

Norman:

Good at using missile weapons and mounted charges

- Warlord, Hearth Guard & Warriors can be mounted (-1 Armour from shooting)
- 1x Foot Warrior unit(>8) can have crossbow (-1 Armour in Melee/-1 Armour from Target when shooting)
- Levies are Bow armed

Viking:

Good at taking/removing fatigue

- 1x Hearth Guard unit (4) can upgraded to Berserkers (Armour reduced to 3,Attack with 4 Dice each)
- Levies are Bow or Sling armed

Anglo-Danish:

Good use of Danish Axe

- Warlord has Danish Axe (-1 Armour in Melee/-1 Armour from Target)
- Hearth Guard may be armed with Danish Axe else they are spear armed
- Warriors are Spear armed
- Levies are Bow or Sling armed

Welsh:

Hit and run with javelins, good in rough going

- Warlord, Hearth Guard & Warriors can be mounted (-1 Armour from shooting)
- Warlord, Hearth Guard & Warriors are armed with Javelins (-1 Armour from shooting)
- Levies are Bow, javelins or Sling armed

Anglo-Saxon:

Good at using large spear units in shield walls etc.

- Warlord & Hearth Guard can be mounted (-1 Armour from shooting)
- Warlord & Hearth Guard & Warriors Spear armed
- Levies are Bow, Sling or Spear armed, (Spear armed have upgraded 4 Armour and 1 Attack dice per 2 figures)

Breton:

Good at mounted and foot javelin usage

- Warlord are be mounted (-1 Armour from shooting), Javelin armed
- Hearth Guard are mounted, Javelin armed (Armour 4 in melee and against shooting due to being mounted)
- Warriors can be mounted, Javelin armed, (Armour 3 in melee and against shooting due to being mounted)
- Warriors on foot are Spear armed and armour 4
- Levies are Javelin armed

Scots:

Strong in defensive actions

- Warlord & Hearth Guard can be mounted (-1 Armour from shooting)
- Warlord, Hearth Guard & Warriors on foot are Spear armed
- Levies are Bow or Javelin armed

Jomsvikings:

Strange aggressive build-up table to make them almost invincible

- Warlord, Hearth Guard & Warriors can be armed with Danish Axe (-1 Armour in Melee/-1 Armour from Target)
- No Levies

Norse-Gael:

Lots of Danish Axe in use and employ single combat 'challenges' to very good effect

- Warlord, Hearth Guard & Warriors can be armed with Danish Axe (-1 Armour in Melee/-1 Armour from Target)
- Else Warriors are Javelin armed (-1 Armour from shooting)
- Levies are Javelin armed

Kingdom of Scrathclyde:

Mainly mounted hit and run tactics, with units starting off board.

- Warlord & Hearth Guard must be mounted (-1 Armour from shooting)
- Warriors may be mounted (-1 Armour from shooting)
- Levies are Javelin armed

Irish:

Have multiple options including, mini Warlords and a pack of dogs, like rough ground

- Warlord(s) & Hearth Guard may be mounted (-1 Armour from shooting)
- Warlord(s) on foot are Javelin or Danish Axe armed
- Hearth Guard on foot are Javelin or Danish Axe armed, (-1 Armour from Target)
- Irish Heath Guard are Amour class 4 against shooting (whether mounted or on foot)
- Up to 2 Hearth Guard figures can be upgraded to 'Curaidh' (Mini Warlords)
- Warriors are Javelin armed (-1 Armour from shooting)
- 1 x Warrior unit (8) can be Dogs, (Armour 3, Move 'L' (12") across all uneven terrain)
- Levies are Sling or Javelin armed

Franks:

Three different type of faction make-up.

Merovingians

- Warlord & Hearth Guard may be mounted and armed with javelins (Armour 4 against shooting & Melee)
- Warlord, Hearth Guard & Warriors on foot are Spear armed
- 1 x Warrior unit (8) can be upgraded to Saxon (Armour 3, 1 extra attack dice per figure when Attacking only)
- Levies are Bow armed

Carolingians:

- Warlord, Hearth Guard & Warriors may be mounted (-1 Armour from shooting)
- Warriors on foot can be Bow armed (Armour 3)
- Levies are Javelin armed

Capetians:

- Warlord & Hearth Guard must be mounted (-1 Armour from shooting)
- 1x Foot Warrior unit (8) can have crossbow (-1 Armour in Melee/-1 Armour from their Target)
- Levies are Bow armed

The Pagan Rus:

Highly armed with anti-mounted and missile attributes, so good against Norman, Franks and Byzantine etc.

