

Legend

To keep the army lists compact armour and weapon descriptions are abbreviated. Below the list of used abbreviations and their meaning

Troop armour classifications:

LI	Light infantry	no or minimal armour
MI	Medium infantry	light armour (leather, heavy cloth) or some armour pieces.
HI	Heavy infantry	good effective armour (mail shirt, gambeson, brigandine and helmet, etc.)
EHI	Extra heavy infantry	full body armour (full plate, mail coat, or heavy with additional armour)
LC	Light cavalry	no or minimal armour
MC	Medium cavalry	light armour (leather, heavy cloth) or some armour pieces.
HC	Heavy cavalry	good effective armour, and possibly barding for the horse
EHC	Extra heavy cavalry	full body armour (full plate, mail coat, or heavy with additional armour) usually barding for the horse
F...	Flying ..	Indication of flying troops, E.g. FMC would be: flying medium cavalry
sh	shield	shield providing pasive defence
bu	buckler	small defensive shield used in close combat

Close combat weapons:

iw	Improvised weapon	clubs, sticks, farm implements, knives, etc.
hw	Hand weapon	sword, axe, warhammer, etc.
2hw	Two handed weapon	two handed swords, axes, etc. or two handweapons.
sp	Spear	shafted weapon 2-3 metre tall
lsp	Long spear	shafted weapon 3-4 metre tall
pi	Pike	shafter weapon 4+ metre tall
bil	Bill	shafted bladed weapon longer than pollarms
po	Polearm	halberds, naginata, etc.
la	Lance	couched cavalry lance

Ranged combat weapons:

bo	Bow	normal war bow
lbo	Longbow	long bow or other very powerful bow
sbo	Shortbow	sort bow for cavalry or less powerful bow
ebo	Elven bow	short but extra powerful bow
xbo	Crossbow	crossbows, arbelests, etc.
rxb	Repeating crossbow	less powerful but faster firing crossbow
sl	Sling	normal sling
ssl	Staff sling	apparatus for throwing extra distance
jv	Javelin	throwing spear
tw	throwing weapon	throwing axes, darts, pilum, etc.
hg	hand gun	simple early firearm, hand gun, € blunderbus, etc.
rif	rifle	more acurate, raliabile firearm

Feudal humans

Units/action: 0,00
 Percentage command: 0,0%
 World magic level: **None**

troops: 17 # 1
 command: 0 # 0
 total: 17
 order set: 0
 total army cost: 17

Troop type	Move	Melee	Missile	Defence	Morale	Endurance	Actions	Magic	Remarks	Points	Select	Available
Rank and file												
Militia, LI, sp	O (12)	3 + 2 (1)	-	4	4	8	-	-		17	1	
Spearmen, MI, sh, sp	O (10)	4 + 2 (1)	-	5	5	8	-	-		26		
Heavy billmen, MI, sh, bil	O (10)	5 + 1 (1)	-	6	5	8	-	-		33		
Longbow men, LI, hw, lbo	O (12)	3 + 1 (0)	2 (24)	4	5	8	-	-	front, ind. fire	32		
Crossbowmen, MI, hw, xbo	O (12)	3 + 1 (0)	2 (20)	4	5	8	-	-	front	25		
Men at arms, HI, sh, sp	O (10)	4 + 2 (1)	-	6	5	8	-	-		31		
Foot knights, EHI, po	C (8)	6 + 2 (1)	-	6	5	10	-	-		38		
Knights, EHC, la	C (16)	2 + 11 (1)	-	6	6	10	-	-	superior (veteran)	65		
Catapults	limbered	C (4)	1 + 0 (0)	-	4	4	6	-	-	(4 cm)		
	deployed	O (0)	1 + 0 (0)	1 (40)	5	5	6	-	-	front, ind. fire, (4cm)	32	
Hill giants	O (10)	5 + 4 (1)	-	5	5	8	-	-	fear lvl 1.	41		
Specials												
Army standard	I (12)	1 + 0 (0)	-	5	5	2	-	-	regen. lvl. 10	19		
Courier	I (16)	0 + 1 (0)	-	4	5	0	-	-	extra couriers:	11		
Army baggage	Moving	C (10)	1 + 0 (0)	-	3	4	8	-	-		16	
	Defensive setup	O (0)	2 + 0 (0)	-	5	5	8	-	-			
Army camp	O (0)	2 + 0 (0)	-	6	6	10	-	-		19		
Command												
Commander lvl 1. (mounted)	I (20)	1 + 1 (0)	-	6	7	2	4	-	cmd.	44		
Commander lvl. 1	I (16)	1 + 1 (0)	-	6	7	2	4	-	cmd.	43		
Commander lvl. 2 (mounted)	I (20)	1 + 1 (0)	-	6	7	2	3	-	cmd.	39		
Commander lvl. 2	I (16)	1 + 0 (0)	-	6	7	2	3	-	cmd.	38		
Commander lvl. 3 (mounted)	I (20)	1 + 0 (0)	-	6	6	2	3	-	cmd.	33		
Commander lvl. 3	I (16)	1 + 0 (0)	-	6	6	2	3	-	cmd.	32		
Commander lvl. 4 (mounted)	I (20)	1 + 0 (0)	-	5	6	2	2	-	cmd.	25		
Commander lvl. 4	I (16)	1 + 0 (0)	-	5	6	2	2	-	cmd.	24		
Commander lvl. 5 (mounted)	I (20)	1 + 0 (0)	-	5	6	2	1	-	cmd.	18		
Commander lvl. 5	I (16)	1 + 0 (0)	-	5	6	2	1	-	cmd.	17		
Bishop	I (20)	1 + 1 (3)	-	6	7	2	3	7 / 5	cmd.	78		
High priest	I (16)	1 + 0 (2)	-	6	6	2	3	6 / 4	cmd.	55		
Holy knight/dame	I (20)	1 + 1 (2)	-	7	6	2	2	5 / 5	cmd.	59		
Cleric	I (16)	1 + 0 (1)	-	6	5	2	2	5 / 4	cmd.	42		
Knight/Dame	I (20)	1 + 1 (1)	-	7	7	3	1	-	hero	26		
Drill sergeant	I (16)	1 + 1 (0)	-	6	7	2	1	-	hero	19		
Young noble	I (20)	1 + 1 (0)	-	6	6	2	1	-	hero	20		
Squire	I (16)	1 + 0 (0)	-	6	6	2	1	-	hero	18		
Hunt master, sbo	I (16)	0 + 1 (0)	1 (10)	5	6	2	1	-	hero, indirect fire	21		
Court wizard	I (16)	1 + 0 (4)	-	5	6	2	2	7 / 7	hero	81		
Bishop	I (20)	1 + 0 (3)	-	5	7	2	2	8 / 6	hero	76		
Mage	I (16)	1 + 0 (3)	-	5	6	2	2	6 / 6	hero	62		
Cleric	I (20)	1 + 0 (2)	-	5	6	2	2	7 / 5	hero	57		
Priest	I (16)	1 + 0 (2)	-	5	5	2	1	6 / 4	hero	45		
Acolyte	I (16)	1 + 0 (2)	-	4	5	2	1	5 / 3	hero	27		

