

ELITE TROOPS

History is replete with chronicles of soldiers so skilled at their particular craft that their fame extends across the known world. Almost always, these troops hailed from a particular country, city, or region: Balearic slingers; Cretan archers; Numidian cavalry; Spartan hoplites; Swiss pike; Welsh longbowmen. In such realms, some combination of geography and tradition creates the conditions for elite soldiery to develop. In many cases, mercenary service becomes one of the chief exports of the realm. These rules allow the Judge to introduce elite troops into his campaign setting.

REGULAR VERSUS ELITE TROOPS

Regular troop are able-bodied adults all trained in the same way but drawn from a variety of backgrounds. Prior to their training, they might have been lowly serfs, rugged mountain herders, stoic manual laborers, or even yeomen raised with arms. Any given soldier might enter training with some useful skills gleaned from his background, but this individual knowledge will be left unutilized (or even suppressed) by the necessity of uniformity within a unit. Therefore, for game purposes, regular troops are treated as if they have no proficiencies. Except as noted in this article, all troops in *Domains at War* are regular troops.

Elite troops, on the other hand, are able-bodied adults all trained in the same way and all drawn from a particular country, region, or city which uniformly teaches one or more proficiencies useful to a particular type of troop. Because all of the troops in a unit know the same proficiency, it affects their unit characteristics and improves their battle rating.

Note that **veteran** and **elite** are two different qualifiers that can be applied to troops. Veteran status is gained with experience, while elite status is gained from special training. Some veterans are elite, but most are not, and some elite troops are veterans, but most are not.

ADDING ELITE TROOPS TO THE CAMPAIGN

The type of elite troops available to leaders will vary based on the particulars of a Judge's campaign setting. A campaign set in any icy northland is unlikely to have any elite camel lancers; a campaign set in the Pre-Columbian Aztec Empire might have no elite cavalry but several types of elite light infantry. To add elite troops to his campaign, the Judge should follow these steps:

1. Choose one or more **breeding grounds** from which elite troops can be drawn.
2. For each breeding ground, select one to three types of elite troops based on the predominant race and/or terrain of the breeding ground.
3. For each type of elite troop in each breeding ground, choose or roll for the proficiency or proficiencies which that elite troop type possess based on the troop type.

CHOOSING BREEDING GROUNDS

A **breeding ground** is a realm which, due to its harsh conditions, militant culture, or other factors, is a source of a particular type of elite troop. A breeding ground must be a realm no smaller than a large county (875 to 1,400 square miles) and no larger than a small kingdom (32,500 to 36,000 square miles). A campaign setting may have no, one, or many breeding grounds, at the Judge's discretion; breeding grounds are most common in realms engaged in constant violent struggle against nearby enemies.

Some historical breeding grounds for elite troops include Lacedaemonia (1,400 square miles), Balearic Isles (1,900 square miles), Crete (3,200 square miles), Wales (8,000 square miles), Switzerland (16,000 square miles), and Numidia (22,000 square miles).

SELECTING TROOP TYPES

As explained in *D@W: Campaigns*, troops are classified by how they are trained and equipped, which in turn dictates how they are used in battle. The Troop Types table on *D@W: Campaigns* p. XX lists the most common troop types, along with the races that typically employ them and the default equipment for the type, although these can vary with the particulars of a Judge's setting.

While elite troops of any type are possible, not every type of breeding ground can produce every type of troop. The racial make-up and the predominant terrain of the breeding ground will determine which types of troops the ground breeds. For each breeding ground he places in his campaign setting, the Judge should select one to three troop types that the breeding ground produces from the tables below.

The Possible Troop Types by Predominant Race table shows what type of troops are typically elite within the various races that field organized military forces. For these purposes, a race is predominant if the majority of the population in the breeding ground is of that race. If no race makes up a majority of the population, then the race that makes up the largest minority of the population is predominant.

