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Feudal Knight (Heavy)**HH/1**

Regular

	INI	PHY	APV	MOV	Cost/32
Rider	57	12	10	--	WP/50
Steed	33	16	0	15	EP=6

WEAPON	ML	WQ	A/D	IM	AML	DML
Lance	88	12	5/1	8p	83	63
Bastard Sword	84	13	4/2	6e	74	64
Knight Shield	69	14	1/4	2b	44	59
Mace	77	12	3/1	6b	62	52
Dodge	60	--	--	--	--	30
Steed Trample	50	--	--	6b	40	--

INJURIES

Steed

D/mtd Knight of the Order (Heavy)**HH/3d**

Regular

	INI	PHY	APV	MOV	Cost/32
Rider	37	12	10	7	WP/50
Steed					EP=10

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	88	13	4/2	6e	58	48
Knight Shield	69	14	1/4	2b	24	39
Mace	77	12	3/1	6b	42	32
Dodge	60	--	--	--	--	10

INJURIES

D/mtd Feudal Knight (Heavy)**HH/1d**

Regular

	INI	PHY	APV	MOV	Cost/32
Rider	37	12	10	7	WP/50
Steed					EP=10

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	84	13	4/2	6e	54	44
Knight Shield	69	14	1/4	2b	24	39
Mace	77	12	3/1	6b	42	32
Dodge	60	--	--	--	--	10

INJURIES

Feudal Knight (Medium)**MH/1**

Regular

	INI	PHY	APV	MOV	Cost/24
Rider	63	12	8+	--	WP/50
Steed	43	16	0	16	EP=4

WEAPON	ML	WQ	A/D	IM	AML	DML
Lance	84	12	5/1	8p	89	69
Bastard Sword	81	13	4/2	6e	81	71
Knight Shield	65	14	1/4	2b	50	65
Mace	74	12	3/1	6b	69	59
Dodge	60	--	--	--	--	40
Steed Trample	50	--	--	6b	50	--

INJURIES

Steed

Knight Commander of the Order**HH/2**

Elite

	INI	PHY	APV	MOV	Cost/33
Rider	65	13	11	--	WP/55
Steed	28	16	0	14	EP=6

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	97	14	4/2	6e	87	77
Lance	93	13	5/1	8p	88	68
Knight Shield	84	15	1/4	2b	59	74
Mace	86	13	3/1	6b	71	61
Dodge	65	--	--	--	--	35
Steed Trample	50	--	--	6b	35	--

INJURIES

Steed

D/mtd Feudal Knight (Medium)**MH/1d**

Regular

	INI	PHY	APV	MOV	Cost/24
Rider	48	12	8+	8	WP/50
Steed					EP=7

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	81	13	4/2	6e	66	56
Knight Shield	65	14	1/4	2b	35	50
Mace	74	12	3/1	6b	54	44
Dodge	60	--	--	--	--	25

INJURIES

D/mtd Kt Commander of the Order**HH/2d**

Elite

	INI	PHY	APV	MOV	Cost/33
Rider	45	13	11	8	WP/55
Steed					EP=10

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	97	14	4/2	6e	67	57
Knight Shield	84	15	1/4	2b	39	54
Mace	86	13	3/1	6b	51	41
Dodge	65	--	--	--	--	15

INJURIES

Thardic Knight**MH/2**

Regular

	INI	PHY	APV	MOV	Cost/24
Rider	63	12	8+	--	WP/50
Steed	43	16	0	16	EP=4

WEAPON	ML	WQ	A/D	IM	AML	DML
Lance	84	12	5/1	8p	89	69
Bastard Sword	81	13	4/2	6e	81	71
Kite Shield	65	15	1/5	3b	50	70
Mace	74	12	3/1	6b	69	59
Dodge	60	--	--	--	--	40
Steed Trample	50	--	--	6b	50	--

INJURIES

Steed

Knight of the Order (Heavy)**HH/3**

Regular

	INI	PHY	APV	MOV	Cost/32
Rider	57	12	10	--	WP/50
Steed	33	16	0	15	EP=6

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	88	13	4/2	6e	78	68
Lance	84	12	5/1	8p	79	59
Knight Shield	69	14	1/4	2b	44	59
Mace	77	12	3/1	6b	62	52
Dodge	60	--	--	--	--	35
Steed Trample	50	--	--	6b	40	--

INJURIES

Steed

D/mtd Thardic Knight**MH/2d**

Regular

	INI	PHY	APV	MOV	Cost/24
Rider	48	12	8+	8	WP/50
Steed					EP=7

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	81	13	4/2	6e	66	56
Kite Shield	65	15	1/5	3b	35	55
Mace	74	12	3/1	6b	54	44
Dodge	60	--	--	--	--	25

INJURIES

Knight of the Order (Medium)

MH/3

Regular

	INI	PHY	APV	MOV	Cost/24
Rider	63	12	8+	--	WP/50
Steed	43	16	0	16	EP=4

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	84	13	4/2	6e	84	74
Lance	81	12	5/1	8p	86	66
Knight Shield	65	14	1/4	2b	50	65
Mace	74	12	3/1	6b	69	59
Dodge	60	--	--	--	--	40
Steed Trample	50	--	--	6b	50	--