Feudal humans

Units/action: 0,00
 Percentage command: 0,0%
 World magic level: **None**

troops: 23 # 1
 command: 0 # 0
 total: 23
 order set 0
 total army cost 23

Normal Average

Troop type	Move	Melee	Missile	Defence	Morale	Endurance	Actions	Magic	Remarks	Points	Select	Available
Rank and file												
Spearmen, LI, sp, sh	O (12)	4 + 2 (1)	-	4	5	8	-	-		23	1	
Medium spearmen, MI, sh, sp	O (10)	5 + 2 (1)	-	5	5	10	-	-		28		
Men at arms, HI, po	O (10)	5 + 2 (1)	-	5	5	8	-	-		30		
Heavy pikemen	C (10)	4 + 4 (3)	-	5	5	10	-	-		38		
Longbow men, LI, hw, lbo	O (12)	3 + 1 (0)	2 (24)	3	5	8	-	-	front arc, ind. fire	28		
Crossbowmen, MI, hw, xbo	O (12)	3 + 1 (0)	2 (20)	4	5	8	-	-	front arc	25		
Outriders, LC, hw, xbo	S (22)	1 + 3 (0)	1 (15)	5	4	6	-	-	front + rear arc	25		
Mounted sergeants, MC, hw, sh	O (18)	2 + 5 (0)	-	5	5	8	-	-		24		
Knights, EHC, la	C (16)	2 + 11 (1)	-	6	6	10	-	-	superior (veteran)	65		
Eagle knights, HC	ground O (6)	2+3 (1)	-	5	6	8	-	-		65		
	flying O (8-26)	1+5 (1)	-	5	6	8	-	-				
Ballista	Limbered C (6)	1 + 0 (0)	-	4	4	6	-	-	[4 cm]	25		
	Deployed O (1)	1 + 0 (0)	1 (30)	5	5	6	-	-	front arc, [4 cm]			
Catapults	limbered C (4)	1 + 0 (0)	-	4	4	6	-	-	(4 cm)	32		
	deployed O (0)	1 + 0 (0)	1 (40)	5	5	6	-	-	front, ind. fire, (4cm)			
Specials												
Army standard	I (10)	1 + 0 (0)	-	5	7	2	-	-	regen. lvl. 10	23		
Army alter	C (8)	1 + 0 (0)	-	4	6	2	-	-	regen. lvl. 10 (4 cm)	21		
Courier	I (20)	0 + 1 (0)	-	4	5	0	-	-	extra couriers:	12		
Army baggage	Moving C (10)	1+0 (0)	-	3	4	8	-	-		16		
	Defensive setup O (0)	2+0 (0)	-	5	5	8	-	-				
Army camp	O (0)	2+0 (0)	-	6	6	10	-	-		19		
Command												
Commander lvl 1. (mounted)	I (20)	1 + 1 (0)	-	7	7	2	4	-	cmd.	50		
Commander lvl. 1	I (16)	1 + 1 (0)	-	7	7	2	4	-	cmd.	49		
Commander lvl. 2 (mounted)	I (20)	1 + 1 (0)	-	6	7	2	3	-	cmd.	39		
Commander lvl. 2	I (16)	1 + 0 (0)	-	6	7	2	3	-	cmd.	38		
Commander lvl. 3 (mounted)	I (20)	1 + 0 (0)	-	6	6	2	3	-	cmd.	33		
Commander lvl. 3	I (16)	1 + 0 (0)	-	6	6	2	3	-	cmd.	32		
Commander lvl. 4 (mounted)	I (20)	1 + 0 (0)	-	5	6	2	2	-	cmd.	25		
Commander lvl. 4	I (16)	1 + 0 (0)	-	5	6	2	2	-	cmd.	24		
Commander lvl. 5 (mounted)	I (20)	1 + 0 (0)	-	5	6	2	1	-	cmd.	18		
Commander lvl. 5	I (16)	1 + 0 (0)	-	5	6	2	1	-	cmd.	17		
Arch mage	I (20)	1 + 1 (4)	-	6	7	2	3	6 / 6	cmd.	83		
High priest	I (16)	1 + 0 (3)	-	6	6	2	3	6 / 6	cmd.	73		
Holy knight/dame	I (20)	1 + 1 (2)	-	7	6	2	2	5 / 5	cmd.	59		
Cleric	I (16)	1 + 0 (1)	-	6	5	2	2	5 / 4	cmd.	42		
Knight/Dame	I (20)	1 + 1 (1)	-	7	7	3	1	-	hero	26		
Drill sergeant	I (16)	1 + 1 (0)	-	6	7	2	1	-	hero	19		
Young noble	I (20)	1 + 1 (0)	-	6	6	2	1	-	hero	20		
Squire	I (16)	1 + 0 (0)	-	6	6	2	1	-	hero	18		
Hunt master	I (16)	0 + 1 (0)	1 (10)	5	6	2	1	-	hero, indirect fire.	21		
Arch mage	I (20)	1 + 0 (4)	-	5	7	2	2	7 / 7	hero	81		
Mage	I (16)	1 + 0 (3)	-	5	6	2	2	6 / 6	hero	62		
Priest	I (16)	1 + 0 (2)	-	5	5	2	1	5 / 5	hero	42		
Acolyte	I (16)	0 + 1 (2)	-	4	5	2	1	4 / 4	hero	29		

