

SAMPLE PACTO ARMIES

INTRODUCTION

This document contains pairs of historically matched 3,000 point Mortem et Gloriam Pacto 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.
 - o New Kingdom Egyptian
 - o Hittite Empore
- 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.
 - o Spartan
 - o Achaemenid Persian Satrapal Army
- Hydaspes (326 BCE). The battle between Alexander the Great of Macedon and Porus
 - o Alexandrian Macedonian
 - o Classical Indian
- Zama (202 BCE). The last battle of the Second Punic War between Scipio Africanus and Hannibal.
 - o Mid Republican Roman
 - o Later Carthaginian
- Gergovia (52 BCE). A battle between Caesar and Vercingetorix prior to Alesia at which Caesar suffered a reverse.
 - o Late Republican Roman
 - o Lowland Gallic
- Sarmisegetusa (106 CE). The battle at which the Roman Emperor Trajan defeated the Dacians under their leader Decabalus.
 - o Early Imperial Roman
 - o 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.
 - o Imperial Roman
 - o 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.
 - o Foederate Roman
 - o 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.
 - o Early Byzantine
 - o African Vandal
- Hastings (1066 CE). The Norman army of William defeated the Anglo-Danish army of Harold.
 - o Norman
 - o Anglo-Danish
- Arsuf (1191 CE). The battle where the Crusader army led by Richard the Lionheart defeated the army of Saladin.
 - o Later Crusader
 - o Ayyubid Egyptian
- Bouvines (1214 CE). A French army under King Philip Augustus defeated an allied army commanded by Holy Roman Emperor Otto IV.
 - o Northern Medieval French
 - o Imperial German

New Kingdom Egyptian



Army Book		Chariot - Egypt and Hatti
Army Number		1207
Ramesses II	AC	Competent Professional
Grand Vizier Paser	Sub	Competent Professional
Prince Khaemweset	Sub	Competent Professional
Prince Pareherwenemef	Sub	Competent Professional



Player	
Contact Details	
Rules version	PACTO
Date	1274 BCE
Terrain	Standard; Coastal; -
Camp	Not Applicable
Allies	

TOTAL POINTS	2992	MAKIEM
TuGs to Break	6	ET GLORIAM

MORTEM	
MOKIEMI	
ET GLORIAM	-
- Indiana	

PBS	7	cards
SCOUTING	2	cards

					Scootinto		caras		
UG	Nama	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL	
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS	
				TUG	is				
1	Pharoah's chariots	CHARIOTS	Exceptional	Skilled			1	206	
1	Pharoan's Charlots	Drilled Loose	Protected	Bow	-	-	206	200	
2	Chariots	CHARIOTS	Superior	Skilled			1	182	
	Cildilots	Drilled Loose	Protected	Bow	-	-	182	102	
3	Chariots	CHARIOTS	Superior	Skilled	_	_	1	182	
3	Charlots	Drilled Loose	Protected	Bow	-	-	182	102	
4	Chariots	CHARIOTS	Superior	Skilled	_	_	1	182	
4		Drilled Loose	Protected	Bow	_	-	182	102	
5	Syro-Canaanite	CHARIOTS	Average	Skilled			1	140	
3	maryannu	Formed Loose	Protected	Bow	-	-	140	140	
6	Shardana Royal Guard	INFANTRY	Superior	-	Short Spear	Melee Expert	1	124	
	Silardalia Royal Guard	Drilled Loose	Protected	-	Short Spear	Wielee Expert	124	124	
7	Close fighters	INFANTRY	Average	-	Short Spear	-	1	72	
Ľ		Drilled Loose	Protected	-	Short Spear		72	/2	
7	Close fighters with heavy	INFANTRY	Average	-	Short Spear	Melee Expert	1	88	
Ľ	axe	Drilled Loose	Protected	-	Short Spear		88	00	
8	Close fighters	INFANTRY	Average	-	Short Spear	_	2	144	
L	close righters	Drilled Loose	Protected	-	Short Spear		72	177	
9	Close fighters	INFANTRY	Average	-	Short Spear	ar -	2	144	
	close righters	Drilled Loose	Protected	-	Short Spear		72	177	
10	Archers	INFANTRY	Average	Experienced	_	_	2	116	
10	Areners	Drilled Loose	Unprotected	Bow			58	110	
11	Nubian archers	INFANTRY	Average	Skilled	_	_	2	126	
	rabian areners	Tribal Loose	Unprotected	Bow			63	120	
				SUG	is				
1	Light archers	INFANTRY	Average	Experienced		Combat Shy	2	100	
1	Light dichers	Skirmisher	Unprotected	Bow		-	Combat 5my	50	100
2	Light archers	INFANTRY	Average	Experienced	_	Combat Shy	2	100	
Ĺ	-b areners	Skirmisher	Unprotected	Bow		Compacing	50	100	
3	Slingers	INFANTRY	Average	Experienced	_	Combat Shy	2	86	
,	5 Silligers	Skirmisher	Unprotected	Sling		Compac on y	43	00	

NOTES

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

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.

DEF	LOYMENT TABLE	E 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

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

Hittite Empire



If you break your opponents

army you have a Triumph

Army Book		Chariot - Egypt and Hatti	
Army Number		1209	
Muwatalli II	AC	Talented Professional	
Hattusilli III	Sub	Competent Professional	
Talmi-Sarruma	Sub	Competent Professional	
Mittanamuwash	Sub	Mediocre Professional	



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Player	
Contact Details	
Rules version	PACTO
Date	1274 BCE
Terrain	Standard; Coastal; Mountains
Camp	Not Applicable
Allies	

TOTAL POINTS	2998	IN
TuGs to Break	6	ET

M	ORTEM GLORIAM	r
M Et	GLORIAM	ŀ

PBS	8	cards
SCOUTING	3	cards

+2 Victory Points if you avoid breaking (or mutual break)

					Section 1988				
UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL	
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS	
				TUG	is				
1	Golden chariot fighters	CHARIOTS	Exceptional	Skilled			1	206	
1	Golden Charlot lighters	Drilled Loose	Protected	Bow	-	-	206	200	
2	Hittite chariots	CHARIOTS	Superior	Skilled			1	182	
	Hittite charlots	Drilled Loose	Protected	Bow	-	-	182	102	
3	Hittite chariots	CHARIOTS	Superior	Skilled	_	_	1	182	
3	Hittite Charlots	Drilled Loose	Protected	Bow	_	-	182	102	
4	Hittite chariots	CHARIOTS	Superior	Skilled	_	_	1	182	
4	There changes	Drilled Loose	Protected	Bow	_	-	182	102	
5	Hittite spearmen	INFANTRY	Average	-	Short Spear	_	2	144	
	nittite spearmen	Drilled Loose	Protected	-	Short Spear		72	144	
6	Provincial spearmen	INFANTRY	Average	-	Short Spear	_	2	114	
Ľ	1 Toviliciai spearmen	Tribal Loose	Protected	-	Short Spear		57	117	
7	Anatolian chariots	CHARIOTS	Superior	Experienced	_	_	1	133	
Ľ		Formed Loose	Protected	Bow			133		
8	Anatolian spearmen	INFANTRY	Average	-	Short Spear	_	2	114	
L	•	Tribal Loose	Protected	-	Short Spear		57	114	
9	Syro-Canaanite Royal	CHARIOTS	Superior	Skilled	_	_	1	182	
	maryannu chariotry	Drilled Loose	Protected	Bow			182	102	
10	Syro-Canaaanite Hupshu	INFANTRY	Average	Unskilled	_	Shoot & Charge	3	177	
10	spearmen	Tribal Loose	Protected	Javelin		Shoot & charge	59	1,,,	
11	Syro-Canaanite Hupshu	INFANTRY	Average	Experienced	_	_	2	96	
	archers	Tribal Loose	Unprotected	Bow			48	50	
				SUG	is				
1	Light archers	INFANTRY	Average	Experienced		Combat Shy	2	100	
	Light dichers	Skirmisher	Unprotected	Bow	_	Compatibility	50	100	
2	Anatolian slingers	INFANTRY	Average	Experienced	_	Combat Shy	2	86	
	Anatolian siligers	Skirmisher	Unprotected	Sling		compat stry	43	0.0	

NOTES

 $\label{lem:command} \textbf{Golden Chariot Fighters must be in the army commander's command which means he cannot float.}$

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.

DEP	LOYMENT TABLE		Normal deployment batch (1/3 UG	s) 5	Total nu	mber of UGs 13
	Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Dif	ference Deploy
	10%	2	40%	6	70%	10
	20%	3	50%	7	80%	11
	30%	4	60%	8	90%	12
SCOR	ING					
	TRIUMPH	15 Victory Points	DAMAGE DONE SCORE	Maximum 10 pts	SURVIVA	<u> </u>

2 Victory Points

1 Victory Point

Per enemy TuG Destroyed

Per enemy SuG destroyed

Spartan



Army Book		Classical - Greece and Macedon		
Army Num	nber	2403		
Pausanias	AC	Competent Professional		
(Athonian)	Ally	Competent Instinctive		
Xanthippus (Greek)	Ally	Competent Instinctive		
-	Sub	na		



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PACTO
479 BCE
Standard; Mountains; -
Not Applicable
Athenian, Greek

TOTAL POINTS	2992	MOKIEM
TuGs to Break	5	ET GLORBAN

TARREST DE LA CALVA			
OK I EM	PBS	7	cards
GLORLAM	SCOUTING	2	cards

UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS
				TUG	is			
1	Spartan hippeis	INFANTRY	Exceptional	-	Long Spear	Shove; Shield Cover	2	340
	Spartan inppers	Drilled Close	Protected	-	Long Spear	Shove, Shield Cover	170	340
2	Spartiates	INFANTRY	Superior	-	Long Spear Shove; Melee Expert; Shield Cover		2	326
Ľ	Spartiates	Drilled Close	Protected	-	Long Spear	Shove, Melee Expert, Shield Cover	163	320
3	Spartiates	INFANTRY	Superior	-	Long Spear	Shove; Melee Expert; Shield Cover	2	326
3	partiates	Drilled Close	Protected	-	Long Spear	Shove, ivielee Expert, Shleid Cover	163	320
4	Athenian hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
4	Atheman hophtes	Formed Close	Protected	-	Long Spear	Silove, Siliela Covei	95	190
5	Athenian hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
3	Atheman hopites	Formed Close	Protected	-	Long Spear	Silove, Siliela Covei	95	190
6	Athenian cavalry	CAVALRY	Average	Unskilled	Short Spear	Shoot & Charge	2	210
0	Atheman cavalry	Formed Loose	Protected	Javelin	Short Spear	Shoot & Charge	105	210
7	Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
I ′	Greek Hoplites	Formed Close	Protected	-	Long Spear	Silove, Siliela Cover	95	190
8	Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
٥	dreek nophtes	Formed Close	Protected	-	Long Spear	Silove, Siliela Covei	95	190
9	Greek hoplites	INFANTRY	Average		Long Spear	Shove; Shield Cover	2	190
9	dreek nophtes	Formed Close	Protected	-	Long Spear	Shove, Shield Cover	95	190
10	Greek hoplites	INFANTRY	Poor	-	Long Spear	Shove; Shield Cover	2	114
10	dreek nophtes	Formed Close	Protected	-	Long Spear	Shove, Shield Cover	57	114
				SUG	is			
1	Cuantan balata	INFANTRY	Poor	Unskilled		Combat Chi.	2	20
1	Spartan helots	Skirmisher	Unprotected	Javelin	-	Combat Shy	15	30
2	Spartan helots	INFANTRY	Poor	Unskilled		- Combat Shy		30
	Spartan neiots	Skirmisher	Unprotected	Javelin	-			30
3	Athenian Psiloi archers	INFANTRY	Average	Experienced		Combat Shy	2	100
٦	Acticitati i siloi arcileis	Skirmisher	Unprotected	Bow	-	Compacitiy	50	100
4	Greek Psiloi slingers	INFANTRY	Average	Experienced	_	Combat Shy	2	86
	Greek ranoraningera	Skirmisher	Unprotected	Sling		Compacitive	43	00

