

Witenagemot

Anglo-Saxon council made up of a varying number of nobles, prelates, and influential officials and convened from time to time to advise the king on matters of commerce and warfare

Version 8.0

Witenagemot

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1.0 Introduction

Witenagemot is designed to simulate the movement of troops and provide a high-level model for the economics of the Reaches.

As all wise players know, the Reaches is divided into two basic factions. The forces of good are represented by the Knights of the Reaches (Bretonnians), the Dwarves of the Shadowland Mountains (Dwarves) and the Elves of Radiant Dawn (High Elves). The forces of evil are represented by the Orc Nation (Orcs and Goblins), the Army of Sandal (Chaos), the Undead Hordes of the Tomb Kingdom (Undead), the Tang Empire (Skaven), and the Wolfshaunt (Vampire Counts). With limited resources (gold, troops, etc.) on both sides of the conflict, players must wisely balance their economic and military actions in order to maintain the stability of their kingdoms.

Each game represents one campaign year in the Reaches. A game is played in eight turns with each turn representing a month during which warfare is waged (March - October). Each turn is divided into six phases: Evil Movement, Combat, Evil Muster, Good Movement, Combat, and Good Muster. There is a separate Season Start/End Sequence between games, during which kingdom parameters (Prosperity, Population, Tranquility, etc.) and Warchests are re-calculated and adjusted. During the off-season, troops are considered to return to their homes (in order to help with the harvest, drink in their mead halls, etc.).

The game is won by forcing enemy kingdoms into Rebellion.

2.0 Economic Warfare

While the vast personal wealth gathered by adventurers could be used to fund armies, and such a commitment might on special occasions be warranted, the primary source of funds for the armies of the Reaches are kingdom treasuries. A very simple large-scale economy for the Reaches has been adopted. The Reaches have been divided up into economic regions, and each region has several parameters which determine its economic value.

2.1 Tranquility

Tranquility is a measure of the contentment of the general population. If the Tranquility of a kingdom is high, then their support for the king is high. If this score becomes too low, then unrest and rebellion are possible. The possible states of Tranquility and their effects are shown below.

Tranquility	Rating	Effect
Plenty	9+	Population increases by growth rate. Prosperity increases by 1.
Abundance	7-8	Population increases by growth rate.
Normal	4-6	
Unrest	2-3	Population decreases by growth rate.
Rebellion	1	King is overthrown.

There are a number of factors which can change a nation's Tranquility rating. These are:

- Wartime tithes lower Tranquility by 1.
- Tyrannical tithes lower Tranquility by 2.
- A loss in a major battle lowers Tranquility by 1 (for the largest force only).
- A victory in a major battle raises Tranquility by 1 (for the largest force only).
- Elves lose 1 point of Tranquility in any season where their troops are mustered.
- Orcs lose 1 point of Tranquility in any season where their troops are not mustered.

A major battle is defined as one in which:

- The total value of the troops lost in the conflict is equal to or greater than 30 defensive points.
- A city, castle, or keep is successfully sieged (villages and towers do not count).
- A ship is lost.

2.2 Population

The Population of each kingdom is a rough measure of the number of inhabitants in the community. Each point of population is roughly equivalent to 100,000 individuals. Population is determined at the end of each campaign year after any adjustment to that kingdom's Tranquility and Prosperity level has been made.

Kingdom	Growth Rate
Undead, Wolfshaunt	None (+0)
Dwarves, Elves, Gnomes	Low (+1)
Tang	Low (+1)
Knights of the Reaches	Normal (+2)
Sandal	Normal (+2)
Orcs and Goblins	High (+3)

There are a number of factors which can change population. Note that Population can never be lower than 1. These are:

- Each year a kingdom is in Unrest, its population decreases by its growth rate.
- Each year a kingdom is in Abundance or Plenty, its population increases by its growth rate.
- The Plague decreases Population by either 1 or 2.
- Undead and Wolfshaunt increases Population by 1 for each major victory won.

