COLONIAL (1524-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

ESCOPETORES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	20

Equipment: Hand weapon, handgun
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1534AD

INFANTRY

REGULAR FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may have handgun instead of pike (+1)
Only after 1659AD: The first rank may have BS4 and musket instead of pike (+4)
Special Rules: *Combined Formation*

REGULAR ARQUEBUSIERS OF INDEPENDENT COMPANY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	5	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may have handgun instead of pike (+2)
Only after 1659AD: The first rank may have BS4 and musket instead of pike (+4)
Only after 1659AD: May have BS4 and musket instead of pike (+4)
Special Rules: *Combined Formation*

0-1 WARHOUNDS

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67. EARLY DANISH (1524-1587AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

FEUDAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) or plate armour.
Special Rules: *Ferocious Charge*, may count rank bonus up to +1, Only before 1550AD

KJOBSTADSSKYTTER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, handgun
May have heavy armour (+2).
Special Rules: *Skirmishers*

SMAASVENDE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, thrusting spear
May have plate armour (+2)
Special Rules: Only before 1550AD

REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only from 1550AD

INFANTRY

OBUDSHAER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	4	3	3	3	1	4	1	7	10

Equipment: Hand weapon, shield, light armour
May have heavy armour (+2). Up to half may have crossbow (free).
May be *Stubborn* (+2)
Special Rules: *Combined Formation*, Only before 1550AD

LANDEVAERNET

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

0-2 FIELD GUNS

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only before 1550AD

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

FRENCH MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2).
Special Rules: *Light Infantry*, Only before 1550AD

SCOTS MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	5	6

Equipment: Hand weapon, pike.
May have light armour (+2).
Special Rules: *Warband*, Only before 1550AD

DANISH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike
May have heavy armour (+2). Up to half may have handgun (+2).
Special Rules: *Combinded Formation*, Only from 1550AD

ALLIES

Prussian, Lubeck or other North German Allies, V/5
Only from 1559-1575AD: Polish Allies, V/76

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68. EARLY VASA SWEDISH (1524-1617AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

FEUDAL CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) or plate armour (+2). May be *Veterans* (+2)
Special Rules: *Ferocious Charge*, may count rank bonus up to +1, Only before 1560AD

SKYTTER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, handgun
May have heavy armour (+2).
Only after 1600AD: May have pistols instead of handgun (free)
Special Rules: *Skirmishers*

ELK OR REINDEER MOUNTED LAPP OR OTHER SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
Special Rules: *Skirmishers*

LANDSRYTTARE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
Only after 1600AD: Upgrade to BS4 (+2). May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only after 1560AD

INFANTRY

FINISH SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have crossbow or handgun instead of bow (+3)
Special Rules: *Skirmishers*

LAPP OR OTHER SCOUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
Special Rules: *Skirmishers*

0-4 FIELD GUNS

ARQUEBUSIERS AND CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have crossbow instead of handgun (free)
May have heavy armour (+3)
Special Rules: Only until 1560AD

PIKE REGIMENTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2).
Special Rules: *Light Infantry*, Only until 1560AD

MUSKETEERS AND CALIVERMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	3	3	3	1	3	1	7	11

Equipment: Hand weapon, musket. May have light armour (+2)
May have Swinefeathers (+20, count as *Stakes*)
Special Rules: *Pike&Shot*, Only after 1592AD

0-4 ORGAN GUNS MOUNTED ON CARTS
Special Rules: Only after 1600AD

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers or Calivermen, Only from 1606AD

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69. FREE COSSACKS (1550-1700AD)

CHARACTERS: Up to 25%
CAVALRY: At least 50%
INFANTRY: Up to 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

LIGHT HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, bow
May be upgraded to Armoured Cavalry with Ld7 and light armour (+4) and then may count rank bonus up to +2 instead of *Feigned Flight*
Only Don Cossacks after 1651AD: May have lanceinstead of spear (+2)
Special Rules: *Feigned Flight*

TARTARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour.
May have shield (+2) and throwing spear (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

DETI BOYARSKIYE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
Special Rules: May have a +2 rank bonus, Only Siberian Cossacks after 1581AD

INFANTRY

MOLOITSY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with handgun (+4)
Only after 1651AD: Have WS3 and halberd instead of WS3 and pike (+2)
Special Rules: Combined Formation

SNIPERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: *Skirmishers*

PEASANTS WITH IMPROVISED WEAPONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	3	3	3	3	1	3	1	5	4

Equipment: Hand weapon
Only Khmelnitsky's Ukrainian Rebellion from 1648-1657AD: Have Ld7 and pike, no longer *Levy* (+4)
Special Rules: *Levies*

0-1 WAGON TABOR

0-3 LIGHT CANNONS

STRELTSI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket. May have light armour (+2)
May be *Veterans* (+2)
Special Rules: Only Siberian Cossacks after 1581AD

KOMI, MANSI, KHANTY, TUNGUS OR SIMILAR NATIVE AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.
May have light armour (+2).
Special Rules: Only Siberian Cossacks after 1581AD

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	6	11

Equipment: Hand weapon, light armour, handgun.
Special Rules: *Dragoons*, Only Zaporozhian or Ukrainian Cossacks before 1651AD

0-2 CAPTURED POLISH FIELD GUNS
Special Rules: Only Khmelnitsky's Ukrainian Rebellion from 1648-1657AD

ALLIES

Only Zaporozhian or Ukrainian Cossacks: Transylvanian Allies, V/16
Only Khmelnitsky's Ukrainian Rebellion from 1648-1657AD: Crimean Tartar Allies, V/37
Only Khmelnitsky's Ukrainian Rebellion from 1648-1657AD: Don Cossack Allies, V/69

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70. AUSTRIAN IMPERIAL (1556-1609AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

ARCHDUKE'S GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6 barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

AUSTRIAN FEUDAL HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	25
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*

CARABINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbines
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers, Feigned Flight*

HUNGARIAN HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, lance, bow
May have light armour (+2)
Special Rules: *Feigned Flight*

INFANTRY

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
May upgrade to BS4 (+3) and then may be *Veterans* (+2)
Special Rules: *Pike&Shot*, Only 0-1 per two pikemen units

GRENZER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*

0-4 FIELD GUNS

0-2 LIGHT CANNONS

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71. ELIZABETHAN ENGLISH (1559-1603AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

DEMI-LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus

LIGHT STAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, javelins
May have shield (+2) and throwing spear (+2)
Special Rules: *Light Cavalry, Feigned Flieght*

0-1 GENTLEMEN PENSIONERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6 barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only in 1560AD

SCOTS CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, throwing spear, javelins
May have light armour (+2)
Special Rules: *Skirmishers*, Only in 1560AD

PETRONELS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
May have Ld6 and handgun instead of pistols (-4)
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per unit of calivers

BILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Billmen	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour
May have shield (+1), partial or full plate armour (+2/+3), halberd or double-handed weapon (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Only after 1560AD: Downgrade to WS3, I3, Ld7 (-6)
Special Rules: 0-1 per unit of calivers

CALIVERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*

LONGBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	4	3	3	1	3	1	8	13

Equipment: Hand weapon, longbow. May have light armour (+2)
May be *Veterans* (+2)
Special Rules: Only until 1586AD, 0-1 per unit of calivers

0-1 FIELD GUN

SCOTS FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only in 1560AD

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, musket. May have light armour (+2)
May be *Veterans* (+2)
Special Rules: Only from 1586AD

CALIVERMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Caliverman	4	3	3	3	3	1	3	1	7	11

Equipment: Hand weapon, musket. May have light armour (+2)
Special Rules: Only from 1586AD

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72. LOW COUNTRIES SPANISH (1559-1659AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

GENTE D'ARMAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6 barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Only after 1630AD: Have BS4 and pistols instead of WS4, shield, lance and warhorse (-7)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

CABALLOS LIGEROS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

HERGULETIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, handgun
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers*, *Feigned Flight*, Only until 1630AD

GERMAN REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear , pistols
Special Rules: *Light Cavalry*, *Pistols*, Only from 1568AD

HERRERUELOS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	27

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only from 1568AD

FRENCH CATHOLIC GENDARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only from 1589-1592AD

FRENCH CATHOLIC ARCHERS AND CHEVAUX LÉGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	23

Equipment: Hand weapon, bow.
May have light (+2) or heavy (+3) armour and thrusting spear (+2)
Only from 1568AD: Have pistols instead of bow (+2)
Special Rules: *Light Cavalry*, Only from 1589-1592AD

INFANTRY

TERCIO FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may have handgun instead of pike (+1)
Only after 1630AD: The first rank may have musket instead of pike (+3)

SKIRMISHING MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*

0-2 FIELD GUNS

FRENCH CATHOLIC FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with handgun (+3)

PAPAL SWISS PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). May be *Stubborn* (+2)
Special Rules: *Pike&Shot*, Only until 1589AD

PAPAL SWISS ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines.
Special Rules: *Dragoons*, Only after 1630AD

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73. FRENCH HUGUENOT (1562-1598AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*

ARGOULETS OR CARABINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbines
May have heavy armour (+2)
Special Rules: *Skirmishers*

GENDARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	8	33
Dismounted	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only before 1576AD

CHEVAUX LÉGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	23

Equipment: Hand weapon, bow.
May have light (+2) or heavy (+3) armour and thrusting spear (+2)
Only 0-1 per unit of gendarmes
Special Rules: *Light Cavalry*, Only before 1576AD

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only from 1576AD

INFANTRY

LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

HUGUENOT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
May be *Dragoons* (+2, M8)

ENFANTS PERDUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2)
Special Rules: *Light Infantry*

0-3 FIELD GUNS
Only before 1576AD: 0-1 may downgrade to Light Cannon

HUGUENOT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only before 1576AD

BURGHER HOME DEFENCE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
Special Rules: *Levies*, Only before 1576AD

ROYAL SWISS PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
May be *Stubborn* (+2)
Special Rules: *Pike&Shot*

ROYAL SWISS ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

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FRENCH ROYAL FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**8**

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3)
The first rank may be armed with handgun (+3)
Special Rules: Only from 1663AD

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	**4**	**2**	**4**	**3**	**3**	**1**	**3**	**1**	**7**	**15**

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only from 1589AD

ALLIES

English Allies, V/71
Only from 1589AD: Dutch Allies, V/75

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74. FRENCH CATHOLIC (1562-1597AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

GENDARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted

ARCHERS AND CHEVAUX LÉGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	23

Equipment: Hand weapon, bow.
May have light (+2) or heavy (+3) armour and thrusting spear (+2)
Only from 1568AD: Have pistols instead of bow (+2)
Special Rules: *Light Cavalry*

GERMAN REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*

ARGOULETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbines
May have heavy armour (+2)
Special Rules: *Skirmishers*

0-1 BURGUNDIAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	3	1	7	25
Dismounted	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, heavy armour, shield, lance
May have cloth (+4) or plate (+6) barding.
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only until 1589AD

ITALIAN MEN-AT-ARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	3	3	3	1	4	1	7	31
Dismounted	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, heavy armour, shield, lance, warhorse
May have cloth (+4) or plate (+6) barding. May be *Veterans* (+2)
Dismounted - may take halberd or double-handed weapon (+2). May take partial or full plate armour (free if mounted, +2/+3 if dismounted)
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, *Stubborn* if dismounted, Only until 1589AD

WALLOON LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	24

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only after 1589AD

HERGULETIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, handgun
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1589AD

INFANTRY

ENFANTS PERDUS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: *Skirmishers*

0-3 FIELD GUNS
Only until 1589AD: 0-1 may downgrade to Light Cannon

PARIS MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

ARMED FRIARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon
Special Rules: *Levies*

ROYAL SWISS PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	4	1	7	12

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
May be *Stubborn* (+2)
Special Rules: *Pike&Shot*, Only until 1589AD

ROYAL SWISS ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

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FRENCH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**8**

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3)
The first rank may be armed with handgun (+2)

GERMAN LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**9**

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only until 1589AD

GERMAN LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	**4**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**10**

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

CATHOLIC SWISS PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	**4**	**4**	**3**	**3**	**3**	**1**	**4**	**1**	**7**	**12**

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
May be *Stubborn* (+2)
Special Rules: *Pike&Shot*, Only after 1589AD

CATHOLIC SWISS ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	**4**	**2**	**4**	**3**	**3**	**1**	**3**	**1**	**7**	**13**

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

0-1 WAGON TABOR
Special Rules: Only after 1589AD

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75. DUTCH REBELLION (1568-1648AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

GERMAN REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear , pistols
Special Rules: *Light Cavalry*, *Pistols*

CARABINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbines
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers, Feigned Flight*

DUTCH, ENGLISH AND SCOTS DEMI-LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only from 1577AD

HUGUENOT VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only from 1577AD

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only from 1590AD

INFANTRY

BURGHER GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Burgher	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, light armour, buckler
May have heavy armour (+2)

DUTCH LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only in 1568AD

GERMAN LANDSKNECHT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only before 1577AD

GERMAN LANDSKNECHT ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Only after 1622AD: Have musket instead of handgun (+1)
Special Rules: *Pike&Shot*, Only 0-1 per two Landsknecht pikemen units

DUTCH, ENGLISH, SCOTS OR WALLOON FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3)
The first rank may be armed with handgun (+2) or musket (+3)

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines.
Special Rules: *Dragoons*, Only 1606-1621AD

ALLIES

Only 1585-1594AD: English Allies, V/71

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76. POLISH-LITHUANIAN RZECZPOSPOLITA (1576-1631AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, lance, bow. May have light armour (+2)
May upgrade to BS4 (+2) and *Expert Horsemen* (+2)
Special Rules: *Feigned Flight*

POLISH ARMOURED COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
May have WS4 (+2)
Special Rules: May have a +2 rank bonus

POLISH UNARMOURED COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, bow
Special Rules: *Feigned Flight*

GERMAN REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*

LITHUANIAN TARTARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour.
May have shield (+2) and throwing spear (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

NOBLE LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
Special Rules: May have a +2 rank bonus

GERMAN OR LIVONIAN CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only after 1618AD

INFANTRY

HAIDUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Haiduk	5	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)

MERCENARY SHOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	3	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)

MERCENARY PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two mercenary shot units

REGISTERED COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, light armour, handgun.
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Dragoons*

WYBRANIECKA PEASANT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

0-2 FIELD GUNS

0-1 WAGON TABOR

0-4 WAR WAGONS
Special Rules: Instead of Wagon Tabor

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	6	11

Equipment: Hand weapon, light armour, handgun.
Special Rules: *Dragoons*, Only after 1618AD

ALLIES

Only after 1618AD: Unregistered Ukrainian Cossack Allies, V/69
Only in 1629AD: Imperialist Allies, V/84

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77. SEBASTIANIC PORTUGUESE (1578AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NOBLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, lance
May have shield (+2) or plate armour (+2). May be *Veterans* (+2)
Special Rules: *Ferocious Charge,* may count rank bonus up to +1

TANGIERS GARRISON GINETES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*

MOORISH ALLIED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, bow
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry,* may count rank bonus up to +2

INFANTRY

PORTUGUESE AVENTUROS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	5	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).

