

# Army Book

# **Section H - The armies**

## **1. Army constructions**

Armies are made up of a number of units. The number and proportion of units will reflect the historical force upon which it is based. It is permitted that players play against armies that were not real life counterparts in order to allow players to have battles with friends.

- A normal game will have armies valued at **300** points per player (max 32 units).
- A bigger game might use 400 point armies (max 40 units).
- A smaller game might use 240 point armies (max 23 units).
- All armies have **2** generals at no additional cost.
- Unit modifications are not limited to one per unit. Thus, a unit might be modified by having armour **and** modified by being veteran.

### **Points system**

In order for both players to have an army with a fair chance of winning a points system is used in these rules.

The points costs are **per unit**.

Some units are of a generic type and have no options for modification. *e.g. skirmishers*. Most units are allowed modifications which will either increase or decrease a unit's cost. There are 8 possible modifications. Some or none can be applied as per the army constructions listed later in the rules.

Artillery, generals or elephants are used as single models on single bases.

No matter what base is used to represent the general, all generals count as having the same properties throughout these rules.

### **Overspend**

It is possible that players may spend over 300 points on their army.

This is allowed up to a total of 6 points of overspend (i.e 306).

If a player has overspent, then the opponent can roll a D6.

If he scores **under** the overspend amount a base will be lost from the army.

Each player rolls a D6. The higher scorer chooses which base is lost from the army.

*e.g. Sandra compiles an army to the value of 304 points.*

*This is a 4 point overspend.*

*If Sandra's opponent can roll 1,2, or 3 then a base is to be removed from, the army.*

*Sandra rolls a 2.= a base must be removed.*

*Sandra rolls 3 and her opponent rolls a 6. The higher scorer chooses which base is to be removed.*

*The opponent chooses a skirmisher base.*

## Shields

Most units in ancient warfare carried shields for protection.

If the bases in a unit do not carry shields, they receive a reduction in points cost. This will only apply to cavalry, close order infantry and auxiliary infantry.

A player may claim units as counting shielded as an equivalent to extra armour, such as cataphracts.

## Bows

This title includes all weapons which are shot or hurled by units. "Bows" includes slings, crossbows and similar weapons.

| Points costs per unit                              |         |                         |     |       |             |      |       |          |      |
|--|---------|-------------------------|-----|-------|-------------|------|-------|----------|------|
| Army total = 300                                   |         |                         |     |       |             |      |       |          |      |
| Troop type   | Trained | Veteran                 | Bow | Elite | Shield less | Levy | Shock | Armoured | Pike |
| Close order infantry unit                          | 18      | +8                      | +4  | +12   | -8          | -8   | +3    | +7       | +4   |
| Auxiliary infantry unit                            | 11      | +5                      | +3  | +8    | -6          | -6   | +3    | +5       |      |
| Infantry skirmisher unit                           | 7       |                         |     |       |             |      |       |          |      |
| Cavalry unit                                       | 20      | +8                      | +4  | +12   | -8          | -8   | +3    | +7       |      |
| Chariot unit                                       | 14      | +6                      |     | +9    |             |      | +3    |          |      |
| Mounted skirmisher unit                            | 8       |                         |     |       |             |      |       |          |      |
| Elephant   | 8       |                         |     |       |             |      |       |          |      |
| Artillery piece                                    | 3       | Artillery is not a unit |     |       |             |      |       |          |      |
| No unit may cost less than 6 points.               |         |                         |     |       |             |      |       |          |      |
| Bob question: Are artillery and generals units? No |         |                         |     |       |             |      |       |          |      |

e.g. Armoured (+7) veteran (+8) trained close order (18) infantry.  $18 + 8 + 7 = 33$

e.g. Foot skirmishers. 7

e.g. Levy (-6) auxiliary (+11) infantry.  $11 - 6 = 5$  but 6 is the minimum allowed. =6

e.g. Armoured (+7) elite (+12) cavalry (+20).  $20 + 12 + 7 = 39$

e.g. Armoured (+7) shock (+3) cavalry (+20) veteran (+8).  $20 + 8 + 3 + 7 = 38$

e.g. Levy (-8) shieldless (-8) close order (+18) infantry.  $18 - 8 - 8 = 2$  but cost is 6 as a minimum

The author of these rules is aware of quite a few, commercial publications dealing with the composition of armies. Players are encouraged to look at them in order to gain ideas for

armies not well covered in the following lists.

