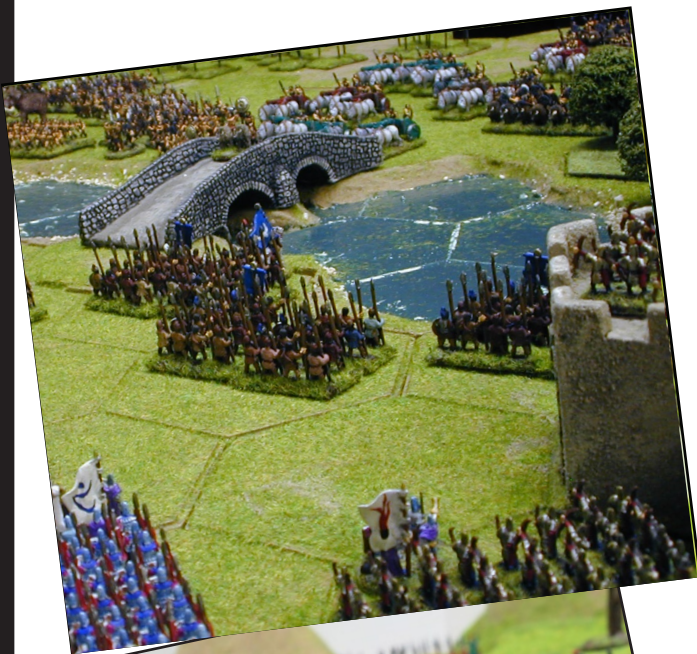


HORDES & HEROES

MEDIEVAL FANTASY ARMY LISTS



For the Fast Play, Hex Based Medieval Fantasy Rules from Kallistra
EPIC MEDIEVAL FANTASY BATTLES

Dwarf Army



This Dwarf army comprises of 2 Generals, 4 units of Warriors, 3 units of Shooters, 1 unit of Cavalry, 1 unit of Armoured Car, 1 unit of Gyro Bombers and 1 unit of Gyro Fighters.
13 units in total with a points value of 149.

High Elf Army



This High Elf army comprises of 1 Magician, 1 General, 3 units of Spears, 2 unit of Archers, 1 unit of Bolt Shooters, 1 unit of Eagles, 2 units of Cavalry and 1 unit of Treemen
12 units in total with a points value of 150.

Barbarian Army



This Barbarian army comprises of 3 Generals, 4 units of Hordes, 4 units of Archers, 3 units of Horsemen, 2 units of Mammoth Riders and 2 units of Birdmen.
18 units in total with a points value of 147.

HORDES & HEROES

MEDIEVAL FANTASY ARMY LISTS

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ARMY LISTS

Introduction

These army lists are intended for use with Hordes and Heroes Medieval Fantasy rule system. They are designed to enable any fantasy army to be represented on the table top, in a miniature game, up to an agreed point value. We have endeavoured to make the lists flexible enough to enable very different army compositions to be created using the same list. These army lists have been compiled to enable enjoyable games to be played using what might be considered 'traditional' Medieval armies as well as historical armies to which have been added fantasy elements such as Magicians, flyers, giants etc. this enables gamers to employ the same armies of miniatures, plus a few aforementioned additions, to create both fantasy and historical battles.

The points system used to calculate troop values is entirely open and explicit, which means that it is very easy for gamers to change and customise units and armies to suit their individual preferences and requirements for their own games. The armies as stated in the lists can be modified to reflect particular scenarios, time periods, campaigns, battles etc. The 'standard' armies as listed here, therefore, will hopefully be simply regarded as a suitable reference for choosing armies for enjoyable evening or weekend games and competition and tournament play.

Choosing Army size

Armies can be constructed to any agreed points value with your opponent. An army of 150 points per side will provide for a small game usually lasting little over an hour. A 250 point army, per side, would be suitable for a game lasting a whole evening. For very large multi-player games using a combination of different allied armies, comprising of many different commands, lasting a whole day, armies of 1000 points and more can be pitted against each other.

Generals and Hero Generals

The number of Generals and Hero Generals in any army must not comprise more than 20%, or 1 in 5 of the units in any army. The smallest force that can be fielded is therefore 4 units of troops plus 1 General or Hero General. An army consisting of 15 units can have 3 generals etc. Generals are always counted when working out the number of units permitted for a given troop type within each army list.

Magicians

A magician costs 25 points regardless of which army he/she is attached and enjoys the same command range as the other generals in the army up to a maximum of 3 hexes.

Only one magician can be fielded in an army of up to 200 points, two up to 400 points, three up to 600 points etc. Although the magician can function as a general he/she can be regarded as an extra 'free' commander and not subject to the normal 1 in 5 or 20% rule.

We are constantly adding new miniatures and ranges to our already extensive medieval and medieval fantasy listings, so keep a check on our website for all the latest news and releases.

Points cost of Generals and Hero Generals

Generals and Hero Generals with a 'standard' command move of 3 hexes, and command range of 3 hexes, cost 10 points and 15 points respectively. Some historical armies have generals and troops which exhibited remarkable command and control characteristics in very challenging circumstances and terrain. These Generals have increased characteristics and additional points cost. For the same reason some armies can have a higher proportion of Hero Generals than others. Generals of armies that are entirely composed of infantry have reduced command and control ranges and points cost.

Table Size and Terrain Layout.

For armies of 150 points, a gaming area of 1.2 metres by 0.9 metres (4ftx3ft) would be ideal (one box of Hexon terrain boards). 250 point armies or larger are better accommodated on gaming areas of 1.8m x 1.2m(6ftx4ft). The size, type and distribution of terrain features will be dependent very much upon the part of the world being represented. A selection of terrain layouts of different sizes are available to download from our web site.

