



# ❖ Rank and File ❖



Volume 1996 ~ Issue 5 ~ September 1996

Rank and File is the Journal of the Tunbridge Wells Wargames Society

This issue contains Russell's report of the big Jutland Game, and the start of a series of features on HOTT/DBA armies. As I said in my last editorial, this would be a good time to try and get another one day HOTT game set up.

For those interested in the future of the Hall, which was the subject of much debate at the end of last year, I have been advised unofficially that the project is going ahead, however the timescales are dictated by Diocesan finances in part, so changes are unlikely to take place at all during 1996. If I get any further news on this matter, which is quite important for our future, I will let you know.

Andrew Finch, August 1996

## Dates for your Diary 1996/7

12th September **Thursday Meeting cancelled**

6th October

13th October **SELWG. TWWS Display Game**

3rd November, **Club Elections**

Also **Military Book Fair at Spa Hotel**  
from 10.00 a.m.

1st December **AGM**

5th January

2nd February

23rd February **CAVALIER '97**

2nd March

If you have any questions or suggestions,  
please contact the Editor.

## The Society

Tunbridge Wells Wargames Society meets every Thursday evening and each first Sunday in the month at St. Thomas Church Hall in Vale Road, Southborough, near Tunbridge Wells. Access is from the London Road (A26) turning down Doric Avenue by the Weavers Restaurant and Q8 Garage, then the first right.

The Sunday meeting normally has a lot of traditional wargaming with model soldiers going on. The Thursday meeting usually has smaller games such as DBA, Hordes of the Things, skirmish games etc., though there are also traditional wargames as well.

## **Membership**

Basic Annual membership costs £5.00 for those in Full employment, £2.50 for others.

This entitles you to attend the Sunday meetings at the Hall, any additional meetings at the Hall during 1996, and to receive up to six copies of the Rank and File. Attendance at a Thursday meeting costs £1.00 or £0.50.

Annual Gold Card membership costs £50.00 or £25.00 (for non-wage-earners). This entitles you to access to all Sunday meetings, Thursday meetings, and extra meetings in 1995, and to the magazine.

Persons attending a meeting and not holding a current membership card will be expected to pay £2.00 or £1.00 for Sunday or Thursday meetings. Visitors to the club for the first time will not be charged, but it is recommended that membership will be taken out at the next meeting to avoid having to pay the £2.00/£1.00 rate.

Membership can be taken out or renewed at any meeting by contacting Andrew Finch.

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### **TWWS Painting Competition 1996**

Points are scored in each Class as follows:

- 3 for 1st place,
- 2 for 2nd place
- 1 for third place.

Each person's individual points are then added into the league table (irrespective of the class in which items were entered). The top three scorers after the judging of the November Painting Competition win trophies and vouchers for the Open Day, which will be presented at the AGM in December.

The scores for 1996 after the August Meeting are shown on the right.

Details of the results of the August Painting Competitions are shown on the next page.

Alan Butler	66
George Gush	60
Stuart Hooker	18
Andrew Finch	12
Daren Ward	8
Ian Foster	6
John Tutt	3
Hugh Munro	3
Russell Hanson	2
John Hurst	2
Terry Shoebridge	1

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### **SMALL ADS**

These are free to members and will remain in Rank and File until their removal is requested by the advertiser.

#### **WANTED**

25mm Star Wars Figures, also any MPC / AMT kits (A Wing, X Wing, B Wing, Tie Fighters etc, made or unmade, or damaged).

Contact Stuart Hooker

#### **PRINTING SERVICE**

If you have any need for any small printing jobs, such as quick play sheets or rules extracts to make your game go more easily, or have a need for more game counters, then contact Andrew Finch for a quote.

Game damage and wreckage markers can also be produced if specifications are provided.

These can be produced in B&W or colour, as required.

