



# ARMY LISTS

## SAMPLE ARMIES

### INTRODUCTION

This document contains pairs of historically matched 10,000 point Mortem et Gloriam armies. The armies are loosely based upon famous battles.

The battles are:

- Kadesh (1274 BCE). The encounter between the New Kingdom Egyptian army of Ramases II and the Hittite army of Mutawalli II.
  - New Kingdom Egyptian
  - Hittite Empire
- Plataea (479 BCE). The final land battle during the second Persian invasion of Greece. An alliance of Greek city states led by the Spartans fought the Achaemenid Persian forces of Xerxes I.
  - Spartan
  - Achaemenid Persian Satrapal Army
- Hydaspes (326 BCE). The battle between Alexander the Great of Macedon and Porus.
  - Alexandrian Macedonian
  - Classical Indian
- Zama (202 BCE). The last battle of the Second Punic War between Scipio Africanus and Hannibal.
  - Mid Republican Roman
  - Later Carthaginian
- Gergovia (52 BCE). A battle between Caesar and Vercingetorix prior to Alesia at which Caesar suffered a reverse.
  - Late Republican Roman
  - Lowland Gallic
- Sarmisegetusa (106 CE). The battle at which the Roman Emperor Trajan defeated the Dacians under their leader Decabalus.
  - Early Imperial Roman
  - Dacian
- Adrianople (378 CE). The battle at which the Roman Emperor Valen was killed and his army defeated by Goths (including Tervingi, Greuthingi and non-Gothic Alans and local rebels) led by Fritigern.
  - Imperial Roman
  - Gothic

- Catalaunian Plains (451 CE). A battle near modern Chalons in France at which an alliance led by the Roman general Aetius, faced an army led by Attila the Hun.
  - Foederate Roman
  - Hunnic
- Ad Decimum (533 CE). The battle at which the army of the Byzantine Empire under Belisarius defeated the Vandals led by their king, Gelimer.
  - Early Byzantine
  - African Vandal
- Hastings (1066 CE). The Norman army of William defeated the Anglo-Danish army of Harold.
  - Norman
  - Anglo-Danish
- Arsuf (1191 CE). The battle where the Crusader army led by Richard the Lionheart defeated the army of Saladin.
  - Later Crusader
  - Ayyubid Egyptian
- Bouvines (1214 CE). A French army under King Philip Augustus defeated an allied army commanded by Holy Roman Emperor Otto IV.
  - Northern Medieval French
  - Imperial German

# New Kingdom Egyptian



<b>Army Book</b>	Chariot - Egypt and Hatti	
<b>Army Number</b>	1207	

<b>Ramesses II</b>	AC	Competent Professional
<b>Grand Vizier Paser</b>	Sub	Competent Professional
<b>Prince Khaemweset</b>	Sub	Competent Professional
<b>Prince Pareherwenemef</b>	Sub	Competent Professional



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<b>Player</b>		
<b>Contact Details</b>		
<b>Rules version</b>	MAXIMUS	
<b>Date</b>	1274 BCE	
<b>Terrain</b>	Standard; Coastal; -	
<b>Camp</b>	Poor Unfortified Camp	
<b>Allies</b>		

<b>TOTAL POINTS</b>	9944
<b>TuGs to Break</b>	6



<b>PBS</b>	7	cards
<b>SCOUTING</b>	3	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Pharoah's chariots	CHARIOTS	Exceptional	Skilled	-	-	4	824
		Drilled Loose	Protected	Bow			206	
2	Chariots	CHARIOTS	Superior	Skilled	-	-	4	728
		Drilled Loose	Protected	Bow			182	
3	Chariots	CHARIOTS	Superior	Skilled	-	-	4	728
		Drilled Loose	Protected	Bow			182	
4	Chariots	CHARIOTS	Superior	Skilled	-	-	4	728
		Drilled Loose	Protected	Bow			182	
5	Syro-Canaanite maryannu	CHARIOTS	Average	Skilled	-	-	4	560
		Formed Loose	Protected	Bow			140	
6	Shardana Royal Guard	INFANTRY	Superior	-	Short Spear	Melee Expert	4	496
		Drilled Loose	Protected	-			124	
7	Close fighters	INFANTRY	Average	-	Short Spear	-	6	432
		Drilled Loose	Protected	-			72	
7	Close fighters with heavy axe	INFANTRY	Average	-	Short Spear	Melee Expert	2	176
		Drilled Loose	Protected	-			88	
8	Close fighters	INFANTRY	Average	-	Short Spear	-	6	432
		Drilled Loose	Protected	-			72	
8	Close fighters with heavy axe	INFANTRY	Average	-	Short Spear	Melee Expert	2	176
		Drilled Loose	Protected	-			88	
9	Close fighters	INFANTRY	Average	-	Short Spear	-	6	432
		Drilled Loose	Protected	-			72	
9	Close fighters with heavy axe	INFANTRY	Average	-	Short Spear	Melee Expert	2	176
		Drilled Loose	Protected	-			88	
10	Archers	INFANTRY	Average	Experienced	-	-	8	464
		Drilled Loose	Unprotected	Bow			58	
11	Nubian archers	INFANTRY	Average	Skilled	-	-	8	504
		Tribal Loose	Unprotected	Bow			63	

## SUGs

1	Light archers	INFANTRY	Average	Experienced	-	Combat Shy	6	240
		Skirmisher	Unprotected	Bow			40	
2	Light archers	INFANTRY	Average	Experienced	-	Combat Shy	6	240
		Skirmisher	Unprotected	Bow			40	

## NOTES

Pharoah's chariots must be in the army commander's command which means he cannot float.

Each TuG of Close fighters consists of 6 Close fighters and 2 Close fighters with heavy axe.

Close fighters and Close fighters with heavy axe may interpenetrate drilled Archers and vice versa in the same or opposite direction in the movement phase.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

5

Total number of UGs

13

Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	2	40%	6	70%	10
20%	3	50%	7	80%	11
30%	4	60%	8	90%	12

# Hittite Empire



<b>Army Book</b>	Chariot - Egypt and Hatti	
<b>Army Number</b>	1209	

<b>Muwatali II</b>	AC	Talented Professional
<b>Hattusili III</b>	Sub	Competent Professional
<b>Talmi-Sarruma</b>	Sub	Competent Professional
<b>Mittanamuwash</b>	Sub	Mediocre Professional

<b>TOTAL POINTS</b>	9979
<b>TuGs to Break</b>	6



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	1274 BCE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	

<b>PBS</b>	8	cards
<b>SCOUTING</b>	3	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry			Weaponry	

## TUGs

1	Golden chariot fighters	CHARIOTS	Exceptional	Skilled	-	-	4	824
		Drilled Loose	Protected	Bow			206	
2	Hittite chariots	CHARIOTS	Superior	Skilled	-	-	4	728
		Drilled Loose	Protected	Bow			182	
3	Hittite chariots	CHARIOTS	Superior	Skilled	-	-	4	728
		Drilled Loose	Protected	Bow			182	
4	Hittite chariots	CHARIOTS	Superior	Skilled	-	-	4	728
		Drilled Loose	Protected	Bow			182	
5	Hittite spearmen	INFANTRY	Average	-	Short Spear	-	8	576
		Drilled Loose	Protected	-			72	
6	Provincial spearmen	INFANTRY	Average	-	Short Spear	-	8	456
		Tribal Loose	Protected	-			57	
7	Anatolian chariots	CHARIOTS	Superior	Experienced	-	-	4	532
		Formed Loose	Protected	Bow			133	
8	Anatolian spearmen	INFANTRY	Average	-	Short Spear	-	8	456
		Tribal Loose	Protected	-			57	
9	Syro-Canaanite Royal maryannu chariotry	CHARIOTS	Superior	Skilled	-	-	4	728
		Drilled Loose	Protected	Bow			182	
10	Syro-Canaanite Hupshu spearmen	INFANTRY	Average	Unskilled	-	Shoot & Charge	9	531
		Tribal Loose	Protected	Javelin			59	
11	Syro-Canaanite Hupshu archers	INFANTRY	Average	Experienced	-	-	8	384
		Tribal Loose	Unprotected	Bow			48	

## SUGs

1	Light archers	INFANTRY	Average	Experienced	-	Combat Shy	6	240
		Skirmisher	Unprotected	Bow			40	
2	Anatolian slingers	INFANTRY	Average	Experienced	-	Combat Shy	6	210
		Skirmisher	Unprotected	Sling			35	

## NOTES

Golden Chariot Fighters must be in the army commander's command which means he cannot float.

