

ANGLECYNN MUSTERING

version 2.01

Compel

One unit from the list below must be mustered in the command at a minimum of effective size. The Compelled unit's AUTHORITY is 0 and gains free command. May upgrade Acuties of units for free.

The AUTHORITY of nobles is 0.

Influence

Any unit from the list below may be mustered in the command at any size. The Influenced unit's AUTHORITY is as normal and gains free command if it is at effective size or greater. May upgrade Acuties of units for free.

The AUTHORITY of nobles is 0, except for Sell-Swords, whose AUTHORITY is ignored.

Lead

Any unit from the list below may be mustered in the command at any size. The Led unit's AUTHORITY is as normal.

The AUTHORITY of nobles is as normal, except for Sell-Swords, whose AUTHORITY is ignored.

ANGLECYNN HOST

One general must always be present in the host, which must always be the noble with the highest AUTHORITY. At least one command must be present in the host. Up to a third of the gold cost of your host may be spent on an allied contingent.

HOST	General	Command	Command	Allied Contingent
	1	1	0-1+	0-1

ANGLECYNN COMMANDS

One general must always be present in the host, which must always be the noble with the highest AUTHORITY. At least one command must be present in the host, either the general's command or a commander's command (the host's command does not count).

GENERAL'S COMMAND	Compelled Unit	Host's Command	Influenced Unit	Led Unit
	1	0-1	0-1+	0-1+
	Commander's Compelled Unit	Host's Command	Commander's Influenced Units	Commander's Led Units
	1	0-1+	0-1+	0-1+
any number of other commands	Commander's Compelled Unit	Commander's Influenced Units	Commander's Led Units	Commander's Led Units
	1	0-1+	0-1+	0-1+
allied contingent	Allied Commander's Compelled Unit	Allied Commander's Influenced Units	Allied Commander's Led Units	Allied Commander's Led Units
	1	0-1+	0-1+	0-1+

HOST'S COMMAND	General	Hearthguard Unit	Host Champion	Host Banner Bearer	Host Herald	Sorcerer	Noble	Sell-Sword
	1	0-1	0-1	0-1	0-1	0-1	0-4	0-1
			Host Messenger	Influenced units in the Host's command must have an AUTHORITY lower than the general's AUTHORITY.			Led units in the Host's command must have an AUTHORITY lower than the general's AUTHORITY.	
			0-1					

