

ARMIES OF ANTIQUITY- ERRATA AND RESPONSES TO QUESTIONS ASKED

MISPRINT

A misprint seem to be (but only in some copies), that pages 148 -160 are printed twice and 161 - 177 are missing! Check your copy and seek a replacement if necessary.

USE OF ALLIES AND MERCENARIES

A number of discussions have arisen around the inclusion of Allies and Mercenaries. The following additional guidelines apply to their use:

1. The host list determines the number of points available for allies and mercenaries, and may specify which troop types can be used. Other than this, the composition rules of the host list do not apply to the allied or mercenary contingent-so, for example, allied cavalry might be used with a host list that does not have a cavalry percentage in its composition parameters.
2. Any compulsory units in the list used to provide the allied/mercenary contingent must be taken first, though if there are not enough points for all the compulsories (unlikely) the player may choose which to leave out.
3. Any restrictions in the allied/mercenary list construction, such as “upgrade every second unit” or “must be 2 of x to every 1 of y” apply to the allied/mercenary contingent.
4. The global restriction on the use of war machines means that players may not take any war machines as part of an allied/mercenary contingent.
5. Other than the above the allied/mercenary list composition percentages do not apply to the allied/mercenary contingent selected.

The *Allies and Mercenaries (Unreliable)* rule applies to all troops taken from another list and using points from an Allies or Allies and Mercenaries percentage in the list composition parameters. It also applies to any units in the main body of the list that are marked as being subject to the *Allies and Mercenaries (Unreliable)* rule. Being titled “Mercenary X” does not automatically make units subject to the rule.

ADDITIONAL NOTES ON NEW RULES

Bow (AoA page 5)

Cavalry and Camelry armed with (composite) bows may shoot during the charge or countercharge. Any unsaved wounds so caused are counted towards the combat resolution, but do not cause the usual panic test for 25% shooting casualties. All normal shooting modifiers apply, including the -1 for shooting at chargers (even if the target is standing to receive).

Cavalry and Camelry also armed with **any melee weapon other than a hand weapon (including mixed weapons)** may not shoot their bows while charging or countercharging, but if their unit is a Combined Formation with archers in the rear ranks, these may shoot using Combined Formation rule 4 even though moving.

The shooting takes place at short range unless the target flees, and after shooting by the defenders.

The above is the original intention of this rule, which does not appear as clearly in the book as I would like.

Question: Are troops allowed to shoot on the charge if flank charging an enemy unit that is already engaged to the front in combat? There is a possibility of hitting their own men.

Answer: They can shoot in these circumstances, but as usual hits are distributed evenly between both sides, and casualties give combat resolution bonuses to both sides. So only do it if you are feeling lucky!

Question: Do you get to fire on a failed charge?

Answer: Yes, but at long range.

Question: Is it correct that formed units can use Massed Missiles on the charge, while skirmishers require line of sight (meaning that skirmishers in the rear may not be able to shoot)?

Answer: Yes.

Oracles (AoA page 5)

Correction: Players roll for Oracle points using one D6 for every 1,400 points in the army.

Question: Can troops that normally use Oracles (such as Greeks and Macedonians) use them when taken as allies in another army (which does not use Oracles itself)?

Answer: Yes they can, subject to the rule regarding not combining oracle points with standards. Roll D3 for contingents less than 1,400 points, adding one bonus point if the contingent is led by a character.

Strategem (AoA page 6)

A general with the Strategem rule and no restrictions placed upon it in his army list may choose to use any one of the three options.

Special Deployment

Troops with this rule, which automatically includes all Nomad Cavalry, may make a free double-pace or march move at the start of the game, at the same time as skirmishers take their optional 4" move.

ARMY LISTS

Page 8 Lydian

Senior officers on foot may upgrade shield to large shield (+1 point)

Page 10 Etruscan

Correction: in Army Composition it should say "Cavalry: Up to 25%" not "Cavalry and Chariotry".

Page 12 Early Hoplite Greek

Clarification: Both Heavy Cavalry and Mercenary Hoplites have an equipment option to upgrade to Elite status. Heavy Cavalry may upgrade to WS4, I4, Ld8 for +5 points and Mercenary Hoplites may upgrade to WS4, Trained Phalanx for +3 points.

The mention of Spartans in the body of the text on page 41 has caused confusion, and I see there is also an issue with the "Minor States" list. So for clarity the use of the Elite upgrade is as follows:

Spartan Army Composition:

A Spartan army may not have Elite cavalry. Elite Spartan Hoplites are Spartiates and at least one unit in the army must be upgraded to Elite status. Spartiates are WS4, Drilled, Stubborn and Trained Phalanx and cost a total of 23 points.

Theban Army Composition:

May upgrade Heavy Cavalry and any Hoplites. Elite Theban Hoplites in the Peloponnesian War period cost 20 points and receive the extra rank bonus, as detailed in the Army Composition as well as WS4 and Trained Phalanx. In earlier periods they cost 18 points and do not have the extra rank bonus. Regular Theban Hoplites in the Peloponnesian War period cost 15 points and receive the extra rank bonus as above; in earlier periods they cost 13 points and do not have the extra rank bonus. Mercenary and Militia Hoplites are as per basic statline.

Athens Army Composition

As shown.

Minor States Army Composition:

May not select Elite cavalry. Army Composition text should read "may take up to one unit of Elite Hoplites". This unit receives the upgrade to WS4 and Trained Phalanx and cost 18 points.

Page 17 Italian Hill tribes

Question: The characters have Stealth, but none of the units do. It seemed odd to me since the characters don't really benefit from having the rule.

Answer: The units don't need the rule because they are open order. The characters don't need the rule if they are joined to units, as they then move with the unit, so its only of any benefit to a character moving on its own and doesn't really need to be there.

Page 18 Illyrian

Correction: Skirmishers may have the *Feigned Flight* rule for +3 points each. This must be taken by all skirmishers or none.

Page 20 Thracian

Question: Are cavalry warriors Warband? Ld5 suggests so, but the rule is missing.

Answer: It is intended that the cavalry are not warband, but I agree that Ld5 does make these troops unattractive if fielded without a character or in skirmish formation. I suggest the following options, which can be used depending on the player's view of the historical prototype:

All cavalry may be fielded as *Warband* (+1 point)

Warrior Cavalry may be upgraded to Ld6 (+1 point) if not *Warband*.

Question: Getae and Coalition variants must take the King as Army General, while Highlanders must take a Warlord. However, King and Warlord are identical in the army list.

