

INTRODUCTION

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.

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 $6^{\circ}x6^{\circ}$. 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 direction. 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.

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.

HISTORICAL BACKGROUND

Pre-colonial Africa possessed perhaps as many as 10,000 different states and polities characterised by many different sorts of political organisation and rule. These included small family groups of hunter-gatherers such as the San people of southern Africa; larger, more structured groups such as the family clan groupings of the Bantuspeaking people of central and southern Africa, heavily structured clan groups in the Horn of Africa, the large Sahelian kingdoms, and autonomous city-states and kingdoms such as those of the Akan, Yoruba and Igbo people (also misspelled as Ibo) in West Africa, and the Swahili coastal trading towns of East Africa.



9th century bronzes from the Igbo town of Igbo Ukwu, now at the British Museum

By the 9th century a string of dynastic states, including the earliest Hausa states, stretched across the sub-saharan savannah from the western regions to central Sudan. The most powerful of these states were Ghana, Gao, and the Kanem-Bornu Empire. Ghana declined in the 11th century but was succeeded by the Mali Empire which consolidated much of western Sudan in the 13th century. Kanem accepted Islam in the 11th century.

In the forested regions of the West African coast, independent kingdoms grew up with little influence from the Muslim north. The Kingdom of Nri of the Igbo was established around the 9th century and was one of the first. It is also one of the oldest Kingdom in modern day Nigeria and was ruled by the Eze Nri. The Nri kingdom is famous for its elaborate bronzes, found at the town of Igbo Ukwu. The bronzes have been dated from as far back as the 9th century.



African knight of Baguirmi in full padded armour suit

The Ife, historically the first of these Yoruba city-states or kingdoms, established government under a priestly oba (ruler), (oba means 'king' or 'ruler' in the Yoruba language), called the *Ooni of Ife*. Ife was noted as a major religious and cultural centre in Africa, and for its unique naturalistic tradition of bronze sculpture. The Ife model of government was adapted at Oyo, where its obas or kings, called the *Alaafins of Oyo* once controlled a large number of other Yoruba and non Yoruba city states and Kingdoms, the Fon *Kingdom of Dahomey* was one of the non Yoruba domains under Oyo control.

The Almoravids were a Berber dynasty from the Sahara that spread over a wide area of northwestern Africa and the Iberian peninsula during the 11th century. The Banu Hilal and Banu Ma'qil were a collection of Arab Bedouin tribes from the Arabian peninsula who migrated westwards via Egypt between the 11th and 13th centuries. Their migration resulted in the fusion of the Arabs and Berbers, where the locals were Arabized, and Arab culture absorbed elements of the local culture, under the unifying framework of Islam.



Ruins of Great Zimbabwe (11th–15th c.)

Following the breakup of Mali a local leader named Sonni Ali (1464-1492) founded the Songhai Empire in the region of middle Niger and the western Sudan and took control of the trans-Saharan trade. Sonni Ali seized Timbuktu in 1468 and Jenne in 1473, building his regime on trade revenues and the cooperation of Muslim merchants. His successor Askia Mohammad I (1493-1528) made Islam the official religion, built mosques, and brought Muslim scholars, including al-Maghili (d.1504), the founder of an important tradition of Sudanic African Muslim scholarship, to Gao. By the 11th century some Hausa states - such as Kano, jigawa, Katsina, and Gobir had developed into walled towns engaging in trade, servicing caravans, and the manufacture of goods. Until the 15th century these small states were on the periphery of the major Sudanic empires of the era, paying tribute to Songhai to the west and Kanem-Borno to the east.

Source: http://en.wikipedia.org/wiki/Africa#9th.E2.80.9318th_century

Sahelian empires & states Ghana



Ghana at its greatest extent

The Ghana Empire may have been an established kingdom as early as the 4th century CE, founded among the Soninke

by Dinge Cisse. Ghana was first mentioned by Arab geographer Al-Farazi in the late 8th century. Ghana was inhabited by urban dwellers and rural farmers. The urban dwellers were the administrators of the empire, who were Muslims, and the *Ghana* (king), who practiced traditional religion. Two towns existed, one where the Muslim administrators and Berber-Arabs lived, which was connected by a stone-paved road to the king's residence. The rural dwellers lived in villages, which joined together into broader polities that pledged loyalty to the *Ghana*. The *Ghana* was viewed as divine, and his physical wellbeing reflected on the whole society. Ghana converted to Islam around 1050, after conquering Aoudaghost.

The Ghana Empire grew wealthy by taxing the trans-Saharan trade that linked Tiaret and Sijilmasa to Aoudaghost. Ghana controlled access to the goldfields of Bambouk, southeast of Koumbi Saleh. A percentage of salt and gold going through its territory was taken. The empire was not involved in production.

By the 11th century, Ghana was in decline. It was once thought that the sacking of Koumbi Saleh by Berbers under the Almoravid dynasty in 1076 was the cause. This is no longer accepted. Several alternative explanations are cited. One important reason is the transfer of the gold trade east to the Niger River and the Taghaza Trail, and Ghana's consequent economic decline. Another reason cited is political instability through rivalry among the different hereditary polities. The empire came to an end in 1230, when Takrur in northern Senegal took over the capital.

Mali



Mali Empire at its greatest extent

The Mali Empire began in the 13th century CE, when a Mande (Mandingo) leader, Sundiata (Lord Lion) of the Keita clan, defeated Soumaoro Kanté, king of the Sosso or southern Soninke, at the Battle of Kirina in c. 1235. Sundiata continued his conquest from the fertile forests and Niger Valley, east to the Niger Bend, north into the Sahara, and west to the Atlantic Ocean, absorbing the remains of the Ghana Empire. Sundiata took on the title of *mansa*. He established the capital of his empire at Niani.

