

Warmaster Renaissance Supplement

By Steve Fox, with play test and ideas from Clif Castle
Based on the Warmaster Rules by Games Workshop and,
The Ancientmaster amendments by Stephen Hess
Version 1.3



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Introduction

These rules are meant to supplement the Warmaster fantasy miniatures rules produced by Games Workshop, and incorporate the ancient rules supplement for that system developed by Stephen Hess. Our thanks to Mr. Hess for taking the time to assemble the basic troop types for the vast majority of troops available in the ancient period, as well as providing many prepared armies lists, and for graciously allowing me to directly incorporate his work into this piece. This supplement for Renaissance gaming is heavily dependent on the work done for the ancient period. Especially useful were the basic infantry, cavalry and elephant troop types. Rules incorporated here are [elite](#), [skirmishers](#), [phalanx](#), [warband](#), and [camels](#). Stephen Hess's Ancientmaster rules supplement can be found on the web at <http://www.brumbaer.de/Wm/Ancients/index.html>.

Warmaster is somewhat of a cross between DBA/M/R and Warhammer. It offers very fast play through the use of abstracted movement and morale, while emphasizing command control as the means of maneuvering troops into advantageous or dire consequences. The challenge for us as Renaissance gamers is to have these rules reflect both the technological as well as the organizational advancements that were made during our favored period. The accommodations we must make are for:

- The increased effectiveness of artillery
- The use of massed pike columns introduced by the Swiss and widely adopted in the period.
- The increasing emphasis and improvements of hand held firearms.

Through all of this, remember that the original rules intention was to de-emphasize individual weaponry and have troops create their EFFECT on the battlefield. Thus, the fact that our arquebus shoots as far as a musket or longbow is OK when opposing armies are from the same period. Since the points are paid the same, in competition play view those differing troops as being Firearm infantry, and it's not too much of a stretch. Things to keep in mind about these rules:

- The side that takes the initiative and attacks first can gain a distinct advantage.
- Positioning of troops and use of terrain is critical.
- Ability to time, coordinate, and develop plans of attack, defense and maneuver, will win the battle.

I think these are the main appeal of these rules for me. You are required to be a general, rather than a captain. Sun Tzu actually applies here. I am open to input for accommodating ships, boats and anything else you think I might have missed. E-mail your comments and suggestions to stevefox@inetfox.com.

Version 1.0 to 1.1 Notes

Note the changes in the cavalry capabilities and points. Significantly, terror only applies to troops in combat with elephants now, and Super Heavy Cavalry have had their movement cut significantly. Points have been adjusted throughout the system. There are additional commander types as well.

Version 1.1 to 1.2 Notes

There are many changes in points, and additional clarifications/definitions. Significant additions are the handgunner types added to the Firearm Infantry section. Impetuous troops now have 50/50 chance of uncontrolled advance. Distinction of Arquebus vs. Musket firearms. Reduced shots at long range for muskets and artillery.

Version 1.2 to 1.3 Notes

War Wagons changed, as well as field fortifications rules.

Command

Generals

There are three types of Generals and two types of Sub Commanders (equivalent to a hero in the original Warmaster). The difference is the command value and resulting point value.

<u>Type</u>	<u>Attacks</u>	<u>Command</u>	<u>Points per</u>
General	2	10	155
General	2	9	125
General	2	8	95
General	2	7	65
Sub Commander	2	9	110
Sub Commander	1	9	95
Sub Commander	1	8	80
Sub Commander	1	7	45

A 10 rating should be the exception. Gustavas Adolphus, Maurice of Nassau, Fernandez Gonzolo de Cordoba, Oliver Cromwell, Lennart Torstensson, Johann von Tilly, Sultan Selim I, Sultan Suleiman I, Swedish King Charles XII, Henri de La Tour d' Auvergne de Turenne, Eugene of Savoy, Hernando Cortes, Francisco Pizarro, and John Churchill (duke of Marlborough) are the only generals from our period that made the Military 100 list. They would definitely be 10s.

There are ample examples of Sub-commanders being better LEADERS than the generals they fought for. Prince Rupert of the Rhine and Oliver Cromwell come to mind. Command 9 sub-commanders should only be allowed where there is adequate research indicating this type of distinction.