Collecting and Constructing Medieval Fantasy Armies in 12mm scale

Collecting and painting miniatures to create armies is a very rewarding part of the hobby. Small scale figures enable you to create the mass effect of lots of troops on the table top – it actually looks like an army! They are quick and easy to paint because you are painting a unit of troops rather than an individual figure. There is more opportunity to create bodies of troops and creatures that are multi-purpose - giant eagles can be used in many Fantasy armies, as can giants, dragons, treemen etc. You are able to mix and match different units from your collection to create or reinforce a whole range of different armies.

Hordes & Heroes Codes

The codes for the H&H Medieval and Fantasy ranges are listed next to the troop types in the army lists. Some of the blisters in the historical range can be regarded as a 'close match'. So please check the photos of the unit blisters on our web site for approval before ordering. Units, stands, strips, and even individual figures can be mixed and matched to create the required 'blend' in a unit.

In the Army Lists we have sometimes used generic terms such as 'spears' to describe, for example, High Elf Spears simply to avoid repetition.

Support

On the Kallistra website you will find information about painting and basing H&H miniatures. There are lots of examples of armies containing a wide range of troop types and points values. There is also a Frequently Asked Questions section.

ORGANISING AN ARMY

The army lists contain maximum and minimum percentages of the various troop types from which an army can be composed. We have deliberately made the various unit proportions as generous and flexible as possible without creating too much of an imbalance. The options within each list should enable gamers to construct an army to suite their style of play and personal preferences for employing offensive or defensive tactics or both.

The Points Value of any unit is calculated as detailed below:-

Unit Class + Speed + H to H Combat + Shooting +

Armour Protection = Points Value

All troop types e.g. infantry, mounted, artillery, flyers etc., are each given a classification from A (the best!), to E (the worst!). This allows for differentiation between highly motivated, well armed and armoured High Elves, and very reluctant, poorly equipped peasant levies. The vast majority of troops fall into the B, C or D class, with only the very best and worst qualifying for A or E status respectively. (A=5 points, E=1 point)

The speed of movement attributed to different types of units are all given in hexes. These are tactical speeds and not physical speeds (usually maximum 5 hexes, minimum 1 hex).

The Combat Factor is the strength of the unit in hand-to-hand combat, plus where applicable, an Impact Bonus, in brackets. This bonus can be used when first making contact with an enemy unit and in each subsequent round of hand-to-hand combat, until a melee is formed. E.g. 4(+2). The Impact Factor is not included in the Points Value.

The Shooting Factor for missile troops is given in brackets after the troop type. Shooters have a shooting factor of 6+, 7+ or 8+, which costs 3 points, 2 points and 1 point respectively.

Artillery and large missile throwers are allocated Points Values per unit of 2 or 3 stands appropriate to their range and effect. (Normally 6, 8, 9 or 10 points per unit.)

Units of less than 4 stands have their points cost reduced by -1 for 3 stand, -2 for 2 stands and -3 for 1 stand.

All flying units cost an extra 5 points per unit. Aerial bombers such as Dwarf Gyrobombers or Ratman Powered air Balloons cost an extra 8 points per unit.

Additional Characteristics

A1, A2 - The Armour Value is the protection against missile weapons (excluding artillery/trebuchets and hand held gunpowder weapons) afforded by the use of a shield and or body armour, and includes horse armour. Where A1=1 point, A2 = 2 points.

HT - A 'Hard Target' or 'Hard Cover', is a wooden protective screen, stone wall or a war wagon etc.

G - Gun Powder Weapon, negates the effect of A1 and A2 armour

C - Crossbows, reduces A2 armour protection down to A1 and A1 armour down to 0.

H - Hordes, which have special Command and Control requirements qualify for a -1 off their points total per unit.

E - Unit can evade 1 or 2 hexes, when contacted by an enemy unit.

F - Flee, the unit has the option of fleeing when contacted by an enemy unit.

PS - Psychological units.

Troop Type	Class A, B, C, D, E, Horde	Speed	H-to-H Combat	Shooting 6+(3) 7+(2) 8+(1)	Characteristics	Total Points
Orc Horde (AH)	2 (C Horde -1)	2R	2	-	AH	6
Dwarf Shooters (7+)	4 (B)	1CR	2	(7+)2	-	9
Giant Vultures	2 (D)	5	1	-	Flyers +5	13
Trolls	3 (C)	2R	6(+4)	-	-	11

Artillery	Short Range	Long Range	Number of Stands	Points Cost
Orc Ballistae	2-3 hex 7+(H) 11+(2H)	4	3	9
HE Bolt Shooter	1-3 hex 5+(H) 10+(2H)	4 hex 7+(H) 12 (2H)	2	8
Dwarf Cannon	1-3 hex 6+(H) 9+(2H)	4-7 hex 7+(H) 10 (2H)	2	10

Artillery and large missile throwers are allocated Points Values per unit of 2 or 3 stands appropriate to their range and effect. (Normally 6, 8, 9 or 10 points per unit.)

Additional details can be found within each specific Army List.

ORC

ORC	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Horde (AH)	C	2R	2	AH	4	6	20	60	101
Spears	B	1CR	3 (+1)	A1	4	9	-	40	102, 111
Archers (7+)	B	1CR	2	-	4	9	-	30	103
Wolf Riders	B	4R	4 (+4)	-	4	12	-	30	104
Heavy Chariots	B	3CR	5 (+3)	A2	3	13	-	30	107
Mountain Orcs	B	2R	5 (+2)	-	4	11	-	30	108
Trolls	C	2R	6 (+4)	-	4	11	-	20	105
Ballistae	C	1R	0	HF	3	9	-	20	106
Orc Flyers	D	5	3	-	3	14	-	30	110
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Ballistae	2-3 hex 8+(H) 11+(2H)	4hex 9+(H) 11+(2H)

Orc

Magician: 25 points

Generals (Command move 3, Command range 3) 10 points

Hero Generals (1 in 3 Generals) 15 points

[Product Code 109]

Orc Hordes are aggressive (AH) and will attack any enemy unit within a normal move distance when out of Command and Control.