COMMANDER'S COMMAND	Compelled Unit	Influenced Unit	Led Unit
	1	0-1+	0-1+

ANGLECYNN UNIQUE NOBLES

One of each unique noble may be mustered in your host

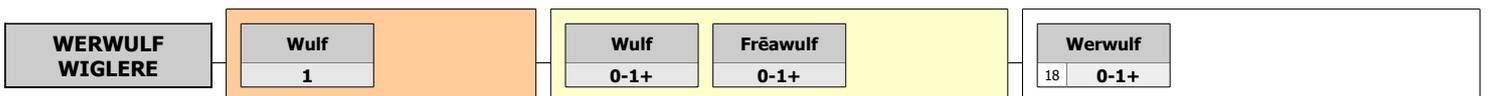
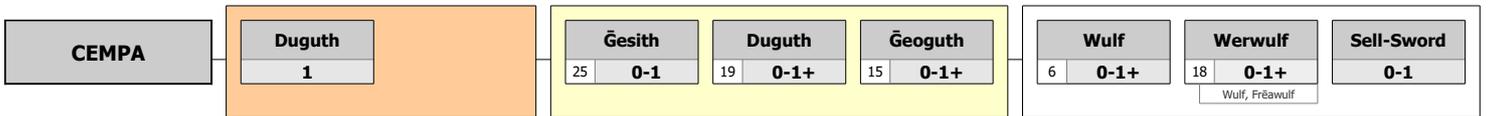
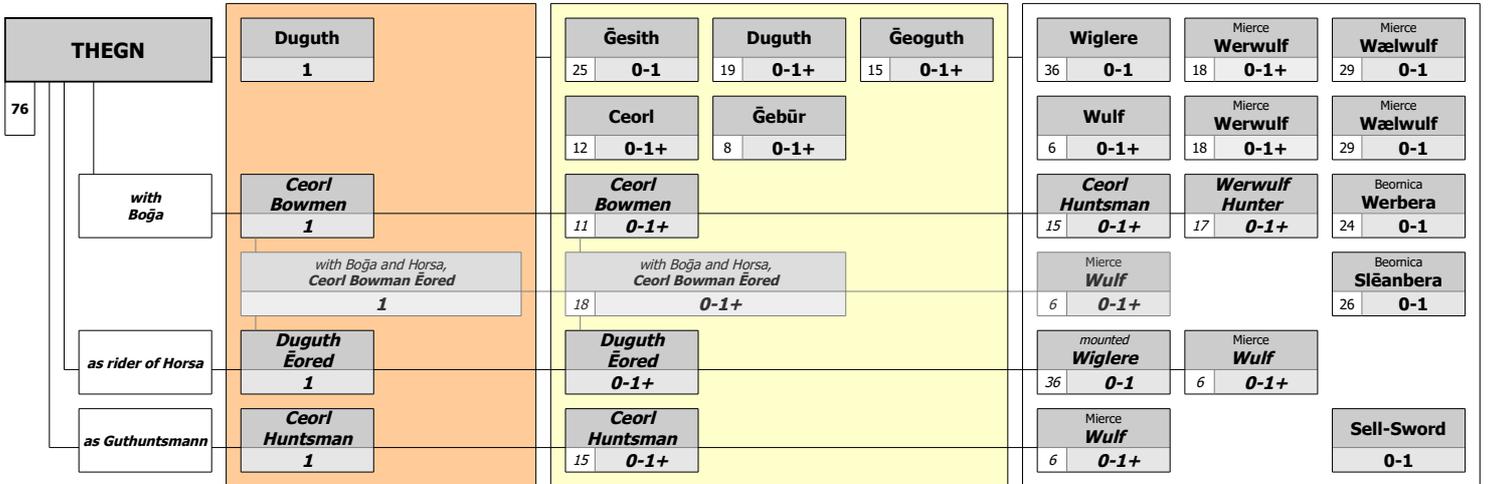
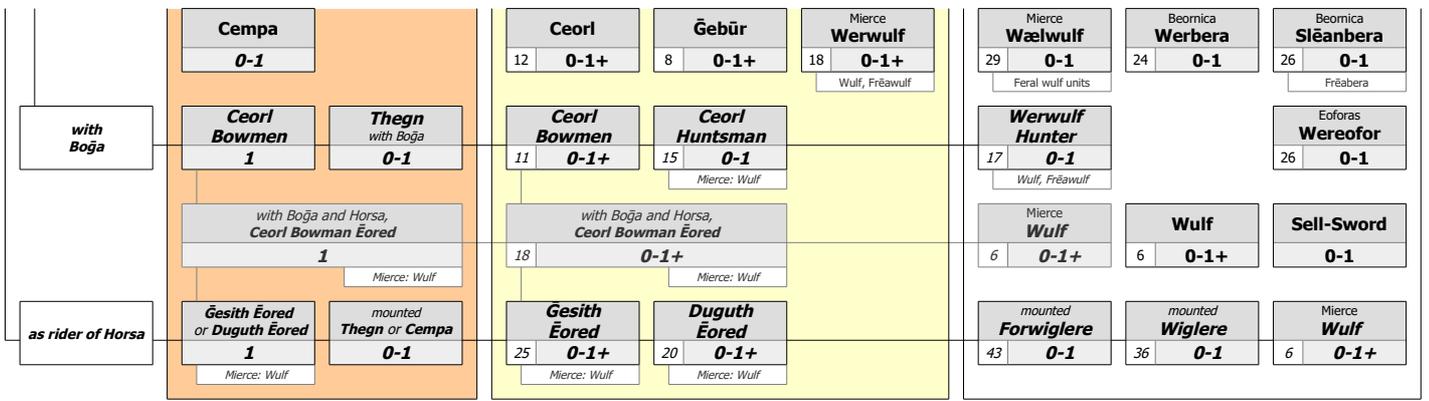
PENDA	Ġesith or Duguth or Werwulf Ġesith or Werwulf	Ġesith	Duguth	Ġeoguth	Ġebūr	Waelwulf	Banawulf
	1	0-1+/2	0-1+	0-1+	0-1+	0-1	0-1
	Joanna	Ceorl Bowmen	Ceorl	Werwulf	Wulf	Frēawulf	Guthwulf
	0-1	0-1+	0-1+	0-1+	0-1+	0-1+	0-1
	Forthegn	Forwiglere	Wiglere	Sceop	Mægenwulf	Werbera	Slēanbera
	0-1	0-1+	0-1+	0-1	0-1	0-1+	0-1+
	Thegn	Ġesith Eored	Duguth Eored	Ceorl Bowman Eored	Wulf	Frēawulf	Bædubera
	0-1	1+/2	0-1+	0-1+	0-1+	0-1+	0-1+
as rider of Fram	Ġesith Eored or Duguth Eored						
	1						