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## **Data Protection Act 1984**

Names and addresses of Club members are recorded in a database for the purpose of managing the society subscriptions, distributing Rank and File, and ensuring that members of the society can contact one another when necessary. Names and addresses are not given out to any other organisations. The Society is not required to register with the Data Protection Registrar, as an 'Unincorporated Member' Club (Exemption 5). Persons who object to their names being held on computer should advise the Secretary, in writing and their names will then be removed from the database.

## AUGUST PAINTING COMPETITION RESULTS

<b>Class 1</b>		
1st	Alan Butler	English Knights 1370
2nd	Ian Foster	Heavy Dragoons
<b>Class 2</b>		
1st	Alan Butler	Japanese 8th Fleet 1942
2nd	Andrew Finch	Air Strike from USS Enterprise (against the above entry !) 1942
<b>Class 3</b>		
Bye	Alan Butler	Irish Mechanised Platoon
<b>Class 4</b>		
Bye	Alan Butler	General Gardanne 1800
<b>Class 5</b>		
Bye	Alan Butler	USS South Dakota

**Making Terrain for Naval Games**

by Alan Butler

Reprinted from News from the Front by kind permission of its Editors

Whilst we often think of naval actions taking place on an empty sea or tabletop, many actions were fought either close to land or were fought to control access to a land feature such as a landing site. Also the visual panorama of a naval game is dramatically enhanced by having a few areas of land intruding into the sea areas. The game scale we use of 1" - 1000 yards allowed you to realistically represent these land masses on the tabletop. Our own 8' by 4' tabletop represents an area some 50 miles by 25 miles, so there is scope to build many interesting features.

Firstly, you need to design the features that you want to represent. Islands are obvious, but often the most generally useful areas are pieces which have a straight edge to fit onto the side of the table, or have two straight edges at right angles to fit into the corner of the tabletop. Maps of engagements can be suitably scaled and a template made of your own gaming table so that you can move it around the map and arrange the land masses to just intrude into the gaming area.

Terrain can be bought in the form of dense polystyrene hills used for land wargames, but it is easy and very satisfying to construct your own. We have used expanded polystyrene insulation panels 1" thick to form the bulk of the terrain, but ceiling tiles stacked up or spare packaging can also be put to use. PVA or "White glue" is the best adhesive to use. This expanded polystyrene can be cut reasonably neatly using a breadknife or very sharp modelling knife with a long blade. When you are happy with the rough shape of the land mass, the rough cut surface can be sealed up by carefully playing a low flame from a lighter or gas torch over the surface. This instantly seals and realistically dimples the surface - but be careful and experiment on scrap first ! Alternatively, the polystyrene can be coated with a layer of household filler such as "Tetrion" or "Woodflex". If you use this method, apply the filler with a small trowel, then finish off the surface by dabbing it with a damp decorator's sponge. This will produce a pleasant textured effect on the surface and conceal any trowel marks. A rough rocky effect can be produced by painting an area with PVA glue and sprinkling coarse builders' sand onto it.

Our experience has shown that all terrain is best mounted on a base of card or hardboard, as without this, polystyrene terrain will warp and get damaged at the edges. The best solution is hardboard or MDF sheet, but this will need to be cut with a powered jigsaw, and the edges rounded off using a powered sander.

When assembled the terrain will need to be painted. We have painted the surface of the polystyrene and filler with a coloured acrylic textured building paint, then stippled browns and greens over this using acrylic modelling paints and a damp sponge. Use the same techniques you would if drybrushing, that is, start with the darker colours and work up to the lighter ones. Alternatively, you can suggest areas of woodland and vegetation by painting areas with PVA glue and coating an area with green flock. This looks most effective when combined with a brown earth colour for the land. Finally, the edges of the hardboard are painted yellowish white to give the effect of a beach.

Using these techniques, you can build rolling hills and white cliffs, rocky outcrops, pacific atolls, coral reefs and also harbours and fortifications.

