

ARMY OF EASTERLING WAINRIDERS; **?????**; BATTLE NAME; MONTH YEAR - **V7**

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
TURN																				
FIRING																				
OTHER																				

STATUS COLUMN: EITHER PERIOD TROOP TYPE and/or SELECTED STRATEGY (Place letters in Status column) - Ambush (A); Disloyal (D); Experienced Warlord (EW); Fanatic (F); Impetuous (I); Imposing Horsemen (IH); Javelins (J); Loyal Troops (L); Levy (LE); Militia Troops (M); Regular Troops (R); Religious Symbol (RS); Shieldwall (S); Veteran (V); Warrior (W)

	Title	Class Cohesion Points						Order	Body Armour	Weapons	Status	LP	Melee Add	Fire Range	D6 for firing	Move	Bravery	Aggression	Defence	Men 50:1
		A 6	B 5	C 4	D 3	E 2	E 1													
Wainriders Leader	?????							Open	HC (Y)	Lance	EW, V					4	9	6	5	1
Chariot 1	Wainriders							Loose	HI (Y)	Halberd			+1 D6			3	8	5	6	50
Chariot 2	Wainriders							Loose	HI (Y)	Halberd			+1 D6			3	8	5	6	50
Wains 1	Wainriders							Close	MI	IPA, Bow	L			3	2	2	7	4	5	50
Wains 2	Wainriders							Close	MI	IPA, Bow	L			3	2	2	7	4	5	50
Cavalry 1	Wainriders							Close	HC (Y)	Lance						3	8	5	5	300
Cavalry 2	Wainriders							Close	HC (Y)	Lance						3	8	5	5	300
Cavalry 3	Wainriders							Close	HC (Y)	Lance						3	8	5	5	300
Cavalry 4	Wainriders							Close	HC (Y)	Lance						3	8	5	5	300
Cavalry 5	Wainriders							Loose	MC	L, Bow, Sh			+1 D6	4	3	4	8	5	5	200
Cavalry 6	Wainriders							Loose	MC	L, Bow, Sh			+1 D6	4	3	4	8	5	5	200
Cavalry 7	Wainriders							Loose	MC	L, Bow, Sh			+1 D6	4	3	4	8	5	5	200
Cavalry 8	Wainriders							Loose	MC	L, Bow, Sh			+1 D6	4	3	4	8	5	5	200
Cavalry 9	Wainriders							Loose	MC	L, Bow, Sh			+1 D6	4	3	4	8	5	5	200
Cavalry 10	Wainriders							Loose	MC	L, Bow, Sh			+1 D6	4	3	4	8	5	5	200
Axemen 1	Wainriders							Loose	HI (Y)	Axe						2	7	5	5	400
Axemen 2	Wainriders							Loose	HI (Y)	Axe						2	7	5	5	400
Axemen 3	Wainriders							Loose	HI (Y)	Axe						2	7	5	5	400
Spearmen 1	Wainriders							Loose	HI (Y)	Spear, Sh	S					2	7	5	5	500
Spearmen 2	Wainriders							Loose	HI (Y)	Spear, Sh	S					2	7	5	5	500
Spearmen 3	Wainriders							Loose	HI (Y)	Spear, Sh	S					2	7	5	5	500
Swordsmen 1	Wainriders							Loose	HI (Y)	Swd, Sh						2	7	5	5	400
Swordsmen 2	Wainriders							Loose	HI (Y)	Swd, Sh						2	7	5	5	400
TOTAL																				6101
STRENGTH WEAKNESS																				

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		A 6	B 5	C 4	D 3	E 2	E 1													
Rhun Home Defence	Easterling							Loose	MI	IPA, Bow	LE		+1 D6			3	7	5	5	500
TOTAL																				500
STRENGTH WEAKNESS																				

These troops can only be added to an army, if the lands of Rhun are invaded and they will come under whoever commands to army of defence.