Each army has a “suggested reading” book. This book might either be a well-illustrated guide to the particular army or possibly a book that gives a good narrative account of the army and period.

## **Suggested reading**

The books suggested are for a general background read. They are **not** the sole source for the army composition.

## **I want to make my army better**

*The army orders of battle given here should provide a fair game in which both players have a chance to win.*

It is accepted that some players wish to make their intrinsic chances of winning greater by changing the army order of battle. It is worthy of note that players usually want to change an army order of battle to make the army better, never worse.

This is understandable, but CK intends that the skill of the player in being a general is paramount.

Players might want to modify a list that is given here.

This is allowed, but the army point total is reduced from 300 to 275 points.

Alternatively, a player might find an army listed here that has the components he would like. In that case he can use his figures, but call the army the name used in CK.

*e.g. “I think the Assyrian army should have elephants. Therefore, I will use the Sassanid army list, but still use my Assyrian figures.”*

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## 1. Sumerian Army 25th C BC

*One of the earliest professional armies.*

*Chariots drawn by onagers (donkey types).*

*Big shields for the foot spearmen.*

*Onagers are the most horse-like of wild asses. They are short-legged compared to horses, and their colouring varies depending on the season and how far they have run.*

**Battle tactics = B, H, J**

| Troop type           | Quality | Detail                           | Number of units | Upgrades                                    |
|----------------------|---------|----------------------------------|-----------------|---|
| Chariots             | Trained |                                  | 2 – 4           | 0 – 1 elite<br>0 – 1 veteran<br>0 – 1 shock |
| Close order infantry | Trained | Unarmoured spear and shield      | 6 – 14          | 0 – 2 veteran<br>0 – 1 shock<br>0 – 4 levy  |
| Auxiliary infantry   | Trained | Unarmoured, spear and no shield. | 0 – 3           |   |
| Foot skirmishers     | Trained |                                  | 2 – 6           |   |

### Suggested reading

*Ancient Armies of the Middle East by Terence Wise Osprey MAA 109*

### Example army

2 generals at no cost

Close order infantry units=10=180

Auxiliary infantry units=3 No shields=18

Infantry skirmisher units =6= 42

Chariot units= 3 1x elite, 1 x veteran, 1x shock =60

**Total 300 points**



| 2. Old Kingdom Egyptian Army 17th C BC                        |         |                               |                 |   |
|---|---------|-------------------------------|-----------------|---|
| <i>This is the army that founded the Egyptian empire.</i>     |         |                               |                 |   |
| <b>Battle tactics</b> = A, E, I                               |         |                               |                 |   |
| Troop type  | Quality | Detail                        | Number of units | Upgrades  |
| Close order infantry  | Trained | Unarmoured. Spear and shield. | 4 – 9           | 0 – 1 elite<br>0 – 1 shock<br>0 – 7 levy<br>0 – 3 veteran <b>and</b> armoured |
| Close order infantry  | Trained | Unarmoured. Shield-less. Bow. | 5 – 10          | 0 – 4 levy  |
| Auxiliary infantry  | Trained | Unarmoured. Shield-less. Bow. | 2 – 4           |   |
| Foot skirmishers  | Trained |                               | 2 – 7           |   |
| Suggested reading   |         |                               |                 |   |
| <i>Armies of the Ancient Near East by Stillman and Tallis</i> |         |                               |                 |   |

### Example army

2 generals at no cost

Close order infantry units= 6 spear/shield 2x veteran and armoured = 138

Close order infantry units= 6 6x bows, 6x no shield= 84

Auxiliary infantry units= 4 4x bow, 4x no shield= 32

Infantry skirmisher units=7 = 49

**Total =303**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |



### 3. New Kingdom Egyptian Army 13th C BC

*This is the army of the great Pharaohs. It will fight Jews, Midianites and Assyrians.*

**Battle tactics = E, I, K**

| Troop type                  | Quality | Detail  | Number of units | Upgrades   |
|-----------------------------|---------|---|-----------------|--|
| <b>Chariots</b>             | Veteran |   | <b>3 – 5</b>    | 0 – 1 elite<br>0 – 2 trained                                 |
| <b>Close order infantry</b> | Trained | Spear or blade weapon, shield.<br>Unarmoured. | <b>3 – 5</b>    | 0 – 2 veteran<br>0 – 3 shock<br>0 – 3 levy<br>0 – 1 armoured |
| <b>Close order infantry</b> | Trained | Bow, no shield.<br>Unarmoured.                | <b>3 – 5</b>    | 0 – 2 levy   |
| <b>Auxiliary infantry</b>   | Trained | Bow no shield.<br>Or shield and spear.        | <b>0 – 4</b>    |  |
| <b>Foot skirmishers</b>     | Trained |   | <b>4 – 9</b>    |  |