Although the salt and gold trade continued to be important to the Mali Empire, agriculture and pastoralism was also critical. The growing of sorghum, millet, and rice was a vital function. On the northern borders of the Sahel,

grazing cattle, sheep, goats, and camels were major activities. Mande society was organize around the village and land. A cluster of villages was called a *kafu*, ruled by a *farma*. The *farma* paid tribute to the *mansa*. A dedicated army of elite cavalry and infantry maintained order, commanded by the royal court. A formidable force could be raised from tributary regions, if necessary.

Conversion to Islam was a gradual process. The power of the *mansa* depended on upholding traditional beliefs and a spiritual foundation of power. Sundiata initially kept Islam at bay. Later *mansas* were devout Muslims but still acknowledged traditional deities and took part in traditional rituals and festivals, which were important to the Mande. Islam became a court religion under Sundiata's son Uli I (1225–1270). *Mansa* Uli made a pilgrimage to Mecca, becoming recognized within the Muslim world. The court was staffed with literate Muslims as secretaries and accountants. Muslim traveller Ibn Battuta left vivid descriptions of the empire.

Mali reached the peak of its power and extent in the 14th century, when *Mansa* Musa (1312–1337) made his famous *hajj* to Mecca with 500 slaves, each holding a bar of gold worth 500 mitqals. *Mansa* Musa's *hajj* devalued gold in Mamluk Egypt for a decade. He made a great impression on the minds of the Muslim and European world. He invited scholars and architects like Ishal al-Tuedjin (al-Sahili) to further integrate Mali into the Islamic world.

The Mali Empire saw an expansion of learning and literacy. In 1285, Sakura, a freed slave, usurped the throne. This *mansa* drove the Tuareg out of Timbuktu and established it as a center of learning and commerce. The book trade increased, and book copying became a very respectable and profitable profession. Timbuktu and Djenné became important centers of learning within the Muslim world.

After the reign of Mansa Suleyman (1341–1360), Mali began its spiral downward. Mossi cavalry raided the exposed southern border. Tuareg harassed the northern border in order to retake Timbuktu. Fulani (Fulbe) eroded Mali's authority in the west by establing the independent Kingdom of Fouta Tooro, a successor to the kingdom of Takrur. Serer and Wolof alliances were broken. In 1545 to 1546, the Songhai Empire took Niani. After 1599, the empire lost the Bambouk goldfields and disintegrated into petty polities.

Songhai

The Songhai people are descended from fishermen on the Middle Niger River. They established their capital at Kukiya in the 9th century CE and at Gao in 12th century. The Songhai speak a Nilo-Saharan language.

Sonni Ali, a Songhai, began his conquest by capturing Timbuktu in 1468 from the Tuareg. He extended the empire to the north, deep into the desert, pushed the Mossi further south of the Niger, and expanded southwest to Djenne. His army consisted of cavalry and a fleet of canoes. Sonni Ali was not a Muslim, and he was portrayed negatively by Berber-Arab scholars, especially for attacking Muslim Timbuktu. After his death in 1492, his heirs were deposed by General Muhammad Ture, a Muslim of Soninke origins.



The Songhai Empire, c. 1500

Muhammad Ture (1493-1528) founded the Askiya Dynasty, askiya being the title of the king. He consolidated the conquests of Sonni Ali. Islam was used to extend his authority by declaring jihad on the Mossi, reviving the trans-Saharan trade, and having the Abbasid "shadow" caliph in Cairo declare him as caliph of Sudan. He established Timbuktu as a great center of Islamic learning. Muhammad Ture expanded the empire by pushing the Tuareg north, capturing Aïr in the east, and capturing saltproducing Taghaza. He brought the Hausa states into the Songhay trading network. He further centralized the administration of the empire by selecting administrators from loyal servants and families and assigning them to conquered territories. They were responsible for raising local militias. Centralization made Songhay very stable, even during dynastic disputes. Leo Africanus left vivid descriptions of the empire under Askiya Muhammad. Askiya Muhammad was deposed by his son in 1528. After much rivalry, Muhammad Ture's last son Askiya Daoud (1529–1582) assumed the throne.

In 1591, Morocco invaded the Songhai Empire under Ahmad al-Mansur of the Saadi Dynasty in order to secure the goldfields of the Sahel. At the Battle of Tondibi, the Songhai army was defeated. The Moroccans captured Djenne, Gao, and Timbuktu, but they were unable to secure the whole region. Askiya Nuhu and the Songhay army regrouped at Dendi in the heart of Songhai territory where a spirited guerrilla resistance sapped the resources of the Moroccans, who were dependent upon constant resupply from Morocco. Songhai split into several states during the 17th century.

Morocco found its venture unprofitable. The gold trade had been diverted to Europeans on the coast. Most of the trans-Saharan trade was now diverted east to Bornu. Expensive equipment purchased with gold had to be sent across the Sahara, an unsustainable scenario. The Moroccans who remained married into the population and were referred to as *Arma* or *Ruma*. They established themselves at Timbuktu as a military caste with various fiefs, independent from Morocco. Amid the chaos, other groups began to assert themselves, including the Fulani of Futa Tooro who encroached from the west. The Bambara

Empire, one of the states that broke from Songhai, sacked Gao. In 1737, the Tuareg massacred the *Arma*.

Kanem-Bornu (Kanembu)



The farthest extent of the medieval Kanem-Bornu state.

Around the 9th century CE, the central Sudanic Empire of Kanem, with its capital at Njimi, was founded by the Kanuri-speaking nomads. Kanem arose by engaging in the trans-Saharan trade. It exchanged slaves captured by raiding the south for horses from North Africa, which in turn aided in the acquisition of slaves. By the late 11th century, the Islamic Sayfawa (Saifawa) dynasty was founded by Humai (Hummay) ibn Salamna. The Sayfawa Dynasty ruled for 771 years, making it one of the longestlasting dynasties in human history. In addition to trade, taxation of local farms around Kanem became an source of state income. Kanem reached its peak under Mai (king) Dunama Dibalemi ibn Salma (1210-1248). The empire reportedly was able to field 40,000 cavalry, and it extended from Fezzan in the north to the Sao state in the south. Islam became firmly entrenched in the empire. Pilgrimages to Mecca were common; Cairo had hostels set aside specifically for pilgrims from Kanem.