INJURIES

Steed

D/mtd Sindarin Knight

MH/5d

Elite

	INI	PHY	APV	MOV	Cost/25
Rider	66	14	8+	12	WP/50
Steed					EP=6

WEAPON	ML	WQ	A/D	IM	AML	DML
Broadsword	96	15	3/2	5e	81	76
Knight Shield	82	16	1/4	2b	57	72
Longknife	79	16	2/2	5p	59	59
Dodge	75	--	--	--	--	45

INJURIES

D/mtd Knight of the Order (Medium)

MH/3d

Regular

	INI	PHY	APV	MOV	Cost/24
Rider	48	12	8+	8	WP/50
Steed					EP=7

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	84	13	4/2	6e	69	59
Knight Shield	65	14	1/4	2b	35	50
Mace	74	12	3/1	6b	54	44
Dodge	60	--	--	--	--	25

INJURIES

Agrikan Priest (Mtd Infantry)

LH/1

Militia

	INI	PHY	APV	MOV	Cost/12
Rider	52	11	4	--	WP/25
Steed	37	16	0	15	EP=3

WEAPON	ML	WQ	A/D	IM	AML	DML
Mace	72	11	3/1	6b	72	62
Knight Shield	58	13	1/4	2b	48	63
Dodge	55	--	--	--	--	40

INJURIES

Steed

Mercenary Captain (Mtd Infantry)

MH/4

Elite

	INI	PHY	APV	MOV	Cost/17
Rider	68	13	8	--	WP/40
Steed	37	16	0	15	EP=4

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	90	12	4/2	7p	90	80
Roundshield	86	14	1/4	2b	71	86
Shortsword	77	13	2/1	4p	67	62
Dagger	73	12	1/1	5p	58	58
Dodge	65	--	--	--	--	45
Steed Trample	40	--	--	5b	40	--

INJURIES

Steed

D/mtd Agrikan Priest

LH/1d

Militia

	INI	PHY	APV	MOV	Cost/12
Rider	42	11	4	8	WP/25
Steed					EP=5

WEAPON	ML	WQ	A/D	IM	AML	DML
Mace	72	11	3/1	6b	62	52
Knight Shield	58	13	1/4	2b	38	53
Dodge	55	--	--	--	--	30

INJURIES

D/mtd Mercenary Captain

MH/4d

Elite

	INI	PHY	APV	MOV	Cost/17
Rider	48	13	8	9	WP/40
Steed					EP=8

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	90	12	4/2	7p	70	60
Roundshield	86	14	1/4	2b	51	66
Shortsword	77	13	2/1	4p	47	42
Dagger	73	12	1/1	5p	38	38
Dodge	65	--	--	--	--	25

INJURIES

Laranian Priest (Mtd Infantry)

LH/2

Militia

	INI	PHY	APV	MOV	Cost/12
Rider	52	11	4	--	WP/25
Steed	37	16	0	15	EP=3

WEAPON	ML	WQ	A/D	IM	AML	DML
Broadsword	61	12	3/2	5e	61	56
Knight Shield	58	13	1/4	2b	48	63
Dodge	55	--	--	--	--	40

INJURIES

Steed

Sindarin Knight

MH/5

Elite

	INI	PHY	APV	MOV	Cost/25
Rider	76	14	8+	--	WP/50
Steed	43	16	0	16	EP=4

WEAPON	ML	WQ	A/D	IM	AML	DML
Broadsword	96	15	3/2	5e	91	86
Lance	93	14	5/1	8p	98	78
Knight Shield	82	16	1/4	2b	67	82
Longknife	79	16	2/2	5p	69	69
Dodge	75	--	--	--	--	55
Steed Trample	50	--	--	6b	50	--

INJURIES

Steed

D/mtd Laranian Priest

LH/2d

Militia

	INI	PHY	APV	MOV	Cost/12
Rider	42	11	4	8	WP/25
Steed					EP=5

WEAPON	ML	WQ	A/D	IM	AML	DML
Broadsword	61	12	3/2	5e	51	46
Knight Shield	58	13	1/4	2b	38	53
Dodge	55	--	--	--	--	30

INJURIES

Orbaalese Huscarl (Lancer)

LH/3

Regular

	INI	PHY	APV	MOV	Cost/16
Rider	65	12	6+	--	WP/50
Steed	43	16	0	16	EP=3

WEAPON	ML	WQ	A/D	IM	AML	DML
Lance	81	11	5/1	8p	91	71
Broadsword	77	12	3/2	5e	77	72
Roundshield	62	13	1/4	2b	52	67
Handaxe	58	11	2/1	6e	53	48
Dodge	60	--	--	--	--	45
Steed Trample	50	--	--	6b	50	--

INJURIES

Steed

D/mtd Sindarin Lancer

LH/5d

Elite

	INI	PHY	APV	MOV	Cost/17
Rider	68	14	6+	12	WP/50
Steed					EP=5

WEAPON	ML	WQ	A/D	IM	AML	DML
Knight Shield	89	15	1/4	2b	69	84
Longknife	79	15	2/2	5p	64	64
Hartbow	66	15	--	9p	41	--
Dodge	75	--	--	--	--	50

INJURIES

D/mtd Orbaalese Huscarl (Lancer)