The Anatolian chariots, spearmen and slingers must be in one command.

The Syro-Canaanite Royal maryannu chariotry, Hupshu spearmen and Hupshu archers must be in another command.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

5

Total number of UGs

13

Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	2	40%	6	70%	10
20%	3	50%	7	80%	11
30%	4	60%	8	90%	12

# Spartan



<b>Army Book</b>	Classical - Greece and Macedon	
<b>Army Number</b>	2403	

Pausanias	AC	Competent Professional
Aristides (Athenian)	Ally	Competent Instinctive
Xanthippus (Greek)	Ally	Competent Instinctive
-	Sub	na

<b>TOTAL POINTS</b>	10000
<b>TuGs to Break</b>	5



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	479 BCE
<b>Terrain</b>	Standard; Mountains; -
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	Athenian, Greek

<b>PBS</b>	7	cards
<b>SCOUTING</b>	2	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry			Weaponry	

## TUGs

1	Spartan hippeis	INFANTRY	Exceptional	-	Long Spear	Shove; Shield Cover	6	1020
		Drilled Close	Protected	-			170	
2	Spartiates	INFANTRY	Superior	-	Long Spear	Shove; Melee Expert; Shield Cover	8	1304
		Drilled Close	Protected	-			163	
3	Spartiates	INFANTRY	Superior	-	Long Spear	Shove; Melee Expert; Shield Cover	8	1304
		Drilled Close	Protected	-			163	
4	Athenian hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	8	760
		Formed Close	Protected	-			95	
5	Athenian hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	8	760
		Formed Close	Protected	-			95	
6	Athenian cavalry	CAVALRY	Average	Unskilled	Short Spear	Shoot & Charge	6	630
		Formed Loose	Protected	Javelin			105	
7	Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover; Orb	8	776
		Formed Close	Protected	-			97	
8	Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	8	760
		Formed Close	Protected	-			95	
9	Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	8	760
		Formed Close	Protected	-			95	

## SUGs

1	Spartan helots	INFANTRY	Poor	Unskilled	-	Combat Shy	6	84
		Skirmisher	Unprotected	Javelin			14	
2	Spartan helots	INFANTRY	Poor	Unskilled	-	Combat Shy	6	84
		Skirmisher	Unprotected	Javelin			14	
3	Athenian Psiloi archers	INFANTRY	Average	Experienced	-	Combat Shy	6	240
		Skirmisher	Unprotected	Bow			40	
4	Greek Psiloi slingers	INFANTRY	Average	Experienced	-	Combat Shy	6	210
		Skirmisher	Unprotected	Sling			35	

## NOTES

One ally general commands the Athenians. The other ally general commands the coalition of Greek states.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs) **5**

Total number of UGs **13**

Outscouting Difference	Deploy
10%	2
20%	3
30%	4

Outscouting Difference	Deploy
40%	6
50%	7
60%	8

Outscouting Difference	Deploy
70%	10
80%	11
90%	12

# Achaemenid Persian - Satrapal Army



<b>Army Book</b>	Classical - Persia, Iran and India
<b>Army Number</b>	2602

<b>Mardonius</b>	AC	Talented Professional
<b>Masistius</b>	Sub	Competent Professional
<b>Artabazus</b>	Sub	Competent Professional
<b>Gorgidas</b>	Ally	Mediocre Instinctive

<b>TOTAL POINTS</b>	9996
<b>TuGs to Break</b>	5



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	479 BCE
<b>Terrain</b>	Plains; Coastal; Mountains
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	Medizing Greek (Classical Greek)

<b>PBS</b>	8	cards
<b>SCOUTING</b>	3	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Satrapal guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	6	1050
		Drilled Loose	Protected	Bow			175	
2	Iranian cavalry	CAVALRY	Average	Experienced	Short Spear	-	6	750
		Formed Loose	Protected	Bow			125	
3	Skythian horse archers	CAVALRY	Average	Experienced	-	-	6	564
		Formed Flexible	Unprotected	Bow			94	
4	Front rank Immortals	INFANTRY	Average	Skilled	-	Pavise	4	468
		Drilled Flexible	Protected	Bow			117	
4	Rear rank Immortals	INFANTRY	Average	Skilled	-	Pavise	4	428
		Drilled Loose	Protected	Bow			107	
5	Front rank Immortals	INFANTRY	Average	Skilled	-	Pavise	4	468
		Drilled Flexible	Protected	Bow			117	
5	Rear rank Immortals	INFANTRY	Average	Skilled	-	Pavise	4	428
		Drilled Loose	Protected	Bow			107	
6	Front rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	4	248
		Tribal Flexible	Unprotected	Bow			62	
6	Rear rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	4	224
		Tribal Loose	Unprotected	Bow			56	
7	Front rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	4	248
		Tribal Flexible	Unprotected	Bow			62	
7	Rear rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	4	224
		Tribal Loose	Unprotected	Bow			56	
8	Front rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	4	248
		Tribal Flexible	Unprotected	Bow			62	
8	Rear rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	4	224
		Tribal Loose	Unprotected	Bow			56	
9	Medizing Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	8	760
		Formed Close	Protected	-			95	
10	Medizing Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	8	760
		Formed Close	Protected	-			95	

## SUGs

1	Asiatic archers	INFANTRY	Poor	Experienced	-	Combat Shy	6	192
		Skirmisher	Unprotected	Bow			32	
2	Asiatic javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	6	102
		Skirmisher	Unprotected	Javelin			17	
3	Asiatic javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	6	102
		Skirmisher	Unprotected	Javelin			17	

## NOTES

The Medizing Greek ally general commands the Medizing Greek hoplites.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

5

Total number of UGs

13

Outscouting Difference	Deploy
10%	2
20%	3
30%	4

Outscouting Difference	Deploy
40%	6
50%	7
60%	8

Outscouting Difference	Deploy
70%	10
80%	11
90%	12

# Alexandrian Macedonian



<b>Army Book</b>	Classical - Greece and Macedon
<b>Army Number</b>	2408

<b>Alexander</b>	AC	Legendary Professional
<b>Craterus</b>	Sub	Talented Professional
<b>Seleucus</b>	Sub	Competent Professional
-	Sub	na

<b>TOTAL POINTS</b>	9990
<b>TuGs to Break</b>	5



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	326 BCE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	

<b>PBS</b>	9	cards
<b>SCOUTING</b>	3	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Agema	CAVALRY	Exceptional	-	Charging Lancer	Melee Expert	4	940
		Drilled Loose	Protected	-			235	
2	Companion cavalry	CAVALRY	Superior	-	Charging Lancer	Melee Expert	6	1164
		Drilled Loose	Protected	-			194	
3	Skythian horse archers	CAVALRY	Average	Experienced	-	-	6	564
		Formed Flexible	Unprotected	Bow			94	
4	Hypaspists	INFANTRY	Superior	-	Pike	Shove	8	1080
		Drilled Close	Protected	-			135	
5	Foot companions	INFANTRY	Average	-	Pike	Shove	8	768
		Drilled Close	Protected	-			96	
6	Foot companions	INFANTRY	Average	-	Pike	Shove	8	768
		Drilled Close	Protected	-			96	
7	Thracians	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	6	456
		Formed Loose	Protected	Javelin			76	
8	Allied hoplites	INFANTRY	Poor	-	Long Spear	Shove; Shield Cover	6	342
		Formed Close	Protected	-			57	
9	Greek cavalry	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	4	324
		Drilled Loose	Protected	Javelin			81	

## SUGs

1	Agrarian javelinmen	INFANTRY	Superior	Experienced	-	Melee Expert; Shoot & Charge	6	426
		Skirmisher	Protected	Javelin			71	

## NOTES

The Agema must be in Alexander's command. He may still be a floating general, directly commanding only the Agema. If so, Alexander must remain with the Agema (unless the Agema are broken or Alexander killed).