Predominant Race	Possible Troop Types
Human	By Predominant Terrain
Dwarf	Heavy Infantry A-D; Crossbowmen; Mounted Crossbowmen
Elf	Light Infantry; Heavy Infantry A, B; Bowmen; Longbowmen; Light Cavalry; Horse Archers; Cataphract Cavalry
Kobold	Light Infantry
Goblin	Light Infantry; Slingers; Bowmen; Wolf Riders
Orc	Light Infantry; Heavy Infantry; Bowmen; Crossbowmen; Boar Riders
Hobgoblin	Light Infantry; Heavy Infantry; Longbowmen; Light Cavalry; Medium Cavalry; Horse Archers
Gnoll	Light Infantry; Heavy Infantry; Longbowmen
Lizardman	Light Infantry; Heavy Infantry
Bugbear	Light Infantry; Heavy Infantry
Ogre	Light Infantry; Heavy Infantry

The Possible Troop Types by Predominant Terrain table offers guidelines for what type of troops might appear in different terrain. A terrain type is considered predominant if the majority of the hexes in the breeding ground are of that type. If no type makes up a majority of the hexes, then the terrain type that makes up the largest minority of the hexes is predominant.

Predominant Terrain	Possible Troop Types
Clear/Grass	Any Cavalry; Longbowmen B
Shrubland	Light Infantry A, B, E; Longbowmen B; Heavy Infantry A, B, C; Heavy Cavalry; Cataphract Cavalry
Woods	Bowmen; Longbowmen A, B; Heavy Infantry C, D
Jungle	Bowmen; Longbowmen A; Light Infantry E-H; War Elephants
Swamp	Bowmen; Longbowmen A; Light Infantry G, H
Hills	Light Infantry A-D; Slingers; Longbowmen B; Heavy Infantry A, B, C
Mountains	Light Infantry A, F; Slingers; Crossbowmen; Longbowmen B
Barrens	Slingers; Light Infantry A, E, G; Camel Archers; Camel Lancers
Desert	Slingers; Light Cavalry A-C; Camel Archers; Camel Lancers

EXAMPLE: Corcano is an island realm in the Ammas Aurë that consists of 16 24-mile hexes, or about 8,000 square miles. The Judge has decided Corcano is a breeding ground for elite troops in the setting. Corcano’s population is predominantly human, so the realm’s predominant terrain will determine the type of troops that might be elite. Consulting his continental map, the Judge notes that Corcano consists of 3 hexes of clear terrain, 6 hexes of mountain terrain, and 7 hexes of hills terrain. No terrain type makes up a majority of the hexes in the realm, so the Judge instead uses the largest minority terrain type, hills. Consulting the Possible Troop Types by Predominant Terrain table, the Judge sees that he can choose from Light Infantry A, B, C or D; Slingers; Longbowmen B; or Heavy Infantry A, B, or C. Inspired by history’s Cretan archers, who used composite bows, he decides that Corcano is a breeding ground for Elite Longbowmen B (troops with composite bow, sword, shield, and leather armor).

ASSIGNING PROFICIENCIES

For each type of elite troop in each breeding ground, choose or roll for the proficiency or proficiencies which that elite troop type possess based on the troop type using the Assigning Proficiencies tables below.

Elite Troop Type (Humans)	Die Roll (1d12)
Light Infantry A, F, G, H	1 Alertness, 2 Ambushing, 3 Climbing and Endurance, 4 Combat Reflexes, 5-6 Fighting Style (missile weapon), 7 Running, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Light Infantry B, E	1 Alertness, 2 Berserkergang, 3 Climbing and Endurance, 4 Combat Reflexes, 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9 Running, 10 Skirmishing, 11-12 Weapon Focus
Light Infantry C	1 Alertness, 2-3 Berserkergang, 4 Climbing and Endurance, 5 Combat Reflexes, 6-7 Fighting Style (two-handed weapon), 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Light Infantry D	1 Alertness, 2-3 Berserkergang, 4-5 Combat Reflexes, 6-7 Fighting Style (two weapons), 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Heavy Infantry A, C	1 Alertness, 2 Berserkergang, 3-4 Combat Reflexes, 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Heavy Infantry B	1 Alertness, 2 Berserkergang, 3-4 Combat Reflexes, 5-8 Fighting Style (pole weapon), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Heavy Infantry D	1 Alertness, 2-3 Berserkergang, 4 Climbing and Endurance, 5-6 Combat Reflexes, 7-9 Fighting Style (two-handed weapon), 10 Skirmishing, 11-12 Weapon Focus
Slingers, Bowmen, Crossbowmen, Longbowmen A, B	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4 Climbing and Endurance, 5-6 Fighting Style (missile weapon), 7-8 Precise Shooting, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Light Cavalry A, B	1 Alertness, 2 Ambushing, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapons), 7-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Light Cavalry C, Medium Cavalry, Heavy Cavalry, Camel Lancers	1 Alertness, 2-3 Combat Reflexes, 4-5 Fighting Style (pole weapon), 6-9 Fighting Style (weapon and shield), 10 Skirmishing, 11-12 Weapon Focus
Horse Archers, Camel Archers	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6-7 Precise Shooting, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Cataphract Cavalry	1 Alertness, 2 Combat Reflexes, 3-4 Fighting Style (missile weapon), 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Precise Shooting, 11 Skirmishing, 12 Weapon Focus
War Elephants	1 Alertness, 2 Berserkergang*, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapon), 7-8 Fighting Style (pole weapon), 9-10 Precise Shooting, 11 Skirmishing, 12 Weapon Focus