LH/3d

Regular

	INI	PHY	APV	MOV	Cost/16
Rider	50	12	6+	8	WP/50
Steed					EP=6

WEAPON	ML	WQ	A/D	IM	AML	DML
Broadsword	77	12	3/2	5e	62	57
Roundshield	62	13	1/4	2b	37	52
Handaxe	58	11	2/1	6e	38	33
Dodge	60	--	--	--	--	30

INJURIES

Messenger (Mtd Infantry)

UH/1

Militia

	INI	PHY	APV	MOV	Cost/8
Rider	59	11	2	--	WP/20
Steed	37	16	0	15	EP=1

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortsword	58	12	2/1	4p	63	58
Dagger	54	11	1/1	5p	54	54
Dodge	55	--	--	--	--	50
Steed Trample	40	--	--	5b	40	--

INJURIES

Steed

Scout / Outrider (Mtd Infantry)

LH/4

Regular

	INI	PHY	APV	MOV	Cost/12
Rider	56	11	4	--	WP/35
Steed	37	16	0	15	EP=3

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	72	11	4/2	7p	77	67
Roundshield	69	13	1/4	2b	59	74
Shortsword	54	12	2/1	4p	49	44
Dodge	55	--	--	--	--	40
Steed Trample	40	--	--	5b	40	--

INJURIES

Steed

D/mtd Messenger

UH/1d

Militia

	INI	PHY	APV	MOV	Cost/8
Rider	54	11	2	10	WP/20
Steed					EP=2

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortsword	58	12	2/1	4p	58	53
Dagger	54	11	1/1	5p	49	49
Dodge	55	--	--	--	--	45

INJURIES

D/mtd Scout / Outrider

LH/4d

Regular

	INI	PHY	APV	MOV	Cost/12
Rider	46	11	4	8	WP/35
Steed					EP=5

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	72	11	4/2	7p	67	57
Roundshield	69	13	1/4	2b	49	64
Shortsword	54	12	2/1	4p	39	34
Dodge	55	--	--	--	--	30

INJURIES

Chelni / Hodiri Warrior

UH/2

Regular

	INI	PHY	APV	MOV	Cost/12
Rider	61	11	3+	--	WP/40
Steed	37	14	0	14	EP=2

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	61	9	--	6p	31	--
Spear	69	10	4/2	7p	79	69
Roundshield	54	12	1/4	2b	49	69
Dodge	55	--	--	--	--	45
Steed Trample	40	--	--	4b	40	--

INJURIES

Steed

Sindarin Lancer

LH/5

Elite

	INI	PHY	APV	MOV	Cost/17
Rider	78	14	6+	--	WP/50
Steed	43	16	0	16	EP=3

WEAPON	ML	WQ	A/D	IM	AML	DML
Lance	93	13	5/1	8p	103	83
Knight Shield	89	15	1/4	2b	79	94
Longknife	79	15	2/2	5p	74	74
Hartbow	66	15	--	9p	31	--
Dodge	75	--	--	--	--	60
Steed Trample	50	--	--	6b	50	--

INJURIES

Steed

D/mtd Chelni / Hodiri Warrior

UH/2d

Regular

	INI	PHY	APV	MOV	Cost/12
Rider	56	11	3+	8	WP/40
Steed					EP=3

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	61	9	--	6p	46	--
Spear	69	10	4/2	7p	74	64
Roundshield	54	12	1/4	2b	44	59
Dodge	55	--	--	--	--	40

INJURIES

Khuzan Elite High Guard

HF/1

Elite

INI	PHY	APV	MOV	Cost/11
51	14	11	8	WP/50
				EP=9

WEAPON	ML	WQ	A/D	IM	AML	DML
Poleaxe	89	14	5/1	11e	69	49
Roundshield	93	16	1/4	2b	53	68
Mace	89	14	3/1	8b	59	49
Javelin	79	13	3/1	6p	49	39
Dodge	65	--	--	--	--	20

INJURIES

Orbaalese Huscarl – Type I

MF/4

Regular

INI	PHY	APV	MOV	Cost/8
40	12	8a+	8	WP/50
				EP=8

WEAPON	ML	WQ	A/D	IM	AML	DML
Battleaxe	81	12	4/2	9e	61	51
Shortbow	65	10	--	6p	25	--
Roundshield	62	13	1/4	2b	27	42
Dagger	58	11	1/1	5p	23	23
Dodge	60	--	--	--	--	20

INJURIES

Khuzan High Guard

HF/2

Regular

INI	PHY	APV	MOV	Cost/10
43	13	10	7	WP/45
				EP=9

WEAPON	ML	WQ	A/D	IM	AML	DML
Battleaxe	87	14	4/2	11e	62	52
Buckler	84	13	1/3	2p	44	54
Handaxe	69	13	2/1	8e	34	29
Javelin	66	12	3/1	6p	36	26
Dodge	60	--	--	--	--	15

INJURIES

Orbaalese Huscarl – Type II

MF/5

Regular

INI	PHY	APV	MOV	Cost/8
45	12	8a+	8	WP/50
				EP=7

WEAPON	ML	WQ	A/D	IM	AML	DML
Broadsword	81	12	3/2	5e	61	56
Roundshield	77	13	1/4	2b	47	62
Handaxe	62	11	2/1	6e	37	32
Dagger	58	11	1/1	5p	28	28
Dodge	60	--	--	--	--	25