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

10

Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	1	40%	4	70%	7
20%	2	50%	5	80%	8
30%	3	60%	6	90%	9

## SCORING

<b>TRIUMPH</b>	15 Victory Points	<b>DAMAGE DONE SCORE</b>	Maximum 10 pts	<b>SURVIVAL</b>	+2 Victory Points if you avoid breaking (or mutual break)
If you break your opponents army you have a Triumph		Per enemy TuG Destroyed	2 Victory Points		
		Per enemy SuG destroyed	1 Victory Point		

# Classical Indian



<b>Army Book</b>	Classical - Persia, Iran and India
<b>Army Number</b>	2604



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<b>Porus</b>	AC	Talented Instinctive
<b>Pratipa</b>	Sub	Competent Instinctive
<b>Pandu</b>	Sub	Competent Instinctive
<b>Bhima</b>	Sub	Competent Instinctive

<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	326 BCE
<b>Terrain</b>	Plains; Jungle; -
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	

<b>TOTAL POINTS</b>	9947
<b>TuGs to Break</b>	7



<b>PBS</b>	6	cards
<b>SCOUTING</b>	1	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Elephants with accompanying foot	ELEPHANTS	Average	Experienced	-	Shove	3	780
		Tribal Loose	Protected	Bow			260	
2	Elephants with accompanying foot	ELEPHANTS	Average	Experienced	-	Shove	3	780
		Tribal Loose	Protected	Bow			260	
3	Elephants with accompanying foot	ELEPHANTS	Average	Experienced	-	Shove	3	780
		Tribal Loose	Protected	Bow			260	
4	Elephants	ELEPHANTS	Average	-	-	Shove	3	690
		Tribal Loose	Protected	-			230	
5	Chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert; Devastating Chargers; Shoot & Charge	4	644
		Formed Loose	Protected	Bow			161	
6	Cavalry	CAVALRY	Average	Unskilled	-	-	6	450
		Tribal Loose	Protected	Javelin			75	
7	Javelinmen	INFANTRY	Average	Unskilled	-	Shoot & Charge	9	531
		Tribal Loose	Protected	Javelin			59	
8	Spearmen	INFANTRY	Average	-	Short Spear	-	3	201
		Tribal Flexible	Protected	-			67	
8	Archers	INFANTRY	Average	Experienced	-	-	6	288
		Tribal Loose	Unprotected	Bow			48	
9	Spearmen	INFANTRY	Average	-	Short Spear	-	3	201
		Tribal Flexible	Protected	-			67	
9	Archers	INFANTRY	Average	Experienced	-	-	6	288
		Tribal Loose	Unprotected	Bow			48	
10	Spearmen	INFANTRY	Average	-	Short Spear	-	3	201
		Tribal Flexible	Protected	-			67	
10	Archers	INFANTRY	Average	Experienced	-	-	6	288
		Tribal Loose	Unprotected	Bow			48	
11	Spearmen	INFANTRY	Average	-	Short Spear	-	3	201
		Tribal Flexible	Protected	-			67	
11	Archers	INFANTRY	Average	Experienced	-	-	6	288
		Tribal Loose	Unprotected	Bow			48	
12	Spearmen	INFANTRY	Average	-	Short Spear	-	3	201
		Tribal Flexible	Protected	-			67	
12	Archers	INFANTRY	Average	Experienced	-	-	6	288
		Tribal Loose	Unprotected	Bow			48	
13	Spearmen	INFANTRY	Average	-	Short Spear	-	3	201
		Tribal Flexible	Protected	-			67	
13	Archers	INFANTRY	Average	Experienced	-	-	6	288
		Tribal Loose	Unprotected	Bow			48	

## NOTES

Spearmen and archers are combined into TuGs of 9, comprising 3 spearmen and 6 archers.  
 Apart from Porus, we do not know the names of the other commanders. The names are taken from a list of Puru rulers from Puranic tradition.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

5

Total number of UGs

13

Outscouting Difference

Deploy

Outscouting Difference

Deploy

Outscouting Difference

Deploy

10%

2

40%

6

70%

10

20%

3

50%

7

80%

11

30%

4

60%

8

90%

12



# Mid Republican Roman



<b>Army Book</b>	Classical - Italy
<b>Army Number</b>	2513

<b>Scipio Africanus</b>	AC	Legendary Professional
<b>C Laelius</b>	Sub	Talented Professional
<b>Massinassa</b>	Ally	Competent Instinctive
-	Sub	na

<b>TOTAL POINTS</b>	9995
<b>TuGs to Break</b>	5



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	202 BCE
<b>Terrain</b>	Standard; Coastal; -
<b>Camp</b>	Poor Fortified Camp
<b>Allies</b>	Numidian

<b>PBS</b>	9	cards
<b>SCOUTING</b>	4	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Cavalry	CAVALRY	Average	Unskilled	Short Spear	Shoot & Charge; Melee Expert	6	768
		Formed Loose	Protected	Javelin			128	
2	Veteran hastati & principes	INFANTRY	Superior	-	Impact Weapon	Shield Cover; Melee Expert; Orb	4	588
		Drilled Close	Protected	-			147	
2	Veteran triarii	INFANTRY	Superior	-	-	Shield Cover; Melee Expert; Orb	1	131
		Drilled Close	Protected	-			131	
3	Veteran hastati & principes	INFANTRY	Superior	-	Impact Weapon	Shield Cover; Melee Expert; Orb	4	588
		Drilled Close	Protected	-			147	
3	Veteran triarii	INFANTRY	Superior	-	-	Shield Cover; Melee Expert; Orb	1	131
		Drilled Close	Protected	-			131	
4	Veteran hastati & principes	INFANTRY	Superior	-	Impact Weapon	Shield Cover; Melee Expert; Orb	4	588
		Drilled Close	Protected	-			147	
4	Veteran triarii	INFANTRY	Superior	-	-	Shield Cover; Melee Expert; Orb	1	131
		Drilled Close	Protected	-			131	
5	Veteran hastati & principes	INFANTRY	Superior	-	Impact Weapon	Shield Cover; Melee Expert; Orb	4	588
		Drilled Close	Protected	-			147	
5	Veteran triarii	INFANTRY	Superior	-	-	Shield Cover; Melee Expert; Orb	1	131
		Drilled Close	Protected	-			131	
6	Hastati & principes	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert; Orb	4	420
		Drilled Close	Protected	-			105	
6	Triarii	INFANTRY	Average	-	-	Shield Cover; Melee Expert; Orb	1	93
		Drilled Close	Protected	-			93	
7	Hastati & principes	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	4	412
		Drilled Close	Protected	-			103	
7	Triarii	INFANTRY	Average	-	-	Shield Cover; Melee Expert	1	91
		Drilled Close	Protected	-			91	
8	Hastati & principes	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	4	412
		Drilled Close	Protected	-			103	
8	Triarii	INFANTRY	Average	-	-	Shield Cover; Melee Expert	1	91
		Drilled Close	Protected	-			91	
9	Numidian nobles	CAVALRY	Superior	Experienced	-	Shoot & Charge	4	608
		Formed Flexible	Protected	Javelin			152	

## SUGs

1	Velites	INFANTRY	Average	Experienced	Short Spear	Shoot & Charge	6	276
		Skirmisher	Protected	Javelin			46	
2	Velites	INFANTRY	Average	Experienced	Short Spear	Shoot & Charge	6	276
		Skirmisher	Protected	Javelin			46	
3	Numidian best light horse	CAVALRY	Average	Skilled	-	Combat Shy	6	378
		Skirmisher	Unprotected	Javelin			63	
4	Numidian best light horse	CAVALRY	Average	Skilled	-	Combat Shy	6	378
		Skirmisher	Unprotected	Javelin			63	

## NOTES

Hastati & principes and triarii are combined into TuGs of 5.  
A Numidian ally general commands the Numidian nobles and Numidian light horse.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

5

Total number of UGs

13

Outscouting Difference

Deploy

Outscouting Difference

Deploy

Outscouting Difference

Deploy

10%

2

40%

6

70%

10

20%

3

50%

7

80%

11

30%

4

60%

8

90%

12

# Later Carthaginian



<b>Army Book</b>	Classical - Spain, Sicily and Africa
<b>Army Number</b>	2711



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<b>Hannibal</b>	AC	Legendary Professional
<b>Hasdrubal</b>	Sub	Competent Professional
<b>Tychaeus</b>	Sub	Competent Professional
-	Sub	na

<b>TOTAL POINTS</b>	9994
<b>TuGs to Break</b>	6



<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	202 BCE
<b>Terrain</b>	Coastal; -; -
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	