2.3 Prosperity

The Prosperity of each kingdom is a measure of the average wealth of the populace. A Prosperity of 1 denotes that the subjects of the kingdom live in abject poverty while a Prosperity of 10 would occur only after years of peace and good fortune. Each Prosperity point is roughly equal to the yearly wages in gold pieces of the average villager. While most farmers are very poor earning only a few silver pieces, rich merchants will balance this with earnings of hundreds or thousands of gold pieces.

At the end of a campaign year, the Prosperity of the kingdom is adjusted based on what has occurred during the game.

- Good weather increases Prosperity by 1.
- Drought lowers Prosperity by 1.
- No taxes raises Prosperity by 2.
- Wartime tithes lowers Prosperity by 1.
- Tyrannical tithes lowers Prosperity by 2.
- Tranquility of Plenty (9 or higher) raises Prosperity by 1.

2.4 Tithes

Tithes are the taxes that are paid by the kingdom citizens each year. These monies are deposited into the Warchest for each kingdom at the end of each game. The King sets the tithe rates for their kingdom, and this rate can be changed from year to year. While the population can be squeezed for awhile, the long-term effects of massive taxation is to be avoided. The possible rates at which Tithes are collected are as follows:

Tithe	Rate	Notes
No Taxes	-10%	Raises Prosperity by 2, Raises Tranquility by 2
Peacetime	0%	
Wartime	15%	Lowers Prosperity by 1, Lowers Tranquility by 1
Tyrannical	30%	Lowers Prosperity by 2, Lowers Tranquility by 2

2.5 Warchest

The Warchest is the amount of gold in the kingdom coffers above and beyond what is needed for the operation of the government and daily affairs. The Warchest is measured in 100,000s of gold pieces. At the end of each campaign year, the Warchest is refilled by taxes collected on the citizenry. Characters are allowed to donate gold to the Warchest. All gold that was in the Warchest at the end of the previous year is carried over. In addition, new taxes are collected using the following equation:

$$\text{Taxes} = \text{Population} * \text{Prosperity} * \text{Tax Rate} * 100,000$$

For example, a kingdom with a population of 6 and a prosperity of 4 levying a wartime tithe gets:

$$6 * 4 * 0.15 * 100,000 = 360,000 \text{ gold.}$$

The Warchest can be spent by the King to build a field army (i.e., one that goes into the field to fight). The cost of the troops is shown in the tables at the end of these rules. In addition, the King can use money out of the Warchest for other large-scale improvements and projects.

Improvement	Cost	Benefit
Establishing a Tower	25,000 gold for two years	Added defensive point and garrison
Establishing a Keep or Garrison	50,000 gold for two years	Added defensive point and garrison
Establishing a Castle or City	100,000 gold for two years	Added defensive point and garrison
Erecting a Cathedral	125,000 gold for two years	Increases the Tranquility of the kingdom by 1 point for each of the three years after completion
Road across one hex	20,000 gold x movement multiplier (takes one year)	Double movement along road.

For example, establishing a tower cost 25,000 gold for two years for a grand total of 50,000 gold.

Ordinary expenses such as staffing of royal residences, roads, and the garrison army remain fairly static from year to year. However, special projects such as rebuilding Dwarven Hall at Dwarrowdelf or repairing the Basilica of the Broken Magi may require tens of thousands of gold pieces over years

or decades. In addition, fielding an army in wartime can easily deplete the kingdom treasuries. Rulers must balance these factors in making their military and economic decisions.

3.0 Military Warfare

Armies are the exclusive domain of the most elite powers of the Reaches: kings, queens, and the nobility. Not only does it take sizeable coffers to fund extensive military campaigns, but it also requires a large population, supporting farms, iron works, raw materials, and formal training academies. While most civilized nations have outlawed the practice of private armies, even the wealthiest of merchants and private citizens could not hope to muster the resources to field an army.

