

MEN-at-ARMS

Allies:

- ❑ Men-at-Arms armies can have one Allied Command from any of the following races:
 - ❑ Amazons, Barbarians, Halfmen, Orcs, Ratmen, Dwarves and Elves.
- ❑ See in the special rules, those scheduled for the Allied Commands.

Mercenaries:

- ❑ Men-at-Arms armies can have one Mercenary Command of warriors and creatures from any of the following races:
 - ❑ Barbarians, Dragons, Giants, Orcs, Ratmen, Dark and Damned Elves, and those Mercenaries that can be recruited by the Barbarians or their Allies.
- ❑ See in in the special rules, those scheduled for the Mercenary Commands.

General rules:

- ❑ A Men-at-Arms army can have any talismans, costing 100 points each.

INFANTRY

City Guard *(base size 2.5 x 2.5 cm)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Militiaman	Poor	Disc.	-	-	1	Lt/Sh	Hd	20cm	no	no	night	2	"+1Ave"	10	30
Militiaman	Poor	Disc.	-	-	1	Lt/Sh	Sp	20cm	no	no	night	2	"+1Ave"	10	30

Infantry *(base size 2.5 x 2.5 cm)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Infantry	Aver.	Disc.	-	-	1	Lt/Sh	Hd	20cm	no	no	night	3	"+3Vet"	10	20
Infantry	Aver.	Disc.	-	-	1	Lt/Sh	Sp	20cm	no	no	night	3	"+3Vet"	10	20
Infantry	Aver.	Disc.	-	-	1	Lt	Pol	20cm	no	no	night	4	"+3Vet"	10	20

Notes:

- ❑ The Infantrymen of the Men-at-Arms can have a medium armour to the cost of +1 point for each model and in such case the Mov will be reduced to 15 cm.

Pikemen *(base size 2.5 x 2.5 cm)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Pikeman	Ave	Disc.	-	-	1	Lt	Pk	15cm	no	no	night	3	"+3Vet"	10	30

Notes:

- ❑ The Pikemen of the Mens-at-Arms can have a medium armour to the cost of +1 point for each model and in such case the Mov will be reduced to 15 cm.

Foot Knights *(base size 2.5 x 2.5 cm)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Foot Knight	Vet.	Disc.	-	-	1	Xh/Sh	Hd	10cm	no	no	night	11	"+4EI"	5	10
Foot Knight	Vet.	Disc.	-	-	1	Xh	2-Hd	10cm	no	no	night	11	"+4EI"	5	10

Fighting Champions *(base size 2.5 x 2.5 cm)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Champions	Elite	Disc	.+1	-1	2	Xh/Sh	Hd	10cm	8	no	night	31	-	5	10
Champions	Elite	Disc	.+1	-1	2	Xh	2-Hd	10cm	8	no	night	31	-	5	10

Notes:

- ❑ Maximum one Unit for every 1000 army points.

UNITS WITH MISSILE WEAPONS

Crossbowmen *(base size 2.5 x 2.5 cm)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Crossbows	Aver.	Disc.	-	-	1	Med	Cb/Hd	15cm	no	no	night	6	"+3Vet"	5	20

Longbowmen *(base size 2.5 x 2.5 cm)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Archers	Aver.	Disc.	-	-	1	Lt	Lb/Hd	20cm	no	no	night	6	"+3Vet"	5	20

Handgunners *(base size 2.5 x 2.5 cm)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Handgun.	Aver.	Disc.	-	-	1	Med	Hg/Hd	15cm	no	no	night	6	"+3Vet"	5	20

ARTILLERY

Giant Hand Gun

(base size: 2.5 x 5 cm for the giant hand gun and first gunner, 2.5 x 2.5 cm the other gunners)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
G. Hand Gun	Aver.	-	.+4	-	2	-	Hg	-	no	no	-	14	-	2	5
Gunners	Aver.	Disc.	-	-	1	Med	Hd	15cm	no	no	night	4	-	2	3

Notes:

- ◆ The range of a giant hand gun is: Short: up to 15 cm; Long: over 15 up to 30 cm.

