



# ARMY LISTS

## 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.
  - 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>	PACTO
<b>Date</b>	1274 BCE
<b>Terrain</b>	Standard; Coastal; -
<b>Camp</b>	Not Applicable
<b>Allies</b>	

<b>TOTAL POINTS</b>	2992
<b>TuGs to Break</b>	6



<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	Pharoah's chariots	CHARIOTS	Exceptional	Skilled	-	-	1	206
		Drilled Loose	Protected	Bow			206	
2	Chariots	CHARIOTS	Superior	Skilled	-	-	1	182
		Drilled Loose	Protected	Bow			182	
3	Chariots	CHARIOTS	Superior	Skilled	-	-	1	182
		Drilled Loose	Protected	Bow			182	
4	Chariots	CHARIOTS	Superior	Skilled	-	-	1	182
		Drilled Loose	Protected	Bow			182	
5	Syro-Canaanite maryannu	CHARIOTS	Average	Skilled	-	-	1	140
		Formed Loose	Protected	Bow			140	
6	Shardana Royal Guard	INFANTRY	Superior	-	Short Spear	Melee Expert	1	124
		Drilled Loose	Protected	-			124	
7	Close fighters	INFANTRY	Average	-	Short Spear	-	1	72
		Drilled Loose	Protected	-			72	
7	Close fighters with heavy axe	INFANTRY	Average	-	Short Spear	Melee Expert	1	88
		Drilled Loose	Protected	-			88	
8	Close fighters	INFANTRY	Average	-	Short Spear	-	2	144
		Drilled Loose	Protected	-			72	
9	Close fighters	INFANTRY	Average	-	Short Spear	-	2	144
		Drilled Loose	Protected	-			72	
10	Archers	INFANTRY	Average	Experienced	-	-	2	116
		Drilled Loose	Unprotected	Bow			58	
11	Nubian archers	INFANTRY	Average	Skilled	-	-	2	126
		Tribal Loose	Unprotected	Bow			63	

## SUGs

1	Light archers	INFANTRY	Average	Experienced	-	Combat Shy	2	100
		Skirmisher	Unprotected	Bow			50	
2	Light archers	INFANTRY	Average	Experienced	-	Combat Shy	2	100
		Skirmisher	Unprotected	Bow			50	
3	Slingers	INFANTRY	Average	Experienced	-	Combat Shy	2	86
		Skirmisher	Unprotected	Sling			43	

## 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.

## 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

## SCORING

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

# Hittite Empire



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

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

<b>TOTAL POINTS</b>	2998
<b>TuGs to Break</b>	6



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	PACTO
<b>Date</b>	1274 BCE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Not Applicable
<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 PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Golden chariot fighters	CHARIOTS	Exceptional	Skilled	-	-	1	206
		Drilled Loose	Protected	Bow			206	
2	Hittite chariots	CHARIOTS	Superior	Skilled	-	-	1	182
		Drilled Loose	Protected	Bow			182	
3	Hittite chariots	CHARIOTS	Superior	Skilled	-	-	1	182
		Drilled Loose	Protected	Bow			182	
4	Hittite chariots	CHARIOTS	Superior	Skilled	-	-	1	182
		Drilled Loose	Protected	Bow			182	
5	Hittite spearmen	INFANTRY	Average	-	Short Spear	-	2	144
		Drilled Loose	Protected	-			72	
6	Provincial spearmen	INFANTRY	Average	-	Short Spear	-	2	114
		Tribal Loose	Protected	-			57	
7	Anatolian chariots	CHARIOTS	Superior	Experienced	-	-	1	133
		Formed Loose	Protected	Bow			133	
8	Anatolian spearmen	INFANTRY	Average	-	Short Spear	-	2	114
		Tribal Loose	Protected	-			57	
9	Syro-Canaanite Royal maryannu chariotry	CHARIOTS	Superior	Skilled	-	-	1	182
		Drilled Loose	Protected	Bow			182	
10	Syro-Canaanite Hupshu spearmen	INFANTRY	Average	Unskilled	-	Shoot & Charge	3	177
		Tribal Loose	Protected	Javelin			59	
11	Syro-Canaanite Hupshu archers	INFANTRY	Average	Experienced	-	-	2	96
		Tribal Loose	Unprotected	Bow			48	

## SUGs

1	Light archers	INFANTRY	Average	Experienced	-	Combat Shy	2	100
		Skirmisher	Unprotected	Bow			50	
2	Anatolian slingers	INFANTRY	Average	Experienced	-	Combat Shy	2	86
		Skirmisher	Unprotected	Sling			43	

## 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

## SCORING

### TRIUMPH

15 Victory Points

If you break your opponents army you have a Triumph

### DAMAGE DONE SCORE

Maximum 10 pts

Per enemy TuG Destroyed

2 Victory Points

Per enemy SuG destroyed

1 Victory Point

### SURVIVAL

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

# Spartan



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



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

<b>TOTAL POINTS</b>	2992
<b>TuGs to Break</b>	5



<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	PACTO
<b>Date</b>	479 BCE
<b>Terrain</b>	Standard; Mountains; -
<b>Camp</b>	Not Applicable
<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		Pts/base	PTS

## TUGs

1	Spartan hippeis	INFANTRY	Exceptional	-	Long Spear	Shove; Shield Cover	2	340
		Drilled Close	Protected	-			170	
2	Spartiates	INFANTRY	Superior	-	Long Spear	Shove; Melee Expert; Shield Cover	2	326
		Drilled Close	Protected	-			163	
3	Spartiates	INFANTRY	Superior	-	Long Spear	Shove; Melee Expert; Shield Cover	2	326
		Drilled Close	Protected	-			163	
4	Athenian hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
		Formed Close	Protected	-			95	
5	Athenian hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
		Formed Close	Protected	-			95	
6	Athenian cavalry	CAVALRY	Average	Unskilled	Short Spear	Shoot & Charge	2	210
		Formed Loose	Protected	Javelin			105	
7	Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
		Formed Close	Protected	-			95	
8	Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
		Formed Close	Protected	-			95	
9	Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
		Formed Close	Protected	-			95	
10	Greek hoplites	INFANTRY	Poor	-	Long Spear	Shove; Shield Cover	2	114
		Formed Close	Protected	-			57	