## Notjutland '96

### My Part in the Battle of the 29th June

by Vice-Admiral Beatty

Just how I came to be leading the Battlecruiser Fleet off the Norfolk coast in the late forenoon of this fateful day I leave to others to explain, if they can. All I know is that the Grand Fleet was out of sight to the West, and smoke on the horizon indicated the approach of the German High Seas Fleet from the South and East. As usual, yours truly looked like being the meat in the sandwich. Now in these circumstances any sensible person would have headed North, the only point of the compass not obscured by the smoke of approaching doom. But I am a British Admiral and as I was already heading South I determined to maintain my course towards whatever Huns lay beyond that horizon.

My course was actually a shade West of South, the fleet sailing in the clever formation indicated by the accompanying diagram, which the technically minded will recognise as being echeloned back from left to right, one of our latest battleships with the new 15" guns, part of the Fifth Battle Squadron attached to the Battlecruiser Fleet. Only an idiot would travel in a weakly armoured battlecruiser in the circumstances, and I accorded that privilege to my 2nd IC as Rear Admiral Battle Cruisers.

As the diagram shows, there was a forward cruiser screen scouting ahead, comprising the Third, Second and First Light Cruiser Squadrons from left to right in line abreast, echeloned back, in distant sight of the leading capital ships. I was leading the Fifth Battle Squadron in line ahead behind the Third Light Cruiser Squadron, screened to port by the 1st Flotilla (destroyers), and the 1st and 2nd Battle Cruiser Squadrons in line ahead were just in sight to starboard, with the 13th Flotilla screening them to starboard. The leading battlecruiser was opposite the middle of the line of battleships, so that, when ordered, the battlecruisers could take station at the rear of the battleship line without reducing speed. The 9th and 10th Flotillas were posted between the two lines of capital ships. The whole fleet was moving at the same speed.

At 11.50 the 1st Light Cruiser Squadron reported German light cruisers to the South and West and shortly afterwards I could hear gunfire. At noon they reported sinking a German light cruiser (Stettin), but at 12.20 they reported the approach of German battlecruisers.

While this action was developing ahead, German destroyers were observed approaching the rear of our line from the East, and I ordered the 9th and 10th Flotillas to deal with them. At 12.35 the 10th Flotilla opened fire, and at 12.40 the 9th Flotilla.

I now signalled my battlecruisers to take station at the rear of the battleship line. The German battlecruisers were coming from the South West, thus the first of my capital ships to engage would be the battleships, giving us the advantage (15" guns and heavily armoured ships against 11" and 12" guns and lightly armoured ships). The advantage of the echelon formation was now apparent (it has, I believe, been described as a "stroke of genius", but it would be immodest of me to comment). The enemy had only spotted the 1st Light Cruiser Squadron, the 3rd and 2nd squadrons by maintaining their heading stood a good chance of getting to the East of the Germans and heading them off from the rest of their fleet and, hopefully, into the arms of the Grand Fleet approaching from the West.

At 13.05 the 5th Battle Squadron opened fire at German cruisers. The 2nd Light Cruiser Squadron had now joined the action. At 13.15 the 1st Light Cruiser Squadron came under fire from the German battlecruisers

and Cordelia was hit and set on fire, but at 14.00 she got her revenge, torpedoing and sinking the German light cruiser München. The 1st and 2nd Light Cruiser Squadrons were now making smoke and had altered course to the East, but the German battlecruisers had seen the 5th Battle Squadron and turned away to the South under cover of smoke.

At 14.05 Barham and Malaya opened fire at the German light cruiser Stuttgart with their main armament and Warspite fired her 6" secondaries at approaching German destroyers. The action among the light ships now became fast and furious. At 14.10 the destroyers Hydra and Ariel of the 1st Flotilla, which had gone ahead to support the cruisers, were sunk by gunfire, and shortly after the German destroyer V30 succumbed to a deluge of shells. At some point Warspite was hit by two torpedoes, but her thick belt armour and good damage control saved her and, although she took in some water, she was able to maintain speed.