There are two general types of military forces. Garrison soldiers are career military men stationed at a castles, forts, cities, etc. They typically serve two purposes. First, they provide local law enforcement duties oftentimes augmenting the town guard and local militia. However, their primary duty is defensive in the case of sieges or attacks by enemy forces. Many field-seasoned veterans will "retire" to garrison duty to escape the more treacherous (and exciting) duty on the battlefield. Garrisons are also filled with the sons of the local townsfolk, as the positions pay well year-round and are not as dangerous as field duty.

Field soldiers represent the offensive might of a kingdom. Unlike their garrison counterparts, field soldiers are called to action only in times of war. Field armies are large, destructive, and unpredictable typically consisting of several thousand fighting men and their retainues. The ranks of a field army are typically made up of peasant boys trained at small outposts scattered across the Reaches. Those who survive and show an aptitude for warcraft are often promoted into cavalry or artillery units, earning a greater pay and better odds of survival. Some are promoted to command positions, becoming heroes, battle mages, or generals.

In the Reaches, the field season runs from March through October. The reasons for this are twofold. First, it is impractical to attempt large-scale military actions during the winter months when conditions so heavily favor defenders in sieges and battles. Second, field soldiers typically return home for the winter to care for their families, drink their wages, and heal their wounds.

A decision to go to war is typically made during the dark nights of Winter, for armies cannot be raised overnight. In the Reaches, the vast distances between cities and military objectives mean that offensive strategies for the season must be decided in advance. Military intelligence on enemy movements and plans provide the key in choosing a wise course of action. In the First Orcish War, a misinterpretation of the orcish words for "east" and "west" caused troops to march for two months westward from Dwarrowdelf arriving in Teufeldorf only to learn that the major orcish offensive was crushing several castles near Haggelthorn Forest, a five month march away.

After the movements and objectives for an army have been decided, the army is hired for the season. There are several limiting factors for hiring a field army. First, gold must be available for the army to be assembled. The war coffers travel with the army, as no good soldier ever fights for free. Second, troops must be available to respond to the King's Call to Hire. Each training academy, outpost, and military installation keeps a roster of the troops available for action. These rosters vary year-to-year as the villages and towns in the area grow and shrink due to economic factors, military actions, and the like.

Finally, the weather begins to warm, birds are singing, flowers are blooming, and it is time for war.

There are roughly two hundred counters in Witenagemot. These represent the troops of the Realm. Each counter has a corresponding Warmaster unit which will be used to resolve the important conflicts that arise in the game. Turns are divided into phases: movement, combat and muster. During the movement phase, one player may move any or all of his units up to their full movement rate. At the end of each movement phase, any counters occupying the same hex as an enemy must participate in combat. Finally, generals may muster new troops to participate in later turns.

3.1 Movement

Each hex is approximately 60 miles across. The following movement assumes that units are moving along open terrain. Movement rates (in hexes) are noted on the counters for each unit.

Unit Type	Hexes	Miles/month	Miles/day
Flyers	20 hexes	1200 miles/month	40 miles/day
Ships	9 hexes	540 miles/month	18 miles/day
Cavalry	6 hexes	360 miles/month	12 miles/day
Foot	4 hexes	240 miles/month	8 miles/day
Artillery	2 hexes	120 miles/month	4 miles/day

These movement rates are typical for large armies which include supply wagons and the like.

NOTE: Ship movement comes after troop movement (see Navies below). So, you may embark troops and then move a ship, but you may not move a ship, disembark and then move the disembarked troops. Disembarked troops may fight as normal in the hex.

3.1.1 Ethereal Movement

Troops with ethereal movement may move through any hex regardless of its terrain type or whether it contains enemy units. If the unit ends its movement in a hex with enemy units, it must fight as per normal rules. If the unit is attacked on its opponent's turn, it must fight as per normal rules. It is affected by fortifications, etc. normally.

3.1.2 Movement Through Fortified Hexes

An enemy force may not enter a hex containing fortifications (tower, keep, castle, city, etc.) unless it has sufficient attack value to siege the fortifications (in other words at least 1:1 counting fortification garrison). The force does not need to put down the siege so can continue (non-road) movement, but it does need the 1: 1 force level to pass through the hex.

