

BRETHREN

SKIRMISH TABLETOP WARGAME

REVISED EDITION UPGRADE



NORSE Font Created by Joël Carrouché

Brethren: Skirmish Tabletop Wargame — Revised Edition Upgrade © 2026

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INTRODUCTION

Thank you for playing Brethren. I hope you are enjoying your time with it and I hope this book only adds to the fun with more customisation and more missions. In this book, you will find all of the additional details and changes between the original release and the Revised Edition of Brethren: Skirmish Tabletop Wargame. This book acts as an upgrade to bring your original books in line with the Revised Edition.

THE RULEBOOK

TERRAIN — WOODLAND

Woodland is line of sight blocking, meaning a unit on one side of the woodland could target an opponent within the woodland but not target an opponent on the other side of the woodland.

WEAPONS

Javelin — The Javelin is now reduced from 7 points to 5 points.

The following weapons are now included on the weapons pages of the Rulebook.

Lance — The Lance is now available for almost all cavalry troops. This can be used in melee as a standard melee weapon with no bonuses, however when a unit charges and has the Lance equipped, they have the potential to automatically kill their opponent.

Heavy Lance — The Lance in the original book, equipped by heavy cavalry such as Knights, are now upgraded to the Heavy Lance.

Pilum — The Pilum was designed to punch through enemy shields, so I wanted to create a weapon profile that reflected that function. This weapon is used in the Rulebook as well as the Armies of the Ancients book by the Republican Romans and Post-Marian Romans.

LANCE — 1 HAND

Cavalry Only. When the Cavalry unit successfully completes a charge, the player rolls a D6. On the result of a 6, the charged unit immediately loses 1 Health. If the Cavalry unit has any more movement, it can keep moving towards the next closest enemy but would not be able to instantly wound it.

HEAVY LANCE — 1 HAND

Cavalry Only. A heavier version of the standard Lance, this was adopted by heavy cavalry of the early middle ages. Able to pack more of a punch, they provide an additional attack, reduce their opponent's Defence by 1 and if the cavalry successfully completes a charge, roll a D6. On the result of a 6, the charged unit immediately loses 1 Health.

PILUM — 2 RANGED ATTACKS / 9" RANGE

The Pilum was a specialised weapon derived from the Javelin. It had an elongated head allowing it to punch through an opponents shield rendering it useless and hitting the wielder behind it. Pilums have 2 attacks the same as a Javelin. Additionally, if the target is equipped with a shield, their Defence is reduced by 1.

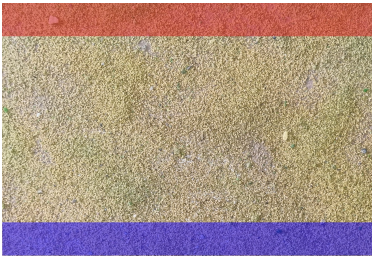
MISSIONS

There are a number of different missions to play in Brethren. Each mission has its own challenges and objectives to complete.

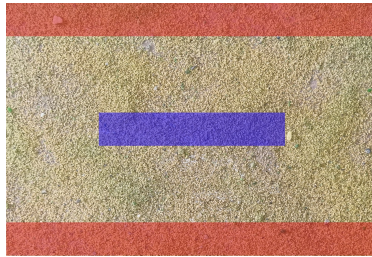
If you are undecided on which mission you would like to play, use the guide below to choose a mission at random:

First, choose a deployment option by rolling a D3:

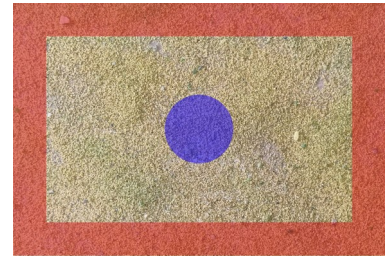
1. Opposing Armies



2. Ambush



3. Surrounded



Next, choose an objective by rolling another D3:

1. Decimate

2. Assassinate

3. Objective Capture

CAPTURING OBJECTIVES

Some missions include capturing objectives. To capture an objective, one player must have more units within 3" of the objective than the other by the end of that turn. Some units are more powerful than others and have more influence when capturing objectives. Infantry count as 1 unit. Cavalry Count as 2 units. Chariots count as 3 units. War Elephants count as 4 units.

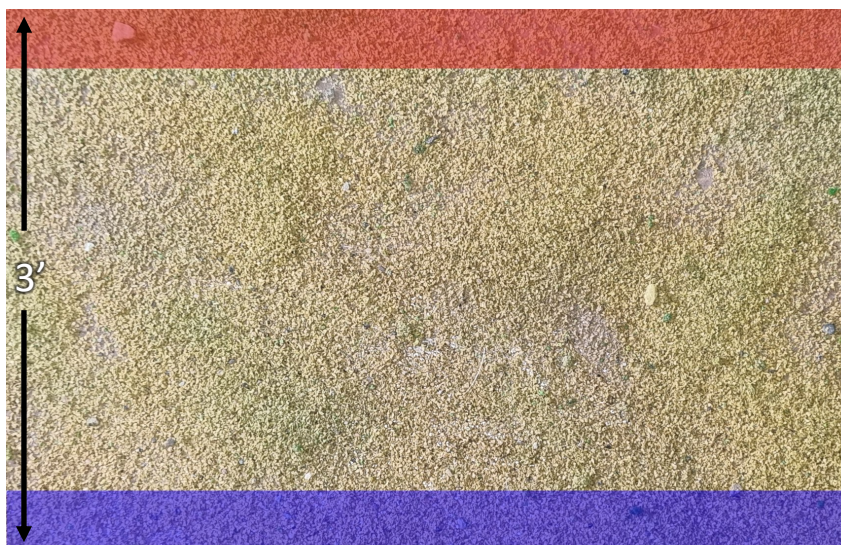
BATTLEFIELD SIZE

In Brethren, the size of the battlefield is dictated by the size on the armies and the amount of players. The guide below will show you how big your battlefield area should be in feet.

	1-250 Points	251-500 Points	501-750 Points	751-1000 Points	1001-1250 Points	1251-1500 Points
2 Players	2 x 3	3 x 3	4 x 3	5 x 3	6 x 3	7 x 3
3 Players	3 x 3	4 x 3	5 x 3	6 x 3	7 x 3	8 x 3
4 Players	4 x 3	5 x 3	6 x 3	7 x 3	8 x 3	9 x 3

MISSIONS

1.1 — OPPOSING ARMIES: DECIMATION



SCENARIO

After many threats and skirmishes, two warring parties face off against each other determined to wipe out their opponent.

DEPLOYMENT

Both forces deploy simultaneously by alternatingly placing units in their deployment zones either individually or in groups as the players decide, up to 4" away from their table edge.

OBJECTIVE

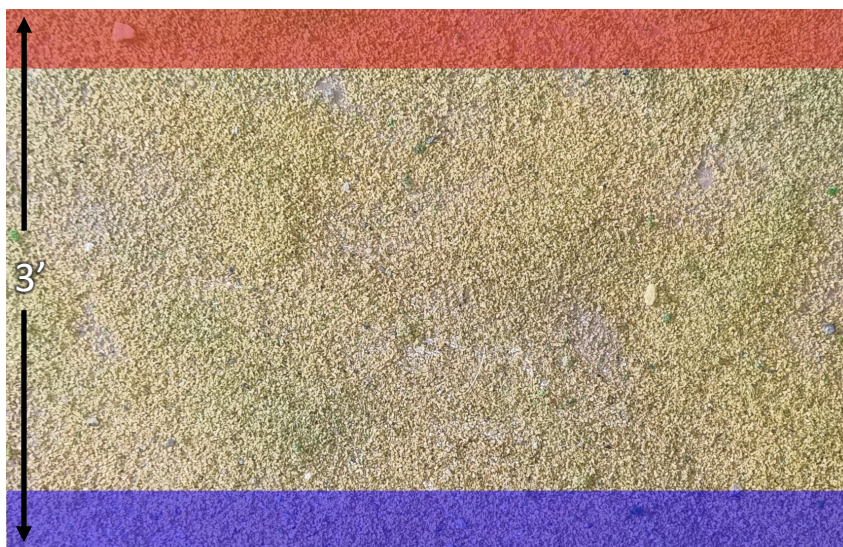
Eliminate the opposing force so that they have 20% or less of their starting force.

For example, if a force starts with 20 models, once they only have 4 models on the board, the rest of the army immediately flees and battle is won.

If playing with more than 2 players, the winner will be whichever army is left on the board after all others have retreated.

MISSIONS

1.2 — OPPOSING ARMIES: ASSASSINATE



SCENARIO

Two reluctant forces face off against each other. Their commanders rallying their troops for personal gain.
If the leader is killed, the rest of the force will fold.

DEPLOYMENT

Both forces deploy simultaneously by alternatingly placing units in their deployment zones either individually or in groups as the players decide, up to 4" away from their table edge.