TANGIER GARRISON ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	5	2	3	3	3	1	3	1	7	11

Equipment: Hand weapon, handgun. May have light armour (+2)

PORTUGUESE CONSCRIPTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
May upgrade to M5 (+1) and Ld7 (+1)

PORTUGUESE ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2)

SPANISH TERCIO FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may have handgun instead of pike (+1)

GERMAN MERCENARY PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

GERMAN MERCENARY ARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun. May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot, Light Infantry*, Only 0-1 per two german pikemen units

PAPAL ITALIAN MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
May have handgun instead of pike (+3)
Special Rules: *Light Infantry*

0-4 FIELD GUNS

0-4 WAR WAGONS

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78. CHRISTIAN IV DANISH (1588-1648AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

CUIRASSIERS AND CHEVAUX LÈGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*

CARABINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbines
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers, Feigned Flight,* Only before 1614AD

GERMAN MERCENARY REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*

HARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Only after 1632AD: Upgrade to BS4 (+2)
Only Saxony or Baden: Upgrade to BS4, Ld8 and no spear (+3), may be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols,* Only after 1614AD

INFANTRY

FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	8

Equipment: Hand weapon, pike. Up to half may have handgun (+5).
Only from 1625AD: Up to half may have musket (+7)
Special Rules: *Combinded Formation*

0-3 FIELD GUNS

GUARD FIRELOCKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)
Special Rules: *Firelocks,* Only from 1625AD

0-1 DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons,* Only from 1625AD

ALLIES

Only in 1626AD: Transylvanian Allies, V/16
Only in 1626AD: Mansfeld Allies, V/85
Only in 1644AD: Imperialist Allies, V/84

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79. FRENCH THIRTY YEARS WAR (1600-1648AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

CHEVAUX LÈGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2).
May downgrade to BS3 (-2)
Only from 1637AD: Upgrade to WS4 (+2)
Special Rules: *Light Cavalry*, *Pistols*

CARABINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbines
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers, Feigned Flight*

GENDARMES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only until 1636AD

BERNARDINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only 1636-1645AD

INFANTRY

GARDES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may be armed with handgun (+4)
May be *Veterans* (+2)
Only after 1622AD: The first rank may be armed with musket (+6)
Special Rules: Combined Formation

VIEUX CORPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may be armed with handgun (+3)
Only after 1622AD: The first rank may be armed with musket (+4)
Only from 1637AD: Upgrade to Ld7 (+1)
Special Rules: Combined Formation

0-3 FIELD GUNS

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

BERNARDINE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	4	3	3	1	3	1	6	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may be armed with handgun (+3)
Special Rules: Combined Formation , Only 1636-1645AD

NEW FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may be armed with musket (+6)
May be *Veterans* (+2)
Special Rules: Combined Formation , Only from 1636AD

ALLIES

Only until 1636AD: Venetian Allies, V/4
Only from 1637AD: Swedish Allies, V/88
Only from 1637AD: Dutch Allies, V/75
Only from 1637AD: Hesse-Kassel Allies, V/85

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80. MANCHU AND CH'ING CHINESE (1601-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).
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CAVALRY

MANCHU BANNER CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2). May be *Expert Horsemen* (+2)
Special Rules: May count rank bonus up to +2

CHINESE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	2	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2)
Special Rules: May count rank bonus up to +2, Only from 1621AD

MONGOL BANNERMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, bow
May have shield (+2) and barding (+3).
May upgrade to WS4 (+2)
Up to half may change to WS3, BS4, I3, light armour and no spear (-4) placed in the rear rank
Special Rules: *Combined Formation* and may count rank bonus up to +2, Only from 1634AD

INFANTRY

CHINESE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon
May have shield (+1), light armour (+2) and thrusting spear (+1)
May downgrade to WS2, Ld5 and *Levies* (-4)
Special Rules: Only from 1621AD

CHINESE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
Special Rules: *Light Infantry*, Only from 1621AD

CHINESE MATCHLOCKMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	7

Equipment: Hand weapon, handgun.
May have light armour (+2)
Special Rules: *Light Infantry*, Only from 1621AD

0-1 FIELD GUN
Special Rules: Only from 1621AD

0-4 LIGHT CANNONS
Special Rules: Only from 1621AD

ALLIES

Only from 1618AD: Mongol Allies, V/18
Only 1644-1672AD: "Three Feudatories" Allies, V/17
Only 1654-1658AD: Korean Allies, V/20

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81. DUTCH COLONIAL (1602-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

INFANTRY

SHOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Only from 1622AD: May have musket instead of handgun (+2)
May be *Veterans* (+2)
Special Rules: *Pike&Shot*

PIKE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two Shot units

0-1 FIELD GUN

0-1 GRENADE-THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only from 1622AD

KUMPANI ISLAM NATIVE AUXILIARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	11

Equipment: Hand weapon, handgun.
Special Rules: Only Vereenigde Oostindische Compagnie in Java or Sumatra

0-1 HIRED HEAD-HUNTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	4	2	3	3	3	1	3	1	6	8

Equipment: Hand weapon, javelins
Cause Panic if wounding.
Special Rules: *Skirmishers*, Only Vereenigde Oostindische Compagnie in Amboina, the Celebes or the Moluccas

ALLIES

Only West-Indische Compagnie in Brazil from 1634-1654AD: Tapuya Allies, V/47
Only Vereenigde Oostindische Compagnie in the Celebes or Moluccas: Native Allies, V/56
Only Vereenigde Oostindische Compagnie in Ceylon from 1638AD: Sinhalese Allies, V/59
Only Vereenigde Oostindische Compagnie in in West Africa in 1648AD: Kongo Allies, V/48
Only Vereenigde Oostindische Compagnie in Java from 1678-1681AD: Javanese Allies, V/56

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82. CANADIAN FRENCH (1603-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

INFANTRY

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)

0-3 FIELD GUNS OR LIGHT CANNONS

COUREURS DE BOIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, musket.
May be *Veterans* (+2)
Special Rules: *Skirmishers*

FRENCH REGULAR INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular	5	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only from 1663AD

ALLIES

Indian Allies, V/32 (must be taken)

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83. ENGLISH OR DUTCH COLONIAL (1607-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).
.

CAVALRY

0-1 COLONIST HORSEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only from 1637AD

INFANTRY

COLONIST WITH HALF-PIKE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2)
Special Rules: Only until 1637AD

COLONIST WITH MATCHLOCK

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have light armour (+2). May be *Veterans* (+2)
Only from 1637AD: Replace handgun with musket (+2) and then may have Ld8 (+2)

0-1 LIGHT CANNON

INDIAN ALLIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling or javelins
May have bow instead of sling or javelins (+1)
Only after 1637AD: May have handgun and BS3 (+5)
Only after 1668AD: May have Ld7 (+1)
Special Rules: *Skirmishers*

COLONIST MOUNTED MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	13

Equipment: Hand weapon, musket.
Special Rules: *Dragoons*, Only from 1637AD

WOODS-WISE MATCHLOCK

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have light armour (+2). May be *Veterans* (+2)
Special Rules: *Skirmishers*, Only from 1676AD

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84. GERMAN CATHOLIC (1609-1648AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Only until 1632AD: May have WS4 instead of BS4, lance, *Ferocious Charge* and may count rank bonus up to +1 instead of *Light Cavalry* (+2)
Only after 1632AD: Downgrade to Ld7 (-2)
Special Rules: *Light Cavalry*, *Pistols*

CARACOLING REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Only after 1632AD: Upgrade to BS4 (+2)
Special Rules: *Light Cavalry*, *Pistols*

CARABINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbines
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers*, *Feigned Flight*, Only until 1616AD

BAVARIAN CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	4	1	8	28

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only if Bavarian-led CatholicLeague or combined

CROAT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, lance.May have light armour (+2)
Special Rules: *Feigned Flight*, Only if Imperial or combined

POLISH COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, bow
Special Rules: *Feigned Flight*, Only if Imperial or combined

HUNGARIAN HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, lance, bow. May have light armour (+2)
Special Rules: *Feigned Flight*, Only if Imperial Eastern Frontier

CARACOLING HARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
May have light (+2) or heavy armour (+3)
Only after 1632AD: Upgrade to BS4 (+2)
Special Rules: *Skirmishers*, *Feigned Flight*, Only after 1616AD

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
After 1632AD: May have Swinefeathers (+20, count as *Stakes*)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units

0-4 FIELD GUNS

TARGETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Targeteer	4	4	3	3	3	1	4	1	8	14

Equipment: Hand weapon, heavy armour, halberd
May have plate armour (+2)
May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)
Special Rules: Only if Imperial or combined

GRENZER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*, Only if Imperial Eastern Frontier

LEVY WITH MORGENSTERN OR HALBERD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, halberd
Special Rules: Only if Imperial Eastern Frontier

0-4 BATTALION GUNS
Special Rules: Only after 1632AD

ALLIES

Spanish Allies, V/72

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85. GERMAN PROTESTANT (1609-1648AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Only until 1632AD: May have WS4 instead of BS4, lance, *Ferocious Charge* and may count rank bonus up to +1 instead of *Light Cavalry* (+2)
Only after 1632AD: Downgrade to Ld7 (-2)
Special Rules: *Light Cavalry*, *Pistols*

CARACOLING REITERS OR HARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Only after 1632AD: Upgrade to BS4 (+2)
Only Saxony or Baden: Upgrade to BS4, Ld8 and no spear (+3), may be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*

DUTCH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, pistols
Up to half may have BS and WS3 placed in the rear ranks
Special Rules: *Pistols*, Only Bohemian Revolt from 1618-1623AD

HUNGARIAN HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, lance, bow. May have light armour (+2)
Special Rules: *Feigned Flight*, Only Bohemian Revolt from 1618-1623AD

FEUDAL HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only Saxony in 1631AD

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Only Saxony in 1631AD: Downgrade to BS3 (-3)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Only Hesse-Kassel from 1631AD: Only 0-1 per two units of musketeers
Only Saxony in 1631AD: Downgrade to Ld6 (-2)
Special Rules: *Pike&Shot*, Only 0-1 per unit of musketeer

0-4 FIELD GUNS

OUTRAGED PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

BOHEMIAN RAW LEVY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon. Up to half may have handgun (+3).
Special Rules: *Levies*, *Combinded Formation*, Only Bohemian Revolt from 1618-1623AD

MOUNTED JÄGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*, Only Hesse-Kassel from 1631AD

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only Hesse-Kassel from 1631AD

0-1 WAGON TABOR
Special Rules: Only Saxony or Baden

ALLIES

Only Bohemian Revolt from 1618-1623AD: Transylvanian Allies, V/16

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86. EARLY GUSTAVIAN SWEDISH (1618-1629AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

0-1 SWEDISH ADELSFANA CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	4	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)

LANDSRYTTARE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
Only after 1621AD: Upgrade to BS4 (+2). May be *Veterans* (+2)
Special Rules: *Light Cavalry*

FINNISH "HACKAPELLS"

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mounted	8	4	4	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, pistols
Only after 1600AD: Upgrade to BS4 (+2). May be *Veterans* (+2)
Special Rules: *Light Cavalry*

LIVONIAN CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, Only after 1621AD

GERMAN MERCENARY REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only after 1622AD

GERMAN MERCENARY HARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: Only from 1626AD

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, light armour, handgun.
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Dragoons*

MOUNTED JÄGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, light armour, handgun.
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Dragoons*

SWEDISH AND FINNISH MUSKETEERS AND CALIVERMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket. May have light armour (+2)
May be *Veterans* (+2)
Special Rules: *Pike&Shot*

SWEDISH AND FINNISH SUPPORTING PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Only after 1626AD: Upgrade to WS4 (+3) and my be stubborn (+2)
Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers or Calivermen

FINISH SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have crossbow or handgun instead of bow (+3)
Special Rules: *Skirmishers*

GERMAN AND SCOTS MERCENARY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with handgun (+4)
Only after 1626AD: Upgrade to WS4 (+3) and my be stubborn (+2)
Special Rules: Combined Formation

0-3 FIELD GUNS

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87. BUCCANEER (1624-1700AD)

CHARACTERS: Up to 25%
INFANTRY: At least 75%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).
.

INFANTRY

PIRATES WITH CUTLASSES, PISTOLS OR HALF-PIKES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pirate	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have light armour (+2), heavy armour (+3) pistols (+2) and halberd (+2)
Special Rules: *Warband*

PIRATES WITH MUSKET

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	5	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2). May be *Veterans* (+2)

SHARPSHOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have light armour (+2). May be *Veterans* (+2)
Special Rules: *Skirmishers*

CIMAROONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2).
Special Rules: *Skirmishers*

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88. SWEDISH THIRTY YEARS WAR (1630-1648AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General.*

CAVALRY

SWEDISH LÄTTA RYTTARE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Only from 1635AD: Upgrade to WS4 (+2)
Special Rules: *Light Cavalry, Pistols*

FINNISH "HACKAPELLS"

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	4	3	3	1	3	1	7	28

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry, Pistols*

LIVONIAN AND GERMAN CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	27

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Only from 1635AD: Downgrade to Ld7 (-2)
Special Rules: *Light Cavalry, Pistols*

GERMAN VETERAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	28

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Only from 1635AD: Upgrade to BS4 (+2)
Special Rules: *Light Cavalry, Pistols, Veterans*

NEW GERMAN HARQUEBUSIERS AND REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Only from 1635AD: Upgrade to BS4 (+2)
Special Rules: *Light Cavalry, Pistols*

0-1 LAPPS WITH REINDEER OR REINDEER SLEDGES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow
Special Rules: *Skirmishers,* Only until 1634AD

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, light armour, handgun.
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Dragoons*

0-1 MOUNTED JÄGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, light armour, handgun.
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket. May have light armour (+2)
May be *Veterans* (+2)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Only until 1634AD: May upgrade to WS4 (+2)
Only after 1635AD: Upgrade to M5 (+1)
Special Rules: *Pike&Shot,* 0-1 per unit of Musketeers or Calivermen

0-2 BATTALION GUNS

0-3 FIELD GUNS

RAW REGIMENTS OF MIXED SCOTS AND IRISH

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield
Special Rules: *Warband,* Only until 1634AD

ALLIES

Hesse-Kassel Allies, V/85
Only until 1634AD: Saxon or Brandenburg Allies, V/85
Only from 1635AD: French Allies, V/79

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89. LATER POLISH (1632-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, lance, bow. May have light armour (+2)
Only from 1689-1697AD: May have BS4 instaed of WS4 and pistols instead of lance and bow (free)
Special Rules: *Feigned Flight*

PANCERI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
May have WS4 (+2)
Only from 1676AD: May have Ld8 (+2), than may be *Veterans* (+2)
Special Rules: May have a +2 rank bonus

REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*

LITHUANIAN TARTARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour. May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

NOBLE LEVY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
Special Rules: May have a +2 rank bonus