Orcs and Goblins

Units/action: 0,00
 Percentage command: 0,0%
 World magic level: **None**

troops: 20 # 1
 command: 0 # 0
 total: 20
 order set -2
 total army cost 18,4

Eager Poor

Troop type	Move	Melee	Missile	Defence	Morale	Endurance	Actions	Magic	Remarks	Points	Select	Available
Rank and file												
Orc boys, LI, hw, sh.	O (12)	5 + 2 (0)	-	4	4	8	-	-		20	1	
Orc light spears, LI, sh, sp	O (12)	4 + 3 (1)	-	4	4	8	-	-		22		
Orc spears, MI, sh, sp.	O (10)	4 + 3 (1)	-	5	4	8	-	-		24		
Orc polearms, HI, po	C (10)	6 + 3 (1)	-	5	5	10	-	-		38		
Orc dwarf eaters, HI, 2hw	O (10)	6 + 4 (0)	-	5	5	10	-	-	superior (veteran)	37		
Orc skirmishers, LI, bo	S (14)	2+1 (0)	1 (20)	4	3	6	-	-	Front arc. Ind. fire	18		
Orc archers, MI, bo	O (12)	3+1 (0)	2 (20)	4	4	8	-	-	Front arc. Ind. fire	25		
Goblin grunts, LI, sh/MI, hw	O (12)	3+3 (0)	-	3	4	8	-	-	Inferior	16		
Goblin archers, LI, sbo	O (12)	2 +1 (0)	2 (16)	2	4	8	-	-	Front arc. Ind. Fire, inferior	18		
Orc boar riders, MC, hw, sh	O (14)	3+6 (0)	-	5	4	8	-	-		25		
Goblin wolf riders, MC, sp, sh	O (16)	2+6 (0)	-	4	4	8	-	-		19		
Goblin wolf archers, LC, sbo	S (20)	1+2 (0)	1 (12)	4	3	6	-	-	Front + rear arc., Indirect fire	16		
Orc chariot, scythed, hw	C (14)	2+3 (0)	-	5	5	6	-	-	4 cm front	23		
Trolls	O (10)	4+5 (1)	-	6	5	8	-	-	Regenerate 3.	52		
Catapults limbered	C (4)	1 + 0 (0)	-	4	3	6	-	-	(4 cm)	33		
deployed	O (0)	1 + 0 (0)	1 (40)	5	4	6	-	-	front, indirect, (4cm)			
Specials												
Army standard	I (12)	1+0 (0)	-	5	5	2	-	-	regen. lvl. 10 (4 cm)	20		
Courier	I (20)	0+1 (0)	-	4	4	1	-	-	extra couriers:	9		
Army baggage Moving	C (10)	1+0 (0)	-	3	4	8	-	-		15		
Defensive setup	O (0)	2+0 (0)	-	5	5	8	-	-				
Army camp	O (0)	2+0 (0)	-	6	5	10	-	-		18		
Command												
Big Chief	I (20)	1+1 (0)	-	7	7	2	4	-	cmd.	50		
Chief	I (16)	1+1 (0)	-	7	6	2	3	-	cmd.	37		
War Boss	I (16)	1+0 (0)	-	6	6	2	3	-	cmd.	32		
Big Boss	I (16)	1+0 (0)	-	6	6	2	2	-	cmd.	24		
Boss	I (16)	1+0 (0)	-	6	5	2	1	-	cmd.	19		
High Shaman	I (16)	1+0 (4)	-	4	6	2	3	7/6	cmd.	75		
Shaman	I (16)	1+0 (3)	-	4	6	2	2	6/5	cmd.	54		
Orc Warmonger	I (16)	1+1 (0)	-	7	6	2	1	-	hero	19		
Orc brave	I (16)	1+0 (0)	-	6	6	2	1	-	hero	18		
Goblin brute	I (14)	1+1 (0)	-	6	5	2	1	-	hero	19		
Goblin Wolfmaster	I (18)	1+1 (0)	1 (10)	5	5	2	1	-	hero, indirect fire.	23		
High Shaman	I (16)	1+0 (4)	-	4	6	2	2	7/6	hero	67		
Shaman	I (16)	1+0 (4)	-	4	6	2	2	6/5	hero	51		
Witchdoctor	I (16)	1+0 (3)	-	4	6	2	1	5/4	hero	33		
Soothsayer	I (16)	1+0 (2)	-	4	5	2	1	4/4	hero	30		