Elephant Mount

Some leaders can ride to war on an Elephant. And usually they do if they can. While there is a distinction between African and Indian Elephants for Elephant units, there is none for Elephant mounts. Generals and Sub Commanders mounted on elephants get extra 3 attacks. This mount costs 90 points each and causes terror in opposing troops.

Cavalry Troop Types

Shock Cavalry

Type	Attacks	Hits	Save	Size	Cost	Add Stand	Special
Super Heavy Cavalry	3	3	3	3	125	40 pts	Move 20cm, Advance 10cm
Extra Heavy Cavalry	3	3	4	3	110	35 pts	
Heavy Cavalry	3	3	5	3	95	30 pts	
Armoured Cavalry	3	3	6	3	80	25 pts	
Unarmoured Cavalry	3	3	0	3	65	20 pts	

Possible special characteristics are [Elite](#), [Fast](#), and [Impetuous](#). Save 3+ Cavalry are encumbered. Thus they move and advance slower than other cavalry. Super Heavy Cavalry may never be [Fast](#) and always count as Terrifying to other non-terrifying units. Barded horses essentially up the armour save of troops by 1.

Combination Cavalry

Type	Attacks	Hits	Save	Size	Cost	Add Stand	Special
Extra Heavy Horse Archers	3/1	3	4	3	125	40 pts	
Heavy Horse Archers	3/1	3	5	3	110	35 pts	
Armoured Horse Archers	3/1	3	6	3	95	30 pts	
Horse Archers	3/1	3	0	3	80	25 pts	
Skirmish Horse Archers	2/1	3	0	3	80	25 pts	Skirmishers
Skirmish Firearms	2/1	3	0	3	80	25 pts	Skirmishers , Range 15cm
Skirmish Cavalry	2/1	3	0	3	65	20 pts	

Possible special characteristics are [Elite](#), [Fast](#), and [Impetuous](#). A Harquebus may replace a bow, as in the case of Argoulets, with no additional cost for [Firearm](#), but with range only of 15cm. Javelins may replace bows with a 5pt / stand reduction with a reduction to 15cm range. Where historically justified, armour saves can be added to any cavalry at 5 pts per point of save.

Pistoleers

Type	Attacks	Hits	Save	Size	Cost	Add Stand	Special
Cuirassiers	3/1	3	4	3	125	40 pts	Firearm
Reiter Cavalry	3/1	3	5	3	110	35 pts	Firearm
Cavaliers	3/1	3	6	3	95	30 pts	Firearm

Range 15cm. May fire during a move to contact with enemy. Shot is taken during the shooting phase even if contact was made during movement. See [Skirmisher](#) rules for description of effects of this shooting. Possible special characteristics are [Elite](#), [Fast](#), [Impetuous](#), and [Caracole](#).

Foot Troop Types

Bowmen

Type	Attacks	Hits	Save	Size	Cost	Add Stand	Special
Extra Heavy Bowmen	3/1	3	4	3	100	35 pts	
Heavy Bowmen	3/1	3	5	3	85	30 pts	
Armoured Bowmen	3/1	3	6	3	70	25 pts	
Bowmen	3/1	3	0	3	55	20 pts	
Skirmishing Bowmen	2/1	3	0	3	55	20 pts	Skirmishers

Range = 30cm. Refer to Special Rules section for information on [Skirmishers](#). Possible special characteristics include [Elite](#), [Mounts](#), and [Accurate](#). Additional armour could be given to the Skirmishing bowmen at +5 pts per stand per pip of save.

Firearm Infantry

Type	Attacks	Hits	Save	Size	Cost	Add Stand	Special
Firearm Infantry	2/2*	3	0	3	85	30 pts	Firearm
Skirmish Firearms	2/1	3	0	3	70	25 pts	Skirmishers , Firearm
Handgunners	3/1	3	0	3	55	20 pts	15cm Range, Firearm
Skirmish Handgunners	2/1	3	0	3	55	20 pts	Skirmishers , 15cm Range, Firearm

* = at ranges beyond 20 cm, the # of attacks is reduced to 1.