Orc Archers can skirmish at a cost of 2 points per unit.

Orc Archers can form combined arms units with Orc Spears.

Orc Ballistae are high trajectory weapons.



102
Spears



108
Mountain
Orcs



105
Trolls



107
Heavy Chariots



110
Orc Flyers



106
Ballistae



103
Archers

DWARF

DWARF	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Warriors	B	1CR	3	A1	4	9	20	60	201
Shooters (7+)	B	1CR	2	-	4	9	10	40	202
Berserkers (AH)	B	2R	4	AH	4	9	-	40	203
Cavalry	B	3CR	3 (+2)	-	4	10	-	30	208
Armoured Car	B	3CR	6 (+2)	A2HF	2	19	-	20	206
Gyro Bomber	D	4	2	A1	2	20	-	30	205
Gyro Fighter (7+)	D	5	3	A1	3	17	-		207
Cannon	C	1R	0	HF	2	10	-	20	204
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Cannon	1-3 hex 6+(H) 9+(2H)	4-7 hex 7+(H) 10+(2H)
Armoured Car with Bombard	1-3 hex 5+(H) 9+(2H)	-
Gyro Bomber	Pass Over Target Hex	-



201
Warriors

Dwarf

Magician : 25 points
 Generals (Command Move 3, Command Range 3) 10 points
 Hero General 15 points (Maximum 1 in 3)
 [Product Code 209]

Warriors can form combined arms units with shooters.
 Shooters can skirmish at a cost of 2 points per unit.

Dwarf Berserkers are an aggressive horde (AH) and will attack any enemy within a normal move distance when out of command and control.

Armoured cars can fire their bombard while in hand-to hand combat including melee and in any direction at their closest target. They can also use a 'Hold Fire' order.

Gyrobombers must fly over target hex to drop bombs.

Gyrofighters, being flyers, can shoot at any target unit on the ground, shooting overhead of friends and enemies - 3 hex range against ground targets and 2 hex range against other flyers.



206
Armoured Car



202
Shooters



205
Gyro Bomber



204
Cannon

UNDEAD

UNDEAD	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Warriors	D	1CR	2(+1)	A2	4	7	10	50	301
Archers (7+)	D	1CR	1	A2	4	9	10	30	303
Zombie Horde (H)	D	1R	1	A2	4	6	-	30	307
Cavalry	D	4CR	3 (+2)	A2	4	11	10	40	302
Chariots	D	3CR	5 (+3)	A2	3	11	-	20	305
Ballistae	C	1R	0	A2HF	3	9	-	20	304
Tormented Spirits (PS)	D	2R	10(PS)	A2	4	16	-	20	308
Giant Vultures	D	5	1	-	3	12	-	30	306
Zombie Giants	D	2R	7(+4)	A2	4	13	-	10	310

Artillery	Short Range	Long Range
Ballistae	2-3 hex 8+(H) 11+(2H)	4 hex 9+(H) 11+(2H)

Undead

Magician: 25 points

Generals (Command Move 2, Command Range 2) 8 points

Hero Generals (1 or 1 in3) 13 points

[Product Code H-309]

Because the Undead are already 'dead' and have no fear of pain or death, they will only recoil in response to shooting and hand-to-hand combat and will not flee. Therefore, all flee responses become recoils. The only exceptions to this rule are Giant Vultures which will flee because they are alive!

Undead archers can form combined arms units with warriors.

Undead archers can skirmish at a cost of 2 points per unit.

Undead Ballistae are high trajectory weapons.



302
Undead Cavalry



304
Undead Ballistae



307
Zombie Horde



306
Giant Vultures



308
Tormented Spirits

HIGH ELF

HIGH ELF	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 4 Command Range 4									
Spears	A	1CR	4 (+1)	A2	4	12	20	60	401
Archers (6+)	A	1CR	2	A1	4	12	10	40	402
Cavalry	B	3CR	5 (+4)	A2	4	14	-	40	404
Chariots (6+)	B	4CR	3 (+3)	A1F	3	14	-	30	405
Horse Archers (6+)	B	5R	2	A1EF	4	15	-	30	407
Eagles	D	6	2	-	3	14	-	30	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Treemen	B	1	10 (+2)	-	2	13	-	10	AC1
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6
Bolt Shooters	C	1R	0	HF	2	8	-	20	403

Artillery	Short Range	Long Range
Bolt Shooters	1-3 hex 5+(H) 10+(2H)	4 hex 7+(H) 12+(2H)

High Elf

Magicians: 25 points
 General (Command Move 4, Command Range 4) 12 points
 Hero General (max. 1 in 3 generals) 17 points
 [Product Code H406]

Spearmen and Archers can form combined arms units.

Bolt Shooters are low trajectory weapons and can shoot at Flyers.

Archers and Horse Archers can skirmish at a cost of 2 points per unit.



404
Cavalry



405
Chariot



AC1
Treemen



402
Archers



403
Bolt Shooter

RATMEN

RATMEN Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Horde (H)	C	2R	3	H	4	7	20	50	501
Spears	C	1CR	4 (+1)	A1	4	9	-	40	502
Shooters (8+)G	C	1CR	2	G	4	7	-	20	503
Armoured Car	C	3CR	8 (+2)	A2	2	14	-	20	505
Ratguard	A	1CR	5 (+1)	-	4	11	-	20	508
Ratguard Muskets (7+)G	A	1CR	2	-	4	10	-	20	509
Large Cannon	C	1R	2	HF	2	10	-	20	504
Powered Balloon	D	4	2	-	2	19	-	30	506
Giant Vultures	D	5	1	-	3	12	-		306

Artillery	Short Range	Long Range
Large Cannon	1-3 hex 6+(H) 9+(2H)	4-7 hex 7+(H) 10+(2H)

Ratmen

Magician: 25 points

Generals (Command Move 3, Command Range 3) 10 points

Hero Generals (Maximum 1 in3) 15 points

[Product Code H-507]

Ratguard can form combined arms units with Ratguard Muskets.