WALLACHIAN OR TARTAR LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow. May have shield (+2).
Only from 1676AD: May have *Feigned Flight* (+2)
Special Rules: *Skirmishers*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Only from 1676AD: May have BS4 (+3)
Special Rules: *Dragoons*

GERMAN-STYLE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with musket (+5)
Special Rules: Combined Formation

HAIDUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Haiduk	5	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)
Only from 1683AD: May have Chevaux de Frise (+20, count as *Stakes*)

0-3 BATTALION GUNS

0-2 FIELD GUNS

0-1 WAGON TABOR

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only after 1652AD

0-1 JANISSARY OR MOLDAVIAN GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	5	3	4	3	3	1	4	1	7	16

Equipment: Hand weapon, light armour, musket
May be *Veterans* (+2)
Special Rules: Only from 1676AD

ALLIES

Only before 1648 or from 1658AD: Ukrainian Cossack Allies, V/69
Only after 1652AD: Crimean Tartar Allies, V/
Only from 1683AD: Imperialist, Bavarian and Saxon Allies, V/107

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90. BISHOPS WARS ENGLISH (1639-1640AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*,

HARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*

NORTHERN MILITIA HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour
Special Rules: *Light Cavalry, Feigned Fleight*

0-1 IRISH LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, throwing spear
May have light armour (+2) and shield (+2)
Special Rules: *Skirmishers*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

MILITIA OR RAW LEVY MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	3	3	3	1	3	1	7	11

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

MILITIA OR RAW LEVY PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per unit of Militia or Raw Musketeers

NORTHERN MILITIA BOWS AND BILLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Militia	4	3	4	3	3	1	3	1	7	7

Equipment: Hand weapon, shield
May have light armour (+2).
Up to half may have bow (+4)
Special Rules: *Combined Formation*

IRISH MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*

IRISH PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per unit of Irish Musketeers

0-3 FIELD GUNS

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91. BISHOPS WARS SCOTS ROYALIST (1639AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

HARQUEBUSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*, two per unit of pikemen

HIGHLANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Highlander	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, bow
May have shield (+1) and double-handed weapon (+2)
May have handgun (+2)
Special Rules: *Warband*

0-1 FIELD GUN

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92. SCOTS COVENANTER (1639-1651AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only before 1650AD

LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted

0-1 MOSS TROOPERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour
Special Rules: *Light Cavalry, Feigned Fleight*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2)
Only during the 1st Bishops War in 1639AD: May have Swinefeathers (+20, count as *Stakes*)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers

HIGHLANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Highlander	4	3	4	3	3	1	3	1	6	8

Equipment: Hand weapon, shield
May have double-handed weapon (+2)
May have handgun and Ld7, no longer *Warband* (+5) and *Veterans* (+2)
Special Rules: *Warband*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	6	10

Equipment: Hand weapon, light armour, carbines
Special Rules: *Dragoons*, Only during the 1st Bishops War in 1639AD

0-4 FIELD GUNS
Special Rules: Except Engagers in 1648AD

ALLIES

Only Engagers in 1648AD: Sir Marmaduke Langdale's English Allies, V/94

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93. BRAGANZA PORTUGUESE (1640-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, carbines.
May have light armour (+2)
Special Rules: *Dragoons*

MILITIA FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may have musket instead of pike (+3)
Only from 1662-1668AD: Upgrade to BS4 (+2) and than may be *Veterans* (+2)
Special Rules: *Combined Formation*

0-4 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only from 1662-1668AD

ALLIES

Only from 1662-1668AD: English Allies, V/115

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94. ENGLISH CIVIL WAR ROYALIST (1641-1647AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

CAVALIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, light armour, pistols
May be *Veterans* (+2)
Only in Ireland from 1641-1643AD: Downgrade to BS3 and Ld7 (-3)
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Up to half may have BS3 (-3) placed in the rear ranks
Special Rules: *Dragoons, Combined Formation*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Only in England and Wales in 1643AD: Upgrade to WS4 (+2), may be *Veterans* (+2)
Special Rules: *Pike&Shot,* 0-1 per unit of Musketeers

0-1 GALLOPER GUN

0-2 FIELD GUNS

0-1 FIRELOCKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)
Special Rules: *Firelocks,* Only until 1643AD and in England and Wales after 1643AD

0-1 COUNTRYMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies,* Only until 1643AD

ALLIES

Only from 1646AD: Irish Allies, V/95

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95. IRISH CONFEDERATE (1641-1652AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, pistols
Special Rules: *Light Cavalry*, *Pistols*

ENGLISH ROYALIST HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, light armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*, Only Ormonde's army from 1648AD

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket. May have light armour (+2)
Special Rules: *Skirmishers*

ANTRIM RED SHANKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield
May have double-handed weapon (+2)
Special Rules: *Warband*

0-2 FIELD GUNS

KERNS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	5

Equipment: Hand weapon, darts.
May have bow instead of darts (+1)
Special Rules: *Skirmishers*, Only Ulster armies before 1646AD and instead of pikemen

ENGLISH ROYALIST MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: Only Ormonde's army from 1648AD

ENGLISH ROYALIST PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Only in England and Wales in 1643AD: Upgrade to WS4 (+2), may be *Veterans* (+2)
Special Rules: *Pike&Shot*, 0-1 per unit of Musketeers

0-2 ENGLISH ROYALIST FIRELOCKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)
Special Rules: *Firelocks*, Only Ormonde's army from 1648AD

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96. ENGLISH CIVIL WAR PARLAMENTARIAN (1642-1648AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, light armour, pistols
Only 1643-1644AD: Upgrade to BS4 (+2)
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per two units of Musketeers

0-3 GALLOPER GUNS

0-1 FIRELOCKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)
Special Rules: *Firelocks*

ILL ARMED FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*, Only in 1643AD

ALLIES

Only in 1644AD: Scots Allies, V/92

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97. SCOTS MONTROSE ROYALIST (1644-1647AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

0-1 MOSS TROOPERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour
Special Rules: *Light Cavalry, Feigned Fleight*, Only in 1644AD

LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: *Ferocious Charge* and may have a +1 rank bonus if mounted, Only 1645-1646AD

PISTOLEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only 1645-1647AD

INFANTRY

IRISH MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

HIGHLANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Highlander	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield
May have double-handed weapon (+2)
Special Rules: *Warband*

0-1 FORLORN HOPE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2)
Special Rules: *Skirmishers*

IRISH PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only in 1644AD

MILITIA MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	3	3	3	1	3	1	7	11

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only in 1644AD

MILITIA PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: Only in 1644AD

HIGHLAND MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*, Only 1644-1645AD

HIGHLAND PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	5	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per unit of Highland Musketeers

LOWLAND AND MIXED REGIMENT MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*, Only 1644-1645AD

LOWLAND AND MIXED REGIMENT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	5	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per two units of Lowland and mixed Musketeers

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*, Only 1645-1647AD

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98. ENGLISH NEW MODEL ARMY (1645-1660AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, light armour, pistols
Only West Indies 1654-1655AD: 0-1
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Only West Indies 1654-1655AD: 0-1 per unit of Musketeers
Special Rules: *Pike&Shot,* 0-1 per two units of Musketeers

0-3 FIELD GUNS

0-1 FIRELOCKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)
Only West Indies 1654-1655AD: 0-1 per three units of Musketeers
Special Rules: *Firelocks*

IRISH PROTESTANT OR ENGLISH COUNTY MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	4	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Up to half may have handguns placed in the first rank (+5)
Special Rules: Only 1648-1652AD

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only from 1652AD

0-1 SNIPERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, handgun. May have light armour (+2)
Special Rules: *Skirmishers*, Only West Indies 1654-1655AD

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99. LATER VENETIAN COLONIAL (1645-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	4	1	7	22

Equipment: Hand weapon, light armour, pistols
May have heavy armour (+2)
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	14

Equipment: Hand weapon, light armour, handgun.
May have heavy armour (+3). May be *Veterans* (+2)
May downgrade to BS3 and Ld6 (-4)
Special Rules: *Dragoons*

VENETIAN, MERCENARY, ITALIAN OR CROATIAN REGULAR FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	11

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
Up to 1/3 may have pike instead of musket (-3)
Special Rules: *Combined Formation*

SCLAVONIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

MORLACCHI OR MANIOTE MOUNTAINEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

0-2 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only after 1667AD

SAXON FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
May have *Swinefeathers* (+20, count as *Stakes*)
Special Rules: Only from 1684-1688AD

BRUNSWICK, WURTEMBERG, HANOVER OR HESSE FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
Up to 1/3 may have pike instead of musket (-5)
Special Rules: *Combined Formation*, Only from 1684-1688AD

ALLIES

Only in 1668 and 1688AD: French Allies, V/116

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100. LATER OTTOMAN TURK (1645-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

QAPUKULU CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2). May be *Expert Horsemen* (+2)
Special Rules: May have a +2 rank bonus

FEUDAL SIPAHIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2)
May have Ld7 (+2)
Special Rules: May have a +2 rank bonus

DELIS, KURDS OR BEDOUIN ARABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear
May have light armour (+2) and shield (+2)
Special Rules: *Light Cavalry*

INFANTRY

JANISSARY ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	5	3	4	3	3	1	4	1	7	12

Equipment: Hand weapon, light armour, bow
May have musket (+4)
May be *Veterans* (+2)

SLAV OR ANATOLIAN SHARPSHOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shooter	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, musket. May have light armour (+2)
May be *Dragoons* (+2, M8)
Special Rules: *Skirmishers*

AZABS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	6	4

Equipment: Hand weapon, javelins
May have sling instead of javelins (free) or bow (+1).
With bow they may upgrade to *Light Infantry* (+1)
Special Rules: *Skirmishers*

0-3 FIELD GUNS

0-2 CAMEL GUNS

ALLIES

Crimean Tartar Allies, V/36

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101. MARATHA (1646-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

PAGA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, thrusting spear, bow
May have shield (+2)
Special Rules: May count rank bonus up to +2

SILHADARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, bow
May have shield (+2) and light armour (+2)
Special Rules: *Light Cavalry*, May count rank bonus up to +2

EAKS AND PINDARIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon, javelins
May have light armour (+2)
Special Rules: *Skirmishers*

INFANTRY

MAVLE GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)

MATCHLOCKMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arquebusier	4	2	4	3	3	1	3	1	7	10

Equipment: Hand weapon, handgun.
May have light armour (+2). May be *Veterans* (+2)
Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling.
May have bow instead of sling (+1)
Special Rules: *Skirmishers*

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike
May downgrade to WS2, Ld5 and *Levies* (-3)

PATHANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pathan	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, shield
Special Rules: *Warband, Light Infantry*

0-4 CAMEL GUNS

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102. BRANDENBURG-PRUSSIA (1646-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
May have light (+2) or heavy armour (+3)
Special Rules: *Light Cavalry*

INFANTRY

0-2 LEIBGARDE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)
Special Rules: *Firelocks*

0-4 BATTALION GUNS

0-2 FIELD GUNS

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	13

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Only from 1689AD: Upgrade to BS4 (+2)

WIBRANZEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2).
Up to 1/3 may have pike instead of musket (free)
Special Rules: *Combined Formation*, Only before 1689AD

JÄGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jäger	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*, Only from 1674AD

FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)
Special Rules: *Firelocks*, Only from 1689AD

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only from 1689AD

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103. SAVOYARD (1648-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

SAVOYARD OR HUGUENOT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May be *Veterans* (+2) and *Drilled* (+2)
Special Rules: *Dragoons*

SAVOYARD, MERCENARY OR HUGUENOT FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	4	3	3	1	3	1	7	10

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may have musket instead of pike (+4) and than may be *Veterans* (+2)
Special Rules: *Combined Formation*

SPANISH FOOT OR SAVOYARD MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may have musket instead of pike (+3)
Special Rules: *Combined Formation*

0-4 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only from 1669AD

UNREGIMENTED VAUDOIS SHARPSHOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shooter	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, musket. May have light armour (+2)
Special Rules: *Skirmishers*, Only from 1689AD

ALLIES

Only from 1669AD: Austrian Allies, V/107
Only from 1669AD: Bavarian Allies, V/108
Only from 1669AD: Spanish Allies, V/114

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104. RUSSIAN TRADITIONAL (1500-1647AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2), heavy armour (+2)
Special Rules: May have a +2 rank bonus

COSSACK OR UKRAINIAN LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	18

Equipment: Hand weapon, bow
May have shield (+2). Cossacks may have *Feigned Flight* (+2)
Special Rules: *Skirmishers*

KALMUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, bow, light armour
May have shield (+2).
May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)
Special Rules: *Skirmishers*

REITERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only until 1667AD

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, lance, bow
May have light armour (+2)
Special Rules: *Feigned Flight*, Only until 1667AD

INFANTRY

STRELTZI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with handgun (+4)
Special Rules: Combined Formation

0-2 FIELD GUNS

COSSACK FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cossack	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket
May be *Veterans* (+2)
Special Rules: *Light Infantry*

COSSACK FOOT ON HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

ANGRY PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Only in 1700AD: May have BS4 (+3)
Special Rules: *Dragoons*

FOREIGN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with handgun (+3)
Special Rules: Combined Formation, Only before 1695AD

CONSCRIPT MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have shield (+1)
Special Rules: *Levies*, Only 1695-1699AD

NEWLY RAISED FOOT FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with handgun (+3)
Special Rules: Combined Formation, Only in 1700AD

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105. REGENCY OR FRONDE FRENCH (1649-1660AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CHEVAUX LÉGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*

CARACOLING CHEVAUX LÉGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*

CARABINS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbines
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers, Feigned Flight*

LORRAINE HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbines
May have heavy armour (+2)
Special Rules: *Skirmishers*, Only Fronde until 1652AD

MAISON DE ROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only Royal Army

GENDARMERIE DE FRANCE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	25

Equipment: Hand weapon, light armour, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only Royal Army

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

NEW FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	4	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3)
The first rank may be armed with musket (+7)

0-4 FIELD GUNS

GERMAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	4	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with musket (+7)
Special Rules: Only Fronde until 1652AD

0-2 LIGHT CANNONS
Special Rules: Only Fronde until 1652AD

GARDES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3)
The first rank may be armed with musket (+7)
Special Rules: Only Royal Army

VIEUX CORPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	4	3	3	1	3	1	7	9

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with musket (+7)
Special Rules: Only Royal Army

ENGLISH NEW MODEL FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	8

Equipment: Hand weapon, pike. May have light armour (+2) or heavy armour (+3). The first rank may be armed with musket (+7)
Special Rules: Only Royal Army in 1658AD

ALLIES

Only Fronde until 1652AD: Spanish Allies, V/72

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106. DUTCH UNITED PROVINCES (1649-1688AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, light armour, pistols
Only in England in 1688AD: May upgrade to BS4 (+2) and Ld8 (+2), may be *Veterans* (+2)
Special Rules: *Pistols*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
Only in England in 1688AD: May be *Veterans* (+2) and *Drilled* (+2)
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Only from 1672AD: Have Ld8 and *Flintlocks* (+5), may be *Drilled* (+2)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per two units of Musketeers