Answer: There is an error here, there should be two statlines as follows:

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---------|---|----|----|---|---|---|---|---|----|-----|
| King | 5 | 6 | 5 | 4 | 4 | 3 | 6 | 3 | 9 | 164 |
| Warlord | 5 | 6 | 6 | 4 | 4 | 3 | 6 | 3 | 7 | 162 |

The Warlord is *Warband*. The King is not. The mounted option costs +10 points for the King and +12 points for the Warlord (who ceases to be *Warband*).

Correction: The Getae variant cavalry component should read "At least 33%".

Question: In the supplement errata, Lowland Thracians that were equipped with thrusting spear could be changed to close order. An oversight or was this dropped intentionally?

Answer: This was dropped intentionally.

Addition: Chieftains attached to halberd-equipped Highland Warrior units may exchange their thrusting spear for halberd (free).

Page 28 Gallic

Question: Open Order, is it "all or nothing" or can I make some Warrior units Open Order and leave others as Closed Order?

Answer: This is an all or nothing option.

Page 33 Later Achaemenid Persian

Addition: Kinsmen are equipped with either throwing or thrusting spears.

Question: Scythed Chariots are not limited, is there any limit?

Answer: Scythed chariots are limited to one model per 700 points of the army.

Question: Can the +1Ld from the Great King be used by Levies or Skirmishers?

Answer: The +1 Ld special rule affects all troops in the army.

Question: Scythed Chariots are defined as Heavy Chariots (not Scythed Chariots) special-rules-wise with d6+2 S5 hits. Is this intended?

Answer: The rules for Scythed Chariots in the rulebook still apply. Change first line of Special rule to read "Scythed Chariots are fielded in units of one model each".

Question: Category Levies, all troop types have the Levy rule, except the Skirmisher units like Dahae or Kyratian. Is this intentional?

Answer: No, the Levy rule is intended to apply to all troops under the "Levy" category headings, including both of the above.

Question: Light Ballista, same rules as the Roman Scorpio (36", S4, no armour saves, D3 wounds)?

Answer: Correct.

Question: The list says that you may take one Light Ballista for every Persian unit and that you may spend up to 15% on them. I assume that the 1 per Persian unit is in **addition** to the restriction on war machines at the front of the book rather than instead of, otherwise in a 2800 point army you could take up 13

Answer No more than 15% of the army's points may be spent on war machines in total. There is the further restriction that there may not be more war machine models than there are Persian units in the army. This is the same restriction as appears in the list in "Alexander the Great".

Question: Lykians, equipment options: do light armour and large shield exclude each other? Or is the correct reading: "may have light armour (+2), buckler (free), large shield (+2)

Answer: Correct reading is "Lykians: Light armour (+2 points) and either buckler (free) or large shield (+2 points)".

Question: Indian Elephant, can the crewmen with the parasol still use his bow/javelins?

Answer: Yes.

Kardakes options should read:

"Options: Kardakes: Replace thrusting spears with javelins or slings (-1 point) or bow (free). All troops without thrusting spears become *Light Infantry* except archers fielded in *Combined Formation* with spearmen".

Question: is there any limitation to the amount of Kardakes that can be equipped with bows in a combined formation unit?

Answer: Any or all ranks after the first may be equipped with bows.

Question: Do Kardakes that take bows retain their shield (currently the rules indicate yes) and can those shields be upgraded to large shields?

Answer: Yes they retain their shields, but only close order troops may upgrade to large shields.

Question: Are spear-armed models allowed to upgrade to large shields and light armour separately (within the same unit) from bow armed models?

Answer: Yes they may.

Question: Can Persian or Medes cavalry have shield, I've got about 50 painted and based cavalry figures that want you to say yes!

Answer: No, I'm afraid current consensus is that they did not carry shields in this period.

Page 36 Syracuse

Question: This army can have an Allied Spartan General as its Army General. Is this a stand alone option? Or is one required to add on Spartan troops? IIRC, at one point during the Peloponnesian the Spartans sent a General, some warships and not much more to aid the Syracusan's against the Athenians. I also recall that they sent no Spartiates.

Answer: As per the list the Spartan General can only be taken if a Spartan Allied contingent is selected. However this is a Spartan General NOT a Spartan King, but he does stop the *Allies and Mercenaries* rule applying to the Spartan contingent. If players wish to stick to history, the Spartan troops are best represented by Peltasts or skirmishers as they are mainly the ship's crews. In an exception to the normal rule regarding allies, an Elite (Spartiate) phalanx is not compulsory in this contingent.

Page 40 Later Hoplite Greek

Clarification: Both Heavy Cavalry and Mercenary Hoplites have an equipment option to upgrade to Elite status. Heavy Cavalry may upgrade to WS4, I4, Ld8 for +5 points and Mercenary Hoplites may upgrade to WS4, Trained Phalanx for +3 points.

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Minor States Army Composition:

May not select Elite cavalry. Army Composition text should read "may take up to one unit of Elite Hoplites". This unit receives the upgrade to WS4 and Trained Phalanx and cost 18 points.

Page 42 Twilight of Greece

Correction: Both types of Skirmishers can replace Javelin and buckler with bow or sling.

Addition: One unit of Skirmishers may upgrade to WS3, BS4, Ld7, armed with bow (+8 points) as Cretans; this must be the smallest skirmish unit in the army.

Page 44 Republican Rome

Question: Something has gone slightly wrong here. Pergamene should be listed as allied for the earlier army not the later, and the later one should have Numidians plus the same wording as that under allies in the Galatian list (i.e. peltasts and skirmishers only from the Twilight list).

Answer: Yes, you are correct.

Question: Are the points right for the Politician army general, or is something missing from his description?

Answer: No, the points are correct.

Question: The Republican Roman Consul costs a mere 8 points more than the Politician, but has +1 WS, +1 Str, +2 Initiative and +1 Ld. Why would anyone in their right minds take the Politician in the present form?

Answer: The Politician is included for those who wish to use him in scenarios.

Question: As I understand it a unit of Hastati Principes or Triarii if in a qualifying position can replace a unit to its front as per the Hannibal supplement, but not if in combat?

Answer: Yes that is correct, such a unit may advance or retire through a similar unit so long as it does not charge. So a unit can disengage and retire behind a fresh unit, for example.

Page 49 The Macedonian Empire

Correction: The Elephant crewman has Light Armour and the Elephant costs 157 points.