Rat Spears can form combined arms with Shooters.

Shooters and Ratguard Muskets can skirmish at a cost of 2 points per unit.

Powered air balloons must pass over their target hex to drop bombs.



508
Ratguard



509
Ratguard Muskets



506
Ratmen Air Balloon



505
Armoured Car



504
Cannon

BARBARIANS

BARBARIAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 2 Command Range 2									
Horde (AH)	B	2R	4	AH	4	9	20	60	601
Archers (7+)	C	1CR	2	-	4	8	-	20	602
Bison Riders	B	3R	5(+4)	-	4	12	-	20	603
Chariots (7+)	B	3CR	6(+3)	A2	3	16	-	20	605
Mammoth Riders	B	3R	8(+2)	-	2	13	-	20	606
Horsemen	C	4R	2	EF	4	9	-	40	609
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6
Ballistae	C	1R	0	HF	3	9	-	20	604
Birdmen	D	5	2	-	3	13	-	30	607

Artillery	Short Range	Long Range
Ballistae HT	2-3 hex 8+(H) 11+(2H)	4 hex 9+(H) 11+(2H)

Barbarian

Magician: 25 points

Generals (Command Move 2, Command Range 2) 8 points

Hero Generals (Maximum 1 in3) 13 points

[Product Code 608]

Barbarian Hordes are aggressive (AH) and will attack any enemy unit within a normal move when not under Command and Control.

Archers can skirmish at a cost of 2 points per unit.

Ballistae are high trajectory weapons



601
Barbarian Horde



607
Birdmen



602
Barbarian Archers

606
Mammoth Riders



605
Chariots



AC5
Giants (Good)

DARK ELVES

DARK ELF	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 4 Command Range 4									
Spears	A	1CR	4(+1)	A2	4	12	20	50	701
Crossbows (7+)C	A	1CR	2	A1	4	11	10	30	702
Cavalry	B	3CR	5(+4)	A2	4	14	-	30	706
Chariots (7+)C	B	4CR	3(+3)	A1F	3	13	-	30	705
Raptor Riders	B	4R	6(+4)	-	4	14	-	10	704
Bolt Shooters	C	1R	0	HF	2	8	-	20	703
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6
Dragons (6+)	D	5	4	-	3	18	-	30	AC4
Giant Vultures	D	5	1	-	3	12	-		306

Artillery	Short Range	Long Range
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7hex 8+(H) 11+(2H)

Dark Elf

Magician: 25 points

Generals (Command Move 4, Command Range 4) 12 points

Hero General (1 in 3 Generals) 17 points

[Product Code: 707]

Spears and Crossbows can form combined arms units.

Bolt shooters are low trajectory weapons and can shoot at flyers.

Crossbows can skirmish at a cost of 2 points per unit.



701
Dark Elf Spears



703
Bolt Shooter



706
Cavalry



702
Crossbows



705
Chariots



AC4
Flying Dragons

ROMANO BRITISH

ROMANO BRITISH (ARTHURIAN) Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Cavalry	B	3CR	4 (+1)	A1	4	12	10	20	H-805
Spearmen	B	1CR	3 (+1)	A1	4	9	10	30	H-802
Warriors (Horde)	C	2R	3	A1 H	4	8	20	50	H-801
Archers (7+)	C	1CR	1	-	4	7	-	30	H-803
Chariots (6+)	B	3CR	5 (+3)	A1	3	14	-	20	H-806
Horse Archers (7+)	C	4R	2	-	4	11	-	20	H-809
Peasants (Horde)	D	1R	1	H	4	3	-	30	H-804
Ballistae	C	1R	0	HF	3	6	-	15	H-807
Eagles	D	5	2	-	3	16	-	20	AC2
Treemen	B	1	10 (+2)	-	2	13	-	10	AC1
Dragons (6+)	D	5	4	-	3	18	-	10	AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Ballistae	1-3 hex 8+(H) 11+(2H)	4hex 9+(H) 11+(2H)

Romano British

Magicians: 25 points
 Generals (Command Move 3, Command Range 3) 10 points
 Hero General 15 points (1 or 1 in 3 Generals)
 [Product Code: 808]

3 Warrior or peasant hordes can be combined to form 2 units of 6 stands.

Spears can form combined arms units with Archers.

Archers can skirmish at a cost of 2 points per unit.

Ballistae are low trajectory weapons.

H-801
Warriors



H-808
Command

H-807
Ballistae



H-802
Spearmen



H-806
Chariots



H-809
Horse Archers

SAXON

SAXON	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 2 Command Range 2									
Huscarls	A	1CR	5(+1)	A2	4	13		15	H-4006, H-4007
Select Fyrd	B	1CR	3(+1)	A1	4	9	20	50	H-4002 ,H-4004
Greater Fyrd (Horde)	C	2R	2	H	4	6		70	H-4001, H-4002
Missile Troops (7+)	C	1CR	1		4	7		30	H-4003
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Saxon

Magician: 25 points

Generals (Command move 2, Command range 2) 8 points

Hero Generals (1 or 1 in 3) 13 points

[Product Code 4005]

3 units of the Greater Fyrd can be combined to make 2 units of 6 stand hordes.

Rather than having separate units of Ceorls, Gesiths and Thegns, they are combined to form the Select Fyrd and Greater Fyrd as to reflect the army organisation as it would have been represented at the battle of Hastings and before.. The Thegns and Gesiths would form the Select Fyrd and Gesiths and Ceorls the Greater Fyrd.