EXAMPLE: Corcano is a breeding ground for Elite Longbowmen B. The Judge consults the Assigning Proficiencies table and rolls 1d12. The result is a 10 – Skirmishing. The Judge decides that Corcano’s hill and mountain folk have a culture of banditry and raiding that makes them excellent hit-and-run archers.

Elite Troop Type (Demi-Human)	Die Roll (1d12)
Dwarven Heavy Infantry A	1 Alertness, 2 Bersekergang, 3 Combat Reflexes, 4 Goblin Slaying, 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Dwarven Heavy Infantry B	1 Alertness, 2-3 Bersekergang, 4 Combat Reflexes, 5 Goblin Slaying, 6-8 Fighting Style (two-handed weapon), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Dwarven Heavy Infantry C, D	1 Alertness, 2 Bersekergang, 3 Combat Reflexes, 4-5 Goblin Slaying, 6-8 Fighting Style (weapon and shield), 9-10 Siege Engineering and Endurance, 11-12 Weapon Focus
Dwarven Crossbow Dwarven Mounted Crossbow	1 Alertness, 2 Combat Reflexes, 3-4 Goblin Slaying, 5-7 Fighting Style (missile weapon), 8-9 Precise Shooting, 10 Siege Engineering and Endurance, 11 Skirmishing, 12 Weapon Focus
Elven Light Infantry	1 Alertness, 2 Climbing and Endurance, 3 Combat Reflexes, 4-5 Goblin Slaying, 6-7 Fighting Style (pole weapon), 8-9 Fighting Style (weapon and shield), 10 Skirmishing, 11-12 Weapon Focus
Elven Heavy Infantry A, B	1 Alertness, 2-3 Combat Reflexes, 4-5 Goblin Slaying, 6-7 Fighting Style (pole weapon), 8-10 Fighting Style (weapon and shield), 11-12 Weapon Focus
Elven Bowmen, Longbowmen	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4 Climbing and Endurance, 5-6 Fighting Style (missile weapon), 7-8 Precise Shooting, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Elven Light Cavalry	1 Alertness, 2 Ambushing, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapons), 7-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Elven Horse Archers	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6-7 Precise Shooting, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Elven Cataphracts	1 Alertness, 2 Combat Reflexes, 3-4 Fighting Style (missile weapon), 5-6 Fighting Style (pole weapon), 7-8 Fighting Style (weapon and shield), 9-10 Precise Shooting, 11 Skirmishing, 12 Weapon Focus