OBJECTIVE

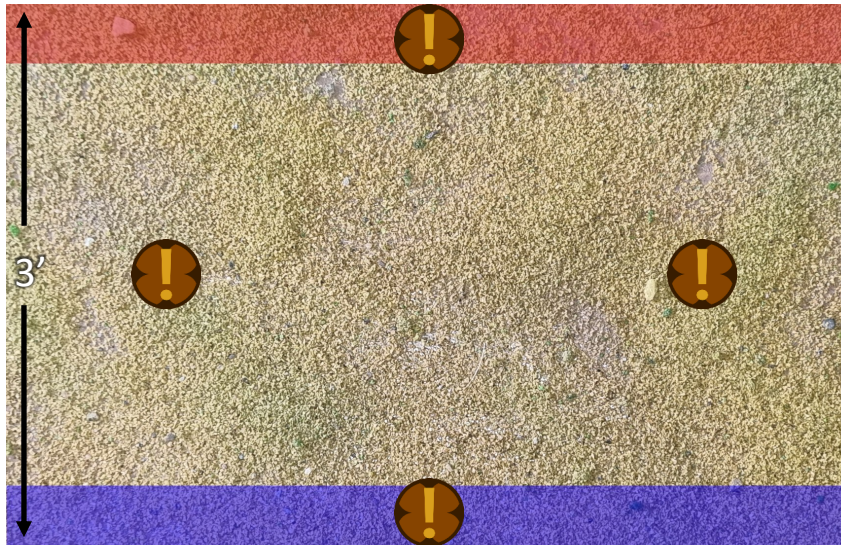
Each player nominates one Hero from their force to be their leader. If this leader is eliminated, the rest of the army will crumble. If this leader is killed or fails a Morale check the opposing army will be the winner.

SPECIAL RULE: DIRECT SHOTS ONLY

A leader cannot be targeted by a ranged attack if an 'In The Way' check would need to be made.

MISSIONS

1.3 — OPPOSING ARMIES: OBJECTIVE CAPTURE



SCENARIO

Two warbands race to capture the most supplies to help with their war efforts.
Make sure you capture more supplies than your opponent.

DEPLOYMENT

Objective Markers: Each player places an objective marker somewhere in their deployment zone. Next, each player places an objective marker somewhere on the battlefield. These cannot be placed within 12" of another Objective Marker.

Warbands: Both forces deploy simultaneously by alternatingly placing units in their deployment zones either individually or in groups as the players decide, up to 4" away from their table edge.

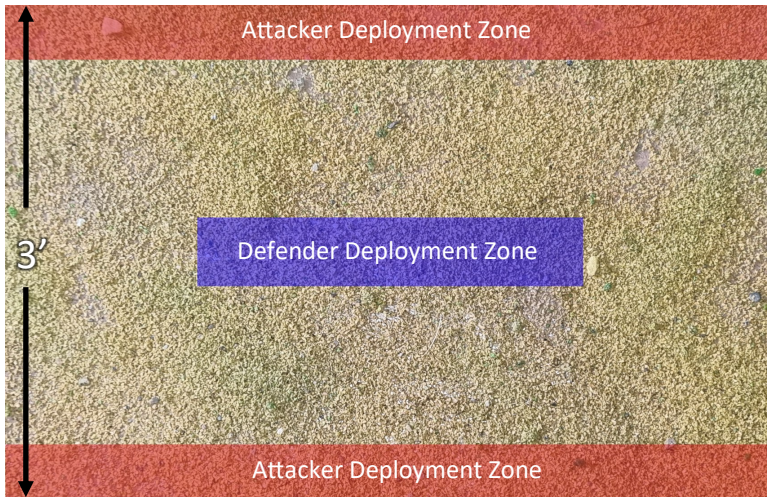
OBJECTIVE

Capture the most supplies by the end of turn 6. If both players have the same amount of supplies by the end of this turn, additional turns are played until one player has more than the other.

Objective Markers in your deployment zone gives you 1 supply. Objective Markers in the battlefield give you 2 supplies.
Objective Markers in the opponent's deployment zone gives you 3 supplies.

MISSIONS

2.1 — AMBUSH: DECIMATION



SCENARIO

The Defenders are on their way to reinforce a strategic position. On their journey, they have been ambushed by an enemy patrol. Their goal is to survive the fight to help their allies.

← Defender Reinforcements come on the battlefield from this battlefield edge.

DEPLOYMENT

Defender: The Defender deploys all of their troops first within the zone in the middle of the battlefield. This Deployment zone starts at 4" wide and 12" long. The length of this zone increases by 6" for every 250 points increment.

Attacker: Once the Defender has deployed all of their troops the Attacker can deploy on either side of the battlefield as they choose. Placing their troops up to 4" from the table edge.

OBJECTIVES

The player that reduces the enemy forces to 20% (rounding up) of their starting model count by the end of turn 8 is the winner.

SPECIAL RULE: SUDDEN ATTACK

At the start of the first turn, the Attacker (if one of their troops is equipped with a ranged weapon) can make a free ranged attack. After that attack is made, the Attacker has priority for the first turn.

SPECIAL RULE: REINFORCEMENTS

At the start of turn 4, some of the Defender's warriors who were delayed catch up and come onto the battlefield from the table edge. Roll a D6 for every allied unit that was lost in a previous turn. If the result is a 4+, they return on that table edge.

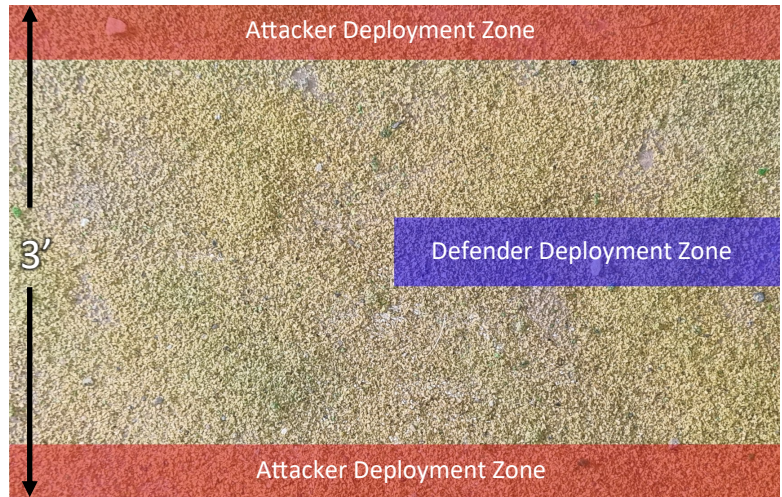
MISSIONS

2.2 — AMBUSH: ASSASSINATE

SCENARIO

A patrol is returning to their army to bring back news of a large incoming enemy army. On their return journey home they were ambushed by a scouting party from that army. The scout that saw the troop movements must escape the attack to warn their allies.

The scout must escape the battlefield on this battlefield edge.



BATTLEFIELD SIZE

The minimum size battlefield for this scenario at 250 Points is 3' x 3'. This will stay the same for 500 Points and grow as normal as the game gets larger.

DEPLOYMENT

Defender: The Defender deploys all of their troops first within the zone in the middle of the battlefield. This Deployment zone starts at 4" wide and 12" long. The length of this zone increases by 6" for every 250 points increment.

One of the Defender's units is designated as a scout. This scout must deploy at least 24" from the opposite battlefield edge.

Attacker: Once the Defender has deployed all of their troops the Attacker can deploy on either side of the battlefield as they choose. Placing their troops up to 4" from the table edge.

OBJECTIVES

Defender: The scout must escape the battlefield from the table edge shown in the picture above by moving or running off the battlefield.

Attacker: The Attacker must stop the scout from escaping the battlefield by reducing their health to 0.

SPECIAL RULE: SUDDEN ATTACK

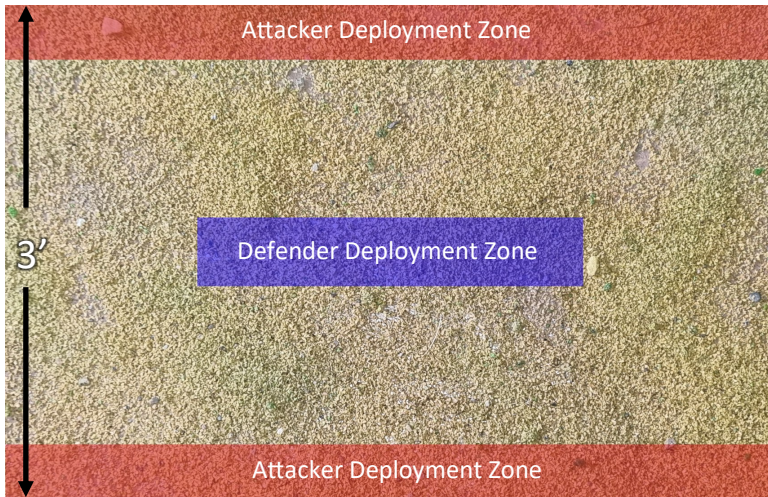
At the start of the first turn, the Attacker (if one of their troops is equipped with a ranged weapon) can make a free ranged attack. After that attack is made, the Attacker has priority for the first turn.

SPECIAL RULE: DETERMINED SCOUT

The scout is headstrong and set on alerting their allies. The scout never takes Morale Checks.

MISSIONS

2.3 — AMBUSH: OBJECTIVE CAPTURE



SCENARIO

The Defenders are escorting some important supplies that are essential for their war effort. The Attackers are determined to steal these supplies.

BATTLEFIELD SIZE

The minimum size battlefield for this scenario at 250 Points is 3' x 3'. This will stay the same for 500 Points and grow as standard as the game gets larger.

DEPLOYMENT

Objectives: Two of the objectives are placed within the Defender's Deployment zone, at least 9" apart. The third objective is placed along the centre line of the battlefield, at least 9" away from any other objectives.

Defender: The Defender deploys all of their troops first within the zone in the middle of the battlefield. This Deployment zone starts at 4" wide and 12" long. The length of this zone increases by 6" for every 250 points increment.

Attacker: Once the Defender has deployed all of their troops the Attacker can deploy on either side of the battlefield as they choose. Placing their troops up to 4" from the table edge.