## SUGs

1	Spartan helots	INFANTRY	Poor	Unskilled	-	Combat Shy	2	30
		Skirmisher	Unprotected	Javelin			15	
2	Spartan helots	INFANTRY	Poor	Unskilled	-	Combat Shy	2	30
		Skirmisher	Unprotected	Javelin			15	
3	Athenian Psiloi archers	INFANTRY	Average	Experienced	-	Combat Shy	2	100
		Skirmisher	Unprotected	Bow			50	
4	Greek Psiloi slingers	INFANTRY	Average	Experienced	-	Combat Shy	2	86
		Skirmisher	Unprotected	Sling			43	

## 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

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

## SCORING

### TRIUMPH

15 Victory Points

If you break your opponents army you have a Triumph

### DAMAGE DONE SCORE

Maximum 10 pts

Per enemy TuG Destroyed  
Per enemy SuG destroyed

2 Victory Points  
1 Victory Point

### SURVIVAL

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

# 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	Mediocre Professional
<b>Gorgidas</b>	Ally	Mediocre Instinctive

<b>TOTAL POINTS</b>	2994
<b>TuGs to Break</b>	5



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	PACTO
<b>Date</b>	479 BCE
<b>Terrain</b>	Plains; Coastal; Mountains
<b>Camp</b>	Not Applicable
<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 PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Satrapal guard cavalry	CAVALRY	Superior	Experienced	Short Spear	-	2	350
		Drilled Loose	Protected	Bow			175	
2	Iranian cavalry	CAVALRY	Average	Experienced	Short Spear	-	2	250
		Formed Loose	Protected	Bow			125	
3	Skythian horse archers	CAVALRY	Average	Experienced	-	-	2	188
		Formed Flexible	Unprotected	Bow			94	
4	Front rank Immortals	INFANTRY	Average	Skilled	-	Pavise	1	117
		Drilled Flexible	Protected	Bow			117	
4	Rear rank Immortals	INFANTRY	Average	Skilled	-	Pavise	1	107
		Drilled Loose	Protected	Bow			107	
5	Front rank Immortals	INFANTRY	Average	Skilled	-	Pavise	1	117
		Drilled Flexible	Protected	Bow			117	
5	Rear rank Immortals	INFANTRY	Average	Skilled	-	Pavise	1	107
		Drilled Loose	Protected	Bow			107	
6	Front rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	1	62
		Tribal Flexible	Unprotected	Bow			62	
6	Rear rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	1	56
		Tribal Loose	Unprotected	Bow			56	
7	Front rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	1	62
		Tribal Flexible	Unprotected	Bow			62	
7	Rear rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	1	56
		Tribal Loose	Unprotected	Bow			56	
8	Front rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	1	62
		Tribal Flexible	Unprotected	Bow			62	
8	Rear rank Iranian sparabara	INFANTRY	Average	Experienced	-	Pavise	1	56
		Tribal Loose	Unprotected	Bow			56	
9	Medizing Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
		Formed Close	Protected	-			95	
10	Medizing Greek hoplites	INFANTRY	Average	-	Long Spear	Shove; Shield Cover	2	190
		Formed Close	Protected	-			95	

## SUGs

1	Asiatic archers	INFANTRY	Poor	Experienced	-	Combat Shy	2	84
		Skirmisher	Unprotected	Bow			42	
2	Asiatic javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	2	40
		Skirmisher	Unprotected	Javelin			20	
3	Asiatic javelinmen	INFANTRY	Poor	Experienced	-	Combat Shy	1	20
		Skirmisher	Unprotected	Javelin			20	

## 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

## SCORING

### TRIUMPH

15 Victory Points

If you break your opponents army you have a Triumph

### DAMAGE DONE SCORE

Maximum 10 pts

Per enemy TuG Destroyed

2 Victory Points

Per enemy SuG destroyed

1 Victory Point

### SURVIVAL

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

# 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	Competent Professional
<b>Seleucus</b>	Sub	Competent Professional
-	Sub	na

<b>TOTAL POINTS</b>	3000
<b>TuGs to Break</b>	5



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	PACTO
<b>Date</b>	326 BCE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Not Applicable
<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 PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Agema	CAVALRY	Exceptional	-	Charging Lancer	Melee Expert	1	235
		Drilled Loose	Protected	-			235	
2	Companion cavalry	CAVALRY	Superior	-	Charging Lancer	Melee Expert	1	194
		Drilled Loose	Protected	-			194	
3	Skythian horse archers	CAVALRY	Average	Experienced	-	-	1	94
		Formed Flexible	Unprotected	Bow			94	
4	Hypaspists	INFANTRY	Superior	-	Pike	Shove	3	405
		Drilled Close	Protected	-			135	
5	Foot companions	INFANTRY	Average	-	Pike	Shove	3	288
		Drilled Close	Protected	-			96	
6	Foot companions	INFANTRY	Average	-	Pike	Shove	3	288
		Drilled Close	Protected	-			96	
7	Thracians	INFANTRY	Average	Unskilled	Short Spear	-	1	70
		Formed Loose	Protected	Javelin				
8	Allied hoplites	INFANTRY	Poor	-	Long Spear	Shove; Shield Cover	2	114
		Formed Close	Protected	-				
9	Greek cavalry	INFANTRY	Average	Unskilled	Short Spear	-	1	75
		Drilled Loose	Protected	Javelin				

## SUGs

1	Agrianian javelinmen	INFANTRY	Superior	Experienced	-	Melee Expert; Shoot & Charge	1	74
		Skirmisher	Protected	Javelin				
2	Rhodian slingers	INFANTRY	Average	Experienced	-	Combat Shy	1	43
		Skirmisher	Unprotected	Sling				

## 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

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

## SCORING

**TRIUMPH** 15 Victory Points  
If you break your opponents army you have a Triumph

**DAMAGE DONE SCORE** Maximum 10 pts  
Per enemy TuG Destroyed 2 Victory Points  
Per enemy SuG destroyed 1 Victory Point