Page 50 Seleucid

Correction: Thorakitai are WS3, BS3 and cost 14 points.

Correction: Mounted characters and cavalry are *Used to Elephants*.

Addition: Phalangites may be downgraded to WS2, Ld5, Levy for -5 points; there may then be no other type of phalanx in the army.

Page 54 Ptolemaic Egyptian

Correction: Mounted characters and cavalry are *Used to Elephants*

Page 56 Pyrrhic

Question: Cretan archers are Ld 8 and 15 points in the Seleucid, Ptolemaic and Mac Empire lists, Ld 7 and 15 points in the Pyrrhic list, Ld 7 and 14 points in the Macedon and Later Hoplite Greek lists. The Pyrrhic Cretans do have a shield (normally +1 points) while others have bucklers, but that's no benefit since they are skirmishers.

Answer: Treat the Cretans in the Pyrrhic list as having bucklers rather than shields at -1 point.

Question: Tarentine Cavalry is WS 2 and Ld 6 for 22 points in the Pyrrhic lists and WS 3 Ld 7 for 25 points in Ptolemaic and Twilight Greek lists. Too bad they don't have the option for large shields.

Answer: Jeff's list uses the concept of a "medium shield" which gives better protection against shooting but not in combat. This rule obviously does not exist in WAB 2.0. I assume the difference in stats reflects their superiority in later times as a general cavalry type rather than a force from a specific city..

Question: Pyrrhic Macedonian Pikes are I4, is this correct?

Answer: Its straight out of Jeff's manuscript and I follow the master.

Question: Pyrrhus does not seem to be able to upgrade his Tarentine conscripts to pikemen?

Answer: Tarentine conscripts may upgrade to WS3, no longer *Levy*, at a cost of +3 points. They may then exchange large shield and thrusting spear for shield and pike, and become *Macedonian Phalanx* for a further +1 point.

Correction: The Elephant mahout does not fight and the elephant costs 174 points.

Correction: Mounted characters and cavalry are *Used to Elephants*

Page 58 Bactrian Greek

Correction: Mounted characters and cavalry are *Used to Elephants*

Question: Should the Guard and Line Cavalry have *Wedge*?

Answer: They were not intended to, but there is an argument for allowing this, so players who wish to use this formation may do so at a cost of + 1 point per figure. See later in this document for rules regarding the use of

Massed Archery while in *Wedge*.

Page 60 Galatian

Question: Is the 3 attacks for the Senior Officer a typo (all others have 2)?

Answer: The Senior Officer should have 2 attacks and costs 90 points.

Question: Am I reading this correct, if you get a chariot all your Galatians can be Fanatic?

Answer: This is correct. There is a section (several sections actually, you may notice it is rather short) that has been edited out of the introduction which explained that some lists, for reasons of space, addressed only a set time period of the army rather than its whole extent. The Galatian list is one of those and we chose not to deal explicitly with the very late army, and gave players the ability to model the pre-Asia Minor army or the pre-Roman influence army in Asia Minor. The format of the book changed in editing and there was not time to expand the list.

Correction: Infantry Special Rules should read "All: *Warband*. Fanatics: *Frenzy*".

Correction: Galatian Chariots are 60 points.

Page 62 Later Macedonian

Question: Agema are armed as peltasts but can upgrade to phalangite equipment. However the special rules always classify them as Light Infantry? Pretty sure they would change to close order infantry but I can't seem to find that specified in the Phalanx special rules.

Answer: Yes, the Agema becomes Close Order when fielded as a *Macedonian Phalanx*.

Page 66 Pergamene

Addition: Options: One unit of Peltasts may have light armour (+ 2 points). This may not be the only Peltast unit in the army.

Page 69 Numidian

Question: Both the General and Senior Officer have the Parthian Shot special rule but no option for horses. Is this an oversight, should it be part of their standard equipment in view of their points cost or is the rule itself an error?

Answer: All characters are mounted and this should be stated, though it can of course be inferred from their M8 stat.

Question: There is no option for allies or mercenaries however it is commonly understood that Juba utilised mercenaries in place of domestic cavalry as his personal guard.

Answer: An army that includes Imitation Legionaries may select one unit of Spanish Heavy Cavalry from the Spanish list, paid for from the Cavalry points allowance. This unit must be joined by the General.

Correction: Every third unit of skirmishers may exchange javelin for sling (free) or bow (+1 point). Such units cannot be larger than the smallest javelin armed skirmisher unit in the army.

Page 73 Xiongnu

Correction: Infantry Skirmishers are I3.

Page 74 Maccabean Revolt

Correction: 0-1 unit of Peltasts may have light armour (+2 points).

Page 78 Pontic

Question: There are some troop types 'missing':

(1) Mountain tribesmen - Javelins/Shield/Light Infantry - could be warband

(2) 'Formed' archers - Bow/Improvised weapon

(3) Chalybes - an exotic troop type in small numbers with Pontic as well as Achaemenid armies - good leadership, light armour/very long spear, Light Infantry - WRG has them as Fast Pike.

(4) Thracians - small numbers of your standard type.

Answer: Mountain Tribesmen and Thracians can be fielded using Thracians from the Allies allocation. Formed archers can be fielded using Armenians from the Allies allocation. The Chalybes as a distinct troop type seem only to be attested to by Xenophon and thus from an earlier period, I'm afraid they are too obscure to merit a separate entry.

Correction: Delete the restriction that requires the presence of Horse Archers before Allied Sarmatian Nobles can be fielded. Delete the requirement that there be less Sarmatian Nobles than Horse Archers.

Page 82 Dacian

Correction: Delete the restriction that requires the presence of Horse Archers before Allied Sarmatian Nobles can be fielded. Delete the requirement that there be less Sarmatian Nobles than Horse Archers.

Correction: Infantry options: First entry should read "Warriors: up to 2 units may exchange *Mixed Weapons* for Bow (free)".

Correction: Infantry Warriors and Falxmen are 9 points each.

Question: Sarmatian Nobles have only LD 7. Is it possible to use a Sub-chieftain with the Sarmatians to increase their LD?

Answer: Yes, see "Allies and Mercenaries" on page 4.

Page 84 Early Imperial Roman

Clarification to "missing" javelins: Legionaries don't have javelins, that is not an error.

Clarification on war machine limits: "The force composition notes in the rulebook list and those applying in AoA 2 are completely separate, you can't use them in combination. In AoA an EIR force gets 3 war machines in a 2800 point army, any of them can be a stone thrower (though a player with friends will avoid using stone throwers!)

