



## Proposed Points System for Ancient & Medieval Wargames Rules

The first general costs no points. The optional second general costs 50pts.

[illegible]

<b>DARK AGES</b>									
Elephant	100				+20				
Cataphract				100			+20		Sassanid Short Bow: +10pts
Heavy Cavalry	40	+20	+40		+20	+30	+20	-10	Hun Nobles movement: +20pts Massed Missiles: +10pts Move & shoot bows: +10pts Ferocity: +10pts Knights: +10pts
Light Cavalry	50				+20	+30		-10	Hun Light Cavalry: +10pts
Dark Age Infantry	20	+20	+40			+30	+20	-10	War Darts: +10pts Shieldwall: 0pts Integral missiles: +10pts Savagery: +10pts Sassanid Levy: -10pts
Warband	30	+20				+30	+20	-10	Arab/Bondi Archers: +10pts Beserkers: +10pts Each unit in Wagon Fort: +10pts
Heavy Archers	20	+20						-10	
Light Infantry	30				+20			-10	
Artillery	20								
<b>MEDIEVAL</b>									
Mounted Knight			80	100		+30	+20		
Foot Knight				80		+30	+20		
Heavy Cavalry	40	+20	+40		+20	+30	+20	-10	Enhanced movement: +20pts Move & shoot bows: +10pts
Light Cavalry	50				+20	+30	+20	-10	Lancers: +10pts
Heavy Infantry	40	+20	+40			+30	+20	-10	Swiss units: +10pts Homicidal intent: -10pts
Medieval Infantry	20	+20						-10	Schiltron: +10pts Mixed unit (bow/x-bow): +10pts
Warband	30	+20	+40		+20	+30	+20	-10	
Heavy Archer	20	+20			+20		+20	-10	Longbow: +10pts Handgun/Crossbow: -10pts Stakes: 20pts Wagon Fort: 0pts Firepots: +10pts Saracen movement: +10pts Mounted Archers: +10pts
Light Infantry	30				+20			-10	
Peasants	20							-10	Peasant Hordes: +10pts
Artillery	20								Wagon Fort: +20pts
Army Entrenchments									+10pts per unit (infantry only)