3.2 Defended Units

Any unit that is in the open field and does not move during its turn may declare itself "defended". A DEF counter is placed on the unit. In the case of a battle in a hex that has defended troops, the following special rules apply:

- If resolved via the Combat tables, any defended units are doubled in their defense strength.
- If resolved via Warmaster, the general with the defended troops may place all of the terrain for the battle.

3.3 Terrain

When moving through terrain, an additional modifier is applied to the cost of entering the hex. In some cases, units cannot enter the terrain type because they are unable to pay the movement cost. For example, movement costs through a forest is quadrupled. Artillery can only move two hexes each turn. This prevents artillery from entering the forest.

Roads

- Movement costs are halved when moving on roads.

Forest

- Movement costs are quadrupled when moving into forest hexes.
- Forests have no effect on Elves.

Mountains

- Armies cannot enter mountain hexes except along roads.
- Mountains have no effect on Dwarves and Mountain Giants.

Hills

- Movement costs are tripled when moving into hill hexes.
- Hills have no effect on Orcs, Dwarves, and Mountain Giants.

Swamps

- Movement costs are quadrupled when moving into swamp hexes.
- Swamps have no effect on Orcs and Gnomes.

Desert

- Movement costs are quadrupled when moving into desert hexes.
- Armies must be able to trace a line of supply through occupied hexes in order to move into deserts.
- Deserts have no effect on the Undead.

Rivers

- All rivers halt movement for that turn if crossed at any point other than a road.

Oceans

- Mountain Giants may not board ships or barges.










The Mines of Moradin connect Southgate Tower (hex 2317) and Moradin's Tower (hex 2616). The mines are underground and cannot be attacked from the surface.

- Armies can enter/exit only if they control the corresponding tower.
- Dwarven units have movement cost halved (i.e., road travel) when moving in the mines.
- Each dwarf unit may "escort" one non-dwarf unit – allowing normal movement for all units involved.
- Unescorted non-dwarven units have movement cost doubled when moving in the mines.

The tunnel connecting Hodor's Hall (hex 1619) and Nevermind (hex 1621) is considered part of the mountain giant keep and can only be used to allow mountain giant units to muster in Nevermind in addition to the Whispering Hills. It cannot otherwise be used.

3.4 Towns, Castles and Fortifications

Each castle and fortification has a garrison of troops that will fight to defend itself. A garrison will not leave a castle to attack or pursue other troops. All other troops within the castle add to the defensive value of the castle.

Castle Type	Symbol	Defense	Value
Village (deploy 1 unit)		5	Sieging a village adds 5,000 gold to victor's Warchest and subtracts a like amount from the loser's Warchest.
Tower (deploy 2 units)		10	Sieging a tower adds 10,000 gold to victor's Warchest and subtracts a like amount from the loser's Warchest.
Town (deploy 3 units)		15	Sieging a town adds 15,000 gold to victor's Warchest and subtracts a like amount from the loser's Warchest.
Town (deploy 3 units)		15	Sieging a town adds 15,000 gold to victor's Warchest and subtracts a like amount from the loser's Warchest.
Keeps or Garrisons (deploy 4 units)		20	Sieging a keep adds 20,000 gold to victor's Warchest and subtracts a like amount from the loser's Warchest. Counts a major battle.
Castle (deploy 10 units)		30	Sieging a castle adds 30,000 gold to victor's Warchest and subtracts a like amount from the loser's Warchest. Counts a major battle.
Castle (deploy 10 units)		30	Sieging a castle adds 30,000 gold to victor's Warchest and subtracts a like amount from the loser's Warchest. Counts a major battle.
City (deploy 10 units)		30	Sieging a city adds 30,000 gold to victor's Warchest and subtracts a like amount from the loser's Warchest. Counts a major battle.
Large City (unlimited) <i>NOTE: Teufeldorf and Durcheinander only</i>		40	Sieging a castle adds 40,000 gold to victor's Warchest and subtracts a like amount from the loser's Warchest. Counts a major battle.