NOTES

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

DEP	LOYMENT TABLE	ENT TABLE Normal depl			nent 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

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

Achaemenid Persian - Satrapal Army



Army Book		Classical - Persia, Iran and India		
Army Num	ıber	2602		
Mardonius	AC	Talented Professional		
Masistius Sub		Competent Professional		
Artabazus	Sub	Mediocre Professional		
Gorgidas Ally		Mediocre Instinctive		



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		336		-

Player	
Contact Details	
Rules version	PACTO
Date	479 BCE
Terrain	Plains; Coastal; Mountains
Camp	Not Applicable
Allies	Medizing Greek (Classical Greek)

		A VIVADAL DA DA
OTAL POINTS	2994	MAKIEW
uGs to Break	5	ET GLORIAN

I	PBS	8	cards
7	SCOUTING	3	cards

		TuGs to Break	5		ET CI	SCOUTING 3	cards		
UG No	Name	Type Training - Formation	Quality Protection	Shooting Weaponry	Melee Weaponry	Characteristics	No. of Bases Pts/base	TOTAL PTS	
				TUG	is				
1	Satrapal guard cavalry	CAVALRY	Superior	Experienced	Short Spear	_	2	350	
	Satiapai guai u cavaii y	Drilled Loose	Protected	Bow	Short Spear		175	330	
2	Iranian cavalry	CAVALRY	Average	Experienced	Short Spear	_	2	250	
	mamam cavan y	Formed Loose	Protected	Bow	Short Spear		125	230	
3	Skythian horse archers	CAVALRY	Average	Experienced	_	<u>-</u>	2	188	
٦	okytmun norse areners	Formed Flexible	Unprotected	Bow			94	100	
4	Front rank Immortals	INFANTRY	Average	Skilled	_	Pavise	1	117	
	Tronc rank minortals	Drilled Flexible	Protected	Bow		1 44130	117	11/	
4	Rear rank Immortals	INFANTRY	Average	Skilled	_	Pavise	1	107	
	incut funk inimortuis	Drilled Loose	Protected	Bow		1 44130	107	107	
5	Front rank Immortals	INFANTRY	Average	Skilled	_	Pavise	1	117	
	Troncrank ininiorcals	Drilled Flexible	Protected	Bow		1 44130	117	11/	
5	Rear rank Immortals	INFANTRY	Average	Skilled	_	Pavise	1	107	
		Drilled Loose	Protected	Bow		1 44130	107	107	
6	Front rank Iranian	INFANTRY	Average	Experienced	_	Pavise	1	62	
Ľ	sparabara	Tribal Flexible	Unprotected	Bow		. 4130	62	- 02	
6	Rear rank Iranian	INFANTRY	Average	Experienced	_	Pavise	1	56	
Ľ	sparabara	Tribal Loose	Unprotected	Bow		. 4130	56	- 50	
7	Front rank Iranian	INFANTRY	Average	Experienced	_	Pavise	1	62	
	sparabara	Tribal Flexible	Unprotected	Bow		. 4130	62		
7	Rear rank Iranian	INFANTRY	Average	Experienced	_	Pavise	1	56	
	sparabara	Tribal Loose	Unprotected	Bow		1 44130	56	30	
8	Front rank Iranian	INFANTRY	Average	Experienced	_	Pavise	1	62	
	sparabara	Tribal Flexible	Unprotected	Bow		. 4130	62		
8	Rear rank Iranian	INFANTRY	Average	Experienced	_	Pavise	1	56	
	sparabara	Tribal Loose	Unprotected	Bow		. 4130	56	- 50	
9	Medizing Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190	
ے	medizing dreek nopites	Formed Close	Protected	-	zong opea.	5.1010, 5.11010 5610.	95	130	
10	Medizing Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190	
10	medizing dreek nopites	Formed Close	Protected	-	zong opean	shore, shield dore.	95	130	
	SUGs								
1	Asiatic archers	INFANTRY	Poor	Experienced		Combat Shy	2	84	
	אסומנונ מונוופוס	Skirmisher	Unprotected	Bow		Collidat Sily	42	04	
2	Asiatic javelinmen	INFANTRY	Poor	Experienced		Combat Shy	2	40	
Ľ	Asiatic javeillillell	Skirmisher	Unprotected	Javelin	-	Compat Sily	20	70	
3	Asiatic javelinmen	INFANTRY	Poor	Experienced	_	Combat Shy	1	20	
Ľ		Skirmisher	Unprotected	Javelin NOT		33345,	20		

NOTES

The Medizing Greek ally general commands the Medizing Greek hoplites.

DEF	LOYMENT TABLE		Norn	nal 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

INIUIVIPH	15 VICTORY POINTS	DAIVIAGE DOINE SCORE	Maximum 10 pts	SURVIVAL
If you break your opponents		Per enemy TuG Destroyed	2 Victory Points	+2 Victory Points if you avoid breaking (or mutual break)
army you have a Triumph		Per enemy SuG destroyed	1 Victory Point	

Alexandrian Macedonian



Army B	ook	Classical - Greece and Macedon		
Army Number		2408		
Alexander	AC	Legendary Professional		
Craterus	Sub	Competent Professional		
Seleucus	Sub	Competent Professional		
-	Sub	na		



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	326 BCE
Terrain	Standard; Coastal; Mountains
Camp	Not Applicable
Allies	

TOTAL POINTS 3000
TuGs to Break 5

N Er	GLORIAM	r
ET	GLORIAM	ľ

PBS	9	cards
SCOUTING	3	cards

							•	
UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
No	0	Training - Formation	Protection	Weaponry	Weaponry	0.14.14.01.01.01.01	Pts/base	PTS
				TUG	is			
1	Agema	CAVALRY	Exceptional	-	Charging	Melee Expert	1	235
	1 Ageilla	Drilled Loose	Protected	-	Lancer	Wiciec Expert	235	233
2	Companion cavalry	CAVALRY	Superior	-	Charging	Melee Expert	1	194
	companion cavalry	Drilled Loose	Protected	-	Lancer	Wiciec Expert	194	154
2	Skythian horse archers	CAVALRY	Average	Experienced	_	_	1	94
ے	Skytman norse areners	Formed Flexible	Unprotected	Bow			94	34
4	Hypaspists	INFANTRY	Superior	-	Pike	Shove	3	405
	Туразрізс	Drilled Close	Protected	-	TIKC	Silove	135	403
5	Foot companions	INFANTRY	Average	-	Pike	Shove	3	288
ے	5 Foot companions	Drilled Close	Protected	1	TIKE		96	
6	6 Foot companions	INFANTRY	Average	-	Pike	Shove	3	288
U	1 oot companions	Drilled Close	Protected	-	TIKC		96	200
7	Thracians	INFANTRY	Average	Unskilled	Short Spear	-	1	70
'	IIII acialis	Formed Loose	Protected	Javelin	Short Spear		70	70
8	Allied hoplites	INFANTRY	Poor	-	Long Spear	Shove; Shield Cover	2	114
L	Allied Hoplites	Formed Close	Protected	-	Long Spear	Shove, Shield Cover	57	114
9	Greek cavalry	INFANTRY	Average	Unskilled	Short Spear	_	1	75
ے	Greek cavairy	Drilled Loose	Protected	Javelin	Short Spear		75	/3
				SUG	is			
1	1 Agrianian javelinmen	INFANTRY	Superior	Experienced	_	Melee Expert; Shoot & Charge	1	74
	Agriaman javeiiiiiien	Skirmisher	Protected	Javelin		Wiciec Expert, Shoot & charge	74	/ +
2	Rhodian slingers	INFANTRY	Average	Experienced	_	Combat Shy	1	43
Ľ	iniodian sinigers	Skirmisher	Unprotected	Sling	_	Compatibility	43	73

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).