Elite Troop Type (Beastmen)	Die Roll (1d12)
Kobold Light Infantry Goblin Bowmen and Slingers	1 Ambushing, 2 Climbing and Endurance, 3 Combat Reflexes, 4 Fighting Style (missile weapon), 5 Kin-Slaying, 6-7 Running, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Goblin Light Infantry Orc & Gnoll Light Infantry	1 Ambushing, 2 Berserkergang, 3 Climbing and Endurance, 4 Combat Reflexes, 5 Fighting Style (weapon and shield), 6 Kin-Slaying, 7-8 Running, 9-10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Orc Bowmen & Crossbowmen Gnoll Longbowmen	1 Ambushing, 2 Climbing and Endurance, 3 Combat Reflexes, 4 -5 Fighting Style (missile weapon), 6 Kin-Slaying, 7-8 Running, 9-10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Orc & Gnoll Heavy Infantry Ogre Light & Heavy Infantry	1 Ambushing, 2-3 Berserkergang, 4 Combat Reflexes, 5-6 Fighting Style (two-handed weapon), 7-8 Kin-Slaying, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Lizardman Light & Heavy Infantry	1 Ambushing, 2-3 Berserkergang, 4 Combat Reflexes, 5 Fighting Style (missile weapon), 6-7 Kin-Slaying, 8-9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Bugbear Light Infantry	1-2 Ambushing,, 3-4 Berserkergang, 5 Combat Reflexes, 6-7 Fighting Style (weapon and shield), 8 Kin-Slaying, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Bugbear Heavy Infantry	1-2 Ambushing,, 3-4 Berserkergang, 5 Combat Reflexes, 6-7 Fighting Style (two-handed weapon), 8 Kin-Slaying, 9 Running, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Goblin Wolf Riders Orc Boar Riders	1 Ambushing, 2-4 Berserkergang, 5-6 Combat Reflexes, 7-8 Kin-Slaying, 9-10 Skirmishing, 11-12 Swashbuckling
Hobgoblin Light Infantry	1 Alertness, 2 Combat Reflexes, 3-4 Fighting Style (pole weapon), 5-6 Fighting Style (weapon and shield), 7-8 Kin-Slaying, 9 Siege Engineering & Endurance, 10 Skirmishing, 11-12 Weapon Focus
Hobgoblin Heavy Infantry	1 Alertness, 2-3 Combat Reflexes, 4-5 Fighting Style (pole weapon), 6-7 Fighting Style (two-handed weapon), 8-9 Kin-Slaying, 10 Siege Engineering & Endurance, 11-12 Weapon Focus
Hobgoblin Longbowmen	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6 Precise Shooting, 7 Kin-Slaying, 8 Running, 9 Siege Engineering & Endurance, 10 Skirmishing, 11 Swashbuckling, 12 Weapon Focus
Hobgoblin Light Cavalry	1 Alertness, 2 Ambushing, 3-4 Combat Reflexes, 5-6 Fighting Style (missile weapons), 7-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus
Hobgoblin Medium Cavalry	1 Alertness, 2-3 Combat Reflexes, 4-5 Fighting Style (pole weapon), 6-9 Fighting Style (weapon and shield), 10 Kin-Slaying, 11 Skirmishing, 12 Weapon Focus
Hobgoblin Horse Archers	1 Alertness, 2 Ambushing, 3 Combat Reflexes, 4-5 Fighting Style (missile weapon), 6-7 Precise Shooting, 8-9 Skirmishing, 10-11 Swashbuckling, 12 Weapon Focus

On army rosters, elite troops should be designated as [number] [race, if non-human] [veteran status, if veterans] [elite] [ethnicity by breeding ground] [unit type] [(proficiency)].

EXAMPLE: A unit raised from Corcano might be designated as “120 Elite Corcanosi Longbowmen B (Skirmishing)”.

PROFICIENCY LIST

The proficiencies available to elite troops are detailed below. In most cases, a proficiency’s effects on an elite unit’s characteristics are a direct application of the rules for the proficiency to *Domains at War*. For example, Fighting Style (weapon and shield) increases a combatant’s AC by 1 when he is wielding a weapon and shield; similarly an elite unit with Fighting Style (weapon shield) has its Unit AC increased by 1 when it is wielding a weapon and shield. In a few cases, some adjustment has been required to translate the game mechanics of man-to-man combat to mass combat.

Alertness: When an army is surprised (i.e. the strategic situation is Ambush, Deep Envelopment, Envelopment, or Rear Guard Envelopment), its commanders usually have no activation points (AP) in the first combat round and ½ their normal AP in the second combat round. However, for each unit with Alertness they command, commanders gain 1 activation point in the first combat round and ½ AP in the second round. (The AP do not have to be spent on the units with Alertness.) A unit with Alertness proficiency is also immune to the effects of Ambushing (see below).

EXAMPLE: Marcellus is a commander of a six-unit division in an army that has been surprised by a Deep Envelopment. He has a Leadership Ability of 6. Given the strategic situation, Marcellus would normally have 0 AP in the first combat round, 3 AP in the second combat round, and 6 AP per combat round thereafter. However, Marcellus’s division includes 2 Elite Light Infantry with Alertness. Therefore he has (0 + 2) 2 AP in the first combat round, (3 + 1) 4 AP in the second combat round, and 6 AP per combat round thereafter.