3.5 Navies

Navies provide two basic activities: transportation of troops across water and support or participation in battles.

Ships may move up to 9 hexes during their movement phase.

Each naval unit can transport up to six units – regardless of the value of the troops. While on a ship, these troops cannot participate in battle or help defend the armada. They are considered cargo. The only exception to this is flying units which may participate in both attack and defense of ships.

Units are loaded or unloaded from ships on any coastal hex. Ship movement is considered to occur after troop movement. So, units can enter a hex with a ship, load onto the ship, and the ship can then move up to its full movement. However, troops which disembark cannot move. They may fight as normal in the hex.

Open sea naval battles are fought in the same way as open field battles – with the offensive strength of the attacker + any fliers vs. the defensive strength of the defender + any fliers. Troops on the ships are not considered, and ships that are lost can reduce carrying capacity causing troops to drown.

Navies may also participate in coastal battles (including sieges of ports). In this case, they are treated just like other troops in the battle. They occupy the same hex with the ground troops and are added into the attack and defense values as normal. They can be lost as a casualty of war.

3.6 Combat

There are two types of combat: siege combat and open field combat. Both types of combat may be resolved using dice and the appropriate combat table. Alternatively, Warmaster may be used to determine the outcome of battles. It is always the defender's choice as how to resolve combat. It is recommended that for any battle where the odds are greater than 2-1 or where troop totals are less than 10 units per side, the combat tables be used. For open field battles, a major victory requires that the smaller side be at least 1000 points of troops.

For sieges, the attacker must have a superior force to the combined defending troops. In this case, the attacker declares that he is going to siege the fortification. The defender may choose one of two options.

- **Sally forth and fight.** In this case, all field forces inside the castle come out into the open and fight the attackers using either the Open Field Combat table or a Warmaster battle. Note that no garrison forces will participate in this battle. If the attacker successfully wins the attack, the fortification is still considered under siege. If the defender wins, the attacker must retreat one hex and the siege is broken (allowing troops to enter and leave the castle). This is a good delaying tactic but divides the defender into smaller, easier to kill forces.
- **Stand fast.** In this case, the battle is resolved using the Siege Combat table or a Warmaster battle. If the attacker successfully wins the attack, the fortification is overrun. If the defender wins, the attacker must retreat one hex and the siege is broken (allowing troops to enter and leave the castle).

Any fortifications under siege may not be reinforced. Separate attacks from the field may be launched to attempt to break the siege, but the besieged troops may not participate in any offensive actions. **There are two exceptions:**

- Flying units can reinforce fortifications under siege if there are no flying units in the sieging force.
- Port (coastal) fortifications can be reinforced via naval units if there are no naval units in the sieging force.

Siege Table Combat					
Roll	1-1	2-1	3-1	4-1	5-1
1	NR	NR	NR	NR	NR
2	NR	NR	NR	NR	D
3	NR	NR	NR	D	D
4	NR	NR	D	D	D
5	NR	D	D	D	D
6	D	D	D	D	D

For open field attacks, the attacker may fight regardless of the odds. Again, the defender may choose to resolve the battle via the Open Field Combat Table or via a Warmaster battle. The loser of the battle must retreat to an adjacent hex that is unoccupied.

Open Field Combat Table								
Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
1	EX	EX	EX	EX	EX	EX	EX	EX
2	A	EX	EX	CA	CA2	CA2	CA3	D
3	A	A	CA	CA	CA2	CA3	D	D
4	A	A	A	EX	CA1	D	D	D
5	A	A	A	A	D	D	D	D
6	A	A	A	D	D	D	D	D

- A – All attacking units are eliminated. These units are not available for the remainder of this game, but they may be reformed for the next campaign season.
- D – All defending units are eliminated. These units are not available for the remainder of this game, but they may be reformed for the next campaign season.
- EX – Exchange. The side with fewer combat factors loses its entire force. The larger side removes at least an equal number of factors. These units are not available for the remainder of this game, but they may be reformed for the next campaign season.
- CA – All of the defender’s units must immediately attack all units which originally attacked them.
- CA1 – Defender must counterattack as above; he rolls on the 1-1 odds column regardless of factors involved.
- CA2 - Defender must counterattack as above; he rolls on the 1-2 odds column regardless of factors involved.
- CA3 - Defender must counterattack as above; he rolls on the 1-3 odds column regardless of factors involved.
- NR – No result. The siege continues the next turn.