Range = 30cm. Refer to Special Rules section for information on [Firearms](#) and [Skirmishers](#). Possible special characteristics include [Elite](#), [Fast](#), [Mounts](#), and [Accurate](#). Where historically justified, armour saves can be added to Firearm Infantry stands at 5 pts per point of save.

Infantry

Type	Attacks	Hits	Save	Size	Cost	Add Stand	Special
Infantry	3	3	0	3	30	10 pts	
Skirmish Infantry	2/1	3	0	3	30	10 pts	Range 15cm, Skirmishers
Levies	2	3	0	3	15	5 pts	
Peasants	1	3	0	3	5	5 pts	

See Rules section for information on [Skirmishers](#). Possible special characteristics include [Elite](#), [Fast](#), [Warband](#), [Mounts](#) and [Impetuous](#). Where historically justified, armour saves can be added Infantry at 5 pts per point of save. Some troops are spearmen organized in organized formations like the ancient Greeks or the Scots in their Schiltrons. These may be organized into a [Phalanx](#) formation at a cost of 15 pts per unit.

Pikemen

Type	Attacks	Hits	Save	Size	Cost	Add Stand	Special
Unarmored Pike	3	3	0	4	60	10 pts	Pike Column , Massed Target
Armored Pike	3	3	6	4	80	10 pts	Pike Column , Massed Target
Heavy Pike	3	3	5	4	100	10 pts	Pike Column , Massed Target
Extra Heavy Pike	3	3	4	4	120	10 pts	Pike Column , Massed Target

See Rules section for information on [Pike Column](#) and [Massed Target](#). Possible special characteristics include [Elite](#), [Fast](#), and [Impetuous](#). Extra Heavy and Heavy pike may not be made fast.

Special Troop Types

Artillery

Type	Range	Attacks	Hits	Save	Size	Cost	Move
Heavy Guns	100cm	2/4*	3	0	1	90	10cm
Medium Guns	80cm	2/3*	2	0	1	75	15cm
Light Guns	50cm	2/2*	2	0	1	60	20cm
Organ and Battery Guns	20cm	2/4	2	0	1	60	20cm

Heavies and their crew must remain stationary for one turn before firing. Mediums and their crew may not move and fire in the same turn. Lights have no restrictions on movement and firing. Organ and Battery guns, and their crew, may not have moved or fired in previous turn. On first turn of game all artillery is considered to have not moved or fired previously. Bounce, grapeshot and armor rules all apply as the original Warmaster rules describe, except for organ and battery guns that are always considered grapeshot. When artillery, other than light, is required to fall back as a result of fire, this represents the crew taking cover or running. Use a marker base or special stand of figures to show their position. When falling back, leave the guns in place. Any “un-crewed” artillery piece that is contacted by enemy troops is automatically removed from the table, as is its crew. Artillery driven back in combat is eliminated. Hits from shooting and combat are applied against the crew. When all crew are eliminated, the piece is removed from play.

* = Attacks reduced by 1 for shots over ½ range.

Elephants

Type	Attacks	Hits	Save	Size	Cost	Special
Late Indian Elephant	6/2*	4	5	1	120	Firearm
Late African Elephant	5/2*	4	5	1	110	Firearm
Indian Elephant	6/1	4	5	1	100	
African Elephant	5/1	4	5	1	90	

Move 20cm. Range = 30cm. Refer to the Special Rules section on effect of Firearm. Elephants cause terror. If an Elephant is driven back or retreats into any stand it will not wait for the soldiers to make way it will run them down in panic. Before the unit makes way, or refuses to make way, or before the Elephant is stopped or killed by a blocking enemy stand or combat, the Elephant will attack that stand. It is resolved as 3 normal close combat attacks. The wounds inflicted are added to any other wounds that have been or will be inflicted that phase (combat or shooting). If this happens in the shooting phase the wounds inflicted count towards the wounds for determining the number of stands lost (as said before), but do not add dice to the ones rolled for drive back.

* = at ranges beyond 20 cm, the # of attacks is reduced to 1.