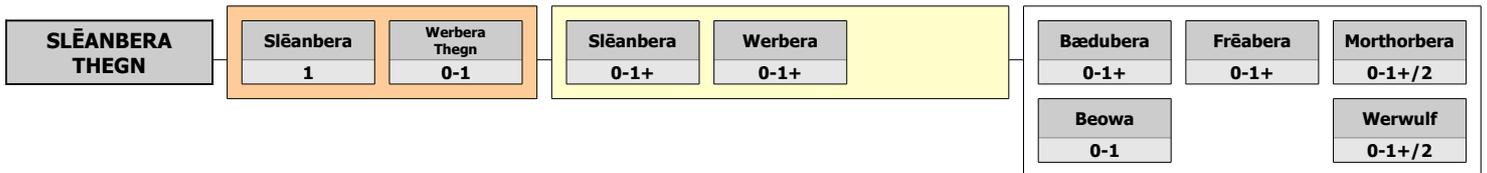
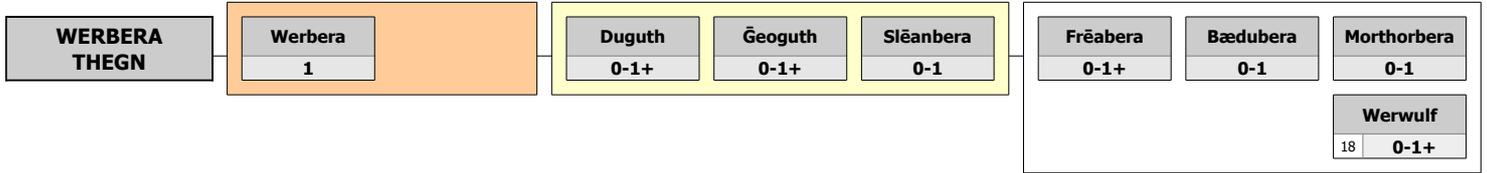
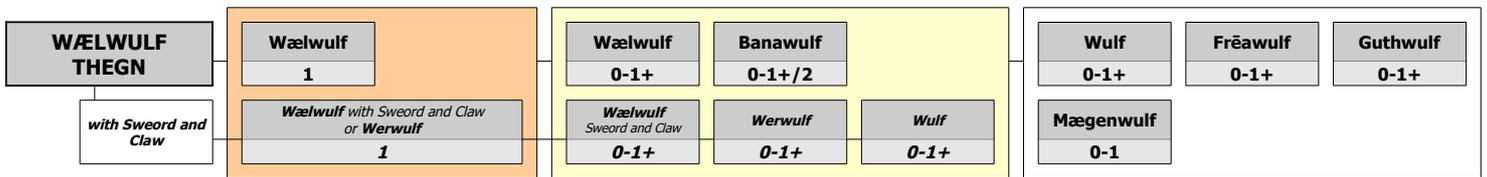
JOANNA	Ġesith or Duguth or Werwulf Ġesith or Werwulf	Duguth	Ġeoguth	Ceorl	Wulf	Frēawulf	Frēabera
	1	0-1+	0-1+	0-1+	0-1+	0-1+	0-1+
		Ceorl Bowmen	Werwulf	Sceop	Frēofof	Guthwulf	Mægenwulf
		0-1+	0-1+	0-1	0-1+	0-1	0-1

