### Vol I WM Ancients Army Lists V2.0

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Early Samurai 9th - 12th Century

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Early Samurai warfare can be characterized as a clash among heroes, similar to the Trojan war. It would take the rude awakening brought on by the Mongolian invasions of the 1300's to break the Japanese from their insular nature.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				0/2	80	
Warrior Priest	SHAM	8	0				0/1	45	
Ft. Samurai	INFY		3	3	6	3	-/-	45	
Hvy Samurai	HYBW		3/1	3	6	3	2/-	70	
Mt Samurai	ORHA		3/1	3	6	3	-/-	85	
Ashigeru	LXIN		3	3	-	3	2/-	35	
Warrior Monks	FANI		5	3	-	3	-/1	75	Fanatic

Note: A Warrior priest must be purchased in order to field a Warrior Monk unit. The Warrior Monk units may only be brigaded with other Warrior Monks.

Mongol Conquest 12<sup>th</sup> – 13<sup>th</sup> Century

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The Mongols were arguably one of the most effective armies in history. Characterized as "hordes" of horsemen overwhelming their opponent, in reality, most Mongolian forces were outnumbered. The Mongols were characterized by their extremely disciplined troops, superior command and control, and extremely effective logistics.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
Khan	GN10	10	2				0/1	170	See notes
General	GN09	9	2				0/1	125	See notes
Officer	HERO	8	1				0/2	80	
Lt.	SKHA		2/1	3	-	3	6/-	70	
Cavalry									
Md.	ORHA		3/1	3	6	3	2/-	85	
Cavalry									
Heavy	HYHA		3/1	3	5	3	-/2	100	
Lancer									
Levy	LXIN		3	3	-	3	-/4	35	
Troops									
Archers	BOWM		3/1	3	-	3	-/2	55	
Catapult	STON		1/3	3	-	1	-/1	75	See notes

Note: You may have a Khan or a general, but not both. Catapults have a range of 60cm and ignore armour.

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This list typifies Norman armies up to and including the conquest of England.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Bishop	SHAM	7	0				-/1	45	See notes
Milites	HYCV		3	3	4	3	4/-	110	
Lt.	LGCV		3/1	3	6	3	-/2	80	
Cavalry									
Archers	BOWM		3/1	3	-	3	-/4	55	
Spearmen	INFY		3	3	6	3	-/6	45	

Bishop: command range of 20cm. Adds +1 attack to each stand if attached to a unit.

 $Tuareg\ 12^{th}-17^{th}\ Century$ 

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The Tuareg are nomadic tribesman that populate the Sahara desert. The Tuareg tribes frequently interfered in conflicts associated with the Sudan. This listed was created because it represents an extreme and will provide an interesting opponent for other armies.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Camel Warriors	ORCV		3	3	5	3	6/-	120	CAML
Camel Scouts	SKCV		2/1	3	-	3	-/1	95	CAML
Ft. Warriors	INFY		3	3	6	3	-/8	50	WARB
Skirmishe rs	SKIN		2/1	3	-	3	-/4	40	RG15SH ARSKIR
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Nikophorean Byzantine 963 AD – 1042 AD

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This army represents the Byzantine forces of the Nikophoras Phokas. The army is characterized by high quality cavalry, sometimes supported by cataphracts on the flanks and a smaller contingent of infantry. The infantry provided a safe haven for the cavalry to regroup.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Kataphrac toi	HYCV		3	3	4	3	-/2	110	
Tagmatic Cavalry	НҮНА		3/1	3	5	3	4/8	100	
Hyperkera stoi	SKCV		2/1	3	-	3	-/1	65	
Skutatoi	HYBW		3/1	3	6	3	2/6	70	
Akontistai	SKBW		3/1	3	-	3	-/4	55	
Skirmishe rs	SKIN		2/1	3	-	3	-/4	40	RG15SI ARSKII
Varangian s	EINF		4	3	6	3	-/2	60	Elite
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Notes: Use Skirmisher rules.