Clarification to "missing" Testudo rule: My take is that Testudo is a specialist siege formation unlikely to be used in open battle, so it did not find its way into the limited space available. There is no reason why you cannot use it with your opponent's permission.

Comment: The EIR list is very disappointing. It omits some key components which have strong and widely accepted evidence to support them (slingers, barbarian foederati) and adds others which are recognised as belonging to later periods (contarii).

Response: My understanding is that the Contarii first appeared under Trajan, hence the single unit in the early list. The absence of the numeri/symmachiarii is a faux pas similar to the complete omission of the French HYW list, and the following should be present in the list, forming part of the infantry section:

INFANTRY-NUMERI

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|----------------|---|----|----|---|---|---|---|---|----|-----|
| Warriors | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 7 |
| Light Infantry | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 9 |
| Skirmishers | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 5 | 8 |

Equipment: Warriors have hand weapon, throwing spear and shield.

Light Infantry have hand weapon, javelins and shield.

Skirmishers have hand weapon, javelins and buckler.

Options: Warriors may have light armour (+2 points).

Light infantry may have throwing spear (+3 points).

Skirmishers may exchange javelins for sling (-1 point) or bow (free) and are no longer *Warband*. They can be fielded with or without buckler at no change in points.

Special Rules: Warriors are *Warband*.
Light Infantry are *Light Infantry*, *Warband*.
Skirmishers are *Skirmishers*, *Warband*.

Comment: The EIR list would also seem to be over-powered - cheap legionaries - BS4(!) archers - with the options to add heavy shock cavalry and horse archers from other lists. It would appear that this is a list open to abuse, with powerful, non-historical armies easily built.

Response: In a standardised point system, the legionaries cost what they do, i.e the same as any other troops with the same stats, weapons and rules. The elite archers however should not be BS4 and the line should read "Archers: one unit may be upgraded to *Elite*, Ld8 (+1 point)".

Page 86 Dark Age Britain and Ireland

Question: Saxon infantry may be fielded in close order -3 pts, is this correct?

Answer: Yes. Close Order *Warband* are cheaper than Open Order due to their movement restrictions.

Page 92 Sassanid

Question: In the late Sassanid list p92, early noble cavalry with light armour and kontos 34pts, late noble cavalry with lt armour,t/spear and shield -5pt[29]?

Answer: This is correct, the late nobles are not *Cataphracts*.

Question: In the options section for the nobles, cloth barding +3 but cataphracts only +1 for cloth ?

Answer: Delete the line "Cataphracts: Cloth Barding (+1pt) or barding (+2 pts)" and use the line "All: Cloth barding (+3pts) or barding (+4pts)".

Question: Militia spearmen now WS2 , they were ok at WS3 why the change, they are not worth the points now

Answer: There seems to be ongoing discussion about the efficiency of the Sassanid infantry; the list writer sides with the "less effective" view.

Question: The list requires one light cavalry model for every heavy cavalry model in the army (noted in the light cavalry section). Should there be a distinction with this requirement between Early and Late armies?

This restriction makes sense for the early armies with the clouds of horse archers and few cataphracts on the Parthian model. However it seems to be too restrictive for a late army where the noble cavalry were all armed with bows (clibinarii), and there were few horse archer per se.

Answer: The list writer confirms that the ratio should remain valid for the later army; while foreign troops rather than native ones then provided the horse archers, they still vastly outnumbered the Clibinarii.

Page 95 Franks

Correction: Skirmishers are *Skirmishers*.

Page 98 Late Imperial Roman

Correction: Foederati Light Cavalry have hand weapons and bows as basic equipment.

Correction: An Imperial Field Army may include bolt throwing artillery paid for out of the "Allies and Mercenaries" points allocation.

Question: Do the special rules listed for Illyricani also apply to Sagittarii?

Answer: Yes.

Page 101 Steppe Nomads

Correction: Subject Tribesmen fielded as Allies are represented by fielding troops from the chosen list with -1 Ld costing -3 points.

Correction: In all lists, if you must or wish to field troops formed rather than in Skirmish, you may upgrade buckler to shield for +1 point if this is not already shown as an option.

Question: I wondered why *Nomad Cavalry* is not already incorporated in the basic points of each unit but an option instead. I don't know if there is any evidence for fielding some horse archers without that upgrade?

Answer: It is not intended that models be fielded without the upgrade; the method used is necessary because the upgrade costs vary between the various nationalities that are available within the list; if this had not been done, most of the nomad armies would not be in the book, due to space restrictions.

Question: It is stated that subject troops cost -4 pts but are -2LD. So if I take Frankish Warriors as subjects they are LD4, but cost only 6 pts/model with heavy throwing spears?

Answer: No, it states that *Subject Tribesmen* are reduced in leadership, these are taken from the Steppe Nomad troop types. Frankish allies are taken from the Frankish list and are normal Frank troop types at normal cost.

Question: In the Avar list, what is the "Elite horse archer (+2 points): " mean?

Answer: Elite Horse Archers in all lists cost an extra 2 points to reflect the advantage of BS4 when using a bow. The base cost of the bow is included in the points paid for *Nomad Cavalry*.

Question: I'm not thrilled at the line where if I take Elite Horse Archers I have to pay 2 points for javelins. Since they are Expert Horsemen with bows, I fail to see how javelins add anything to these guys but just increase their points.

Answer: In each case it should say "may have javelins" rather than "must have javelins". I wouldn't take them either, they are listed as an option because we believe the troops carried them.

Question: I find it kind of strange that I can actually have a Hun army and not have to upgrade any cavalry to Nomad Cav since it is an option. If I read the list right I can just upgrade my Nobles to Eastern Shock Cavalry and don't have to pay the 15 points for being Nomad Cavalry also?

Answer: In the Hun list *Nomad Cavalry* is listed as an option (rather than a special rule) because yes, Nobles can be fielded as *Nomad Cavalry* archers or *Eastern Shock Cavalry* with spears. All troops fielded must be either *Nomad Cavalry* or (if Nobles) *Eastern Shock Cavalry*.

Page 104 Gothic and Vandal Kingdoms

Amendment: Visigoth and Lombard Elite Cavalry may have the *First Charge* special rule for +5 points.

Question: Noble and Standard Bearer have an awful low Ld. The ASB is a 5 while a basic elite cavalry figure is 8 and a normal cavalry figure is 6. Is this a cut and paste error from a senior officer section that had the warband ability?