Ambushing: When the unit attacks with surprise or from the flank, it gains an additional +2 bonus on its attack throw (for a total bonus of +4). Each successful attack deals two hits (instead of the usual one hit) to the target. A target with Alertness proficiency is immune to the effects of Ambushing, however.

Berserkerang: Whenever the unit conducts a melee attack sequence, it may go berserk. Berserk units are marked by placing a berserk token on the unit. While the berserk token is present, the unit gains a +2 bonus on attack throws and its base morale score is increased to +4, but its Unit AC is decreased by 2 and its formation is considered to be irregular (IF or IM). The berserk token is removed if the unit begins an activation unthreatened by any enemy units. Mounted units may not take this proficiency unless the mount will fight on if the rider is dead.

Combat Reflexes: The unit is eligible to conduct a free melee attack sequence against a disengaging enemy unit even when it is disordered. A commander gains a +1 bonus to his initiative score during the current combat round if he activated one or more units with this proficiency in the prior combat round.

Climbing: The unit can march into Cliff/Mountain hexes as if they were rough rather than impassable terrain. The unit may not hustle or charge into, through, or from otherwise-impassable Cliff/Mountain hexes, however. A unit with Climbing proficiency in a Cliff/Mountain hex threatens adjacent enemy units that are in adjacent hexes, but is not itself threatened unless the enemy units are Flyers or possess the Climbing proficiency. Mounted units may not take this proficiency unless mounted on mules or similar sure-footed mounts (Judge’s discretion).

Endurance: The unit can force march for one day without penalty. Units composed exclusively of troops with extraordinary Constitution may force march one additional day for each point of Constitution bonus. Mounted units may not take this proficiency unless mounted on camels, mules, or similar hardy mounts (Judge’s discretion).

Fighting Style: The unit is proficient in a particular fighting style, chosen when the unit is trained. The fighting styles and the bonuses they provide to the unit are listed below. The unit must be equipped appropriately to take advantage of the proficiency, e.g. a unit equipped with shortbow, sword, and dagger cannot benefit from Fighting Style (pole weapon).

Fighting Styles	
Style	Bonus
Pole weapon	The unit is eligible to conduct a free melee attack sequence against a disengaging enemy unit even when it is disordered. The unit gains a +1 bonus to attack throws on melee attack sequences when charging, set for charge, or against disengaging enemy.
Missile weapon	The unit gains a +1 bonus to attack throws on missile attack sequences.
Single weapon	The unit gains a +1 bonus to attack throws on melee attack sequences.
Two weapons	The unit gains a +1 bonus to attack throws on melee attack sequences.
Two-handed weapon	The unit deals one extra point of damage if it hits with at least two attacks during a melee attack sequence.
Weapon and shield	The unit gains a +1 bonus to Unit AC while equipped with weapon and shield.

Goblin-Slaying: The unit has been trained to ruthlessly cut down his race's humanoid foes. It receives +1 on attack throws against enemy units composed of kobolds, goblins, orcs, gnolls, hobgoblins, bugbears, ogres, trolls, and/or giants. If the Goblin-Slaying unit has 7 Unit HD or more this bonus increases to +2. If the Goblin-Slaying unit has 13 Unit HD or more the bonus increases to +3.

Kin-Slaying: The unit is thirsty for the blood of man. It receives +1 on attack throws against enemy units composed of humans, elves, dwarves, gnomes, or halflings. If the Kin-Slaying unit has 7 Unit HD or more this bonus increases to +2. If the Kin-Slaying unit has 13 Unit HD or more the bonus increases to +3.

Precise Shooting: A unit with Precise Shooting proficiency may conduct a missile attack sequence against a target threatening or threatened by it without penalty. The unit may use volleying overhead to conduct a missile attack sequence against a target threatening or threatened by an ally.

Running: A LF or IF unit with Running proficiency that normally has Unit Movement Rate 2/3/4 instead has Unit Movement Rate 2/4/6. A LF or IF unit with Running proficiency that normally has Unit Movement Rate 2/4/6 instead has Unit Movement Rate 2/5/8. Mounted units may not take this proficiency unless mounted on exceptional mounts (Judge's discretion).

Siege Engineering: The unit can be assigned to construction projects of up to 25,000gp without a supervisor. All of the troops within the unit have a base construction rate of 66cp per day. A typical 120-man unit has a base construction rate of 80gp per day.