OBJECTIVES

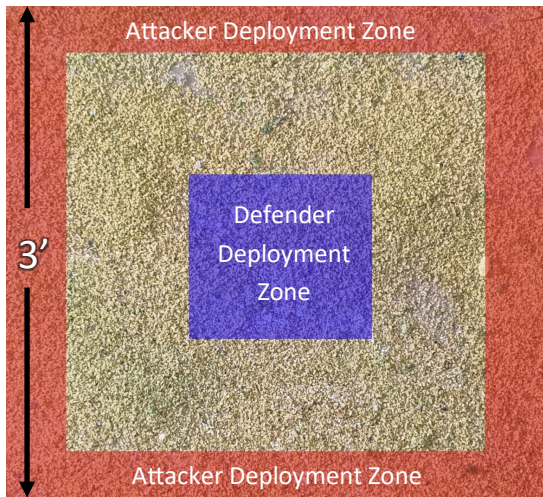
The attacker must capture 2 of the objectives by the end of turn 6. If they fail to do so, the Defender will win.

SPECIAL RULE: SUDDEN ATTACK

At the start of the first turn, the Attacker (if one of their troops is equipped with a ranged weapon) can make a free ranged attack. After that attack is made, the Attacker has priority for the first turn.

MISSIONS

3.1 — SURROUNDED: DECIMATION



SCENARIO

A group of warriors have made camp. While they slept, they became surrounded by an enemy force. Their enemies are set to destroy them.

The attacking force wake up the defenders, using fear as a weapon causing the defenders to freeze in terror.

BATTLEFIELD SET UP

The Defenders set up some barricades to defend them while they slept. 4 Barricades can be set up by the Defender around their Deployment Zone. A Barricade is a 3-4" long short obstacle.

DEPLOYMENT

Defender: The Defender deploys all of their troops first within the zone in the middle of the battlefield. This Deployment zone starts as an 8" wide and 8" long square at the centre of the battlefield. The length increases by 4" for every 250 points increment.

Attacker: Once the Defender has deployed all of their troops the Attacker can deploy on any side up to 4" from the battlefield edge.

OBJECTIVES

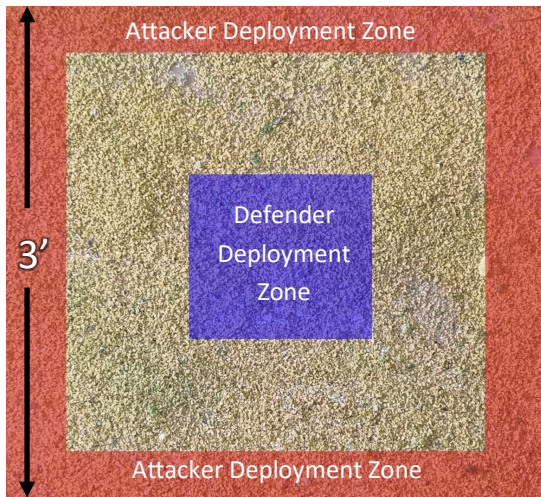
The player that reduces the enemy forces to 20% (rounding up) of their starting model count by the end of turn 8 is the winner.

SPECIAL RULE: STRUCK WITH FEAR

All Defender's Morale is reduced by 1. In addition, when a Defender that isn't a Hero or being given a command by a Hero activates, they must make a Morale Check. If they fail this Morale check they are unable to activate for that turn or be given a command by a Hero after it has attempted to activate.

MISSIONS

3.2 — SURROUNDED: ASSASSINATION



SCENARIO

An informant that knows of the enemies' plans to launch an assault on an allied position is under armed guard. While they had set up camp, an assault group have been tasked to follow and eliminate this informant. He must be kept alive to warn his allies of the attack.

BATTLEFIELD SET UP

The Defenders set up some barricades to defend them while they slept. 4 Barricades can be set up by the Defender around their Deployment Zone. A Barricade is a 3-4" long Short Obstacle.

DEPLOYMENT

Defender: The Defender deploys all of their troops first within the zone in the middle of the battlefield. This Deployment zone starts as an 8" wide and 8" long square at the centre of the battlefield. The length increases by 4" for every 250 points increment. One of the Defender's troops is declared as the informant.

Attacker: Once the Defender has deployed all of their troops the Attacker can deploy on any side up to 4" from the battlefield edge.

OBJECTIVES

Defender: Reduce the enemy force to 20% or less of their original starting model count while keeping the informant alive.

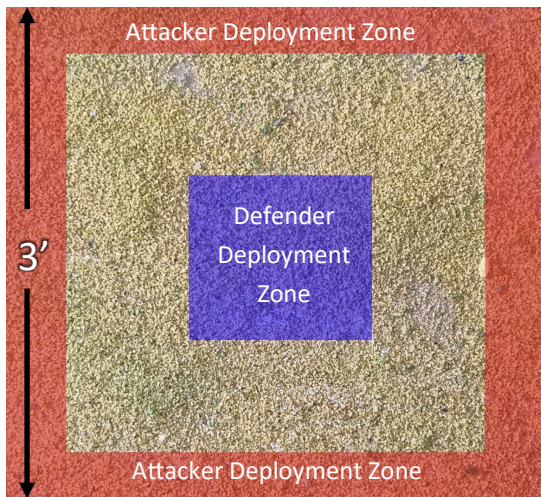
Attacker: Kill the informant while you still have the troops to do it. If your force is reduced to 20% or less, the rest of the force will flee.

SPECIAL RULE: DIRECT SHOTS ONLY

The informant cannot be targeted by a ranged attack if an 'In The Way' check would need to be made.

MISSIONS

3.3 — SURROUNDED: OBJECTIVE CAPTURE



SCENARIO

The Defenders are holding important information that is vital to their military operations. They must defend this objective at all costs while waiting for reinforcements to aid them from an incoming enemy attack.

BATTLEFIELD SET UP

The Defenders set up some barricades to defend them while they slept. 4 Barricades can be set up by the Defender around their Deployment Zone. A Barricade is a 3-4" long short obstacle.

DEPLOYMENT

Defender: The Defender deploys all of their troops first within the zone in the middle of the battlefield. This Deployment zone starts as an 8" wide and 8" long square at the centre of the battlefield. The length increases by 4" for every 250 points increment.

Attacker: Once the Defender has deployed all of their troops the Attacker can deploy on any side up to 4" from the battlefield edge.

OBJECTIVES

The Defender must hold this objective until the end of turn 6. If they fail to do so the enemy will succeed.

SPECIAL RULE: REINFORCEMENTS

Attacker: At the start of turn 2 and turn 3, any Attacker who had previously been removed from play returns on any battlefield edge.

Defender: At the start of turn 5, roll a D6 for any Defender who was removed from play. On the roll of a 4+ Defenders can return to the field as the Defender's long awaited reinforcements. All who return must return on the same battlefield edge.

SIEGE BATTLES

Siege Battles add extra layers of complexity with unique orders, extra universal units and new terrain rules.

In this section we will look at what is available in a player’s arsenal to carry out a siege battle.

Each player is able to purchase Siege Equipment and Defensive Structures depending on if they are the Attacker or Defender. These are purchased on top of your army cost with a total points allocation of 25% (rounding up to the nearest 10) of the armies Points Limit. Meaning if an army’s Point Limit is 1000 points, that army can additionally purchase 250 points worth of Siege Weapons or Defences.



Republican Romans by Victrix Limited

Hill fort by Sarissa Precision

SIEGE DEFENCES

A new defensive structure has been added. The Barricade. This structure can be placed by the Defender within or in place of their primary Defences. Some missions requiring Barricades to be used.

BARRICADE

Defence	Health
3	3

4" Short Obstacle— 5 Points

Barricades can be used by both Attackers and Defenders.

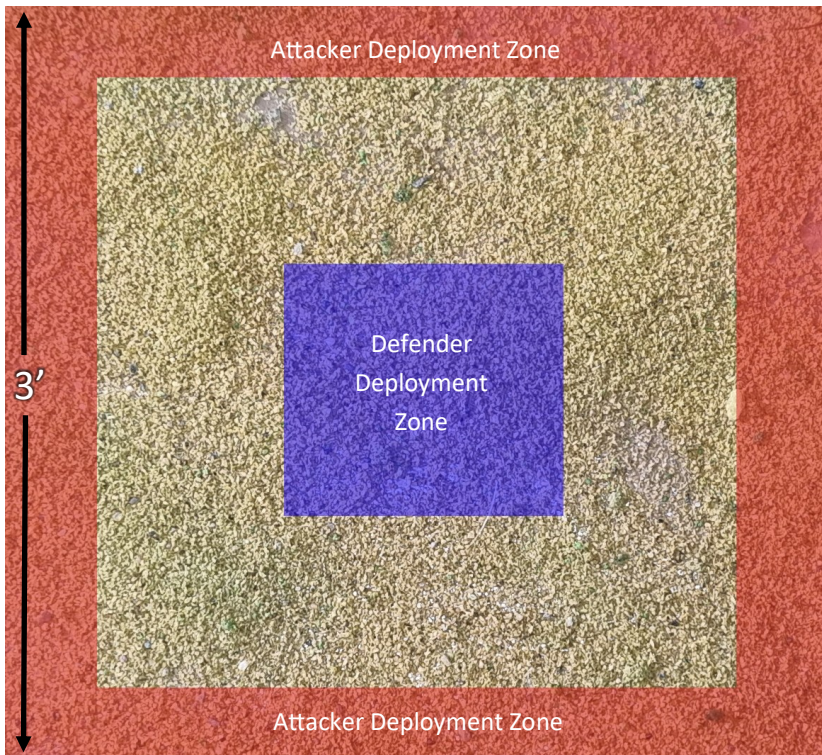
Defenders can place them anywhere within their deployment zone.