DEP	LOYMENT TABLE		Norn	nal deployment batch (1/3 UGs)	4	Total number of UGs 11
	Outscouting Difference	Deploy		Outscouting Difference	Deploy	Outscouting Difference Deploy
	10%	2		40%	5	70% 8
	20%	3		50%	6	80% 9
	30%	4		60%	7	90% 10
SCOR	ING					
	TRIUMPH	15 Victory Points		DAMAGE DONE SCORE	Maximum 10 pt	pts SURVIVAL
	f you break your opponents			Per enemy TuG Destroyed	2 Victory Points	ts +2 Victory Points if you avoid breaking (or mutual break)
i	army you have a Triumph			Per enemy SuG destroyed	1 Victory Point	t

Classical Indian



Army B	ook	Classical - Persia, Iran and India	
Army Num	nber	2604	
Porus	AC	Talented Instinctive	
Pratipa	Sub	Competent Instinctive	
Pandu	Sub	Competent Instinctive	
Bhima	Sub	Competent Instinctive	



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	326 BCE
Terrain	Plains; Jungle; -
Camp	Not Applicable
Allies	

TOTAL POINTS	2991
TuGs to Break	6

M Er	ORTEM	1
ET	GLORIAN	

PBS	6	cards
SCOUTING	1	cards

						_	1		
UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL	
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS	
	TUGs								
1	Elephants with	ELEPHANTS	Average	Experienced		Shove	1	260	
1	accompanying foot	Tribal Loose	Protected	Bow	-	Silove	260	200	
2	Elephants with	ELEPHANTS	Average	Experienced		Shove	1	260	
	accompanying foot	Tribal Loose	Protected	Bow	_	Silove	260	200	
3	Elephants with	ELEPHANTS	Average	Experienced		Shove	1	260	
3	accompanying foot	Tribal Loose	Protected	Bow	_	Silove	260	200	
1	Elephants	ELEPHANTS	Average	-		Shove	1	230	
4	Elephants	Tribal Loose	Protected	-	-	SHOVE	230	230	
5	Chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert; Devastating Chargers; Shoot &	1	161	
3	Citations	Formed Loose	Protected	Bow	Short Spear	Charge	161	101	
6	Cavalry	CAVALRY	Average	Unskilled	-	-	2	150	
U		Tribal Loose	Protected	Javelin			75	130	
7	Javelinmen	INFANTRY	Average	Unskilled	-	Shoot & Charge	2	118	
Ľ		Tribal Loose	Protected	Javelin			59	110	
Q	Spearmen	INFANTRY	Average	-	Short Spear	_	1	67	
L	Spearmen	Tribal Flexible	Protected	-	Short Spear	-	67	0,	
8	Archers	INFANTRY	Average	Experienced	_	-	2	96	
L	Archers	Tribal Loose	Unprotected	Bow			48	30	
9	Spearmen	INFANTRY	Average	-	Short Spear	_	1	67	
	Spearmen	Tribal Flexible	Protected	-	Short Spear		67	07	
۵	Archers	INFANTRY	Average	Experienced	_	_	2	96	
	Archers	Tribal Loose	Unprotected	Bow			48	30	
10	Spearmen	INFANTRY	Average	-	Short Spear	_	1	67	
10	Spearmen	Tribal Flexible	Protected	-	Short Spear		67	07	
10	Archers	INFANTRY	Average	Experienced	_	_	2	96	
10	7.11.01.1013	Tribal Loose	Unprotected	Bow			48	- 50	
11	Spearmen	INFANTRY	Average	-	Short Spear	_	1	67	
	-p	Tribal Flexible	Protected	-	2 c open		67	Ü.	
11	Archers	INFANTRY	Average	Experienced	_	_	2	96	
	Aichers	Tribal Loose	Unprotected	Bow			48	50	

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.

DEP	LOYMENT TABLE		Norn	nal deployment batch (1/3 UGs)	4	f UGs 11	
	Outscouting Difference	Deploy		Outscouting Difference	Deploy	Outscouting Difference	e Deploy
	10%	2		40%	5	70%	8
	20%	3		50%	6	80%	9
	200/	4		600/	7	00%	10

S	\cap	റ	RI	IN	6

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

Mid Republican Roman



Army Book		Classical - Italy	
Army Number		2513	
Scipio Africanus	AC	Legendary Professional	
C Laelius	Sub	Competent Professional	
Massinassa	Ally	Competent Instinctive	
-	Sub	na	



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	202 BCE
Terrain	Standard; Coastal; -
Camp	Not Applicable
Allies	Numidian

TOTAL POINTS 2990
TuGs to Break 4

Me	RTI	EM	
ET'G	LORI	AM	

PBS	9	cards
SCOUTING	3	cards

UG		Type	Quality	Shooting	Melee		No. of Bases	TOTAL
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/bases	PTS
LINE.		TUGs					r ts/ base	113
					15		1	
1	Cavalry	CAVALRY	Average	Unskilled	Short Spear	Shoot & Charge; Melee Expert	1	128
	•	Formed Loose	Protected	Javelin	·	, , , , , , , , , , , , , , , , , , ,	128	
2	Veteran hastati &	INFANTRY	Superior	-	Impact	Shield Cover; Melee Expert	2	290
Ĺ	principes	Drilled Close	Protected	-	Weapon	Sincia cover, incide Expert	145	230
2	Veteran triarii	INFANTRY	Superior	-	_	Shield Cover; Melee Expert	1	128
۲	veteran triarii	Drilled Close	Protected	-		Silicia cover, ividice Expert	128	120
3	Veteran hastati &	INFANTRY	Superior	-	Impact	Shield Cover; Melee Expert	2	290
٦	principes	Drilled Close	Protected	-	Weapon	Siliela Cover, ivielee Expert	145	290
1	Hastati & principes	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert	2	206
4	nastati & principes	Drilled Close	Protected	-	Weapon	Siliela Cover, ivielee Expert	103	200
4	Triarii	INFANTRY	Average	i		Shield Cover; Melee Expert	1	91
4	IIIdili	Drilled Close	Protected	-	-	Siliela Cover, ivielee Expert	91	91
5	Hastati & principes	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert	2	206
٥	nastati & principes	Drilled Close	Protected	-	Weapon	Siliela Cover, ivielee Expert	103	
6	Hastati & principes	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert	2	206
0	nastati & principes	Drilled Close	Protected	-	Weapon	Silieid Cover; Meiee Expert	103	206
7	Numidian nobles	CAVALRY	Superior	Experienced		Shoot & Charge	1	152
'	Numidian nobles	Formed Flexible	Protected	Javelin	-	Shoot & Charge	152	132
				SUG	is			
1		INFANTRY	Average	Experienced	al .a		1	40
1	Velites	Skirmisher	Protected	Javelin	Short Spear	Shoot & Charge	49	49
2	Velites	INFANTRY	Average	Experienced	Chart Casar	Shoot & Chargo	1	49
	ventes	Skirmisher	Protected	Javelin	Short Spear	Shoot & Charge	49	49
3	Numidian best light	CAVALRY	Average	Skilled	_	Combat Shy	1	80
	horse	Skirmisher	Unprotected	Javelin	_	Compaciny	80	50
4	Numidian best light	CAVALRY	Average	Skilled	_	Combat Shy	1	80
Ľ	horse	Skirmisher	Unprotected	Javelin		Compaciting	80	- 00
5	Spanish cavalry	CAVALRY	Average	Experienced	_	_	1	55
ئــــــــــــــــــــــــــــــــــــــ	Spanish cavairy	Skirmisher	Unprotected	Javelin			55	33

NOTES

Hastati & principes and triarii are combined into TuGs of 5.

A Numidian ally general commands the Numidian nobles and Numidian light horse.

DEP	LOYMENT TABLE		Norn	nal 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

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

Later Carthaginian



Army B	ook	Classical - Spain, Sicily and Africa		
Army Nun	nber	2711		
Hannibal	AC	Talented Professional		
Hasdrubal	Sub	Competent Professional		
Tychaeus	Sub	Competent Professional		
-	Sub	na		



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	202 BCE
Terrain	Coastal; -; -
Camp	Not Applicable
Allies	

TOTAL POINTS	2996
TuGs to Break	6

MORTEM ETGLORIAM	Ir
ET'GLORIAM	1

PBS	8	cards
SCOUTING	2	cards

					Name and Address of the Owner, where the Owner, which is the Owner, where the Owner, which is the Owner, where the Owner, which is the Owner, which i			_
UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
No		Training - Formation	Protection	Weaponry	Weaponry	G.1.4.1.4.6.1.5.1.5.1.5.1.5.1.5.1.5.1.5.1.5.1.5.1	Pts/base	PTS
				TUG	as .			
1	Veteran Spanish cavalry	CAVALRY	Superior	Unskilled	Short Spear	Shoot & Charge	1	159
1	veteran Spanish Cavairy	Drilled Loose	Protected	Javelin	Short Spear	Shoot & Charge	159	159
2	Gallic or Spanish cavalry	CAVALRY	Average	Unskilled	Short Spear	_	1	95
	Gaine of Spanish Cavally	Formed Loose	Protected	Javelin	Short Spear	-	95	93
3	Elephants	ELEPHANTS	Average	-		_	1	220
3	Liephants	Tribal Loose	Protected	-	_	-	220	220
4	Gallic or Ligurian foot	INFANTRY	Average	-		Devastating Chargers	2	140
	Gaine of Ligurian 100t	Tribal Flexible	Protected	-	_	Devastating Chargers	70	140
5	Gallic or Ligurian foot	INFANTRY	Average	-		Devastating Chargers	2	140
	danic or Ligarian root	Tribal Flexible	Protected	-		Devastating chargers	70	140
6	Gallic or Ligurian foot	INFANTRY	Average	-	_	Devastating Chargers	2	140
Ľ		Tribal Flexible	Protected	-		Devastating chargers	70	140
7	7 African spearmen	INFANTRY	Average	-	Long Spear	Orb	2	176
Ľ		Formed Close	Protected	-	Long Spear	0.15	88	170
8	African spearmen	INFANTRY	Average	-	Long Spear	Orb	2	176
Ľ	•	Formed Close	Protected	-	zong opean	5.2	88	1,,
9	Veteran African	INFANTRY	Superior	-	Long Spear	Shove; Shield Cover	2	280
۲	spearmen	Drilled Close	Protected	-	201.8 0 pear	shore, shield dore.	140	
10	Veteran Italian foot	INFANTRY	Superior	Unskilled	Short Spear	Shoot & Charge	2	210
10	Veteran naman root	Formed Loose	Protected	Javelin	onore opea.	Short & Sharge	105	
11	Bruttians	INFANTRY	Average	Unskilled	Short Spear	_	2	140
		Formed Loose	Protected	Javelin	Short opea.		70	
				SUG	is			
1	Numidian cavalry	CAVALRY	Average	Skilled		Combat Shy	1	80
	ivaliliali cavali y	Skirmisher	Unprotected	Javelin	_	Compacing	80	80
2	Moorish archers	INFANTRY	Average	Experienced	_	Combat Shy	2	100
	iviourisii archers	Skirmisher	Unprotected	Bow		Compacing	50	100

NOTES

Type in any additional notes you wish to add here.