### Suggested reading

*The art of warfare in Biblical lands by Yigael Yadin*

*New Kingdom Egyptians by Mark Healy Osprey Elite series 40.*

#### Example army

2 generals at no cost

Close order infantry units(spear) = 3 1 x armoured, 1 x veteran, 1.x shock = 72

Close order infantry units (bow) = 5 no shields = 70

Infantry skirmisher units = 8 = 56

Chariot units = 5 1 x elite, 4 x veteran = 103

**Total = 301**

## 4. Hittite Army 12th C BC

*An early army that ruled over a large empire for that time. Very warlike.*

**Battle tactics = E, J, K**

| Troop type                  | Quality | Detail  | Number of units | Upgrades   |
|-----------------------------|---------|---|-----------------|--|
| <b>Chariots</b>             | Trained |   | <b>3 – 5</b>    | 0 – 1 elite<br>0 – 4 veteran<br>0 – 4 shock            |
| <b>Close order infantry</b> | Levy    | Subject levies.<br>Unarmoured spear and shield. | <b>2 – 7</b>    |  |
| <b>Auxiliary infantry</b>   | Trained | Unarmoured spear and shield.                    | <b>3 – 7</b>    | 0 – 6 armoured<br>0-1 veteran<br>0-1 bow and no shield |
| <b>Foot skirmishers</b>     | Trained |   | <b>3 – 9</b>    |  |

### Suggested reading

*Armies of the Ancient Near east by Nigel Stillman WRG*

#### Example army

2 generals at no cost

Close order infantry units = 7 Levy = 70

Auxiliary infantry units = 5 all armoured = 55

Infantry skirmisher units = 8 = 56

Chariot units = 5 1x Elite, 3x veteran = 97

**Total 303 points**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

## 5. Philistine Army 11th C BC

*A really hard fighting army, read about them in the bible.*

**Battle tactics** = F, D, K

| Troop type           | Quality | Detail                           | Number of units | Upgrades                                      |
|----------------------|---------|----------------------------------|-----------------|---|
| Chariots             | Trained |                                  | 3 – 6           | 0 – 1 elite<br>0 – 2 shock                    |
| Close order infantry | Trained | Unarmoured, spear and shield.    | 4 – 9           | 0 – 2 veteran<br>0 – 2 armoured<br>0 – 4 levy |
| Auxiliary infantry   | Trained | Spear and shield.<br>Unarmoured. | 1 – 7           |   |
| Foot skirmishers     | Trained |                                  | 4 – 8           |   |

### Suggested reading

*Armies of the Ancient Near East* Stillman and Tallis WRG

#### Example army

2 generals at no cost

Close order infantry units=6= 108

Auxiliary infantry units=5 = 55

Infantry skirmisher units =6 m=42

Chariot units =6 1x elite, 2x Schock= 99

**Total =304**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

## 6. Biblical Jewish Army 11th C BC

*This is the army of the bible.*

**Battle tactics** = A, E, K

| Troop type                  | Quality | Detail                        | Number of units | Upgrades  |
|-----------------------------|---------|-------------------------------|-----------------|---|
| <b>Chariots</b>             | Veteran |                               | <b>1 – 3</b>    |   |
| <b>Mounted skirmishers</b>  | Trained |                               | <b>0 – 1</b>    |   |
| <b>Close order infantry</b> | Trained | Unarmoured. Shield and spear. | <b>4 – 12</b>   | 0 – 5 armoured<br>0 – 1 elite<br>0 – 3 veteran<br>0 – 2 shock<br>0 – 4 levy |
| <b>Auxiliary infantry</b>   | Trained | Unarmoured. Shield and spear. | <b>2 – 6</b>    | 0 – 2 levy  |
| <b>Foot skirmishers</b>     | Trained |                               | <b>4 – 10</b>   |   |