Attackers can place them up to 6" outside of their deployment zone to provide cover for advancing troops or siege equipment.

Barricades can be damaged by siege equipment or standard melee weapons.

SIEGE MISSIONS

1.1 SURROUNDED: EXTERMINATION



SCENARIO

A small fort has become surrounded by an attacking force. After long periods of fighting, the attacking force, set on bringing the conflict to an end wish to send a message to their opponents by eradicating the Defenders and sacking the fort.

BATTLEFIELD SIZE

The minimum size battlefield for this scenario at 250 Points is 3' x 3'. This will stay the same for 500 Points and grow as normal as the game gets larger.

DEPLOYMENT

Defences: The Defender's fortifications can be placed in an 18" box in the centre of the battlefield. The length of this box is increased by 12" for every points bracket increase. Once the Defender's fortifications and any other terrain has been placed, the Attacker can place any barricades they have.

Defender: The Defender deploys all of their troops within their fortifications.

Attacker: Once all of the Defender's troops have been placed, the Attacker places all of their troops and siege equipment up to 4" away from any battlefield edge.

OBJECTIVE

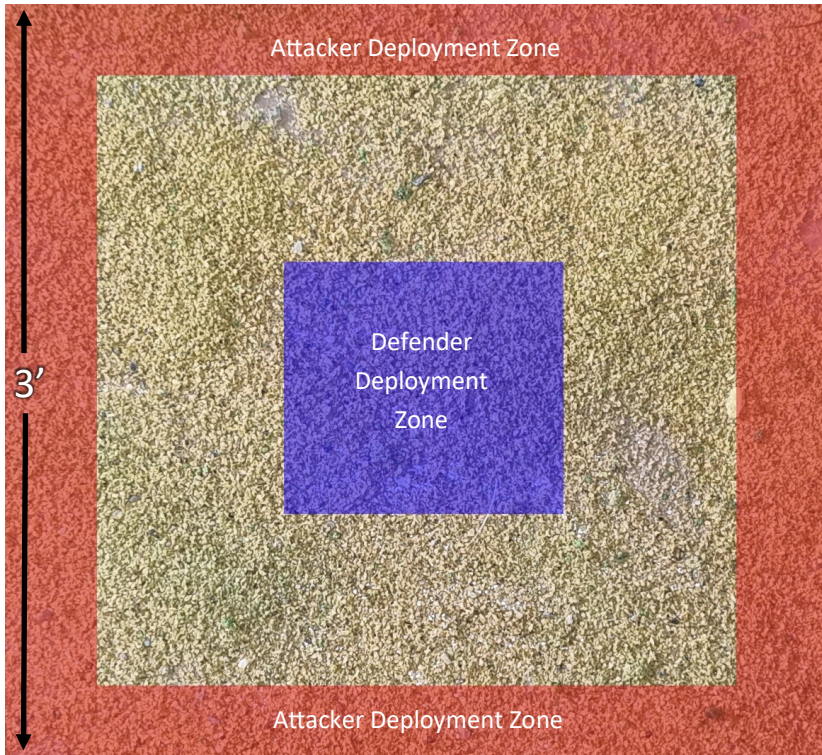
The Attackers must reduce the Defenders to 20% of the number of units by the end of turn 10.

SPECIAL RULE: OVERWHELMING NUMBERS

At the start of each turn, any Attackers who have been killed or fled come back again from the Attacker's battlefield edge.

SIEGE MISSIONS

1.2 SURROUNDED: RESCUE



SCENARIO

A commander, integral to the success of the Attacker's military campaign has been captured and is being held in this small outpost before being taken further into enemy territory. This is the last chance to save them. A small group of attackers must rescue this commander while a large chunk of the defenders are out on patrol.

SCENARIO LIMITS

The Points limit for this scenario is 500 Points. With the battlefield at 3' x 3'.

DEPLOYMENT

Defences: The Defender's fortifications can be placed in an 18" box in the centre of the battlefield. Once the Defender's fortifications and any other terrain has been placed, the Attacker can place any barricades they have.

Defender: The defender deploys 50% of their troops within their fortifications, keeping the rest in reserve representing the troops on patrol. Once all troops are deployed, the commander in need of rescue is then placed anywhere within this deployment zone.

Attacker: Once all of the Defender's troops have been placed, the Attacker places all of their troops and siege equipment up to 4" away from any battlefield edge.

OBJECTIVE

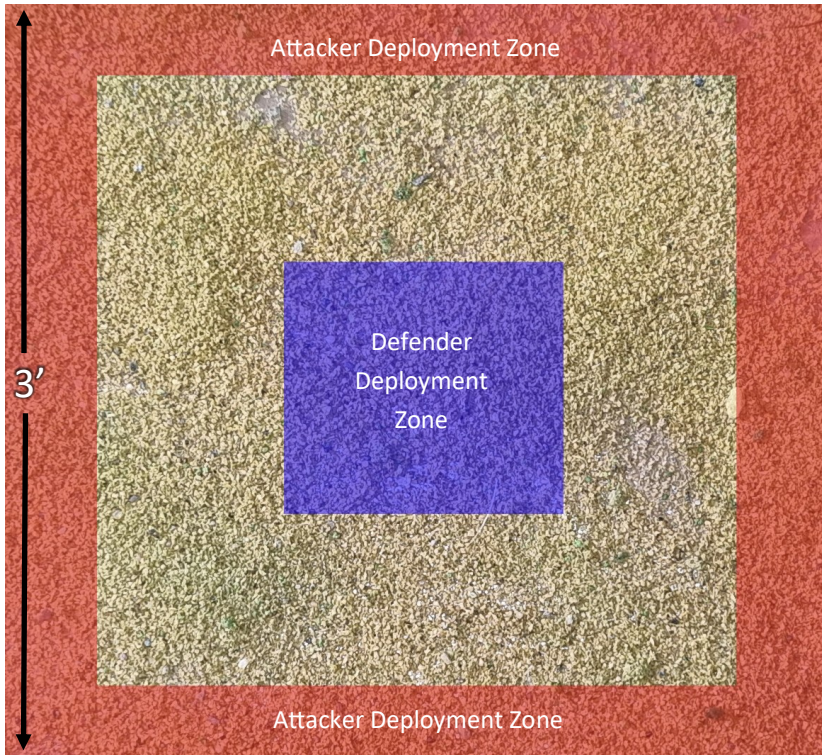
The Attacker must rescue the commander by making it into base contact with them. When the unit in base contact moves, the commander follows it, remaining in base contact. If that unit is killed, another unit must enter base contact to continue the rescue. The commander must be escorted outside of the Defender's deployment zone before the end of turn 8.

SPECIAL RULE: REINFORCEMENTS

At the beginning of turn 6, the Defender's Patrol enters the battlefield from any battlefield edge, however all of the troops must deploy on the same edge and at least 9" away from any attacking units.

SIEGE MISSIONS

1.3 SURROUNDED: OBJECTIVE CAPTURE



SCENARIO

The Defenders have a cache of equipment and supplies that they captured from the Attackers. The Attackers must get as many supplies back as they can.

BATTLEFIELD SIZE

The minimum size battlefield for this scenario at 250 Points is 3' x 3'. This will stay the same for 500 Points and grow as normal as the game gets larger.

DEPLOYMENT

Defences: The Defender's fortifications can be placed in an 18" box in the centre of the battlefield. The length of this box is increased by 12" for every points bracket increase. Once the Defender's fortifications and any other terrain has been placed, the Attacker can place any barricades they have.

Objectives: Once all terrain and defences have been added to the battlefield, place 2 Objectives within the Defenders fortifications and at least 6" away from each other. For every points bracket increase, add an additional Objective.

Defender: The Defender deploys all of their troops within their fortifications.

Attacker: Once all of the Defender's troops have been placed, the Attacker places all of their troops and siege equipment up to 4" away from any battlefield edge.

OBJECTIVE

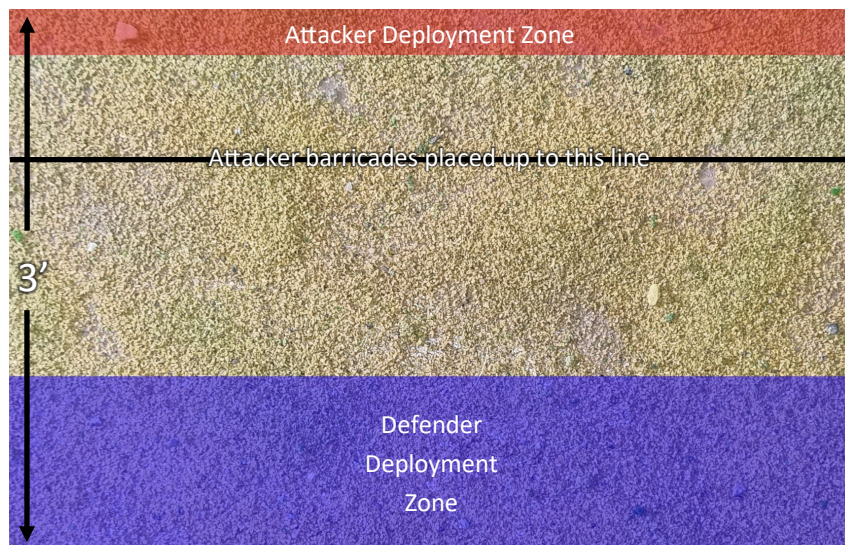
The Attacker must capture at least 50% (rounding up) of the objectives by the end of turn 10.