War Wagons

Type	Attacks	Hits	Save	Size	Cost	Special
Artillery War-Wagon	3-2/3-0*	3	3	1	110	80cm range
Firearm War-Wagon	6-3/3-2*	4	3	1	50	30cm range, Firearm
Bow War-Wagon	6-3/2-1	4	3	1	35	30cm Range

Move 20cm. Range = 30cm. Refer to the Special Rules section on effect of Firearm. Treat as a steam tank (WM) for movement purposes. Shots from Artillery do not ignore the save roll, but do use a +1/+2/+3 modifier from light/medium/heavy guns when making the roll. Artillery wagons shooting are treated like medium guns in their effect and capability. Attacks are shown with 2 numbers separated by a hyphen, the first number corresponds to attacks from/through the long edge of the model (the side of the wagon), and the second refers to attacks through/from either short edge. Artillery Wagons must have a single long edge declared as the “shooting” edge. A

wagon in combat through more than one edge may roll no more total dice than the larger of the two numbers. Wagons that charge into contact must do so by placing the appropriate short edge in contact. War wagons never count as being attacked in the side or rear. These rules assume that the depth of a Warwagon base is TWICE that of its front. This is in line with the DBx basing system by WRG.

* = at ranges beyond 20 cm, firearm types reduce the # of attacks to 1. Artillery types shooting over 40cm reduce their attacks to 2.

Special Characteristic Rules

Accurate

Accurate Firearms

Refer to the introduction of the musket over the arquebus. The resulting decrease in “windage” increased the accuracy of the musket at closer ranges. This characteristic is treated the same as Elvin fire (WM) in effect but only when the shot is at close range. The designation Accurate receives a +1 on the “to hit” roll when shooting at 15cm or less. This is an additional 5 points per stand.

Accurate Bowmen

This is a +1 modifier on all “to hit” rolls, regardless of range. It is equivalent to the Elvin Fire rule in the original Warmaster rules. This probably is only applicable to British Isles armies and the Turkish Janissaries. What this represents is especially well trained troops who fired in mass according to calls by a leader of the range to target. This is an additional 5 points per stand.

Camels

Some cavalry units are equipped with camels instead of horses. Camels are cheaper and can carry heavier armored riders. But more important in game terms is that they will terrify cavalry unaccustomed to camels. All units (friend and foe) equipped with horses (i.e. cavalry, chariots) are subject to terror by units (i.e. not characters riding camels) equipped with camels. Camels cost 10 extra points per unit of 3 stands. At a cost of 5 extra points per unit of 3 stands, cavalry units may be made camel proof if the army fielded contains camel troops as well.

Caracole

Pistol cavalry firing by this method may shoot in up to three ranks of troops. If fire disorganizes a target infantry unit, the caracoling unit has the option of immediately charging to contact and engaging in combat. The caracoling unit does not act like Cuirassiers and shoot again prior to the melee. The disorganizing fire need not be by the caracoling troops. The charge in will always make contact regardless of distance to the target. Costs 10 Points extra per unit of 3 stands.

Elite

Some units are especially powerful due to esprit ‘d corps or specialized weaponry and training. Those units have the usual profile, but each stand gains 1 additional combat attack. This attack costs 5 points per stands. Elite troops are not subject to terror, except that all cavalry are terrified by camels and elephants.

Fast Troops

At the end of a characters command movement, any units in its command classified as fast may make one additional move without needing to roll a command result. A unit may NOT make this move if it had previously FAILED an attempt to move. This is an additional 5 points per stand.

Firearm Troops

All firearm-classified troops cause a -1 on the targets saving/armor roll. This is an additional 5 points per stand.

Where players would like to differentiate between Arquebus and Muskets, the following rule is recommended as optional for non-competition class fights. Arquebus are reduced in range to 20 cm. They, however, receive a -2 armour save bonus when shooting at 10 cm or less. This reflects not only the higher windage, but also the larger caliber ball of these weapons and higher powder usage.

Impetuous Troops

At the end of a character's command movement, any units classified as impetuous must make a single 1d6 roll. If the result is a 4, 5 or 6, the unit makes one additional compulsory move directly towards the most easily reached or nearest enemy unit. It will engage in combat if able. It will cause friends to make way if it will allow contact with the enemy. A unit does NOT make this move if it had previously FAILED an attempt to move. If a brigade of units is all Impetuous, the role is taken as a brigade, but the result is applied to individual units. Impetuous troops are not subject to the terror effects of terrifying troops until they lose a round of combat. Once impetuous troops lose a round of combat, they lose their impetuous status for the rest of the battle. It does not cost any additional points to label a unit impetuous, but must have some historical justification.