### Suggested reading

*Battles of the Bible By Dougherty, Haskew et al*

#### Example army

2 generals at no cost

Close order infantry units = 7 3x armoured, 3 x veteran, 2 shock = 177

Auxiliary infantry units = 3 = 33

Infantry skirmisher units = 7 = 49

Chariot units = 2 2x veteran = 40

**Total = 299**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

| 7. Nubian Army 10th C BC  |         |                                  |                 |  |
|---|---------|----------------------------------|-----------------|--|
| <i>This is the army that created a large kingdom in what is now the Sudan.<br/> They fought the Egyptians pharaohs. <b>Battle tactics</b> = C, G, I</i> |         |                                  |                 |  |
| Troop type  | Quality | Detail                           | Number of units | Upgrades                                       |
| Close order infantry  | Trained | Spear and shield.<br>Unarmoured. | 3 – 5           | 0 – 1 elite<br>0 – 1 veteran<br>0 – 1 armoured |
| Close order infantry  | Trained | Bow, no shield.<br>Unarmoured.   | 6 – 8           | 0 – 2 veteran                                  |
| Auxiliary infantry  | Trained | Spear and shield.<br>Unarmoured. | 0 – 5           | 0 – 1 veteran<br>0-4 levy                      |
| Auxiliary infantry  | Trained | Bow. No shield.<br>Unarmoured.   | 0 – 2           |  |
| Foot skirmishers  | Trained |                                  | 3 – 8           |  |
| Suggested reading   |         |                                  |                 |  |
| <i>Armies of the Ancient Near East by Stillman and Tallis</i>   |         |                                  |                 |  |

### Example army

2 generals at no cost

Close order infantry units=4 1x veteran, 1x elite = 92

Close order infantry units= 6 6x no shield, 6x bow, 1x veteran = 92

Auxiliary infantry units= 4 = 44

Auxiliary infantry units= 2 2xbow, 2x no shield= 16

Infantry skirmisher units=8 =56

**Total = 300**

## 8. Midianite Arab Army 10th C BC

*This army is made up of a confederation of desert tribes belonging to the Midianites.*

**Battle tactics** = A, G, J

| Troop type  | Quality | Detail  | Number of units | Upgrades                                   |
|---|---------|---|-----------------|--|
| <b>Cavalry</b>  | Trained | Camels, bow and spear.<br>Unarmoured.<br>No shield. | <b>7 – 16</b>   | 0 – 1 elite<br>0 – 3 veteran<br>0 – 4 levy |
| <b>Mounted skirmishers</b>                                    | Trained |   | <b>3 – 8</b>    |  |
| <b>Auxiliary infantry</b>                                     | Trained | Spear. Unarmoured no shield.                        | <b>0 – 5</b>    | 0 – 2 levy<br>0-3 shield                   |
| <b>Foot skirmishers</b>                                       | Trained |   | <b>4 – 9</b>    |  |
| <b>Suggested reading</b>                                      |         |   |                 |  |
| <i>Armies of the Ancient Near East by Stillman and Tallis</i> |         |   |                 |  |

### Example army

2 generals at no cost

Auxiliary infantry units =4 No shields=24

Infantry skirmisher units =8 =56

Cavalry(camel) units =10 2x veteran, 1 x elite, all bow and no shield= 188

Mounted skirmisher units =4 =32

**Total = 300**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |

| <b>9. Assyrian Army 7th C BC</b>  |                |  |                        |                            |
|---|----------------|--|------------------------|----------------------------|
| <i>A classic ancient army. The wolf of the middle east. Lots of bright colours and bronze.</i><br><b>Battle tactics = B, D, I</b> |                |  |                        |                            |
| <b>Troop type</b>   | <b>Quality</b> | <b>Detail</b>  | <b>Number of units</b> | <b>Upgrades</b>            |
| <b>Chariots</b>   | Veteran        | 4 horse chariots.  | <b>1 – 3</b>           | 0 – 1 elite<br>0 – 2 shock |
| <b>Cavalry</b>  | Trained        | Armoured.<br>Spear and bow.<br>No shield.                                      | <b>0 – 3</b>           |                            |
| <b>Close order infantry</b>   | Trained        | Armoured, shield, spear.   | <b>2 – 4</b>           | 0 – 2 veteran              |
| <b>Close order infantry</b>   | Trained        | Bow, shield-less.<br>Armoured.   | <b>0 – 4</b>           | 0 – 2 veteran              |
| <b>Auxiliary infantry</b>   | Levy           | Bow with no armour and no shield.<br><b>Or</b><br>Spear and shield, no armour. | <b>3 – 8</b>           |                            |
| <b>Auxiliary infantry</b>   | Trained        | Spear, shield, Unarmoured.   | <b>0 – 3</b>           | 0 – 1 veteran              |
| <b>Foot skirmishers</b>   | Trained        |  | <b>4 – 6</b>           |                            |
| <b>Suggested reading</b>  |                |  |                        |                            |
| <i>Armies of the Ancient Near East Stillman and Tallis WRG</i>  |                |  |                        |                            |