SPECIAL RULE: OVERWHELMING NUMBERS

At the start of each turn, any Attackers who have been killed or fled come back again from the Attacker's battlefield edge.

SIEGE MISSIONS

2.1 ASSAULT: EXTERMINATION



SCENARIO

After laying siege to a town, the Attackers have been given the order to assault the town and exterminate the populace. The Defenders fight not only for their survival but the survival of the civilians.

DEPLOYMENT

Defences: The Defender places all of their defences on the battlefield, up to 12" away from their battlefield edge before any other terrain is placed. After terrain is placed, if the Attacker has any Barricades, they can place them now, up to 12" away from their battlefield edge.

Attacker: Once all of the Defences and terrain have been placed, the Attacker deploys all of their forces including any siege weapons up to 4" away from their battlefield edge.

Defender: After the Attacker has placed all of their troops, the Defender then deploys all of their forces within their defences.

OBJECTIVES

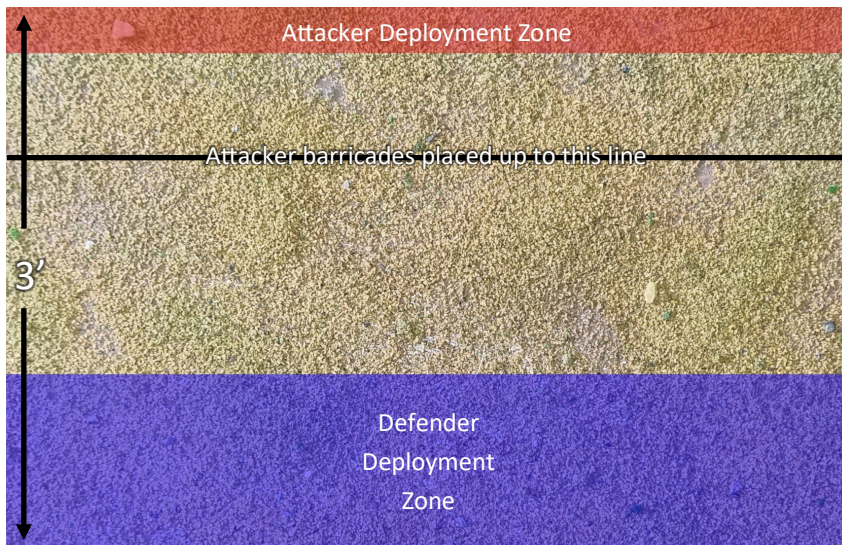
The Attackers must reduce the Defenders to 20% of the number of units by the end of turn 10.

SPECIAL RULE: OVERWHELMING NUMBERS

At the start of each turn, any Attackers who have been killed or fled come back again from the Attacker's battlefield edge.

SIEGE MISSIONS

2.2 ASSAULT: ASSASSINATION



SCENARIO

An important general is inside a town leading it's defence against an invasion force that has laid siege to the town. Now, they must not only save the town but survive the onslaught. They must survive at all costs!

DEPLOYMENT

Defences: The Defender places all of their defences on the battlefield, up to 12" away from their battlefield edge before any other terrain is placed. After terrain is placed, if the Attacker has any Barricades, they can place them now, up to 12" away from their battlefield edge.

Attacker: Once all of the Defences and terrain have been placed, the Attacker deploys all of their forces including any siege weapons up to 4" away from their battlefield edge.

Defender: After the Attacker has placed all of their troops, the Defender then deploys all of their forces within their defences.

OBJECTIVES

Defender: One of the units is nominated as the general. This unit must survive until the end of turn 10.

Attacker: Eliminate the general before the end of turn 10 by reducing their health to zero or making them fail a Morale Check.

SPECIAL RULE: OVERWHELMING NUMBERS

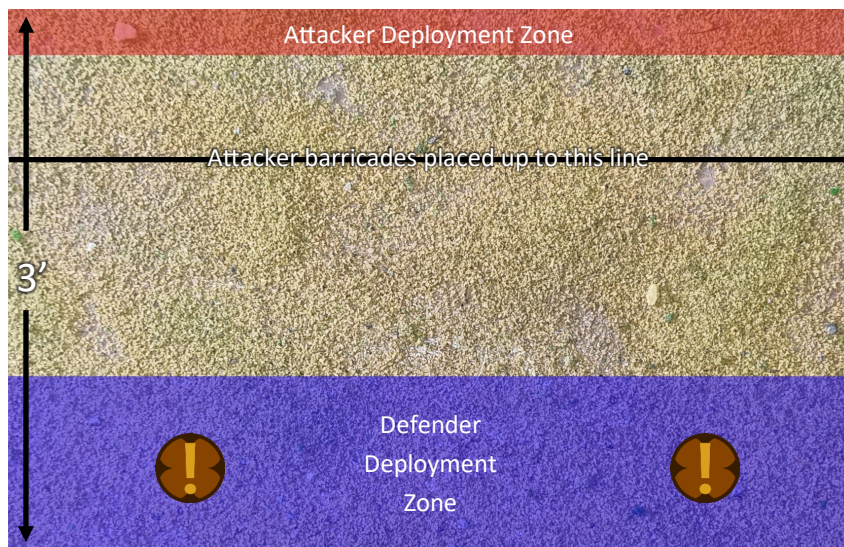
At the start of each turn, any Attackers who have been killed or fled come back again from the Attacker's battlefield edge.

SPECIAL RULE: DIRECT SHOTS ONLY

The general cannot be targeted by a ranged attack if an 'In The Way' check would need to be made.

SIEGE MISSIONS

2.3 ASSAULT: OBJECTIVE CAPTURE



SCENARIO

A town has amassed a large collection of treasures. An attacking force has laid siege to the town in an effort to raid and retrieve this treasure. The townsfolk need this treasure to fund their military might. The attackers must not retrieve it!

DEPLOYMENT

Defences: The Defender places all of their defences on the battlefield, up to 12" away from their battlefield edge before any other terrain is placed. After terrain is placed, if the Attacker has any Barricades, they can place them now, up to 12" away from their battlefield edge.

Objectives: Once all terrain has been placed, the Defender places 3 objective markers within their deployment zone, at least 6" away from each other.

Attacker: Once all of the Defences and terrain have been placed, the Attacker deploys all of their forces including any siege weapons up to 4" away from their battlefield edge.

Defender: After the Attacker has placed all of their troops, the Defender then deploys all of their forces within their defences.

OBJECTIVES

Defender: The Defender must keep hold of at least 2 of the objectives for 10 turns.

Attacker: The Attacker must capture at least 2 of the objectives before the end of turn 10.

SPECIAL RULE: OVERWHELMING NUMBERS

At the start of each turn, any Attackers who have been killed or fled come back again from the Attacker's battlefield edge.

SIEGE MISSIONS

3.1 OPPOSING FORTIFICATIONS: EXTERMINATION



SCENARIO

Two reluctant forces have set up camp opposite each other. Both waiting for their order to attack, they've set up defences. Finally their commanders have given the order to attack with the objective of eliminating the enemy army.

DEPLOYMENT

Defences: Both players set up their Defences up to 9" away from their battlefield edge. Once all Defences have been placed, any additional terrain can be added to the battlefield.

Troops: Both forces deploy simultaneously by alternatingly placing units in their deployment zones either individually or in groups as the players decide, within their defensive lines.

OBJECTIVES

Eliminate the opposing force so that they have 20% or less of their starting force.

SPECIAL RULE: DEFEND AND ATTACK

Players have a 40% points budget instead of 25% to spend on both Defences and Siege Weapons.

SIEGE MISSIONS

3.2 OPPOSING FORTIFICATIONS: ASSASSINATION



SCENARIO

Important generals have met to discuss terms which fell into a disastrous shouting match. Both Generals have called for the head of their opponent.

DEPLOYMENT

Defences: Both players set up their Defences up to 9" away from their battlefield edge. Once all Defences have been placed, any additional terrain can be added to the battlefield.

Troops: Both forces deploy simultaneously by alternatingly placing units in their deployment zones either individually or in groups as the players decide, within their defensive lines.

OBJECTIVES

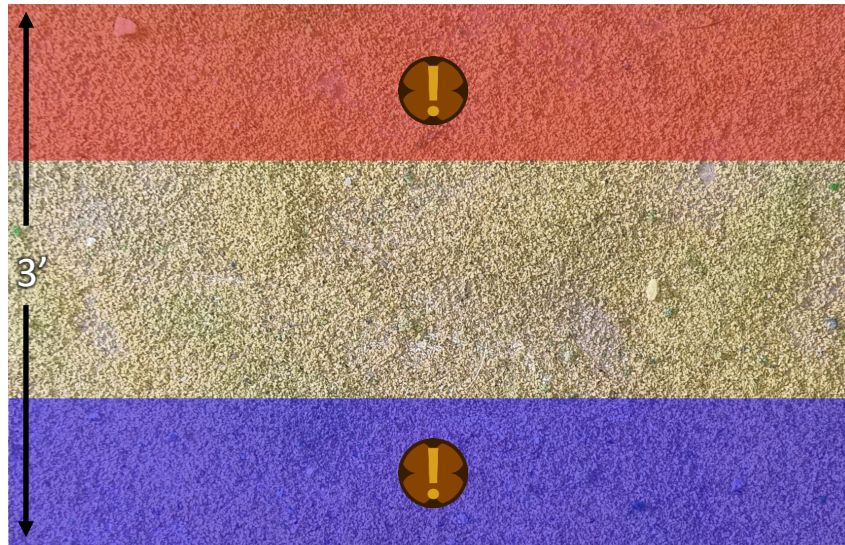
Each player nominates one of their Heroes as a general. The first player to eliminate their opponent's general will win the battle causing the rest of the army to flee.