INJURIES

Yeoman / Brigand (Medium)

MF/1

Regular

INI	PHY	APV	MOV	Cost/6
40	12	8	8	WP/35
				EP=8

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	81	11	4/2	7p	61	51
Roundshield	77	13	1/4	2b	42	57
Falchion	62	12	3/1	7e	37	27
Dodge	60	--	--	--	--	20

INJURIES

Mercenary / Brigand (Medium)

MF/6

Regular

INI	PHY	APV	MOV	Cost/6
45	12	7	8	WP/35
				EP=7

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	81	11	4/2	7p	66	56
Roundshield	77	13	1/4	2b	47	62
Shortsword	62	12	2/1	4p	37	32
Dodge	60	--	--	--	--	25

INJURIES

Thardic Legionnaire (Medium)

MF/2

Regular

INI	PHY	APV	MOV	Cost/6
40	12	8	8	WP/35
				EP=8

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	81	11	4/2	7p	61	51
Tower Shield	77	14	1/5	3b	42	62
Shortsword	62	12	2/1	4p	32	27
Dodge	60	--	--	--	--	20

INJURIES

Khuzan Elite Low Guard

MF/7

Elite

INI	PHY	APV	MOV	Cost/8
53	14	9	9	WP/45
				EP=8

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	93	13	4/2	9p	73	63
Tower Shield	89	16	1/5	3b	54	74
Battleaxe	87	14	4/2	11e	67	57
Dodge	65	--	--	--	--	25

INJURIES

Man-at-Arms (Medium)

MF/3

Elite

INI	PHY	APV	MOV	Cost/7
48	13	9	9	WP/35
				EP=8

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	90	12	4/2	7p	70	60
Roundshield	86	14	1/4	2b	51	66
Falchion	77	13	3/1	7e	52	42
Dodge	65	--	--	--	--	25

INJURIES

Khuzan Low Guard / Clansman (Medium)

MF/8

Regular

INI	PHY	APV	MOV	Cost/7
50	13	8	8	WP/40
				EP=7

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	84	12	4/2	9p	69	59
Roundshield	80	14	1/4	2b	50	65
Battleaxe	66	13	4/2	11e	51	41
Dodge	60	--	--	--	--	25

INJURIES

Sindarin Warrior

MF/9

Regular

INI	PHY	APV	MOV
55	13	7+	11

Cost/6
WP/35
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	84	12	4/2	7p	74	64
Longknife	80	14	2/2	5p	60	60
Roundshield	66	14	1/4	2b	41	56
Dodge	70	--	--	--	--	40

Orbaalese Viking / Clansman – Type II (Light)

LF/5

Regular

INI	PHY	APV	MOV
41	11	5a	8

Cost/6
WP/40
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Handaxe	72	11	2/1	6e	52	47
Roundshield	69	13	1/4	2b	44	59
Dagger	54	11	1/1	5p	29	29
Dodge	55	--	--	--	--	25

Yeoman / Mercenary / Bandit (Light)

LF/1

Regular

INI	PHY	APV	MOV
41	11	5	8

Cost/5
WP/35
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	72	11	4/2	7p	62	52
Roundshield	69	13	1/4	2b	44	59
Shortsword	54	12	2/1	4p	34	29
Dodge	55	--	--	--	--	25

Town Guard

LF/6

Regular

INI	PHY	APV	MOV
46	11	4	8

Cost/4
WP/30
EP=5

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Glaive	72	11	5/2	7e	72	57
Shortsword	69	12	2/1	4p	54	49
Dagger	54	11	1/1	5p	34	34
Dodge	55	--	--	--	--	30

Thardic Legionnaire (Light)

LF/2

Regular

INI	PHY	APV	MOV
41	11	5	8

Cost/5
WP/35
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	72	11	4/2	7p	62	52
Tower Shield	69	14	1/5	3b	44	64
Shortsword	54	12	2/1	4p	34	29
Dodge	55	--	--	--	--	25

Bodyguard / Ruffian

LF/7

Regular

INI	PHY	APV	MOV
41	12	6	8

Cost/5
WP/35
EP=7

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Morningstar	83	11	4/1	5p	68	53
Roundshield	74	13	1/4	2b	44	59
Falchion	58	12	3/1	7e	38	28
Dodge	60	--	--	--	--	25

Man-at-Arms (Light)

LF/3

Regular

INI	PHY	APV	MOV
41	11	5	8

Cost/5
WP/35
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	72	11	4/2	7p	62	52
Roundshield	69	13	1/4	2b	44	59
Falchion	54	12	3/1	7e	39	29
Dodge	55	--	--	--	--	25

Gladiator (Secutor)

LF/8

Elite

INI	PHY	APV	MOV
54	12	6+	9

Cost/6
WP/25
EP=5

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortsword	83	13	2/1	4p	68	63
Buckler	80	13	1/3	2p	60	70
Unarmed	70	--	var	var	45	45
Dodge	60	--	--	--	--	35

Orbaalese Viking / Clansman – Type I (Light)

LF/4

Regular

INI	PHY	APV	MOV
41	11	5a	8

Cost/6
WP/40
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	72	11	4/2	7p	62	52
Shortbow	58	10	--	6p	28	--
Roundshield	54	13	1/4	2b	29	44
Dodge	55	--	--	--	--	25