### Example army

2 generals at no cost

Close order infantry units =4 Armoured= 100

Close order infantry units =3 Armoured + bow=63

Auxiliary infantry units= 4 with spear/shield= 44

Infantry skirmisher units= 6= 42

Cavalry units = 1 spear/bow =23

Chariot units =2 =28

**Total 300**

| 10. Elamite army 7th C BC   |         |   |                 |                            |
|---|---------|---|-----------------|----------------------------|
| <i>This is the army of the Ulai river battle period. It is in opposition to the Assyrians. The kallapani battle carts seem to be transports rather than fighting platforms. Therefore, the troops are treated as on foot. The spearmen are Elamite and allied troops. No armoured units in this army. Battle tactics =E,G,I</i> |         |   |                 |                            |
| Troop type  | Quality | Detail  | Number of units | Upgrades                   |
| <b>Chariots</b>   | Veteran | 4 horse chariots.   | <b>1</b>        | 0 – 1 elite<br>0 – 1 shock |
| <b>Cavalry</b>  | Trained | Spear<br>No shield.   | <b>0 – 3</b>    | 0-3 bow<br>0-1 veteran     |
| <b>Mounted skirmisher</b>   | Trained |   | <b>0-3</b>      |                            |
| <b>Close order infantry</b>   | Trained | Shield and spear.   | <b>2 – 3</b>    | 0 – 1 veteran              |
| <b>Close order infantry</b>   | Trained | Bow, no shield.   | <b>3– 7</b>     | 0 – 1 veteran              |
| <b>Auxiliary infantry</b><br>Includes kallapani   | Levy    | Bow with no shield.<br><b>Or</b> (any mix)<br>Spear and shield. | <b>2 – 7</b>    | 0-7 trained                |
| <b>Foot skirmishers</b>   | Trained |   | <b>4 – 7</b>    |                            |
| Suggested reading   |         |   |                 |                            |
| <i>Armies of the Ancient Near East Stillman and Tallis WRG</i>  |         |   |                 |                            |

### Example army

2 generals at no cost

Cavalry units = 3 spear no shield =36

Chariot units =1 Elite, shock= 26

Close order infantry units =3 Spear and shield. = 54

Close order infantry units =7 Bow no shield , 1 veteran = 106

Auxiliary infantry units= 5 Levy with spear and shield= 30

Infantry skirmisher units= 7= 49

**Total 301**



## 11. Lydian Army 6th C BC

*This is the army of Croesus, the richest man in the world. Very Greek.*

**Battle tactics** = E, J, K

| Troop type                  | Quality | Detail  | Number of units | Upgrades                       |
|-----------------------------|---------|---|-----------------|--------------------------------|
| <b>Chariots</b>             | Trained |   | 0 – 2           |                                |
| <b>Cavalry</b>              | Trained | All with or all without shields. Armoured. Spear. | 2 – 5           | 0 – 1 elite<br>0 – 2 veteran   |
| <b>Mounted skirmisher</b>   | Trained |   | 2 – 4           |                                |
| <b>Close order infantry</b> | Trained | Hoplites. Armoured, spear and shield.             | 4 – 8           | 0 – 2 levy<br>0 – 4 unarmoured |
| <b>Auxiliary infantry</b>   | Trained | Peltasts. Shield, spear. Unarmoured.              | 2 – 6           | 0 – 3 levy                     |
| <b>Foot skirmishers</b>     | Trained |   | 1 – 5           |                                |

### Suggested reading

*The Histories by Herodotus Penguin classics*

*Ancient Armies of the Middle East by Terence Wise Osprey MAA 109*

### Example army

2 generals at no cost

Close order infantry units =5 5x armoured = 125

Auxiliary infantry units =4=44

Infantry skirmisher units =5 =35

Cavalry units =3 No shields, armoured= 57

Chariot units =2 =28

Mounted skirmisher units =2 =16

**Total = 305**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

## 12. Scythian 6th C BC

*This is Scythian army. More specifically it could be a Massagetae army. Tomyris was their queen when they killed Cyrus in battle.*