Answer: Not sure what happened here but both should be Ld8 at +2 points (Noble) and +3 points (Standard Bearer).

Question: Foot Comitatus seem off. For 2 more points than a foot Elite Warrior you get a figure with identical equipment and stats but the Comitatus move 4 instead of 5 and have a BS of 4 which they don't get an option to buy javelins for (while the Elite Warriors can). It just seems like they are missing something to make them "Bodyguards" like Stubborn since they don't have their Bodyguard rule anymore.

Answer: The unit comes straight from Beyond the Golden Gate, but in most cases we have taken the line that troops without a missile weapon should be BS3. So you can either field them as BS3 (-2 points) or give them javelins (+3 points). Exactly the same options and costs should apply to the mounted Comitatus.

Amendment: Foot Comitatus should be M5 and have the option to upgrade to Heavy Armour (+ 1 point).

Correction: Lombard army composition: Warriors cost 10 points, not +10 points. Visigoth army composition: allies are up to two units of Berber cavalry or Byzantine light cavalry from the Early Byzantine list.

Correction: The Combined Units special rule applies to Cavalry as well as Infantry.

Page 108 Early Byzantine

Question: It seems funny the Lombards and Goths in this list are much better than the Elite Cavalry from the Goth

list. I can see them going from Shock Cavalry to Eastern Shock Cavalry under the Byzantines but gaining First Charge too?

Answer: This is correct, but see addition to Lombard/Goth cavalry in the list above.

Amendment: Skirmishers have the additional option to replace sling or javelins with Bow (+1 point).

Amendment: The army may use Light Bolt Throwers (use the Late Roman entry without the cart) with the points taken from the Allies allocation at the usual one model per 1,200 points.

Clarification: Ostrogoth armies – Byzantine Foederati are taken from the Early Byzantine Cavalry or Light Cavalry options.

Question: Do dismounted light cavalry become close order troops that can form *Shieldwall*?

Answer: Formed Light Cavalry that dismount become Close Order infantry and can form *Shieldwall*. Skirmishing Light Cavalry that dismount remain skirmishers.

Page 111 Tibetan

Correction: The army may have 0-1 General. Senior Officers are mounted on horses.

Page 116 Slav or Bulgar

Question: Bulgar General and officers can use spears but Nobles are stuck with hand weapons? If that is the case and the Elite Horse archers losing their ability to upgrade to shield and spear there goes most of my models.

Answer: Bulgar cavalry of all three types may take throwing or thrusting spear at +3 points.

Question: All units may use the Ambush rule-this means that I can make my opponent deploy his whole army before I place my troops?

Answer: This is correct.

Page 118 Thematic Byzantine

Question: Tagmatic Cataphracts WS4/S4 with sidearm only? Shock cavalry but not a blunt wedge? Sassanid Cataphracts, WS4/S3 (p93), have a heavy sidearm/mace - we trade off S4/sidearm and S3/heavy sidearm?

Answer: The Tagmatic Cataphracts are S4 to integrate their heavy mace into the base statline. This could not be done with the Sassanid equivalent as they also have a kontos. The blunt wedge does not appear in WAB 2.0 but *Shock Cavalry* should certainly apply.

Amendment: The army may use Light Bolt Throwers (use the Late Roman entry without the cart) with the points taken from the Allies allocation at the usual one model per 1,200 points.

Page 122 Viking

Question: Viking and Rus Berserkers. The rule now states that all figures in base contact with a berserker must fight the berserker. 1. Does this also apply to figures behind the figures in base contact with the berserker (a second rank of spears for example)? 2. Assuming you have 6 figures that are required to fight a berserker in the first round of combat, what happens to any wounds over the 1 or 2 wounds for the viking/berserker? Do they carry over to other non-berserker figures? If no as to carry over, do they still count towards combat resolution?

Answer: Figures not in base contact with a berserker do not have to fight him, unless they have no other target. So if the opposing unit has a fighting second rank, there will be one second rank figure that can only hit the berserker and two that have alternative targets.

Any unsaved wounds inflicted on the berserker in excess of the two necessary to kill him are lost and do not count for combat resolution.

Question: When Berserkers strike before the models which must attack them, is the number of models which may strike back reduced by any models killed by the Berserker?

Example – a Berserker is in contact with 3 models, which must attack it.

The Berserker strikes first and kills 1 model.

The rest of the Berserker's unit scores a further 2 kills.

The enemy unit may now strike back.

Without casualties the unit would have 7 attacks, 3 of which would have had to have been against the Berserker.

Since they have taken 3 casualties the number of attacks is reduced to 4.

Are these 4 attacks resolved as:

A) 3 against the Berserker and 1 against the rest of the unit (ignoring the fact that the berserker killed one of their assailants)

B) 2 against the Berserker and 2 against the rest of the unit (allows for the fact that the berserker killed one of their assailants)

C) Some other method

Answer: B) is correct.

Question: Is it correct that if Berserkers kill all the non-character troops in base contact with them, any excess casualties would carry over to the rest of the enemy unit?

Answer: Yes, this is correct.

Addition: The list is intended primarily to represent the Danish Great Army. If players wish to represent raiding forces they may field the Hirdmen in their army as Light Infantry.

Page 123 Arab Caliphates

The last entry should be headed "Special Units- 0-2 Naffatun"

Page 132 Japanese

Question: Do mounted characters with bows mid & late armies receive the *Expert Horsemen* rule?

Answer: Do they really need it? If you feel you must, give it to them for +2 points each.

Page 134 Later Saxon Kingdoms

Addition: Huscarl units can be split to create Combined Units with Thegns or Fyrd. They form the front rank of such units.

Page 136 Later Irish

Question: for the Later Irish list it states that an early Irish Kingdoms army (without Galloglaich) can have Viking allies - but there is no percentage for allies in the Irish Kingdoms list, so how many Vikings can they have?

Answer: The Mercenaries allocation of up to 33% should be used.

Page 142 Ghaznavid

Clarification: Ghaznavid elephants are taken from the Hindu Indian list.

Page 150 Medieval Hungarian

Correction: In the Light Cavalry section, Horse Archers should be WS2, Ld6 and are 27 points; Szekeler should be WS3, BS3, Ld7 and are 21 points before upgrades.

Page 152 North African Berbers

Question: The characters can purchase Riding Horses or Riding Camels but no one else in the army can

Answer: Oops! All infantry units have the option to be *Riding Camels* (+1 point).