<b>PBS</b>	9	cards
<b>SCOUTING</b>	3	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Veteran Spanish cavalry	CAVALRY	Superior	Unskilled	Short Spear	Shoot & Charge	6	954
		Drilled Loose	Protected	Javelin			159	
2	Gallic or Spanish cavalry	CAVALRY	Average	Unskilled	Short Spear	-	6	570
		Formed Loose	Protected	Javelin			95	
3	Elephants	ELEPHANTS	Average	-	-	-	3	660
		Tribal Loose	Protected	-			220	
4	Gallic or Ligurian foot	INFANTRY	Average	-	-	Devastating Chargers	6	420
		Tribal Flexible	Protected	-			70	
5	Gallic or Ligurian foot	INFANTRY	Average	-	-	Devastating Chargers	6	420
		Tribal Flexible	Protected	-			70	
6	Gallic or Ligurian foot	INFANTRY	Average	-	-	Devastating Chargers	6	420
		Tribal Flexible	Protected	-			70	
7	African spearmen	INFANTRY	Average	-	Long Spear	Orb	6	528
		Formed Close	Protected	-			88	
8	African spearmen	INFANTRY	Average	-	Long Spear	Orb	6	528
		Formed Close	Protected	-			88	
9	Veteran African spearmen	INFANTRY	Superior	-	Long Spear	Shove; Shield Cover	6	840
		Drilled Close	Protected	-			140	
10	Veteran Italian foot	INFANTRY	Superior	Unskilled	Short Spear	Shoot & Charge	6	630
		Formed Loose	Protected	Javelin			105	
11	Bruttians	INFANTRY	Average	Experienced	Short Spear	Shoot & Charge	6	498
		Formed Loose	Protected	Firearm			83	

## SUGs

1	Numidian cavalry	CAVALRY	Average	Skilled	-	Combat Shy	6	378
		Skirmisher	Unprotected	Javelin			63	
2	Moorish archers	INFANTRY	Average	Experienced	-	Combat Shy	6	240
		Skirmisher	Unprotected	Bow			40	

## NOTES

Type in any additional notes you wish to add here.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

5

Total number of UGs

13

Outscouting Difference

Deploy

Outscouting Difference

Deploy

Outscouting Difference

Deploy

10%

2

40%

6

70%

10

20%

3

50%

7

80%

11

30%

4

60%

8

90%

12

# Later Republican Roman



<b>Army Book</b>	Classical - Italy
<b>Army Number</b>	2514

<b>C Julius Caesar</b>	AC	Talented Professional
<b>T Labienus</b>	Sub	Mediocre Professional
<b>M Antonius</b>	Sub	Mediocre Professional
<b>C Trebonius</b>	Sub	Mediocre Professional

<b>TOTAL POINTS</b>	9975
<b>TuGs to Break</b>	5



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	52 BCE
<b>Terrain</b>	Standard; Coastal; -
<b>Camp</b>	Poor Fortified Camp
<b>Allies</b>	

<b>PBS</b>	8	cards
<b>SCOUTING</b>	2	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Heavy cavalry	CAVALRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	4	512
		Formed Loose	Protected	Javelin			128	
2	Heavy cavalry	CAVALRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	4	512
		Formed Loose	Protected	Javelin			128	
3	Xth legion	INFANTRY	Exceptional	-	Impact Weapon	Melee Expert; Shield Cover; Orb	4	748
		Drilled Flexible	Protected	-			187	
4	Veteran legionaries	INFANTRY	Superior	-	Impact Weapon	Melee Expert; Shield Cover; Orb	6	924
		Drilled Flexible	Protected	-			154	
5	Veteran legionaries	INFANTRY	Superior	-	Impact Weapon	Melee Expert; Shield Cover; Orb	6	924
		Drilled Flexible	Protected	-			154	
6	Veteran legionaries	INFANTRY	Superior	-	Impact Weapon	Melee Expert; Shield Cover; Orb	6	924
		Drilled Flexible	Protected	-			154	
7	Legionaries	INFANTRY	Average	-	Impact Weapon	Melee Expert; Shield Cover; Orb	8	880
		Drilled Flexible	Protected	-			110	
8	Legionaries	INFANTRY	Average	-	Impact Weapon	Melee Expert; Shield Cover; Orb	8	880
		Drilled Flexible	Protected	-			110	
9	Legionaries	INFANTRY	Average	-	Impact Weapon	Melee Expert; Shield Cover; Orb	8	880
		Drilled Flexible	Protected	-			110	

## SUGs

1	Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	9	225
		Skirmisher	Unprotected	Javelin			25	

## NOTES

Type in any additional notes you wish to add here.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

10

Outscouting Difference	Deploy
10%	1
20%	2
30%	3

Outscouting Difference	Deploy
40%	4
50%	5
60%	6

Outscouting Difference	Deploy
70%	7
80%	8
90%	9

# Lowland Gallic



<b>Army Book</b>	Classical - Gaul, Germany and Britain	
<b>Army Number</b>	2302	

<b>Vercingetorix</b>	AC	Talented Instinctive
<b>Sedullos</b>	Sub	Competent Instinctive
<b>Vercassivellaunos</b>	Sub	Competent Instinctive
<b>Lucterius</b>	Ally	Competent Instinctive

<b>TOTAL POINTS</b>	9964
<b>TuGs to Break</b>	7



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	52 BCE
<b>Terrain</b>	Standard; Coastal; -
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	Highland Gallic

<b>PBS</b>	6	cards
<b>SCOUTING</b>	2	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Cavalry	CAVALRY	Superior	Unskilled	Short Spear	Shoot & Charge	6	870
		Formed Loose	Protected	Javelin			145	
2	Cavalry	CAVALRY	Average	Unskilled	Short Spear	Shoot & Charge	6	630
		Formed Loose	Protected	Javelin			105	
3	Soldurii	INFANTRY	Superior	-	-	Devastating Chargers; Fanatic	4	616
		Tribal Flexible	Protected	-			154	
4	Warriors	INFANTRY	Average	-	-	Devastating Chargers	8	560
		Tribal Flexible	Protected	-			70	
5	Warriors	INFANTRY	Average	-	-	Devastating Chargers	8	560
		Tribal Flexible	Protected	-			70	
6	Warriors	INFANTRY	Average	-	-	Devastating Chargers	8	560
		Tribal Flexible	Protected	-			70	
7	Warriors	INFANTRY	Average	-	-	Devastating Chargers	8	560
		Tribal Flexible	Protected	-			70	
8	Warriors	INFANTRY	Average	-	-	Devastating Chargers	8	560
		Tribal Flexible	Protected	-			70	
9	Warriors	INFANTRY	Average	-	-	Devastating Chargers	8	560
		Tribal Flexible	Protected	-			70	
10	Warriors	INFANTRY	Average	-	-	Devastating Chargers	8	560
		Tribal Flexible	Protected	-			70	
11	Highland Gallic warriors	INFANTRY	Average	-	-	Devastating Chargers	9	540
		Tribal Loose	Protected	-			60	
12	Highland Gallic warriors	INFANTRY	Average	-	-	Devastating Chargers	9	540
		Tribal Loose	Protected	-			60	
13	Highland Gallic warriors	INFANTRY	Average	-	-	Devastating Chargers	9	540
		Tribal Loose	Protected	-			60	

## SUGs

1	Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	6	150
		Skirmisher	Unprotected	Javelin			25	

## NOTES

the Army Commander must be deployed with the TUG of soldurii and cannot leave them (except by being killed!).  
The Highland Gallic ally commands the Highland Gallic warriors.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

5

Total number of UGs

14

Outscouting Difference	Deploy
10%	2
20%	3
30%	5

Outscouting Difference	Deploy
40%	6
50%	7
60%	9

Outscouting Difference	Deploy
70%	10
80%	12
90%	13

# Early Imperial Roman



Army Book	Classical - Italy
Army Number	2516

Trajan	AC	Talented Professional
C. Junius Quadratus	Sub	Competent Professional
Aurelius Rufinus	Sub	Mediocre Professional
C. Julius Valerius	Sub	Mediocre Professional

TOTAL POINTS	9994
TuGs to Break	5



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Player	
Contact Details	
Rules version	MAXIMUS
Date	106 CE
Terrain	Standard; Coastal; Mountains
Camp	Poor Fortified Camp
Allies	