Around 1400, the Sayfawa Dynasty moved its capital to Bornu, a tributary state southwest of Lake Chad with a new capital Birni Ngarzagamu. Overgrazing had caused the pastures of Kanem to become too dry. In addition, political rivalry from the Bilala clan was becoming intense. Moving to Bornu better situated the empire to exploit the trans-Saharan trade and to widen its network in that trade. Links to the Hausa states were also established, providing horses and salt from Bilma for Akan gold. Mai Ali Gazi ibn Dunama (c. 1475–1503) defeated the Bilala, reestablishing complete control of Kanem.

During the early 16th century, the Sayfawa Dynasty solidified its hold on the Bornu population after much rebellion. In the latter half of the 16th century, *Mai* Idris Alooma modernized its military, in contrast to the Songhai Empire. Turkish mercenaries were used to train the military. The Sayfawa Dynasty were the first monarchs south of the Sahara to import firearms. The empire

controlled all of the Sahel from the borders of Darfur in the east to Hausaland to the west. Friendly relationship was established with the Ottoman Empire via Tripoli. The *Mai* exchanged gifts with the Ottoman sultan.

During the 17th and 18th centuries, not much is known about Bornu. During the 18th century, it became a center of Islamic learning. However, Bornu's army became outdated by not importing new arms, and Kamembu had also begun its decline. The power of the *mai* was undermined by droughts and famine that were becoming more intense, internal rebellion in the pastoralist north, growing Hausa power, and the importation of firearms which made warfare more bloody. By 1841, the last *mai* was deposed, bringing to an end the long-lived Sayfawa Dynasty.

Sokoto Caliphate

The Fulani were migratory people. They moved from Mauritania and settled in Futa Tooro, Futa Djallon, and subsequently throughout the rest of West Africa. By the 14th century CE, they had converted to Islam. During the 16th century, they established themselves at Macina in southern Mali. During the 1670s, they declared jihads on non-Muslims. Several states were formed from these jihadist wars, at Futa Toro, Futa Djallon, Macina, Oualia, and Bundu. The most important of these states was the Sokoto Caliphate or Fulani Empire.

In the city of Gobir, Usman dan Fodio (1754–1817) accused the Hausa leadership of practicing an impure version of Islam and of being morally corrupt. In 1804, he launched the Fulani War as a jihad among a population that was restless about high taxes and discontented with its leaders. Jihad fever swept northern Nigeria, with strong support among both the Fulani and the Hausa. Usman created an empire that included parts of northern Nigeria, Benin, and Cameroon, with Sokoto as its capital. He retired to teach and write and handed the empire to his son Muhammed Bello. The Sokoto Caliphate lasted until 1903 when the British conquered northern Nigeria

Source: http://en.wikipedia.org/wiki/Ancient_African_history#Antiquity

ARMY LISTS

III/68a GHANA 500-1071

EARLY (500-800AD)

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

No light armour allowed except for characters. Yan Kwarbai have M6.

Poisoned arrows: Any roll of 6 to hit automatically wounds, saves allowed as normal.

IMPERIAL (800-1071AD)

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

				СПА	KAU	TERS				
0-1 KIN	NG									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
King	4	5	5	4	3	3	6	2	9	150

Equipment: Hand weapon, light armour, javelins

May rides a horse (increase to M8) at no additional cost. **Special Rules:** *Army General*

CHIEFTAIN

	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Noble	4	4	4	4	3	2	5	2	8	80

Equipment: Hand weapon , light armour, javelins

May rides a horse (increase to M8) at no additional cost.

One noble may be upgraded to general for +25 pts if no other general taken

0-1 WARBANNER

	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Warbanner	4	4	4	4	3	2	5	2	8	70

Equipment: Hand weapon, light armour

May rides a horse (increase to M8) at no additional cost. **Special Rules:** *Battle Standard Bearer*

			CA	VAL	RY					
YAN KWAI	RBAI									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapons, horse, javelins May have light armour (+2) and throwing spear (+2) **Special Rules:** *Light Cavalry*

			I	NFAI	NTRY	7				
YAM BA	KA									
	М	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Archer	4	2	3	3			3	1	6	5
Equipme	nt: Hai	nd wean	on sho	orthow	,					
Special R		-				rows				
-										
YAM MA	ASHI									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Warrior	5	3	3	3	3	1	3	1	5	5
Equipme	nt: Hai	nd weap	on, jav	elins						
May have		1			spear	(+2)				
Special R						` '				
•		0 0								
0-1 SKIR	MISH	ERS								
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Zagi	5	2	3	3	3	1	3	1	5	4
-										
Equipme	nt: Dag	gger, jav	elins.							
0-1 per ur	nit of Y	an Kwa	rhai							

0-1 per unit of Yan Kwarbai. Special Rules: *Skirmishers*

SPECIAL

0-1 CATTLE HERD

	М	ws	BS	S	Т	W	I	А	Ld	Pts
Cattle	2d6	-	-	4	-	-	-	-	-	100

Equipment: A cattle herd contains 10-20 cows. **Special Rules:** *Stampede*

III/68b HAUSA CITY STATES 900-1500

EARLY (900-1400AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% INFANTRY: At least 50% Yan Lifida is 0-1.

