

Figure Costs for Fantasy Warriors HYW Armies

Faction(s)	Figures	Quality	Type	STR	RES	Worth	ARM	WEA	Move	Save	PTS	Upgrades	Min	Max
English	Longbowmen Foot	Poor	Disc	-	-	1	Lt/Bk*	Lb/Hd	7in	No	4	+2/+3	5	20
	Mounted Longbows	Avg	Disc	1	-	2/1	Lt	Lb/Hd	13in	No	12	+4	3	15
	Handguns	Poor	Disc	-	-	1	Med	Hg/Hd	6in	No	4	+2/+3	5	20
	Peasants	Poor	Trib	-1	-	1	None	Hd	7in	No	2	No	5	30
	Men at Arms	Vet	Disc	-	-	1	Hvy	Choice	5in	No	11	+4	5	20
	Mounted Men at Arms	Vet	Disc	1	-1	3/2	Hvy	L/Hd	12in	No	30	+12	3	15
	Foot Hobilars	Avg	Disc	-	-	1	Lt	Choice	7in	No	4	+3	5	20
	Mounted Hobilars	Avg	Disc	1	-	2	Lt	Sp/hd	13in	No	12	+4	5	20
French	Crossbows	Poor	Disc	-	-	1	Med	Xb/Hd	6	No	4	+2/+3	5	20
	Mounted	Avg	Disc	1	-	2/1	Med	Xb/Hd	12	No	12	+4	3	15
	Pavisier	Avg	Disc	-	-	1	Md/P	Sp	4	No	6	+3	5	30
	Voulgiers	Avg	Disc	-	-	1	Med	Pole	6	No	5	+3	5	20
	Handgunners	Poor	Disc	-	-	1	Med	Hg/Hd	6	No	4	+2/+3	5	20
	Peasants	Poor	Trib	-1	-	1	None	Hd	7in	No	2	No	10	30
	Brigands/Villains	Avg	Disc	-	-	1	Lt/Bk	Sp/Hd	7	No	4	No	5	20
	Men at Arms	Vet	Fan	-	-	1	Xh	Choice	4in	No	12	+4	5	20
	Mounted Men at Arms	Vet	Fan	1	-1	3/2	Xh	L/Hd	11in	No	32	+12	3	15
	Sargeants	Avg	Disc	-	-	1	Med	Sp/Hd	6	No	5	+3	5	20
	Mounted Sargeants	Avg	Disc	1	-	2	Med	Sp/Hd	12	No	12	+4	5	20
	Scots	Bows	Poor	Trib	-	-	1	Lt	B/Hd	7	No	3	+2/+3	10
Longbows (1unit only)		Avg	Disc	-	-	1	Lt/Bk	Lb/Hd	7	No	6	+4	5	10
Lowlanders		Avg	Fan	-	-	1	Med	Choice	6	No	5	+3	5	20
Highlanders		Avg	Fan	+1	-	1	Lt	Choice	8	No	5	+3	5	20
Peasants		Poor	Trib	-1	-	1	None	Hd	7in	No	2	No	5	30
Pike		Poor	Disc	-	-	1	Lt	Pike	6	No	3	+1/+3	15	30
Men at Arms		Vet	Disc	-	-	1	Hvy	Choice	5in	No	11	+4	5	20
Mounted Men at Arms		Vet	Disc	1	-1	3/2	Hvy	L/Hd	12in	No	30	+12	3	15
Border Cavalry		Fan	Trib	1	-	2	Lt/Sh	Sp/Hd	13	No	12	+4	5	20
All	BL on Foot	El	Disc	1	-	1	Xh	Choice	5		7	32+ld		
	Mounted BL	El	Disc	2	-1	4	Xh	Choice	11		6	70+ld		
	Hero	El	Disc	1	-1	5	Xh	Choice	4		7	76		
	Mounted	El	Disc	2	-2	8	Xh	L/Hd	11		6	142		
	Courier	Vet	Disc	-	1		Lt	Hd	11		7	27		
	Mounted	Vet	Disc	1	2		Lt	Hd	18		7	57		
	Herald	Vet	Disc	-	1		Xh	Hd	5		7	42		
	Mounted	Vet	Disc	1	2		Xh	Hd	11		7	72		
	Banner	Vet	Disc	-	1		Xh	Hd	5		7	52		
	Mounted	Vet	Disc	1	2		Xh	Hd	11		7	82		

Weapon Choices:

- Hand (single handed sword, axe, warhammer, maces, flails etc)
- Hand & Shield (as above plus shield. The figure must possess a shield)
- 2 Handed (bastard sword, great axes, great hammers etc)
- Spear/shortened Lance
- Spear & Shield
- Polearm (Halberd, Bill etc)

P = Pavis is a large shield that counts as hard cover to any targetting missile units to the fore. It counts as a normal shield in melee combat.

Bk = Bucklers are small shields that offer no protection from missile fire. Only available if represented on figure.

Mounted Crossbowmen receive a -1 to hit when mounted, and -1 to wound due to their lighter weapon. Pike units count as one quality better when fighting against mounted troops to the fore.