Skirmishing: A disengaging unit with Skirmishing proficiency does not trigger attacks by threatening units that have a slower marching movement rate than it. A disengaging LF, LM, or FLY unit with Skirmishing proficiency does not trigger attacks by threatening units that have an *equal* or slower marching movement rate than it.

Swashbuckling: An IF, LF, IM, LM, or FLY unit with Swashbuckling proficiency gains a +1 bonus to Unit AC. If the unit has 7 Unit HD or more this bonus increases to +2. If the unit has 13 Unit HD or more the bonus increases to +3.

Weapon Focus: When using its favored weapon, the unit is capable of devastating strikes. On an attack throw scoring an unmodified 20 when using its favored weapon, the unit deals two points of damage to the target's uhp (instead of one). The unit's favored weapon is defined when the unit is trained.

AVAILABILITY OF ELITE TROOPS

ELITE CONSCRIPTS AND MILITIA

If peasants are conscripted or levied from a breeding ground, all peasants that are qualified, trained, and equipped as one of the breeding ground's elite troops types become elite.

EXAMPLE: Corcano is a breeding ground for Elite Longbowmen B (Skirmishing). Corcano has a population of 100,000 families, so the ruler of Corcano can conscript up to 10,000 peasants. Consulting the Qualifying Number of Conscripts table in *D@W: Campaigns*, he notes that for every 120 conscripts, 30 qualify as longbowmen. Therefore the ruler has $(30/120 \times 10,000)$ 2500 peasants that qualify as longbowmen. The ruler trains and equips these 2500 qualified peasants as Longbowmen B. At the end of the training time, he now has 2500 Elite Corcanosi Longbowmen B (Skirmishing).

Peasants that qualify to be one of the breeding ground's troop types, but are trained or equipped for another type, do not become elite. Their talents are "wasted." For this reason, wise rulers will train and equip their conscripts to exploit their breeding ground(s), and hire mercenaries for other positions.

EXAMPLE: Longbowmen must be drawn from those with the qualities of both heavy infantry and bowmen. The ruler is short on heavy infantry, so he decides to train and equip 1250 of the 2500 conscripts that qualify as longbowmen as Heavy Infantry A. He trains and equips the other 1250 qualified peasants as Longbowmen B. At the end of the training time, he now has 1250 Heavy Infantry A and 1250 Elite Corcanosi Longbowmen B (Skirmishing).

ELITE TRIBAL WARRIORS

The article "The Savage Swords of Chaos" in *Axioms Issue 2* introduced **tribal domains**, from which large numbers of **tribal warriors** can be levied from the domain's population. Tribal domains are often breeding grounds for elite troops. When tribal warriors are levied from a breeding ground, all tribal warriors of the types bred are elite.

EXAMPLE: The Jarldom of Theidag, in Jutland, is a breeding ground for Elite Light Infantry C. It has a population of 4,600 families. Consulting "The Savage Swords of Chaos," the Judge sees that up to 4,600 tribal warriors can be levied from Theidag, of which 2,300 can be light infantry. All of these light infantry will be Elite Theidagan Light Infantry C.

ELITE FOLLOWERS

The leader of a domain will attract elite followers in certain circumstances. If the leader is a native of a breeding ground, followers of his native breeding ground's troop type will be elite. (If the Judge determines that the leader is infamous or unknown in his breeding ground, this advantage is lost.) If the leader's domain was established within a breeding ground, followers of the local breeding ground's troop type will be elite. At the Judge's discretion, he equipment of arriving followers can be adjusted so that their specific troop type matches one of the breeding grounds.

EXAMPLE: Demetrios is a 9th level explorer from Corcano, a breeding ground for Elite Longbowmen B (Skirmishing). He has just established a border fort in the Syrnasos, a breeding ground for Elite Slingers (Weapon Focus). As an explorer, Demetrios attracts 1d4x10 followers. The roll is a 3, so 30 followers arrive to work for the new warden.

Rolling once for every 10 followers on the Follower Type and Equipment by Class table, Demetrios determines that he has attracted 10 longbowmen (longbow, sword, chain mail armor), 10 slingers (sling, short sword, shield, leather armor), and 10 light infantry (spear, hand axe, shield, leather armor). The Judge decides that the longbowmen have arrived from Corcano, and adjusts their equipment to composite bow and leather armor; these will be Elite Corcanosi Longbowmen B (Skirmishing). The slingers are from the Syrnasos, so they are Elite Syrnasan Slingers (Weapon Focus). The light infantry are just regulars.