IMPERIAL (1400-1500AD)

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

				CHAI	RAC	ΓERS					
0-1 KIN	NG										
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts	
King	4	5	5	4	3	3	6	2	9	150)
Equipn	nent: I	Hand w	eapon,	light a	ırmou	r, jave	elins				
May rid			•	U				cost.			
Special	Rules	: Army	Genera	ıl							
OHIEF											
CHIEF	IAIN	ws	BS	S	т	w	I	А	Ld	Pt	
Noble	4	4	<u>ь</u> з 4	3 4	3	2	5	A 2	20 8	- FU 80	
Noble	4	4	4	4	3	2	5	2	ð	80	,
Equipn	nent: I	Hand w	eapon.	light	armo	ur, jav	elins				
May rid				U				cost			
5											
One nol	ble ma	y be up	graded	to ger	neral f	for $+2$:	5 pts i	f no c	other go	eneral	
taken											
0-1 WA	RBAI			Da	a						-
		Μ	WS	BS	S	Т	W	I	Α	Ld	Pt
Warba	nner	4	4	4	4	3	2	5	2	8	- 7(

Equipment: Hand weapon, light armour

May rides a horse (increase to M8) at no additional cost. Special Rules: *Battle Standard Bearer*

			CA	VAL	RY					
YAN KWAI	RBAI									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16
May have lig	ht arm	our (+2)) and th	rowir	ng spe	ear (+2)			
Special Rule	s: Ligh	ıt Caval	ry							
YAN LIFID	A M	ws	BS	s	т	w	т	А	Ld	Pts

Equipment: Hand weapons, light armour, shield, horse May have thrusting spear (+2), javelins (+1) and cloth barding for the horse (+2, counts as half barding)

3 3 3 1 3 1 7

Special Rules: Veterans, May count rank bonus up to +1

]	[NFA]	NTR	Y				
YAM B	AKA									
	Μ	WS	BS BS	S	Т	W	Ι	Α	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	5
Equipm Special	Rules:	Light I				rrows				
YAM A					T	***	т			D4
	-	M W			Т		I	Α	Ld	Pts
Footma	n	4 3	3 3	3	3	1	3	1	6	6
Equipm May hav Special	ve a shi	eld (+1)) and lig							
0-1 SKI	RMIS	HERS								
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Zagi	5	2	3	3	3	1	3	1	5	4

Equipment: Dagger, javelins. 0-1 per unit of Yan Kwarbai. **Special Rules:** *Skirmishers*

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Elite

8

4

24

III/68c KANEM-BORNU 1100-1500

KANEM (1100-1500AD)

CHARACTERS: Up to 25% CAVALRY: Up to 33% **INFANTRY:** At least 33% SPECIAL: Up to 33%

				CHAI	RAC	ΓERS					
0-1 KIN	IG										
0-1 KII	M	WS	BS	S	Т	W	I	Α	Ld	Pts	
King	4	5	5	4	3	3	6	2	9	150)
Equipn	1ent: H	land w	eapon,	light a	rmou	r, jave	elins				
May rid Special) at no	o addit	tional	cost.			
CHIEF		W	DG	G	T	***				D	
Noble	M 4	WS 4	BS 4	S 4	Т 3	W 2	I 5	A 2	Ld 8	Pt 80	
NUDIC	-	-	-	-	5	4	3	4	0	0	,
taken 0-1 WA	RBAN	INER									
Warba		M 4	WS 4	BS 4	S 4	Т 3	W 2	I 5	A 2	Ld 8	Pts 70
warba	nner	4	4	4	4	3	2	5	2	o	70
Equipn	ient: H	land w	eapon,	light a	rmou	r					
May rid Special						o addit	tional	cost.			
				CA	VAL	RY					
VANV	WADI) A T		CA	VAL	RY					
YAN K	WARI	BAI M	ws	CA BS	VAL S	RY T	w	I	A	Ld	Pts

Equipment: Hand weapons, horse, javelins May have light armour (+2) and throwing spear (+2) Special Rules: Light Cavalry

0-1 YAN LI	FIDA									
	\mathbf{M}	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Elite	8	4	3	3	3	1	3	1	7	24

Equipment: Hand weapons, light armour, shield, horse May have thrusting spear (+2), javelins (+1) and cloth barding for the horse (+2, counts as half barding) Special Rules: Veterans, May count rank bonus up to +1

			IN	FAN	TRY					
YAM MAS	SHI									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Footman	5	3	3	2	3	1	2	1	5	5

Equipment: Hand weapon, javelins May have a shield (+1) and throwing spear (+2) Special Rules: Light Infantry, Warband

YAM ASSIGIRI

Footma		M 4	WS 3	BS 3	2	S 3	Т 3	W 1	I 3	A 1	Ld 6	Pts 6
Equipm May hav Special	ve a sh	ield (-	+1) an	d ligh		U 1		2)				
0-1 SKI	RMIS	HER	S									
	Μ	WS	5 E	BS	S	Т		W	Ι	Α	Ld	Pts
Zagi	5	2		3	3	3		1	3	1	5	4
Equipm	ent: D	Dagger	r, jave	lins.								

0-1 per unit of Yan Kwarbai. Special Rules: Skirmishers

			S	PEC	IAL						
TUAREG	М	WS	BS	S	т	w	т	٨	Id	Pts	
Tuareg	6	3				1			7	20	

Equipment: Hand weapons, camel, thrusting spear, javelins May have shield (+1) or large shield (+2)Special Rules: Light Cavalry, Camels

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III/68d MALI 1230-1500

IMPERIAL MALI (1230-1400AD)

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

LATER (1400-1500AD)

CHARACTERS: Up to 25% CAVALRY: Up to 25% INFANTRY: At least 25% SPECIAL: Up to 25% Yan and Yam Lifida are 0-1.