At 14.44 Barham was hit by fire from the German battlecruisers which had now ceased to make smoke and altered course to the East. Large holes appeared in the funnel and a doubled up pipecleaner (ugh !) was laid along the deck to indicate the escape of smoke. If my temper deteriorated somewhat from that point the coughing and choking occasioned by the smoke may have had something to do with it.

At 14.45 Gloucester, of the 3rd Light Cruiser Squadron which had now become engaged, was hit by shells from a German light cruiser, and shortly after Inconstant of the 1st Light Cruiser Squadron was hit. But by 14.45 the 5th Battle Squadron was engaging the German battlecruisers and scoring hits.

This is perhaps the point to mention that to reach the German battlecruisers we had to cross a black hole (a gap between the tables), and as it looked as if each table was going to have to fight its own battle and German heavy units were approaching from the east on our original table, I signalled the Rear -Admiral Battlecruisers to remain on the original table with his battlecruisers supported by the 9th, 10th and 13th Flotillas. This he did, and held the Hun in check until the Grand Fleet arrived.

To return to my table, the 3rd Light Cruiser Squadron now performed a desperate feat of arms which I am convinced inspired Commander Edmonds in another war, when in trying to prevent the passage of the Dover Straits by Scharnhorst and Gneisenau, he attacked sacrificially with Swordfish torpedo bombers. Lead by Falmouth, the four plucky light cruisers closed to point blank range to launch torpedoes at the German battlecruisers to prevent their escape to the East. Sadly, no hits were scored, and Falmouth and Gloucester were sunk at 15.30.

The German battlecruisers, although hit repeatedly by the 5th Battle Squadron which had been closing on a converging course, finally escaped onto the next table like a snake in a hole.

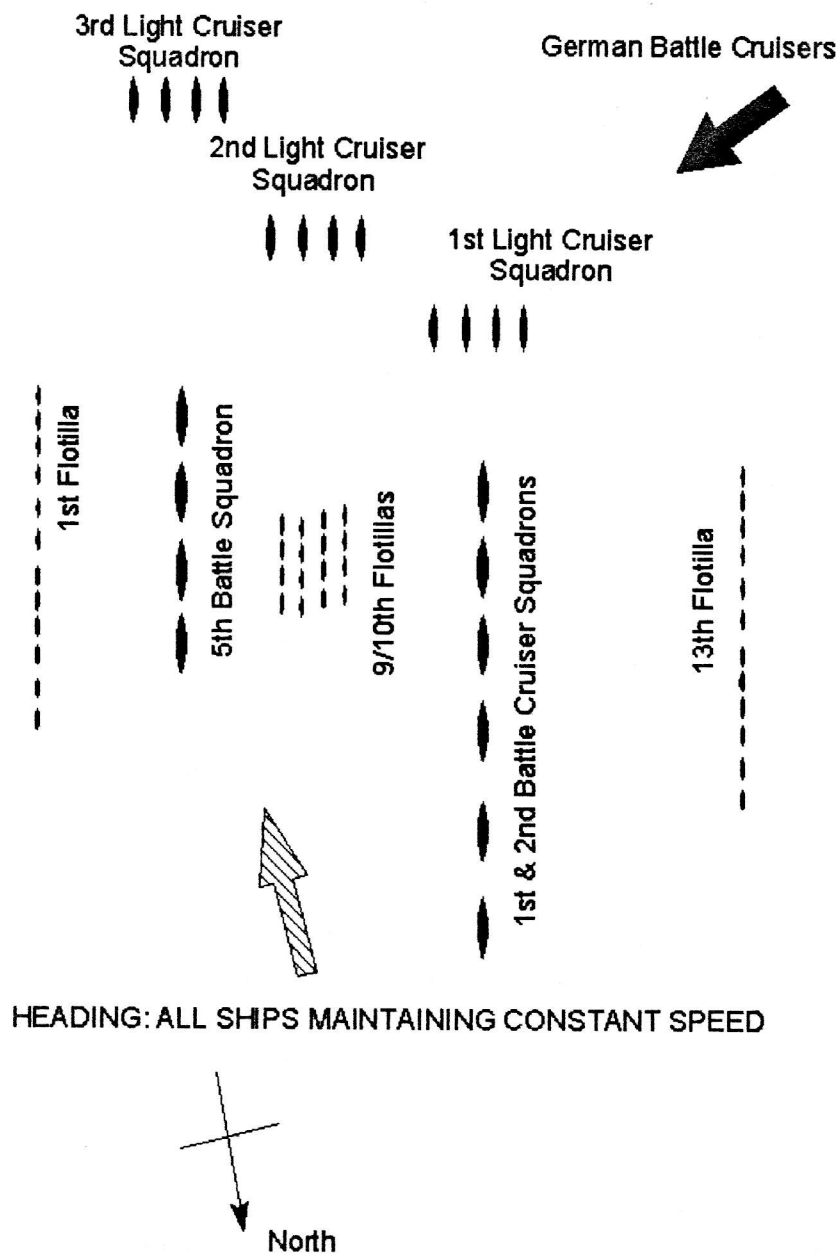
Smoke had for some time been visible approaching from the table to the East and I sent the 1st Light Cruiser Squadron to investigate. The next thing I knew, there was a distant rumble of gunfire and the Squadron Commander signalled that he was engaging battleships ! I signalled him to keep the enemy in sight, to continue to report and to make smoke. (I think he had some difficulty doing this as the umpire had hidden the pipe cleaners !) He then began rather impertinently to DEMAND support. Now, I will say this only once; it is for junior officers to support their seniors and not vice versa, so I sent him a rocket and reminded him of his duty to die for his country without whinging, and he pulled himself together and did just that, God bless his soul. I have, of course, recommended him for a posthumous VC.