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

# Classical Indian



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

<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>TOTAL POINTS</b>	2991
<b>TuGs to Break</b>	6



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	PACTO
<b>Date</b>	326 BCE
<b>Terrain</b>	Plains; Jungle; -
<b>Camp</b>	Not Applicable
<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	Elephants with accompanying foot	ELEPHANTS	Average	Experienced	-	Shove	1	260
		Tribal Loose	Protected	Bow			260	
2	Elephants with accompanying foot	ELEPHANTS	Average	Experienced	-	Shove	1	260
		Tribal Loose	Protected	Bow			260	
3	Elephants with accompanying foot	ELEPHANTS	Average	Experienced	-	Shove	1	260
		Tribal Loose	Protected	Bow			260	
4	Elephants	ELEPHANTS	Average	-	-	Shove	1	230
		Tribal Loose	Protected	-			230	
5	Chariots	CHARIOTS	Average	Experienced	Short Spear	Melee Expert; Devastating Chargers; Shoot & Charge	1	161
		Formed Loose	Protected	Bow			161	
6	Cavalry	CAVALRY	Average	Unskilled	-	-	2	150
		Tribal Loose	Protected	Javelin			75	
7	Javelinmen	INFANTRY	Average	Unskilled	-	Shoot & Charge	2	118
		Tribal Loose	Protected	Javelin			59	
8	Spearmen	INFANTRY	Average	-	Short Spear	-	1	67
		Tribal Flexible	Protected	-			67	
8	Archers	INFANTRY	Average	Experienced	-	-	2	96
		Tribal Loose	Unprotected	Bow			48	
9	Spearmen	INFANTRY	Average	-	Short Spear	-	1	67
		Tribal Flexible	Protected	-			67	
9	Archers	INFANTRY	Average	Experienced	-	-	2	96
		Tribal Loose	Unprotected	Bow			48	
10	Spearmen	INFANTRY	Average	-	Short Spear	-	1	67
		Tribal Flexible	Protected	-			67	
10	Archers	INFANTRY	Average	Experienced	-	-	2	96
		Tribal Loose	Unprotected	Bow			48	
11	Spearmen	INFANTRY	Average	-	Short Spear	-	1	67
		Tribal Flexible	Protected	-			67	
11	Archers	INFANTRY	Average	Experienced	-	-	2	96
		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)

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

## SCORING

**TRIUMPH** 15 Victory Points  
If you break your opponents army you have a Triumph

**DAMAGE DONE SCORE** Maximum 10 pts  
Per enemy TuG Destroyed 2 Victory Points  
Per enemy SuG destroyed 1 Victory Point

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



# 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

TOTAL POINTS	2990
TuGs to Break	4



2023 - Issue 1



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

PBS	9	cards
SCOUTING	3	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	Average	Unskilled	Short Spear	Shoot & Charge; Melee Expert	1	128
		Formed Loose	Protected	Javelin			128	
2	Veteran hastati & principes	INFANTRY	Superior	-	Impact Weapon	Shield Cover; Melee Expert	2	290
		Drilled Close	Protected	-			145	
2	Veteran triarii	INFANTRY	Superior	-	-	Shield Cover; Melee Expert	1	128
		Drilled Close	Protected	-			128	
3	Veteran hastati & principes	INFANTRY	Superior	-	Impact Weapon	Shield Cover; Melee Expert	2	290
		Drilled Close	Protected	-			145	
4	Hastati & principes	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	2	206
		Drilled Close	Protected	-			103	
4	Triarii	INFANTRY	Average	-	-	Shield Cover; Melee Expert	1	91
		Drilled Close	Protected	-			91	
5	Hastati & principes	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	2	206
		Drilled Close	Protected	-			103	
6	Hastati & principes	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	2	206
		Drilled Close	Protected	-			103	
7	Numidian nobles	CAVALRY	Superior	Experienced	-	Shoot & Charge	1	152
		Formed Flexible	Protected	Javelin			152	

## SUGs

1	Velites	INFANTRY	Average	Experienced	Short Spear	Shoot & Charge	1	49
		Skirmisher	Protected	Javelin			49	
2	Velites	INFANTRY	Average	Experienced	Short Spear	Shoot & Charge	1	49
		Skirmisher	Protected	Javelin			49	
3	Numidian best light horse	CAVALRY	Average	Skilled	-	Combat Shy	1	80
		Skirmisher	Unprotected	Javelin			80	
4	Numidian best light horse	CAVALRY	Average	Skilled	-	Combat Shy	1	80
		Skirmisher	Unprotected	Javelin			80	
5	Spanish cavalry	CAVALRY	Average	Experienced	-	-	1	55
		Skirmisher	Unprotected	Javelin			55	

## 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)

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

## SCORING

TRIUMPH	15 Victory Points	DAMAGE DONE SCORE	Maximum 10 pts	SURVIVAL	+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		

# Later Carthaginian



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



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

2023 - Issue 1

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

<b>TOTAL POINTS</b>	2996
<b>TuGs to Break</b>	6



<b>PBS</b>	8	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	Veteran Spanish cavalry	CAVALRY	Superior	Unskilled	Short Spear	Shoot & Charge	1	159
		Drilled Loose	Protected	Javelin			159	
2	Gallic or Spanish cavalry	CAVALRY	Average	Unskilled	Short Spear	-	1	95
		Formed Loose	Protected	Javelin			95	
3	Elephants	ELEPHANTS	Average	-	-	-	1	220
		Tribal Loose	Protected	-			220	
4	Gallic or Ligurian foot	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
5	Gallic or Ligurian foot	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
6	Gallic or Ligurian foot	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
7	African spearmen	INFANTRY	Average	-	Long Spear	Orb	2	176
		Formed Close	Protected	-			88	
8	African spearmen	INFANTRY	Average	-	Long Spear	Orb	2	176
		Formed Close	Protected	-			88	
9	Veteran African spearmen	INFANTRY	Superior	-	Long Spear	Shove; Shield Cover	2	280
		Drilled Close	Protected	-			140	
10	Veteran Italian foot	INFANTRY	Superior	Unskilled	Short Spear	Shoot & Charge	2	210
		Formed Loose	Protected	Javelin			105	
11	Bruttians	INFANTRY	Average	Unskilled	Short Spear	-	2	140
		Formed Loose	Protected	Javelin			70	