DEF	PLOYMENT TABLE		Norn	nal 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

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

Later Republican Roman



Army Book		Classical - Italy	
Army Number		2514	
C Julius Caesar	AC	Talented Professional	
T Labienus	Sub	Mediocre Professional	
M Antonius	Sub	Mediocre Professional	
C Trebonius	Sub	Mediocre Professional	



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	52 BCE
Terrain	Standard; Coastal; -
Camp	Not Applicable
Allies	

TOTAL POINTS	2995
TuGs to Break	5

M Et	ORTEM
ET	GLORIAM

PBS	8	cards
SCOUTING	2	cards

			•							
UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL		
No		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS		
	TUGs									
1	Heavy cavalry	CAVALRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	1	128		
	ricavy cavally	Formed Loose	Protected	Javelin	Short Spear	Wiciec Expert, Shoot & Charge	128	120		
2	Heavy cavalry	CAVALRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	1	128		
Ľ	neavy cavany	Formed Loose	Protected	Javelin	Short Spear	Melee Expert, shoot a charge	128	120		
3	Xth legion	INFANTRY	Exceptional	-	Impact	Melee Expert; Shield Cover; Orb	1	187		
ے	Atti icgion	Drilled Flexible	Protected	-	Weapon		187	107		
4	Veteran legionaries	INFANTRY	Superior	-	Impact	Melee Expert; Shield Cover; Orb	2	308		
	Veterum regionaries	Drilled Flexible	Protected	-	Weapon	merce Experty official covery of 2	154	500		
5	5 Veteran legionaries	INFANTRY	Superior	-	Impact	Melee Expert; Shield Cover; Orb	2	308		
ئے	Veteran regionaries	Drilled Flexible	Protected	-	Weapon	Wielee Expert, Siliela Cover, Orb	154	550		
6	6 Veteran legionaries	INFANTRY	Superior	-	Impact	Melee Expert; Shield Cover; Orb	2	308		
Ľ	Veteran regionaries	Drilled Flexible	Protected	-	Weapon	Wielee Expert, Siliela Cover, Orb	154	300		
7	Legionaries	INFANTRY	Average	-	Impact	Melee Expert; Shield Cover; Orb	2	220		
Ľ	zeg.onanes	Drilled Flexible	Protected	-	Weapon	merce experty smera devery end	110			
8	Legionaries	INFANTRY	Average	-	Impact	Melee Expert; Shield Cover; Orb	2	220		
Ľ	zeg.onanes	Drilled Flexible	Protected	-	Weapon	merce experty smera devery end	110			
9	Legionaries	INFANTRY	Average	-	Impact	Melee Expert; Shield Cover; Orb	2	220		
Ľ	Legionaries	Drilled Flexible	Protected	-	Weapon	merce experty official devery of 2	110	-220		
	SUGs									
1	Javelinmen	INFANTRY	Average	Experienced		Combat Shy	1	28		
	T paveillilleii	Skirmisher	Unprotected	Javelin	_	Compat Sily	28	20		

NOTES

Type in any additional notes you wish to add here.

DEF	PLOYMENT TABLE		Norr	mal deployment batch (1/3 UGs)	4		Total number of UGs	10
	Outscouting Difference	Deploy		Outscouting Difference	Deploy	Outs	couting Difference	Deploy
	10%	1		40%	4		70%	7
	20%	2		50%	5		80%	8
	30%	3		60%	6		90%	9

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

Lowland Gallic



Army Book		Classical - Gaul, Germany and Britain	
Army Number		2302	
Vercingetorix	AC	Talented Instinctive	
Sedullos	Sub	Competent Instinctive	
Vercassivellaunos	Sub	Competent Instinctive	
Lucterius	Ally	Competent Instinctive	



2023 - Issue 1

PACTO	
52 BCE	
Standard; Coastal; -	
Not Applicable	
Highland Gallic	

TOTAL POINTS 2990
TuGs to Break 7

VOKT	EMI
MORT	EM
TGLOR	IAM

PBS	6	cards
SCOUTING	2	cards

					Name and Address of the Owner, where the Owner, which is the Own	Seconite 2	caras		
UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL	
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS	
				TUG	is				
1	Cavalry	CAVALRY	Superior	Unskilled	Short Spear	Shoot & Charge	2	290	
	Cavally	Formed Loose	Protected	Javelin	Short Spear	Shoot & Charge	145	290	
2	Cavalry	CAVALRY	Average	Unskilled	Short Spear	Shoot & Charge	2	210	
۷		Formed Loose	Protected	Javelin	Short Spear	Shoot & Charge	105	210	
3	Soldurii	INFANTRY	Superior	-	_	Devastating Chargers; Fanatic	1	154	
٦	Soldarii	Tribal Flexible	Protected	-		Devastating chargers, randite	154	134	
4	Warriors	INFANTRY	Average	-	_	Devastating Chargers	2	140	
	Walliois	Tribal Flexible	Protected	-		Devastating chargers	70	140	
5	Warriors	INFANTRY	Average	-	_	Devastating Chargers	2	140	
	Walliois	Tribal Flexible	Protected	-		Devastating enaugers	70	140	
6	Warriors	INFANTRY	Average	-	_	Devastating Chargers	2	140	
	Wuitiois	Tribal Flexible	Protected	-		Devastating energers	70	2.0	
7	Warriors	INFANTRY	Average	-	_	Devastating Chargers	2	140	
Ľ	11013	Tribal Flexible	Protected	-			70	1.0	
8	Warriors	INFANTRY	Average	-	_	Devastating Chargers	2	140	
Ľ		Tribal Flexible	Protected	-			70	- 10	
9	Warriors	INFANTRY	Average	-	_	Devastating Chargers	2	140	
Ľ		Tribal Flexible	Protected	-			70		
10	Warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140	
		Tribal Flexible	Protected	-			70		
11	Highland Gallic warriors	INFANTRY	Average	-	_	Devastating Chargers	3	180	
	-	Tribal Loose	Protected	-			60		
12	Highland Gallic warriors	INFANTRY	Average	-	-	Devastating Chargers	3	180	
	9	Tribal Loose	Protected	-			60		
13	Highland Gallic warriors	INFANTRY	Average	-	-	Devastating Chargers	2	120	
L	0 1 1 1 1 1 1 1 1 1	Tribal Loose	Protected	-			60		
				SUG	is				
1	Javelinmen	INFANTRY	Average	Experienced		Combat Shy	2	56	
	Javeninien	Skirmisher	Unprotected	Javelin	_	Combac Sity	28	30	
				NOT					

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 Norm			nal 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

IKIUWPH	15 VICTORY POINTS	DAIVIAGE DOINE SCORE	Maximum 10 pts	SURVIVAL
If you break your opponents		Per enemy TuG Destroyed	2 Victory Points	+2 Victory Points if you avoid breaking (or mutual break)
army you have a Triumph		Per enemy SuG destroyed	1 Victory Point	

Early Imperial Roman



Army E	OOK	Classical - Italy		
Army Nun	nber	2516		
Trajan	AC	Talented Professional		
Passus	Sub	Mediocre Professional		
Aurelius Rufinus	Sub	Mediocre Professional		
C Julius Valerius	Sub	Mediocre Professional		



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Player	
Contact Details	
Rules version	PACTO
Date	106 CE
Terrain	Standard; Coastal; Mountains
Camp	Not Applicable
Allies	

TOTAL POINTS	2994	17
TuGs to Break	5	2

MET	ORTEM GLORIAM	ı
ET	GLORIAM	

PBS	8	cards
SCOUTING	2	cards

UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL	
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS	
	TUGs								
1	Legio II Adiutrix	INFANTRY	Superior	-	Impact	Shield Cover; Melee Expert	2	304	
	Legio II Adidti IX	Drilled Flexible	Protected	ı	Weapon	Siliela Cover, ivielee Expert	152	304	
2	Legio II Adiutrix	INFANTRY	Superior	1	Impact	Shield Cover; Melee Expert	2	304	
	Legio II Adidti IX	Drilled Flexible	Protected	ı	Weapon	Siliela Cover, ivielee Expert	152	304	
3	Legio IV Flavia Felix	INFANTRY	Average	1	Impact	Shield Cover; Melee Expert; Orb	2	220	
3	Legio IV Flavia Felix	Drilled Flexible	Protected	ı	Weapon	Siliela Cover, ivielee Expert, Orb	110	220	
1	Legio IV Flavia Felix	INFANTRY	Average	1	Impact	Shield Cover; Melee Expert; Orb	2	220	
4	Legio IV Flavia Felix	Drilled Flexible	Protected	1	Weapon	Siliela Cover, Melee Expert, Orb	110	220	
_	Legio VI Ferrata	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert; Orb	2	220	
3	Legio Vi Ferrata	Drilled Flexible	Protected	ı	Weapon	Siliela Cover, Melee Expert, Orb	110	220	
6	Legio VI Ferrata	INFANTRY	Average	ı	Impact	Shield Cover; Melee Expert; Orb	2	220	
U	Legio Vi Ferrata	Drilled Flexible	Protected	ı	Weapon	Siliela Cover, Melee Expert, Orb	110	220	
7	Cavalry	CAVALRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	1	138	
	Cavally	Drilled Loose	Protected	Javelin	Short Spear	Weiee Expert, Shoot & Charge	138	130	
8	Auxilia	INFANTRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	2	214	
L°	Auxilia	Drilled Flexible	Protected	Javelin	Short Spear	ivielee Expert, 31100t & Charge	107	214	
9	Auxilia	INFANTRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	2	214	
	Auxilia	Drilled Flexible	Protected	Javelin	Short Spear	ivielee Expert, 31100t & Charge	107	214	

NOTES

DEPLOYMENT TABLE			Norr	mal deployment batch (1/3 UGs)	3 Total number of UGs			9
	Outscouting Difference	Deploy		Outscouting Difference	Deploy	Outso	couting Difference	Deploy
	10%	1		40%	4		70%	7
	20%	2		50%	5		80%	8
	30%	2		60%	6		90%	٥

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

Dacian



Army Book		lassical - The Balkans and Pontic Stepp
Army Number		2109
Decabalus	AC	Talented Instinctive
Dicomes	Sub	Competent Instinctive
Rholes	Sub	Competent Instinctive
Cotto	Ally	Competent Instinctive



2023	- Issi	ue 1

Player	
Contact Details	
Rules version	PACTO
Date	106 CE
Terrain	Mountains; Forest; -
Camp	Not Applicable
Allies	Bastarnae

TOTAL POINTS	3000	MOKIE
TuGs to Break	7	ET'GLORIA

TARREST OF THE PARTY OF THE PAR				
OKI EMI	PBS	6	cards	
GLORIAMI	SCOUTING	2	cards	

		luGs to Break	4	/		SCOUTING 2	cards	
UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS
				TUG	GS .			
1	Nobles and followers	INFANTRY	Superior	-		Devastating Chargers; Melee Expert	2	214
	with falx	Tribal Loose	Protected	ı	-	Devastating Chargers, Welee Expert	107	214
2	Nobles and followers	INFANTRY	Superior	ı	_	Devastating Chargers; Melee Expert	2	214
Ľ	with falx	Tribal Loose	Protected	1	_	Devastating Chargers, Welee Expert	107	214
3	Warriors with falx	INFANTRY	Average	-	_	Devastating Chargers; Melee Expert	2	152
ے	Walliors With laix	Tribal Loose	Protected	-		bevastating chargers, where expert	76	132
4	Warriors with falx	INFANTRY	Average	-		Devastating Chargers; Melee Expert	2	152
4	Wairiors with raix	Tribal Loose	Protected	-	_	Devastating chargers, weree Expert	76	132
5	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	132
ے	Walliors	Tribal Loose	Protected	Javelin	Short Spear	Shoot & Charge	66	132
6	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	132
	Warriors	Tribal Loose	Protected	Javelin	Short Spear	Short & charge	66	132
7	7 Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	132
Ľ	114111013	Tribal Loose	Protected	Javelin	Siloi e Specii	Short & Sharge	66	102
8	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	132
Ľ	114111013	Tribal Loose	Protected	Javelin	onor opea.	Short & Sharge	66	102
9	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	132
ب		Tribal Loose	Protected	Javelin		5.555 5. 5.165	66	
10	Foot archers	INFANTRY	Average	Experienced	_	-	2	96
		Tribal Loose	Unprotected	Bow			48	
11	Bastarnae nobles and	INFANTRY	Superior	-	_	Devastating Chargers; Melee Expert	2	214
	followers with falx	Tribal Loose	Protected	-		, , , , , , , , , , , , , , , , , , ,	107	
12	Bastarnae warriors with	INFANTRY	Average	-	_	Devastating Chargers; Melee Expert	2	152
	falx	Tribal Loose	Protected	-		, , , , , , , , , , , , , , , , , , ,	76	
13	Bastarnae warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
				SUG	as .			
1	Dacian cavalry	CAVALRY	Average	Experienced	_	Combat Shy	2	102
	Daciali cavali y	Skirmisher	Unprotected	Javelin		Compacing	51	102
2	Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	2	56
ĻĹ		Skirmisher	Unprotected	Javelin		,	28	
3	Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	1	28
Ľ	3 Javenninen	Skirmisher	Unprotected	Javelin		,	28	_

NOTES

A command may not have more than one UG of nobles and followers.