Culverin *(base size: 5 x 5 cm for the culverine, 2.5 x 2.5 cm for the gunners)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Culverine	Aver.	-	.+2	-	4	-	Hg	-	no	no	-	20	-	1	2
Gunners	Aver.	Disc.	-	-	1	Med	Hd	15cm	no	no	night	4	-	3	6

Notes:

- The range of a culverine is: Short: up to 30 cm; Long: over 30 up to 75 cm.

Cannon *(base size: 5 x 7.5 cm for the cannon, 2.5 x 2.5 cm for the gunners)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Cannon	Aver.	-	.+7	-	5	-	Hg	-	no	no	-	100	-	1	1
Gunners	Aver.	Disc.	-	-	1	Med	Hd	15cm	no	no	night	4	-	4	8

Notes:

- The range of the Cannon is 30-75 cm. See the special rules: **Artillery** .

Bombard *(base size: 4 x 4 cm for the bombard, 2.5 x 2.5 cm for the gunners)*

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Bombarda	Aver.	-	.+3	-	5	-	Hg	-	no	no	-	60	-	1	3
Gunners	Aver.	Disc.	-	-	1	Med	Hd	15cm	no	no	night	4	-	3	6

Notes:

- The range of the Bombard is 30-75 cm.
- See the special rules: **Artillery** and **To shoot with parabolic trajectory**.

Artillery Master (*base size 2.5 x 2.5 cm*).

Name	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Master	Aver.	Disc.	-	-	1	Med	Hd	15cm	7	no	night	50	-	-	-

Notes:

- He can be the leader of an Artillery Unit with Cannon or Bombard.
- His presence will give a bonus of +1 for the "Ignition" test.
- The cost for the leader is already included in the cost of its profile.

CAVALRY

Mounted Men-at-Arms (*base size 2.5 x 5 cm*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Man-at-Arms	Aver.	Disc.	-	-	1	H	Hd	30cm	7	no	night	21	"+9Vet"	3	20
with warhorse	"	"	.+1	-1	3	"	H&H	"	"	"	"	"	"	"	"

Notes:

- Every model can have a shield to the cost of +6 points each.
- Every model can have a Lance or a crossbow to the cost of +2 points each; if they use the crossbow cannot have the shield.
- Every model can have the ability "Linebraker" to the cost of +5 points each.

Mounted Knight (*base size 2.5 x 5 cm*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Knight	Vet.	Disc.	.+1	-	1	Xh	Hd	27cm	7	no	night	30	"+12EI"	3	20
with warhorse	"	"	"	-1	3	"	H&H	"	"	"	"	"	"	"	"

Notes:

- Every model can have a shield to the cost of +6 points each.
- Every model can have Save Throw 6 to the cost of +7 points each.
- Every model can have a Lance to the cost of +2 points each.
- Every model can have the ability "Linebraker" to the cost of +5 points each.
- For every Knight it is obligatory to draw up his Squire, which will be enlisted to a unit of Light Cavalry.

Mounted Paladines (*base size 2.5 x 5 cm*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Paladine	Elite	Disc.	.+1	-	1	Xh/Sh	Lan/Hd	27cm	6	no	night	62	-	3	10
with warhorse	"	"	"	-1	3	"	H&H	"	"	"	"	"	"	"	"

Notes:

- Every Paladin is armed with a Lance and they have the ability "Linebraker".
- For every Paladin it is obligatory to draw up his Squire, which will be enlisted to a unit of Light Cavalry.
- Maximum one Unit of Paladines for army; this Unit must be in the Warchief's command.

Mounted Squires and Light Cavalrymen (*base size 2.5 x 5 cm*)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Cavalryman	Aver.	Disc.	-	-	1	Med	Sp	35cm	7	no	night	13	"+7Vet"	5	20
with horse	"	"	.+1	-1	2	"	H&H	"	"	"	"	"	"	"	"

Notes:

- Every model can have a shield to the cost of +4 points each.
- Every model can replace the spear with a crossbow to the cost of +2 points each; if they use the crossbow cannot have the shield.