## SUGs

1	Numidian cavalry	CAVALRY	Average	Skilled	-	Combat Shy	1	80
		Skirmisher	Unprotected	Javelin			80	
2	Moorish archers	INFANTRY	Average	Experienced	-	Combat Shy	2	100
		Skirmisher	Unprotected	Bow			50	

## 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

## 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		

# 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>	2995
<b>TuGs to Break</b>	5



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	PACTO
<b>Date</b>	52 BCE
<b>Terrain</b>	Standard; Coastal; -
<b>Camp</b>	Not Applicable
<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	1	128
		Formed Loose	Protected	Javelin			128	
2	Heavy cavalry	CAVALRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	1	128
		Formed Loose	Protected	Javelin			128	
3	Xth legion	INFANTRY	Exceptional	-	Impact Weapon	Melee Expert; Shield Cover; Orb	1	187
		Drilled Flexible	Protected	-			187	
4	Veteran legionaries	INFANTRY	Superior	-	Impact Weapon	Melee Expert; Shield Cover; Orb	2	308
		Drilled Flexible	Protected	-			154	
5	Veteran legionaries	INFANTRY	Superior	-	Impact Weapon	Melee Expert; Shield Cover; Orb	2	308
		Drilled Flexible	Protected	-			154	
6	Veteran legionaries	INFANTRY	Superior	-	Impact Weapon	Melee Expert; Shield Cover; Orb	2	308
		Drilled Flexible	Protected	-			154	
7	Legionaries	INFANTRY	Average	-	Impact Weapon	Melee Expert; Shield Cover; Orb	2	220
		Drilled Flexible	Protected	-			110	
8	Legionaries	INFANTRY	Average	-	Impact Weapon	Melee Expert; Shield Cover; Orb	2	220
		Drilled Flexible	Protected	-			110	
9	Legionaries	INFANTRY	Average	-	Impact Weapon	Melee Expert; Shield Cover; Orb	2	220
		Drilled Flexible	Protected	-			110	

## SUGs

1	Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	1	28
		Skirmisher	Unprotected	Javelin			28	

## NOTES

Type in any additional notes you wish to add here.

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

Total number of UGs

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>	
If you break your opponents army you have a Triumph		Per enemy TuG Destroyed	2 Victory Points	+2 Victory Points if you avoid breaking (or mutual break)	
		Per enemy SuG destroyed	1 Victory Point		

# 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>	2990
<b>TuGs to Break</b>	7



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	PACTO
<b>Date</b>	52 BCE
<b>Terrain</b>	Standard; Coastal; -
<b>Camp</b>	Not Applicable
<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	2	290
		Formed Loose	Protected	Javelin			145	
2	Cavalry	CAVALRY	Average	Unskilled	Short Spear	Shoot & Charge	2	210
		Formed Loose	Protected	Javelin			105	
3	Soldurii	INFANTRY	Superior	-	-	Devastating Chargers; Fanatic	1	154
		Tribal Flexible	Protected	-			154	
4	Warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
5	Warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
6	Warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
7	Warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
8	Warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
9	Warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140
		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
		Tribal Loose	Protected	-			60	
13	Highland Gallic warriors	INFANTRY	Average	-	-	Devastating Chargers	2	120
		Tribal Loose	Protected	-			60	

## SUGs

1	Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	2	56
		Skirmisher	Unprotected	Javelin			28	

## 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

## 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		

# Early Imperial Roman



<b>Army Book</b>	Classical - Italy
<b>Army Number</b>	2516

<b>Trajan</b>	AC	Talented Professional
<b>C Julius Quadratus</b>	Sub	Mediocre Professional
<b>Aurelius Rufinus</b>	Sub	Mediocre Professional
<b>C Julius Valerius</b>	Sub	Mediocre Professional

<b>TOTAL POINTS</b>	2994
<b>TuGs to Break</b>	5



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<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	PACTO
<b>Date</b>	106 CE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Not Applicable
<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	Legio II Adiutrix	INFANTRY	Superior	-	Impact Weapon	Shield Cover; Melee Expert	2	304
		Drilled Flexible	Protected	-			152	
2	Legio II Adiutrix	INFANTRY	Superior	-	Impact Weapon	Shield Cover; Melee Expert	2	304
		Drilled Flexible	Protected	-			152	
3	Legio IV Flavia Felix	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert; Orb	2	220
		Drilled Flexible	Protected	-			110	
4	Legio IV Flavia Felix	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert; Orb	2	220
		Drilled Flexible	Protected	-			110	
5	Legio VI Ferrata	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert; Orb	2	220
		Drilled Flexible	Protected	-			110	
6	Legio VI Ferrata	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert; Orb	2	220
		Drilled Flexible	Protected	-			110	
7	Cavalry	CAVALRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	1	138
		Drilled Loose	Protected	Javelin			138	
8	Auxilia	INFANTRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	2	214
		Drilled Flexible	Protected	Javelin			107	
9	Auxilia	INFANTRY	Average	Unskilled	Short Spear	Melee Expert; Shoot & Charge	2	214
		Drilled Flexible	Protected	Javelin			107	

## NOTES

## DEPLOYMENT TABLE

Normal deployment batch (1/3 UGs)

3

Total number of UGs

9

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

## SCORING

### TRIUMPH

15 Victory Points

If you break your opponents army you have a Triumph

### DAMAGE DONE SCORE

Per enemy TuG Destroyed  
Per enemy SuG destroyed

Maximum 10 pts

2 Victory Points  
1 Victory Point

### SURVIVAL

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

# Dacian



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



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<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>TOTAL POINTS</b>	3000
<b>TuGs to Break</b>	7