Barbarians

Units/action: 0,00
 Percentage command: 0,0%
 World magic level: **None**

troops: 19 # 1
 command: 0 # 0
 total: 19
 order set -2
 total army cost **17,48**

Eager Poor

Troop type	Move	Melee	Missile	Defence	Morale	Endurance	Actions	Magic	Remarks	Points	Select	Available
Youths, LI, hw, sh	O (12)	4+1 (0)	-	4	5	8	-	-		19	1	
Light spears, LI, sp, sh.	O (12)	4+3 (1)	-	4	5	8	-	-		25		
Medium infantry, MI, hw, sh.	O (10)	5+1 (0)	-	5	5	8	-	-		24		
Great swords, HI, 2hw	O (10)	5+2 (0)	-	5	5	8	-	-		26		
Berserkers, LI, 2hw	O (12)	5+3 (0)	-	3	6	10	-	-	Berserk, superior	35		
Skirmishers, LI, bo	S (14)	2+0 (0)	1 (20)	4	4	6	-	-	Front arc. Ind. fire	19		
Archers, LI, bo	O (12)	3+1 (0)	2 (20)	4	5	8	-	-	Front arc. Ind. fire	29		
Wolfmen	human form O (12)	5+1 (0)	-	4	6	8	-	-				
	wolf form O (14)	5+3 (0)	-	4	5	8	-	-	berserk	28		
Light cav.	O (20)	1+7 (0)	1 (3)	4	5	8	-	-	Front arc.	24		
Heavy cav.	O (18)	2+5 (0)	-	5	6	8	-	-		29		
Chariot	C (14)	2+3 (0)	-	5	5	6	-	-	4 cm front	23		
Mammoth	O (12)	4+2 (0)	1 (6)	6	5	6	-	-	360, blind panic, 4 cm	42		
Wolf pack	O (16)	3+2 (0)	-	4	4	8	-	-	Inferior	17		
Bear pack	O (12)	4+2 (0)	-	5	4	8	-	-	Inferior	22		
Ogres	O (10)	6+2 (1)	-	6	6	8	-	-		44		
Specials												
Army standard	I (12)	1+0 (0)	-	5	6	2	-	-	regen. lvl. 10	22		
Courier	I (20)	0+1 (0)	-	4	5	0	-	-		11		
Army baggage	Moving C (10)	1+0 (0)	-	3	4	8	-	-		16		
	Defensive setup O (0)	2+0 (0)	-	5	5	8	-	-				
Army camp	O (0)	2+0 (0)	-	6	6	10	-	-		19		
Command												
Commander lvl 1. (mounted)	I (20)	1+1 (0)	-	6	7	2	4	-	cmd.	44		
Commander lvl. 2	I (16)	1+1 (0)	-	6	6	2	3	-	cmd.	33		
Commander lvl. 3	I (16)	1+0 (0)	-	6	5	2	3	-	cmd.	29		
Commander lvl. 4	I (16)	1+0 (0)	-	5	5	2	2	-	cmd.	23		
Commander lvl. 5	I (16)	1+0 (0)	-	5	5	2	1	-	cmd.	18		
Commander lvl. 5	I (16)	1+0 (0)	-	5	6	2	1	-	cmd.	17		
Sorcerer	I (16)	1+0 (4)	-	5	7	2	4	7/7	cmd.	100		
High priest	I (16)	1+0 (3)	-	4	6	2	3	6/6	cmd.	68		
Battle mage	I (16)	1+1 (3)	-	6	6	2	2	5/5	cmd.	55		
Priest	I (16)	1+0 (2)	-	6	5	2	2	4/4	cmd.	39		
Legend	I (20)	1+1 (0)	-	7	6	2	1	-	Hero	23		
Slayer	I (16)	1+1 (0)	-	6	6	2	1	-	Hero	19		
Sword master	I (16)	1+0 (0)	-	6	6	2	1	-	Hero	18		
Great hunter	I (20)	1+0 (0)	1 (10)	5	6	2	1	-	Hero, indirect fire	22		
Sorcerer	I (16)	1+0 (4)	-	5	7	2	2	7/7	hero	81		
High priest	I (16)	1+0 (3)	-	4	7	2	2	6/6	hero	60		
Priest	I (16)	1+0 (3)	-	4	6	2	1	5/5	hero	40		
Shaman	I (16)	1+0 (2)	-	4	5	2	1	4/4	hero	30		