H-4001
Ceorls



AC5
Giants (Good)



AC2
Giant Eagles



H-4004
Thegns



H-4003
Missile Troops

VIKING

VIKING Command Move 2 Command Range 2	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Huscarls	A	1CR	5(+1)	A2	4	13	10	30	H-4007
Warriors	B	1CR	3(+1)	A1	4	9	40	80	H-4008
Missile Troops (7+)	C	1CR	1	-	4	7	10	30	H-4003, H-803
Berserkers	A	2	6(+2)	A2	2	13	-	10	H-4009
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Viking

Magician: 25 points

Generals (Command move 2, command range 2) 8 points

Hero Generals (1 or 1 in3) 13 points

[Product Code H-4009]

Units of Berserkers are not deployed on the table until they are used. They are to be found within the ranks of any and all warrior units, excluding Huscarls, from which they can emerge only when they are within charging distance of their enemy. They have only 2 stands and must fight independently as a separate unit when they emerge. They can be absorbed back into any warrior unit within 2 hexes during their movement phase, as long as they are not disrupted or in combat. Once re-absorbed they can appear again from any warrior unit on the table.

Once the Berserker unit(s) has been eliminated in combat, which requires the loss of just one stand, it cannot re-emerge again from another unit of warriors. The points cost for a unit of Berserkers is reduced from 15 to 13 because the unit contains only 2 stands.



H-4008
Viking Attacking



H-4009
Command & Berserkers



H-4007
Viking Huscarls



H-803
Archers (Missile Troops)

NORMAN

NORMAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Armoured Cavalry	B	4R	4(+1)	A2	4	14	10	20	H-5003
Unarmoured Cavalry	C	4R	3(+1)	A1	4	11	10	20	H-5004
Armoured Spearmen	B	1CR	4(+1)	A2	4	11	10	30	H-5001
Unarmoured Spearmen	C	1CR	3(+1)	A1	4	8	10	50	H-5002
Archers (7+)	C	1CR	2		4	8	-	30	H-5005
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Norman (Conquest)

Magician: 25 points

General (Command Move 3, Command Range 3) 10 points

Hero General (1 or 1 in 3 generals) 15 points

[Product Code H5006]



H-5003
Armoured Cavalry



H-5001
Armoured Spearmen



AC4
Flying Dragons



H-5006
Command



H-5001
Unarmoured
Spearmen Advancing

FEUDAL ENGLISH

FEUDAL ENGLISH	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Knights	C	3CR	5(+4)	A2	4	13	10	20	H-904
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	10	20	H-911
Archers (7+)	C	1CR	2	-	4	8	20	50	H-903
Spearmen	C	1CR	3(+1)	A1	4	8	20	30	H-906
Hobilarars	C	4R	2	-	4	9	-	20	H-1011
Peasants (Horde)	D	1R	1	H	4	3	-	30	H-804
Crossbowmen (8+)C	C	1CR	2	C	4	7	-	15	H-902
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Feudal English

Magician: 25 points

Generals (Command Move 3, Command Range 3) 10 points

Hero Generals 15 points (Maximum 1 in 3)

[Product Code H-908]

Archers and crossbows can form combined arms units with Spearmen.

Up to 1 in 3 archer units can skirmish at a cost of 2 points each.

3 peasant hordes can be combined to make 2 units of 6 stands.

Crossbowmen can use pavises at 2 points per hex which can also be used when part of a combined arms unit.



H-904
Mounted Men-at-Arms



H-1011
Light Cavalry
Hobilarars



H-906
Medium Spearmen



H-804
Peasants



H-903
Longbowmen

IRISH

IRISH	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Irish Cavalry	C	3CR	3(+2)	A1	4	10	-	20	H-911
Galloglaiach	B	1CR	5(+1)	A1	4	11	20	40	H-1013
Bonnachts	C	1CR	3	-	4	7	20	60	H-914
Kerns	D	2R	2	E1	4	6	20	40	H-905, H-4001
Archers (7+)	C	1CR	2	-	4	8	-	20	H-803, H-4003
Peasants (Horde)	D	1R	1	H	4	3	-	30	H-804
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Irish Medieval

Magician: 25 points

Generals (Command Move 3, Command Range 3) 10 points

Hero Generals 15 points (1 or 1 in 3 Generals)

[Product Code H-908]

3 peasant hordes can be combined into 2 units of 6 stands.



H-1013
Irish Galloglaiach



H-911
Mounted Sergeants
(Irish Cavalry)



H-914
Scottish Highlanders
(Bonnachts)



H-905
Light Troops
(Kerns)



H-4003
Saxon Missile Troops
(Archers)

SCOTTISH

SCOTTISH	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Mounted Knights	C	3CR	5(+4)	A2	4	13	10	10	H-904
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	-	20	H-911
Lowland Pikemen	C	1CR	3(+1)	A1	4	8	30	60	H-913
Archers (7+)	C	1CR	2	-	4	8	-	20	H-903, H-803
Highland Warriors (Horde)	B	2R	3	H	4	8	-	30	H-914
Peasants (Horde)	D	1R	1	H	4	3	-	30	H-804, H-905
Large Field Gun	C	1R	0	HF	2	10	-	10	H-910
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7hex 8+(H) 11+(2H)

Scottish Medieval

Magician: 25 Points

Generals (Command Move 3, Command Range 3) 10 points

Hero General 15 points (1 or 1 in 3 Generals)

[Product Code H-908]

3 Lowland Pike units can be formed into 2 units of 6 stands to form pike blocks.

3 Peasant hordes or Highland Warriors can be combined to form two units of six stands.



H-914
Scottish Highlanders



H-911
Mounted Sergeants



H-913
Lowland Pikemen



H-911
Large Field Gun



H-804
Peasants



H-803
Archers

100 YEARS WAR

100 YW FRENCH	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Mounted Men-at-Arms	B	3CR	5(+4)	A2	4	14	10	40	H-904
Men-at-Arms	B	1CR	5(+1)	A2	4	12			H-901
Mounted Sergeants	C	3CR	3(+2)	A1	4	10	10	30	H-911
Spearmen	C	1CR	3(+1)	A1	4	8	10	40	H-906
Crossbowmen (8+) C	C	1CR	2	C	4	7	10	30	H-902
Archers (7+)	C	1CR	2	-	4	8	-	20	H-903
Brigans	C	2R	2	-	4	7	-	30	H-905
Peasant Horde (H)	D	1R	1	H	4	3	-	30	H-804
Large Field Gun	C	1R	0	HF	2	10	-	15	H-910
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

100 Years War French

Magician: 25 points

Generals (Command Move 3, Command Range 3) 10 points

Hero General 15 points (Maximum 1 in 3)

[Product Code: H-908]

Men-at-arms can fight mounted or dismounted if paid for as mounted. They take a full move to mount/dismount and must be at least 4 hexes away from the nearest enemy when they do so.