**Battle tactics = F, G, I,**

| Troop type                               | Quality | Detail  | Number of units | Upgrades                                   |
|--|---------|---|-----------------|--|
| Cavalry                                  | Trained | Spear and bow. No shield<br><i>Some horse armour.</i> | 2 – 5           | 0 – 1 Elite<br>0-2 Veteran<br>0-3 Armoured |
| Mounted skirmishers                      | Trained |   | 5 – 12          |  |
| Close order infantry                     | Trained | Shield and spear.                                     | 0-4             | 0 – 2 levy<br>0 – 3 bow armed              |
| Auxiliary infantry                       | Trained | Unarmoured, spear and shield.                         | 0 – 3           | 0-2 Levy<br>0-3 bow armed<br>0-2 No shield |
| Foot skirmishers                         | Trained | Various archers, javelin men and slingers.            | 2 – 3           |  |
| <b>Suggested reading</b>                 |         |   |                 |  |
| <i>Herodotus</i><br><i>Film, Tomiris</i> |         |   |                 |  |

### Example army

2 generals at no cost

Close order infantry units=3 = 54

Auxiliary infantry units = 3 = 33

Infantry skirmisher units =2 =14

Cavalry units =5 =Bow, no shield. 3 armoured, 1 Elite, 2 Veteran =129

Mounted skirmisher units 9 = 72

**Total =302**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |

### 13. Greek Hoplite Army 4th C BC

*This is the army which started the Phalanx fighting formation with spear and shield.*

**Battle tactics** = A, B, H

| Troop type           | Quality | Detail                                     | Number of units | Upgrades  |
|----------------------|---------|--|-----------------|---|
| Cavalry              | Trained | Shield-less with spear                     | 0 – 2           | 0-1 veteran<br>0-2 armoured   |
| Mounted skirmishers  | Trained |  | 1 – 5           |   |
| Close order infantry | Trained | Hoplites. Unarmoured, shield and spear.    | 7 – 12          | 0 – 1 elite<br>0 – 4 veteran<br>0 – 1 shock<br>0 – 4 levy<br>0 – 2 armoured |
| Auxiliary infantry   | Trained | Unarmoured, spear and shield.              | 0 – 5           |   |
| Foot skirmishers     | Trained | Various archers, javelin men and slingers. | 3 – 6           |   |
| Artillery            |         |  | 0-2             |   |

### Suggested reading

*The History of Greece by JB Bury*

*The Ancient Greeks by Nick Sekunda Osprey Elite 7*

### Example army

2 generals at no cost

Close order infantry units =10 3x veteran =204

Auxiliary infantry units =3 =33

Infantry skirmisher units =5= 35

Mounted skirmisher units =3= 24

Artillery = 3

**Total =299**



| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

## 14. Early Persian Army 6th C BC

*This is the great army of Cyrus and Xerxes. It includes a lot of foreign troop types.*

**Battle tactics = D, I, J**

| Troop type                  | Quality | Detail  | Number of units | Upgrades                                       |
|-----------------------------|---------|---|-----------------|--|
| <b>Chariots</b>             | Trained | Shock (scythed)                                       | <b>0 – 1</b>    |  |
| <b>Cavalry</b>              | Trained | Unarmoured. Bow<br>No shield, spear.                  | <b>2 – 6</b>    | 0 – 2 veteran                                  |
| <b>Mounted skirmishers</b>  | Trained |   | <b>1 – 5</b>    |  |
| <b>Close order infantry</b> | Trained | Unarmoured. Bow<br>shield and spear.                  | <b>4 – 7</b>    | 0 – 1 elite<br>0 – 1 veteran                   |
| <b>Close order infantry</b> | Trained | Mercenary hoplites.<br>Armoured. Shield<br>and spear. | <b>0 – 5</b>    | Xenophon etc!<br>0-3 unarmoured<br>0-1 veteran |
| <b>Close order infantry</b> | Levy    | Unarmoured. Shield<br>and spear.                      | <b>3 – 8</b>    |  |
| <b>Auxiliary infantry</b>   | Levy    | Unarmoured. Spear<br>and shield.                      | <b>0 – 6</b>    | 0 – 2 trained                                  |
| <b>Foot skirmishers</b>     | Trained |   | <b>3 – 7</b>    |  |