Wood elves

Units/action: 0,00
 Percentage command: 0,0%
 World magic level: **None**

troops: 31 # 1
 command: 0 # 0
 total: 31
 order set 2
 total army cost 33,48

Cautious Good

Troop type	Move	Melee	Missile	Defence	Morale	Endurance	Actions	Magic	Remarks	Points	Select	Available
Rank and file												
Scouts, LI, sp, jv, sh.	S (14)	4+2 (1)	1 (4)	5	5	6	-	-	Front arc.	31	1	
Wardancers, LI, 2hw.	S (14)	5+1 (0)	-	6	6	6	-	-		36		
Hunters, LI, ebo	S (14)	3+0 (0)	1 (24)	4	5	6	-	-	Front arc, ind. fire.	28		
Light archers, LI, ebo	O (12)	4+1 (0)	2 (24)	3	6	8	-	-	Front arc. ind. fire forest walk.	41		
Medium archers, MI, ebo	O (12)	4+1 (0)	2 (24)	4	6	8	-	-	Front arc. Ind. fire, forest walk	47		
Spearmen, MI, sp, sh	O (12)	5+3 (1)	-	5	6	8	-	-	Forest walk	41		
Badger warriors, LI, 2hw	O (12)	6+3 (0)	-	4	6	8	-	-	Berserk, forest walk	44		
Stag riders, LC, sp, jv, sh.	O (16)	3+7 (0)	1 (3)	4	6	8	-	-	Front arc, forest walk	39		
Spellsingers, LI, hw	S (14)	4+1 (2)	-	4	6	6	-	7/5	Forest walk.	60		
Woodland swarm	S (10)	1+0 (0)	-	7	4	5	-	-	Inferior	18		
Sabretooth cats	O (20)	2+5 (0)	-	5	4	8	-	-	Inferior, forest walk.	21		
Forest beast riders	O (16)	4+3 (1)	-	5	5	6	-	-	Blind panic, forest walk, (4 cm)	37		
Dryads	O (10)	5+3 (1)	-	4	6	8	-	-	Regen. lvl. 3, forest walk.	35		
Treemen	O (8)	6+4 (2)	-	6	5	8	-	-	Forest walk.	54		
Specials												
Army standard	I (10)	1+0 (0)	-	5	7	2	-	-	regen. lvl. 10 (4 cm)	23		
Courier	I (20)	0+1 (0)	-	4	5	0	-	-	extra couriers:	12		
Army baggage	C (10)	1+0 (0)	-	3	5	8	-	-		19		
Moving	O (0)	2+0 (0)	-	5	6	8	-	-				
Defensive setup	O (0)	2+0 (0)	-	6	6	10	-	-		19		
Army camp	O (0)	2+0 (0)	-	6	6	10	-	-		19		
Command												
High Lord	I (20)	1+1 (0)	-	7	7	2	4	-	cmd.	50		
Forest Lord	I (20)	1+1 (0)	-	6	7	2	3	-	cmd.	39		
Woodland Lord	I (20)	1+0 (0)	1 (12)	6	7	2	3	-	cmd., indirect fire	47		
Master of the Glade	I (16)	1+0 (0)	-	6	6	2	2	-	cmd.	27		
Woodland elder	I (16)	1+0 (0)	1 (12)	5	6	2	2	-	cmd., indirect fire	30		
Arcane Lord	I (16)	1+0 (4)	-	6	7	2	4	7/7	cmd.	104		
Forest magus	I (16)	1+0 (4)	-	5	6	2	3	6/6	cmd.	71		
Glade magus	I (20)	1+1 (3)	-	6	6	2	2	5/5	cmd.	56		
Priest	I (16)	1+0 (2)	-	5	5	2	2	4/4	cmd.	37		
Noble	I (20)	1+1 (1)	-	7	7	2	1	-	hero	24		
Wardancer	I (16)	1+1 (1)	-	5	7	2	1	-	hero	19		
Young noble	I (20)	1+0 (0)	-	6	6	2	1	-	hero	18		
Hunt master	I (16)	1+1 (0)	1 (12)	6	6	2	1	-	hero, indirect fire.	27		
Forester	I (16)	0+1 (0)	1 (12)	5	6	2	1	-	hero, indirect fire.	22		
Arcane master	I (16)	1+0 (4)	-	5	7	2	2	7/8	hero	95		
Lore master	I (16)	1+0 (4)	-	4	7	2	2	6/7	hero	71		
Forest mage	I (16)	1+0 (3)	-	4	6	2	2	5/6	hero	53		
Druid	I (16)	1+0 (2)	-	4	6	2	1	4/5	hero	35		
Tree spirit	I (16)	1+0 (3)	-	5	6	3	1	5/5	hero	42		