Massed Target

Pike Columns constitute a massed target if at least 3 ranks deep. Firearm and artillery fire on these targets receive a +1 to hit benefit when shooting at less than half range for the firearms or hail-shot range for artillery. Organ and battery guns always receive this benefit if in range.

Mounts

Infantry can be given mounts at 5 points per stand. Infantry units so equipped move 30cm for normal movement. However, they are still counted as infantry for terrain restrictions and benefits, and for purposes of measuring charges and drive backs from shooting. Thus they still rout away if the drive back exceeds 20cm in a turn. They would just be observed as getting on their horses and riding away. Troops who use their mounts to move 30 cm into contact do not receive the +1 attack bonus, as they are not trained, as cavalry are, to charge mounted.

Phalanx

Phalanx formation represents spear-armed troops in well-organized deep formations. Units that are confused do not count as being in Phalanx. Cavalry will not charge the front of a unit in Phalanx formation. Infantry cannot charge the front of a unit in Phalanx formation by initiative, only if given orders. Phalanx is spearmen that are two stands or more deep. A unit that started a charge in Phalanx formation does not have to bring as many stands into contact with the enemy as possible, but can opt to stay in Phalanx formation, but the movement restrictions apply. 15 pts per unit.

Pike Columns

Pikemen are drilled troops trained to advance and attack infantry and to stand against cavalry charges. They are very proficient and able to utilize deep formations to great effect. They are vulnerable to artillery fire and massed musketry. Units that are confused do not count as being in Pike Column. Cavalry will not charge the front of a unit in Pike Column formation. Infantry cannot charge the front of a unit in Pike Column formation by initiative, only if given orders. Pikemen that are two stands or more deep fight in two ranks as per the phalanx rules (AM). Additionally, a 3rd and 4th rank of pike may add 1 dice attack each. Pike Columns are not subject to terror.

A unit that started a charge in pike column does not have to bring as many stands into contact with the enemy as possible, but can opt to stay in pike column formation, but the movement restrictions apply. If the unit is in Pike Columns than any stand that would (using the standard rules) support another stand of the same unit will not support that stand, but will attack the front stand's enemy just as if they were in contact. The front stand cannot receive support by the second rank attacker, but the second rank attacker can be supported as it counts as fighting. (I.e. a charging 4-stand unit in Pike Column would have 8 attacks plus 2 supports. 20 Points per unit.

Skirmishers

Skirmishers are used to harass the enemy with missile fire, but stay out of close combat. Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they cannot shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused. 5 points per stand.

Skirmishers are the opposite of massed targets as well. They receive a -1 to hit bonus against firearms and artillery. This bonus applies at any range except grapeshot firing artillery.

Warband

Any unit can be classified as Warband. Warbands are less well organized and trained than regular units. Especially strong is the effect of numbers and success and casualties on the unit's morale. If all units of a brigade are classified as Warband and the brigade consists of at least 3 units, the brigades command value is increased by 1. Remember: a command roll of 11 or 12 is always a fail. If a Warband has to roll for drive backs without loosing a stand, the unit rolls 1 dice less than usual. If a Warband has to roll for drive backs after loosing at least one stand, the unit has to roll 1 dice more than usual. Each stand of a Warband gets +2 attacks instead of the usual +1 when the Warband pursues. Each stand of a Warband loses 1 attack when the Warband fights a pursuing enemy (i.e. the Warband retreated). A Warband unit has its point cost increased by 5 for each 3 stands.

Other Information

Basing

All troops should be based per DBM/DBR standards. Note that this will seem, to the original Warmaster fantasy gamers, that we are reducing the effectiveness of cavalry. We deliberately are. Play testing indicated that the doubling up of cavalry would have made them impossible for infantry to stand against. It also indicated that elite gendarmes still romp all over the battlefield unless opposed by LOTS of shot, a combination of pikes and shot, or other elite gendarmes.