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

<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	Nobles and followers with falx	INFANTRY	Superior	-	-	Devastating Chargers; Melee Expert	2	214
		Tribal Loose	Protected	-	-		107	
2	Nobles and followers with falx	INFANTRY	Superior	-	-	Devastating Chargers; Melee Expert	2	214
		Tribal Loose	Protected	-	-		107	
3	Warriors with falx	INFANTRY	Average	-	-	Devastating Chargers; Melee Expert	2	152
		Tribal Loose	Protected	-	-		76	
4	Warriors with falx	INFANTRY	Average	-	-	Devastating Chargers; Melee Expert	2	152
		Tribal Loose	Protected	-	-		76	
5	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	132
		Tribal Loose	Protected	Javelin	Javelin		66	
6	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	132
		Tribal Loose	Protected	Javelin	Javelin		66	
7	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	132
		Tribal Loose	Protected	Javelin	Javelin		66	
8	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	132
		Tribal Loose	Protected	Javelin	Javelin		66	
9	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	132
		Tribal Loose	Protected	Javelin	Javelin		66	
10	Foot archers	INFANTRY	Average	Experienced	-	-	2	96
		Tribal Loose	Unprotected	Bow	-		48	
11	Bastarnae nobles and followers with falx	INFANTRY	Superior	-	-	Devastating Chargers; Melee Expert	2	214
		Tribal Loose	Protected	-	-		107	
12	Bastarnae warriors with falx	INFANTRY	Average	-	-	Devastating Chargers; Melee Expert	2	152
		Tribal Loose	Protected	-	-		76	
13	Bastarnae warriors	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-	-		70	

## SUGs

1	Dacian cavalry	CAVALRY	Average	Experienced	-	Combat Shy	2	102
		Skirmisher	Unprotected	Javelin	-		51	
2	Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	2	56
		Skirmisher	Unprotected	Javelin	-		28	
3	Javelinmen	INFANTRY	Average	Experienced	-	Combat Shy	1	28
		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.

## 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

## SCORING

### TRIUMPH

15 Victory Points

If you break your opponents army you have a Triumph

### DAMAGE DONE SCORE

Maximum 10 pts

Per enemy TuG Destroyed  
Per enemy SuG destroyed

2 Victory Points  
1 Victory Point

### SURVIVAL

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

# Imperial Roman



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



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

<b>TOTAL POINTS</b>	3000
<b>TuGs to Break</b>	5



<b>Player</b>	
<b>Contact Details</b>	
<b>Rules version</b>	PACTO
<b>Date</b>	378 CE
<b>Terrain</b>	Standard; Coastal; Mountains
<b>Camp</b>	Not Applicable
<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
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	PTS

## TUGs

1	Equites	CAVALRY	Average	Unskilled	Short Spear	Melee Expert	1	128
		Drilled Loose	Protected	Javelin			128	
2	Equites	CAVALRY	Average	Unskilled	Short Spear	Melee Expert	1	128
		Drilled Loose	Protected	Javelin			128	
3	Auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover; Shieldwall	2	292
		Drilled Flexible	Protected	Darts			146	
4	Auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover; Shieldwall	2	292
		Drilled Flexible	Protected	Darts			146	
5	Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	2	216
		Drilled Flexible	Protected	-			108	
6	Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	2	216
		Drilled Flexible	Protected	-			108	
7	Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	2	216
		Drilled Flexible	Protected	-			108	
8	Legionaries or auxilia	INFANTRY	Average	-	Impact Weapon	Shield Cover; Melee Expert	2	216
		Drilled Flexible	Protected	-			108	
9	Auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover; Shieldwall	2	214
		Drilled Flexible	Protected	Darts			107	
10	Auxilia sagittarii	INFANTRY	Average	Experienced	-	-	2	116
		Drilled Loose	Unprotected	Bow			58	

## SUGs

1	Skirmishers with javelins	INFANTRY	Average	Experienced	-	Combat Shy	2	56
		Skirmisher	Unprotected	Javelin			28	
2	Equites sagittarii	CAVALRY	Average	Experienced	-	-	1	70
		Skirmisher	Unprotected	Bow			70	

## 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
10%	2
20%	3
30%	4

Outscouting Difference	Deploy
40%	5
50%	6
60%	8

Outscouting Difference	Deploy
70%	9
80%	10
90%	11

## SCORING

### TRIUMPH

15 Victory Points

If you break your opponents army you have a Triumph

### DAMAGE DONE SCORE

Maximum 10 pts

Per enemy TuG Destroyed

2 Victory Points

Per enemy SuG destroyed

1 Victory Point

### SURVIVAL

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

# Gothic



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



2023 - Issue 1



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

<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>	3000
<b>TuGs to Break</b>	7

<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	-	1	90
		Formed Loose	Protected	-			90	
2	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	152
		Tribal Flexible	Protected	Javelin			76	
3	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	152
		Tribal Flexible	Protected	Javelin			76	
4	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	152
		Tribal Flexible	Protected	Javelin			76	
5	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	152
		Tribal Flexible	Protected	Javelin			76	
6	Warriors	INFANTRY	Average	Unskilled	Short Spear	Shoot & Charge	2	152
		Tribal Flexible	Protected	Javelin			76	
7	Warriors with Roman training and equipment	INFANTRY	Average	Unskilled	Short Spear	Melee Expert	2	192
		Formed Flexible	Protected	Javelin			96	
8	Warriors with Roman training and equipment	INFANTRY	Average	Unskilled	Short Spear	Melee Expert	2	192
		Formed Flexible	Protected	Javelin			96	
9	Warriors with Roman training and equipment	INFANTRY	Average	Unskilled	Short Spear	Melee Expert	2	192
		Formed Flexible	Protected	Javelin			96	
10	Escaped slaves and ill equipped warriors	INFANTRY	Poor	-	Short Spear	-	2	50
		Tribal Close	Unprotected	-			25	
11	Escaped slaves and ill equipped warriors	INFANTRY	Poor	-	Short Spear	-	2	50
		Tribal Close	Unprotected	-			25	
12	Allied Greuthingi best cavalry	CAVALRY	Superior	-	-	Devastating Chargers	2	262
		Formed Loose	Protected	-			131	
13	Allied Greuthingi cavalry	CAVALRY	Average	-	Short Spear	-	2	180
		Formed Loose	Protected	-			90	