Khuzan Low Guard / Clansman (Light)

LF/9

Regular

INI	PHY	APV	MOV
46	12	6	8

Cost/5
WP/35
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	77	12	4/2	7p	67	57
Roundshield	74	14	1/4	2b	49	64
Handaxe	58	12	2/1	6e	38	33
Dodge	55	--	--	--	--	25

Anoa / Pagaelin / Taelda / Tulwyn Warrior

LF/10

Regular

INI	PHY	APV	MOV
46	12	6a	9

Cost/5
WP/35
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	77	10	4/2	7p	67	57
Shortbow	62	9	--	6p	32	--
Hatchet	58	8	1/1	4e	33	33
Dodge	60	--	--	--	--	30

Off-Duty Soldier – Type II

UF/4

Regular

INI	PHY	APV	MOV
70	12	2	11

Cost/3
WP/10
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortsword	62	12	2/1	4p	62	57
Dodge	60	--	--	--	--	50

Equani / Kubora / Urdu / Ymodi Warrior

LF/11

Regular

INI	PHY	APV	MOV
46	12	5b	9

Cost/5
WP/35
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Handaxe	77	10	2/1	6e	57	52
Roundshield	74	12	1/4	2b	49	64
Javelin	58	9	3/1	6p	43	33
Dodge	60	--	--	--	--	30

Militia

UF/5

Militia

INI	PHY	APV	MOV
44	11	2	9

Cost/2
WP/25
EP=4

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	58	11	4/2	7p	58	48
Roundshield	54	13	1/4	2b	39	54
Dodge	55	--	--	--	--	35

Unarmoured Knight – Type I

UF/1

Regular

INI	PHY	APV	MOV
72	12	1	11

Cost/4
WP/20
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	81	13	4/2	6e	91	81
Dagger	58	12	1/1	5p	53	53
Dodge	60	--	--	--	--	50

Navehan Priest

UF/6

Regular

INI	PHY	APV	MOV
71	12	1	11

Cost/3
WP/15
EP=1

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Dagger	74	11	1/1	5p	74	74
Unarmed	70	--	var	var	65	65
Dodge	60	--	--	--	--	55

Unarmoured Knight – Type II

UF/2

Regular

INI	PHY	APV	MOV
72	12	3	10

Cost/5
WP/20
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Bastard Sword	84	13	4/2	6e	89	79
Dagger	58	12	1/1	5p	48	48
Dodge	60	--	--	--	--	45

Pilgrim / Wandering Monk

UF/7

Civilian

INI	PHY	APV	MOV
49	11	1	10

Cost/1
WP/15
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Staff	37	11	4/3	4b	47	42
Dodge	55	--	--	--	--	45

Off-Duty Soldier – Type I

UF/3

Regular

INI	PHY	APV	MOV
61	11	1	10

Cost/3
WP/10
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortsword	54	12	2/1	4p	54	49
Dodge	55	--	--	--	--	45

Orbaalese Viking / Clansman (Unarmoured)

UF/8

Regular

INI	PHY	APV	MOV
53	11	2	9

Cost/3
WP/30
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	69	11	4/2	7p	74	64
Roundshield	65	13	1/4	2b	55	70
Dagger	54	11	1/1	5p	44	44
Dodge	55	--	--	--	--	40

Townsperson – Type I

UF/9

Civilian

INI	PHY	APV	MOV
44	10	1	9

Cost/1
WP/6
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Stick	44	9	1/1	2b	39	39
-or-						
Knife	34	10	1/0	4p	29	24
Dodge	50	--	--	--	--	40

Gladiator (Retiarius)

UF/14

Elite

INI	PHY	APV	MOV
71	12	1	11

Cost/4
WP/25
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Trident	80	13	4/3	5p	90	85
Net	58	10	4/0	2b	68	48
Unarmed	70	--	var	var	60	60
Dodge	60	--	--	--	--	50

Townsperson – Type II

UF/10

Civilian

INI	PHY	APV	MOV
49	11	2	10

Cost/1
WP/8
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Stick	48	9	1/1	2b	43	43
-or-						
Dagger	37	11	1/1	5p	32	32
Dodge	55	--	--	--	--	45

Gladiator (Pit-Fighter)

UF/15

Elite

INI	PHY	APV	MOV
76	12	1	11

Cost/4
WP/10
EP=1

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Nachakas	62	11	3/2	2b	72	67
-or-						
Fighting Claws	80	10	1/2	2e	80	85
Unarmed	76	--	var	var	71	71
Dodge	60	--	--	--	--	55

Townsperson – Type III

UF/11

Civilian

INI	PHY	APV	MOV
54	12	2	11

Cost/1
WP/10
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Club	52	9	3/1	4b	57	47
-or-						
Dagger	40	11	1/1	5p	35	35
Dodge	60	--	--	--	--	50

Seaman / Trapper

UF/16

Militia

INI	PHY	APV	MOV
54	11	1	10

Cost/2
WP/20
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Club	69	9	3/1	4b	74	64
Dagger	54	11	1/1	5p	49	49
Dodge	55	--	--	--	--	45