0-3 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only from 1672AD

ALLIES

Only 1674-1678AD: Austrian Allies, V/107
Only 1674-1678AD: Brandenburg Allies, V/102

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107. LATER IMPERIALIST (1649-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
May have light (+2) or heavy armour (+3)
May have Ld8 and BS4 (+4), than may be *Veterans* (+2)
Special Rules: *Light Cavalry*

CRABATS, CROATS OR CROATIAN HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, light armour, lance.
May have heavy armour (+2)
Special Rules: *Feigned Flight,*

0-1 HUNGARIAN HEAVY HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, lance.
Special Rules: *Ferocious Charge,* May count rank bonus up to +1

HUNGARIAN LIGHT HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, lance, bow. May have light armour (+2)
Special Rules: *Feigned Flight,*

LUBOMIRSKI'S POLES IN IMPERIAL PAY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	20

Equipment: Hand weapon, thrusting spear, bow
Special Rules: *Feigned Flight*

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry***,** *Pistols,* Only from 1684-1686 and 1690-1692AD

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Only after 1688AD: May have *Swinefeathers* (+20, count as *Stakes*)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot,* Only 0-1 per two musketeer units

HUNGARIOAN HAIDUKS OR SCLAVONIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Only after 1688AD: May have *Swinefeathers* (+20, count as *Stakes*)

GRENZER FRONTIER MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenzer	4	2	4	3	3	1	3	1	7	13

Equipment: Hand weapon, handgun.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*

LEVY WITH MORGENSTERN OR HALBERD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, heavy armour, halberd

0-3 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers,* Only from 1664AD

FUSILEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)
Only after 1688AD: May have *Swinefeathers* (+20, count as *Stakes*)
Special Rules: *Firelocks,* Only from 1681AD

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0-1 SHARPSHOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shooter	**4**	**2**	**4**	**3**	**3**	**1**	**3**	**1**	**7**	**14**

Equipment: Hand weapon, musket. May have light armour (+2)
Special Rules: *Skirmishers*

SWEDISH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	**5**	**3**	**4**	**3**	**3**	**1**	**3**	**1**	**7**	**16**

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2).
Up to 1/3 may have pike instead of musket (free)
Special Rules: *Combined Formation*, Only from 1684-1686 and 1690-1692AD

COUNTRY PEOPLE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	**5**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**5**	**3**

Equipment: Hand weapon
Special Rules: *Levies*, Only from 1684-1698AD

ALLIES

Brunswick or other minor german Allies, V/110
Only in 1664AD: French Allies, V/116
Only in 1683AD: Polish Allies, V/89
Only in 1683 and from 1685AD: Saxon Allies, V/109
Only from 1683-1688 and in 1691AD: Bavarian Allies, V/108
Only from 1684-1698AD: Brandenburg Allies, V/102

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108. LATER BAVARIAN (1649-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
May have light (+2) or heavy armour (+3)
Special Rules: *Light Cavalry*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, light armour, lance.
May have heavy armour (+2)
Special Rules: *Feigned Flight*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	13

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Only from 1688AD: Upgrade to BS4 (+2)

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units, Only before 1687AD

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers*

0-4 FIELD GUNS

GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)
Special Rules: *Firelocks*, Only from 1688AD

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109. LATER SAXON (1649-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
May have light (+2) or heavy armour (+3)
Special Rules: *Light Cavalry*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	13

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Only from 1683AD: Upgrade to BS4 (+2)

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Only from 1683AD: May have *Swinefeathers* (+20, count as *Stakes*)
Only from 1687AD: May upgrade to Ld8 and *Firelocks* (+4) and than may be *Drilled* (+2)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units, Only before 1683AD

0-4 FIELD GUNS

ALLIES

Only from 1697AD: Polish Allies, V/89

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110. LATER MINOR GERMAN STATES (1649-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
May have light (+2) or heavy armour (+3)
Special Rules: *Light Cavalry*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	13

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
May be upgraded to BS4 (+2)

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Only from 1685AD: May upgrade to Ld8 and *Firelocks* (+4) and than may be *Drilled* (+2)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units, Only before 1699AD if Hesse-Kassel or others before 1689AD

0-3 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers*

JÄGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jäger	4	2	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*

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111. LATER DANISH (1649-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	25

Equipment: Hand weapon, light armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

GUARD FIRELOCKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
May be *Veterans* (+2)
Special Rules: *Firelocks*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Only from 1655AD: May upgrade to Ld8 and *Firelocks* (+4) and than may be *Drilled* (+2)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers*

0-1 GALLOPER GUN

0-2 BATTALION GUNS

0-2 FIELD GUNS

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

DUTCH, BRANDENBURG OR IMPERIAL FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2) and *Drilled* (+2)
Up to 1/3 may have pike instead of musket (free)
Special Rules: *Combined Formation*, Only from 1657-1659AD

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Dragoons*, Only from 1672AD

ALLIES

Only from 1657-1659AD: Polish Allies, V/89
Only in 1700AD: Saxon Allies, V/109

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112. CAROLINE SWEDISH (1649-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	7	24

Equipment: Hand weapon, light armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	12

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Only after 1654AD: Upgrade to BS4 (+3), than may have *Firelocks* (+2)
Special Rules: *Dragoons*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	5	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, Only 0-1 per two musketeer units

0-3 BATTALION GUNS

0-2 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only after 1654AD

ALLIES

Only before 1657AD: Brandenburg Allies, V/102
Only in 1700AD: Anglo-Dutch Allies, V/121
Only in 1700AD: German Allies, V/110

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113. SHAIQIYA (1660-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50).. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

COURT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, thrusting spear, light armour, bow
May have shield (+2).
Special Rules: May count rank bonus up to +2

INFANTRY

FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	5	5

Equipment: Hand weapon
May have shield (+1) and light armour (+2)
Special Rules: *Warband*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins
May have sling instead of javelins (free)
Special Rules: *Skirmishers*

114. LATER SPANISH (1660-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	2	3	3	3	1	3	1	7	10

Equipment: Hand weapon, carbines. May have light armour (+2)
Special Rules: *Dragoons*

SPANISH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	3	3	3	1	3	1	7	9

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
The first rank may have musket instead of pike (+3)
Special Rules: *Combined Formation*

0-3 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only from 1689AD

CATALAN MIQUELETTES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Skirmishers*, Only after 1689AD

ALLIES

Only from 1694AD: English or Dutch Allies, V/121

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115. RESTORATION BRITISH (1661-1688AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

LIFE GUARDS AND BLUES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, light armour, pistols
Special Rules: *Pistols*

INFANTRY

GUARDS PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	4	3	3	3	1	3	1	7	11

Equipment: Hand weapon, pike.
May have heavy armour (+3)
Special Rules: *Pike&Shot*, 0-1 per unit of Life Guards

OTHER PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have heavy armour (+3)
Special Rules: *Pike&Shot*

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Only from 1684AD: Have *Firelocks* and Ld8 (+4)
Special Rules: *Pike&Shot*, 0-1 per two units of Pikmen

0-4 FIELD GUNS

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	13

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Only from 1678AD: May have BS4 (+2)
Only from 1684AD: Have *Firelocks* (+2)
Special Rules: *Dragoons*, Only from 1672AD

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only from 1678AD

FUSILEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)
Special Rules: *Firelocks*, Only from 1684AD

0-3 BATTALION GUNS
Special Rules: Only after 1685AD

IRISH PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per two units of Irish Musketeers

IRISH MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	3	3	3	1	3	1	6	10

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

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116. LOUIS XIV FRENCH (1661-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MAISON DE ROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	7	25

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry*, *Pistols*

GENDARMERIE DE FRANCE AND CHEVAUX LÉGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	25

Equipment: Hand weapon, light armour, pistols
Only from 1690AD: Downgrade to Ld7 (-2)
Special Rules: *Light Cavalry*, *Pistols*

CARACOLING CHEVAUX LÉGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, thrusting spear, pistols
Special Rules: *Light Cavalry*, *Pistols*, Only before 1670AD

CARABINIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbines.
May have light (+2) or heavy armour (+3)
Special Rules: *Skirmishers*, *Feigned Flight*, Only from 1690AD

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	25

Equipment: Hand weapon, carbines
May have light armour (+2). May be *Expert Horsemen* (+2)
Special Rules: *Light Cavalry*, *Feigned Flight*, Only from 1692AD

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

GARDES FOOT MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2)

GARDES FOOT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, 0-1 per two units of Guard Musketeers, From 1692AD 0-1 per four units of Guard Musketeers

COMMON FOOT MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2)

COMMON FOOT PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikemen	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3)
Special Rules: *Pike&Shot*, 0-1 per two units of Common Musketeers, From 1692AD 0-1 per four units of Common Musketeers

0-4 FIELD GUNS

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only after 1670AD

FUSILIERS DU ROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)
Special Rules: *Firelocks*, *0-1 per Field Gun*, Only after 1670AD

0-1 CHASSEURS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chasseur	4	2	3	3	3	1	3	1	7	11

Equipment: Hand weapon, musket.
May have light armour (+2)
Special Rules: *Skirmishers*, Only after 1670AD

ALLIES

Only 1672-1674AD: English Allies, V/115

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117. HUNGARIAN REBEL (1670-1685AD)

CHARACTERS: Up to 25%
CAVALRY: At least 25%
INFANTRY: Up to 50%
ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent.

CAVALRY

ARMOURED HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	7	25

Equipment: Hand weapon, heavy armour, lance.
Special Rules: *Ferocious Charge,* May count rank bonus up to +1

LIGHT HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, lance, bow. May have light armour (+2)
Special Rules: *Feigned Flight,*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

HAIDUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

0-3 FIELD GUNS

ALLIES

Only in 1677AD: Polish Allies, V/89
Only from 1682AD: Turkish Allies, V/100

118. SCOTS WESTERN CONVENANTER REBEL (1647AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

0-2 HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

CONVENANTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Convenanter	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield
May have double-handed weapon (+2) and pike (+2)
Special Rules: *Warband*

SKIRMISHERS WITH FIREARMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	3	3	3	1	3	1	6	10

Equipment: Hand weapon, musket.
May have light armour (+2)
Special Rules: *Skirmishers*

FAMILIES ANS LESS ENTHUSIASTIC SUPPORTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

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119. ENGLISH MONMOUTH REBEL (1685AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have heavy armour (+3)

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

SCYTHESMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skythesman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, double-handed weapon
May have light armour (+2)

CLUBMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Special Rules: *Levies*

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120. IRISH JACOBITE (1689-1691AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

0-1 HORSE GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, light armour, pistols
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pistols*

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, pistols
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3).
Special Rules: *Dragoons*

FOOT GUARD AND VETERAN MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)

FOOT GUARD AND VETERAN PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per two units of Foot Guard and Veteran Musketeers

RAW PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per two units of Raw Musketeers

RAW MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	3	3	3	1	3	1	6	10

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).

FUSILEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)
Special Rules: *Firelocks*

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers*

SHARPSHOOTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shooter	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, musket. May have light armour (+2)
Special Rules: *Skirmishers*

MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have double-handed weapon (+2) and handgun (+3)
Special Rules: *Levies*

FRENCH MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*, Only in 1690AD

FRENCH PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per unit of French Musketeers, Only in 1690AD

0-1 FRENCH GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe
Grenadoe: Grenadoe template
Special Rules: *Skirmishers*, Only in 1690AD

RAPPAREE GUERILLAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
May have double-handed weapon (+2) and handgun (+3)
Special Rules: *Levies*, Only in 1691AD

0-2 FIELD GUNS

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121. WILLIAMITE ANGLO-DUTCH (1688-1700AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

BRITISH GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, light armour, pistols
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pistols*

HUGUENOT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, pistols
May be *Veterans* (+2)
Special Rules: *Light Cavalry*, *Pistols*

DUTCH HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, light armour, pistols
Special Rules: *Light Cavalry*, *Pistols*

DANISH HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	24

Equipment: Hand weapon, light armour, pistols
Special Rules: *Pistols*

0-1 ENNESKILLEN HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	3	1	7	23

Equipment: Hand weapon, light armour, pistols
Special Rules: *Pistols*, *Skirmishers*, Only in Ireland from 1689-1691AD

INFANTRY

BRITISH OR DUTCH DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Dragoons*

BRITISH OR DUTCH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	8	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2) and *Drilled* (+2)
Up to 1/3 may have pike instead of musket (free)
Special Rules: *Combined Formation*

BRITISH FUSILEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)
Special Rules: *Firelocks*

HUGUENOT OR SWEDISH FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2).
Up to 1/3 may have pike instead of musket (free)
Special Rules: *Combined Formation*

DANISH, BRANDENBURG OR OTHER GERMAN FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)

0-1 GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	2	3	3	3	1	3	1	7	12

Equipment: Hand weapon, Grenadoe. Grenadoe: Grenadoe template
Special Rules: *Skirmishers*

0-4 FIELD GUNS

0-1 ENNESKILLEN DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, light armour, carbines
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Dragoons*, Only in Ireland from 1689-1691AD

LONDONDERRY FOOT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Trooper	5	3	4	3	3	1	3	1	7	16

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2) and *Drilled* (+2)
Up to 1/3 may have pike instead of musket (free)
Special Rules: *Combined Formation*, Only in Ireland from 1689-1691AD

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122. SCOTS JACOBITE (1689-1690AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

0-1 CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	7	24

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Light Cavalry*, *Pistols*

INFANTRY

0-2 IRISH MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	5	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*

IRISH PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	5	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per two units of Irish Musketeers

HIGHLANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Highlander	4	3	3	3	3	1	3	1	6	8

Equipment: Hand weapon, shield.
May have double-handed weapon (+2)
Special Rules: *Warband*

0-1 LOCHEIL'S SNIPERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Handgunner	4	2	4	3	3	1	3	1	7	14

Equipment: Hand weapon, musket. May have light armour (+2)
Special Rules: *Skirmishers*

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123. SCOTS CONSTITUTIONAL (1689-1690AD)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour
Special Rules: General is *Army General and* may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

MILITIA HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	23

Equipment: Hand weapon, light armour, pistols
Special Rules: *Pistols*

INFANTRY

MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	4	3	3	1	3	1	7	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pike&Shot*, 0-1 per two units of Pikmen

PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, pike. May have heavy armour (+3)
Special Rules: *Pike&Shot*

0-1 FUSILEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fusileer	4	3	4	3	3	1	3	1	8	15

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
May be *Veterans* (+2), *Drilled* (+2) and *Stubborn* (+2)
Special Rules: *Firelocks*

RAW PIKEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pikeman	4	3	3	3	3	1	3	1	6	7

Equipment: Hand weapon, pike.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*, 0-1 per two units of Raw Musketeers

RAW MUSKETEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Musketeer	4	3	3	3	3	1	3	1	6	10

Equipment: Hand weapon, musket.
May have light armour (+2) or heavy armour (+3).
Special Rules: *Pike&Shot*

0-1 HIGHLAND INDEPENDENT COMPANY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Highlander	4	3	3	3	3	1	3	1	7	8

Equipment: Hand weapon, shield.
May have double-handed weapon (+2)
Special Rules: *Skirmishers*

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WAB FORUM ARMIES

BOOK V: 1500 to 1700 AD

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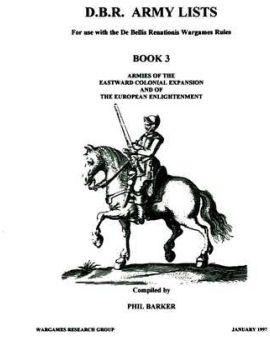
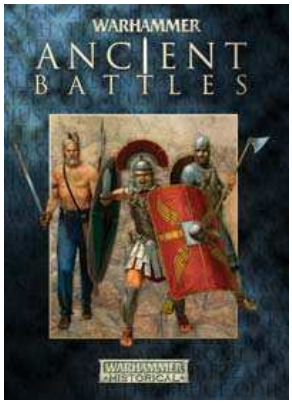
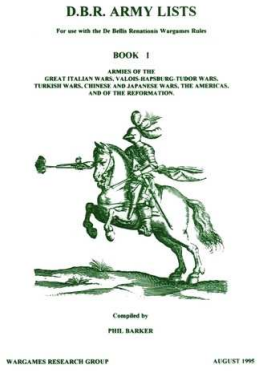
SPECIAL THANKS

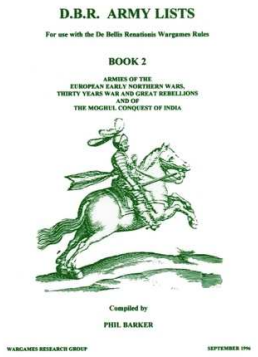
Many thanks to the WAB Forum members for providing the template and their great support and the authors of the DBR Army Books for their great work, which still is a milestone for historical wargaming.