### Suggested reading

*The Histories by Herodotus*

*Greek and Persian wars 500-323 BC Osprey MAA 69*

*The Persian Expedition. By Xenophon. Penguin Classics.*

### Example army

2 generals at no cost

Close order infantry units= 5= All bow, 1x veteran, 1 x elite= 130

Auxiliary infantry units= 4 All levy= 24

Infantry skirmisher units=7 = 49

Cavalry units=3= 3 x bow/no shield , 1 x veteran= 56

Chariot units = 1 1x shock=17

Mounted skirmisher units=3 = 24

**Total =300**

## 15. Later Persian Army 4thC BC

*This is the great army of Darius that fought Alexander.  
It includes a lot of foreign troop types.*

**Battle tactics = D, I, J**

| Troop type                  | Quality | Detail  | Number of units | Upgrades   |
|-----------------------------|---------|---|-----------------|--|
| <b>Chariots</b>             | Trained | Shock (scythed)                                   | <b>0-1</b>      | 0-1 shock  |
| <b>Cavalry</b>              | Trained | Spear and <b>no shield</b>                        | <b>4- 6</b>     | 0-1 Elite<br>0-2 veteran<br>0-2 shock<br>0-4 armoured<br>0-3 bow |
| <b>Mounted skirmishers</b>  | Trained |   | <b>2 – 5</b>    |  |
| <b>Close order infantry</b> | Trained | Unarmoured. Shield and spear.                     | <b>3 – 6</b>    | 0 – 1 veteran<br>0-4 bow<br>0-4 shieldless<br>0-2 armoured       |
| <b>Close order infantry</b> | Trained | Mercenary hoplites. Unarmoured. Shield and spear. | <b>0 – 4</b>    | 0-1 veteran<br>0-1 armoured                                      |
| <b>Close order infantry</b> | Levy    | Unarmoured. Shield and spear.                     | <b>2 – 4</b>    | 0-2 no shield  |
| <b>Auxiliary infantry</b>   | Trained | Unarmoured. Spear and shield.                     | <b>2 – 8</b>    | 0-4 bow no shield<br>0-4 Levy<br>0-1 Veteran                     |
| <b>Foot skirmishers</b>     | Trained |   | <b>3 – 7</b>    |  |
| <b>Artillery</b>            |         |   | <b>0-2</b>      |  |

### Suggested reading

*The Histories by Herodotus*

*Greek and Persian wars 500-323 BC Osprey MAA 69*

*The Persian Expedition. By Xenophon. Penguin Classics.*

### Example army

2 generals at no cost

Close order infantry units=4 , 2x bow, 2 x shieldless= 64

Auxiliary infantry units =4 = 4 x levy=24

Infantry skirmisher units =8 = 56

Cavalry unit =5, 4x armoured, no shield, 1 x veteran=100

Chariot units = 1 1x shock=17

Mounted skirmisher units=5 = 40

**Total =301**

## 16. Thracian Army 4thC BC

*This army consist of allied tribes. This army is often the initiator of battles.*

**Battle tactics = E,F,K**

| Troop type                  | Quality | Detail                        | Number of units | Upgrades                                     |
|-----------------------------|---------|-------------------------------|-----------------|--|
| <b>Cavalry</b>              | Trained | No shield, spear.             | <b>2- 5</b>     | 0-1 Elite<br>0 – 1 veteran<br>0-3 Armoured   |
| <b>Mounted skirmishers</b>  | Trained |                               | <b>1 – 5</b>    |  |
| <b>Close order infantry</b> | Trained | Unarmoured. Shield and spear. | <b>3 – 6</b>    | 0 – 1 veteran<br>0-1 armoured<br>0-1 shock   |
| <b>Auxiliary infantry</b>   | Trained | Unarmoured. Spear and shield. | <b>3 – 8</b>    | 0 – 2 Levy<br>0-1 shock<br>0-2 bow no shield |
| <b>Foot skirmishers</b>     | Trained |                               | <b>3 – 9</b>    |  |