ANGLECYNN NOBLES

Any number of nobles may be mustered in your host

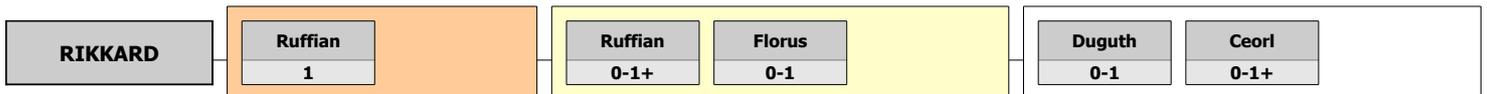
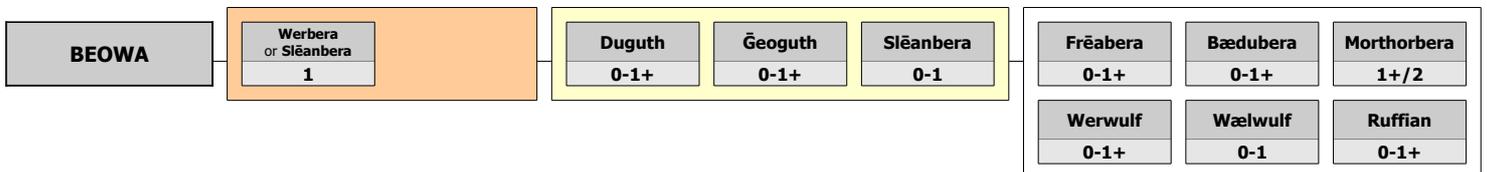
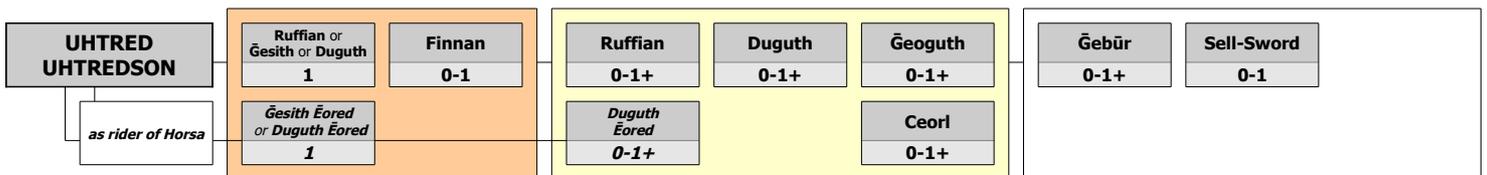
FORTHEGN	Ġesith or Duguth	Thegn	Ġesith	Duguth	Ġeoguth	Forwiglere	Wiglere	Sceop
	1	0-1	25 0-1	19 0-1+	15 0-1+	43 0-1	36 0-1	13 0-1





ANGLECYNN SELL-SWORDS

Up to a third of the gold cost of your host may be spent on sell-swords and allies
Sell-Swords not listed here may not be Anglecynn generals or commanders



ANGLECYNN ALLIES

Up to a third of the gold cost of your host may be spent on sell-swords and allies