High elves

Units/action: 0,00
 Percentage command: 0,0%
 World magic level: **None**

troops: 28 # 1
 command: 0 # 0
 total: 28
 order set: 2
 total army cost: 30,24

Cautious Good

Troop type	Move	Melee	Missile	Defence	Morale	Endurance	Actions	Magic	Remarks	Points	Select	Available
Rank and file												
Scouts, LI, ebo	S (14)	3+0 (0)	1 (24)	4	5	6	-	-	Front arc, ind. fire.	28	1	
Light archers, LI, ebo	O (12)	3+0 (0)	2 (24)	3	6	8	-	-	Front arc. ind. fire.	31		
Medium archers, MI, hw, ebo	O (12)	4+1 (0)	2 (24)	4	6	8	-	-	Front arc. Ind. fire.	45		
Elf spears, MI, sp, sh.	O (10)	5+3 (1)	-	5	6	8	-	-		39		
Elf blades, HI, hw, sh.	O (10)	6+1 (0)	-	6	6	8	-	-		40		
Elf glaives, HI, po	O (12)	6+2 (1)	-	5	6	8	-	-		41		
Elf pike, EHI, pi	C (8)	5+5 (3)	-	6	7	10	-	-		76		
Outriders, LC, sp, sh, jv	S (22)	1+4 (0)	1 (3)	5	5	6	-	-	Front + rear arc.	24		
Mounted archers, MC, sh, ebo	O (20)	1+2 (0)	1 (18)	5	6	8	-	-	Front arc.	31		
Elf knights, EHC la, sh	C (10)	2+13 (1)	-	7	6	10	-	-		85		
Eagle riders on ground	C (6)	3+3 (0)	1 (18)	4	5	8	-	-	front arc. Ind. fire	86		
LFC, sp, sh, ebo flying	O (12-30)	3+7 (0)	1 (18)	4	6	8	-	-	front + rear arc, ind. fire, flying v			
Ballista limbered	C (6)	1+0 (0)	-	4	5	6	-	-		27		
Ballista deployed	O (1)	1+0 (0)	1 (30)	5	6	6	-	-	front arc.			
Specials												
Army standard	I (10)	1+0 (0)	-	5	7	2	-	-	regen. lv. 10 (4 cm)	23		
Courier	I (20)	0+1 (0)	-	4	5	0	-	-	extra couriers:	12		
Army baggage Moving	C (10)	1+0 (0)	-	3	5	8	-	-		19		
Army baggage Defensive setup	O (0)	2+0 (0)	-	5	6	8	-	-				
Army camp	O (0)	2+0 (0)	-	6	6	10	-	-		19		
Command												
High Lord	I (20)	1+1 (0)	-	7	7	2	4	-	cmd.	50		
Marshal	I (20)	1+1 (0)	-	6	7	2	3	-	cmd.	39		
Captain	I (20)	1+0 (0)	1 (12)	6	7	2	3	-	cmd., indirect fire	47		
Battle warden	I (16)	1+0 (0)	-	6	6	2	2	-	cmd.	27		
Master	I (16)	1+0 (0)	1 (12)	5	6	2	2	-	cmd., indirect fire	30		
Arcane Lord	I (20)	1+0 (4)	-	6	7	2	4	7/7	cmd.	106		
Lore marshal	I (16)	1+0 (4)	-	5	6	2	3	6/6	cmd.	71		
Battle magus	I (16)	1+1 (3)	-	6	6	2	2	5/5	cmd.	55		
Rector	I (16)	1+0 (2)	-	5	5	2	2	4/4	cmd.	37		
Noble	I (20)	1+1 (1)	-	7	7	2	1	-	hero	24		
High guardian	I (16)	1+1 (1)	-	5	7	2	1	-	hero	19		
Young noble	I (20)	1+0 (0)	-	6	6	2	1	-	hero	18		
Sword master	I (16)	1+1 (0)	-	6	6	2	1	-	hero	19		
Hunter	I (16)	0+1 (0)	1 (12)	5	6	2	1	-	hero, indirect fire.	22		
Arcane Lord	I (20)	1+0 (4)	-	6	7	2	4	7/7	hero	106		
Lore marshal	I (16)	1+0 (4)	-	5	6	2	3	6/6	hero	71		
Battle magus	I (16)	1+1 (3)	-	6	6	2	2	5/5	hero	55		
Rector	I (16)	1+0 (2)	-	5	5	2	2	4/4	hero	37		