To return to the main action. It was impracticable for me to move East onto the next table with German battleships lying in wait, so I tidied up my own table, sinking a number of German destroyers with the help of leading flotillas and light cruisers squadrons of the Grand Fleet which had now come up. Cordelia was finally sunk by a torpedo and the German light cruiser Stuttgart, which had demonstrated a courage worthy of a better cause by taking on most of our fleet, went at last to a hero's grave.

Finally, I must pay a tribute to Andrew and Alan for laying on and umpiring this game, inventing special rules and producing a complete set of the ships actually at Jutland, beautifully painted and based and with masts added. Particularly useful, this last; enabling me to actually fly my flag. Will you now set up a mast installing service please, Andrew ? The problem of manoeuvring large numbers of ships and producing a decisive result in a reasonable time remains intractable. Andrew and Alan did their best and deserve a medal.

Hon y soit qui mal y pense.

The map which follows shows the initial deployment of the British battlecruiser forces



### **“FOOTNOTE”**

from Andrew Finch

Russell asked if a mast fitting service is available. Well, if anyone is interested, I am happy to quote you a price for fitting masts to model warships. I am also happy to quote you a price for painting and basing them as well. If interested contact me at the meeting or give me a call.



## HOTT Specials

As I have mentioned earlier, we have a series of articles from George and Terry with some HOTT army lists. George has produced a three part series covering the armies of C S Lewis' Narnia. Terry has produced army lists for the Katherine Kerr Deverry and Westland sorties. He has also gone one better and produced DBA and DBM lists as well.

These two series will run concurrently in this and the next two issues of Rank and File. In this issue is Part One of the Narnia Series, and the HOTT and DBA lists from Terry. In the next issue, Part Two of narnia and the first half of the DBM lists will follow, with the last parts in the final issue of 1996 R&F.

If there is support, the lists may also be made available in pamphlet form, so you do not have to chop up your copy of Rank and File ! If anyone is interested please let me know.

## ARMIES OF NARNIA

('Hordes of the Things' Armies based on the Narnia books by C.S.Lewis)

by George Gush

For those unfamiliar with the "HOTT" rules - an excellent set which have even, as this article demonstrates, lured me into the occasional Fantasy game, I should explain that Army points (AP) are the 'cost' of the 'elements' making up an army - each being a base of specified size with, usually, several figures on it. A complete army has 24 AP. One side in any game counts as defending, and only this side has a Stronghold, which does not cost any APs.