A Bastarnae ally general commands all the Bastarnae UGs.

DEP	LOYMENT TABLE		Norn	nal deployment batch (1/3 UGs)	6	Total number of UGs	16
	Outscouting Difference	Deploy		Outscouting Difference	Deploy	Outscouting Difference	Deploy
	10%	2		40%	7	70%	12
	20%	4		50%	8	80%	13
	30%	5		60%	10	90%	15

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

Imperial Roman



Army Book		Classical - Italy	
Army Number		2517	
AC name	AC	Competent Professional	
Sub Name Sub		Competent Professional	
-	Sub	Mediocre Professional	
- Sub		Mediocre Professional	



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	378 CE
Terrain	Standard; Coastal; Mountains
Camp	Not Applicable
Allies	

TOTAL POINTS	3000	M
TuGs to Break	5	ET

\mathbf{M}	ORTEM
M Er	GLORIAM

PBS	7	cards
SCOUTING	2	cards

UG No	Name	Type Training - Formation	Quality Protection	Shooting Weaponry	Melee Weaponry	Characteristics	No. of Bases Pts/base	TOTAL PTS
				TUG	GS .			
1	Equites	CAVALRY	Average	Unskilled	Short Spear	Melee Expert	1	120
	Lquites	Drilled Loose	Protected	Javelin	Short Spear	Wielee Expert	128	120
2	Equites	CAVALRY	Average	Unskilled	Short Spear	Melee Expert	1	120
	Lquites	Drilled Loose	Protected	Javelin	Short Spear	Wielee Expert	128	120
3	Auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover; Shieldwall	2	292
٥	Auxilia palatilia	Drilled Flexible	Protected	Darts	Short Spear	Shield cover, Shieldwall	146	232
1	Auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover; Shieldwall	2	202
	Auxilia palatilia	Drilled Flexible	Protected	Darts	Short Spear	Siliela Cover, Silielawali	146	232
5	Legionaries or auxilia	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert	2	216
	Legionaries of auxilia	Drilled Flexible	Protected	-	Weapon	Siliela Cover, ivielee Expert	108	210
6	Legionaries or auxilia	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert	2	216
Ľ	Legionaries or auxilia	Drilled Flexible	Protected	-	Weapon	Sincia cover, Weice Expert	108	210
7	Legionaries or auxilia	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert	2	216
Ľ	Legionaries of duxina	Drilled Flexible	Protected	-	Weapon		108	210
8	Legionaries or auxilia	INFANTRY	Average	-	Impact	Shield Cover; Melee Expert	2	216
Ľ	Legionaries or duxina	Drilled Flexible	Protected	-	Weapon	Sincia cover, ividice Expert	108	210
9	Auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover; Shieldwall	ieldwall 2	21/
	Adama	Drilled Flexible	Protected	Darts	Short Spear	Silicia cover, Siliciawan	107	217
10	Auxilia sagittarii	INFANTRY	Average	Experienced	_	_	2	116
10	rtuxina sagittarii	Drilled Loose	Unprotected	Bow			58	_
				SUG	GS .			
1	Skirmishers with javelins	INFANTRY	Average	Experienced		Combat Shy	2	56
	Skirinishers with Javenns	Skirmisher	Unprotected	Javelin		Compat Sily	28	50
2	Equites sagitarrii	CAVALRY	Average	Experienced	_	_	1	70
Z Equites sagitarrii	Skirmisher	Unprotected	Bow			70	,,,	

NOTES

Type in any additional notes you wish to add here.

DEP	LOYMENT 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

IKIOWIFH	13 VICTORY FORITS	DAMAGE DONE SCORE	iviaxiiiiuiii 10 pts	SURVIVAL
If you break your opponents		Per enemy TuG Destroyed	2 Victory Points	+2 Victory Points if you avoid breaking (or mutual break)
army you have a Triumph		Per enemy SuG destroyed	1 Victory Point	

Gothic



Army Book		lassical - The Balkans and Pontic Step		
Army Number		2122		
Fritigern	AC	Talented Instinctive		
Athanaric	Sub	Competent Instinctive		
Thuruar	Sub	Competent Instinctive		
Alatheus and	Sub	Competent Instinctive		



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	378 CE
Terrain	Standard; Coastal; Mountains
Camp	Not Applicable
Allies	Greuthingi and Alans

TOTAL POINTS	3000	MAKE
TuGs to Break	7	ET GLOR

MORTEM ETGLORIAM	I
ET'GLORIAM	۱

PBS	6	cards
SCOUTING	2	cards

					Management of the last of the				
UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL	
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS	
				TUG	is				
1	Cavalry	CAVALRY	Average	i	Short Spear		1	90	
	Cavally	Formed Loose	Protected	1	Short Spear	-	90	30	
2	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	152	
Ľ	waitiois	Tribal Flexible	Protected	Javelin	Short Spear	Shoot & charge	76	152	
3	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	152	
3	waitiois	Tribal Flexible	Protected	Javelin	Short Spear	Shoot & Charge	76	132	
4	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	152	
	Waitiois	Tribal Flexible	Protected	Javelin	Short Spear	Shoot & charge	76	132	
5 Wa	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	152	
٦	waitiois	Tribal Flexible	Protected	Javelin	Short Spear	Shoot & charge	76	S TOTAL PTS PTS	
6	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	90	
Ľ		Tribal Flexible	Protected	Javelin	Short Spear	Shoot & charge	76		
7	Warriors with Roman	INFANTRY	Average	Unskilled	Short Spear	Melee Expert	2	192	
Ľ	training and equipment	Formed Flexible	Protected	Javelin	Short Spear	Wielee Expert	96	132	
8	Warriors with Roman	INFANTRY	Average	Unskilled	Short Spear	Melee Expert	2	192	
L	training and equipment	Formed Flexible	Protected	Javelin	Short Spear	Wielee Expert	96	132	
9	Warriors with Roman	INFANTRY	Average	Unskilled	Short Spear	Short Snear	Melee Expert	2	192
	training and equipment	Formed Flexible	Protected	Javelin	Short Spear	Weice Expert	96	132	
10	Escaped slaves and ill	INFANTRY	Poor	-	Short Spear	_	2	50	
10	equipped warriors	Tribal Close	Unprotected	-	Short Spear		25	50	
11	Escaped slaves and ill	INFANTRY	Poor	-	Short Spear	_	2	50	
	equipped warriors	Tribal Close	Unprotected	-	Short Spear		25	30	
12	Allied Greuthingi best	CAVALRY	Superior	-	_	Devastating Chargers	2	262	
12	cavalry	Formed Loose	Protected	-		Berustating enaugers	131		
13	Allied Greuthingi cavalry	CAVALRY	Average	ì	Short Spear	_	2	180	
		Formed Loose	Protected	-	2.70. C Opcui		90	100	
				SUG	is				
1	Allied Alans	CAVALRY	Average	Experienced		Combat Shy	2	132	
┖┷	Allieu Alalis	Skirmisher	Unprotected	Bow	-	Combat Sity	66	132	

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.

DEP	LOYMENT TABLE		Norn	nal 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

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2	U	U	RI	IN	Ŀ

TRIUMPH15 Victory PointsDAMAGE DONE SCOREMaximum 10 ptsSURVIVALIf you break your opponentsPer enemy TuG Destroyed2 Victory Points+2 Victory Points if you avoid breaking (or mutual break)army you have a TriumphPer enemy SuG destroyed1 Victory Point

Foederate Roman



Army B	look	Classical - Italy
Army Nun	nber	2518
Flavius Aelius	AC	Talented Professional
Avitus	Sub	Mediocre Professional
(Visigothis)	Ally	Competent Instinctive
Sangiban (Alan)	Ally	Competent Instinctive



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Player	
Contact Details	
Rules version	PACTO
Date	451 CE
Terrain	Standard; Coastal; Mountains
Camp	Not Applicable
Allies	Alan, Tolosan Visigoth