PBS	8	cards
SCOUTING	2	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Legio II Adiutrix	INFANTRY	Superior	-	Impact	Shield Cover; Melee Expert	8	1216
		Drilled Flexible	Protected	-	Weapon		152	
2	Legio II Adiutrix	INFANTRY	Superior	-	Impact	Shield Cover; Melee Expert	6	912
		Drilled Flexible	Protected	-	Weapon		152	
3	Legio II Adiutrix	INFANTRY	Superior	-	Impact	Shield Cover; Melee Expert	6	912
		Drilled Flexible	Protected	-	Weapon		152	
4	Legio IV Flavia Felix	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert	5	540
		Drilled Flexible	Protected	-	Weapon		108	
4	Legio IV Flavia Felix - Bolt shooter	INFANTRY	Average	Experienced	Impact	Shield Cover; Melee Expert	1	168
		Drilled Flexible	Protected	Bolt Shooters	Weapon		168	
5	Legio IV Flavia Felix	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert	5	540
		Drilled Flexible	Protected	-	Weapon		108	
5	Legio IV Flavia Felix - Bolt shooter	INFANTRY	Average	Experienced	Impact	Shield Cover; Melee Expert	1	168
		Drilled Flexible	Protected	Bolt Shooters	Weapon		168	
6	Legio VI Ferrata	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert; Orb	6	660
		Drilled Flexible	Protected	-	Weapon		110	
7	Cavalry	CAVALRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	6	828
		Drilled Loose	Protected	Javelin			138	
8	Auxilia	INFANTRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	6	642
		Drilled Flexible	Protected	Javelin			107	
9	Auxilia	INFANTRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	6	642
		Drilled Flexible	Protected	Javelin			107	

## NOTES

Bolt shooters - note that this base is still a legionary: an infantry base not an artillery base. The TuG moves at BWg speeds (but may double move) and with any move the TuG may abandon the bolt shooters, in which case replace the artillery base with a normal legionary base and revert to infantry speeds for movement thereafter. A UG with artillery is missile-focused and will require a card to charge, but can abandon the artillery and charge at infantry speeds.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

3

Total number of UGs

9

Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	1	40%	4	70%	7
20%	2	50%	5	80%	8
30%	3	60%	6	90%	9

# Dacian



<b>Army Book</b>	Classical - The Balkans and Pontic Steppes
<b>Army Number</b>	2109



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	106 CE
<b>Terrain</b>	Mountains; Forest; -
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	Bastarnae

<b>Decabalus</b>	AC	Talented Instinctive
<b>Dicomes</b>	Sub	Competent Instinctive
<b>Rholes</b>	Sub	Competent Instinctive
<b>Cotto</b>	Ally	Competent Instinctive

<b>PBS</b>	6	cards
<b>SCOUTING</b>	2	cards

<b>TOTAL POINTS</b>	9954
<b>TuGs to Break</b>	7

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Nobles and followers with falx	INFANTRY	Superior	-	-	Devastating Chargers; Melee Expert	6	642
		Tribal Loose	Protected	-	-		107	
2	Nobles and followers with falx	INFANTRY	Superior	-	-	Devastating Chargers; Melee Expert	6	642
		Tribal Loose	Protected	-	-		107	
3	Warriors with falx	INFANTRY	Average	-	-	Devastating Chargers; Melee Expert	8	608
		Tribal Loose	Protected	-	-		76	
4	Warriors with falx	INFANTRY	Average	-	-	Devastating Chargers; Melee Expert	8	608
		Tribal Loose	Protected	-	-		76	
5	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	8	528
		Tribal Loose	Protected	Javelin	Javelin		66	
6	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	8	528
		Tribal Loose	Protected	Javelin	Javelin		66	
7	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	8	528
		Tribal Loose	Protected	Javelin	Javelin		66	
8	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	8	528
		Tribal Loose	Protected	Javelin	Javelin		66	
9	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	8	528
		Tribal Loose	Protected	Javelin	Javelin		66	
10	Foot archers	INFANTRY	Average	Experienced	-	-	6	288
		Tribal Loose	Unprotected	Bow	-		48	
11	Bastarnae nobles and followers with falx	INFANTRY	Superior	-	-	Devastating Chargers; Melee Expert	6	642
		Tribal Loose	Protected	-	-		107	
12	Bastarnae warriors with falx	INFANTRY	Average	-	-	Devastating Chargers; Melee Expert	8	608
		Tribal Loose	Protected	-	-		76	
13	Bastarnae warriors	INFANTRY	Average	-	-	Devastating Chargers	8	560
		Tribal Flexible	Protected	-	-		70	

## SUGs

1	Dacian cavalry	CAVALRY	Average	Experienced	-	Combat Shy	6	258
		Skirmisher	Unprotected	Javelin	-		43	
2	Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	6	150
		Skirmisher	Unprotected	Javelin	-		25	
3	Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	6	150
		Skirmisher	Unprotected	Javelin	-		25	

## NOTES

A command may not have more than one UG of nobles and followers.  
A Bastarnae ally general commands all the Bastarnae UGs.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

6

Total number of UGs

16

Outscouting Difference	Deploy
10%	2
20%	4
30%	5

Outscouting Difference	Deploy
40%	7
50%	8
60%	10

Outscouting Difference	Deploy
70%	12
80%	13
90%	15

# Imperial Roman



<b>Army Book</b>	Classical - Italy
<b>Army Number</b>	2517

<b>AC name</b>	AC	Competent Professional
<b>Sub Name</b>	Sub	Competent Professional
-	Sub	Mediocre Professional
-	Sub	Mediocre Professional

<b>TOTAL POINTS</b>	9978
<b>TuGs to Break</b>	6



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	378 CE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Poor Fortified Camp
<b>Allies</b>	

<b>PBS</b>	7	cards
<b>SCOUTING</b>	2	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Equites	CAVALRY	Average	Unskilled	Short Spear	Melee Expert	6	768
		Drilled Loose	Protected	Javelin			128	
2	Equites	CAVALRY	Average	Unskilled	Short Spear	Melee Expert	6	768
		Drilled Loose	Protected	Javelin			128	
3	Auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover; Shieldwall	6	876
		Drilled Flexible	Protected	Darts			146	
4	Auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover; Shieldwall	6	876
		Drilled Flexible	Protected	Darts			146	
5	Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	6	648
		Drilled Flexible	Protected	-			108	
6	Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	6	648
		Drilled Flexible	Protected	-			108	
7	Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	6	648
		Drilled Flexible	Protected	-			108	
8	Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	6	648
		Drilled Flexible	Protected	-			108	
9	Auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover; Shieldwall	6	642
		Drilled Flexible	Protected	Darts			107	
10	Auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover; Shieldwall	6	642
		Drilled Flexible	Protected	Darts			107	
11	Auxilia sagittarii	INFANTRY	Average	Experienced	-	-	6	348
		Drilled Loose	Unprotected	Bow			58	

## SUGs

1	Skirmishers with javelins	INFANTRY	Average	Experienced	-	Combat Shy	6	150
		Skirmisher	Unprotected	Javelin			25	

## NOTES

Type in any additional notes you wish to add here.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

12

Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	2	40%	5	70%	9
20%	3	50%	6	80%	10
30%	4	60%	8	90%	11

# Gothic



<b>Army Book</b>	Classical - The Balkans and Pontic Steppes
<b>Army Number</b>	2122



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<b>Fritigern</b>	AC	Talented Instinctive
<b>Athanaric</b>	Sub	Competent Instinctive
<b>Thuruar</b>	Sub	Competent Instinctive
<b>Alatheus and Saphrax</b>	Sub	Competent Instinctive

<b>TOTAL POINTS</b>	9960
<b>TuGs to Break</b>	7



<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	378 CE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Poor Mobile Camp
<b>Allies</b>	Greuthingi and Alans

<b>PBS</b>	6	cards
<b>SCOUTING</b>	2	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Cavalry	CAVALRY	Average	-	Short Spear	-	6	540
		Formed Loose	Protected	-			90	
2	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	8	608
		Tribal Flexible	Protected	Javelin			76	
3	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	8	608
		Tribal Flexible	Protected	Javelin			76	
4	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	8	608
		Tribal Flexible	Protected	Javelin			76	
5	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	8	608
		Tribal Flexible	Protected	Javelin			76	
6	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	6	456
		Tribal Flexible	Protected	Javelin			76	
7	Warriors with Roman training and equipment	INFANTRY	Average	Unskilled	Short Spear	Melee Expert	8	768
		Formed Flexible	Protected	Javelin			96	
8	Warriors with Roman training and equipment	INFANTRY	Average	Unskilled	Short Spear	Melee Expert	8	768
		Formed Flexible	Protected	Javelin			96	
9	Warriors with Roman training and equipment	INFANTRY	Average	Unskilled	Short Spear	Melee Expert	6	576
		Formed Flexible	Protected	Javelin			96	
10	Escaped slaves and ill equipped warriors	INFANTRY	Poor	-	Short Spear	-	8	200
		Tribal Close	Unprotected	-			25	
11	Escaped slaves and ill equipped warriors	INFANTRY	Poor	-	Short Spear	-	8	200
		Tribal Close	Unprotected	-			25	
12	Allied Greuthingi best cavalry	CAVALRY	Superior	-	-	Devastating Chargers	6	786
		Formed Loose	Protected	-			131	
13	Allied Greuthingi cavalry	CAVALRY	Average	-	Short Spear	-	6	540
		Formed Loose	Protected	-			90	