### PART ONE: The Lion, the Witch and the Wardrobe

#### The White Witch's Army:

- Stronghold: A house "like a small castle"; all towers, with very pointed spires, and garnished with petrified creatures.
- Magician General @ 4 AP (the Witch herself) 1
- Behemoths @ 4 AP (Ogres, Afreets or Ettins) 1
- Beasts @ 2 AP (Wolves and Werewolves) 2
- Flyers @ 2 AP (Vultures and Giant Bats) 2
- Warband @ 2 AP (Minotaurs) 1
- Sneakers @ 3 AP (Wraith or Spectre) 1
- Horde @ 1 AP (Sprites, Orknies, Wooses, Ghouls, Boggles, Hags, Cruels and Toadstool People ) 3

Alternative:

- Lurkers @ 1 AP ( those Spirits of the Trees who were on the Witch's side).

I made the minotaurs warband as their "heavy tread" suggested they were a bit too powerful for Horde and their bullheadedness (literally) sounds like warband tactics ! While the number for each type are just my suggestion, I have kept the Behemoths to just one as, although three types were called, only ogres are mentioned in the battle. (Ettins are Giants). Anyway, an army cannot have more than half its points in 3, 4 or 6 point elements. If you want the closest possible literary accuracy, use a single element base mounting one of each.

The Witch had white skin, red lips, and a golden crown, and carried a wand, though she also had a stone knife for close combat. While Narnia was in Winter (her doing) she wore white furs and rode in a sledge driven by a dwarf and pulled by a reindeer, but the battle happened after the winter ended. Hags sound like witches but there was clearly only one magic-user in the army, the Witch herself, hence their classification as Horde.

### The Army of the High King of Narnia:

- Stronghold: Medieval-style tented camp.
- Blades General @ 2 AP (Peter and Edmund plus others) 1
- God @ 6 AP (Aslan) 1
- Behemoth @ 4 AP (Giant) 1
- Beasts @ 2 AP (Lions, unicorns, great dogs, leopards) 3
- Knights @ 2 AP (Centaur) 1
- Flyers @ 2 AP (Eagles, pelican or other birds) 1
- Horde @ 1 AP (Tree-women, Well-women, fauns, dwarves and talking animals including rabbits, foxes, hedgehogs, beavers etc.) 2

According to the sacred words of Filbarrka in the rules themselves, magic lions, which is what Aslan is, are classified as Paladins, but Aslan is clearly a God, both in his treatment by Lewis and in his unpredictability in appearing on the field. As Mrs Beaver observed : “ One day you’ll see him and another day you won’t”.

Having him AND a giant both definitely involved means the army’s ration of high-value elements is used up; thus future High King Peter and his brother Edmund cannot be classified as 4 AP heroes. They could be supported by some of the better fighters in their forces, such as dwarves and the opposite of minotaurs - bulls with the heads of men (the latter could also be classed among the Beasts of this army). I call the general’s element Blades, as both Princes were foot swordsmen and dwarves are mentioned as axemen, but Warband, at the same 2 AP cost, would be a possible alternative.

I have listed the Centaurs as Knights because Narnian Centaurs are definitely on the heavy side, the horse part being of cart-horse size and build, with the human part nearly giant-sized. This suggests the unstoppable charge of Knights rather than the manouevering of Riders, but the latter would be a reasonable alternative.