Field Fortifications

All field fortifications must be represented by stands of a depth of at least 1cm but not to exceed 3cm. Their effect only counts if the stand shooting or in combat against the defender is not completely behind the back edge of the obstacle. Troops that charge leave all unretrieved portable obstacles, and all moveable obstacles behind, and they may not recover them. In addition to the rules relating to terrain type obstacles under movement, shooting and combat, the following rules apply.

Portable obstacles such as stakes, Swedish feathers, Chevaux 'd fries, etc. eliminates the charge in open bonus and terror effects of opposing troops attacking across them. They make infantry and artillery count as defended. A unit may not move or shoot in a turn during which it places or retrieves these obstacles. If a unit is pushed back from defending them in combat, they are eliminated and the point value considered lost for victory/defeat purposes. These cost 5 points per stand of coverage.

Moveable fortifications include Gulay Gorod sections, wagon lagers, etc. They move with their assigned unit. They have the same effect on close combat as portable obstacles. They effect shooting and combat as if the artillery or infantry were defended. The exception is that Heavy and Medium artillery shoot at full normal effect. These cost 10 points per stand of coverage.

Placed fortifications, including gabions, ditch & palisade, etc., have the same effect as moveable fortifications but are immovable. They give protection against heavy and medium artillery as well. These cost 15 points per stand of coverage.

Large Units

There is nothing that says you can't have units larger than 3 or 4 stands. Just add the cost per stand to the cost of the unit, as indicated by the Add Stand column of the troop charts above. Command roll modifiers by unit size are:

of Stands Lost

Original Unit Size	1	2	3	4	5	6	7	8	9
2	-1	-	-	-	-	-	-	-	-
3	-1	-2	-	-	-	-	-	-	-
4	-	-1	-2	-	-	-	-	-	-
5	-	-1	-1	-2	-	-	-	-	-
6	-	-1	-1	-2	-2	-	-	-	-
7	-	-	-1	-1	-2	-2	-	-	-
8	-	-	-1	-2	-2	-2	-	-	-
9	-	-	-1	-1	-1	-2	-2	-2	-
10	-	-	-	-1	-1	-1	-2	-2	-2

Note that larger units are still vulnerable to firepower "knock-back route", thus you might want to take care in exposing them, to firearms and artillery especially.