SPECIAL RULE: DIRECT SHOTS ONLY

The general cannot be targeted by a ranged attack if an 'In The Way' check would need to be made.

SIEGE MISSIONS

3.3 OPPOSING FORTIFICATIONS: OBJECTIVE CAPTURE



SCENARIO

Two forces have an important artifact that they were going to trade with their enemy. However the commanders have changed their mind and are attempting to gain possession of both.

DEPLOYMENT

Defences: Both players set up their Defences up to 9" away from their battlefield edge. Once all Defences have been placed, any additional terrain can be added to the battlefield.

Objectives: Each player places an Objective within their Defensive line.

Troops: Both forces deploy simultaneously by alternatingly placing units in their deployment zones either individually or in groups as the players decide, within their defensive lines.

OBJECTIVES

The first player that has control of their objective as well as their opponent's objective will win the battle.

UNITS — ALL ARMY BOOKS

HEROES

Combat Heroes can now be represented as Light, Medium and Heavy variants. Support Heroes can be converted into Light and Medium variants. This allows you to not only represent your heroes on the battlefield accurately, but also gives you more options to build your army and make use of points.

COMBAT HERO						3 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health	Points
Light Combat Hero	6"	3	2	10	3	30
Type	Movement	Attacks	Defence	Morale	Health	Points
Medium Combat Hero	6"	3	3	10	3	40
Type	Movement	Attacks	Defence	Morale	Health	Points
Heavy Combat Hero	6"	3	4	10	3	50

SUPPORT HERO						3 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health	Points
Light Combat Hero	6"	2	2	10	2	25
Type	Movement	Attacks	Defence	Morale	Health	Points
Medium Combat Hero	6"	2	3	10	2	35

WAR DOG TEAMS

Dog Handlers can now be equipped with armour for 3 points. This allows them to be slightly more durable and allows them to continue giving orders to the war dogs on the battlefield for longer.

Below is the new War Dog Team Profile.

WAR DOG TEAM — TEAM					
A War Dog Team consists of a Dog Handler and 1 War Dog. Up to 2 Additional War Dogs can be purchased for 12 Points each.					
DOG HANDLER					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	1	2	8	1
The Dog Handler can wear armour, increasing their Defence to 3 for 3 points.					
WAR DOG					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Infantry	9"	3	2	7	1

The Dog Handler can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	-
Melee 1 Hand	Spear	Can Support
Melee 1 Hand	Axe	+1 Attack
Ranged	Sling	1 Dice / 24" Range
Ranged	Bow	1 Dice / 18" Range
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check

The Dog Handler can give the Group Move, Group Run and Charge Orders to War Dogs. When given the Charge Order, the War Dogs do not need to finish their Charge within 6" of the Handler.

UNITS — ALL ARMY BOOKS

CHARIOTS

Chariots no longer have a chance of immediately killing their opponent. Instead, they cause the target to immediately lose 1 health on the roll of a 5 or 6. However, they can now be upgraded with Scythed wheels for 5 Points. With this upgrade they can cause their charged target to lose 2 Health instead of 1.

Below is the new Chariot Profile.

CHARIOT — WEAPONS TEAM					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Chariot	12"	5	3	9	6

Can take the Following Equipment:

Type	Item	Effect
Ranged	Sling	1 Dice / 24" Range
Ranged	Bow	1 Dice / 18" Range
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check
Morale	Horn	-1 Enemy Morale within 12"
Morale	Standard	+1 Friendly Morale within 12"

When the Chariot successfully completes a Charge Order, roll a D6. On the result of a 5/6 the charged unit instantly loses 1 Health. If successfully killed, the Chariot must use any remaining Charge distance to move towards the next closest enemy. They will no longer have the ability to check for instant wounds until the next Activation Phase.

Chariots cannot turn freely and must adhere to the turning circle rule.

Scythed Wheels:

Chariots can be upgraded with Scythed wheels for 5 points. With this upgrade, when a target is charged and successfully inflicted an instant wound, the target loses 2 Health rather than 1.

BALLISTAE

Ballista weapons were fairly underpowered for their points costs.

All Ballista Weapons now cause -2 to Enemy Defence to accurately depict their high impact destructive power.

Below is the Roman Scorpion Ballista as an example.

SCORPION BALLISTA — WEAPONS TEAM					2 ACTION POINTS
The Scorpion Ballista Weapons Team consists of a Scorpion Ballista Artillery piece and 2 crew members.					
Type	Movement	Attacks	Defence	Morale	Health
Artillery	4"	2	3	9	3

Crew can be equipped with the following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	-

Scorpion Ballista has the following Ranged profile:

Type	Item	Effect
Ranged	Ballista	3 Dice / 30" Range / -2 Enemy Defence

UNITS — ARMIES OF THE DARK AGES

IRISH WOLF WARRIOR

The Irish Wolf Warrior can now equip Great Axes, Great Swords and Shields.

WOLF WARRIOR — WARRIOR					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	3	3	10	1

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	-
Melee 1 Hand	Spear	Can Support
Melee 1 Hand	Axe	+1 Attack
Melee 1 Hand	Shillelagh	+1 Attack / -1 Enemy Defence
Melee 2 Hand	Great Axe	+2 Attacks / Can Support
Melee 2 Hand	Great Sword	+2 Attacks
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand

BYZANTINES/SARACENS HEAVY CAVALRY

Byzantines and Saracens now have access to the Clibanarii. In addition, Cataphract Movement has been changed to 9".

See the new profiles below.

CATAPHRACT — WARRIOR					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Cavalry	9"	3	4	10	2

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	+1 To Hit
Melee 2 Hand	Kontos	+1 Attack / Can support cavalry and Infantry / On a 6, a charged unit instantly loses 1 Health
Melee 1 Hand	Axe	+1 Attack
Melee 1 Hand	Mace	-1 Enemy Defence
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand

CLIBANARII — WARRIOR					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Cavalry	9"	2	4	9	2

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	+1 To Hit
Melee 1 Hand	Axe	+1 Attack
Melee 1 Hand	Mace	-1 Enemy Defence
Melee 1 Hand	Lance	On a 6, a charged unit instantly loses 1 Health
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Sling	1 Dice / 24" Range / -1 To Hit
Ranged	Bow	1 Dice / 18" Range
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check

UNITS — ARMIES OF THE ANCIENTS

POST-MARIAN ROMANS — PRAETORIAN

The original unit profile incorrectly shows the Praetorian as having 3 Health for Infantry and 4 Health for Cavalry.

The Profile below is how it should look now.

PRAETORIAN — WARRIOR					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	3	4	10	1

Can take a Horse for 15 points. If taken, use the stat line below:

Type	Movement	Attacks	Defence	Morale	Health
Cavalry	12"	4	4	10	2

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	-
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Sling	1 Dice / 24" Range
Ranged	Pilum	2 Dice / 9" Range / Reduce enemy Defence by 1 if they are equipped with a Shield
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check
Mount	Horse	See Cavalry Stat Line

ROMANS — GLADIATOR TEAMS

Gladiator Teams for the Post-Marian Romans and Republican Romans can now use Slings, Bows, Javelins, Pilums and Heads. Below is the new Unit Card.

GLADIATOR TEAM — TEAM					
A Gladiator Team consists of a Doctores and 1 Gladiator. Up to 3 Additional Gladiators can be purchased for 20 Points each.					

DOCTORES					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	4	3	10	1

GLADIATOR					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	3	3	10	1

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	+1 To Hit
Melee 1 Hand	Spear	Can Support
Melee 1 Hand	Axe	+1 Attack
Melee 2 Hand	Great Axe	+2 Attacks / Can Support
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Sling	1 Dice / 24" Range
Ranged	Bow	1 Dice / 18" Range
Ranged	Javelin	2 Dice / 9" Range
Ranged	Pilum	2 Dice / 9" Range / Reduce enemy Defence by 1 if they are equipped with a Shield
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check

The Doctores can give the Group Move, Group Run and Charge Orders to Gladiators.

UNITS — ARMIES OF THE ANCIENTS

GREEKS AND MACEDONIANS — PELTASTS

Peltasts can now be both unarmoured and armoured. Armoured Peltasts gain +1 Attack and +1 Defence.

This costs an additional 6 Points.

PELTAST — WARRIOR					
UNARMOURED					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	1	2	9	1
Can take a Horse for 15 points. If taken, use the stat line below:					
Type	Movement	Attacks	Defence	Morale	Health
Cavalry	12"	2	2	9	2
ARMOURED					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	2	3	9	1
Can take a Horse for 15 points. If taken, use the stat line below:					
Type	Movement	Attacks	Defence	Morale	Health
Cavalry	12"	3	3	9	2

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	-
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check
Ranged	Javelin	2 Dice / 9" Range / +1 To Hit
Ranged	Sling	1 Dice / 24" Range / -1 To Hit
Mount	Horse	See Cavalry Stat Line



ARMIES OF THE

ANCIENTS

MINOR FACTIONS

BRITANNIC TRIBES

One of the faction bonuses can be swapped out for one of the following Tribal Bonuses:

BRIGANTES

The Brigantes held the largest territory of all the Britannic Tribes. For every 5 models in the army, the Brigantes can take an extra Villager for free. Any equipment used by this Villager costs the normal points.

CALEDONII

The Caledonians lived in the Scottish highlands and were used to moving through harsh environments. Caledonian infantry do not suffer any negative effects from moving through rivers or over short obstacles.