TOTAL POINTS 2990
TuGs to Break 6

MORTEM ET GLORIAM	ŀ
ET GLORIAM	1

PBS	8	cards
SCOUTING	3	cards

UG		Туре	Quality	Shooting	Melee		No. of Bases	TOTAL
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS
				TUG	is			
1	Fauitas	CAVALRY	Average	Unskilled	Chart Casan		2	210
1	Equites	Drilled Loose	Protected	Javelin	Short Spear	-	105	210
2	Auvilia malatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover; Shieldwall	2	292
4	Auxilia palatina	Drilled Flexible	Protected	Darts	Short Spear	Shield Cover; Shieldwall	146	292
3	Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover; Shieldwall	2	214
3	Legionaries or auxilia	Drilled Flexible	Protected	Darts	Short Spear	Shield Cover; Shieldwall	107	214
4	Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover: Shieldwall	2	214
4	Legionaries or auxilia	Drilled Flexible	Protected	Darts	Short Spear	Siliela Cover; Silielawali	107	214
5	Foederate cavalry	INFANTRY	Average	Unskilled	Short Spear	Melee Expert	2	172
3	roederate cavalry	Formed Loose	Protected	Javelin	Short Spear	Weiee Expert	86	1/2
6	Foederate infantry	INFANTRY	Average	i		Devastating Chargers	2	140
L	Foederate illiantity	Tribal Flexible	Protected	-	_	Devastating Chargers	70	140
7	Visigothic bucellarii	CAVALRY	Superior	-	_	Devastating Chargers	2	262
Ľ	Visigotilic bucellarii	Formed Loose	Protected	-	_	Devastating chargers	131	202
8	Visigothic warriors	INFANTRY	Average	Unskilled	Short Spear	_	2	160
L	_	Formed Flexible	Protected	Javelin	Short Spear	-	80	100
9	Visigothic Roman	INFANTRY	Average	Experienced	Short Spear	Shield Cover	2	184
	auxiliaries	Formed Flexible	Protected	Darts	Short Spear	Siliela Covei	92	104
10	Alan lancers	CAVALRY	Average	-	Charging	Melee Expert	1	128
10	Alum tuneers	Formed Loose	Protected	-	Lancer	Welce Expert	128	120
11	Alan lancers	CAVALRY	Average	-	Charging	Melee Expert	1	128
	Alum funccis	Formed Loose	Protected	-	Lancer	Wiciec Expert	128	120
				SUG	is			
1	Alan horse archers	CAVALRY	Average	Experienced		Combat Shy	1	66
1 -	Alaii iloise aicileis	Skirmisher	Unprotected	Bow	=	Collidat 311y	66	00

NOTES

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

DEF	OYMENT 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

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

Hunnic



Army B	ook	lassical - The Balkans and Pontic Stepp
Army Number		2121
Attila	AC	Talented Instinctive
Laudaricus	Sub	Mediocre Instinctive
Valamir	Ally	Competent Instinctive
Ardaric	Ally	Competent Instinctive



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Player	
Contact Details	
Rules version	PACTO
Date	451 CE
Terrain	Plains; -; -
Camp	Not Applicable
Allies	Ostrogothic, Gepid

OTAL POINTS	2988	MAKIE
TuGs to Break	6	ET GLORIA

OKI PINI	PBS	6	cards
GLORIAMI	SCOUTING	3	cards

UG		Туре	Quality	Shooting	Melee		No. of Bases	TOTAL
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS
				TUG	is			
1	Nobles and followers	CAVALRY	Superior	Experienced	Short Spear	Melee Expert; Shoot & Charge	2	416
	Nobles and followers	Formed Loose	Protected	Bow	Short Spear	Melee Expert, 31100t & Charge	208	410
2	Horse archers	CAVALRY	Average	Experienced	_	Melee Expert; Shoot & Charge	2	230
	noise archers	Formed Flexible	Unprotected	Bow	_	Melee Expert, 31100t & Charge	115	230
3	Horse archers	CAVALRY	Average	Skilled	_	Melee Expert; Shoot & Charge	2	300
٥	norse archers	Formed Flexible	Unprotected	Bow		Welce Expert, Shoot & charge	150	300
1	Frankish subjects	INFANTRY	Average	-	Short Spear	Devastating Chargers	2	154
	Prankish subjects	Tribal Flexible	Protected	-	Short Spear	Devastating Chargers	77	154
_	5 Burgundian subjects	INFANTRY	Average	-		Devastating Chargers	2	140
٦		Tribal Flexible	Protected	-	_	Devastating Chargers	70	
6	Thuringian subjects	INFANTRY	Average	-		Devastating Chargers	2	140
Ľ	mamigian subjects	Tribal Flexible	Protected	-		Devastating chargers	70	140
7	Herul or Sciri subjects	CAVALRY	Average	-	Short Spear	Melee Expert	2	226
Ľ	Tierui or Sciii subjects	Formed Loose	Protected	-	Short Spear	Wiciec Expert	113	
8	Ostrogothic best cavalry	CAVALRY	Superior	-	Charging	_	2	294
L	Ostrogotine best cavalry	Formed Loose	Protected	-	Lancer		147	234
9	Ostrogothic cavalry	CAVALRY	Average	-	Short Spear	_	2	180
	Ostrogotine cavany	Formed Loose	Protected	-	Short Spear		90	100
10	Ostrogothic archers	INFANTRY	Average	Experienced	_	Combat Shy	2	68
10	Ostrogotine artifers	Tribal Loose	Unprotected	Bow		Compacing	34	00
11	Gepid cavalry	CAVALRY	Average	1	Short Spear	_	2	180
11	Gepia cavairy	Formed Loose	Protected	-	Siloit Speal	-	90	100

NOTES

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

DEPLOYMENT TABLE Normal deployment batch (1/3		nal deployment batch (1/3 UGs)	4	Total number of UGs	11		
	Outscouting Difference	Deploy		Outscouting Difference	Deploy	Outscouting Difference	Deploy
	10%	2		40%	5	70%	8
	20%	3		50%	6	80%	9
	30%	4		60%	7	90%	10

	30%	4	60%	/	90% 10	
SCOF	RING					
	TRIUMPH	15 Victory Points	DAMAGE DONE SCORE	Maximum 10 pts	SURVIVAL	
	If you break your opponents		Per enemy TuG Destroyed	2 Victory Points	+2 Victory Points if you avoid breaking (or mutual break)	
	army you have a Triumph		Per enemy SuG destroyed	1 Victory Point		

Early Byzantine



Army B	ook	Early Medieval - Byzantium		
Army Num	nber	3308		
Belisarius	AC	Talented Professional		
John the Armenian	Sub	Competent Professional		
Archelaus	Sub	Competent Professional		
-	Sub	na		



2023	-	ssu	e 1

Player	
Contact Details	
Rules version	PACTO
Date	533 CE
Terrain	Standard; Coastal; Mountains
Camp	Not Applicable
Allies	

		A VIVA B D LI AD PARTY
OTAL POINTS	2993	MAKIFIN
TuGs to Break	6	ET GLORIAN

TABLE OF PRIVIL			
OLIEM	PBS	8	cards
GLORIAM	SCOUTING	3	cards

UG	I	Туре	Quality	Shooting	Melee		No. of Bases	TOTAL
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS
1.0		Training - Formation	Trotection	TUG			i tay base	- 1.5
					15		1	
1	Boukellarioi	CAVALRY	Superior	Experienced	Short Spear	Shoot & Charge	1	189
		Drilled Loose	Protected	Bow			189	
2	Byzantine kavallarioi	CAVALRY	Average	Experienced	Short Spear	_	2	270
Ľ	byzantine kavanarioi	Drilled Loose	Protected	Bow	Short Spear		135	270
3	Byzantine kavallarioi	CAVALRY	Average	Experienced	Short Spear	_	2	270
3	Byzantine kavananoi	Drilled Loose	Protected	Bow	Short Spear	-	135	270
1	Buzantina kavallariai	CAVALRY	Average	Experienced	Short Spear		1	135
4	Byzantine kavallarioi	Drilled Loose	Protected	Bow	Short Spear	-	135	
5	Huns	CAVALRY	Average	Experienced		Melee Expert; Shoot & Charge	2	230
3	nuns	Formed Flexible	Unprotected	Bow	_	Welee Expert, Shoot & Charge	115	
6	Foederate or symmachoi	CAVALRY	Average	-	Short Spear	Devastating Chargers	1	103
0	cavalry	Formed Loose	Protected	-	Short Spear	Devastating Chargers	103	
7	Skoutatoi	INFANTRY	Average	Experienced	Short Spear	Shieldwall	2	184
'	Skoutatoi	Formed Close	Protected	Darts	Short Spear	Silleidwaii	92	104
8	Skoutatoi	INFANTRY	Average	Experienced	Short Spear	Shieldwall	2	104
°	Skoutatoi	Formed Close	Protected	Darts	Short Spear	Silleidwaii	92	184
9	Skoutatoi	INFANTRY	Average	Experienced	Chart Cassa	Shieldwall	2	184
9	Skoutatoi	Formed Close	Protected	Darts	Short Spear	Shleidwali	92	184
10	Skautata:	INFANTRY	Average	Experienced	Chart Cassa	Chialdwall	2	104
TO	Skoutatoi	Formed Close	Protected	Darts	Short Spear	Shieldwall	92	184
11	laaia.aa	INFANTRY	Average	Unskilled	Shart San		2	420
11	Isaurians	Tribal Loose	Protected	Javelin	Short Spear	-	60	120

NOTES

DEP	DEPLOYMENT TABLE Normal deployment batch (1/3 UGs)		4	Total number of UGs	11	
	Outscouting Difference	Deploy	Outscouting Difference	Deploy	Outscouting Difference	Deploy
	10%	2	40%	5	70%	8
	20%	3	50%	6	80%	9
	30%	4	60%	7	90%	10

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

African Vandal



Army Book		Early Medieval - Byzantium		
Army Number		3302		
Gelimer	AC	Competent Instinctive		
Ammatus	Sub	Competent Instinctive		
Gibamund	Sub	Competent Instinctive		
Honoric	Sub	Competent Instinctive		



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	533 CE
Terrain	Standard; Coastal; Mountains
Camp	Not Applicable
Allies	

TOTAL POINTS	2993
TuGs to Break	5

MORTEM Et GLORIAM	ŀ
ET'GLORIAM	

PBS	5	cards
SCOUTING	3	cards

UG		Туре	Quality	Shooting	Melee		No. of Bases	TOTAL	
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS	
	TUGs								
1	Best Vandal cavalry	CAVALRY	Superior	-	Short Spear	Devastating Chargers	2	290	
	Best Vallual Cavally	Formed Loose	Protected	-	Short Spear	Devastating Chargers	145	290	
2	Best Vandal cavalry	CAVALRY	Superior	1	Short Spear	Devastating Chargers	2	290	
	Best Validal Cavally	Formed Loose	Protected	-	Short Spear	Devastating Chargers	145	290	
3	Best Vandal cavalry	CAVALRY	Superior	-	Short Spear	Devastating Chargers	2	290	
٦	best validal cavally	Formed Loose	Protected	-	Short Spear	Devastating chargers	145	230	
4	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	2	252	
	vandar cavan y	Formed Loose	Protected	-	Short Spear	bevastating chargers, weree Expert	126	232	
5	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	2	252	
	validai cavali y	Formed Loose	Protected	-	Short Spear	bevastating chargers, weree Expert	126	232	
6	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	2	252	
L	vandai cavaii y	Formed Loose	Protected	-	Short Spear	Devastating Chargers, Welee Expert	126	232	
7	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	2	252	
Ľ	vandai cavaii y	Formed Loose	Protected	-	Short Spear	Devastating Chargers, Welee Expert	126	232	
8	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	2	252	
L°	variuai cavail y	Formed Loose	Protected	-	Short Spear	Devastating chargers, Welee Expert	126	232	
9	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	1	103	
3	yandai cavairy	Formed Loose	Protected	-	Short Spear	Devastating Chargers	103	103	