				CHAI	RAC	FERS					
0-1 KIN	١G										
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pt	5
King	4	5	5	4	3	3	6	2	9	15	0
Equipn	ient: I	Hand w	eapon,	light a	ırmou	r, jave	elins				
May rid Special) at no	o addit	tional	cost.			
CHIEF				_	_		_			_	
	Μ	WS		~		W		A	Ld	-	
Noble	4	4	4	4	3	2	5	2	8	8	0
Equipn	nent: I	Hand w	eapon ,	light	armou	ır, jav	elins				
May rid	es a h	orse (in	crease t	o M8) at no	o addit	ional	cost.			
One not	ole ma	y be up	graded	to ger	neral f	or +25	5 pts i	f no c	other g	eneral	1
taken		J	0	0			1				
0-1 WA	RBA	NNER									
		Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Warba	nner	4	4	4	4	3	2	5	2	8	70
Equipn	nent: I	Hand w	eapon,	light a	ırmou	r					
May rid Special		`				o addit	tional	cost.			

			CA	VAL	RY					
YAN KWAI	RBAI									
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Horseman	8	3	3	3	3		3	1	6	16
Equipment: May have lig	Hand ht arm	weapon our (+2)	s, horse) and th	e, jave	lins		C	-	-	
Equipment:	Hand ht arm s: Ligh	weapon our (+2)	s, horse) and th	e, jave	lins		C	-	-	
Equipment: May have lig Special Rule	Hand ht arm s: Ligh	weapon our (+2)	s, horse) and th lry	e, jave rowir	lins	ar (+2	C	A	Ld	Pts

Equipment: Hand weapons, light armour, shield, horse May have thrusting spear (+2), javelins (+1) and cloth barding for the horse (+2, counts as half barding)

Special Rules: Veterans, May count rank bonus up to +1

			I	NFAI	VTRY	7				
			-							
YAM BAK	KA M	ws	BS	S	Т	w	I	А	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	5
Equipmen Special Ru		-				rows				
YAM LIF			DC	G	T	***	Ŧ			D
_	4 V	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 7	Pts 7
Equipmen May exchar May have 1 Special Ru	nge bo ight ar	w for t mour (hrustin +2) and	g spea 1 large	e shiel	d inste			ł (+1)	
YAM MAS	SHI									
Warrior	M 5	WS 3	BS 3	S 3	Т 3	W 1	I 3	A 1	Ld 5	Pts 5
Equipmen May have a Special Ru	shield	l (+1) a	and thro	owing		(+2)				
YAM ASS			пс	s	Т	w	I	А	Ld	Pts
	M	WS	BS							
Footman	4	3	3	3	3	1	3	1	6	6
Footman Equipmen May have a Special Ru	t: Han shield	3 d weap l (+1) d	3 oon, thr or large	3 usting	3 spear	1				
Equipmen May have a	t: Han a shield les: <i>Li</i> 'E-FA' N	3 d weap d (+1) o ght Inf TE M V	3 bon, thr or large <i>cantry</i> VS I	3 usting shield	3 spear d (+2) S 7	1	3	1 A		6
Equipmen May have a Special Ru YAM FAT	t: Han shield les: <i>Li</i> E-FA N n t: Broa hield (3 d weap l (+1) o ght Inf TE M V 4 adswor (+1) an	3 bon, thr or large <i>cantry</i> VS I 3 d d light	3 usting shield 3S 3	3 spear 1 (+2) 8 1 3 3	1 5 W 3 1	3	1 A	6 Ld	6 Pts
Equipmen May have a Special Ru YAM FAT Swordsma Equipmen May have s Special Ru 0-1 SKIRN	t: Han a shield les: Li 'E-FA' n t: Broa hield (les: Li /IISHH	3 d weap l (+1) o ght Inf TE M V 4 adswor (+1) an ght Inf ERS	3 bon, thr for large <i>cantry</i> VS H 3 d d light <i>cantry</i>	3 usting shield 3S 3 armou	3 spear 1 (+2) S 1 3 3 ur (+2	1 C W 3 1	3 / I 3	1 A 1	6 Ld 7	6 Pts 8
Equipmen May have a Special Ru YAM FAT Swordsma Equipmen May have s Special Ru	t: Han shield les: Li `E-FA' n t: Broa shield (les: Li /IISHH A	3 d weap l (+1) o ght Inf TE M V 4 adswor (+1) an ght Inf	3 bon, thr or large <i>cantry</i> VS I 3 d d light	3 usting shield 3S 3	3 spear 1 (+2) 8 1 3 3	1 5 W 3 1	3	1 A	6 Ld	6 Pts
Equipmen May have a Special Ru YAM FAT Swordsma Equipmen May have s Special Ru 0-1 SKIRN N	t: Han shield les: Li 'E-FA' n t: Broa hield (les: Li /IISHH A S t: Dag t of Ya	3 d wear l (+1) d ght Inf TE M V 4 adswor (+1) an ght Inf ERS 2 ger, jav n Kwa	3 bon, thr or large <i>cantry</i> VS H 3 d d light <i>cantry</i> BS 3 velins. rbai.	3 usting shield 3S 3 armou S	3 spear 1 (+2) S T 3 3 ur (+2 T	1 5 W 3 1) W	3 / I 3 I	1 A 1	6 Ld 7 Ld	6 Pts 8 Pts
Equipmen May have a Special Ru YAM FAT Swordsma Equipmen May have s Special Ru 0-1 SKIRM Zagi Ś Equipmen 0-1 per unit	t: Han shield les: Li 'E-FA' n t: Broa hield (les: Li /IISHH A S t: Dag t of Ya	3 d wear l (+1) d ght Inf TE M V 4 adswor (+1) an ght Inf ERS 2 ger, jav n Kwa	3 bon, thr or large <i>cantry</i> VS H d d light <i>cantry</i> BS 3 velins. trbai. ers	3 usting shield 3S 3 armou S 3	3 spear 1 (+2) S 1 3 3 3 rr (+2 T 3	1 5 W 3 1) W	3 / I 3 I	1 A 1	6 Ld 7 Ld	6 Pts 8 Pts
Equipmen May have a Special Ru YAM FAT Swordsma Equipmen May have s Special Ru 0-1 SKIRM Zagi 5 Equipmen 0-1 per unit Special Ru	t: Han shield les: Li 'E-FA' n t: Broa hield (les: Li /IISHH A S t: Dag t of Ya	3 d wear l (+1) d ght Inf TE M V 4 adswor (+1) an ght Inf ERS 2 ger, jav n Kwa	3 bon, thr or large <i>cantry</i> VS H d d light <i>cantry</i> BS 3 velins. trbai. ers	3 usting shield 3S 3 armou S	3 spear 1 (+2) S 1 3 3 3 rr (+2 T 3	1 5 W 3 1) W	3 / I 3 I	1 A 1	6 Ld 7 Ld	6 Pts 8 Pts
Equipmen May have a Special Ru YAM FAT Swordsma Equipmen May have s Special Ru 0-1 SKIRM Zagi Ś Equipmen 0-1 per unit	t: Han shield les: Li 'E-FA' n t: Broa hield (les: Li /IISHH A S t: Dag t of Ya	3 d wear l (+1) d ght Inf TE M V 4 adswor (+1) an ght Inf ERS 2 ger, jav n Kwa	3 bon, thr or large <i>cantry</i> VS H d d light <i>cantry</i> BS 3 velins. <i>rbai.</i> <i>ers</i>	3 usting shield 3S 3 armou S 3	3 spear 1 (+2) S 1 3 3 3 rr (+2 T 3	1 5 W 3 1) W	3 7 I 3 I 3	1 A 1 A 1	6 Ld 7 Ld 5	6 Pts 8 Pts