- Warlord, Hearth Guards and Warriors are spear armed
- Levies are Javelin armed

The Rus Princes:

Their attributes enable them to take a lot of punishment and then produce a full-on attack.

- Warlord & Hearth Guard are mounted (-1 Armour from shooting)
- Warriors are Spear armed
- Levies are Bow armed

Byzantine:

Very much an organised army with units interdependent on each other. Able to shoot arrows over/through their own units.

- Warlord & Hearth Guard are mounted (-1 Armour from shooting)
- Hearth Guards may be composite bow armed (with their armour reduced to 4 in melee)
- Warriors may have spears or bows (armour class 3 if bow armed)
- Levies are Javelin armed

Steppes Tribes:

Mostly mounted with composite bows. They are very much a 'shoot and scoot' tactics with supporting abilities.

- Warlord, Hearth Guard and Warriors are all mounted (-1 Armour from shooting and in melee)
- Warlord, Hearth Guard and Warriors are armed with composite bows (Like javelins 6" (M) range but can shoot before or after moving) – Note cannot shoot and move to melee (i.e. 2" VS rules apply)
- Levies are on foot and are standard bow armed (note: **NOT** composite bows)
- No 'Swords for Hire' allowed

The Crescent & the Cross

Crusaders:

They use SAGA dice to gamble on acquiring four different 'Virtues'. Each virtue unlocks/allows them to use, a number of powerful battle board abilities

- Warlords and Hearthguards can be spear armed mounted (-1 Armour from shooting)
- Warlords and Hearthguards can be on foot spear armed or can be armed with heavy weapon (-1 Armour in Melee/-1 Armour from Target)
- Most Warriors are on foot armed with bows (-1 Armour from both shooting and melee)
- One Warrior unit of 8 figures can be crossbow armed (-1 Armour in Melee/-1 Armour from their Target)
- One Warriors unit of 8 figures can be spear armed and mounted, (-1 Armour from shooting)
- Levies are foot only and are javelin armed (1 dice per 2 figures in melee)

Saracens:

They are strong on missile abilities with a number of them using 2xD6 in different ways to randomise the abilities effectiveness.

- Warlords and Hearthguards are mounted (-1 Armour from shooting)
- Hearthguards can be armed with composite bows (M (6") range, -1 Armour for both shooting and melee)
- Warriors can be mounted with composite bows (-1 Armour from both shooting and melee) or spears
- Warrior n foot are spear armed
- Levies are foot only and are bow armed

Lilites Christi:

They spend SAGA dice to increase/pay for, their 'Piety' count (0 to 6). This value increases the effectiveness of most of their abilities

- Warlords and Hearthguards are mounted (-1 Armour from shooting)
- Warriors can be mounted with spears
- Warrior on foot are spear or crossbow armed (-1 Armour in Melee/-1 Armour from their Target)
- There are no Levies with this element

Mutatwwi'a:

Camels are an interesting additional option and upset enemy mounted. They use a 'Martyr Pool' system of sacrificing figures to gain/use abilities.

- Warlords and Hearthguards ('Fanatics') are spear armed
- Warlords and Hearthguards can be mounted on camels, (-1 armour from shooting and in melee, reduce mounted enemy attack dice by ½)
- Warlords and Hearthguards can be mounted on horses (-1 Armour from shooting)
- Warriors are on foot and be armed with spear or bow (-1 Armour)
- There are no Levies with this element

Spanish:

They are strong on shooting abilities and restricting their opponent's activation options

- Warlords and Hearthguards are spear armed and mounted (-1 Armour from shooting)
- Warriors can be mounted and javelin armed (-1 armour from shooting and -1 in melee)
- Warriors on foot are spear armed
- Levies are on foot and armed with bow, javelin or crossbow (extra fatigue when shooting)

Moors:

Light troops that Like to shoot but avoid melee. Strong on abilities that use their opponent's strengths and even units against them.

- Warlords are spear armed and mounted (-1 Armour from shooting)
- Hearthguard are javelin armed and mounted (-1 armour from shooting and in melee)
- Warriors can be mounted and javelin armed (-1 armour from shooting and in melee)
- Warriors can be on foot and spear armed
- Levies are on foot and armed with bow or crossbow (extra fatigue when shooting)