3.7 Overwhelming Odds

After all troop movement is completed, the attacker may declare any open field combat with odds of 6-1 or greater as being Overwhelming Odds. These are resolved first using the usual open field combat table. On any result other than a 1 on the dice, the attacker is victorious and allowed to advance (move) the units in that hex to one adjacent hex. They can join other units, but they cannot be redistributed – they must all move to a single adjacent hex or all stay where they are.

This movement must also be in either open terrain or along roads. The sole exception to this is units that are unaffected by the terrain of the hex into which they are moving (i.e., elves can advance into forests). Units which advance can then fight again in the main combat phase.

3.8 Enraged Units

A player may attempt to enrage a mountain giant unit BEFORE any dice are rolled to begin the resolution of a battle. This is an optional effect and is ignored if not declared before the dice roll. The effect of enraging doubles the attack value of the unit and halves the defense value of the unit. The effect lasts for the current month. Note that enraged units are somewhat unpredictable as shown in the table below:

Dice Roll	Effect
1	Oops. The unit is enraged but is controlled by the enemy.
2-4	No effect.
5-6	The unit is enraged. Rock on.

3.9 Warmaster Resolution

For all battles of significance, Warmaster is used to determine the victor. Terrain is setup according to the terrain in the hex where the battle takes place. Each side is allowed to place equal numbers of terrain pieces based on the dice roll unless there are defended units in the hex. In this case, the general with defended units places all terrain.

Generals, heroes and wizards are assumed to accompany troops in their marches, although they are not represented by counters on the Witenagemot board. Players get characters and magic items up to the Force Pool limits as described in the following table:

Army Size	Characters + Magic
0 – 1000 points	up to 250 points
1001 – 1500 points	up to 375 points
1501 – 2000 points	up to 500 points
2001 – 2500 points	up to 625 points
+ each 500 points	+ 125 points

Characters and magic items are not subtracted from the Warchests, as their costs are built into the army troop costs. Note that each army must have one general and commanders are allowed to give orders to any units in their army.

Victorious armies gain their objectives whether they be to control a particular area (territory, town, city, etc.), overthrow a ruler, or destroy the economic base of an enemy. Most battles end with one

side withdrawing from the field. However in rare instances, a general is slain in battle. When this occurs, the victorious army captures the war coffers for that army and all the gold contained therein.

3.10 Muster

At the end of the combat phase, the attacker may muster additional troops in his Available Forces pool. These units start at their initial deployment position and may not move until the following turn. The cost of these units is immediately subtracted from the Warchest. Note that the cost of these troops is their full year costs even though they are available for whatever turns are remaining in the game.

4.0 Season Start/End Sequence

Before the first turn of the game:

1. Each King determines the Tithe rate for the upcoming year.
2. Current Prosperity and Population values are used to calculate new taxes. The new taxes are added to the Warchest.
3. Any character contributions are added to the appropriate Warchest.
4. Each King determines his initial forces, subtracting the cost of the troops from his Warchest. This should be done in secret.
5. Once all troops are purchased, they are revealed and deployed to their initial starting locations.
6. A random event card is drawn for each kingdom. Possible random events include Plague, Weather, and the like.
7. The game begins with the Evil movement phase.

After the last battle turn is resolved for the year:

1. Calculate the Prosperity of each kingdom.
2. Calculate the Tranquility of each kingdom.
3. Calculate the Population of each kingdom..
4. Note all results on the campaign results page. This includes the current Warchest.