ELITE MERCENARIES AND SLAVE SOLDIERS

When a leader hires mercenary troops from a breeding ground for that type of type, all the mercenaries available of that type will be elite.

EXAMPLE: Demetrios now rules a county-sized realm within the Syrnasos. He decides he'd like to hire mercenary slingers. Consulting the Mercenary Availability by Realm Size table and cross-referencing Slingers with County, he sees that 35 slingers are available. Since these slingers are being hired from a breeding ground, the 35 slingers are all Elite Syrnasan Slingers (Weapon Focus).

Elite troops are in high demand due to their special skills, and since the local rulers have access to elite conscripts, many elite troops can be found working as mercenaries outside their homelands. Therefore, a percentage of mercenaries available in any market or realm will be elite. The percentage is equal to:

$$(\text{population in families of the breeding ground}) / (\text{population of the campaign setting})$$

EXAMPLE: The Tarkaun of the Auran Empire, a realm with a population of 4,200,000 families, wishes to hire as many Elite Longbowmen B (Skirmishing) as possible. Consulting the Mercenary Availability by Realm Size table and cross-referencing Longbow with Empire, he sees that 5,500 longbowmen are available. However, the listed empire on the table is of minimum population (1,500,00 families); since his realm is larger than the listed population, the results are scale up proportionately. $5,500 \times 4,200,000 / 1,500,000 = 15,400$ longbowmen are available.

Corcano has a population of 100,000 families. The Aurēpos region as a whole has a population of about 10,000,000 families. Therefore $(100,000 / 10,000,000)$ 0.01 or 1% of the longbowmen available in various markets and realms will be Elite Longbowmen B (Skirmishing) from Corcano. Therefore, the Tarkaun can hire $(15,400 \times .01)$ 154 Elite Longbowmen B from Corcano over the hiring time period.

The maximum number of mercenaries available in the entire campaign setting from any given breeding ground is equal to ten times the number that would be available as conscripts. Such a situation would imply that mercenary labor is a major export for the breeding ground, with many of its able-bodied young men and retired conscripts taking up arms for foreign powers, and supporting their realm with gold, slaves, and other spoils of war in lieu of their labor.

EXAMPLE: Corcano has a population of 100,000 families. Up to 2,500 longbowmen can be levied from Corcano. Therefore, in the entirety of Aurēpos, no more than 25,000 Elite Corcanosi Longbowmen B (Skirmishing) are available.

Elite Slave-Soldiers: Sometimes a breeding ground may be a source of elite slave-soldiers. If so, apply the rules for mercenaries, above, to represent the availability of the slave soldiers.

COST AND BATTLE RATING OF ELITE TROOPS

Elite troops are more effective in battle, and command a higher wage as a result. Increase the battle rating of elite troops by 0.5 per every 2 BR, with a minimum increase of 0.5 BR. Increase the wages of elite troops by 1gp per every 6gp of regular wage, with a minimum increase of 3gp.

EXAMPLE: A regular unit of Heavy Infantry A has a battle rating of 2 and a wage of 12gp per month per troop. An elite unit of Heavy Infantry A has its battle rating increased by $(2 \text{ BR} \times 0.5 \text{ BR} / 2 \text{ BR}) 0.5$ points, for a final BR of 2.5. The unit has its wage increased by $(12\text{gp} \times 1\text{gp}/6\text{gp}) 2\text{gp}$ per troop, rounded up to the minimum of 3gp increase per troop, for a total wage of 15gp per troop.

When units are both elite and veteran, first make the unit elite, then make it veteran. That is, veteran elite units increase their elite wage by 12gp per month and their elite BR by 2 if infantry and 1 if cavalry.

EXAMPLE: A unit of Heavy Infantry A has a BR of 2 and a wage of 12gp if regular; a BR of 2.5 and a wage of 15gp if elite; a BR of 4 and a wage of 24gp if veteran; and a BR of 4.5 and a wage of 27gp if veteran elite.

BECOMING ELITE THROUGH TRAINING AND/OR EXPERIENCE

While most elite troops are drawn from breeding grounds, it is possible for some regular troops to become elite, either through training or experience.