Equipment: Hand weapons, camel, thrusting spear, javelins May have shield (+1) or large shield (+2) Special Rules: Light Cavalry, Camels

III/68e MINOR TRIBES 800-1500

CHARACTERS: Up to 25% CAVALRY: Up to 10% INFANTRY: At least 50% SPECIAL: Up to 25%

				СНА	RAG	CTE	RS					
-	M	WS	BS	S	Т	V		I	A	Ld		
King	4	5	5	4	4	3	5	6	3	8	15	0
Equipmen May rides Special R	a hor	se (inc	crease t	o M8					cost.			
CHIEFT A	AIN M 4	WS 4	BS 4	S 4	Т 4		W 2	I 5	A 2			ts 0
Equipmen May rides One noble taken	a hor	se (inc	crease t	o M8	8) at 1	no ac	lditic	onal			genera	1
0-1 WAR		NER M 4	WS 4	BS 4	S 4		Г 1	W 2	I 5	A 2	Ld 7	Pts 70
tt ai Daill		-	~	-	-		•	-	5	4	,	70
Equipmen May rides Special R	a hor	se (inc	crease t	o M8	3) at 1	no ac	lditio	onal	cost.			
				CA	VA	LRY						<u> </u>
YAN KW	ARB	ΔT										
Horseman]		WS 3	BS 3	S 3			W 1	I 3	A 1	Ld 6	Pts 16
Equipmen May have Special R	light	armou	r (+2)	and t				(+2))			
				IN	FAN	TRY	7					
YAM BA	K A											
Archer	M 4	W: 2	-	8S 3	S 3	Т 3	W 1		I 3	A 1	Ld 6	Pts 5
Equipmer Special R						ed Ar	row	5				
YAM MA	SHI											
Warrior	M 3		VS 1 3	BS 3	S 3	Т 3	У 1		I 3	A 1	Ld 5	Pts 5
Equipmen May have Special R	a shie	eld (+1)	·		nd						
0-1 SKIR	MISI M	iers WS	BS	s	5	Т	w	I		A	Ld	Pts
	5	2	3	3		3	1	3		1	5	4
Equipmer 0-1 per un												

0-1 per unit of Yan Kwarbai Special Rules: Skirmishers

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SPECIAL

0-1 CATTLE HERD

	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts
Cattle	2d6	-	-	4	-	-	-	-	-	100