Additionally, when charging with infantry, increase the available charge distance by 1".

DUMNONII & DEMETAE

The Dumnonii and Demetae were generally accepting of the Roman rule and were made 'civitas' while being able to hold their Celtic beliefs. By being supplied by the Romans, they have access to Roman equipment. Melee Weapons and Ranged Weapons are 1 point cheaper than normal.

ICENI

The Iceni were a particularly wealthy tribe and had more training with Horses and Chariots. All Cavalry and Chariots can re-roll a single failed attack roll in the Combat Phase.

SILURES

Silures were incredibly hostile to Roman invaders. They can re-roll a single failed attack when rolling to hit with a Javelin.

GALLIC TRIBES

One of the faction bonuses can be swapped out for one of the following Tribal Bonuses:

AVERNI

The Arverni upheld fierce resistance to their Roman invaders during the time of Caesar. All Arverni Infantry excluding Heroes gain +1 Morale. In addition, charging units equipped with spears gain 2 attacks when charging instead of 1.

BELGAE

The Belgae were tough and highly trained warriors. Belgae villagers have a +1 To Hit when equipped with swords.

HELVETII

The Helvetii were a powerful tribe who could gather large armies to take against their opponents. Helvetii Villagers are reduced by 2 points and Nobles gain +1 to Hit when using spears.

VOLCAE

The Volcae were strong warriors but also expert craftsmen. All Volcae weapons and shields are reduced by 1 Point with Javelins being reduced by 2.

GERMANIC TRIBES

The faction bonus can be swapped out for one of the following Tribal Bonuses:

CHERUSKI

The Cheruski worshipped the ancient Germanic gods like no other. Cheruski Naked Fanatics can be upgraded to Germanic Wolf Warriors for 4 points. This gives them a Defence of 3.

FRISIANS

The Frisians were very efficient when using javelins. Frisian units gain +1 to hit when using Javelins.

MARCOMANNI

The Marcomanni fought heavily with the Roman invaders and used many heavy weapons. Great Axes provide 3 additional attacks instead of 2.

SUEBI

Suebi Berserkers were feared in battle and embraced war above all else. Berserkers gain an additional attack. In addition, they gain 2" to their movement when running or charging.

GREEKS

The Faction Bonus can be swapped out for one of the following Tribal Bonuses:

ATHENS

Athenian Helots and Peltasts can re-roll a single failed hit roll when using a ranged weapon.

CORINTH

Corinthians were able to muster impressive and sizable armies. They can choose between either of the following:

For every 5 models in the army, they can take a Helot for free. Not including equipment.

OR

For every 10 models in the army, they can take an extra Hoplite for free. Not including equipment.

MASSALIA

Massalia, positioned in southern Gaul. They traded heavily with the gallic tribes around them. Up to 50% of their troops can be made up of Gallic Tribes units.

SPARTA

Through advanced specialist training, the Spartans created devastating front line troops. Spartan Hoplites have a Morale of 10. In addition, spears supporting in combat provide 2 attacks rather than 1.

SYRACUSE

Syracuse had formidable Cavalry, both for heavy impact charges and in ranged harassing roles. Helot Cavalry can make a free ranged attack at -2 To Hit when using the run action. In addition, Hoplite Cavalry gain +2 attacks when charging instead of +1.

MACEDONIANS

The Faction Bonus can be swapped out for one of the following Tribal Bonuses:

ANTIGONID DYNASTY

The Antigonid Dynasty disbanded the Silver Shields due to the difficulties in commanding them after the death of Alexander and wars with other successor kingdoms. Antigonid Silver Shields are changed to Antigonid Royal Guard. They gain +1 to hit when using swords.

KINGDOM OF PERGAMON

The kingdom of Pergamon made use of their elite Cavalry to fight off invaders. Hoplite Cavalry and Companion Cavalry gain an additional attack.

PTOLEMAIK DYNASTY

The Ptolemaic army had vast ranks of native Egyptian troops known as Machimoi. They can field Armoured Machimoi for 12 points and Unarmoured Machimoi for 10 points.

SELEUCID EMPIRE

The Seleucid Empire incorporated many local customs and forces into their military, one of those being chariots. The Seleucid Empire can field Chariots for 60 points.

MACHIMOI — WARRIOR (PTOLEMAIK DYNASTY ONLY)

UNARMoured

2 ACTION POINTS

Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	1	2	8	1

Can take a Horse for 15 points. If taken, use the stat line below:

Type	Movement	Attacks	Defence	Morale	Health
Cavalry	12"	2	2	8	2

ARMoured

2 ACTION POINTS

Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	1	3	8	1

Can take a Horse for 15 points. If taken, use the stat line below:

Type	Movement	Attacks	Defence	Morale	Health
Cavalry	12"	2	3	8	2

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	-
Melee 1 Hand	Spear	Can Support
Melee 1 Hand	Axe	+1 Attack
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Sling	1 Dice / 24" Range / -1 To Hit
Ranged	Bow	1 Dice / 18" Range
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check
Morale	Horn	-1 Enemy Morale within 12"
Morale	Standard	+1 Friendly Morale within 12"
Mount	Horse	See Cavalry Stat Line

MACEDONIANS

CHARIOT — WEAPONS TEAM (SELEUCID EMPIRE ONLY)					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Chariot	12"	5	3	9	6

Can take the Following Equipment:

Type	Item	Effect
Ranged	Sling	1 Dice / 24" Range
Ranged	Bow	1 Dice / 18" Range
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check
Morale	Horn	-1 Enemy Morale within 12"
Morale	Standard	+1 Friendly Morale within 12"

When the Chariot successfully completes a Charge Order, roll a D6. On the result of a 5/6 the charged unit instantly loses 1 Health. If successfully killed, the Chariot must use any remaining Charge distance to move towards the next closest enemy. They will no longer have the ability to check for instant kills until the next Activation Phase.

Chariots cannot turn freely and must adhere to the turning circle rule.

Scythed Wheels:

Chariots can be upgraded with Scythed wheels for 5 points. With this upgrade, when a target is charged and successfully inflicted an instant wound, the target loses 2 Health rather than 1.

POST-MARIAN ROMANS

The Faction Bonus can be swapped out for one of the following Tribal Bonuses:

POST-MARIAN REPUBLIC — CAESAR'S LEGIONS

Caesar famously used elite Gallic Cavalry as a key element of his armies. Caesar's Auxiliary Veteran Cavalry have a Morale of 10 and gain an additional attack when using swords.

POST-MARIAN REPUBLIC — POMPEY'S LEGIONS

During the Civil War of the Triumvirate, Pompey fled to Greece and used many fresh recruits to fill his Legions. Pompey can recruit the Fresh Legionary

IMPERIAL ROMANS

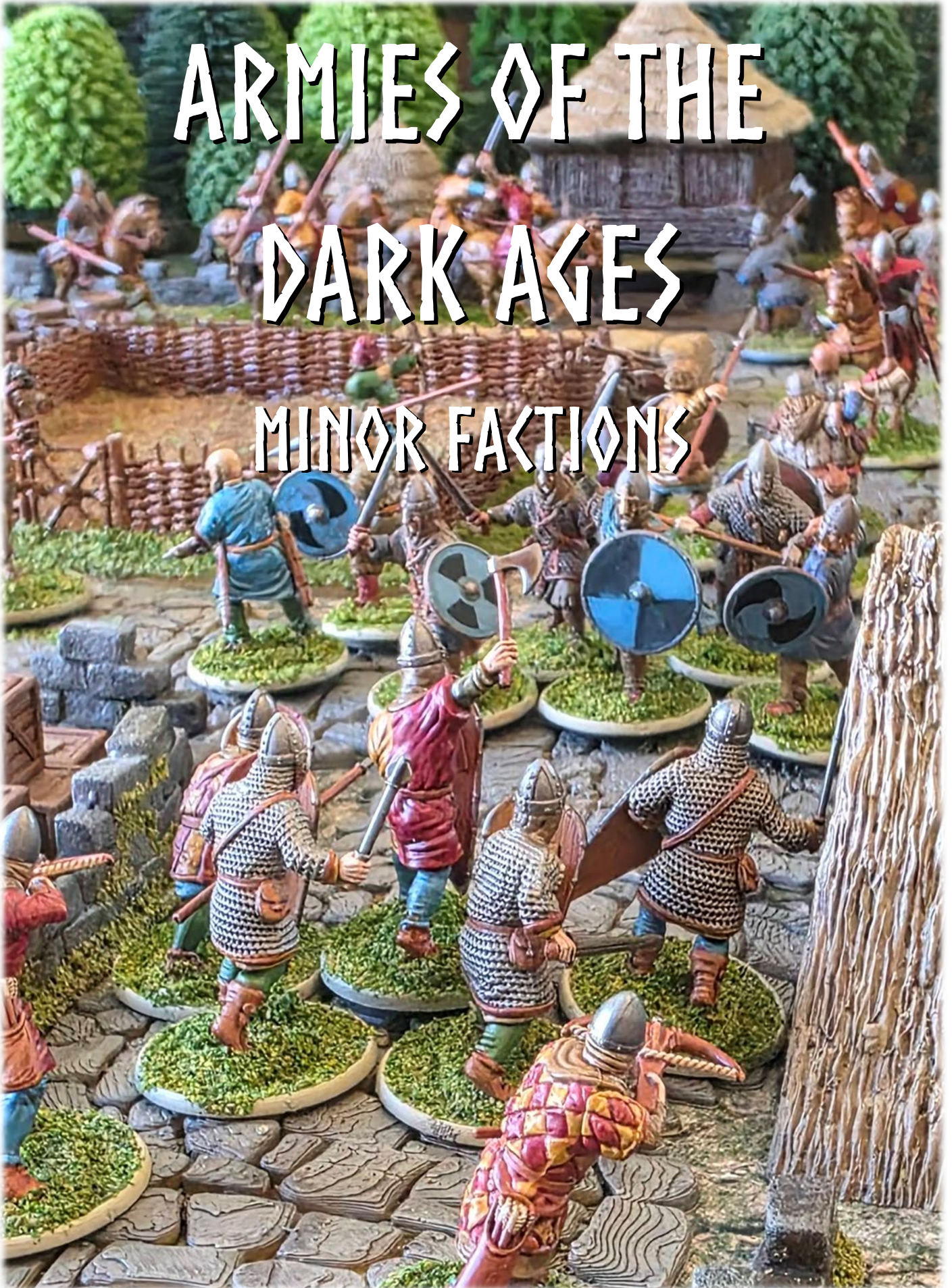
As the armies of the empire grew, the Romans became more reliant on Auxiliary troops. Veteran Auxiliaries cost 14 Points rather than 16 and Levy Auxiliaries cost 7 points rather than 8.