Dwarfs

Units/action: 0,00
 Percentage command: 0,0%
 World magic level: **None**

troops: 26 # 1
 command: 0 # 0
 total: 26
 order set: 2
 total army cost: **28,08**

Normal Good

Troop type	Move	Melee	Missile	Defence	Morale	Endurance	Actions	Magic	Remarks	Points	Select	Available
Rank and file												
Skirmishers, MI, xbo	S (12)	3+0 (0)	1 (20)	5	5	8	-	-	Front arc,	26		1
Gunners, MI, hg	O (10)	3+0 (0)	2 (14)	4	6	10	-	-	Front arc. Fear lvl. 1.	25		
Dwarf crossbows, HI, hw, xbo	O (10)	4+1 (0)	2 (20)	5	6	10	-	-	Front arc.	42		
Clan Dwarfs, MI, hw, sh.	O (10)	6+1 (0)	-	5	6	10	-	-		34		
Dwarf spears, HI, lsp	O (10)	4+4 (2)	-	5	6	10	-	-		41		
Dwarf hammerers, HI, hw, sh	O (10)	6+1 (0)	-	6	6	10	-	-		41		
Anvil splitters, HI, 2hw	O (10)	6+2 (0)	-	5	6	10	-	-		37		
Dwarf axes, EHI, hw, sh, tw	C (10)	6+1 (0)	1 (3)	7	6	12	-	-	Front arc.	61		
Troll slayers, HI, 2hw	O (10)	8+3 (0)	-	5	6	10	-	-	Berserk	66		
Field cannon	limbered C (8)	1+0 (0)	-	4	5	6	-	-				
	deployed O (1)	1+0 (0)	1 (24)	4	6	6	-	-	front arc.	22		
Bombard mortar	limbered C (6)	1+0 (0)	-	4	5	6	-	-				
	deployed O (0)	1+0 (0)	1 (40)	5	6	6	-	-	front arc. Ind. fire	32		
Trebuchet	limbered C (4)	1+0 (0)	-	4	5	8	-	-				
	deployed O (0)	1+0 (0)	1 (50)	4	6	8	-	-	front arc. Ind. fire	38		
Specials												
Army standard	I (10)	1+0 (0)	-	6	7	2	-	-	regen. lvl. 10 (4 cm)	23		
Courier	I (20)	0+1 (0)	-	4	5	0	-	-	extra couriers:	12		
Army baggage	Moving C (10)	1+0 (0)	-	4	5	8	-	-		20		
	Defensive setup O (0)	2+0 (0)	-	6	6	8	-	-				
Army camp	O (0)	2+0 (0)	-	6	6	10	-	-		19		
Command												
Miner-general	I (14)	1+1 (0)	-	7	7	2	4	-	cmd.	50		
Clan-general	I (14)	1+1 (0)	-	6	7	2	3	-	cmd.	39		
Guard captain	I (14)	1+1 (0)	1 (10)	6	6	2	3	-	cmd.	47		
Hammer-thane	I (14)	1+0 (0)	-	6	6	2	2	-	cmd.	27		
Thane	I (14)	1+0 (0)	-	6	6	2	1	-	cmd.	30		
Greybeard	I (14)	1+1 (1)	-	7	7	2	1	-	hero	22		
Giant slayer	I (14)	1+1 (1)	-	5	7	3	1	-	hero	22		
Forge master	I (14)	1+1 (0)	-	6	6	2	1	-	hero	17		
Axe master	I (14)	1+0 (0)	-	6	6	2	1	-	hero	16		
Mine hunter	I (14)	0+1 (0)	1 (10)	5	6	2	1	-	hero, indirect fire.	21		
Rune master	I (14)	1+0 (4)	-	5	7	2	2	6/8	hero	84		
High cleric	I (14)	1+0 (3)	-	4	7	2	2	5/7	hero	62		
Rune smith	I (14)	1+0 (3)	-	5	6	2	2	5/6	hero	54		
Grand artificer	I (14)	1+1 (3)	-	6	6	2	1	5/5	hero	45		
Alchemist	I (14)	1+0 (2)	-	5	6	2	1	4/5	hero	36		