Question: Other North African Berber Dynasties section says they may only select Ghuzz Horse Archers as Allies and Mercenaries, but the Allies section at the end of the list says they take allies from the Medieval Spanish List.

Answer: Delete the "Other Dynasties" line from the Allies section.

Page 154 Later Byzantine

Amendment: The army may use Light Bolt Throwers (use the Late Roman entry without the cart) with the points taken from the Allies allocation at the usual one model per 1,200 points.

Page 157 Italian City States

Addition: Later armies may use the following additional Cavalry type (no special allegiance):

Mounted Crossbowmen

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---------------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted Crossbowmen | 8 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 19 |

Equipment: Hand Weapon, Light Crossbow. Rides a horse.

Options: Light Armour (+2 points)

Special Rules: *Light Cavalry*.

Page 162 Crusaders

Question: Are dismounted knights still subject to *Warband* rules 1 and 3?

Answer: Yes.

Page 166 Holy Roman Empire

Question: Mercenaries don't have the rule *Unreliable*, but should have.

Answer: They do have the *Unreliable* rule, see "Allies and Mercenaries" on page 4.

Question: Landsknechts - as good as Swiss and even better value! (ie get WS4, Ld8, stubborn and veteran for same points as Swiss who aren't veteran)

Answer The Landsknecht statline should show a base cost of 19 points. This means they are the same as Swiss infantry if the optional *Stubborn* upgrade is taken. Players who feel their Landsknechts should be at a disadvantage against Swiss may downgrade them to WS3, I3 for -3 points, or WS4 I3 for -1 point.

Page 169 Ordensstaat

Question: Artillery in Army Composition, but no mention in body of text.

Answer: Use the Cannon statline from the Holy Roman Empire list, without the Landsknecht upgrade.

Page 174 Mongol Conquest and Khanates

Correction: Guard Heavy Cavalry have the option to upgrade to heavy armour for + 1 point.

Page 180 Mamluks

Correction: Sultan's Mamluks are *Expert Horsemen* and cost 45 points. They dismount for -16 points.

Page 183 Medieval Balkan States

Question: Moldavia & Walachia are given some options to buy/change equipment for the spearmen, but they are not given the possibility to recruit them (pg 185, there's no "M")?

Answer Spearmen entry should show (A,B,S,M)

Question: No artillery for Moldavians?

Answer: Moldavian Armies may take up to 2 cannons using points from the Allies and Mercenaries allocation. (Use the stats from the Hungarian list).

Page 186 Swiss

Question: No mixed armour rule for pikemen?

Answer: No

Addition: Any Swiss troops may be *Veteran* at + 1 point.

Page 188 Medieval English

Question: Is the proportion of foot archers correct at 50% minimum?

Answer: Yes, this is intentional.

Page 190 Medieval Scotland

Correction: Dismounted Men at Arms are WS4 and cost 18 points.

Question: How does a Schiltron work?

Answer: The Schiltron is a *Combined Unit*- see the rule on page 5. If the integral men-at-arms are *Stubborn*, the unit remains *Stubborn* while their Ld is being used for the unit.

Page 192 Low Countries

Question: The English Archers are marked as Unreliable, while the Knights are not. Are both Unreliable as they are from the mercenaries category?

Answer: Yes, any troops in a section Headed "Mercenaries" are *Unreliable* unless the list specifically states otherwise (and not just because it doesn't say *Unreliable* against their entry).

Page 194 Timurid

Question: Subject nobles are Eastern Shock Cavalry. Should the Timurid Cavalry be either Shock (if barded) or Eastern Shock Cavalry? The Timurid Characters are Eastern Shock Cavalry so this looks like an oversight.

Answer: The Timurid cavalry are not intended to be either Shock or Eastern Shock cavalry. In their base form, they have *Feigned Flight*, which is not compatible with those rules in my mind. In upgraded form, the additional rule would make them the exact equal of western knights, which is not the intent. So if there is an oversight, it is the characters, which can therefore be fielded without *Eastern Shock Cavalry* at -5 points.

Correction: Subject cavalry in the Heavy Cavalry section are BS3 and cost 22 points.

Correction: Turco-Mongol Light Cavalry are BS4 and cost 33 points.

Page 196 Hussite

Correction: Hussite War Wagons are *Stubborn*.

Page 198 Ordonnance Burgundian

Correction: Army Composition: Ordonnance Lances should be "20%-50%" and Ordonnance Foot should be "At least 33%"

Correction: Ordonnance Archers are WS3, I3, Ld7 and cost 15 points.

Question: Ordonnance Archers have halberd and buckler, can they benefit from the buckler?

Answer: The rules do not allow the Archers to benefit from their buckler, but then it has not been "charged for" in the points cost of the figure-it is listed so that players can make their figures look like the historical prototype.

Question: If I have a combined unit of Knights and retainers and upgrade to Household Guards, do the retainers become WS5, *Stubborn* and Veteran too?

Answer: Only the Knights get this upgrade, the retainers remain as normal and when the *Stubborn* rule applies is determined by application of the *Combined Units* rule.

Addition: Ordonnance Foot have the option to take Pavise (+2 points).

Page 200 War of the Roses English

Correction: Retinue Archers are WS3, I3, Ld7 and cost 13 points.

Question: Handgunners are not allowed in Yorkist armies, yet I thought they were present in the Yorkist army at the 2nd battle of St Albans?

Answer: You are quite right, so yes, handgunners are now allowed in Yorkist armies.

Page 202 Late Medieval French

Question: There is no mention of what type of barding French men-at-arms' horses can be equipped with.

Answer: It is plate barding-see the definition on page 98 of the rule book.

Question: No dismounted option for Ordonnance men-at-arms? Appropriate at least for early part of period (e.g. Formigny, Castillon).

Answer: Knights may dismount armed with thrusting spear (-27 points) or two-handed weapon (-26 points) and are then *Riding Horses*. Retainers may dismount armed with thrusting spear (-8 points) and are then *Riding Horses*.

Correction: Francs Archers have the option to upgrade to light armour for +2 points.

Addition: Ordonnance Knights may be fielded in Partial Plate Armour with the *Impetuous* rule as Feudal Horse for -2 points.

Addition: Add to the Infantry Section the following:

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|-------------|---|----|----|---|---|---|---|---|----|-----|
| Crossbowmen | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 14 |
| Pikemen | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 11 |

Equipment: Crossbowmen Hand weapon, light armour and crossbow.

Pikemen: Hand weapon and pike.