FRESH LEGIONARY — WARRIOR					2 ACTION POINTS
Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	2	3	8	1

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	-
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Pilum	2 Dice / 9" Range / Reduce enemy Defence by 1 if they are equipped with a Shield
Ranged	Sling	1 Dice / 24" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check

ARMIES OF THE DARK AGES MINOR FACTIONS



ANGLO-SAXONS

The faction bonus can be swapped for one of the following Tribal Bonuses

MERCIA

Mercia was rich in agriculture and resources allowing for more expansive armies. For every 5 units in the army, a Thegn can be taken for free. Their weapons however will cost the normal amount.

NORTHUMBRIA

Northumbria saw the largest conflicts when invaded by Vikings, making their most experienced warriors even more fearsome in battle. Northumbrian infantry can re-roll a single failed attack roll when using Dane Axes.

WESSEX

Wessex had some of the most notable Battle Priests in Britain. Armies from Wessex can have up to TWO Battle Priests in the army at one time. Additionally, Battle Priests provide +1 Morale to all friendly units within 6" of them.

BANDITS

The faction bonus can be swapped for one of the following Tribal Bonuses

DESERT BANDITS

Desert Bandits can use Desert Fighter for 13 Points. The Desert Raider can mount a Camel for 18 Points.

WOODLAND BANDITS

Able to use woodland for cover, they could freely engage passing patrols or trade caravans. Enemies targeting Woodland bandits with ranged weapons while in woodland suffer -2 to hit instead of -1. In addition, when Woodland bandits aim with a bow, they gain +2 to hit instead of +1.

BANDITS

DESERT FIGHTER — WARRIOR (DESERT BANDITS ONLY) 2 ACTION POINTS

Type	Movement	Attacks	Defence	Morale	Health
Infantry	7"	2	2	8	1
Can take a Horse for 15 points. If taken, use the stat line below:					
Type	Movement	Attacks	Defence	Morale	Health
Cavalry (Camel)	12"	3	2	8	3

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	-
Melee 1 Hand	Spear	Can Support
Melee 1 Hand	Axe	+1 Attack
Melee 1 Hand	Mace	-1 Enemy Defence
Melee 2 Hand	Dane Axe	+2 Attacks / Can Support
Melee 2 Hand	Great Sword	+2 Attacks
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Sling	1 Dice / 24" Range / -1 To Hit
Ranged	Bow	1 Dice / 18" Range
Ranged	Crossbow	1 Dice / 12" Range / -1 Enemy Defence
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check
Morale	Horn	-1 Enemy Morale within 12"
Morale	Standard	+1 Friendly Morale within 12"
Mount	Camel	See Cavalry Stat Line

FRANKISH TERRITORIES

The faction bonus can be swapped for one of the following Tribal Bonuses

CAROLINGIAN DYNASTY

The Carolingians were able to summon large armies quickly and efficiently. Levy Warriors cost 6 points each.

EAST FRANCKIA

The Eastern Franks faced constant fighting with its neighbours as well as raiders from afar. Eastern Frankish Soldiers gain +1 Attack.

WEST FRANCKIA

West Frankian Horns and Standards cost 5 points each. In addition, the first Horn or Standard given to a non-hero unit is free.

NORMANS

The Duchy of Normandy was a vassal state of West Francia. The Normans can take the Norman Knight. In addition, Norman Soldiers have a Morale of 10.

VIKINGS

The faction bonus can be swapped for one of the following Tribal Bonuses

DANES

Experts with Dane Axes, the Danes can make controlled cleaving attacks with their Dane Axes. Each successful hit from a Dane Axes provides 2 wound dice.

NORWEGIANS

Norwegian Vikings were particularly ferocious. They more than others would go Berserk. For an additional 4 Points, they can upgrade a Berserker to an Armoured Berserker, giving it a Defence of 3.

SWEDES

Swedish Vikings have some of the most notable heroes in Viking history. Combat Heroes gain +1 Attack. In addition, Support heroes using swords gain +1 To Hit.

VARANGIAN RUS

Originally from Sweden, they migrated to the southeast. They were hardy and strong warriors, becoming the first to be taken into service by the Byzantines. Varangians can take the Varangian Guard for 20 Points, the unarmoured Slavic Militia for 10 Points and the armoured Slavic Militia for 14 Points.

SLAVIC MILITIA — WARRIOR (VARANGIAN RUS ONLY)

UNARMOURED

2 ACTION POINTS

Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	2	2	7	1

Can take a Horse for 15 points. If taken, use the stat line below:

Type	Movement	Attacks	Defence	Morale	Health
Cavalry	12"	3	2	7	2

ARMOURED

2 ACTION POINTS

Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	2	3	8	1

Can take a Horse for 15 points. If taken, use the stat line below:

Type	Movement	Attacks	Defence	Morale	Health
Cavalry	12"	3	3	8	2

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	Freeman: - / Raider: +1 To Hit
Melee 1 Hand	Spear	Can Support
Melee 1 Hand	Axe	+1 Attack
Melee 1 Hand	Mace	-1 Enemy Defence
Melee 2 Hand	Dane Axe	+2 Attacks / Can Support
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Sling	1 Dice / 24" Range / -1 To Hit
Ranged	Bow	1 Dice / 18" Range
Ranged	Crossbow	1 Dice / 12" Range / -1 Enemy Defence
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check
Morale	Horn	-1 Enemy Morale within 12"
Morale	Standard	+1 Friendly Morale within 12"
Mount	Horse	See Cavalry Stat Line

VIKINGS

VARANGIAN GUARD — WARRIOR (VARANGIAN RUS ONLY)

2 ACTION POINTS

Type	Movement	Attacks	Defence	Morale	Health
Infantry	6"	2	4	10	1

Can take the Following Equipment:

Type	Item	Effect
Melee 1 Hand	Knife	-1 To Hit
Melee 1 Hand	Sword	Freeman: - / Raider: +1 To Hit
Melee 1 Hand	Spear	Can Support
Melee 1 Hand	Axe	+1 Attack
Melee 1 Hand	Mace	-1 Enemy Defence
Melee 2 Hand	Dane Axe	+2 Attacks / Can Support
Defence	Shield	+1 Defence / Can be used with Melee 1 Hand
Ranged	Sling	1 Dice / 24" Range / -1 To Hit
Ranged	Bow	1 Dice / 18" Range
Ranged	Crossbow	1 Dice / 12" Range / -1 Enemy Defence
Ranged	Javelin	2 Dice / 9" Range
Ranged	Head	1 Dice / 9" Range / If successfully hit, target must make a Morale Check

POINTS

Ancients		
Heroes		
Type	Name	Points
Hero	Light Combat Hero	30
Hero	Medium Combat Hero	40
Hero	Heavy Combat Hero	50
Hero	Light Support Hero	25
Hero	Medium Support Hero	35
Post-Marian Romans		
Type	Name	Points
Warrior	Fresh Legionary	14
Greeks		
Type	Name	Points
Warrior	Unarmoured Peltast	14
Warrior	Armoured Peltast	20
Macedonians		
Type	Name	Points
Warrior	Unarmoured Peltast	14
Warrior	Armoured Peltast	20
Warrior	Unarmoured Machimoi	10
Weapons Team	Armoured Machimoi	12
Weapons Team	Chariot	60

Equipment		
Type	Name	Points
Melee 1 Hand	Lance	5
Melee 1 Hand	Heavy Lance	10
Ranged	Javelin	5
Ranged	Pilum	7

Dark Ages		
Heroes		
Type	Name	Points
Hero	Light Combat Hero	30
Hero	Medium Combat Hero	40
Hero	Heavy Combat Hero	50
Hero	Light Support Hero	25
Hero	Medium Support Hero	35
Bandits		
Type	Name	Points
Warrior	Desert Fighter	13
Byzantines		
Type	Name	Points
Warrior	Cataphract*	35
Warrior	Clibanarii*	33
Vikings		
Type	Name	Points
Warrior	Varangian Guard	20
Warrior	Slavic Militia, Unarmoured	10
Warrior	Slavic Militia Armoured	14
Saracens		
Type	Name	Points
Warrior	Cataphract*	35
Warrior	Clibanarii*	33

Additional Options	
Name	Points
Upgrade Dog Handler with Armour	3
Scythed Wheels Chariot Upgrade	5
Upgrade Berserker to Armoured Berserker	4

*Cavalry Only units include the horse in their unit Points Cost.