BECOMING ELITE THROUGH TRAINING

Only 10% of regular troops of any given type qualify as **elite trainees** who have the talent and discipline to become any particular type of elite troops. To transform these elite trainees into elite troops, they must be removed from their regular units and put into **training units** to receive **elite training**. This elite training is provided by elite troops of the same type working as a **training cadre**. Each elite troop can train up to seven elite trainees of the same type. The training cadre cannot be deployed on campaign while training troops. The Elite Training Time and Cost table shows the time and cost to train elite trainees to be elite troops.

Elite Training Time and Cost					
Troop Type	Training Time	Cadre Cost	Training Cost	Total Cost (Troop)	Total Cost (Unit)
Light Infantry	3 months	3.8gp	27gp	30.8gp	3,700gp
Heavy Infantry	3 months	6.5gp	45gp	51.5gp	6,170gp
Slingers	3.5 months	4.5sp	31.5gp	36gp	4,320gp
Bowmen	4 month	6.8sp	48gp	54.8gp	6,580gp
Crossbowmen	3 months	9gp	63gp	72gp	8,640gp
Longbowmen	5 months	15gp	105gp	120gp	14,400gp
Light Cavalry	5 months	25gp	175gp	200gp	12,000gp
Horse Archers	8 months	60gp	420gp	480gp	28,800gp
Medium Cavalry	6 months	45gp	315gp	360gp	21,600gp
Heavy Cavalry	8 months	80gp	560gp	640gp	38,400gp
Cataphract Cavalry	14 months	175gp	1,225gp	1,400gp	84,000gp
Camel Archers	8 months	40gp	280gp	320gp	19,200gp
Camel Lancers	14 months	105gp	735gp	840gp	50,400gp
War Elephants	8 months	480gp	3,360gp	3840gp	230,400gp
Mounted Crossbowmen	6 months	45gp	315gp	360gp	21,600gp
Wolf Riders	8 months	20.5	144gp	164.5gp	9,875gp
Boar Riders	8 months	44gp	308gp	352gp	21,120gp

EXAMPLE: The Tarkaun's army includes 7,560 Regular Longbowmen B and 120 Elite Corcanosi Longbowmen. Of his regulars, 756 qualify as elite trainees. He employ (756/7) 108 of his Elite Corcanosi Longbowmen as a training cadre. Consulting the Elite Training Time and Cost table, the Tarkaun sees it will take 5 months to transform the elite trainees into elite troops, and cost (120gp x 756) 90,720gp.

BECOMING ELITE THROUGH EXPERIENCE

When a unit gains sufficient XP to advance in level or HD, it might also become elite at the same time. If already elite, it may gain an additional elite proficiency. The likelihood of this occurring depends on the class of the unit and the level or HD it has gained.

Fighters: Most units that become veteran do so by advancing from 0th level normal men to 1st level fighters (or, more rarely, explorers, assassins, paladins, etc.) When a unit advances from 0th level normal men to 1st level in any of these classes, roll 1d10 – on a roll of 10, the unit gains a random elite proficiency. Roll 1d10 again when it advances to 3rd, 6th, 9th, and 12th level.

Barbarians: Units recruited from barbarian regions might advance from 0th level normal men to 1st level barbarians. When a regular unit advances from 0th level normal men to 1st level barbarian, it *automatically* gains the natural proficiency of its regions as an elite proficiency. When an elite unit advances from 0th level normal men to 1st level barbarian, it also automatically gains the natural proficiency of its region as an elite proficiency, unless it already possesses it. In that case, roll 1d10 - on a roll of 10, the unit gains a random elite proficiency. Roll 1d10 again when it advances to 3rd, 6th, 9th, and 12th level.

Monsters: A demihuman, beastman, or exotic unit may roll to gain an exotic proficiency when it first advances to the following HD: 1, 3, 6, 9, and 12. Roll 1d10 - on a roll of 10, the unit gains a random elite proficiency.

Units are considered elite for purposes of BR and wages as soon as they gain one elite proficiency. Elite units that gain further elite proficiencies increase their battle rating by an additional 0.5 for every 2 points of BR and their wages by an additional 1gp per every 6gp of regular wage.

To determine which elite proficiency a unit gains, roll 1d12 on the Assigning Proficiencies table for the appropriate race and type. The Judge may assign a specific proficiency based on the circumstances of the unit's advancement, if desired.