## SUGs

1	Allied Alans	CAVALRY	Average	Experienced	-	Combat Shy	2	132
		Skirmisher	Unprotected	Bow			66	

## 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

## 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		



# Foederate Roman



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



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<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

<b>TOTAL POINTS</b>	2990
<b>TuGs to Break</b>	6



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

<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	-	2	210
		Drilled Loose	Protected	Javelin			105	
2	Auxilia palatina	INFANTRY	Superior	Experienced	Short Spear	Shield Cover; Shieldwall	2	292
		Drilled Flexible	Protected	Darts			146	
3	Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover; Shieldwall	2	214
		Drilled Flexible	Protected	Darts			107	
4	Legionaries or auxilia	INFANTRY	Average	Experienced	Short Spear	Shield Cover; Shieldwall	2	214
		Drilled Flexible	Protected	Darts			107	
5	Foederate cavalry	INFANTRY	Average	Unskilled	Short Spear	Melee Expert	2	172
		Formed Loose	Protected	Javelin			86	
6	Foederate infantry	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
7	Visigothic bucellarii	CAVALRY	Superior	-	-	Devastating Chargers	2	262
		Formed Loose	Protected	-			131	
8	Visigothic warriors	INFANTRY	Average	Unskilled	Short Spear	-	2	160
		Formed Flexible	Protected	Javelin			80	
9	Visigothic Roman auxiliaries	INFANTRY	Average	Experienced	Short Spear	Shield Cover	2	184
		Formed Flexible	Protected	Darts			92	
10	Alan lancers	CAVALRY	Average	-	Charging Lancer	Melee Expert	1	128
		Formed Loose	Protected	-			128	
11	Alan lancers	CAVALRY	Average	-	Charging Lancer	Melee Expert	1	128
		Formed Loose	Protected	-			128	

## SUGs

1	Alan horse archers	CAVALRY	Average	Experienced	-	Combat Shy	1	66
		Skirmisher	Unprotected	Bow			66	

## 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

## SCORING

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

# 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>	Ally	Competent Instinctive
<b>Ardaric</b>	Ally	Competent Instinctive

<b>TOTAL POINTS</b>	2988
<b>TuGs to Break</b>	6



2023 - Issue 1



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

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

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

## TUGs

1	Nobles and followers	CAVALRY	Superior	Experienced	Short Spear	Melee Expert; Shoot & Charge	2	416
		Formed Loose	Protected	Bow			208	
2	Horse archers	CAVALRY	Average	Experienced	-	Melee Expert; Shoot & Charge	2	230
		Formed Flexible	Unprotected	Bow			115	
3	Horse archers	CAVALRY	Average	Skilled	-	Melee Expert; Shoot & Charge	2	300
		Formed Flexible	Unprotected	Bow			150	
4	Frankish subjects	INFANTRY	Average	-	Short Spear	Devastating Chargers	2	154
		Tribal Flexible	Protected	-			77	
5	Burgundian subjects	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
6	Thuringian subjects	INFANTRY	Average	-	-	Devastating Chargers	2	140
		Tribal Flexible	Protected	-			70	
7	Herul or Sciri subjects	CAVALRY	Average	-	Short Spear	Melee Expert	2	226
		Formed Loose	Protected	-			113	
8	Ostrogothic best cavalry	CAVALRY	Superior	-	Charging Lancer	-	2	294
		Formed Loose	Protected	-			147	
9	Ostrogothic cavalry	CAVALRY	Average	-	Short Spear	-	2	180
		Formed Loose	Protected	-			90	
10	Ostrogothic archers	INFANTRY	Average	Experienced	-	Combat Shy	2	68
		Tribal Loose	Unprotected	Bow			34	
11	Gepid cavalry	CAVALRY	Average	-	Short Spear	-	2	180
		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)

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

## SCORING

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

# 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>	2993
<b>TuGs to Break</b>	6



2023 - Issue 1



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

<b>PBS</b>	8	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	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
		Drilled Loose	Protected	Bow			135	
3	Byzantine kavallarioi	CAVALRY	Average	Experienced	Short Spear	-	2	270
		Drilled Loose	Protected	Bow			135	
4	Byzantine kavallarioi	CAVALRY	Average	Experienced	Short Spear	-	1	135
		Drilled Loose	Protected	Bow			135	
5	Huns	CAVALRY	Average	Experienced	-	Melee Expert; Shoot & Charge	2	230
		Formed Flexible	Unprotected	Bow			115	
6	Foederate or symmachoi cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	1	103
		Formed Loose	Protected	-			103	
7	Skoutatoi	INFANTRY	Average	Experienced	Short Spear	Shieldwall	2	184
		Formed Close	Protected	Darts			92	
8	Skoutatoi	INFANTRY	Average	Experienced	Short Spear	Shieldwall	2	184
		Formed Close	Protected	Darts			92	
9	Skoutatoi	INFANTRY	Average	Experienced	Short Spear	Shieldwall	2	184
		Formed Close	Protected	Darts			92	
10	Skoutatoi	INFANTRY	Average	Experienced	Short Spear	Shieldwall	2	184
		Formed Close	Protected	Darts			92	
11	Isaurians	INFANTRY	Average	Unskilled	Short Spear	-	2	120
		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

## SCORING

### TRIUMPH

15 Victory Points

If you break your opponents army you have a Triumph

### DAMAGE DONE SCORE

Per enemy TuG Destroyed

Per enemy SuG destroyed

Maximum 10 pts

2 Victory Points

1 Victory Point

### SURVIVAL

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

# 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>	2993
<b>TuGs to Break</b>	5



2023 - Issue 1



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

<b>PBS</b>	5	cards
<b>SCOUTING</b>	3	cards

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

## TUGs

1	Best Vandal cavalry	CAVALRY	Superior	-	Short Spear	Devastating Chargers	2	290
		Formed Loose	Protected	-			145	
2	Best Vandal cavalry	CAVALRY	Superior	-	Short Spear	Devastating Chargers	2	290
		Formed Loose	Protected	-			145	
3	Best Vandal cavalry	CAVALRY	Superior	-	Short Spear	Devastating Chargers	2	290
		Formed Loose	Protected	-			145	
4	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	2	252
		Formed Loose	Protected	-			126	
5	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	2	252
		Formed Loose	Protected	-			126	
6	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	2	252
		Formed Loose	Protected	-			126	
7	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	2	252
		Formed Loose	Protected	-			126	
8	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers; Melee Expert	2	252
		Formed Loose	Protected	-			126	
9	Vandal cavalry	CAVALRY	Average	-	Short Spear	Devastating Chargers	1	103
		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)