# Arab Conquest 7<sup>th</sup> – 10<sup>th</sup> Century

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This army covers the forces of the Prophet Mohammed and his successors. This army is a contemporary of the Nikophorean Byzantines.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				0/1	125	
Officer	HERO	8	1				-/2	80	
Med.	ORCV		3	3	5	3	-/2	90	
Cavalry									
Lt.	LGCV		3/1	3	6	3	4/-	80	
Cavalry									
Camel	LXCV		3	3	6	3	-/1	105	CAML
Scouts									
Spearmen	INFY		3	3	6	3	4/-	50	WARB
Archers	BOWM		3/1	3	-	3	4/-	55	
Javelinme	SKIN		3/1	3	-	3	-/4	40	RG15SH
n									ARSKIR
Slingers	SKIN		2/1	3	-	3	-/2	40	RG15SH
									ARSKIR

Note: Use Camel rules.

Vikings 7<sup>th</sup> – 8<sup>th</sup> Century

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This list represents the Vikings during their early "raider" period as opposed to later periods when they fought over the lands that they occupied.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Huscarls	HYIN		3	3	5	3	2/4	70	SHLD
Warriors	INFY		3	3	6	3	10/-	45	
Archers	BOWM		3/1	3	-	3	-/2	55	
Skirmsher	SKIN		2/1	3	-	3	-/4	40	RG15SH
S									ARSKIR
Berserkers	FANI		5	3	=	3	-/1	75	

## Anglo-Danish

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This list covers the resident Anglo-Danes and is a contemporary of the Norman army that invaded England. This list can also be used for later Viking armies of the  $9^{th}$  century. In this case, the Fyrd nomenclature is replaced with Bondi.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Huscarls	HYIN		3	3	5	3	2/4	70	SHLD
Select Fyrd	INFY		3	3	6	3	4/-	55	SHLDI
Great Fyrd	LXIN		3	3	-	3	4/-	45	SHLD
Archers	SKIN		2/1	3	-	3	-/2	55	RG15SH ARSKIR
Slingers	SKIN		2/1	3	-	3	-/2	55	RG15SH ARSKIR
Javelinme n	SKIN		2/1	3	-	3	-/2	55	RG15SH ARSKIR

## Teutonic Knights

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This list represents the German Orders that conducted the Northern Crusades in the Baltic areas of Europe.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Ritterbrud	ESHC		4	3	4	3	2/5	125	ELITE
er									
Crusading	HYCV		3	3	4	3	-/4	110	
Knights									
Knechte	LGCV		3/1	3	6	3	1/6	80	
Turcopole	SKCV		2/1	3	-	3	1/4	65	RG15SH
n									ARSKIR
Crossbow	BOWM		3/1	3	-	3	2/4	55	
men									
Spearmen	INFY		3	3	6	3	1/2	45	
Levy	LXIN		3	3	-	3	-/8	35	

## Crusaders

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This list is intended to cover both the Early and Late Crusades. The primary difference will be reflected in the figures used.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Military	ESCV		4	3	4	3	-/1	125	ELITE
Orders									
Knights	HYCV		3	3	4	3	3/8	110	
Turcopole	SKCV		2/1	3	-	3	-/2	65	RG15SH
n									ARSKIR
Crossbow	BOWM		3/1	3	-	3	3/8	55	
men									
Spearmen	INFY		3	3	6	3	3/8	45	
Pilgrims	LXIN		3	3	-	3	-/8	35	

# Scots Common Army 11<sup>th</sup> – 14<sup>th</sup> Century

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This army is a contemporary of the Hundred Years War English armies of King Edward as commanded by Robert the Bruce.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Chieftain	LSHE	7	1				-/2	45	
Pikemen	PHAL		2	3	6	3	8/-	55	
Galwegia	INFY		3	3	6	3	-/8	50	WARB
n									
Highland	HYBW		3/1	3	5	3	-/6	70	
Warriors									
Archers	LGIN		3/1	3	=	3	-/4	40	RG15
Scouts	SKIN		2/1	3	-	3	-/1	40	RG15SH
									ARSKIR
Highland	LXIN		3	3	-	3	-/6	35	
Rabble									