All units of crossbow can have pavisses at two points per hex

3 peasant hordes can be made into two units of 6 stands.



H-904
Mounted Knights



H-916
Pavisses

H-902
Crossbowmen



H-906
Spearmen



H-901
Men-at -arms

OTTOMAN TURKS

OTTOMAN TURKS	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Sipahis Cavalry (7+)	C	3CR	3(+2)	A1E1	4	12	10	30	H-2001
Qapukulu Cavalry (7+)	A	3CR	5(+4)	A2	4	17	-	15	H-2003
Akinjis Light Horse (7+)	C	5R	1	E2F	4	11	10	40	H-2005
Janissary Handgunners (8+)	B	1CR	2	G	2	8	-	30	H-2010
Janissary Archers (7+)	B	1CR	2	-	4	9	-		H-2004
Janissary Halberdiers	B	1CR	5(+1)	-	4	10	-		H-2013
Azabs (7+)	C	1CR	1	-	4	7	20	50	H-2002
Spearmen	C	1CR	3(+1)	A1	4	8	-	40	H-2007
Small Field Gun	C	1R	HF	0	2	6	-	30	H-2011
Large Field Guns	C	1R	HF	0	2	8	-		H-2006
Small Bombard	C	1R	HF	0	2	6	-		H-2012
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	-
Small Field Gun	1-3 hex 7+(H) 12+(2H)	4-5 hex 9+(H) 12+(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)



H-2006
Large Field Gun

Ottoman Turks

Magician: 25 points

General (Command Move 3, Command Range 3) 10 points

Hero General (1 or 1 in 3 generals) 15 points

[Product Code: H-2008]

All Janissary units can have stakes at 2 points per hex.

Janissary Archers or Handgunners can form combined arms units with Janissary Halberdiers.

1 in 3 units of Akinjis (light cavalry) and Azab archers can skirmish at a cost of 2 points per unit.



H-2003
Qapukulu Cavalry



H-2008
Command



H-2013
Janissary Halberdiers

WALACHIA & MOLDOVIA

WALACHIA & MOLDOVIA	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 4 Command Range 4									
Noble Boyers (7+)	A	4R	4(+3)	A1E1	4	16	10	15	H-3001
Boyers and Vitegi (7+)	B	5R	3(+2)	A1E1F	4	15	20	30	H-3001
Crusader Knights	B	3CR	5(+4)	A2	4	14	-	10	H-904
Armoured Infantry	B	1CR	5(+1)	A1	4	11	-	10	H-3003
Archers (7+)	C	2R	2	-	4	9	20	50	H-3005
Crossbowmen (8+)C	C	1CR	2	C	4	7	-	10	H-3008
Handgunners (8+)G	C	1CR	2	G	4	7	-	10	H-3006
Militia	C	1CR	2	-	4	6	-	30	H-3002
Small Bombards	C	1R	0	HF	2	6	-	15	H-3013
Small Field Guns	C	1R	0	HF	2	6	-		H-3012
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	-
Small Field Gun	1-3 hex 7+(H) 12+(2H)	4-5 hex 9+(H) 12+(2H)

Walachia and Moldavia

Magician: 25 points

General (Command Move 4, Command Range 4) 12 points

Hero General (1 or 1 in 2 generals) 17 points

[Product Code: H-3009]

1 in 3 archers can skirmish at a cost of 2 points per unit.

The Walachian and Moldavian generals demonstrated excellent command and control as well as the ability to highly motivate their limited military resources in challenging yet familiar terrain. They therefore have the option of a greater proportion of Hero Generals and higher than average command abilities for all generals.



H-3009
Command



H-3012
Small Field Gun



H-3005
Archers



H-3001
Boyars/Viteji

HUSSITE

HUSSITE	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Heavy Cavalry	B	3CR	5(+4)	A2	4	14	-	20	H-1005
Mounted Crossbow (8+) C	C	4R	2	CE1F	4	10	-	20	H-8002
Armoured Infantry	B	1CR	6(+1)	A1	4	12	-	20	H-3003
War Wagon with Bombard	B	1CR	4	HTHF	2	13	-		H-3022
War Wagon (8+) G	B	1CR	6	GHT	2	10	20	50	H-3014, H-3018
Militia	C	1CR	2	-	4	6	-	40	H-3002
Crossbowmen (8+) C	C	1CR	2	C	4	7	-	20	H-3008
Handgunners (8+) G	C	1CR	2	G	4	7	-	20	H-3006
Large Field Gun	C	1R	0	HF	2	10	-	20	H-910, H-3010
Small Field Gun	C	1R	0	HF	2	6			
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Small Bombard in War Wagon	1-3 hex 5+(H) 10+(2H)	-
Small Field Gun	1-3 hex 7+(H) 12+(2H)	4-5 hex 9+(H) 12+(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

Hussite

Magician: 25 points

General (Command Move 3, Command Range 3) 10 points

Hero General (1 or 1 in 2)

[Product Code: H-3009]

War wagons can form combined arms units with armoured infantry, militia, crossbows or handgunners. Combined units of C class, therefore respond to combat as B class until both war wagons are lost, then they revert back to C class.