## SUGs

1	Allied Alans	CAVALRY	Average	Experienced	-	Combat Shy	6	318
		Skirmisher	Unprotected	Bow			53	

## NOTES

An Allied contingent of Greuthingi and Alans is under the ally commander.  
Apart from Fritigern, Alatheus and Saphrax, we do not know the names of the Gothic leaders.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

5

Total number of UGs

14

Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	2	40%	6	70%	10
20%	3	50%	7	80%	12
30%	5	60%	9	90%	13



# Foederate Roman



<b>Army Book</b>	Classical - Italy
<b>Army Number</b>	2518



<b>Flavius Aelius</b>	AC	Talented Professional
<b>Avitus</b>	Sub	Mediocre Professional
<b>Theodoric (Visigothic)</b>	Ally	Competent Instinctive
<b>Sangiban (Alan)</b>	Ally	Competent Instinctive

2023 - Issue 1



<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	451 CE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	Alan, Tolosan Visigoth

<b>TOTAL POINTS</b>	9964
<b>TuGs to Break</b>	6

<b>PBS</b>	8	cards
<b>SCOUTING</b>	3	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Equites	CAVALRY	Average	Unskilled	Short Spear	-	6	630
		Drilled Loose	Protected	Javelin			105	
2	Auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover; Shieldwall	6	876
		Drilled Flexible	Protected	Darts			146	
3	Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover; Shieldwall	6	642
		Drilled Flexible	Protected	Darts			107	
4	Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover; Shieldwall	6	642
		Drilled Flexible	Protected	Darts			107	
5	Foederate cavalry	INFANTRY	Average	-	Short Spear	Melee Expert	6	498
		Formed Loose	Protected	-			83	
6	Foederate infantry	INFANTRY	Average	-	-	Devastating Chargers	8	560
		Tribal Flexible	Protected	-			70	
7	Visigothic bucellarii	CAVALRY	Superior	-	-	Devastating Chargers	6	786
		Formed Loose	Protected	-			131	
8	Visigothic warriors	INFANTRY	Average	Unskilled	Short Spear	-	9	720
		Formed Flexible	Protected	Javelin			80	
9	Visigothic Roman auxiliaries	INFANTRY	Average	Experienced	Short Spear	Shield Cover	8	736
		Formed Flexible	Protected	Darts			92	
10	Alan lancers	CAVALRY	Average	-	Charging Lancer	Melee Expert	6	768
		Formed Loose	Protected	-			128	
11	Alan lancers	CAVALRY	Average	-	Charging Lancer	-	6	630
		Formed Loose	Protected	-			105	

## SUGs

1	Alan horse archers	CAVALRY	Average	Experienced	-	Combat Shy	6	318
		Skirmisher	Unprotected	Bow			53	

## NOTES

The Visigothic ally general commands all Visigothic Ugs.  
The Alan ally general commands all Alan Ugs.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

12

Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	2	40%	5	70%	9
20%	3	50%	6	80%	10
30%	4	60%	8	90%	11

# Hunnic



<b>Army Book</b>	Classical - The Balkans and Pontic Steppes
<b>Army Number</b>	2121

<b>Attila</b>	AC	Talented Instinctive
<b>Laudaricus</b>	Sub	Mediocre Instinctive
<b>Valamir</b>	Sub	Competent Instinctive
<b>Ardaric</b>	Sub	Competent Instinctive

<b>TOTAL POINTS</b>	9994
<b>TuGs to Break</b>	7



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	451 CE
<b>Terrain</b>	Plains; -; -
<b>Camp</b>	Poor Mobile Camp
<b>Allies</b>	Ostrogothic, Gepid

<b>PBS</b>	7	cards
<b>SCOUTING</b>	4	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry			Weaponry	
<b>TUGs</b>								
1	Nobles and followers	CAVALRY	Superior	Experienced	Short Spear	Melee Expert; Shoot & Charge	6	1248
		Formed Loose	Protected	Bow			208	
2	Horse archers	CAVALRY	Average	Experienced	-	Melee Expert; Shoot & Charge	6	690
		Formed Flexible	Unprotected	Bow			115	
3	Horse archers	CAVALRY	Average	Skilled	-	Melee Expert; Shoot & Charge	6	900
		Formed Flexible	Unprotected	Bow			150	
4	Frankish subjects	INFANTRY	Average	-	Short Spear	Devastating Chargers	8	616
		Tribal Flexible	Protected	-			77	
5	Burgundian subjects	INFANTRY	Average	-	-	Devastating Chargers	8	560
		Tribal Flexible	Protected	-			70	
6	Thuringian subjects	INFANTRY	Average	-	-	Devastating Chargers	6	420
		Tribal Flexible	Protected	-			70	
7	Herul or Sciri subjects	CAVALRY	Average	-	Short Spear	Melee Expert	6	678
		Formed Loose	Protected	-			113	
8	Ostrogothic best cavalry	CAVALRY	Superior	-	Charging Lancer	-	6	882
		Formed Loose	Protected	-			147	
9	Ostrogothic cavalry	CAVALRY	Average	-	Short Spear	-	6	540
		Formed Loose	Protected	-			90	
10	Ostrogothic archers	INFANTRY	Average	Experienced	-	Combat Shy	6	204
		Tribal Loose	Unprotected	Bow			34	
11	Gepid cavalry	CAVALRY	Average	-	Short Spear	-	4	360
		Formed Loose	Protected	-			90	
12	Gepid cavalry	CAVALRY	Average	-	Short Spear	-	4	360
		Formed Loose	Protected	-			90	
13	Gepid cavalry	CAVALRY	Average	-	Short Spear	-	4	360
		Formed Loose	Protected	-			90	

## NOTES

The Ostrogothic ally general commands all Ostrogothic Ugs.  
The Gepid ally general commands all gepid Ugs.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

5

Total number of UGs

13

Outscouting Difference

Deploy

10%

2

20%

3

30%

4

Outscouting Difference

Deploy

40%

6

50%

7

60%

8

Outscouting Difference

Deploy

70%

10

80%

11

90%

12

# Early Byzantine



<b>Army Book</b>	Early Medieval - Byzantium	
<b>Army Number</b>	3308	

<b>Belisarius</b>	AC	Talented Professional
<b>John the Armenian</b>	Sub	Competent Professional
<b>Archelaus</b>	Sub	Competent Professional
-	Sub	na

<b>TOTAL POINTS</b>	9980
<b>TuGs to Break</b>	6



2023 - Issue 1



<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	533 CE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	

<b>PBS</b>	8	cards
<b>SCOUTING</b>	4	cards

UG No	Name	Type	Quality	Shooting	Melee Weaponry	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry			Pts/base	

## TUGs

1	Boukellarioi	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge	6	1134
		Drilled Loose	Protected	Bow			189	
2	Boukellarioi	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge	6	1134
		Drilled Loose	Protected	Bow			189	
3	Byzantine kavallarioi	CAVALRY	Average	Experienced	Short Spear	-	6	810
		Drilled Loose	Protected	Bow			135	
4	Byzantine kavallarioi	CAVALRY	Average	Experienced	Short Spear	-	6	810
		Drilled Loose	Protected	Bow			135	
5	Huns	CAVALRY	Average	Experienced	-	Melee Expert	6	654
		Formed Flexible	Unprotected	Bow			109	
6	Foederate or symmachoi cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	4	412
		Formed Loose	Protected	-			103	
7	Skoutatoi	INFANTRY	Average	Experienced	Short Spear	Shieldwall	6	552
		Formed Close	Protected	Darts			92	
8	Skoutatoi	INFANTRY	Average	Experienced	Short Spear	Shieldwall	6	552
		Formed Close	Protected	Darts			92	
9	Skoutatoi	INFANTRY	Average	Experienced	Short Spear	Shieldwall	6	552
		Formed Close	Protected	Darts			92	
10	Skoutatoi	INFANTRY	Average	Experienced	Short Spear	Shieldwall	6	552
		Formed Close	Protected	Darts			92	
11	Isaurians	INFANTRY	Average	Unskilled	Short Spear	-	6	360
		Tribal Loose	Protected	Javelin			60	

## NOTES

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

11

Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	2	40%	5
20%	3	50%	6
30%	4	60%	7