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

## SCORING

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

# 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>	PACTO
<b>Date</b>	1066 CE
<b>Terrain</b>	Standard; Coastal; -
<b>Camp</b>	Not Applicable
<b>Allies</b>	Breton

<b>TOTAL POINTS</b>	2998
<b>TuGs to Break</b>	6



<b>PBS</b>	6	cards
<b>SCOUTING</b>	2	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	1	198
		Formed Loose	Protected	-			198	
2	Best milites	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	2	332
		Formed Loose	Protected	-			166	
3	Best milites	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	1	166
		Formed Loose	Protected	-			166	
4	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
		Formed Close	Protected	-			82	
5	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
		Formed Close	Protected	-			82	
6	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
		Formed Close	Protected	-			82	
7	Milites lacking horses	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
		Formed Close	Protected	-			82	
8	Crossbowmen	INFANTRY	Average	Skilled	-	-	2	200
		Formed Loose	Protected	Crossbow			100	
9	Pedites	INFANTRY	Average	-	Short Spear	Shieldwall	2	144
		Tribal Close	Protected	-			72	
10	Breton cavalry	CAVALRY	Average	Unskilled	Short Spear	-	2	190
		Formed Loose	Protected	Javelin			95	
11	Breton cavalry	CAVALRY	Average	Unskilled	Short Spear	-	2	190
		Formed Loose	Protected	Javelin			95	

## SUGs

1	Breton light cavalry	CAVALRY	Average	Experienced	-	Combat Shy	2	102
		Skirmisher	Unprotected	Javelin			51	

## 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

## SCORING

TRIUMPH	15 Victory Points	DAMAGE DONE SCORE	Maximum 10 pts	SURVIVAL	+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		

# 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>	2996
<b>TuGs to Break</b>	5



2023 - Issue 1



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

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

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

## TUGs

1	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Dismountable	2	314
		Formed Flexible	Protected	-			157	
2	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	1	150
		Formed Close	Protected	-			150	
2	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	1	72
		Tribal Close	Protected	-			72	
2	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	1	44
		Tribal Close	Protected	-			44	
3	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	1	150
		Formed Close	Protected	-			150	
3	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	1	72
		Tribal Close	Protected	-			72	
3	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	1	44
		Tribal Close	Protected	-			44	
4	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	1	150
		Formed Close	Protected	-			150	
4	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	1	72
		Tribal Close	Protected	-			72	
4	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	1	44
		Tribal Close	Protected	-			44	
5	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	1	150
		Formed Close	Protected	-			150	
5	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	1	72
		Tribal Close	Protected	-			72	
5	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	1	44
		Tribal Close	Protected	-			44	
6	Huscarls	INFANTRY	Superior	-	2-H Cut-Crush	Shieldwall	1	150
		Formed Close	Protected	-			150	
6	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	1	72
		Tribal Close	Protected	-			72	
6	Great fyrd	INFANTRY	Poor	-	Short Spear	Shieldwall	1	44
		Tribal Close	Protected	-			44	
7	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	2	144
		Tribal Close	Protected	-			72	
8	Select fyrd	INFANTRY	Average	-	Short Spear	Shieldwall	2	144
		Tribal Close	Protected	-			72	
9	Fyrd dregs	INFANTRY	Poor	-	-	Combat Shy	3	39
		Tribal Close	Unprotected	-			13	

## SUGs

1	Archers	INFANTRY	Average	Experienced	-	Combat Shy	1	50
		Skirmisher	Unprotected	Bow			50	
2	Slingers	INFANTRY	Average	Experienced	-	Combat Shy	1	43
		Skirmisher	Unprotected	Sling			43	
3	Javelinmen	INFANTRY	Average	Experienced	-	-	1	32
		Skirmisher	Unprotected	Javelin			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.

## 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

## SCORING

TRIUMPH	15 Victory Points	DAMAGE DONE SCORE	Maximum 10 pts	SURVIVAL	+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		

# 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	Competent 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>	PACTO
<b>Date</b>	1191 CE
<b>Terrain</b>	Standard; Plains; Mountains
<b>Camp</b>	Not Applicable
<b>Allies</b>	

<b>TOTAL POINTS</b>	2996
<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 PTS
		Training - Formation	Protection	Weaponry	Weaponry		Pts/base	

## TUGs

1	Outremer crusader knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers; Melee Expert	1	177
		Formed Loose	- / FArm	-			177	
1	Sergeants and turcoples	CAVALRY	Average	-	-	Devastating Chargers; Melee Expert	1	116
		Formed Loose	Protected	-			116	
2	Outremer crusader knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	1	207
		Formed Loose	- / FArm	-			207	
2	Sergeants and turcoples	CAVALRY	Superior	-	-	Devastating Chargers	1	131
		Formed Loose	Protected	-			131	
3	Spearmen	INFANTRY	Average	-	Short Spear	Shield Cover; Shieldwall	2	174
		Formed Close	Protected	-			87	
4	Spearmen with crossbowmen	INFANTRY	Average	Experienced	Short Spear	Shield Cover	1	97
		Formed Close	Protected	Crossbow			97	
4	Rear rank crossbowmen	INFANTRY	Average	Experienced	-	-	1	80
		Formed Loose	Protected	Crossbow			80	
5	Spearmen with crossbowmen	INFANTRY	Average	Experienced	Short Spear	Shield Cover	1	97
		Formed Close	Protected	Crossbow			97	
5	Rear rank crossbowmen	INFANTRY	Average	Experienced	-	-	1	80
		Formed Loose	Protected	Crossbow			80	
6	Spearmen with crossbowmen	INFANTRY	Average	Experienced	Short Spear	Shield Cover	1	97
		Formed Close	Protected	Crossbow			97	
6	Rear rank crossbowmen	INFANTRY	Average	Experienced	-	-	1	80
		Formed Loose	Protected	Crossbow			80	
7	Templar military order brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Melee Expert	1	265
		Drilled Loose	- / FArm	-			265	
8	Templar turcoples	CAVALRY	Average	Experienced	Short Spear	Devastating Chargers	2	230
		Drilled Flexible	Unprotected	Bow			115	
9	Hospitaler military order brother knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers; Melee Expert	1	265
		Drilled Loose	- / FArm	-			265	