Equipment: A cattle herd contains 10-20 animals. **Special Rules:** *Stampede*

III/68f SONGHAI 1450-1500

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

			CHAI	-						
0-1 KING										
Μ	WS	BS	S	Т	W	I	Α	Ld	Pts	
King 4	5	5	4	3	3	6	2	9	150	
Equipment:	Hand w	eapon,	light a	ırmou	r, jave	lins				
May rides a l Special Rule) at no	o addit	ional	cost.			
CHIEFTAI	I									
M Noble 4	WS 4	BS 4	S 4	Т 3	W 2	I 5	A 2	Ld 8	Pts 80	
	•	-		-	_	2	5	3	50	
Equipment:	Hand w	eapon,	light	armou	ır, jav	elins				
May rides a h	orse (in	crease	to M8)) at no	o addit	ional	cost.			
One noble ma	iy be up	graded	to ger	neral f	or +25	5 pts i	f no c	other g	eneral	
taken		-	-			-		-		
0-1 WARBA	NNER									
	Μ	ws	BS	s	Т	w	I	A	Ld	Pts
0-1 WARBA Warbanner		WS 4	BS 4	S 4	Т 3	W 2	I 5	A 2	Ld 8	Pts 70
	M 4	4	4	4	3					
Warbanner Equipment: May rides a f	M 4 Hand w	4 reapon, crease	4 light a to M8)	4 urmou) at no	3 r	2	5			
Warbanner Equipment: May rides a f	M 4 Hand w	4 reapon, crease	4 light a to M8)	4 urmou) at no	3 r	2	5			
Warbanner	M 4 Hand w	4 reapon, crease	4 light a to M8) ard Be	4 urmou) at no	3 r addit	2	5			
Warbanner Equipment: May rides a h	M 4 Hand w orse (in s: Battle	4 reapon, crease	4 light a to M8) ard Be	4 urmou) at no earer	3 r addit	2	5			
Warbanner Equipment: May rides a h Special Rule	M 4 Hand w orse (in s: Battle	4 reapon, crease t e Standa WS	4 light a to M8 ard Be CA BS	4 urmou) at no carer VAL	3 r o addit RY T	2	5 cost. I			
Warbanner Equipment: May rides a h Special Rule	M 4 Hand w orse (in s: <i>Battle</i> RBAI	4 reapon, crease t e Standa	4 light a to M8 ard Be CA	4 urmou) at no <i>earer</i>	3 r addit RY	2 ional	5 cost.	2	8	70
Warbanner Equipment: May rides a h Special Rule YAN KWAH Horseman	M 4 Hand w orse (in s: <i>Battle</i> RBAI M 8	4 reapon, ccrease t e Standa WS 3	4 light a to M8 ard Be CA BS 3	4 urmou) at no carer VAL S 3	3 r addit <u>RY</u> T 3	2 ional	5 cost. I	2 	8 Ld	70
Warbanner Equipment: May rides a h Special Rule YAN KWAH Horseman Equipment:	M 4 Hand we have a set of the set	4 reapon, ccrease t e Standa WS 3 reapons	4 light a to M8; ard Be CA BS 3 , horse	4 urmou) at no carer VAL S 3 c, jave	3 r addit <u>RY</u> T 3 elins	2 ional W 1	5 cost. I 3	2 	8 Ld	70
Warbanner Equipment: May rides a h Special Rule YAN KWAH	M 4 Hand we have a set of the set	4 reapon, ccrease t e Standa WS 3 reapons: ur (+2)	4 light a to M8 ard Be CA BS 3 , horse and th	4 urmou) at no carer VAL S 3 c, jave	3 r addit <u>RY</u> T 3 elins	2 ional W 1	5 cost. I 3	2 	8 Ld	70
Warbanner Equipment: May rides a h Special Rule YAN KWAH Horseman Equipment: May have lig	M 4 Hand w orse (in s: <i>Battle</i> RBAI M 8 Hand w ht armo s: <i>Light</i>	4 reapon, ccrease t e Standa WS 3 reapons. ur (+2) Cavalr	4 light a to M8 ard Be CA BS 3 , horse and th	4 urmou) at no carer VAL S 3 c, jave	3 r addit <u>RY</u> T 3 elins	2 ional W 1	5 cost. I 3	2 	8 Ld	70
Warbanner Equipment: May rides a h Special Rule YAN KWAH Horseman Equipment: May have lig Special Rule	M 4 Hand w orse (in s: <i>Battle</i> RBAI M 8 Hand w ht armo s: <i>Light</i>	4 reapon, ccrease t e Standa WS 3 reapons. ur (+2) Cavalr	4 light a to M8 ard Be CA BS 3 , horse and th	4 urmou) at no carer VAL S 3 c, jave	3 r addit <u>RY</u> T 3 elins	2 ional W 1	5 cost. I 3	2 	8 Ld	70

May have javelins (+1) and barding for the horse (+4) Special Rules: Superior Arab Cavalry

	INFANTRY											
YAM BA	KA											
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts		
Archer	4	2	3	3	3	1	3	1	6	6		