	1	1	1			

# Hundred Years War English 12<sup>th</sup> – 14<sup>th</sup> Century

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This army represents the ascendancy of the English longbowmen as the primary troop type of the English. The HYW English through the clever use of terrain were able to score upset victories over the French at the battlefields of Crecy, Poiters, and Agincourt.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Men-at-	HYCV		3	3	4	3	1/3	110	Or
Arms									
Men-at-	SHIN		3	3	4	3	1/3	75	
Arms									
Longbow	BOWM		3/1	3	-	3	6/-	55	
Billmen	INFY		3	3	6	3	-/4	45	
Irish Foot	SKIN		2/1	3	-	3	-/6	40	RG15SH
									ARSKIR
Brigans	LXIN		3	3	-	3	-/3	35	

#### Medieval French

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Historically recognized as the loser in the battles of Crecy, Poiters, and Agincourt. The French nobility nonetheless, outmaneuvered the English strategically and only through poor execution at the tactical level allowed the continued existence of King Richard's forces on the continent.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Knights	SHCV		3	3	4	3	4/10	120	Additional attack as Chariot
Crossbow men	BOWM		3/1	3	-	3	2/4	55	
Allied Crossbow	LGIN		2/1	3	-	3	-/8	40	RG15
Brigans	LXIN		3	3	-	3	3/9	35	
Levy	LXIN		3	3	-	3	-/8	35	

### Christian Nubian

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This army list represents the three Christian kingdoms of Sudan that were in existence from 550 AD to 1550 AD. They are a contemporary of the Arab armies list.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Med. Cavalry	ORCV		3	3	5	3	1/2	90	
Mounted Warriors	ORCV		3	3	5	3	3/6	120	CAML
Camel Scouts	LGCV		3/1	3	6	3	-/2	110	CAML
Spearmen	INFY		3	3	6	3	3/-	50	WARB
Archers	BOWM		3/1	3	-	3	2/-	55	
Javelinme n	LGIN		3/1	3	-	3	-/4	40	

### Aztecs

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Hordes of infantry, dressed in extremely colourful costumes representing the warrior clans and the opportunity to model human sacrifices on your general stand. How could you refuse?

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Chieftain	LSHE	7	1				-/2	45	
Warrior Priests	EINF		4	3	6	3	-/1	60	Elite
Cuachic Shock Troops	FANI		4	3	6	3	2/5	80	WARB
Suit Wearers	INFY		3	3	6	3	2/-	45	
Clan Warriors	LXIN		3	3	-	3	4/-	35	
Otomi	INFY		3	3	6	3	-/4	50	WARB
Skirmishe rs	SKIN		2/1	3	-	3	2/10	40	RG15SH ARSKIR

### Romanian Franks

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Recognized from various sources as the best of the knight armies in their time, the Romanian Franks are presented here as a variation on the Crusader theme. The Romanian Franks also have a high number of missile and skirmish troops to support their knight charges.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Brother Knights	ESCV		4	3	4	3	-/2	125	ELITE
Knights	HYCV		3	3	4	3	3/8	110	
Greek Archontes	ORCV		3	3	5	3	-/2	90	
Archers	BOWM		3/1	3	-	3	-/5	55	
Spearmen	INFY		3	3	6	3	-/3	45	
Javelinme n	SKIN		2/1	3	-	3	-/5	40	RG15SH ARSKIR
Archers	SKIN		2/1	3	-	3	-/4	40	RG15SH ARSKIR

Another exotic choice featuring Elephants, warband, and blowpipes. This is another very colourful army to model, which rewards the player who focuses on combined arms.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Chieftain	HERO	7	1				-/2	45	
Elephant	ELMO		1				-/3	90	
Mount									
Elephants	ELPH		6/1	4	5	1	1/3	100	
Cavalry	LXCV		3	3	6	3	1/2	80	
Warriors	INFY		3	3	6	3	6/-	50	WARB
Archers	BOWM		3/1	3	-	3	4/10	55	
Blowpipes	SKIN		2/1	3	-	3	-/2	40	RG15SH
									ARSKIR
Skirmishe	LXIN		3	3	-	3	-/8	35	
rs									