1 in 2 war wagon units can mount bombards instead of missile troops and can form 'mixed' units by combining with standard war wagons – one of each in the same hex. A mixed unit uses the combat factor of 6 in hand-to-hand combat until the standard wagon is lost. Dice for which wagon is lost as a result of hand-to-hand combat.

War wagons have a reduced points cost because they have only 2 stands in a unit (-2 points) and therefore only shoot with 2 stands (-1 points). Warwagons with bombards cost 13 points which include the extra 6 points for 2 small bombards.



H-1005
Mounted Men-at-Arms
(Heavy Cavalry)



H-8002
Mounted Crossbowmen



H-3018
Armoured War Wagon



H-3006
Handgunners

SWISS

SWISS										
Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %		Product Code
Mounted Men at Arms	B	3CR	5(+4)	A2	4	14	-	20		H-1005
Mounted Crossbowmen (8+)C	C	4R	2	CE1	4	10	-	20		H-8002
Pikemen	A	1CR	4(+4)	A1	4	11	30	60		H-1017
Halberdiers	A	1CR	5(+1)	A1	4	11	-	20		H-1002, H-1009
Crossbowmen (8+)C	B	1CR	2	C	4	8	-	20		H-1004
Handgunners (8+)G	B	1CR	2	G	4	8	-	20		H-1003
Multi Barrel Gun	C	1R	0	HF	2	8	}	20		H-1015
Small Field Guns	C	1R	0	HF	2	6				H-3012
Eagles	D	6	2	-	3	14	-	} 20		AC2
Dragons (6+)	D	5	4	-	3	18	-			AC4
Giants	C	2R	7(+4)	-	4	12	-	10		AC5, AC6

Artillery	Short Range	Long Range
Multi-barrel gun	1-3 hex 4+(H) 9+(2H)	4 hex 6+(H) 12+(2H)
Small Field Gun	1-3 hex 7+(H) 12+(2H)	4-5 hex 9+(H) 12+(2H)



H-8002
Mounted Crossbowmen

Swiss

Magic: Magician 25 points

General (Command Move 3, Command Range 3) 10 points

Hero General (1 or 1 in 3 generals) 15 points

[Product Code: H-1012]

Any 3 pike units can combine to form 2 pike blocks of six stands.

Crossbows and handgunners can have pavisses at a cost of 2 points per hex.

Halberdiers can form combined arms units with crossbows or handgunners which can still use pavisses.



H-1017
Continental Pikemen



H-1005
Mounted Men-at-Arms



H-3012
Small Field Gun



H-1009
Halberdiers (Retinue Billmen Advancing)

TEUTONIC ORDER

TEUTONIC ORDER	Troop Type	Movement + Column + Road	Hand to Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Teutonic Knights	A	3CR	6(+4)	A2	4	16	10	30	H-8001
Mounted Crossbow (8+)C	B	4R	2	E1A1	4	12	10	20	H-8002
Horse Archers (7+)	C	4R	2	E2F	4	11	-	20	H-3015
Crusader Knights	B	3CR	5(+4)	A2	4	14	-	20	H-904
Teutonic Spearmen	B	1CR	4(+1)	A2	4	11	10	30	H-8003
T' Crossbowmen (8+)C	B	1CR	2	CA1	4	9	10	30	H-8004
Handgunners (8+)G	C	1CR	2	G	4	8	-	20	H-3006
Militia	C	1CR	2	-	4	5	-	30	H-3002
Large Field Gun	C	1R	0	HF	2	10	-	20	H-910, H-3010
Small Field Gun	C	1R	0	HF	2	6			
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18			AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Small Field Gun	1-3 hex 7+(H) 12+(2H)	4-5 hex 9+(H) 12+(2H)
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

Teutonic Order

Magician: 25 points
 General (Command Move 3, Command Range 3) 10 points
 Hero General (1 or 1 in 3 generals) 15 points
[Product Code: H-8005]

Any crossbows and handgunners can have pavisses at 2 points per hex.

Teutonic Spearmen can form combined arms units with crossbows and can still use pavisses.



H-8001
Teutonic Knights



H-8002
Crossbowmen



Combined arms
H-916 Pavisses, Spearmen and Crossbowmen



H-8005
Command



H-8003
Spearmen

MONGOLS

MONGOLS	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 5 Command Range 5									
Heavy Cavalry (7+)	B	3CR	5(+4)	A2	4	16	10	40	H-6002
Light Cavalry (7+)	B	5R	2	E2F	4	13	30	70	H-6001
Dismounted Mongols	B	2R	2	-	4	10	-	20	H-6003
Subject Infantry	C	2R	2	-	4	7	-	40	H-3002
Catapult	C	1R	0	HF	2	6	-	20	H-7009
Eagles	D	6	2	-	3	14	-	20	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Catapult	2-3 hex 8+(H) 11+(2H)	4 hex 9+(H) 11+(2H)

Mongol

Magician: 25 points

General (Command Move 5, Command Range 5) 14 points

Hero General (1 or 1 in 2) 19 points

[Product Code: H-6004]

Mongols must be paid for as mounted unless the army is conducting a siege.

1 in 3 light cavalry can skirmish at a cost of 2 points per unit
Mongols can shoot backward 2 hexes when fleeing if not disrupted - 2 stands from 3 or 2 from 4.

Mongol light cavalry can dismount at a cost of 2 hexes of movement. They can only do so if they are not in hex-to-hex contact with an enemy.

Dismounted mongols can not evade but can still choose to flee when contacted. Their flee move is reduced by 2 hexes.