Options: Crossbowmen: may have Pavise (+2 points)

Pikemen: may have light armour (+ 2 points) or heavy armour (+ 3 points)

Special Rules: Crossbowmen: *Open Order*.

Pikemen: *Medieval Phalanx*. May only be taken if there are no Feudal Horse or Francs Archers in the army.

Correction: Under the Mercenaries heading it should read “ May take Swiss allies if there are no Feudal Horse or Francs Archers in the army”.

Page 204 Ottoman

Question: Army Bandsman can no longer be deployed in the rear ranks of the unit?

Answer: Yes Bandsmen can still be deployed in the rear ranks.

GENERAL QUESTIONS

Heavy Chariots

Clarification on heavy chariots only having two attacks: "This is intentional. A chariot unit should not be able to ride over an infantry formation in good order. This means the chariots will perform much as a good cavalry unit would, rather than being a deadly superweapon."

Army Break Point

Question: Will the limit for a formed unit worth 3 Army Break Points be raised from 300 points to 400 e.g.?

Answer: There is no plan to change this at the moment, but I would be interested in feedback from those who have played a number of games using AoA lists and Army Breakpoint. At the WAB GT this did not seem to be an issue for anyone.

Allied Units

Question: Are allied units subject to restrictions from the parent list?

For example, the Christian Spanish list says that Crossbowmen units cannot outnumber Military Order or Noble Cavalry units. In a Berber list using Christian Spanish as allies, does the restriction on outnumbering still apply?

Answer: Yes, the parent list restrictions still apply. See comments about the *Allies and Mercenaries* rule at the head of this document.

Allied war machines

An army is allowed 1 war machine per 1200 points according to the notes at the front of the AoA unless specified otherwise. So in a 2800 point army with 700pts of allies and only the allies have the option to field war machines can you take a war machine?

Answer: No you cannot, as the army level restriction applies to the allied army too. See comments about the *Allies and Mercenaries* rule at the head of this document.

Shieldwall

Question: If my front rank all has halberd and shield, can the unit make use of the *Shieldwall* rule?

Answer: Yes they can; so can armies with entire front ranks armed with two-handed weapons and shields, such as Saxon Huscarls. The rule provides an abstract, rather than literal, representation of the manner of fighting employed by these units.

Frenzy

Question: How do the rules for *Warband* and *Frenzy* work together, e.g. for Galatian Fanatics?

Answer: Players are sometimes confused by *Frenzy* rule 7- which states they ignore other special psychology rules. However you will note that in this edition of the rules, *Warband* is a Formation rule, not a psychology rule. Therefore troops that are *Warband* and Frenzied apply all the *Warband* rules, modified as stated in the *Frenzy* rules but otherwise as normal.

Skirmishers with Bucklers or Shields

Comment: I find it odd that there are some skirmishers that have to pay +1 for a shield while others get bucklers for free when they do the exact same thing.

Response: Good point. This does seem unfair. Therefore, wherever a true skirmisher (i.e. NOT a light infantryman or figure that can be fielded as a skirmisher as an alternative) has a shield listed amongst his basic equipment, the shield can be changed to a buckler for -1 point.

Veteran and Different Weapons

Question: Supposing a Hird unit with the *Veteran* rule and both throwing spears and double-handed weapons charges a spear-armed enemy unit without double-handed weapons. Hirdmen with spears would attack first, then the enemy, and finally the Hird with double-handed weapons. But what happens if the Viking player wants to use the *Veteran* re-roll? If they use it on the spear attacks, they don't get the re-roll benefit for the DHW attacks since they haven't happened yet. And this is where it gets weird: what if they want to use it on the DHW attacks? Re-rolling the earlier spear attacks could be problematic, especially if some of them had killed enemy troops, lessening the number of retaliatory attacks by the enemy.

Answer: The *Veteran* rule allows the unit to re-roll one set of dice once in a game. So those Hird could decide to re-roll their spear attacks, but could not then re-roll their axe attacks; or they could save the re-roll for the axe attacks.

Massed Archery from a Cavalry Wedge

If a wedge uses *Massed Archery*, all figures on the outside edge of the wedge shoot subject to line of sight, and half of those on the interior of the wedge, rounded down, shoot without line of sight. This means that some shots will be lost if the wedge is not shooting straight ahead. A 6-man wedge will therefore have a maximum of 5 shots, a 9-man wedge, 8 shots and a 15-man wedge, 12 shots.

Mounted Warband Generals

Question: A number of *Warband* generals can take a horse as an option, whereupon they get an increase in leadership but cease to be *Warband*. What happens if they then dismount to join a unit?

Answer: As soon as such a general dismounts, he becomes *Warband* again and his leadership reverts to its original value.

ADDITIONAL LIST

MEDIEVAL FRENCH

1328AD-1444AD

This army list covers the French armies from the reign of Philip VI, first Valois king, up to the Ordinances issued by Charles VII in 1445. This period is obviously marked by the conflict with the English kings, known later as the Hundred Years War and a

spectacular list of defeats, the sole exception being the last quarter of the 14th century, when the Constable of France, Du Guescling, was the only one to understand that the English wouldn't be defeated on the battlefield, and another approach was required. The core of the army was the nobility that fought mounted, and later, after the disaster of Crecy, started to dismount in an unsuccessful attempt to resist the English barrage of arrows. Only later, with the development of artillery and the Ordnances of Charles VII that modernized the army, would the French be successful on the battlefield.

ARMY COMPOSITION

Characters: Up to 25%

Nobles & Retainers: Up to 100%

Commoners: Up to 50%

Artillery: May have up to one gun per every 1400pts

Mercenaries: Up to 50%

Allies: Up to 50%

0-1 GENERAL

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|-------------|---|----|----|---|---|---|---|---|----|-----|
| 0-1 General | 4 | 6 | 3 | 4 | 4 | 3 | 6 | 2 | 9 | 153 |

Equipment: Hand weapon and partial plate armour.

Options: May have shield (+1 point), double handed weapon if dismounted (+ 3 points), and full plate armour (+ 1 point). May ride a warhorse (+ 16 points) that may be cloth barded (+ 3 points). If mounted may have a lance (+ 6 points). May be *Stubborn* (+3 points).

Special Rules: *Army General*.

SENIOR OFFICERS

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|-----------------|---|----|----|---|---|---|---|---|----|-----|
| Captain | 4 | 6 | 3 | 4 | 4 | 2 | 5 | 2 | 8 | 90 |
| Standard Bearer | 4 | 4 | 3 | 3 | 4 | 2 | 4 | 2 | 8 | 108 |

Equipment: Both: Hand weapon and partial plate armour.