Conversion from DBR

<u>DBR Type</u>	<u>Troop Type and Special</u>	<u>Attack</u>	<u>Hits</u>	<u>Save</u>	<u>Stands</u>	<u>Cost</u>
Lancers (S)	Super Heavy Cavalry, Elite, Impetuous, Slow,	4	3	3	3	140
Lancers (O)	Extra Heavy Cavalry	3	3	4	3	110
Lancers (I)	Heavy Cavalry	3	3	5	3	95
Lancers (F)	Armoured Cavalry, Fast, Impetuous	3	3	6	3	95
Pistols (S)	Cuirassiers	3/1	3	4	3	125
Pistols (O)	Reiter Cavalry	3/1	3	5	3	110
Pistols (F)	Cavaliers, Elite, Impetuous, Fast	4/1	3	6	3	125
Pistols (I)	Reiter Cavalry, Caracole,	3/1	3	5	3	125
Sipahis (S)	Heavy Horse Archers, Elite	4/1	3	5	3	125
Sipahis (O)	Heavy Horse Archers	3/1	3	5	3	110
Sipahis (I)	Horse Archers	3/1	3	6	3	95
Sipahis (F)	Horse Archers, Elite, Fast	4/1	3	6	3	125
Light Horse (S)	Elite Horse Archers, Fast	3/1	3	5	3	125
Light Horse (O)	Light Horse Archers, Fast	3/1	3	6	3	95
Light Horse (I)	Harquebusier Skirmish Cavalry	2/1	3	0	3	80
Light Horse (F)	Skirmish Horse Archers, Fast	2/1	3	0	3	95
Camelry (S)	Heavy Camels	3	3	5	3	105
Camelry (O)	Armoured Camels	3	3	6	3	90
Camelry (F)	Skirmish Camels, Fast	2/1	3	0	3	90
Dragoons (S)	Firearm Infantry, Mount, Accurate, Elite	3/2*	3	0	3	130
Dragoons (O)	Firearm Infantry, Mount, Accurate	2/2*	3	0	3	115
Dragoons (I)	Firearm Infantry, Mount	2/2*	3	0	3	100
Shot (S)	Firearm Infantry, Accurate, Elite	3/2*	3	0	3	115
Shot (O)	Firearm Infantry, Accurate	2/2*	3	0	3	100
Shot (I)	Firearm Infantry	2/2*	3	0	3	85
Shot (F)	Firearm Infantry, Fast, Elite	3/2*	3	0	3	115
Blades (S)	Extra Heavy Infantry	3	3	4	3	90
Blades (O)	Heavy Infantry	3	3	5	3	60
Blades (I)	Infantry	3	3	6	3	45
Blades (F)	Infantry, Elite, Fast	4	3	6	3	75
Bows (S)	Heavy Bowmen, Accurate	3/1	3	5	3	100
Bows (O)	Bowmen	3/1	3	6	3	70
Bows (I)	Light Bowmen	3/1	3	0	3	55
Pikes (S)	Extra Heavy Pike	3	3	4	4	120
or	Elite Heavy Pike	4	3	5	4	120
Pikes (O)	Heavy Pike	3	3	5	4	100
Pikes (I)	Unarmoured Pike	3	3	0	4	60
Pikes (F)	Unarmored Pike, Fast	3	3	0	4	80
Skirmishers (S)	Firearm Skirmishers, Accurate	2/1	3	0	3	85
Skirmishers (O)	Firearm Skirmishers	2/1	3	0	3	70
Skirmishers (I)	Skirmishing Bowmen	2/1	3	0	3	55
Warband (S)	Infantry, Elite, Warband, Impetuous	3	3	6	3	65
Warband (O)	Infantry, Warband, Impetuous	3	3	6	3	50
Warband (I)	Unarmored Infantry, Warband, Impetuous	3	3	0	3	35
Hoard (S)	Levies, Fast, Impetuous	2	3	0	3	30
Hoard (O)	Levies, Impetuous	2	3	0	3	15
Hoard (I)	Peasant Infantry	1	3	0	3	5
War Wagon (O)	War Wagon	3/2*	3	3	1	50
War Wagon (I)	Early War Wagon	3/1	3	3	1	35
Artillery (S)	Heavy Guns	2/4*	3	0	1	90
Artillery (O)	Medium Guns	2/3*	2	0	1	75
Artillery (I)	Light Guns	2/2*	2	0	1	60
or	Organ or Battery Guns	2/4	2	0	1	60

Elephant (S)	Late Indian Elephant	6/2*	4	5	1	120
Elephant (O)	Indian Elephant	6/1	4	5	1	100
Elephant (I)	African Elephant	5/1	4	5	1	90

Conversion from WRG 2nd Ed. (Gush)

Start with the basic troop type based on armor and presence of missile weapon. Use these guidelines to “upgrade” the troops.

Extra Heavy = Armor Save of 4

Heavy = Armor Save of 5

Medium = Armor Save of 6

Light = Armor Save of 0

Barding affects cavalry armor by -1.

Upgrading armor cost 5 points/stand/point of save.

A morale = Elite, Impetuous

B morale = Elite

D and E = Warband if they represent tribal troops.

C and D class troops generally are “normal” troops under these rules.

Open Order troops are generally Skirmishers. However LC with lance in open order could be classified as Javelin armed horse “archers”. Stradiots are an example of this.

Here are some examples:

EHC, Lance, B morale, Barding, Order would be:

<u>Troop Type and Special</u>	<u>Attack</u>	<u>Hits</u>	<u>Save</u>	<u>Stands</u>	<u>Cost</u>
Super Heavy Cavalry, Elite, Slow	4	3	3	3	165

The Barding makes the Super Heavy and Slow

HI, Pike, B, Fanatic, in order (Swiss)

Heavy Pike, Elite, Impetuous, Fast	4	3	5	4	160
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In close order would not be considered fast.

MI, C, Musket, halberd, Order

Firearm Infantry, Accurate, Elite	3/2	3	6	3	130
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The halberd makes the troops have 3 attacks (Elite). The musket makes them Accurate.

HC, A, Lance, Bow, Barding, Open Order

Extra Heavy Horse Archers, Elite, Impetuous, Fast	4/1	3	4	3	155
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