H-6002
Armoured Cavalry



H-6001
Light Cavalry



H-3002
Subject Infantry
(Peasants/Militia)



H-7009
Catapult

CHINESE

CHINESE	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Cavalry (8+)	C	3CR	3(+2)	E2	4	11	10	30	H-7004
Mongol Light Horse (7+)	B	5R	2	E2F	4	13		30	H-6002
Halberdiers	C	1CR	3(+1)	A1	4	7		40	H-7001
Crossbowmen (7+) C	C	1CR	2	C	4	8		20	H-7002
Rocketeers (8+)G	C	1CR	1	G	4	6		20	H-7003
Militia (8+)	D	2R	2		4	6		30	H-7005
Fanatics (AH)	B	2R	3	H	4	8		20	H-9005
Large Field Gun	C	1R	0	HF	2	10	}	30	H-7007
Stone Thrower	C	1R	0	HF	2	6			H-7009
Small Bombard	C	1R	0	HF	2	6			H-7008
Eagles	D	6	2	-	3	14	}	20	AC2
Dragons (6+)	D	5	4	-	3	18			AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	-
Stone Thrower	1-4 hex 8+(H) 10+(2H)	-
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)



H-7001
Halberdiers

Medieval Chinese

Magician: 25 points

General (Command Move 3, Command Range 3) 10 points

Hero General (1 or 1 in 3 generals) 15 points

[Product Code H-7006]

Crossbows can form combined arms units with Halberdiers and still use pavisses

1 in 3 crossbow units can skirmish at a cost of 2 points per unit.

Crossbows can be given pavisses at 2 points per hex.

3 hordes of 'fanatics' can be formed into 2 hordes containing 6 stands.

Fanatics are 'aggressive' and will attack any enemy unit within 2 hexes.



AC4
Flying Dragons



H-7008
Bombard



H-7005
Militia

KOREAN

KOREAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Heavy Cavalry (7+)	B	3CR	5(+4)	A2	4	16	10	30	HK-101
Light Cavalry (7+)	B	5R	2	E2F	4	13	-	30	HK-102
Spearmen	C	1CR	3(+2)	A1	4	8	20	50	HK-103
Bowmen (7+)	C	1CR	2	-	4	8	20	40	HK-104
Peasant Militia	D	1CR	2	-	4	5	-	40	H-7005
Handgunners (8+) G	C	1CR	2	G	4	7	-	20	HK-105
Bombard Small	C	1R	0	HF	2	6	}	20	HK-107
Large Field Gun	C	1R	0	HF	2	10			HK-108
Eagles	D	6	2	-	3	14	-	}	AC2
Dragons (6+)	D	5	4	-	3	18	-		AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	-
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

Medieval Korean

Magician: 25 points

General (Command move 3, Command range 3) 10 points

Hero General (1 or 1 in 3 generals) 15 points

[Product Code: HK-106]

Bowmen and handgunners can use pavisses at 2 points per hex

Spearmen can form combined arms units with bowmen or handgunners and still use pavisses

1 in 3 bowmen can skirmish at a cost of 2 points per unit.



HK-103
Spearmen



HK-102
Light Cavalry



HK-101
Heavy Cavalry

SAMURAI

SAMURAI	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Mounted Samurai (7+)	B	3CR	5(+4)	A2	4	16	-	30	H-9001
Foot Samurai (7+)	B	1CR	6(+1)	A2	4	15	20	40	H-9002
Ashigaru Yari	C	1CR	3(+3)	A1	4	8	20	40	H-9003
Ashigaru Bowmen (7+)	C	1CR	2	-	4	8	10	30	H-9004
Ikko Ikki Fanatics (Horde)	BH	2R	3	H	4	8	-	30	H-9005
Ashigaru Handgunners (8+) G	C	1CR	2	G	4	7	-	20	H-9007
Peasants (Horde)	DH	1R	1	H	4	3	-	30	H-7005
Small Bombards	C	1R	0	HF	2	6	}	20	H-9008
Large Field Gun	C	1R	0	HF	2	10			H-9009
Eagles	D	6	2	-	3	14	}	20	AC2
Dragons (6+)	D	5	4	-	3	18			AC4
Giants	C	2R	7(+4)	-	4	12	-	10	AC5, AC6

Artillery	Short Range	Long Range
Small Bombard	1-3 hex 5+(H) 10+(2H)	-
Large Field Gun	1-3 hex 6+(H) 10+(2H)	4-7 hex 8+(H) 11+(2H)

Samurai

Magician: 25 points

General (Command Move 3, Command Range 3) 10 points

Hero General (1 or up to 1 in 3 generals) 15 points

[Product Code H-9006]

3 hordes of peasants or Ikko Ikki fanatics can be combined into 6 stand units.

Bowmen and handgunners can be given pavisses at 2 points per hex.

Ashigaru with Yari (spears) can form combined arms units with Ashigaru handgunners or bowmen and still use pavisses.

1 in 3 units of bowmen can skirmish at a cost of 2 points per unit.



H-9004
Ashigaru with Bow



H-9001
Mounted Samurai

H-9006
Command



H-9003
Ashigaru with Yari

A NOTE

The different armies which are currently listed can be easily modified and adapted to your own specific preferences or requirements, for use in a particular game, or to form part of a historical campaign. The armies can also be adapted to enable sieges and assaults on prepared defences to be undertaken. The details for this can be found in the Siege Warfare Supplement which contains specific information on modifying the listed armies in order to undertake sieges and assaults on castles, towns, fortifications, etc.,.

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Undead Army



This Undead Army comprises of; 3 Generals, 6 units of Warriors, 3 units of Archers, 1 unit of Zombies, 2 units of Cavalry, 1 unit of Tormented Spirits and 1 units of Giant Vultures.
17 units in total with a points value of 146.

Romano British Army



This Romano British army comprises of 1 Magician, 2 Generals, 3 units of Warriors, 2 units of Cavalry, 2 units of Spearmen, 1 unit of Balistae, 1 unit of Dragons and 1 unit of Horse Archers.
13 units in total with a points value of 149.

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