Equipment: Hand weapon, shortbow Special Rules: Light Infantry, Poisoned Arrows

	Μ	WS	-		S	Т	W		I	Α	Ld	
Elite	4	3	3	3	3	3	1		3	1	7	
Equipme	ent: H	land w	eapon	. bow	,							
May exch						r and	shiel	d f	or fre	ee.		
May have	e ligh	t armo	ur (+2) and	large	shiel	ld ins	ea	d of	shield	l (+1)	
Special F	Rules	Shield	dwall,	Mixe	d For	mati	ons					
YAM M.	ASHI	[
	ľ	M N	WS	BS	S	Т	W		Ι	Α	Ld	
Warrior	:	5	3	3	3	3	1		3	1	5	
Equipme	nt: H	land w	eanon	iave	lins							
May have						snear	(+2)					
Special F							(12)					
-												
YAM AS			wa	ng	G	m	**	,	Ŧ			
F (-	M ` 4	WS 3	BS 3	S 3	Т 3	W 1		I 3	A 1	Ld 6	
Footman												
		-	3	3	3	5	1		5	1	U	
	-	•	-	-	-	-	_		5	1	U	
Equipme	ent: H	- land w	eapon	-	-	-	_		5	1	U	
	e nt: H e a sh	Iand wield (+	eapon 1)	, thru	-	-	_		5	I	0	
Equipme May have Special F	ent: H e a sh Rules:	land w ield (+ : <i>Light</i>	eapon 1)	, thru	-	-	_		5	I	U	
Equipme May have	ent: H e a sh Rules:	land w ield (+ : <i>Light</i> F ATE	eapon 1) Infani	, thru try	sting	spear	r		J		-	
Equipme May have Special F YAM FA	ent: H e a sh Rules: ATE-l	land w ield (+ : <i>Light</i> FATE M	eapon 1) Infant WS	, thru try B i	sting	spear	r F V	N	I	A	Ld	
Equipme May have Special F	ent: H e a sh Rules: ATE-l	land w ield (+ : <i>Light</i> F ATE	eapon 1) Infani	, thru try	sting	spear	r F V		J		-	
Equipme May have Special F YAM FA	ent: H e a sh Rules: ATE-J nan	land w ield (+ : <i>Light</i> FATE M 4	eapon 1) Infant WS 3	, thru try B	sting	spear	r F V	N	I	A	Ld	
Equipme May have Special F YAM FA Swordsn	ent: H e a sh Rules: ATE-J nan ent: B	land w ield (+ : <i>Light</i> FATE M 4 Broadsv	eapon 1) Infant WS 3 word	, thru try B	sting S S	spear	r F V 3	N	I	A	Ld	
Equipme May have Special F YAM FA Swordsn Equipme	ent: H e a sh Rules: ATE-I nan ent: B e shie	Iand w ield (+ : <i>Light</i> FATE M 4 Broadsv Id (+1)	eapon 1) Infant WS 3 word) and 1:	, thru try B; 3 ight a	sting S S	spear	r F V 3	N	I	A	Ld	
Equipme May have Special F YAM FA Swordsn Equipme May have Special F	ent: H e a sh Rules: ATE-I nan ent: B e shie Rules:	Iand w ield (+ : <i>Light</i> FATE M 4 Froadsv Id (+1) : <i>Light</i>	eapon 1) Infant WS 3 word and li Infant	, thru try B; 3 ight a	sting S S	spear	r F V 3	N	I	A	Ld	
Equipme May have Special F YAM FA Swordsn Equipme May have	ent: H e a shi Rules: ATE-l nan ent: B e shie Rules: RMIS	Iand w ield (+ : <i>Light</i> FATE M 4 Froadsv Id (+1) : <i>Light</i>	weapon 1) Infant WS 3 word and l: Infant S	, thru try B; 3 ight a try	sting S S rmou	spear	г Г Ч З	W 1	I 3	A 1	Ld 7	
Equipme May have Special F YAM FA Swordsn Equipme May have Special F 0-1 SKIF	ent: H e a shi Rules: ATE-l nan ent: B e shie Rules: RMIS M	land w ield (+ : <i>Light</i> FATE M 4 Broadsv Id (+1) : <i>Light</i> HERS WS	word and li <i>Infanti</i> WS 3 word and li <i>Infanti</i> 5	, thru try B: 3 ight a try S	sting S S rmou S	spear spear r (+2	г 3) W	W 1	I 3 I	A 1 A	Ld 7 Ld	
Equipme May have Special F YAM FA Swordsn Equipme May have Special F	ent: H e a shi Rules: ATE-l nan ent: B e shie Rules: RMIS	Iand w ield (+ : <i>Light</i> FATE M 4 Froadsv Id (+1) : <i>Light</i>	weapon 1) Infant WS 3 word and l: Infant S	, thru try B: 3 ight a try S	sting S S rmou	spear	г Г Ч З	W 1	I 3	A 1	Ld 7	
Equipme May have Special F YAM FA Swordsn Equipme May have Special F 0-1 SKIF Zagi Equipme	ent: H e a sh Rules: ATE-1 nan ent: B e shie Rules: M 5 ent: D	Iand w ield (+ : Light FATE M 4 Groadsv Id (+1) : Light HERS WS 2 Dagger.	eapon 1) Infant WS 3 word and H Infant 5 B 3 javeli	, thru try B; 3 ight a try S;	sting S S rmou S	spear spear r (+2	г 3) W	W 1	I 3 I	A 1 A	Ld 7 Ld	
Equipme May have Special F YAM FA Swordsn Equipme May have Special F 0-1 SKIF Zagi Equipme 0-1 per u	ent: H e a sh Rules: TE-1 nan ent: B e shie Rules: M 5 ent: C nit of	Iand w ield (+ : Light FATE M 4 Groadsv Id (+1) : Light HERS 2 Oagger, Yan K	eapon 1) Infant WS 3 word 0 and 1 Infant 3 B 3 . javeli (warba	, thru try B; 3 ight a try S; ; ins.	sting S S rmou S	spear spear r (+2	г 3) W	W 1	I 3 I	A 1 A	Ld 7 Ld	
Equipme May have Special F YAM FA Swordsn Equipme May have Special F 0-1 SKIF Zagi Equipme	ent: H e a sh Rules: TE-1 nan ent: B e shie Rules: M 5 ent: C nit of	Iand w ield (+ : Light FATE M 4 Groadsv Id (+1) : Light HERS 2 Oagger, Yan K	eapon 1) Infant WS 3 word 0 and 1 Infant 3 B 3 . javeli (warba	, thru try B; 3 ight a try S; ; ins.	sting S S rmou S	spear spear r (+2	г 3) W	W 1	I 3 I	A 1 A	Ld 7 Ld	
Equipme May have Special F YAM FA Swordsn Equipme May have Special F 0-1 SKIF Zagi Equipme 0-1 per u	ent: H e a sh Rules: TE-1 nan ent: B e shie Rules: M 5 ent: C nit of	Iand w ield (+ : Light FATE M 4 Groadsv Id (+1) : Light HERS 2 Oagger, Yan K	eapon 1) Infant WS 3 word 0 and 1 Infant 3 B 3 . javeli (warba	, thru try B; 3 ight a try S; ; ins.	sting S S rmou S	spear spear r (+2	г 3) W	W 1	I 3 I	A 1 A	Ld 7 Ld	

TUAREG											
	Μ	WS	BS	S	Т	W	Ι	Α	Ld	Pts	
Tuareg	6	3	3	3	3	1	3	1	7	20	

Equipment: Hand weapons, camel, thrusting spear, javelins May have shield (+1) or large shield (+2) **Special Rules:** *Light Cavalry, Camels*

III/69. TUAREG (1000-1500AD)

CHARACTERS: Up to 25% CAVALRY: At least25% INFANTRY: Up to 50%

	CHARACTERS														
	М	ws	BS	s	Т	w	I	A	Ld	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										
	Μ	WS	BS	S	Т	W	Ι	Α	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										
	Μ	WS	BS	S	Т	W	Ι	Α	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										
	Μ	WS	BS	S	Т	W	Ι	А	Ld	Pts
Tribal	5	3	3	3	3	1	3	1	5	6
Equipment: Hand weapon, shield Special Rules: Warband										
IKLAN SKIRMISHERS										
	Μ	WS	BS	S	Т	W	Ι	А	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

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

ARMY LIST SAMPLES

BATTLE REPORT

MANUFACTURERS

http://www.wargamesfoundry.com/

COMMUNITY

http://wabforum.co.uk (english) http://wab-portal.forumperso.com/ (french) http://www.wab-forum.de (german)

SPECIAL THANKS

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