INDIVIDUALS

Warchief and Battle Leaders (base size: on foot 2.5 x 5 cm - on horse 2.5 x 5 cm)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
on foot	Elite	Disc.	.+1	-	2	Xh/Sh	Hd	10cm	7	no	night	32+C	-	-	-
on warhorse	Elite	Disc.	.+2	-1	4	Xh/Sh	Hd	27cm	6	no	night	66+C	-	-	-

Individuals (base size: on foot 2.5 x 5 cm - on horse 2.5 x 5 cm)

NAME	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Hero	Elite	Disc.	.+1	-1	5	Xh/Sh	Hd	10cm	7	no	night	79	-	-	-
on warhorse	Elite	Disc.	.+2	-2	8	Xh/Sh	Hd	27cm	6	no	night	153	-	-	-
Courier	Aver.	Disc.	-	-	1	Lt	Hd	27cm	7	no	night	41	-	-	-
on horse	Aver.	Disc.	.+1	-1	2	Lt	Hd	45cm	7	no	night	55	-	-	-
Scout	Vet.	Disc.	-	-	1	Med	Hd	15cm	7	no	night	65	-	-	-
Herald	Vet.	Disc.	-	-	1	Xh	Hd	10cm	7	no	night	43	-	-	-
on horse	Vet.	Disc.	.+1	-1	3	Xh	Hd	27cm	7	no	night	69	-	-	-
Banner	Vet.	Disc.	-	-	1	Xh	Hd	10cm	7	no	night	53	-	-	-
on horse	Vet.	Disc.	.+1	-1	3	Xh	Hd	27cm	7	no	night	79	-	-	-

Notes:

- The Hero on warhorse and the Paladin hero on warhorse (see below) can have a Lance to the cost of +4 point each; when they use the Lance in hand-to-hand fight, for the Hit test the Lance parameters will be considered and not that of the one hand weapon.

Paladin Hero (base size: on foot 2.5 x 5 cm - on horse 2.5 x 5 cm)

NAME	QUA	TYP	STR	RES	WOFARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX	
Paladine	Elite	Disc.	.+1	-1	5	Xh/Sh	Hd	10cm	7	no	night	109	-	-	-
on warhorse	Elite	Disc.	.+2	-2	8	Xh/Sh	Hd	27cm	6	no	night	183	-	-	-

Notes:

- A Men-at-Arms army can have one Paladin Hero.

Marksman. Use the profile of the relevant figure you wish to turn into a marksman; the Quality is always the highest (that is, uprated). Points costs are the cost of the figure outlined above, multiplied by 10.

Wizards, Witches, Priests, Soothsayers and Man-servant

(base size 2.5 x 2.5 cm)

NAME	QUA	TYP	STR	RES	WOR	ARM	WEA	MOV	SAV	TER	BAD	PTS	UPG	MIN	MAX
Wizard	Aver.	Disc.	-	-	1	Lt	Hd	20cm	7	no	night	8+M	-	-	-
Witch	Poor	Trib.	-	-	1	Lt	Hd	20cm	7	no	night	7+M	-	-	-
Priest	Aver.	Disc.	-	-	1	Lt	Hd	20cm	7	no	night	83	-	-	-
Soothsayer	Poor	Disc.	-	-	1	Lt	Hd	20cm	7	no	night	51	-	-	-
Man-servant	Poor	Disc.	-	-	1	Lt	Hd	20cm	8	no	night	30	-	-	-

Witch:

- The Men-at-Arms army can have a Witch instead of a Wizard, with the same powers.

Man-servant:

- All Wizards or Witches can be accompanied by a Man-servant, which he has with him a “grimoire”, a book of the magic formulae that furnish to the magician the power to repeat the tests for the spells that he or she had failed; the cost of the book is already included in that of the Man-servant.
- If the second test will fail, the book explode killing the Man-servant instead of the magician, if for effect of the failure he or she has to die.
- In order to use the book, the wizard must be in base-to-base contact with the manservant.
- **Attention: the book cannot be used in the case of overdrawing of the magic points to disposition of the wizard or of the witch.**