Undead

Units/action: 0,00
 Percentage command: 0,0%
 World magic level: **None**

troops: 12 # 1
 command: 0 # 0
 total: 12
 order set: 0
 total army cost: 12

Normal Average

Troop type	Move	Melee	Missile	Defence	Morale	Endurance	Actions	Magic	Remarks	Points	Select	Available
Rank and file												
Zombies, LI, hw	O (10)	2+0 (0)	-	3	M	6	-	-	Mindless, fear lvl. 1	12	1	
Mummies, LI, claws	O (6)	4+0 (0)	-	5	M	8	-	-	Mindless, fear lvl. 1	22		
Ghouls, LI, claws	O (10)	3+2 (0)	-	4	5	8	-	-	Fearless, inferior.	18		
Skeletons, LI, hw, sh.	O (10)	3+1 (0)	-	4	M	6	-	-	Mindless, fear lvl. 1	15		
Skeleton spear, LI, sp sh.	O (10)	3+2 (1)	-	4	M	6	-	-	Mindless, fear lvl. 1	18		
Skeleton polearms, MI, po	O (8)	4+1 (1)	-	5	M	6	-	-	Mindless, fear lvl. 1	22		
Skeleton dwarfs, HI, hw, sh	C (6)	5+1 (0)	-	6	M	10	-	-	Mindless, fear lvl. 1	33		
Skeleton heavies, HI, hw, sh	O (8)	3+1 (0)	-	6	M	6	-	-	Mindless, fear lvl. 1	20		
Skeleton archers, LI, bo	O (10)	2+0 (0)	2 (16)	3	M	6	-	-	Front arc. Ind. fire, mindless, fea	18		
Skeleton cavalry, LC, hw, sh	O (18)	1+4 (0)	-	4	M	6	-	-	Mindless, fear lvl. 1	16		
Skeleton knights, HC, lsp, sh	C (16)	2+10 (1)	-	5	M	8	-	-	Mindless, fear lvl. 1	41		
Skeleton giants,	O (10)	4+2 (1)	-	5	M	8	-	-	Mindless, fear lvl. 1	29		
Skeleton catapult	limbered C (4)	1+0 (0)	-	4	M	6	-	-	Mindless (4 cm)			
	deployed O (1)	1+0 (0)	1 (36)	5	M	6	-	-	Front arc. Ind. fire, mindless (4 c	25		
Specials												
Tome of necromancy	I (10)	1+0 (0)	-	5	M	2	-	-	Regen. lvl. 10	20		
Courier	I (16)	0+1 (0)	-	4	5	0	-	-		10		
Courier	I (20)	0+1 (0)	-	4	A	1	-	-	Atomaton	12		
Army baggage	Moving C (10)	0+1 (0)	-	4	M	6	-	-	Mindless			
	Defensive setup O (0)	1+0 (0)	-	5	M	6	-	-	Mindless	10		
Command												
Grand Lich	I (20)	1+0 (4)	-	6	7	2	4	7/7	cmd., fearless	105		
Master Necromancer	I (16)	1+0 (4)	-	5	6	2	4	6/6	cmd., fearless	76		
Master vampire	I (16)	1+0 (3)	-	6	6	2	3	5/5	cmd., fearless	59		
Necromancer	I (16)	1+0 (2)	-	5	6	2	3	4/4	cmd., fearless	44		
Undead general	I (14)	1+0 (0)	-	6	M	2	4	-	cmd., mindless	26		
Automaton general	I (14)	1+0 (0)	-	6	A	2	4	-	cmd., atomaton	31		
General	I (16)	1+0 (0)	-	6	6	2	4	-	cmd., fearless	38		
Undead major	I (14)	1+0 (0)	-	6	M	2	3	-	cmd., mindless	23		
Automaton major	I (14)	1+0 (0)	-	6	A	2	3	-	cmd., atomaton	27		
Major	I (16)	1+0 (0)	-	6	6	2	3	-	cmd., fearless	33		
Undead captain	I (14)	1+0 (0)	-	6	M	2	2	-	cmd., mindless	17		
Automaton captain	I (14)	1+0 (0)	-	6	A	2	2	-	cmd., atomaton	23		
Captain	I (16)	1+0 (0)	-	6	5	2	2	-	cmd., fearless	28		
Undead lieutenant	I (14)	1+0 (0)	-	6	M	2	1	-	cmd., mindless	13		
Automation lieutenant	I (14)	1+0 (0)	-	6	A	2	1	-	cmd., atomaton	19		
Lieutenant	I (16)	1+0 (0)	-	6	5	2	1	-	cmd., fearless	23		
Death knight	I (20)	1+1 (1)	-	7	7	2	1	-	hero, fearless	27		
Death dealer	I (16)	1+1 (0)	-	5	7	2	1	-	hero, fearless	18		
Skeleton knight	I (14)	1+0 (0)	-	6	6	2	1	-	hero, fearless	19		
Assassin	I (16)	0+1 (1)	1 (12)	5	6	2	1	-	hero, fearless, ind, fire	25		
Grand necromancer	I (16)	1+0 (4)	-	4	7	2	2	7/6	hero, fearless	68		
Lower lich	I (14)	1+0 (3)	-	5	6	2	2	6/5	hero, fearless	53		
High necromancer	I (16)	1+0 (3)	-	4	6	2	1	5/4	hero, fearless	34		
Necromancer	I (16)	1+0 (2)	-	5	6	2	1	4/4	hero, fearless	32		