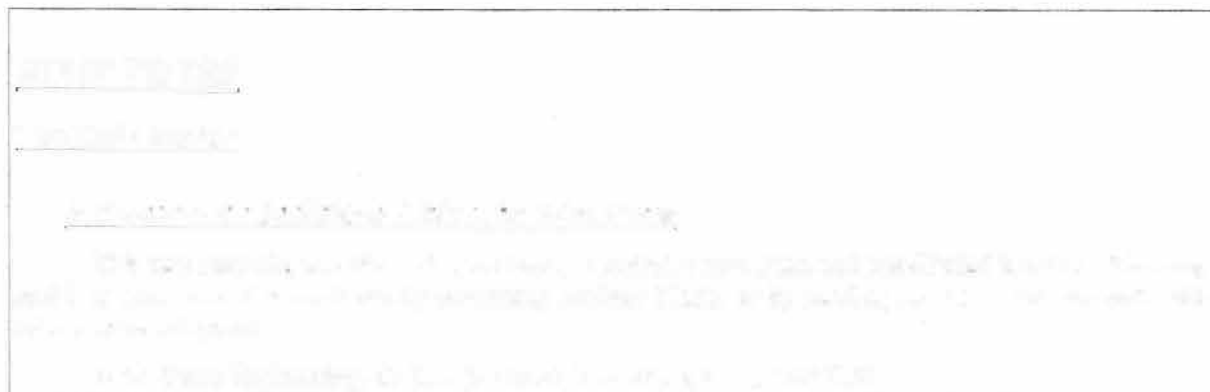
Another alternative would be a Lurker at 1 AP - a tree-woman, or a well-woman as a Water Lurker, but I have included them among the Horde as they seem to have fought in the open rather than lurking in cover.

Filbarrka also classifies Unicorns as Paladins, but, even apart from the points problem, this would not be true to Lewis’s text, which simply mentions them amongst the other animals, not as anything special, hence I have included them with other Beasts.

Possibly Horde is a bit unfair on the rest, but the ability in these rules of destroyed Horde to return to the battle does fit in rather nicely with the excellent medical service of this army, Peter’s and Edmund’s sister Lucy having a magic elixir to heal the wounded.

On the appearance of the Army: Future Kings Peter and Edmund were boys, not adults; so Halfling figures might be suitable to represent them. They carried sword and shield, that of the future High King, Peter, being silver with the device of a rampant red lion.

Aslan was larger than a normal lion, and the Talking animals were larger than normal also, a squirrel being “about the size of a terrier”. Fauns were about boy-sized. The tree spirits were girls in form, and are mentioned as dressed in silver (birches), green (beeches) and yellow-green (larches).





## Hordes of the Things Army lists

by Terry Shoebridge

The following army lists are based on the Deverry series and the Westland series of books by my favourite fantasy writer Katharine Kerr. I have read both series through now several times and made notes with the initial intention of producing HOTT armies but as usually happens with such things my vision has grown and I have ended up producing full DBM army lists as well.

### Hordes of the Things Army Lists.

#### Deverry and Eldidd

Stronghold: Dun (Broch tower with Ward)

Knight General (King, Gwerbret, Tiernyn or minor Lord) @ 2AP.....1

Magician  
(Nevyn, Salamander or later Jill) @ 4AP..1

Hero  
(Rhodry, Cullynn or early Jill) @ 4AP.....1

Knights (Warband) @ 2AP.....7

Alternatives:

Spears (Carters) @ 2AP or Clerics (Priests of Bel or Wmm) @ 3AP

#### Westland or Elvish

Stronghold: Sacred Wood

Hero General (Bannadar Halaberiell or Calonderiell) @ 4AP.....1

Magician  
(Dallandra, Aderyn or Valandario) @ 4 AP1

Riders (Mounted bowmen) @ 2AP  
or Shooters @ 2AP.....8

Alternatives:

Lurkers (Forest Elves) @ 1AP or God (Evandar) @ 4AP

#### Dwarvish

Stronghold: Dwarfhold entrance.