Outscouting Difference	Deploy
70%	8
80%	9
90%	10

# African Vandal



<b>Army Book</b>	Early Medieval - Byzantium
<b>Army Number</b>	3302

<b>Gelimer</b>	AC	Competent Instinctive
<b>Ammatus</b>	Sub	Competent Instinctive
<b>Gibamund</b>	Sub	Competent Instinctive
<b>Honoric</b>	Sub	Competent Instinctive

<b>TOTAL POINTS</b>	9990
<b>TuGs to Break</b>	6



2023 - Issue 1



<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	533 CE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Average Unfortified Camp
<b>Allies</b>	

<b>PBS</b>	6	cards
<b>SCOUTING</b>	4	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry			Weaponry	
TUGs								
1	Best Vandal cavalry	CAVALRY	Superior	-	Short Spear	Devastating Chargers; Melee Expert	6	1062
		Formed Loose	Protected	-			177	
2	Best Vandal cavalry	CAVALRY	Superior	-	Short Spear	Devastating Chargers	6	870
		Formed Loose	Protected	-			145	
3	Best Vandal cavalry	CAVALRY	Superior	-	Short Spear	Devastating Chargers	6	870
		Formed Loose	Protected	-			145	
4	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	6	756
		Formed Loose	Protected	-			126	
5	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	6	756
		Formed Loose	Protected	-			126	
6	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	6	756
		Formed Loose	Protected	-			126	
7	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	6	756
		Formed Loose	Protected	-			126	
8	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	6	756
		Formed Loose	Protected	-			126	
9	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	4	504
		Formed Loose	Protected	-			126	
10	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	4	412
		Formed Loose	Protected	-			103	
11	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	4	412
		Formed Loose	Protected	-			103	

## NOTES

A command may not have more than one TUG of best cavalry.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

11

Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	2	40%	5
20%	3	50%	6
30%	4	60%	7

Outscouting Difference	Deploy
70%	8
80%	9
90%	10

# Norman



<b>Army Book</b>	Early Medieval - Frankia
<b>Army Number</b>	3412



William	AC	Talented Instinctive
Alain le Roux (Breton)	Ally	Competent Instinctive
William Fitzosbern	Sub	Competent Instinctive
Eustace	Sub	Competent Instinctive

2023 - Issue 1

<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	1066 CE
<b>Terrain</b>	Standard; Coastal; -
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	Breton

<b>TOTAL POINTS</b>	10000
<b>TuGs to Break</b>	6



<b>PBS</b>	6	cards
<b>SCOUTING</b>	3	cards

UG No	Name	Type	Quality	Shooting	Melee Weaponry	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry			Pts/base	

## TUGs

1	Familia regis	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Melee Expert	6	1188
		Formed Loose	Protected	-			198	
2	Best milites	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	6	996
		Formed Loose	Protected	-			166	
3	Best milites	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	6	996
		Formed Loose	Protected	-			166	
4	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	6	492
		Formed Close	Protected	-			82	
5	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	6	492
		Formed Close	Protected	-			82	
6	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	6	492
		Formed Close	Protected	-			82	
7	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	6	492
		Formed Close	Protected	-			82	
8	Crossbowmen	INFANTRY	Average	Skilled	-	-	8	800
		Formed Loose	Protected	Crossbow			100	
9	Pedites	INFANTRY	Average	-	Short Spear	-	8	496
		Tribal Close	Protected	-			62	
10	Breton cavalry	CAVALRY	Average	Unskilled	Short Spear	-	6	570
		Formed Loose	Protected	Javelin			95	
11	Breton cavalry	CAVALRY	Average	Unskilled	Short Spear	-	6	570
		Formed Loose	Protected	Javelin			95	

## SUGs

1	Breton light cavalry	CAVALRY	Average	Experienced	-	Combat Shy	6	258
		Skirmisher	Unprotected	Javelin			43	

## NOTES

Familia regis must be in the Army Commander's command.  
All Breton Ugs must be commanded by the Breton ally general.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

12

Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	2	40%	5	70%	9
20%	3	50%	6	80%	10
30%	4	60%	8	90%	11

# Anglo-Danish



<b>Army Book</b>	Early Medieval - Britain
<b>Army Number</b>	3212

<b>Harold</b>	AC	Talented Instinctive
<b>Gyrth</b>	Sub	Competent Instinctive
<b>Leofwine</b>	Sub	Competent Instinctive
<b>Edwin</b>	Sub	Competent Instinctive

<b>TOTAL POINTS</b>	9964
<b>TuGs to Break</b>	6



2023 - Issue 1



<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	1066 CE
<b>Terrain</b>	Standard; Coastal; -
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	

<b>PBS</b>	6	cards
<b>SCOUTING</b>	1	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Dismountable	6	942
		Formed Flexible	Protected	-			157	
2	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	3	450
		Formed Close	Protected	-			150	
2	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	3	216
		Tribal Close	Protected	-			72	
2	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	3	132
		Tribal Close	Protected	-			44	
3	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	3	450
		Formed Close	Protected	-			150	
3	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	3	216
		Tribal Close	Protected	-			72	
3	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	3	132
		Tribal Close	Protected	-			44	
4	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	3	450
		Formed Close	Protected	-			150	
4	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	3	216
		Tribal Close	Protected	-			72	
4	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	3	132
		Tribal Close	Protected	-			44	
5	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	3	450
		Formed Close	Protected	-			150	
5	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	3	216
		Tribal Close	Protected	-			72	
5	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	3	132
		Tribal Close	Protected	-			44	
6	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	3	450
		Formed Close	Protected	-			150	
6	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	3	216
		Tribal Close	Protected	-			72	
6	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	3	132
		Tribal Close	Protected	-			44	
7	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	3	450
		Formed Close	Protected	-			150	
7	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	3	216
		Tribal Close	Protected	-			72	
7	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	3	132
		Tribal Close	Protected	-			44	
8	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	6	432
		Tribal Close	Protected	-			72	
9	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	6	432
		Tribal Close	Protected	-			72	
10	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	6	432
		Tribal Close	Protected	-			72	
11	Fyrd dregs	INFANTRY	Poor	-	-	Combat Shy	10	130
		Tribal Close	Unprotected	-			13	

## SUGs

1	Archers	INFANTRY	Average	Experienced	-	Combat Shy	6	240
		Skirmisher	Unprotected	Bow			40	
2	Slings	INFANTRY	Average	Experienced	-	Combat Shy	6	210
		Skirmisher	Unprotected	Sling			35	

## NOTES

In TUGs of 3 bases each of Huscarls, Select fyrd and Great fyrd the bases of Huscarls, Select fyrd and Great fyrd must be easily distinguished.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

5

Total number of UGs

13

Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	2	40%	6	70%	10
20%	3	50%	7	80%	11
30%	4	60%	8	90%	12

# Later Crusader



<b>Army Book</b>	Medieval - The Crusades
<b>Army Number</b>	5117



<b>Richard I</b>	AC	Talented Instinctive
<b>Guy de Lusignan</b>	Sub	Talented Instinctive
<b>Garnier de Nablus (Hospitaler)</b>	Sub	Mediocre Professional
<b>Robert de Sablé (Templar)</b>	Sub	Mediocre Professional

2023 - Issue 1

<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	1191 CE
<b>Terrain</b>	Standard; Plains; Mountains
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	

<b>TOTAL POINTS</b>	9955
<b>TuGs to Break</b>	6



<b>PBS</b>	6	cards
<b>SCOUTING</b>	2	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Outremer crusader knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers; Melee Expert	3	531
		Formed Loose	- / FArm	-			177	
1	Sergeants and turcoples	CAVALRY	Average	-	-	Devastating Chargers; Melee Expert	3	348
		Formed Loose	Protected	-			116	
2	Crusader knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Melee Expert	2	494
		Formed Loose	- / FArm	-			247	
2	Crusader sergeants	CAVALRY	Superior	-	-	Devastating Chargers; Melee Expert	2	326
		Formed Loose	Protected	-			163	
3	Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover; Shieldwall	6	522
		Formed Close	Protected	-			87	
4	Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover; Shieldwall	6	522
		Formed Close	Protected	-			87	
5	Spearmen with crossbowmen	INFANTRY	Average	Experienced	Short Spear	Shield Cover	3	291
		Formed Close	Protected	Crossbow			97	
5	Rear rank crossbowmen	INFANTRY	Average	Experienced	-	-	3	240
		Formed Loose	Protected	Crossbow			80	
6	Spearmen with crossbowmen	INFANTRY	Average	Experienced	Short Spear	Shield Cover	3	291
		Formed Close	Protected	Crossbow			97	
6	Rear rank crossbowmen	INFANTRY	Average	Experienced	-	-	3	240
		Formed Loose	Protected	Crossbow			80	
7	Spearmen with crossbowmen	INFANTRY	Average	Experienced	Short Spear	Shield Cover	3	291
		Formed Close	Protected	Crossbow			97	
7	Rear rank crossbowmen	INFANTRY	Average	Experienced	-	-	3	240
		Formed Loose	Protected	Crossbow			80	
8	Spearmen with crossbowmen	INFANTRY	Average	Experienced	Short Spear	Shield Cover	3	291
		Formed Close	Protected	Crossbow			97	
8	Rear rank crossbowmen	INFANTRY	Average	Experienced	-	-	3	240
		Formed Loose	Protected	Crossbow			80	
9	Templar military order brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Melee Expert	4	1060
		Drilled Loose	- / FArm	-			265	
10	Templar turcoples	CAVALRY	Average	Experienced	Short Spear	Devastating Chargers	4	460
		Drilled Flexible	Unprotected	Bow			115	
11	Hospitaler military order brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Melee Expert	4	1060
		Drilled Loose	- / FArm	-			265	