NOTES

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

DEP	LOYMENT TABLE		Norr	mal 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

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

Norman



Army B	ook	Early Medieval - Frankia		
Army Nun	nber	3412		
William	AC	Talented Instinctive		
Alain le Roux (Breton)	Ally	Competent Instinctive		
William Fitzosbern	Sub	Competent Instinctive		
Eustace	Sub	Competent Instinctive		



		ue	

Player	
Contact Details	
Rules version	PACTO
Date	1066 CE
Terrain	Standard; Coastal; -
Camp	Not Applicable
Allies	Breton

		MANDUNEN
TOTAL POINTS	2998	MAKIEM
TuGs to Break	6	ET GLORLAM

MADDEN				
MALLEWI	PBS	6	cards	
ET'GLORLAM!	SCOUTING	2	cards	

UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS
				TUG	is			
1	1 Familia regis	CAVALRY	Superior	-	Charging	Devastating Chargers; Melee Expert	1	198
1		Formed Loose	Protected	-	Lancer	Devastating Chargers, Meiee Expert	198	196
2	2 Best milites	CAVALRY	Superior	-	Charging	Devastating Chargers	2	332
	Best fillites	Formed Loose	Protected	-	Lancer	Devastating Chargers	166	332
3	Best milites	CAVALRY	Superior	-	Charging	Devastating Chargers	1	166
3	Best fillites	Formed Loose	Protected	-	Lancer	Devastating Chargers	166	100
4	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
4	IVIIILES IACKING HOISES	Formed Close	Protected	-	Short Spear	Siliciawan	82	104
5	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
	Willites lacking horses	Formed Close	Protected	-	Short Spear		82	104
6	6 Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
		Formed Close	Protected	-		Sinciawan	82	104
7	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
Ľ	Willites lacking horses	Formed Close	Protected	-	Short Spear	Sinciawan	82	104
8	Crossbowmen	INFANTRY	Average	Skilled	_	_	2	200
0	Crossbowinen	Formed Loose	Protected	Crossbow			100	200
9	Pedites	INFANTRY	Average	-	Short Spear	Shieldwall	2	144
	Cuites	Tribal Close	Protected	-	Short Spear	Sinciawan	72	2.11
10	Breton cavalry	CAVALRY	Average	Unskilled	Short Spear	_	2	190
10	Dictorica variy	Formed Loose	Protected	Javelin	Short Spear		95	150
11	Breton cavalry	CAVALRY	Average	Unskilled	Short Spear	_	2	190
	Breton cavany	Formed Loose	Protected	Javelin	Short Spear		95	130
				SUG	is			
1	Breton light cavalry	CAVALRY	Average	Experienced		Combat Shy	2	102
1	Dieton light cavally	Skirmisher	Unprotected	Javelin	-	Compat 3ny	51	102

NOTES

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

DEPLOYMENT TABLE Norr			nal deployment batch (1/3 UGs)	4		Total number of UGs	12	
	Outscouting Difference	Deploy		Outscouting Difference	Deploy	Outsco	outing Difference	Deploy
	10%	2		40%	5		70%	9
	20%	3		50%	6		80%	10
	30%	4		60%	8		90%	11

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

Anglo-Danish



Army B	ook	Early Medieval - Britain		
Army Nun	nber	3212		
Harold	AC	Talented Instinctive		
Gyrth	Sub	Competent Instinctive		
Leofwine	Sub	Competent Instinctive		
Edwin Sub		Competent Instinctive		



20	0	000	 4
2/1	PAC.	SSU	

Player	
Contact Details	
Rules version	PACTO
Date	1066 CE
Terrain	Standard; Coastal; -
Camp	Not Applicable
Allies	

		TOTAL
OTAL POINTS	2996	MAKIE
uGs to Break	5	ET GLORB

ЛΙ			
'n	PBS	6	cards
	SCOUTING	1	cards

_		TuGs to Break		5	SCOUTING 1		cards	
UG		Туре	Quality	Shooting	Melee		No. of Bases	TOTAL
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS
				TUG	as .			
		INFANTRY	Superior	-	2-H Cut-		2	
1	Huscarls	Formed Flexible	Protected	-	Crush	Dismountable	157	314
		INFANTRY	Superior	-	2-H Cut-		1	
2	Huscarls	Formed Close	Protected	-	Crush	Shieldwall	150	150
		INFANTRY	Average	-			1	
2	Select fyrd	Tribal Close	Protected	-	Short Spear	Shieldwall	72	72
_	Curat fund	INFANTRY	Poor	-	Chart Carre	Chialabaall	1	44
2	Great fyrd	Tribal Close	Protected	-	Short Spear	Shieldwall	44	44
3	Huscarls	INFANTRY	Superior	-	2-H Cut-	Shieldwall	1	150
3	nuscaris	Formed Close	Protected	-	Crush	Silieluwali	150	130
3	Select fyrd	INFANTRY	Average	1	Short Spear	Shieldwall	1	72
	Select lylu	Tribal Close	Protected	-	Short Spear	Silicitwali	72	72
3	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	1	44
ے	Great Tyru	Tribal Close	Protected	-	Short Spear	Siliciawan	44	77
4	Huscarls	INFANTRY	Superior	-	2-H Cut-	Shieldwall	1	150
	Trascaris	Formed Close	Protected	-	Crush	S.mc.a.va	150	250
4	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	1	72
		Tribal Close	Protected	-			72	
4	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	1	44
	4 Great Tyru	Tribal Close	Protected	-	·		44	
5	Huscarls	INFANTRY	Superior	-	2-H Cut-	Shieldwall	1	150
		Formed Close	Protected	-	Crush		150	
5	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	1	72
-		Tribal Close	Protected	-			72	
5	Great fyrd	INFANTRY Tribal Close	Poor	-	Short Spear	Shieldwall	1 44	44
_		INFANTRY	Protected	-	2-H Cut-		1	
6	Huscarls	Formed Close	Superior Protected	-	Crush	Shieldwall	150	150
		INFANTRY	Average	-	Crusii		1	
6	Select fyrd	Tribal Close	Protected	-	Short Spear	Shieldwall	72	72
		INFANTRY	Poor	-			1	
6	Great fyrd	Tribal Close	Protected	_	Short Spear	Shieldwall	44	44
		INFANTRY	Average	-			2	
7	Select fyrd	Tribal Close	Protected	-	Short Spear	Shieldwall	72	144
-		INFANTRY	Average	-			2	
8	Select fyrd	Tribal Close	Protected	-	Short Spear	Shieldwall	72	144
_		INFANTRY	Poor	-			3	
9	Fyrd dregs	Tribal Close	Unprotected	-	-	Combat Shy	13	39
_				SUG	is			
		INFANTRY	Average	Experienced			1	
1	Archers	Skirmisher	Unprotected	Bow	-	Combat Shy	50	50
_		INFANTRY	Average	Experienced			1	
2	Slingers	Skirmisher	Unprotected	Sling	-	Combat Shy	43	43
	la caliana an	INFANTRY	Average	Experienced			1	22
3	Javelinmen	Skirmisher	Unprotected	Javelin	-	-	32	32
•	·				•			

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.

DEF	PLOYMENT TABLE		Norr	nal 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

SCO	RI	N	G

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

Later Crusader



Army B	ook	Medieval - The Crusades
Army Nun	nber	5117
Richard I	AC	Talented Instinctive
Guy de Lusignan	Sub	Competent Instinctive
Garnier de Nablus (Hospitaler)	Sub	Mediocre Professional
Robert de Sablé (Templar)	Sub	Mediocre Professional



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	1191 CE
Terrain	Standard; Plains; Mountains
Camp	Not Applicable
Allies	

OTAL POINTS	2996	MAKIEM
TuGs to Break	5	ET GLORIAM

TEM			
I E WILL	PBS	6	cards
RLAMI	SCOUTING	2	cards

UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
No		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS
				TUG	is			
1	Outremer crusader	CAVALRY	Average	-	Charging	Dougstating Chargers, Moles Funert	1	177
1	knights	Formed Loose	- / FArm	-	Lancer	Devastating Chargers; Melee Expert	177	1//
1	Sergeants and turcopoles	CAVALRY	Average	-		Devastating Chargers; Melee Expert	1	116
	Sergeants and turcopoles	Formed Loose	Protected	1	-	Devastating Chargers, Welee Expert	116	110
2	Outremer crusader	CAVALRY	Superior	1	Charging	Devastating Chargers	1	207
۷	knights	Formed Loose	- / FArm	-	Lancer	Devastating Chargers	207	207
2	Sergeants and turcopoles	CAVALRY	Superior	-	_	Devastating Chargers	1	131
۲	Sergeants and turcopoles	Formed Loose	Protected	-		Devastating chargers	131	131
3	Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover; Shieldwall	2	17/
ے	•	Formed Close	Protected	-	Short Spear	Silicia cover, Siliciawali	87	1/4
4	Spearmen with	INFANTRY	Average	Experienced	Short Spear	Shield Cover	1	97
	crossbowmen	Formed Close	Protected	Crossbow	Short Spear	Silicia cover	97	3,
4	Rear rank crossbowmen	INFANTRY	Average	Experienced	_	_	1	80
		Formed Loose	Protected	Crossbow			80	00
5	Spearmen with	INFANTRY	Average	Experienced	Short Spear	Shield Cover	1	97
	crossbowmen	Formed Close	Protected	Crossbow	Short Spear		97	37
5	Rear rank crossbowmen	INFANTRY	Average	Experienced	_	_	1	80
		Formed Loose	Protected	Crossbow			80	00
6	Spearmen with	INFANTRY	Average	Experienced	Short Spear	Shield Cover	1	97
Ľ	crossbowmen	Formed Close	Protected	Crossbow	Short Spear	Silicia cover	97	31
6	Rear rank crossbowmen	INFANTRY	Average	Experienced	_	_	1	80
Ľ		Formed Loose	Protected	Crossbow			80	
7	Templar military order	CAVALRY	Superior	-	Charging	Devastating Chargers; Melee Expert	1	265
Ľ	brother knights	Drilled Loose	- / FArm	-	Lancer			
8	Templar turcopoles	CAVALRY	Average	Experienced	Short Spear	Devastating Chargers	1 116 116 1 207 207 1 131 2 174 87 97 1 97 1 80 1 97 1 80 1 97 1 80 1 97 1 80 1 97 1 80 80 80 1 80 80 80	230
Ľ		Drilled Flexible	Unprotected	Bow	·			
9	Hospitaler military order	CAVALRY	Superior	-	Charging	Devastating Chargers; Melee Expert		265
Ľ	brother knights	Drilled Loose	- / FArm	-	Lancer		265	
				SUG	is			
10	Ckirmichore	INFANTRY	Poor	Experienced		Compat Shu	2	40
10	Skirmishers	Skirmisher	Unprotected	Javelin	-	Combat Shy	Cover	40

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 Hospitallers. Robert de Sablé was Grand Master of the Knights Templar.