Peasant – Type I

UF/12

Civilian

INI	PHY	APV	MOV
44	10	1	9

Cost/1
WP/8
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Club	44	9	3/1	4b	49	39
-or-						
Hatchet	34	9	1/1	4e	29	29
Dodge	50	--	--	--	--	40

Lia-Kavair / Footpad

UF/17

Militia

INI	PHY	APV	MOV
54	11	1	10

Cost/2
WP/20
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Dagger	58	11	1/1	5p	53	53
Club	65	9	3/1	4b	70	60
Dodge	55	--	--	--	--	45

Peasant – Type II

UF/13

Civilian

INI	PHY	APV	MOV
44	11	2	9

Cost/1
WP/10
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Maul	48	9	4/1	7b	53	38
-or-						
Falcastra	26	9	4/1	6p	31	16
Dodge	55	--	--	--	--	40

Teamster

UF/18

Militia

INI	PHY	APV	MOV
54	11	2	10

Cost/2
WP/10
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Whip	47	9	5/1	1e	62	42
Dodge	55	--	--	--	--	45

Beggar

UF/19

Militia

INI	PHY	APV	MOV
44	9	1	8

Cost/1
WP/6
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Dagger	50	10	1/1	5p	45	45
Dodge	45	--	--	--	--	35

Shortbow Archer

SB/1

Regular

INI	PHY	APV	MOV
51	11	3	9

Cost/6
WP/35
EP=4

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	61	10	--	6p	41	--
Roundshield	69	13	1/4	2b	54	69
Falchion	54	12	3/1	7e	49	39
Dodge	55	--	--	--	--	35

Adaenum / Kamaki / Chymak Warrior

UF/20

Militia

INI	PHY	APV	MOV
49	11	3+	9

Cost/2
WP/25
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Spear	58	10	4/2	7p	63	53
Buckler	54	11	1/3	1b	44	54
Knife	33	9	1/0	4p	23	18
Dodge	55	--	--	--	--	40

Thardic Archer

SB/2

Regular

INI	PHY	APV	MOV
51	11	3	9

Cost/6
WP/35
EP=4

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	61	10	--	6p	41	--
Tower Shield	69	14	1/5	3b	54	74
Shortsword	54	12	2/1	4p	44	39
Dodge	55	--	--	--	--	35

Sindarin Ranger (Light)

HB/1

Elite

INI	PHY	APV	MOV
54	12	6+	10

Cost/10
WP/40
EP=5

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Hartbow	83	15	--	9p	58	--
Longknife	80	15	2/2	5p	65	65
Buckler	70	14	1/3	1b	50	60
Keltan	70	14	1/2	3p	50	55
Dodge	65	--	--	--	--	40

Mercenary Archer

SB/3

Regular

INI	PHY	APV	MOV
51	11	3	9

Cost/6
WP/35
EP=4

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	61	10	--	6p	41	--
Roundshield	69	13	1/4	2b	54	69
Shortsword	54	12	2/1	4p	44	39
Dodge	55	--	--	--	--	35

Sindarin Ranger (Unarmoured)

HB/2

Regular

INI	PHY	APV	MOV
61	12	2	11

Cost/8
WP/35
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Hartbow	77	14	--	9p	62	--
Longknife	74	14	2/2	5p	69	69
Buckler	58	13	1/3	1b	48	58
Dagger	58	12	1/1	5p	48	48
Dodge	65	--	--	--	--	50

Hunter / Forester / Poacher

SB/4

Regular

INI	PHY	APV	MOV
56	11	2	9

Cost/5
WP/35
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	61	10	--	6p	46	--
-or-						
Crossbow	72	10	--	8p	57	--
Spear	69	11	4/2	7p	74	64
Dagger	54	11	1/1	5p	44	44
Dodge	55	--	--	--	--	40

Longbow Archer

LB/1

Regular

INI	PHY	APV	MOV
51	11	3	9

Cost/9
WP/40
EP=4

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Longbow	61	11	--	8p	41	--
Roundshield	69	13	1/4	2b	54	69
Falchion	54	12	3/1	7e	49	39
Dodge	55	--	--	--	--	35

Bujoc / Gozyda / Kabloqui / Kath / Solori Warrior

SB/5

Regular

INI	PHY	APV	MOV
56	11	3+	9

Cost/6
WP/35
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	61	9	--	6p	46	--
Hatchet	69	8	1/1	4e	59	59
Spear	54	10	4/2	7p	59	49
Dodge	55	--	--	--	--	40

Gargu-Arak Scout

GA/1a

Regular

INI	PHY	APV	MOV
53	10	3+	9

Cost/2
WP/25
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Mankar	64	11	2/1	5e	64	59
Buckler	60	12	1/3	1b	55	65
Sling	30	9	--	4b	20	--
Dodge	50	--	--	--	--	40

Gargu-Kyani Raider

GA/2b

Regular

INI	PHY	APV	MOV
46	11	5b	7

Cost/4
WP/30
EP=5

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Morningstar	80	11	4/1	5p	75	60
-or-						
Spear	72	11	4/2	7p	67	57
Roundshield	69	13	1/4	2b	49	64
Mankar	54	11	2/1	5e	39	34
Dodge	50	--	--	--	--	25