Hero General  
(Avro Brel or Varn) @ 4AP.....1

Blades (with axe or warhammer) @ 2AP..8

Spears (dwarf pikemen) @ 2AP.....2

Alternative:

Aerial Hero (Rhodry on Arzosah Sothy Lorezohaz) @ 6AP

#### Alliance of Cengarn

Stronghold: Dun as above

Knight General (Gwerbret Drwmyc of Dun Trebyc) @ 2AP.....1

Aerial Hero  
(Rhodry as above) @ 6AP.....1

Magician (Dallandra or Jill) @ 4AP.....1

Deverry Knights @ 2AP.....3

Dwarf Blades @ 2AP.....2

Elf Riders @ 2AP or Shooters @ 2AP.....1

Alternative:

God (Evandar) @ 4AP

#### Bardek (Good)

Stronghold: Walled Palace or Temple

Rider General @ 2AP or Spear General @ 2AP  
(Archon's Guard).....1

Spears (Militia) @ 2AP.....5

Shooters (Bows or Slings) @ 2AP.....2

Clerics  
(Priests of Dalae-oh-contremo) @ 3AP...2

Alternative:

Magician (Nevyn, Elaeno or Salamander) @ 4AP or Hero (Jill) @ 4AP

#### Bardek (Evil)

Stronghold: Walled Villa

Magician General (Member of Dark Brotherhood or Guildmaster) @ 4AP.....1

Sneakers  
(Hawk Guild Assassins) @ 3AP.....2

Warband (Guild Novices) @ 2AP.....7

Alternative:

Hordes (Slaves) @ 1AP

### Horse Kin or Meredan

Stronghold: Entrenched Camp  
 Knight General (Razkan) @ 2AP .....1  
 Magician (Raena) @ 4AP .....1  
 Knights (Horse Kin Warriors) @ 2AP .....3  
 Spears (Slave Soldiers) @ 2AP .....4  
 Hordes (Slave Labourers) @ 1AP .....4  
 Alternative:  
 God (Alshandra) @ 4AP

### Gel da' Thae

Stronghold: Ruins in Mountain setting  
 Knight General (Razkan) @ 2AP .....1  
 Warband (Slave Soldiers) @ 2AP .....7  
 Spears (Rhiddaer Allies) @ 2AP .....4  
 Alternatives:  
 God (Evandar) @ 4AP  
 or Clerics (Priestesses) @ 3AP

### The Rhiddaer

Stronghold: Palisade Gateway  
 Spear General @ 2AP ..... 1  
 Spears (Militia) @ 2AP ..... 7  
 Knight (Gel da' Thae Ally) @ 2AP ..... 1  
 Warband  
 (Gel da' Thae Slave Soldiers) @ 2AP ..... 3  
 Alternatives:  
 Magician (Niffa) @ 4AP  
 or Hero (Demet) @ 4AP

## De Bellis Antiquitatis Army Lists

by Terry Shoebridge

- A. **Devery and Eldidd** 72AD-1189AD. E=64,A,B,D,E.  
 7x3Kn/3Bd, 1x2LH, 2x3Kn/3Bd or 4Sp, 2x3Kn/3Bd or 4Sp or 4Lb.
- B. **Westland or Elvish** 67AD-1189AD. E=A,C,E.  
 2x3Kn/4Bd, 8x3Cv/4Lb, 2x2LH or 2Ps.
- C. **Mountain Man or Dwarvish** 67AD-1189AD. E=B,E.  
 8x4Bd, 2x4Sp, 2x4Sp or 2Ps or 4Bd.
- D. **Bardek City States** 630AD-1189AD. E=A.  
 1x3Cv, 8x4Sp, 3x2Ps.
- E. **Horse Kin or Meredan** 64AD-1189AD. E=A,B,E,F,G.  
 4x3Kn, 6x4Sp, 2x4Sp or 2Ps.
- F. **Gel da' Thae** 152AD-1189AD. E=C,E.  
 1x3Kn, 6x3Wb, 1x3Kn+4x3Wb or 4x4Sp+1x2Ps.
- G. **The Rhiddaer** 822AD-1189AD. E=A,E.  
 6x4Sp, 1x2Ps, 4x4Sp+1x2Ps or 1x3Kn+4x3Wb.