## NOTES

The Hospitaler sub general must command the Hospitaler brother knights; the Templar sub general must command the Templar TUGs. They can command other troops as well as their own military order troops.

Garnier de Nablus was Grand Master of the Knights Hospitalers. Robert de Sablé was Grand Master of the Knights Templar.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

11

Outscouting Difference	Deploy
10%	2
20%	3
30%	4

Outscouting Difference	Deploy
40%	5
50%	6
60%	7

Outscouting Difference	Deploy
70%	8
80%	9
90%	10

# Ayyubid Egyptian



<b>Army Book</b>	Medieval - The Crusades
<b>Army Number</b>	5116

<b>Saladin</b>	AC	Talented Professional
<b>Saphadin</b>	Sub	Competent Professional
<b>Aladdin of Mosul</b>	Sub	Mediocre Professional
<b>Taqi al-Din</b>	Sub	Mediocre Professional

<b>TOTAL POINTS</b>	9944
<b>TuGs to Break</b>	5



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	1091 CE
<b>Terrain</b>	Standard; Coastal; -
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	

<b>PBS</b>	9	cards
<b>SCOUTING</b>	5	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Sultan's mamluks	CAVALRY	Superior	Skilled	Short Spear	Melee Expert	6	1458
		Drilled Loose	Protected	Bow			243	
2	Asadiyya, Tawashi and other provincial	CAVALRY	Superior	Experienced	Short Spear	-	6	1050
		Drilled Loose	Protected	Bow			175	
3	Asadiyya, Tawashi and other provincial	CAVALRY	Superior	Experienced	Short Spear	-	6	1050
		Drilled Loose	Protected	Bow			175	
4	Qaraghulams	CAVALRY	Average	-	Long Spear	-	6	690
		Formed Loose	Protected	-			115	
5	Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	6	564
		Formed Flexible	Unprotected	Bow			94	
6	Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	6	564
		Formed Flexible	Unprotected	Bow			94	
7	Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	6	774
		Formed Flexible	Unprotected	Bow			129	
8	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	8	656
		Formed Close	Protected	-			82	
9	Sudanese archers	INFANTRY	Average	Experienced	-	Combat Shy	6	240
		Formed Loose	Unprotected	Bow			40	

## SUGs

1	Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	6	240
		Skirmisher	Unprotected	Bow			40	

## NOTES

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

10

Outscouting Difference

Deploy

10%

1

20%

2

30%

3

Outscouting Difference

Deploy

40%

4

50%

5

60%

6

Outscouting Difference

Deploy

70%

7

80%

8

90%

9



# Northern Medieval French



<b>Army Book</b>	Medieval - House of Valois
<b>Army Number</b>	5501



<b>Philip Augustus</b>	AC	Talented Instinctive
<b>Robert, Count of Dreux</b>	Sub	Competent Instinctive
<b>Eudes of Burgundy</b>	Ally	Competent Instinctive
<b>William of Ponthieu</b>	Ally	Competent Instinctive

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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	1214 CE
<b>Terrain</b>	Standard; Coastal; Forest
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	

<b>TOTAL POINTS</b>	9965
<b>TuGs to Break</b>	5



<b>PBS</b>	6	cards
<b>SCOUTING</b>	2	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Melee Expert	3	741
		Formed Loose	- / FArm	-			247	
1	Sergeants	CAVALRY	Superior	-	-	Devastating Chargers; Melee Expert	3	489
		Formed Loose	Protected	-			163	
2	Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Melee Expert	3	741
		Formed Loose	- / FArm	-			247	
2	Sergeants	CAVALRY	Superior	-	-	Devastating Chargers; Melee Expert	3	489
		Formed Loose	Protected	-			163	
3	Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Melee Expert	3	741
		Formed Loose	- / FArm	-			247	
3	Sergeants	CAVALRY	Superior	-	-	Devastating Chargers; Melee Expert	3	489
		Formed Loose	Protected	-			163	
4	Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Melee Expert	3	741
		Formed Loose	- / FArm	-			247	
4	Sergeants	CAVALRY	Superior	-	-	Devastating Chargers; Melee Expert	3	489
		Formed Loose	Protected	-			163	
5	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	8	656
		Formed Close	Protected	-			82	
6	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	8	656
		Formed Close	Protected	-			82	
7	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	8	656
		Formed Close	Protected	-			82	
8	Crossbowmen	INFANTRY	Average	Experienced	-	-	6	480
		Formed Loose	Protected	Crossbow			80	
9	Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	9	225
		Tribal Loose	Unprotected	Javelin			25	

## SUGs

1	Bidets	INFANTRY	Average	Experienced	-	-	6	174
		Skirmisher	Unprotected	Javelin			29	
2	Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	6	240
		Skirmisher	Unprotected	Bow			40	

## NOTES

Each ally general must command 1 TUG of knights & sergeants and 1 TUG of spearmen. The army commander and sub general must command 2 TUGs of knights & sergeants and 1 TUG of spearmen between them. All remaining troops can be commanded by any general as long as each allied command has no more than 4 UGs.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

11

Outscouting Difference	Deploy
10%	2
20%	3
30%	4

Outscouting Difference	Deploy
40%	5
50%	6
60%	7

Outscouting Difference	Deploy
70%	8
80%	9
90%	10

# Imperial German



<b>Army Book</b>	Medieval - Holy Roman Empire
<b>Army Number</b>	5608



2023 - Issue 1

<b>Otto</b>	AC	Talented Instinctive
<b>Ferrand of Flanders</b>	Sub	Competent Instinctive
<b>Renaud de Dammartin</b>	Sub	Competent Instinctive
<b>William, Earl of Salisbury</b>	Sub	Mediocre Instinctive

<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	MAXIMUS
<b>Date</b>	1214 CE
<b>Terrain</b>	Standard; Forest; Mountains
<b>Camp</b>	Poor Unfortified Camp
<b>Allies</b>	

<b>TOTAL POINTS</b>	9991
<b>TuGs to Break</b>	6



<b>PBS</b>	6	cards
<b>SCOUTING</b>	2	cards

UG No	Name	Type	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Best knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Dismountable	6	1296
		Formed Loose	- / FArm	-			216	
2	Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers; Dismountable	6	924
		Formed Loose	- / FArm	-			154	
3	Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers; Dismountable	6	924
		Formed Loose	- / FArm	-			154	
4	Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	6	888
		Formed Loose	- / FArm	-			148	
5	Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	6	522
		Drilled Close	Protected	-			87	
6	Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	6	510
		Drilled Loose	Protected	Crossbow			85	
7	Brabanter mercenaries	INFANTRY	Average	-	Long Spear	-	8	728
		Drilled Close	Protected	-			91	
8	Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	8	656
		Formed Close	Protected	-			82	
9	Feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	8	464
		Formed Loose	Protected	Crossbow			58	
10	Fussknechte	INFANTRY	Average	-	-	Melee Expert	6	426
		Tribal Close	Protected	-			71	
11	Heerban	INFANTRY	Poor	-	Short Spear	-	9	225
		Tribal Close	Unprotected	-			25	

## SUGs

1	Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	6	270
		Skirmisher	Unprotected	Crossbow			45	

## NOTES

Knights dismount as Formed Close, Fully Armoured, 2-H Cut & Crush of the same quality.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

4

Total number of UGs

12

Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
10%	2	40%	5	70%	9
20%	3	50%	6	80%	10
30%	4	60%	8	90%	11