Gargu-Arak Raider

GA/1b

Regular

INI	PHY	APV	MOV
46	10	4+	8

Cost/4
WP/30
EP=4

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Morningstar	77	11	4/1	5p	77	62
-or-						
Spear	67	11	4/2	7p	67	57
Roundshield	64	13	1/4	2b	49	65
Mankar	50	11	2/1	5e	40	35
Dodge	50	--	--	--	--	30

Gargu-Kyani Warrior

GA/2c

Regular

INI	PHY	APV	MOV
50	12	7a	8

Cost/6
WP/30
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Mang	81	11	3/1	6e	66	56
Roundshield	77	13	1/4	2b	52	67
Handaxe	62	11	2/1	6e	42	37
Dodge	55	--	--	--	--	25

Gargu-Arak Warrior

GA/1c

Regular

INI	PHY	APV	MOV
50	11	7a	8

Cost/6
WP/30
EP=5

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Mang	76	11	3/1	6e	66	56
Roundshield	72	13	1/4	2b	52	67
Handaxe	58	11	2/1	6e	43	38
Dodge	55	--	--	--	--	30

Gargu-Kyani Archer

GA/2d

Regular

INI	PHY	APV	MOV
56	11	4+	8

Cost/6
WP/35
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	61	10	--	6p	46	--
Buckler	69	12	1/3	1b	59	69
Mankar	54	11	2/1	5e	49	44
Dodge	50	--	--	--	--	35

Gargu-Arak Archer

GA/1d

Elite

INI	PHY	APV	MOV
54	10	4+	8

Cost/7
WP/35
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	67	10	--	6p	52	--
Buckler	74	12	1/3	1b	64	74
Mankar	60	11	2/1	5e	55	50
Dodge	50	--	--	--	--	35

Gargu-Hyeka Scout

GA/3a

Regular

INI	PHY	APV	MOV
58	11	3+	9

Cost/2
WP/25
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Mankar	69	11	2/1	5e	69	64
Buckler	65	12	1/3	1b	60	70
Sling	32	9	--	4b	22	--
Dodge	50	--	--	--	--	40

Gargu-Kyani Scout

GA/2a

Regular

INI	PHY	APV	MOV
58	11	3+	9

Cost/2
WP/25
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Mankar	69	11	2/1	5e	69	64
Buckler	65	12	1/3	1b	60	70
Sling	32	9	--	4b	22	--
Dodge	50	--	--	--	--	40

Gargu-Hyeka Raider

GA/3b

Regular

INI	PHY	APV	MOV
46	11	5b	7

Cost/4
WP/30
EP=5

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Morningstar	80	11	4/1	5p	75	60
-or-						
Spear	72	11	4/2	7p	67	57
Roundshield	69	13	1/4	2b	49	64
Mankar	54	11	2/1	5e	39	34
Dodge	50	--	--	--	--	25

Gargu-Hyeka Warrior

GA/3c

Regular

INI	PHY	APV	MOV
50	12	7a	8

Cost/6
WP/30
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Mang	81	11	3/1	6e	66	56
Roundshield	77	13	1/4	2b	52	67
Handaxe	62	11	2/1	6e	42	37
Dodge	55	--	--	--	--	25

Gargu-Viasal Archer

GA/4d

Regular

INI	PHY	APV	MOV
56	11	4+	8

Cost/6
WP/35
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	61	10	--	6p	46	--
Buckler	69	12	1/3	1b	59	69
Mankar	54	11	2/1	5e	49	44
Dodge	50	--	--	--	--	35

Gargu-Hyeka Archer

GA/3d

Regular

INI	PHY	APV	MOV
56	11	4+	8

Cost/6
WP/35
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	61	10	--	6p	46	--
Buckler	69	12	1/3	1b	59	69
Mankar	54	11	2/1	5e	49	44
Dodge	50	--	--	--	--	35

Gargu-Khanu Scout

GA/5a

Regular

INI	PHY	APV	MOV
63	12	3+	10

Cost/2
WP/25
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Mang	74	11	3/2	6e	79	74
Buckler	70	12	1/3	1b	65	75
Sling	34	9	--	4b	24	--
Dodge	55	--	--	--	--	45

Gargu-Viasal Scout

GA/4a

Regular

INI	PHY	APV	MOV
58	11	3+	9

Cost/2
WP/25
EP=2

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Mang	69	11	3/2	6e	74	69
Buckler	65	12	1/3	1b	60	70
Sling	32	9	--	4b	22	--
Dodge	50	--	--	--	--	40

Gargu-Khanu Raider

GA/5b

Regular

INI	PHY	APV	MOV
51	12	6a	8

Cost/4
WP/30
EP=5

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Morningstar	83	11	4/1	5p	78	63
-or-						
Spear	77	11	4/2	7p	72	62
Roundshield	74	13	1/4	2b	54	69
Mankar	58	11	2/1	5e	43	38
Dodge	55	--	--	--	--	30

Gargu-Viasal Raider

GA/4b

Regular

INI	PHY	APV	MOV
41	11	6a	7

Cost/4
WP/30
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Morningstar	80	11	4/1	5p	70	65
-or-						
Spear	72	11	4/2	7p	62	52
Roundshield	69	13	1/4	2b	44	59
Mankar	54	11	2/1	5e	34	29
Dodge	50	--	--	--	--	20