BOOKS









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WABFORUM
ARMY BOOK 6

MODERN ERA

53 ARMY LISTS FROM 1700-1900AD

WAB FORUM ARMIES

BOOK VI: 1700 to 1900 AD

CONTENT		PAGE
WAR OF THE SPANISH SUCCESSION (1701-1714)		
VI/1	Anglo-Dutch	3
VI/2	Imperialist	4
VI/3	Franco-Bavarian	5
GREAT NORTHERN WAR (1707-1709)		
VI/4	Swedish	6
VI/5	Russian	6
FRENCH INDIAN WAR (1754-1763)		
VI/6	France	7
VI/7	Great Britain	7
INDIA (1755-1760)		
VI/8	Great Britain	8
VI/9	France	9
SEVEN YEARS WAR (1756-1763)		
VI/10	Allies (up to 1758)	10
VI/11	Allies (1758 onwards)	11
VI/12	Austrians	12
VI/13	British	13
VI/14	French	14
VI/15	Prussians (up to 1759)	15
VI/16	Prussians (1760 onwards)	16
VI/17	Army of Prince Henry	17
VI/18	Reichsarmee (up to 1759)	18
VI/19	Reichsarmee (1760 onwards)	19
VI/20	Russians (up to 1760)	20
VI/21	Russians (1760 onwards)	21
VI/22	Saxons	22
VI/23	Swedes	23
VI/24	Wurttemberg	24
AMERICAN WAR OF INDEPENDENCE (1775-1783)		
VI/25	British	25
VI/26	American (Loyalists)	25
VI/27	Germans	26
VI/28	American (Patriots)	26
VI/29	France	27
NAPOLEONIC WARS (1805-1815)		
VI/30	France (1805)	28
VI/31	France (1809)	29
VI/32	Poland	30
VI/33	Great-Britain	31
VI/34	Austria-Hungary	32
VI/35	Russia (1810)	33
VI/36	Prussia (1813)	34
VI/37	Saxony	35
VI/38	Bavaria	36
VI/39	Ottoman Turks	37
VI/40	Spain	38
CRIMEAN WAR (1854-1856)		
VI/41	British	39
VI/42	French	39
VI/43	Russian	40
AMERICAN CIVIL WAR (1861-1865)		
VI/44	Union 1861 East	41
VI/45	Confederate 1861 East	41
VI/46	Union 1862 East	42
VI/47	Confederate 1862 East	42
VI/48	Union 1862 West	43
VI/49	Confederate 1862 West	43
VI/50	Union 1863-1865 West	44
VI/51	Confederate 1863-1865 West	44
VI/52	Union 1863-1865 East	45
VI/53	Confederate 1863-1865 East	45

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WAB FORUM ARMIES

BOOK VI: 1700 to 1900 AD

SPECIAL RULES

BATTALION GUN (75pts)
Counts as Light Cannon (see below) but must be attached to a *Line Infantry* unit (left or right flank). Must move like the unit, but is unable to fast march. Cannot move and shoot. Must stay at one flank of the unit. Have to shoot at the same target as the unit, but normal cannon restrictions apply. The battalion gun is able to perform a *Canister Shot* as charge reactionif the unit the gun is attached at will be attacked.

CHARACTERS EQUIPMENT
Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

DRAGOONS
- counts as Light Infantry/Cavalry mixture with a movement rate of 8
- fear formed units
- cannot charge formed enemy units in the front

CANISTER SHOT
If not fired last turn a cannon is able to choose stand and shoot as charge reaction with a canister shot at the charger. In such a case roll the artillery dice for how many S4 hits the enemy unit get.

CARBINES
- range 16", S3, save modifier -1
- mounted troops (except Dragoons) may not move and shoot

ELITE
Can re-roll failed panic tests caused by friendly non-elite units.

ENTRENCHMENT (100pts soft, 200pts hard)
The player can field an obstacle (hard or soft cover) within his deployment zone before deployment, with a length of up to 16".

FIELD GUN (75pts)
(See rulesbook page 130). Each machine has a four man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	**4**	**3**	**3**	**3**	**3**	**3**	**3**	**1**	**7**	**-**
Canon	**-**	**-**	**-**	**-**	**7**	**3**	**-**	**-**	**-**	**75**

Equipment: Hand weapon.
The crew may have light armour (+6).
Range 48", S7, no save, D6 wounds per hit
Special Rules: *Cannon*

GALLOPPER GUN (60pts)
Count as *Light Cannon* with M8.

HOWITZER (100pts)
Count as *Stone Thrower*, see rulesbook page.126

LIGHT CANNON (50pts)
(See rulesbook page 130). Each machine has a three man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	**4**	**3**	**3**	**3**	**3**	**3**	**3**	**1**	**7**	**-**
Canon	**-**	**-**	**-**	**-**	**6**	**3**	**-**	**-**	**-**	**50**

Equipment: Hand weapon. The crew may have light armour (+6).
Range 36", S6, no save, D6 wounds per hit
Special Rules: *Cannon*

LINE INFANTRY
- count as open order
- no rank bonus
- able to perform an order
- able to reform into a *Square*
- can choose to reform as charge reaction, Ld-test needed, -1 if attacked in flank, -2 in rear
- in case they are charged in the flank and a *Battalion Gun* is attached, simply ignore the gun and it's crew

LINE CAVALRY
- count as open order
- may add rank bonus up to +1
- able to perform an order

LINE OR LIGHT
Units with this rule can change the troop type per reform. They also can reform from Skirmishers to Line Infantry and vice versa. Can perform *Orders* all the time.

MUSKETS
- range 24", S3, S4 at short range
- one rank may fire
- if not moved last turn two ranks may shoot (salvoe), but no further salvoe including next round, enemy units have to make a panic test immediately if they have casualtiesfrom the salvoe

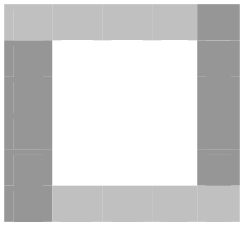
ORDERS
Each character model enables one line infantry or line cavalry unit with a successful Ld-test to have extra movement or a reform before the normal movement phase. The extra movement does include a march move. In case the Ld-test of the unit is not successful the unit have to remain stationary for this turn, is not able to shoot and count as moved. Range: Division General 18", Brigade General 12", Officer 6" (also Ld)

PISTOLS
- range 12", S3, save modifier -1
- models armed with pistols count as armed with an additional hand weapon in melee
- cavalry armed with pistols may fire twice per turn, 180° arc of sight
- do not suffer penalties for move&shoot or long range

REDOUBT
The unit is covered with 1" earthwork at front and both flanks, which counts as hard cover. It remains stationary orhave to turn and leave the redoubt by manoeuvre or if fleeing. Must be deployed first.

RIFLE
- range 24", S3, S4 at short range (with minie also at long range)
- two ranks may shoot (salvoe), but suffer a -1 to hit, enemy units have to make a panic test immediately if they have casualties

SQUARE
Line Infantry units of at least 18 models may reform into a Square with 4 models per side looking in the same direction. This formation is useful in case of a charge from a cavalry unit. A Square don't has a flank or rear, can stand and shoot as charge reaction at unengaged sides and against cavalry it negates Ferocious Charge. A unit in square formation is not allowed to pursue. Additional models are placed in the center. As soon as the unit has less than 18 models the Square is canceled and the normal formation takes place immedately.



UNITS
All units may have a leader, standard and musician for 5pts each.
All limits for units (like 0-1) are written for armies of 2000 points or less. If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd number. Exception is the wagon tabor which is 0-1 regardless of size.

VETERANS
Additional to the rule they can re-roll failed panic tests caused by missles.

WAGON TABOR
See WAB Errata for details:
http://warhammer-historical.com/PDF/WAB2%20Errata.pdf

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WAB FORUM ARMIES

BOOK VI: 1700 to 1900 AD

1. ANGLO-DUTCH (1701-1714)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	**4**	**5**	**5**	**3**	**3**	**3**	**5**	**2**	**9**	**130**
0-2 Officer	**4**	**5**	**5**	**3**	**3**	**2**	**5**	**2**	**8**	**75**

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

BRITISH HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsemen	**8**	**4**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**24**

Equipment: Hand weapon, heavy armour, carbine.
Special Rules: *Line Cavalry*, *Veterans*, Up to 1707AD

BRITISH CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ciurassier	**8**	**4**	**3**	**3**	**3**	**1**	**3**	**1**	**8**	**28**

Equipment: Hand weapon, heavy armour, carbine.
Special Rules: *Line Cavalry*, *Veterans*, *Ferocious Charge*, Only after 1707AD

DUTCH PISTOLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	**8**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**26**

Equipment: Hand weapon, light armour, pistols
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pistols*

PRUSSIAN AND OTHER GERMAN PISTOLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**22**

Equipment: Hand weapon, light armour, pistols
May have heavy armour (+3).
Special Rules: *Pistols*

DANISH HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsemen	**8**	**4**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**24**

Equipment: Hand weapon, heavy armour, carbine.
Special Rules: *Line Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**20**

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	**4**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**17**
0-1 Grenadier	**4**	**4**	**3**	**3**	**3**	**1**	**4**	**1**	**7**	**13**
Muskets	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**11**
Firelocks	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**6**

Equipment: Musket, bayonet
Guards and Grenadiers are *Veterans*
Guards are *Elite*
Special Rules: *Line Infantry*

ARTILLERY

0-2 Battery of Field Guns (2-4)

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2. IMPERIALIST (1701-1714)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

PISTOLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	4	3	3	1	4	1	8	26

Equipment: Hand weapon, light armour, pistols
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Pistols*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

0-1 HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Firelocks	4	2	2	3	3	1	3	1	6	6

Equipment: Musket, bayonet
Special Rules: *Line Infantry*

ARTILLERY

0-2 Battery of Field Guns (2-4)

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WAB FORUM ARMIES

BOOK VI: 1700 to 1900 AD

3. FRANCO-BAVARIAN (1701-1714)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	**4**	**5**	**5**	**3**	**3**	**3**	**5**	**2**	**9**	**130**
0-2 Officer	**4**	**5**	**5**	**3**	**3**	**2**	**5**	**2**	**8**	**75**

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 FRENCH MAISON AND GENDARMERIE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	**8**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**28**

Equipment: Hand weapon, light armour, pistols
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Line Cavalry*, *Elite*

0-1 BAVARIAN CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	**8**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**28**

Equipment: Hand weapon, light armour, pistols
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Line Cavalry*, *Elite*

FRENCH CHEVEAUX-LEGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	**8**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**26**

Equipment: Hand weapon, light armour, pistols
May have heavy armour (+3). May be *Veterans* (+2)
Special Rules: *Light Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**20**

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

0-2 FRENCH HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**18**

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-3 Guard	**4**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**17**
0-1 Grenadier	**4**	**4**	**3**	**3**	**3**	**1**	**4**	**1**	**7**	**13**
Firelocks	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**6**

Equipment: Musket, bayonet
Guards and Grenadiers are *Veterans*
Guards are *Elite*
Special Rules: *Line Infantry*

0-2 REDOUBTS

0-1 ENTRENCHMENT

ARTILLERY

0-2 Battery of Field Guns (2-4)

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WAB FORUM ARMIES

BOOK VI: 1700 to 1900 AD

4. SWEDISH (1707-1709)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsemen	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, carbine.
0-1 unit may have WS4 (+2)
Special Rules: *Line Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

0-1 HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	4	3	3	3	1	4	1	8	13
Bayonet	4	3	2	3	3	1	3	1	7	10
Inf. Firelocks	4	2	2	3	3	1	3	1	6	6

Equipment: Musket, bayonet
Grenadiers are *Veterans*
Inferior Firelocks are *Levies.*
Special Rules: *Line Infantry*

0-1 WAGON TABOR

ARTILLERY

0-1 Battery of Field Guns (2-4)

5. RUSSIAN (1707-1709)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

0-1 COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cossack	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Guards	4	4	3	3	3	1	4	1	8	13
Inf. Foot	4	3	2	3	3	1	3	1	6	8

Equipment: Musket, bayonet
Grenadiers are *Stubborn*
Special Rules: *Line Infantry*

0-2 REDOUBTS

0-1 ENTRENCHMENT

ARTILLERY

0-2 Battery of Field Guns (2-4)

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6. FRANCE (FIW)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	3	4	3	3	1	4	1	8	17
Line	4	3	3	3	3	1	3	1	7	11
Militia	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Grenadiers are *Elite and Veterans*
Militia are *Levies.*
Every non-Militia unit may have a *Battalion Gun* (+75)
Militia may be designate as *Light Infantry* instead of *Line Infantry*.
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
CourBois	4	3	3	2	3	1	3	1	7	10

Equipment: Musket
Special Rules: *Skirmishers*

INDIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have musket instead of bow (+3)
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)

7. GREAT BRITAIN (FIW)

CHARACTERS: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	3	4	3	3	1	4	1	8	16
Line	4	3	3	3	3	1	3	1	7	11
0-1 Highland.	4	3	2	3	3	1	3	1	5	6
Provincials	4	3	3	3	3	1	2	1	6	8
Militia	4	2	2	3	3	1	2	1	5	6

Equipment: Musket, bayonet
Grenadiers and Line are *Veterans*
Grenadiers are *Elite*
Highlanders and Provincials may be *Light Infantry* instead of *Line Infantry*.
Grenadiers and Line may have a *Battalion Gun* (+75)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rangers	4	3	3	2	3	1	3	1	7	10

