

Figure Costs for Fantasy Warriors WotR Armies

Faction(s)	Figures	Quality	Type	STR	RES	Worth	ARM	WEA	Move	Save	PTS	Upgrades	Min	Max
All	BL/WC on Foot	El	Disc	1	-	1	Xh	Choice	12cm		7	32+ld	1 WC	1 WC 0+ BC
All	Mounted BL/WC	El	Disc	2	-1	4	Xh	Choice	27cm		6	70+ld	1 WC	1 WC 0+ BC
All	Courier	Vet	Disc	-	1		Lt	Hd	27cm		7	27	0	any
All	Courier Mounted	Vet	Disc	1	2		Lt	Hd	45cm		7	57	0	any
All	Herald	Vet	Disc	-	1		Xh	Hd	12cm		7	42	0	2xBL/WC
All	Herald Mounted	Vet	Disc	1	2		Xh	Hd	27cm		7	72	0	2xBL/WC
All	Banner	Vet	Disc	-	1		Xh	Hd	12cm		7	52	0	1xBL/WC
All	Banner Mounted	Vet	Disc	1	2		Xh	Hd	27cm		7	82	0	1xBL/WC
All	Nobles	Vet	Fan	-	-	1	Xh	Choice	10cm	No	12	+4	5	20
All	Mounted Nobles	Vet	Fan	1	-1	3/2	Xh	L/Hd	27cm	No	32	+12	3	15
All	Men at Arms	Vet	Disc	-	-	1	Hvy	Choice	12cm	No	11	+4	5	20
All	Mounted Men at Arms	Vet	Disc	1	-1	3/2	Hvy	L/Hd	30cm	No	30	+12	3	15
All	Mounted Hobilars	Avg	Disc	1	-	2	Lt	Sp/hd	32cm	No	12	+4	5	20
All	Border Cavalry	Fan	Trib	1	-	2	Lt/Sh	Sp/Hd	32cm	No	12	+4	5	20
All	Bows	Poor	Disc	-	-	1	Lt/Bk*	Lb/Hd	17cm	No	4	+2/+3	5	20
All	Bills	Avg	Disc	-	-	1	Med	Pole	15cm	No	5	+3	5	20
All	Peasant Levy	Poor	Trib	-1	-	1	None	Hd	17cm	No	2	No	5	30
Lanc	Villains	Avg	Disc	-	-	1	Lt/Bk	Sp/Hd	17cm	No	4	No	5	20
Lanc, York, Tudor	Crossbows	Poor	Disc	-	-	1	Med	Xb/Hd	15cm	No	4	+2/+3	5	20
Lanc, York, Tudor	Pike	Poor	Disc	-	-	1	Lt	Pike	15cm	No	3	+1/+3	15	30
Lanc, York, Tudor	Handguns	Poor	Disc	-	-	1	Med	Hg/Hd	15cm	No	4	+2/+3	5	20
Lanc, York, Tudor	Pavisier	Avg	Disc	-	-	1	Md/P	Sp	10cm	No	6	+3	5	30
Lanc	Irish	Avg	Fan	+1	-	1	Lt	Choice	20cm	No	5	+3	5	20

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 = Pavise 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.