## SUGs

10	Skirmishers	INFANTRY	Poor	Experienced	-	Combat Shy	2	40
		Skirmisher	Unprotected	Javelin			20	

## 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

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

## SCORING

TRIUMPH	DAMAGE DONE SCORE	SURVIVAL
15 Victory Points	Maximum 10 pts	+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	

# 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>	2996
<b>TuGs to Break</b>	5



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

<b>PBS</b>	8	cards
<b>SCOUTING</b>	4	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	1	243
		Drilled Loose	Protected	Bow			243	
2	Asadiyya, Tawashi and other provincial	CAVALRY	Superior	Experienced	Short Spear	-	2	350
		Drilled Loose	Protected	Bow			175	
3	Asadiyya, Tawashi and other provincial	CAVALRY	Superior	Experienced	Short Spear	-	1	175
		Drilled Loose	Protected	Bow			175	
4	Qaraghulams	CAVALRY	Average	-	Long Spear	-	2	230
		Formed Loose	Protected	-			115	
5	Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	2	188
		Formed Flexible	Unprotected	Bow			94	
6	Turcoman tribesmen	CAVALRY	Average	Experienced	-	-	2	188
		Formed Flexible	Unprotected	Bow			94	
7	Turcoman tribesmen	CAVALRY	Average	Skilled	-	-	2	258
		Formed Flexible	Unprotected	Bow			129	
8	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
		Formed Close	Protected	-			82	
9	Sudanese archers	INFANTRY	Average	Experienced	-	Combat Shy	2	80
		Formed Loose	Unprotected	Bow			40	

## SUGs

1	Skirmishers	INFANTRY	Average	Experienced	-	Combat Shy	2	100
		Skirmisher	Unprotected	Bow			50	

## 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

## 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		



# 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>	PACTO
<b>Date</b>	1214 CE
<b>Terrain</b>	Standard; Coastal; Forest
<b>Camp</b>	Not Applicable
<b>Allies</b>	

<b>TOTAL POINTS</b>	2999
<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	1	247
		Formed Loose	- / FArm	-			247	
1	Sergeants	CAVALRY	Superior	-	-	Devastating Chargers; Melee Expert	1	163
		Formed Loose	Protected	-			163	
2	Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	1	207
		Formed Loose	- / FArm	-			207	
2	Sergeants	CAVALRY	Superior	-	-	Devastating Chargers	1	131
		Formed Loose	Protected	-			131	
3	Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	1	207
		Formed Loose	- / FArm	-			207	
3	Sergeants	CAVALRY	Superior	-	-	Devastating Chargers	1	131
		Formed Loose	Protected	-			131	
4	Knights	CAVALRY	Superior	-	Charging Lancer	Devastating Chargers	1	207
		Formed Loose	- / FArm	-			207	
4	Sergeants	CAVALRY	Superior	-	-	Devastating Chargers	1	131
		Formed Loose	Protected	-			131	
5	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
		Formed Close	Protected	-			82	
6	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
		Formed Close	Protected	-			82	
7	Spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
		Formed Close	Protected	-			82	
8	Crossbowmen	INFANTRY	Average	Experienced	-	-	2	160
		Formed Loose	Protected	Crossbow			80	
9	Peasants	INFANTRY	Poor	Unskilled	Short Spear	-	3	75
		Tribal Loose	Unprotected	Javelin			25	

## SUGs

1	Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	1	58
		Skirmisher	Unprotected	Crossbow			58	
2	Skirmishing archers	INFANTRY	Average	Experienced	-	Combat Shy	1	50
		Skirmisher	Unprotected	Bow			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.

## 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

## SCORING

TRIUMPH	DAMAGE DONE SCORE	SURVIVAL
15 Victory Points	Maximum 10 pts	+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	

# Imperial German



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



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<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>	PACTO
<b>Date</b>	1214 CE
<b>Terrain</b>	Standard; Forest; Mountains
<b>Camp</b>	Not Applicable
<b>Allies</b>	

<b>TOTAL POINTS</b>	2995
<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	2	432
		Formed Loose	- / FArm	-			216	
2	Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers; Dismountable	1	154
		Formed Loose	- / FArm	-			154	
3	Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers; Dismountable	1	154
		Formed Loose	- / FArm	-			154	
4	Knights	CAVALRY	Average	-	Charging Lancer	Devastating Chargers	2	296
		Formed Loose	- / FArm	-			148	
5	Mercenary spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	174
		Drilled Close	Protected	-			87	
6	Mercenary crossbowmen	INFANTRY	Average	Experienced	-	-	2	170
		Drilled Loose	Protected	Crossbow			85	
7	Brabanter mercenaries	INFANTRY	Average	-	Long Spear	-	2	182
		Drilled Close	Protected	-			91	
8	Feudal spearmen	INFANTRY	Average	-	Short Spear	Shieldwall	2	164
		Formed Close	Protected	-			82	
9	Feudal crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	2	116
		Formed Loose	Protected	Crossbow			58	
10	Fussknechte	INFANTRY	Average	-	-	Melee Expert	2	142
		Tribal Close	Protected	-			71	
11	Heerban	INFANTRY	Poor	-	Short Spear	-	3	75
		Tribal Close	Unprotected	-			25	

## SUGs

1	Skirmishing crossbowmen	INFANTRY	Average	Experienced	-	Combat Shy	2	116
		Skirmisher	Unprotected	Crossbow			58	

## 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

## SCORING

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