Equipment: Musket
Special Rules: *Skirmishers*

INDIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have musket instead of bow (+3)
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)

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8. GREAT BRITAIN (INDIA)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

MAHRATTAS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	20

Equipment: Hand weapon, shield, bow
Special Rules: *Skirmishers*

0-1 RAJPUTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rajput	8	2	2	3	3	1	3	1	7	20

Equipment: Hand weapon, heavy armour, shield, lance
Special Rules: May count rank bonus up to +2

0-1 NATIVE HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Native	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, shield
Special Rules: *Skirmishers*

0-1 EUROPEAN LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
European	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
European	4	3	3	3	3	1	3	1	7	10
Native Sepoys	4	3	3	3	3	1	3	1	6	9

Equipment: Musket, bayonet
Special Rules: *Line Infantry*

IRREGULAR INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rajputs	4	2	2	3	3	1	3	1	6	5
Levies	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon
Rajputs have bow.
Special Rules: *Levies*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Afghan	4	3	3	3	3	1	3	1	7	10

Equipment: Musket
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)

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9. FRANCE (INDIA)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

MOGULS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mogul	8	2	3	3	3	1	3	1	6	20

Equipment: Hand weapon, shield, bow
Special Rules: *Skirmishers*

0-1 SIKHS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sikh	8	2	2	3	3	1	3	1	7	20

Equipment: Hand weapon, heavy armour, shield
Special Rules: May count rank bonus up to +2

0-1 MYSOREANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mysorean	8	2	2	3	3	1	3	1	6	18

Equipment: Hand weapon, bow, shield
Special Rules: *Skirmishers*

0-1 EUROPEAN HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
European	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
European	4	3	3	3	3	1	3	1	7	10
Sepoys	4	2	2	3	3	1	3	1	6	6

Equipment: Musket, bayonet
Special Rules: *Line Infantry*

IRREGULAR INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sikh	4	2	2	3	3	1	3	1	6	4
Mysorean	5	2	2	3	3	1	3	1	5	4

Equipment: Hand weapon
Special Rules: *Levies*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levies	4	2	2	3	3	1	3	1	5	4

Equipment: Bow
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)

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10. ALLIES (UP TO 1758)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Bayreuth Dragoons are *Veterans*.
Special Rules: *Line Cavalry*

0-1 HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	3	4	3	3	1	4	1	7	17
Musketeer	4	3	3	3	3	1	3	1	7	10
Brunswicker	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Grenadiers are *Veterans* and *Elite*
Braunschweiger are *Levies.*
Every second unit may have a *Battalion Gun* (+75)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jager	4	3	3	3	3	1	3	1	7	12

Equipment: Musket
Special Rules: *Skirmishers*, *Flintlocks*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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WAB FORUM ARMIES

BOOK VI: 1700 to 1900 AD

11. ALLIES (1759 ONWARDS)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	**4**	**5**	**5**	**3**	**3**	**3**	**5**	**2**	**9**	**130**
0-2 Officer	**4**	**5**	**5**	**3**	**3**	**2**	**5**	**2**	**8**	**75**

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	**8**	**4**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**30**
British	**8**	**4**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**28**

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
British Guard cuirassiers are *Elite*.
Special Rules: *Line Cavalry*, *Veterans*, *Ferocious Charge*

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	**8**	**4**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**26**
Horsemen	**8**	**4**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**22**

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
British Guard horse are *Elite* and only can be taken if no British Guard cuirassiers are present.
Special Rules: *Line Cavalry*, *Veterans*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Prussian	**8**	**4**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**26**
Dragoon	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**20**
0-1 Light	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**18**

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Prussian-Dragoons are *Veterans*.
Light Dragoons are *Light Cavalry* instead of *Line Cavalry*
Special Rules: *Line Cavalry*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Prussian	**8**	**4**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**26**
Luckners	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**22**
Hussar	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**20**

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Prussian and Luckners Hussars are *Veterans*
Prussian Hussars are *Light Cavalry* instead of Skirmishers
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	**4**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**17**
0-1 Grenadier	**4**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**7**	**15**
Brit/Han	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**11**
Hes/Braun	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**10**
0-1 Highland.	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**5**	**6**

Equipment: Musket, bayonet
Guards, Grenadiers and Brits/Hanoverians are *Veterans*
Guards and Grenadiers are *Elite*
Highlander are *Levies.*
Every second unit may have a *Battalion Gun* (+75)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jager	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**12**
Chasseur	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**10**

Equipment: Musket
Jager have *Flintlocks* and may have *Riding Horses* (+1)
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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12. AUSTRIANS

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	8	4	4	3	3	1	4	1	8	30
Curassier	8	3	3	3	3	1	3	1	7	28

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Carabineer Guard cuirassiers are *Elite*.
Special Rules: *Line Cavalry*, *Veterans*, *Ferocious Charge*

0-1 MOUNTED GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	8	4	4	3	3	1	4	1	8	30

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Veterans*, *Elite*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

CHEVAULEGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chevauleger	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbine, thrusting spear
Special Rules: *Light Cavalry*, Only after 1758

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	4	3	3	1	4	1	7	26
Grenze	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Hussars are *Veterans*
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	3	4	3	3	1	4	1	8	17
Fusilier	4	3	3	3	3	1	3	1	7	10
Wurt/Bav	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Grenadiers are *Elite* and *Veterans*
Wurtemberg/Bavarians are *Levies.*
Every second unit may have a *Battalion Gun* (+75)
0-1 unit may have *Stakes* (+20)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
G.Grenze	4	3	4	3	3	1	3	1	8	17
Grenze	4	3	4	3	3	1	3	1	7	15
Jager	4	3	3	3	3	1	3	1	7	12
Freikorps	4	2	2	3	3	1	3	1	6	5

Equipment: Musket
Jagers not before 1760, have *Rifle*
Grenadier Grenzer and Grenzer are Veterans and have *Flintlocks*
Grenadier Grenzer are *Elite*.
Freikorps are *Unreliable*
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached
Only after 1761: May have 0-1 Galloper gun regiment (1-3) instead of Light Cannons Battery

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13. BRITISH

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	**4**	**5**	**5**	**3**	**3**	**3**	**5**	**2**	**9**	**130**
0-2 Officer	**4**	**5**	**5**	**3**	**3**	**2**	**5**	**2**	**8**	**75**

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	**8**	**4**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**30**
Horsemen	**8**	**4**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**28**

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Guard cuirassiers are *Elite*.
Special Rules: *Line Cavalry*, *Veterans*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**20**
Light	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**18**

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Light Dragoons are *Light Cavalry* instead of *Line Cavalry*
Special Rules: *Line Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	**4**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**17**
Grenadier	**4**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**7**	**15**
Line	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**11**
0-1 Highland.	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**5**	**6**

Equipment: Musket, bayonet
Guards, Grenadiers and Line are *Veterans*
Guards and Grenadiers are *Elite*
Highlander are *Levies.*
May have a *Battalion Gun* (+75)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chasseur	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**10**

Equipment: Musket
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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14. FRENCH

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	8	4	4	3	3	1	4	1	8	30
Carabineers	8	4	3	3	3	1	3	1	7	28
Horsemen	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Gendarmerie Guard cuirassiers are *Elite*.
Gendarmerie Guard and Carabineers cuirassiers are *Veterans*.
Special Rules: *Line Cavalry*, *Ferocious Charge*

HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsemen	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Levies*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	3	4	3	3	1	4	1	8	17
Sw/Ir/Sc/Ger	4	3	3	3	3	1	3	1	7	11
Line	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Grenadiers are *Elite and Veterans*
Line are *Levies.*
Every second non-Line unit may have a *Battalion Gun* (+75)
Sw/Ir/Sc/Ger = Swiss, Irish, Scottish/German
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chasseur	4	3	3	3	3	1	3	1	7	10

Equipment: Musket
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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15. PRUSSIANS (UP TO 1759)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	**4**	**5**	**5**	**3**	**3**	**3**	**5**	**2**	**9**	**130**
0-2 Officer	**4**	**5**	**5**	**3**	**3**	**2**	**5**	**2**	**8**	**75**

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	**8**	**4**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**30**
Cuirassier	**8**	**4**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**28**

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Garde du Corps cuirassiers are *Elite*.
Special Rules: *Line Cavalry*, *Veterans*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bayreuth	**8**	**4**	**4**	**3**	**3**	**1**	**4**	**1**	**7**	**26**
Dragoon	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**20**

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Bayreuth Dragoons are *Veterans*.
Special Rules: *Line Cavalry*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Black	**8**	**4**	**4**	**3**	**3**	**1**	**4**	**1**	**7**	**24**
Hussar	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**20**
0-1 Frei	**8**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**6**	**14**

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Black Hussars are *Veterans*, Frei-Hussars are *Levies*
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	**4**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**8**	**17**
Grenadier	**4**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**7**	**15**
Musketeer	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**11**
Fusilier	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**9**

Equipment: Musket, bayonet
Guards, Grenadiers and Musketeers are *Veterans*
Guards and Grenadiers are *Elite*
Every second unit may have a *Battalion Gun* (+75)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jager	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**12**
Freikorp	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**5**

Equipment: Musket
Jager have *Flintlocks*
Freikorps are *Unreliable*
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached
0-1 Galloper Gun Regiment (1-3)

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16. PRUSSIANS (1760 ONWARDS)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	8	4	4	3	3	1	4	1	8	30
Cuirassier	8	4	3	3	3	1	3	1	7	28

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Garde du Corps cuirassiers are *Elite*.
Special Rules: *Line Cavalry*, *Veterans*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bayreuth	8	4	4	3	3	1	4	1	7	26
Dragoon	8	3	3	3	3	1	3	1	7	20
0-1 Frei	8	2	3	3	3	1	3	1	6	13

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Bayreuth-Dragoons are *Veterans.*
Frei-Dragoons are *Levies*.
Special Rules: *Line Cavalry*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Black	8	4	4	3	3	1	4	1	8	24
Hussar	8	3	3	3	3	1	3	1	7	20
Frei	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Black Hussars are *Veterans*, Frei-Hussars are *Levies*
Special Rules: *Light Cavalry*

BOSNIAK LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bosniak	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, lance, carbine
Special Rules: *Light Cavalry*, *Levies*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	4	3	4	3	3	1	4	1	8	17
Grenadier	4	3	4	3	3	1	4	1	7	15
Musketeer	4	3	3	3	3	1	3	1	7	10
Fusilier	4	3	3	3	3	1	3	1	6	9
Garrison	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Guards, Grenadiers are *Veterans*
Guards are *Elite*
Garrison are *Levies.*
May have a *Battalion Gun* (+75)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jager	4	3	3	3	3	1	3	1	7	12
Freikorp	4	2	2	3	3	1	3	1	6	5

Equipment: Musket
Jager have *Flintlocks*
Freikorps are *Unreliable*
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-2 Battery of Field Guns (2-4), 0-1 howitzer may be attached
0-1 Galloper Gun Regiment (1-3)

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17. ARMY OF PRINCE HENRY

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	4	4	3	3	1	4	1	7	22
0-1 Frei	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Frei Dragoons are *Levies*
Special Rules: *Line Cavalry*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	3	3	3	1	3	1	7	20
Frei	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Frei-Hussars are *Levies*
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	3	4	3	3	1	4	1	7	15
Musketeer	4	3	3	3	3	1	3	1	7	10
Fusilier	4	2	2	3	3	1	3	1	6	7
Free	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Grenadiers are *Veterans*
Fusiliers and Free Regiments are *Levies*
Free Regiment is *Light Infantry*.
May have a *Battalion Gun* (+75)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Freikorp	4	2	2	3	3	1	3	1	6	5

Equipment: Musket
Freikorps are *Unreliable*
Special Rules: *Skirmishers*

ARTILLERY

0-2 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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18. REICHSARMEE (UP TO 1759)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Carabineer	8	3	3	3	3	1	3	1	7	24
Curassier	8	2	2	3	3	1	3	1	6	20

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Ferocious Charge*

MOUNTED GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Levies*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	3	4	3	3	1	4	1	7	15
Musketeer	4	3	3	3	3	1	3	1	7	10
Line	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Grenadiers are *Veterans*
Line are *Levies.*
Every second unit may have a *Battalion Gun* (+75)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Freikorps	4	2	2	3	3	1	3	1	6	5

Equipment: Musket
Special Rules: *Skirmishers*, *Unreliable*

ARTILLERY

0-1 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)

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WAB FORUM ARMIES

BOOK VI: 1700 to 1900 AD

19. REICHSARMEE (1760 ONWARDS)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%
LEVIES: At least 50%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	**4**	**5**	**5**	**3**	**3**	**3**	**5**	**2**	**9**	**130**
0-2 Officer	**4**	**5**	**5**	**3**	**3**	**2**	**5**	**2**	**8**	**75**

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Carabineer	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**24**
Reich	**8**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**20**

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**20**
Reich	**8**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**16**

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Reich-Dragoons are *Levies*
Special Rules: *Line Cavalry*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**20**
Reich	**8**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**16**

Equipment: Hand weapon, carbine
Reich-Hussars are *Levies*
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	**4**	**3**	**4**	**3**	**3**	**1**	**4**	**1**	**7**	**15**
Musketeer	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**10**
Line	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**5**	**6**

Equipment: Musket, bayonet
Grenadiers are *Veterans*
Line are *Levies.*
Every second unit may have a *Battalion Gun* (+75)
0-1 unit may have *Stakes* (+20)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenzer	**4**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**12**
Freikorp	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**5**

Equipment: Musket
Freikorps are *Unreliable*
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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20. RUSSIANS (UP TO 1760)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Curassier	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Ferocious Charge*

MOUNTED GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Levies*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cossack	8	2	2	3	3	1	3	1	6	15

Equipment: Hand weapon, carbine
Special Rules: *Skirmishers*, *Levies*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	3	4	3	3	1	4	1	7	15
Line	4	3	3	3	3	1	3	1	7	10
Observer	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Grenadiers are *Veterans*
Observation Corps are *Levies.*
May have a *Battalion Gun* (+75)
0-3 units may have *Stakes* (+20)
Special Rules: *Line Infantry*

ARTILLERY

0-2 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)
0-1 Galloper Gun Regiment (1-3)

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21. RUSSIANS (1761 ONWARDS)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Curassier	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Ferocious Charge*

MOUNTED GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Veterans*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Levies*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cossack	8	2	2	3	3	1	3	1	6	15

Equipment: Hand weapon, carbine
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	3	4	3	3	1	4	1	8	17
Musketeer	4	3	4	3	3	1	3	1	7	15
Line	4	3	3	3	3	1	3	1	7	10

Equipment: Musket, bayonet
Grenadiers are *Veterans and Elite*
Musketeers are *Veterans.*
May have a *Battalion Gun* (+75)
0-2 units may have *Stakes* (+20)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chasseur	4	3	3	3	3	1	3	1	7	10

Equipment: Musket
Special Rules: *Skirmishers*, Only from 1761

ARTILLERY

0-2 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)
0-1 Galloper Gun Regiment (1-3)

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22. SAXONS

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	8	4	4	3	3	1	4	1	7	28
Cuirassier	8	3	3	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Garde du Corps cuirassiers are *Veterans*.
Special Rules: *Line Cavalry*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

CHEVAULEGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chevauleger	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbine, thrusting spear
May have pistols instead of carbine (free)
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	4	3	4	3	3	1	4	1	7	15
0-1 Grenadier	4	3	3	3	3	1	3	1	7	12
Musketeer	4	3	3	3	3	1	3	1	7	10
Line	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Guards and Grenadiers are *Veterans*
Line are *Levies*
Every second unit may have a *Battalion Gun* (+75)
0-1 unit may have *Stakes* (+20)
Special Rules: *Line Infantry*

ARTILLERY

0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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23. SWEDES

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

LIV GARDE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	3	3	3	1	3	1	7	28

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Veterans*, *Ferocious Charge*

RYTTARE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsemen	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	2	3	3	3	1	3	1	6	13

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Levies*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	2	2	3	3	1	3	1	6	14

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*, *Levies*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Livgardet	4	3	4	3	3	1	4	1	7	15
0-1 Grenadier	4	3	3	3	3	1	3	1	7	12
0-2 Varvade	4	3	3	3	3	1	3	1	7	10
Indelta	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Guards and Grenadiers are *Veterans*
Indelta are *Levies.*
Every second unit may have a *Battalion Gun* (+75)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jager	4	3	3	3	3	1	3	1	7	12
Freikorp	4	2	2	3	3	1	3	1	6	5

Equipment: Musket
Jager have *Flintlocks*
Freikorps are *Unreliable*
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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24. WURTTEMBERG

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Curassier	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*, *Ferocious Charge*

MOUNTED GRENADIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, heavy armour, carbine.
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Line Cavalry*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	3	3	3	3	1	3	1	7	10
Fusilier	4	2	2	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Fusiliers are *Levies.*
0-2 units may have a *Battalion Gun* (+75)
Special Rules: *Line Infantry*

ARTILLERY

0-1 Battery of Light Cannons (2-4)

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WAB FORUM ARMIES

BOOK VI: 1700 to 1900 AD

25. BRITISH

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-2 LIGHT DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	4	3	4	3	3	1	4	1	8	17
Grenadier	4	3	4	3	3	1	4	1	7	15
Line	4	3	3	3	3	1	3	1	7	11
0-1 Highland.	4	3	2	3	3	1	3	1	6	7

Equipment: Musket, bayonet
Guards and Grenadiers are *Veterans*
Guards are *Elite*
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light	4	3	4	3	3	1	3	1	7	13

Equipment: Musket
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached

26. AMERICAN (LOYALIST)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-2 LIGHT DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Line	4	2	2	3	3	1	3	1	6	6

Equipment: Musket, bayonet
Special Rules: *Line Infantry*, *Levies*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light	4	3	4	3	3	1	3	1	7	13

Equipment: Musket
May downgrade to BS3 (-3)
Special Rules: *Skirmishers*

INDIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow
May have musket instead of bow (+3)
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached

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WAB FORUM ARMIES

BOOK VI: 1700 to 1900 AD

27. GERMANS

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 LIGHT DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	3	4	3	3	1	4	1	7	15
Line	4	3	3	3	3	1	3	1	7	11

Equipment: Musket, bayonet
Grenadiers are *Veterans*
0-1 Line may have BS4 (+3)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jager	4	3	4	3	3	1	3	1	7	13

Equipment: Rifle
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached

28. AMERICAN (PATRIOTS)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-2 LIGHT DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Continentals	4	3	3	3	3	1	3	1	7	11
Militia	4	2	2	3	3	1	3	1	5	5

Equipment: Musket, bayonet
0-2 Continentals may have BS4 (+3), if so may be *Veterans* (+2)
Militia are *Levies*.
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light	4	3	4	3	3	1	3	1	7	13

Equipment: Musket
May downgrade to BS3 (-3)
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached

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29. FRANCE

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	6	18

Equipment: Hand weapon, carbine
May have pistols instead of carbine (free)
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-2 Grenadier	4	3	4	3	3	1	4	1	7	15
Line	4	3	3	3	3	1	3	1	7	11

Equipment: Musket, bayonet
Grenadiers are *Veterans*
0-1 Line may have BS4 (+3)
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light	4	3	4	3	3	1	3	1	7	13

Equipment: Musket
Special Rules: *Skirmishers*

MARINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon
May have musket (+3)
Special Rules: *Light Infantry*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached

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30. FRANCE (1805)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	2	3	3	1	4	1	8	29

Equipment: Hand weapon, heavy armour
Special Rules: *Line Cavalry*, *Veterans*, *Ferocious Charge*

CARABINIER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Carabinier	8	4	2	3	3	1	4	1	8	28

Equipment: Hand weapon, carbine
Special Rules: *Line Cavalry*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	2	3	3	1	3	1	7	24

Equipment: Hand weapon, carbine
Special Rules: *Line Cavalry*, *Veterans*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	2	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*, *Veterans*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	4	2	3	3	1	4	1	7	11
Voltigeur	4	3	3	3	3	1	4	1	7	12
Fusilier	4	3	2	3	3	1	3	1	7	8

Equipment: Musket, bayonet
Grenadiers are *Veterans*
Special Rules: *Line Infantry*, May count rank bonus up to +2

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Carabinier	4	4	4	3	3	1	4	1	7	15
Voltigeur	4	3	4	3	3	1	3	1	7	14
Chasseur	4	3	3	3	3	1	3	1	7	10

Equipment: Musket, bayonet
Special Rules: *Skirmishers*, *Flintlocks*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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31. FRANCE (1809)

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	2	3	3	1	4	1	8	30

Equipment: Hand weapon, heavy armour, carbine
Special Rules: *Line Cavalry*, *Veterans*, *Elite*, *Ferocious Charge*

CARABINIER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Carabinier	8	4	3	3	3	1	4	1	8	28

Equipment: Hand weapon, heavy armour, carbine, pistols
Special Rules: *Line Cavalry*, *Elite*, *Ferocious Charge*, Only until 1812

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, carbine, psitols
Special Rules: *Line Cavalry*, *Veterans*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	2	3	3	1	3	1	7	22

Equipment: Hand weapon, carbine, pistols
Special Rules: *Light Cavalry*, *Veterans*

CHEVEAUX-LEGER LANCERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	8	3	2	3	3	1	3	1	7	24

Equipment: Hand weapon, lance, carbine, pistols
Special Rules: *Light Cavalry*, *Levies*, Only after 1812

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	4	3	3	3	1	4	1	7	12
Voltigeur	4	3	4	3	3	1	4	1	7	15
Fusilier	4	3	2	3	3	1	3	1	7	7

Equipment: Musket, bayonet
Grenadiers are *Veterans*
May be *Light Infantry* instead of *Line Infantry*
Special Rules: *Line Infantry*, May count rank bonus up to +2

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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32. POLAND

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	2	3	3	1	4	1	8	29

Equipment: Hand weapon, heavy armour
Special Rules: *Line Cavalry*, *Elite*, *Ferocious Charge*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*, *Veterans*

UHLANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	8	3	2	3	3	1	3	1	7	21

Equipment: Hand weapon, lance
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	4	3	3	3	1	4	1	7	12
Voltigeur	4	3	4	3	3	1	4	1	7	15
Fusilier	4	3	3	3	3	1	3	1	7	10

Equipment: Musket, bayonet
Grenadiers are *Veterans*
Special Rules: *Line Infantry*

0-1 LITHUANIAN CHASSEURS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chasseur	4	2	4	3	3	1	3	1	7	14

Equipment: Musket, bayonet
Special Rules: *Light Infantry*

ARTILLERY

0-1 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)

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33. GREAT BRITAIN

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 HOUSEHOLD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	3	3	3	1	4	1	8	30

Equipment: Hand weapon, heavy armour, carbine
Special Rules: *Line Cavalry*, *Elite*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	2	3	3	1	3	1	7	22

Equipment: Hand weapon, carbine
Special Rules: *Line Cavalry*, *Veterans*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	2	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	4	3	3	3	1	4	1	7	12
Light	4	3	3	3	3	1	3	1	7	10
Fusilier	4	3	3	3	3	1	3	1	7	10

Equipment: Musket, bayonet
Light may have *Light Infantry* instead of *Line Infantry*
Special Rules: *Line Infantry*

HIGHLANDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	4	3	3	3	1	4	1	8	16
Light	4	3	4	3	3	1	3	1	8	17
Fusilier	4	4	3	3	3	1	3	1	8	14

Equipment: Musket, bayonet
Grenadiers are *Veterans*
Light may have *Light Infantry* instead of *Line Infantry*
Special Rules: *Line Infantry*, *Elite*, *Fearsome*

ROYAL REGIMENTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	4	4	3	3	1	4	1	8	18
Light	4	3	4	3	3	1	3	1	8	15
Fusilier	4	3	4	3	3	1	3	1	8	15

Equipment: Musket, bayonet
Grenadiers are *Veterans*
Light may have *Light Infantry* instead of *Line Infantry*
Special Rules: *Line Infantry*, *Elite*

0-1 LIGHT REGIMENTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Rifles	4	3	4	3	3	1	4	1	8	18
Light	4	3	4	3	3	1	4	1	8	15

Equipment: Rifle
Rifles are *Elite*
Lights are *Veterans*
Special Rules: *Light Infantry*

0-1 FOOT GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	4	3	3	1	4	1	9	20
Grenadier	4	5	4	3	3	1	4	1	9	20
Light	4	3	5	3	3	1	4	1	9	20

Equipment: Musket, bayonet
Guard and Grenadiers are *Veterans*
Light may have *Light Infantry* instead of *Line Infantry*
Special Rules: *Line Infantry*, *Elite*, *Stubborn*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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34. AUSTRIA-HUNGARY

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	2	3	3	1	3	1	7	26

Equipment: Hand weapon, heavy armour, carbine
Special Rules: *Line Cavalry*, *Elite*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Line Cavalry*

CHEVEAUX-LEGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalier	8	3	2	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*

UHLANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	8	3	2	3	3	1	3	1	7	21

Equipment: Hand weapon, lance
Special Rules: *Light Cavalry*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	4	2	3	3	1	4	1	8	25

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*, *Elite*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	4	3	3	3	1	4	1	8	16
Fusilier	4	3	3	3	3	1	3	1	7	10
Landwehr	4	2	2	3	3	1	2	1	6	6

Equipment: Musket, bayonet
Grenadiers are *Elite*
Landwehr are *Levies*
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jager	4	3	4	3	3	1	4	1	8	16
Grenzer	4	3	3	3	3	1	3	1	7	10

Equipment: Musket, bayonet
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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35. RUSSIA (1810)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	8	4	3	3	3	1	4	1	7	28
Cuirassier	8	4	2	3	3	1	4	1	7	24

Equipment: Hand weapon, heavy armour
Special Rules: *Line Cavalry*, *Elite*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Line Cavalry*

UHLANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	8	3	2	3	3	1	3	1	7	21

Equipment: Hand weapon, lance
Special Rules: *Light Cavalry*

COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Regular	8	3	2	3	3	1	3	1	6	18
Militia	8	3	2	3	3	1	2	1	5	16

Equipment: Hand weapon, lance, carbine
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	4	3	3	3	1	4	1	8	15
Carabineer	4	3	3	3	3	1	3	1	7	10
Jager	4	2	2	3	3	1	2	1	7	8
Fusileer	4	3	2	3	3	1	3	1	7	8

Equipment: Musket, bayonet
Grenadiers are *Veterans*
Jager may have *Light Infantry* instead of *Line Infantry*
Special Rules: *Line Infantry*

0-1 FOOT GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	5	3	3	3	1	4	1	9	17

Equipment: Musket, bayonet
Special Rules: *Line Infantry*, *Elite*, *Veterans*, *Fearsome*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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36. PRUSSIA (1813)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	2	3	3	1	4	1	7	26

Equipment: Hand weapon, carbine
Special Rules: *Line Cavalry*, *Veterans*, *Ferocious Charge*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	25

Equipment: Hand weapon, carbine, pistols
Special Rules: *Line Cavalry*

0-1 GARDES DU CORPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, heavy armour, carbine
Special Rules: *Line Cavalry*, *Ferocious Charge*

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Leib	8	4	2	3	3	1	4	1	8	25
Hussar	8	3	2	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Leib-Hussars are *Elite*
Special Rules: *Light Cavalry*

LANDWEHR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Landwehr	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, lance
Special Rules: *Light Cavalry*, *Levies*

UHLANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	8	3	2	3	3	1	3	1	7	21

Equipment: Hand weapon, lance
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	4	4	3	3	3	1	4	1	8	15
0-1 Grenadier	4	4	3	3	3	1	4	1	8	15
Line	4	3	3	3	3	1	3	1	7	10
Reserve	4	3	3	3	3	1	2	1	6	8
Landwehr	4	2	2	3	3	1	2	1	5	6

Equipment: Musket, bayonet
Guard are *Elite*
Grenadiers are *Veterans* and 0-1 per two Line infantry units
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jager	4	2	4	3	3	1	3	1	8	15
F. Jager	4	2	3	3	3	1	2	1	6	8

Equipment: Musket
Jager are *Veterans*
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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37. SAXONY

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	2	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, carbine
Special Rules: *Line Cavalry*, *Ferocious Charge*

0-1 GARDES DU CORPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, heavy armour, carbine
Special Rules: *Line Cavalry*, *Ferocious Charge*

CHEVEAUX-LEGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalier	8	3	2	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*

0-1 HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	4	2	3	3	1	3	1	8	25

Equipment: Hand weapon, carbine
Leib-Hussars are *Veteran*
Special Rules: *Light Cavalry*

0-1 UHLANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	8	3	2	3	3	1	3	1	7	21

Equipment: Hand weapon, lance
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	4	4	3	3	3	1	4	1	8	15
Grenadier	4	4	3	3	3	1	4	1	8	15
Line	4	3	3	3	3	1	3	1	7	10

Equipment: Musket, bayonet
Guard are *Elite*
Grenadiers are *Veterans*
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Jager	4	2	4	3	3	1	3	1	7	15

Equipment: Musket
Jager are *Veterans*
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)

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38. BAVARIA

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	2	3	3	1	4	1	7	26

Equipment: Hand weapon, heavy armour, carbine
Special Rules: *Line Cavalry*, *Ferocious Charge*

0-1 GARDES DU CORPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, heavy armour, carbine
Special Rules: *Line Cavalry*, *Ferocious Charge*, Only in 1815

CHEVEAUX-LEGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalier	8	3	2	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Line Cavalry*

LANDWEHR CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Landwehr	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, lance
Special Rules: *Light Cavalry*, *Levies*, Only from 1813-1815

UHLANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	8	3	2	3	3	1	3	1	7	21

Equipment: Hand weapon, lance
Special Rules: *Light Cavalry*, Only from 1814

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	4	4	3	3	3	1	4	1	8	15
0-1 Grenadier	4	4	3	3	3	1	4	1	7	13
Line	4	3	2	3	3	1	3	1	7	7
Landwehr	4	2	2	3	3	1	2	1	5	6

