# SOLDIERY

**Garrison Support:** the pay/supplies spent if the trooper is in its garrison or short-range patrol (1 hex from garrison) the whole month.

**Campaign Support:** the pay/supplies spent if the trooper goes on campaign or long patrols (2+ hexes from garrison) at any time in the month

**AC:** the armor class of these troops when used in the alternative non-mass battle system If 2 AC’s are listed the first is used if they are using shields and 1-handed weapons, the second if they are not using shields and instead are using a 2-handed weapon.

**Move/Charge**: the movement rate for the troop type in *Chainmail*, followed by the increased rates if the unit is able to get additional movement for a charge. Multiple rate in inches by 10 to get movement in feet for the D&D scale combat. Also, Light Foot and Archers have 120’ movement in D&D scale.

**Raise Cost**: the amount of money needed to be spent per trooper to provide the necessary equipment to act as the troop type in question, provided recruits available.

**Troop Type Cost Table (Men):**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Troop Type** | **Garrison** | **Campaign** | **AC** | **Move/Charge** | **Raise Cost** |
| Non-fighter | 2gp | 4gp | 9 | 12” | 10gp |
| Light Foot | 4gp | 8gp | 7/6 | 9”/12” | 40gp |
| Heavy Foot | 6gp | 12gp | 5/4 | 9”/12” | 80gp |
| Armored Foot | 25gp | 50gp | 3/2 | 6” | 150gp |
| Pike Foot | 15gp | 30gp | 7 | 12”/15” | 50gp |
| Archer | 10gp | 20gp | 7 | 9”/12” | 60gp |
| Crossbowman | 8gp | 16gp | 5 | 9” | 100gp |
| Longbowman | 20gp | 40gp | 7 | 12”/15” | 100gp |
| Light Horse | 20gp | 40gp | 6 | 24”/30” | 200gp |
| Medium Horse | 30gp | 60gp | 4 | 18”/24” | 425gp |
| Heavy Horse | 40gp | 80gp | 2 | 12”/18” | 675gp |
| Horse Archer | 25gp | 50gp | 7 | 24”/30” | 250gp |

Double pay for Veterans, 10x pay for Elite

**Troop Type Cost Table (Non-Mannish):**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Troop Type** | **Garrison** | **Campaign** | **AC** | **Move/Charge** | **Raise Cost** |
| Dwarf Heavy Foot | 8gp | 16gp | 4 | 6”/9” | 90gp |
| Dwarf Crossbow | 10gp | 20gp | 5 | 6”/9” | 110gp |
| Elf Heavy Foot | 10gp | 20gp | 4 | 9”/12” | 100gp |
| Elf Longbow | 30gp | 60gp | 5 | 12”/15” | 125gp |
| Goblin Light Foot | 1gp | 2gp | 6 | 9”/12” | 30gp |
| Goblin Archer | 5gp | 10gp | 7 | 9” | 45gp |
| Hobgoblin Crossbow | 8gp | 16gp | 5 | 9” | 100gp |
| Hobgoblin Hvy Foot | 6gp | 12gp | 4/5 | 9”/12” | 80gp |
| Hoborg Scouts | 12gp | 24gp | 7 | 12”/15” | 75gp |
| Orc Light Foot | 2gp | 4gp | 6/7 | 9”/12” | 35gp |
| Orc Archer | 6gp | 12gp | 7 | 9” | 50gp |
| Orc Heavy Foot | 3gp | 6gp | 4/5 | 9”/12” | 70gp |

Double pay for Veterans, 10x pay for Elite

**Troop Morale Class:**

**Green/Untrained**: these are men without military experience, coming without any armor, weapons or training of any sort. They will have –2 to all morale checks, -2 on the to hit table, and 1d6 hit points. If they are trained with 1 level of Fighting-man per 10 men as instructors (i.e. 40 men would need 4 Veterans as instructors, 2 Warriors or 1 Hero) for 1 month, they become Green/Trained.

**Green/Trained**: men with training and arms, but no battlefield experience. After each adventure where the unit sees significant fighting, roll 1d6 and on a 3-6 the unit moves from Green to Experienced grade. Green/Trained troops are –1 to morale checks, -1 on the hit table and have 1d6 hit points.

**Experienced**: are trained and have some combat experience. After every adventure in which the unit sees significant fighting, roll 1d6, on a 5-6 the unit becomes Veteran. Experienced troops have 1d6 hit points and suffer no bonus or penalty to morale or combat.

**Veteran:** are very experienced combatants. They are in all ways equal to first level fighting-men (because that’s what they are). After every adventure in which they fight, roll 1d20 and on a 20 the unit becomes elite. They have 1d6+2 hit points, gain +1 on morale checks, and get the +1 damage. Veterans should get double the pay of normal troops.

**Elite**: the cream of troops encountered in units. These are 2nd level fighting men, with 2d6+4 hit points and +2 to their morale checks, +1 to damage rolls and 2 attacks per round vs. 1 HD enemies, and all other abilities of fighting-men. The crack guards of kings and nobles are usually elite. Elite troops get 10 times the pay of normal troops. There is no further progression for troops, higher level fighting-men are individual leaders and heroes.

**Troops Type Equipment Examples:**

Non-Fighter: clothes, digging tool, club

Light Foot: leather and shield, spear or sword; leather and bill; leather and shield, javelins and ax

Heavy Foot: chain and shield, spear, ax or sword; chain and bill or halberd

Armored Foot: plate and shield, sword or pick; plate and poll-axe

Pike Foot: leather, pike, sword

Archer: leather, short bow, arrows, hand ax

Crossbowman: chain, crossbow, bolts, mace

Longbow Man: leather, longbow, arrows, hand ax or mace

Light Horse: leather and shield, spear, sword, javelins, light warhorse

Medium Horse: chain and shield, lance, sword, warhorse, spare riding horse

Heavy Horse: plate and shield, lance, sword, warhorse with barding, spare riding horse

Horse Archer: leather, horse bow, sword, light warhorse

Elf Longbow: chain, long bow, arrows, sword

Hoborg Scouts: leather, composite bow, arrows, sword