Gargu-Khanu Warrior

GA/5c

Elite

INI	PHY	APV	MOV
63	14	8a	10

Cost/7
WP/30
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Mang	93	12	3/2	8e	78	73
Roundshield	89	13	1/4	3p	64	79
Handaxe	79	12	2/1	8e	59	54
Dodge	65	--	--	--	--	35

Gargu-Viasal Warrior

GA/4c

Regular

INI	PHY	APV	MOV
50	12	7a	8

Cost/6
WP/30
EP=6

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Mang	81	11	3/2	6e	66	61
Roundshield	77	13	1/4	2b	52	67
Handaxe	62	11	2/1	6e	42	37
Dodge	55	--	--	--	--	25

Gargu-Khanu Archer

GA/5d

Regular

INI	PHY	APV	MOV
61	12	4+	9

Cost/6
WP/35
EP=3

INJURIES

WEAPON	ML	WQ	A/D	IM	AML	DML
Shortbow	65	10	--	6p	50	--
Buckler	74	12	1/3	1b	64	74
Mankar	58	11	2/1	6e	53	48
Dodge	55	--	--	--	--	40

BATTLELUST ARMY LIST RULES

By Bill Gant, August 1998

The following rules apply whenever generating Army Lists for BattleLust:

- **PHY Bonus:** All *Elite* troops except Archers gain a +1 bonus to their PHY. Heavy, Medium and Light Horse, and Heavy and Medium Foot also gain a +1 bonus to their PHY, so an *Elite* Knight would have an overall +2 PHY bonus. Tribesmen classed as Light Foot (e.g. Tulwyn, Equani) also gain +1 PHY.
- **MOV Bonus/Penalty:** Khuzdul and all Gargun except Gargu-Arak suffer -1 MOV; Sindarin gain +1 MOV.
- **Armour Weight:** Assume the mass (in pounds) of armour is equal to 10× the Average Protective Value. Hence, if a warrior's APV is 8, the armour weighs 80lbs. If the APV has a '+' sign, (e.g. 6+), subtract 10lbs. For Khuzdul and Gargun, reduce the total mass of the armour by 10% (Khuzdul), 20% (all Gargun except Gargu-Arak) or 40% (Gargu-Arak).
- **Encumbrance Penalty (EP):** Assume that each warrior is carrying all the weapons listed on the Roster Card, plus an additional 5lbs of miscellaneous equipment. The EP is determined by dividing the total load by the warrior's PHY (round off); the character's MOV is reduced by half the EP (round up).
- **Mounted EP:** Mounted warriors are only affected by half their EP (round up).
- **Steed EP:** Where a warrior is mounted, the steed's EP is determined by subtracting its Load Threshold from the total load, which comprises the mass of the rider, the rider's armour, weapons and equipment plus 50lbs of miscellaneous riding gear. (The Load Threshold is 300 for a Warhorse, 220 for a Riding Horse and 180 for a Pony.) Any excess amount is divided by the steed's PHY and applied as EP.
- **Steed MOV:** Warhorses have a base MOV equal to their PHY. Reduce the MOV by -1 for Riding Horses. Ponies have a PHY and MOV of 14.
- **Weapon ML:** Weapon MLs are determined by calculating the minimum ML for each weapon (which includes the +10 Specialty Bonus, if applicable) according to the table below:

	Civilian	Militia	Regular	Elite
Primary Weapon	PHY×P#	(PHY×(P#+1))+10	(PHY×(P#+2))+10	(PHY×(P#+3))+10
Secondary Weapon	PHY×P#	(PHY×(P#+1))+10	(PHY×(P#+2))+10	(PHY×(P#+3))+10
Tertiary Weapon	PHY×P#	PHY×P#	(PHY×(P#+1))+10	(PHY×(P#+2))+10
Other Weapon	PHY×P#	PHY×P#	(PHY×(P#+1))+10	(PHY×(P#+2))+10

If the total ML exceeds 60 (or 70 including the +10 Specialty Bonus), halve the excess amount.

Next, add the Skill Experience Modifier (BattleLust p.24). Subtract one die for the Secondary weapon, two dice for the Tertiary weapon and 3 dice for Other weapons (minimum of no bonus).

The maximum ML for any weapon (excluding the +10 Specialty Bonus, if applicable) is equal to INI.

- **Riding ML:** For mounted warriors, assume the Riding ML to be equal to the primary weapon ML.
- **Mounted Archer:** Using a Shortbow or Hartbow from horseback incurs a -20 Special Penalty.
- **WQ Bonus/Penalty:** All *Elite* troops except Archers gain a +1 bonus to WQ for all their weapons. Heavy and Medium Horse, and Heavy Foot also gain a +1 WQ bonus. In addition, all Khuzdul and Sindarin gain a +1 WQ bonus, so Khuzdul High Guards and Sindarin Knights would actually gain +3 WQ. Tribesmen suffer a -1 penalty to WQ for their weapons.
- **Heavy Weapons:** Khuzdul and Gargu-Khanu may wield Heavy versions of melee weapons (Base Impact ×1.25) if their PHY is 13 or higher. Sindarin may only wield Heavy weapons if their PHY is 15 or greater. All other races must have 14+ PHY to use such weapons.