Appendix A: The Forces of Good

Race	Troop	Avail	Pts	Unit Cost (season)	Unit Size	Type	Sub-type	Soldier Wages (season)
Dwarves	Warriors	6	110	11,000	685	Infantry	Heavy Foot	16
Dwarves	Crossbowmen	6	90	9,000	375	Infantry	Crossbowmen	24
Dwarves	Rangers	4	110	11,000	340	Infantry	Special Foot	32
Dwarves	Trollslayers	4	80	8,000	250	Infantry	Special Foot	32
Dwarves	Stone Throwers	2	90	9,000	18	Artillery	Artillerist	500
Dwarves	Fire Throwers	2	50	5,000	10	Artillery	Artillerist	500
Dwarves	Airship	4	75	7,500	10	Machine	Machine	750
Dwarves	Barge	2	-	2,500	10	Machine	Machine	750
Elves	Spearman	6	60	6,000	750	Infantry	Light Foot	8
Elves	Archer	6	75	7,500	465	Infantry	Short Archer	16
Elves	Storm Riders	6	110	11,000	225	Cavalry	Heavy Horse	48
Elves	Wind Riders	4	90	9,000	190	Cavalry	Heavy Horse	48
Elves	Chariots	4	95	9,500	195	Cavalry	Heavy Horse	48
Elves	Bolt Thrower	2	65	6,500	13	Artillery	Artillerist	500
Elves	Giant Eagles	2	70	7,000	3	Monster	Monster	7,000
Elves	Dragon	1	350	35,000	1	Monster	Monster	35,000
Elves	Sailing Ships	4	100	10,000	14	Machine	Machine	750
Humans	Spearmen	6	45	4,500	560	Infantry	Light Footman	8
Humans	Bowmen	6	55	5,500	225	Infantry	Short Archer	16
Humans	Peasants	4	30	3,000	375	Infantry	Light Foot	8
Humans	Knights	8	110	11,000	225	Cavalry	Heavy Horse	48
Humans	Guardian Knights	2	120	12,000	195	Cavalry	Heavy Horse	48
Humans	Squires	6	90	9,000		Cavalry	Light Horse	24
Humans	Sailing Ships	2	100	10,000	13	Machine	Machine	750
Humans	Trebuchet	1	150	15,000	30	Machine	Machine	500
Gnomes	Spearmen	4	30	3,000	375	Infantry	Light Foot	8
Gnomes	Rock Slingers	4	30	3,000	375	Infantry	Light Foot	8
Gnomes	Giant Snail	2	125	12,500	1	Monster	Monster	12,500
Gnomes	Mountain Giants	4*	300	30,000	1	Monster	Monster	30,000

Cost to Muster All Dwarves = 259,000

Cost to Muster All Elves = 323,000

Cost to Muster All Humans = 273,000

Cost to Muster All Gnomes = 79,000 (MC 33); 109,000 (MC 34); 139,000 (MC 35); 169,000 (MC 36)