Options: Captain: may have a shield (+ 1 point), double handed weapon if dismounted (+ 3 points) and full plate armour (+ 1 point). May ride a warhorse (+ 16 points) that may be cloth barded (+ 3 points). If mounted may have a lance (+ 6 points). May be *Stubborn* (+ 3 points). One Captain may be upgraded to *Bearer of the Oriflamme* (+30 points.) The Bearer of the Oriflamme is *Stubborn* and any unit he leads becomes *Stubborn*. The Oriflamme itself can be captured like a banner and if captured (or if the bearer is killed) the opponent gets an extra 300 Victory Points (or 3ABPs if you use Army Break Points).

Any Captain may be upgraded to Mercenary Captain (+25 points). Mercenary Captains are *Unreliable* and may only join a Mercenary unit. Any Mercenary unit within 8'' of the Captain may use his Leadership value when taking a Leadership test, although he is not the Army General.

Standard Bearer: May have shield (+ 1 point) and full plate armour (+ 1 point). May ride a warhorse (+ 16 points) that may be cloth barded (+3 points). May be *Stubborn* (+ 3 points).

Special Rule: *Army Standard Bearer*.

NOBLES & RETAINERS

Knights

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|--------------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted Knights | 8 | 5 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 39 |
| Dismounted Knights | 4 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 19 |

Equipment: Mounted Knight: Hand weapon, shield and partial plate armour. Rides a horse.

Dismounted Knight: Hand weapon, shield and partial plate armour.

Options: Mounted Knights may have full plate armour (free). May be mounted on a warhorse (+ 7 points) that may have cloth barding (+ 3 points). May have a lance (+ 6 points).

Dismounted Knights: may have full plate armour (free) and double handed weapon (+ 3 points).

Special Rules: Mounted Knights: *Impetuous*, *Shock Cavalry*. *First Charge*. *Veterans*.
Dismounted Knights: *Veterans*, *Riding Horses*.

Sergeants

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|----------------------|---|----|----|---|---|---|---|---|----|-----|
| Mounted Sergeants | 8 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 24 |
| Dismounted Sergeants | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 13 |

Equipment: Hand weapon, thrusting spear, light armour and shield. Mounted Sergeants ride horses

Options: Mounted Sergeants may exchange Light armour and shield for heavy armour (free) and thrusting spear for either lance (+ 3 points) or light crossbow (- 1 point).

Dismounted Sergeants may exchange thrusting spear and shield for crossbow (+ 1 point) and if equipped with crossbow, may have pavise (+ 2 points). May alternatively exchange thrusting spear, shield and light armour for heavy armour and halberd (free).

Special Rules: Crossbow equipped sergeants are *Open Order*.

COMMONERS

Town Militia

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---------|---|----|----|---|---|---|---|---|----|-----|
| Militia | 4 | 2 | 3 | 3 | 3 | 1 | 2 | 1 | 6 | 8 |

Equipment: Hand weapon, thrusting spear and shield.

Options: May have light armour (+ 2 points) and may exchange shield for pavise (+ 1 point). May exchange thrusting spear and shield for a crossbow or handgun (+ 1 point). The number of Handgunners may not exceed the number of crossbowmen. You may combine Militia with pavise and Militia with crossbows in a *Combined Formation*. The first rank of Crossbowmen can fire at full effect (subsequent rank(s) cannot fire at all) if the unit is stationary.

Special Rules: Crossbowmen not in *Combined Formation* are *Open Order*. Handgunners are *Skirmishers*.

Light Foot

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|--------|---|----|----|---|---|---|---|---|----|-----|
| Brigan | 5 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 7 |
| Bidet | 5 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | 7 |

Equipment: Brigans: Hand weapon.

Bidets: Hand weapon, buckler and javelins.

Options: Brigans: Light armour (+ 2 points), halberd (+ 3 points), thrusting spear (+ 2 points) and buckler (free).

Bidets: May have throwing spear (+ 3 points).

Special Rules: Brigans: *Open Order*.

Bidets: *Skirmishers*.

Arrière-Ban

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|---------|---|----|----|---|---|---|---|---|----|-----|
| Ribauld | 4 | 1 | 3 | 3 | 3 | 1 | 1 | 1 | 4 | 1 |

Equipment: Improvised weapon.

Options: May have hand weapon (+ 1 point) or short bow (+ 1 point).

Special Rules: *Light Infantry*. *Levies*. Any unit equipped with short bow becomes *Skirmishers*.

ARTILLERY

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|-----------|---|----|----|---|---|---|---|---|----|-----|
| Cannon | | | | | | | | | | 94 |
| Organ Gun | | | | | | | | | | 94 |
| Crew | 4 | 2 | 3 | 3 | 3 | 1 | 3 | 1 | 6 | |

Equipment: The 3 crew have hand weapons.

Options: Crew may have Light Armour (+ 2 points). You may add up to 3 additional crew for + 10 points each.

MERCENARIES

| | M | WS | BS | S | T | W | I | A | Ld | Pts |
|-----------------------|---|----|----|---|---|---|---|---|----|-----|
| Mercenary Crossbowman | 4 | 3 | 3 | 3 | 3 | 1 | 3 | 1 | 7 | 12 |
| Mercenary | 8 | 4 | 3 | 3 | 3 | 1 | 4 | 1 | 8 | 50 |

| | | | | | | | | | | |
|--------|--|--|--|--|--|--|--|--|--|--|
| Knight | | | | | | | | | | |
|--------|--|--|--|--|--|--|--|--|--|--|

Equipment: Mercenary Crossbowmen: Hand weapon and crossbow.

Mercenary Knights: Hand weapon, lance, partial plate armour, shield and warhorse.

Options: Crossbowmen: May have heavy armour (+ 3 points) and pavise (+ 2 points).

May exchange crossbow for light crossbow (-2 points) but may not take any other equipment option in that case.

Mercenary Knights: The warhorse may have cloth barding (+ 3 points).

Special Rules: Crossbowmen are *Open Order* and become Skirmishers if equipped with light crossbows. *Unreliable*.

Mercenary Knights: *Shock Cavalry. First Charge. Veteran. Unreliable*.

ALLIES

Medieval Scottish. You may only have Schiltrons, Archers and Dismounted Men at Arms. Thanks to the Auld Alliance, these units DO NOT count as *Unreliable*, and are treated as regular French units.