Equipment: Musket, bayonet
Guard are *Elite*
Landwehr are *Levies*
Special Rules: *Line Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Karabinier	4	3	4	3	3	1	3	1	7	13
Schützen	4	3	3	3	3	1	2	1	7	11

Equipment: Musket
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)

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39. OTTOMAN TURKS

CHARACTERS: Up to 25%
CAVALRY: Up to 50%
INFANTRY: At least 25%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

MAMLUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mamluk	8	4	2	3	3	1	4	1	8	25

Equipment: Hand weapon, pistols, carbine, javelins
Special Rules: Light cavalry, *Elite*

0-1 GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	3	3	3	1	4	1	8	28

Equipment: Hand weapon, psitols, heavy armour
Special Rules: *Line Cavalry*, *Ferocious Charge*, Only in 1815

SULIVALERI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Sulivaleri	8	3	3	3	3	1	3	1	7	20
Sipahi	8	2	2	3	3	1	3	1	6	15

Equipment: Hand weapon, lance, buckler
Special Rules: *Line Cavalry*

DELIS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Deli	8	3	2	3	3	1	3	1	7	20

Equipment: Hand weapon, lance, pistols
May have *Hatred* (+3)
Special Rules: *Line Cavalry*

YORUK

	M	WS	BS	S	T	W	I	A	Ld	Pts
Yoruk	8	3	2	3	3	1	3	1	5	16

Equipment: Hand weapon, lance
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Raya	4	3	4	3	3	1	4	1	8	15
Lagimcilar	4	4	3	3	3	1	4	1	8	14
Janissary	4	3	2	3	3	1	3	1	7	7

Equipment: Musket, bayonet
Raya and Lagimcilar are *Veterans.*
Special Rules: *Line Infantry*

0-2 NIZAM I JEDID GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	5	3	3	3	1	4	1	8	16
Fusilier	4	4	3	3	3	1	4	1	8	15

Equipment: Musket, bayonet
Grenadier and Fusiliers are *Elite* and *Veterans*
Light may have *Light Infantry* instead of *Line Infantry*
Special Rules: *Line Infantry*, *Elite*,*Veterans*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bosniak	4	3	3	3	3	1	3	1	7	12
Bedouin	4	2	3	3	3	1	2	1	5	6

Equipment: Carbine, bow, javelins
Bosniaks are *Veterans*
Special Rules: *Skirmishers*

ARTILLERY

0-1 Battery of Light Cannons (2-4), 0-1 howitzer may be attached
0-1 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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40. SPAIN

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-2 CAZADORES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	2	3	3	1	3	1	8	26

Equipment: Hand weapon, heavy armour, pistols
Special Rules: *Line Cavalry*, *Elite*, *Ferocious Charge*

DRAGONES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	2	3	3	3	1	3	1	7	22

Equipment: Hand weapon, carbine
0-1 unit may be upgraded to *Elite* (+2)
Special Rules: *Line Cavalry*

HUSARES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	2	3	3	1	4	1	7	23

Equipment: Hand weapon, carbine, pistols
0-1 unit may be upgraded to *Elite* (+2)
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Grenadier	4	4	2	3	3	1	4	1	8	11
Line	4	2	3	3	3	1	3	1	7	10
Musketeer	4	3	2	3	3	1	3	1	7	6

Equipment: Musket, bayonet
Grenadiers may be *Elite* (+2)
0-1 unit may be *Veterans* (+2)
Special Rules: *Line Infantry*

0-2 ROYAL GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	4	3	3	3	1	3	1	8	14
Fusilier	4	3	3	3	3	1	3	1	8	12

Equipment: Musket, bayonet
Grenadier and Fusiliers are *Elite* and *Veterans*
Light may have *Light Infantry* instead of *Line Infantry*
Special Rules: *Line Infantry*, *Elite*, *Veterans*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chasseur	4	3	4	3	3	1	3	1	8	16
Carabineer	4	2	3	3	3	1	2	1	7	6

Equipment: Carbine, bow, javelins
Chasseurs are *Elite*
Special Rules: *Skirmishers*, *Veterans*

0-2 PROVINCAL MILITIA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Grenadier	4	3	3	3	3	1	3	1	7	10
Fusilier	4	2	3	3	3	1	3	1	5	6

Equipment: Musket, bayonet
Special Rules: *Light Infantry*

ARTILLERY

0-1 Battery of Light Cannons (2-4)
0-1 Battery of Field Guns (2-4)

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41. BRITISH (1854-1856)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 CUIRASSIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cuirassier	8	4	3	3	3	1	4	1	8	30

Equipment: Hand weapon, heavy armour, carbine
Special Rules: *Line Cavalry*, *Elite*, *Ferocious Charge*

0-1 LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*

0-1 BASHI-BAZOOKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Turk	8	2	2	3	3	1	3	1	6	16

Equipment: Hand weapon, carbine
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Minies	4	3	3	3	3	1	3	1	7	11
Turk Musket	4	2	2	3	3	1	3	1	6	6

Equipment: Minie Rifles, bayonet
0-2 units may be *Veterans* (+2)
0-1 may be *Elite* (+2)
Special Rules: *Line* or *Light Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marksman	4	2	4	3	3	1	3	1	8	15

Equipment: Minie Rifles
Special Rules: *Skirmishers*, *Elite*

0-1 REDOUBTS

ARTILLERY

0-2 Battery of Field Guns (2-4), 0-1 howitzer may be attached
0-1 Galloper Gun Regiment (1-3)

42. FRENCH (1854-1856)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsemen	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, carbine
May be *Veterans* (+2)
Special Rules: *Light Cavalry*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	4	4	2	3	3	1	4	1	8	11
Minie	4	3	2	3	3	1	3	1	7	8
Inf. Musket	4	2	2	3	3	1	3	1	6	6

Equipment: Minie Rifles, bayonet
Guards are *Elite* (+2)
Special Rules: *Line* or *Light Infantry*

ARTILLERY

0-2 Battery of Field Guns (2-4), 0-1 howitzer may be attached
0-1 Galloper Gun Regiment (1-3)

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43. RUSSIAN (1854-1856)

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	**4**	**5**	**5**	**3**	**3**	**3**	**5**	**2**	**9**	**130**
0-2 Officer	**4**	**5**	**5**	**3**	**3**	**2**	**5**	**2**	**8**	**75**

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

HUSSARS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hussar	**8**	**3**	**3**	**3**	**3**	**1**	**3**	**1**	**7**	**20**

Equipment: Hand weapon, carbine
Special Rules: *Light Cavalry*

COSSACKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cossack	**8**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**	**15**

Equipment: Hand weapon, carbine
Special Rules: *Skirmishers*

INFANTRY

LINE INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Minies	**4**	**3**	**2**	**3**	**3**	**1**	**3**	**1**	**7**	**8**

Equipment: Minie Rifles, bayonet
Special Rules: *Line* or *Light Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marksman	**4**	**2**	**4**	**3**	**3**	**1**	**3**	**1**	**8**	**15**

Equipment: Minie Rifles
Special Rules: *Skirmishers*, *Elite*

0-3 REDOUBTS

ARTILLERY

0-2 Battery of Field Guns (2-4), 0-1 howitzer may be attached

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44. UNION 1861 EAST

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 INFERIOR DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	2	2	3	3	1	3	1	6	18

Equipment: Hand weapon, pistols
Special Rules: *Line or Light Cavalry*

INFANTRY

INFERIOR MINIE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Inferior	4	2	2	3	3	1	3	1	6	7

Equipment: Minie Rifles, bayonet
0-1 unit may be *Veterans* (+2)
Special Rules: *Line* or *Light Infantry*

ARTILLERY

0-2 Battery of Field Guns (2-4)
0-1 Galloper Gun Regiment (1-3)

45. CONFEDERATE 1861 EAST

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
Special Rules: *Line or Light Cavalry*

INFANTRY

BAYONETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bayonet	4	3	2	3	3	1	3	1	7	8

Equipment: Minie Rifle, bayonet
0-1 unit may be *Veterans* (+2)
Special Rules: *Line* or *Light Infantry*

ARTILLERY

0-2 Battery of Field Guns (2-4)

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46. UNION 1862 EAST

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

INFERIOR DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	2	2	3	3	1	3	1	6	18

Equipment: Hand weapon, pistols
Special Rules: *Line or Light Cavalry*

INFANTRY

MINIE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Minies	4	2	3	3	3	1	3	1	7	10

Equipment: Minie Rifles, bayonet
0-2 unit may be *Veterans* (+2)
Special Rules: *Line* or *Light Infantry*

ARTILLERY

0-3 Battery of Field Guns (2-4)
0-1 Galloper Gun Regiment (1-3)

47. CONFEDERATE 1862 EAST

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-2 DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
Special Rules: *Line or Light Cavalry*

INFANTRY

BAYONETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bayonet	4	3	2	3	3	1	3	1	7	8

Equipment: Minie Rifle, bayonet
0-2 units may be *Veterans* (+2)
0-1 unit may have *Ambush (+10)*
0-2 may have *Redoubt (+25)*
Special Rules: *Line* or *Light Infantry*

0-1 ENTRENCHMENT

ARTILLERY

0-1 Battery of Field Guns (2-4)

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48. UNION 1862 WEST

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 INFERIOR DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	2	2	3	3	1	3	1	6	18

Equipment: Hand weapon, pistols
Special Rules: *Line or Light Cavalry*

INFANTRY

MINIE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Minies	4	2	3	3	3	1	3	1	7	10

Equipment: Minie Rifles, bayonet
0-2 unit may be *Veterans* (+2)
Special Rules: *Line* or *Light Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marksman	4	2	4	3	3	1	3	1	8	15

Equipment: Minie Rifles
Marksmen are *Elite*
Special Rules: *Skirmishers*

ARTILLERY

0-3 Battery of Field Guns (2-4)

49. CONFEDERATE 1862 WEST

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

0-1 LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, pistols
Special Rules: *Light Cavalry*, *Elite*

INFANTRY

BAYONETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bayonet	4	3	2	3	3	1	3	1	7	8

Equipment: Minie Rifle, bayonet
0-2 units may be *Veterans* (+2)
0-1 unit may have *Ambush (+10)*
0-2 may have *Redoubt (+25)*
Special Rules: *Line* or *Light Infantry*

0-1 ENTRENCHMENT

ARTILLERY

0-1 Battery of Field Guns (2-4)

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50. UNION 1863-1865 WEST

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
Special Rules: *Line or Light Cavalry*, 0-2 before 1865

INFANTRY

MINIE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Minies	4	2	3	3	3	1	3	1	7	10

Equipment: Minie Rifles, bayonet
0-4 unit may be *Veterans* (+2)
0-2 may be *Elite* (+2)
Special Rules: *Line* or *Light Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marksman	4	2	4	3	3	1	3	1	8	15

Equipment: Minie Rifles
Marksmen are *Elite*
Special Rules: *Skirmishers*

0-1 ENTRENCHMENT

ARTILLERY

0-3 Battery of Field Guns (2-4)
0-1 Galloper Gun Regiment (1-3)

51. CONFEDERATE 1863-1865 WEST

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
Special Rules: *Line or Light Cavalry*

0-1 LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, pistols
Special Rules: *Light Cavalry, Elite*

INFANTRY

BAYONETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bayonet	4	3	2	3	3	1	3	1	7	8

Equipment: Minie Rifle, bayonet
0-2 units may be *Veterans* (+2)
0-1 unit may have *Ambush (+10)*
0-2 may have *Redoubt (+25)*
Special Rules: *Line* or *Light Infantry*

0-2 ENTRENCHMENT

ARTILLERY

0-2 Battery of Field Guns (2-4)

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52. UNION 1863-1865 EAST

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
Special Rules: *Line or Light Cavalry*

INFANTRY

MINIE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Minies	4	2	3	3	3	1	3	1	7	10

Equipment: Minie Rifles, bayonet
0-4 unit may be *Veterans* (+2)
0-2 may be *Elite* (+2)
Special Rules: *Line* or *Light Infantry*

0-1 SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marksman	4	2	4	3	3	1	3	1	8	15

Equipment: Minie Rifles
Marksmen are *Elite*
Special Rules: *Skirmishers*

ARTILLERY

0-3 Battery of Field Guns (2-4)
0-2 Galloper Gun Regiment (1-3)

53. CONFEDERATE 1863-1865 EAST

CHARACTERS: Up to 25%
CAVALRY: Up to 25%
INFANTRY: At least 50%
ARTILLERY: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	3	3	3	5	2	9	130
0-2 Officer	4	5	5	3	3	2	5	2	8	75

Equipment: Sabre, light armour
Special Rules: *Elite*, *Orders*, General is *Army General* (Brigade General) and may be upgraded to Division General with Ld10 (+50). One Officer can be designated as *Army General* (+25) if no General is taken.
May ride a horse (+8, M8).

CAVALRY

DRAGOONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Dragoon	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, pistols
Special Rules: *Line or Light Cavalry*

0-1 LIGHT HORSE

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light	8	3	3	3	3	1	3	1	7	24

Equipment: Hand weapon, pistols
Special Rules: *Light Cavalry, Elite*

INFANTRY

BAYONETS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bayonet	4	3	2	3	3	1	3	1	7	8

Equipment: Minie Rifle, bayonet
0-2 units may be *Veterans* (+2)
0-1 unit may have *Ambush (+10)*
0-2 may have *Redoubt (+25)*
Special Rules: *Line* or *Light Infantry*

0-2 ENTRENCHMENT

ARTILLERY

0-2 Battery of Field Guns (2-4)
0-1 Galloper Gun Regiment (1-3)

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BOOK VI: 1700 to 1900 AD

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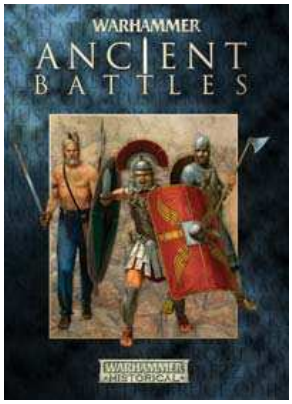
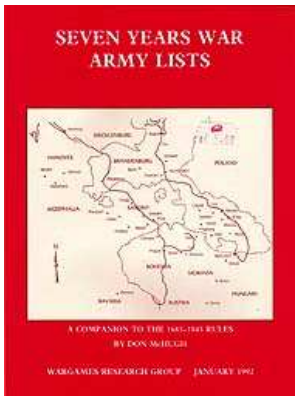
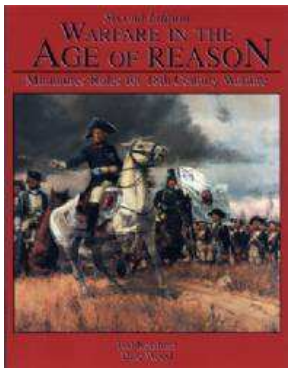
BOOKS







Cyrille Barillot, Raphaël Chabrier, Jean-Pierre Hyvron:
“Au crépuscule de l’Aigle“
http://cjoint.com/?2kls6Abmmdt

Phil Barker “Horse, Foot and Guns”:
http://www.wrg.me.uk/PhilsWebPages/HFG2.doc

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