Appendix B: Forces of the Unknown

Race	Troop	Avail	Pts	Unit Cost (season)	Unit Size	Type	Sub-type	Soldier Wages (season)
Orc	Orc Warriors	6	30	3,000	375	Infantry	Light Foot	8
Orc	Black Orcs	2	110	11,000	685	Infantry	Heavy Foot	16
Orc	Goblins	6	30	3,000	375	Infantry	Light Foot	8
Orc	Trolls	2	110	11,000	340	Infantry	Special Foot	32
Orc	Ogres	2	105	10,500	325	Infantry	Special Foot	32
Orc	Boar Riders	6	110	11,000	225	Cavalry	Heavy Horse	48
Orc	Wolf Riders	2	60	6,000	250	Cavalry	Light Horse	24
Orc	Wolf Chariots	1	80	8,000	330	Cavalry	Light Horse	24
Orc	Giants	2	150	15,000	10	Monster	Monster	1,500
Orc	Rock Lobbers	2	75	7,500	15	Artillery	Artillery	500
Orc	Sailing Ships	1	100	10,000	13	Machine	Machine	750
Sandal	Chaos Warriors	4	150	15,000	465	Infantry	Special Foot	32
Sandal	Marauders	4	60	6,000	375	Infantry	Heavy Foot	16
Sandal	Trolls	2	110	11,000	340	Infantry	Special Foot	32
Sandal	Marauder Horsemen	4	90	9,000	375	Cavalry	Light Horse	24
Sandal	Chaos Knights	4	200	20,000	415	Cavalry	Heavy Horse	48
Sandal	Chaos Hounds	2	30	3,000	125	Cavalry	Light Horse	24
Sandal	Chaos Chariots	2	95	9,500	195	Cavalry	Heavy Horse	48
Sandal	Harpies	2	65	6,500	3	Monster	Monster	2,167
Sandal	Dragon Ogres	2	250	25,000	3	Monster	Monster	8,333
Sandal	Chaos Spawn	2	110	11,000	1	Monster	Monster	11,000
Sandal	Sailing Ships	2	100	10,000	13	Machine	Machine	750

Cost to Muster All Orcs = 242,000

Cost to Muster All Sandal = 352,000

Appendix C: Forces of Evil

Race	Troop	Avail	Pts	Unit Cost (season)	Unit Size	Type	Sub-type	Soldier Wages (season)
Undead	Skeletons	8	30	3,000	750	Infantry	V. Light Foot	0
Undead	Skeleton Bowmen	6	35	3,500	435	Infantry	Light Foot	0
Undead	Skeleton Cavalry	4	60	6,000	500	Cavalry	V. Light Horse	0
Undead	Skeleton Chariots	6	110	11,000	455	Cavalry	Light Horse	0
Undead	Skull Chukka	2	85	8,500	10	Artillery	Artillerist	0
Undead	Bone Thrower	2	65	6,500	20	Artillery	Artillerist	0
Undead	Carrion Birds	2	65	6,500	3	Monster	Monster	0
Undead	Bone Giant	2	125	12,500	1	Monster	Monster	0
Undead	Sphinx	2	150	15,000	1	Monster	Monster	0
Tang	Clanrats	8	40	4,000	500	Infantry	Light Foot	8
Tang	Stormvermin	4	55	5,500	700	Infantry	Light Foot	8
Tang	Jezzails	4	70	7,000	875	Infantry	Light Foot	8
Tang	Plague Monks	4	70	7,000	875	Infantry	Light Foot	8
Tang	Rat Swarms	8	25	2,500	625	Infantry	V. Light Foot	4
Tang	Gutter Runners	4	70	7,000	875	Infantry	Light Foot	8
Tang	Rat Ogres	4	110	11,000	700	Infantry	Heavy Foot	16
Tang	Warp Lightning Cannon	4	50	5,000	10	Artillery	Artillery	500
Tang	Doom Wheel	2	125	12,500	10	Artillery	Artillery	500
Tang	Sailing Ships	10	100	10,000	13	Machine	Machine	750
Wolfshaunt	Skeletons	4	30	3,000	375	Infantry	Light Foot	0
Wolfshaunt	Zombies	4	35	3,500	850	Infantry	V. Light Foot	0
Wolfshaunt	Ghouls	4	55	5,500	685	Infantry	Light Foot	0
Wolfshaunt	Grave Guards	4	60	6,000	750	Infantry	Light Foot	0
Wolfshaunt	Ethereal Hosts	4	90	9,000	280	Infantry	Special Foot	0
Wolfshaunt	Grave Knights	4	110	11,000	230	Cavalry	Heavy Horse	0
Wolfshaunt	Dire Wolves	4	40	4,000	175	Cavalry	Light Horse	0
Wolfshaunt	Fell Bats	2	65	6,500	3	Monster	Monster	0

Cost to Muster All Undead = 233,000

Cost to Muster All Tang = 347,000

Cost to Muster All Wolfshaunt = 181,000