DEF	PLOYMENT TABLE		Norn	nal 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

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TRIUMPH 15 Victory Points DAMAGE DONE SCORE Maximum 10 pts SURVIVAL

If you break your opponents Per enemy TuG Destroyed 2 Victory Points +2 Victory Points if you avoid breaking (or mutual break)

army you have a Triumph Per enemy SuG destroyed 1 Victory Point

Ayyubid Egyptian



Army B	ook	Medieval - The Crusades
Army Nun	nber	5116
Saladin	AC	Talented Professional
Saphadin Sub		Competent Professional
Aladdin of Mosul	Sub	Mediocre Professional
Taqi al-Din Sub		Mediocre Professional



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	1091 CE
Terrain	Standard; Coastal; -
Camp	Not Applicable
Allies	

TOTAL POINTS	2996	MOK
TuGs to Break	5	ET G

M	ORTEM	ŀ
M Et	ORTEM GLORIAM	l

PBS	8	cards
SCOUTING	4	cards

UG No	Name	Type Training - Formation	Quality Protection	Shooting Weaponry	Melee Weaponry	Characteristics	No. of Bases Pts/base	TOTAL PTS
	TUGs							
1	Sultan's mamluks	CAVALRY	Superior	Skilled	Short Spear	Melee Expert	1	243
1	Suitan's mamiuks	Drilled Loose	Protected	Bow	Short Spear	ivielee Expert	243	243
2	Asadiyya, Tawashi and	CAVALRY	Superior	Experienced	Short Spear		2	350
	other provincial	Drilled Loose	Protected	Bow	Short Spear	-	175	330
3	Asadiyya, Tawashi and	CAVALRY	Superior	Experienced	Short Spear	_	1	175
3	other provincial	Drilled Loose	Protected	Bow	Short Spear	-	175	1/3
4	Qaraghulams	CAVALRY	Average	-	Long Spear	_	2	230
4	Qaragilulariis	Formed Loose	Protected	-	Long Spear		115	230
5	Turcoman tribesmen	CAVALRY	Average	Experienced	-	_	2	188
٦	Turcoman tribesmen	Formed Flexible	Unprotected	Bow		-	94	100
6	Turcoman tribesmen	CAVALRY	Average	Experienced	-	_	2	188
Ľ	Turcoman tribesmen	Formed Flexible	Unprotected	Bow			94	100
7	Turcoman tribesmen	CAVALRY	Average	Skilled		_	2	258
Ľ	Turcoman tribesmen	Formed Flexible	Unprotected	Bow	_	-	129	236
8	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
L	Spearmen	Formed Close	Protected	-	Short Spear	Sinciawan	82	104
9	Sudanese archers	INFANTRY	Average	Experienced	_	Combat Shy	2	80
	Jadanese artifers	Formed Loose	Unprotected	Bow		Compacing	40	00
				SUG	is			
1	Skirmishers	INFANTRY	Average	Experienced	_	Combat Shy	2	100
1	JAII III SIIEI S	Skirmisher	Unprotected	Bow] -	Compat 3ny	50	100

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DEF	LOYMENT TABLE		Norn	nal 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

	20/0	2	3070	3	0070	0
	30%	3	60%	6	90%	9
SCO	RING					
	TRIUMPH	15 Victory Points	DAMAGE DONE SCORE	Maximum 10 pts	SURVIVAL	
	If you break your opponents		Per enemy TuG Destroyed	2 Victory Points	+2 Victory Points if you avoid brea	aking (or mutual break)
	army you have a Triumph		Per enemy SuG destroyed	1 Victory Point		

Northern Medieval French



Army B	ook	Medieval - House of Valois
Army Nun	nber	5501
Philip Augustus	AC	Talented Instinctive
Robert, Count of Dreux	Sub	Competent Instinctive
Eudes of Burgundy	Ally	Competent Instinctive
William of Ponthieu	Ally	Competent Instinctive



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	1214 CE
Terrain	Standard; Coastal; Forest
Camp	Not Applicable
Allies	

TOTAL POINTS	2999	
TuGs to Break	5	

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	1

PBS	6	cards
SCOUTING	2	cards

					_	1				
UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL		
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS		
				TUG	as .					
1	Knights	CAVALRY	Superior	-	Charging	Devastating Chargers; Melee Expert	1	247		
1	Knights	Formed Loose	- / FArm		Lancer	Devastating Chargers, Melee Expert	247	247		
1	Sergeants	CAVALRY	Superior	1	_	Devastating Chargers; Melee Expert	1	163		
	Seigeants	Formed Loose	Protected	-	_	Devastating Chargers, Welee Expert	163	103		
2	Knights	CAVALRY	Superior	-	Charging	Devastating Chargers	1	207		
	Kiligitis	Formed Loose	- / FArm	-	Lancer	Devastating chargers	207	207		
2	Sergeants	CAVALRY	Superior	-	_	Devastating Chargers	1	131		
	Sergeunts	Formed Loose	Protected	-		Devastating chargers	131	131		
3	Knights	CAVALRY	Superior	-	Charging	Devastating Chargers	1	207		
	gcs	Formed Loose	- / FArm	-	Lancer	Devastating chargers	207	207		
3	Sergeants	CAVALRY	Superior	-	_	Devastating Chargers	1	131		
	oe.geunts	Formed Loose	Protected	-		Devastating one gets	131	101		
4	Knights	CAVALRY	Superior	-	Charging	Devastating Chargers	1	207		
<u> </u>		Formed Loose	- / FArm	1	Lancer		207			
4	4 Sergeants	CAVALRY	Superior	-	_	Devastating Chargers	1	131		
<u> </u>	· g	Formed Loose	Protected	-			131			
5	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	164		
Ľ		Formed Close	Protected	-			82			
6	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	164		
Ľ		Formed Close	Protected	-	'		82			
7	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	164		
	•	Formed Close	Protected	-			82			
8	Crossbowmen	INFANTRY	Average	Experienced	-	-	2	160		
Ľ		Formed Loose	Protected	Crossbow			80			
9	Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	3	75		
		Tribal Loose	Unprotected	Javelin			25			
	SUGs									
1	Skirmishing	INFANTRY	Average	Experienced		Combat Shy	1	58		
	crossbowmen	Skirmisher	Unprotected	Crossbow	-	Compat Sily	58	50		
2	Skirmishing archers	INFANTRY	Average	Experienced	_	Combat Shy	1	50		
	c	Skirmisher	Unprotected	Bow		55555 5,	50			

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.

DEP	LOYMENT TABLE		Norn	nal deployment batch (1/3 UGs)	4	Total number of UGs	11
	Outscouting Difference	Deploy		Outscouting Difference	Deploy	Outscouting Difference	Deploy
	10%	2		40%	5	70%	8
	20%	3		50%	6	80%	9
	30%	4		60%	7	90%	10

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

Imperial German



Army B	ook	Medieval -Holy Roman Empire		
Army Nun	nber	5608		
Otto	AC	Talented Instinctive		
Ferrand of Flanders	Sub	Competent Instinctive		
Renaud de Dammartin	Sub	Competent Instinctive		
William, Earl of Salisbury	Sub	Mediocre Instinctive		



2023 - Issue 1

Player	
Contact Details	
Rules version	PACTO
Date	1214 CE
Terrain	Standard; Forest; Mountains
Camp	Not Applicable
Allies	

		THE TOTAL PROPERTY.
TOTAL POINTS	2995	MAKIFM
TuGs to Break	6	ET GLORIAM

VIA DE LA CALVA			
MAKIEMI	PBS	6	cards
T GLORBAM	SCOUTING	2	cards

UG	Name	Туре	Quality	Shooting	Melee	Characteristics	No. of Bases	TOTAL
No	Name	Training - Formation	Protection	Weaponry	Weaponry	Characteristics	Pts/base	PTS
				TUG	GS .			
1	Doct Imiabte	CAVALRY	Superior	-	Charging	Daviestation Character Disease wheels	2	432
1	1 Best knights	Formed Loose	- / FArm	-	Lancer	Devastating Chargers; Dismountable	216	432
_	Kaiahta	CAVALRY	Average	-	Charging	Davidation Character Disease while	1	154
2	Knights	Formed Loose	- / FArm	-	Lancer	Devastating Chargers; Dismountable	154	154
_	Koi-alata	CAVALRY	Average	-	Charging	Daviestation Character Disease wheels	1	154
3	Knights	Formed Loose	- / FArm	-	Lancer	Devastating Chargers; Dismountable	154	154
1	Knights	CAVALRY	Average	-	Charging	Devastating Chargers	2	296
4	Kiligiits	Formed Loose	- / FArm	-	Lancer	Devastating Chargers	148	230
5	Mercenary spearmen	INFANTRY	Average	1	Short Spear	Shieldwall	2	174
3	Wercenary spearmen	Drilled Close	Protected	-			87	1/4
6	6 Mercenary crossbowmen	INFANTRY	Average	Experienced			2	170
0	Mercenary crossbownnen	Drilled Loose	Protected	Crossbow	-	-	85	1.0
7	Brabanter mercenaries	INFANTRY	Average	-	Long Spear	_	2	182
Ľ	Brabanter mercenaries	Drilled Close	Protected	-		-	91	102
8	Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
L	reddai spearmen	Formed Close	Protected	-	Short Spear	Siliciawali	82	104
9	Feudal crossbowmen	INFANTRY	Average	Experienced	_	Combat Shy	2	116
	readar crossbownien	Formed Loose	Protected	Crossbow		compact stry	58	110
10	Fussknechte	INFANTRY	Average	-	_	Melee Expert	2	142
10	- usskiicenie	Tribal Close	Protected	-		merce expert	71	
11	Heerban	INFANTRY	Poor	-	Short Spear	<u>-</u>	3	75
L		Tribal Close	Unprotected	-	2o. t open		25	
				SUG	is			
1	Skirmishing	INFANTRY	Average	Experienced	_	Combat Shy	2	116
1	crossbowmen	Skirmisher	Unprotected	Crossbow	-	Combat Shy	58	110

NOTES

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

DEP	LOYMENT TABLE		Norn	nal deployment batch (1/3 UGs)	4	т	otal number of UGs	12
	Outscouting Difference	Deploy		Outscouting Difference	Deploy	Outscou	ing Difference	Deploy
	10%	2		40%	5		70%	9
	20%	3		50%	6		80%	10
	30%	1		60%	Q		90%	11

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