### Suggested reading

*The Histories by Herodotus*

*Greek and Persian wars 500-323 BC Osprey MAA 69*

*The Persian Expedition. By Xenophon. Penguin Classics.*

*Armies of the Thracians and Dacians by Gabriele Esposito*

### Example army

2 generals at no cost

Close order infantry units =5 1x veteran=98

Auxiliary infantry units=6 =66

Infantry skirmisher units =8 = 56

Cavalry units =3 (3 armoured) = 57

Mounted skirmisher units =3 = 24

**Total = 301**

## 17. Macedonian Army 4th C BC

*This is the army of Alexander the great as he made his epic journey across the “known world” as far as India.*

**Battle tactics = B, C, D**

| Troop type                  | Quality | Detail  | Number of units | Upgrades                        |
|-----------------------------|---------|---|-----------------|---------------------------------|
| <b>Cavalry</b>              | Veteran | Armoured, spear and <b>no</b> shield.   | <b>1 – 3</b>    | 0 – 1 elite (companions)        |
| <b>Mounted skirmishers</b>  | Trained |   | <b>1 – 3</b>    |                                 |
| <b>Close order infantry</b> | Trained | Pikemen.<br>Unarmoured, shield, <b>all</b> pike (extra cost) <b>or all</b> spear. | <b>5 – 10</b>   | 0 – 3 veteran<br>0 – 3 armoured |
| <b>Close order infantry</b> | Trained | Hoplites.<br>Unarmoured, shield, spear  | <b>0 – 3</b>    | 0 – 1 veteran                   |
| <b>Auxiliary infantry</b>   | Trained | Peltasts.<br>Unarmoured.  | <b>2 – 5</b>    | 0 – 2 veteran                   |
| <b>Foot skirmishers</b>     | Trained |   | <b>2 – 6</b>    |                                 |
| <b>Artillery</b>            |         |   | <b>0 – 2</b>    |                                 |

### Suggested reading

*The Army of Alexander the Great. Osprey 148*

*Alexander the Great at war Ruth Sheppard*

### Example army

2 generals at no cost

Close order infantry units= 7 1x veteran all pikes= 162

Auxiliary infantry units =2 =22

Infantry skirmisher units =6 = 42

Cavalry units =2 veteran armoured with no shield= 54

Mounted skirmisher units =3 =24

**Total = 304**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

## 18. Indian Army 6th C BC

*This is the army that has lots of elephants and units in linen skirts. Very colourful. Will fight against the Macedonians.*

**Battle tactics = D, H, I**

| Troop type           | Quality | Detail                        | Number of units | Upgrades   |
|----------------------|---------|-------------------------------|-----------------|--|
| Chariots             | Trained |                               | 0 – 2           | 0 – 1 shock<br>0 – 2 veteran                                 |
| Elephants            | Trained |                               | 2 – 7           |  |
| Cavalry              | Trained | Unarmoured. Spear and shield. | 1 – 3           |  |
| Close order infantry | Trained | Unarmoured. Shield, spear.    | 2 – 5           | 0 – 1 elite<br>0 – 1 veteran<br>0 – 1 armoured<br>0 – 2 levy |
| Close order infantry | Trained | Unarmoured. No shield. Bow    | 3-5             |  |
| Auxiliary infantry   | Trained | Unarmoured. Shield.           | 2 – 4           | 0 – 4 bow<br>0 – 4 shield-less<br>0 – 4 levy                 |
| Foot skirmishers     | Trained |                               | 2 – 6           |  |

### Suggested reading

*Macedonian and Punic wars by Phil Barker*

#### Example army

2 generals at no cost

Close order infantry units =4 Spear/shield, 1 x elite, 1 x veteran = 92

Close order infantry units = 4 bow no shield= 56

Auxiliary infantry units =4 =44

Infantry skirmisher units =6 = 42

Cavalry units =1 =20

Elephants =6 =48

**Total = 302**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |



## 19. Successor Army 3rd C BC

*After Alexander's death the empire was split. Each part was ruled by a "Successor" (Diadochi). Battle tactics = B, C, J*

| Troop type           | Quality | Detail  | Number of units | Upgrades                                      |
|----------------------|---------|---|-----------------|---|
| Cavalry              | Trained | Armoured, shield and spear.                     | 1 – 4           | 0 – 1 elite                                   |
| Mounted skirmishers  | Trained |   | 1 – 3           |   |
| Close order infantry | Trained | Pike shield unarmoured.                         | 4 – 8           | 0 – 3 armoured<br>0 – 2 veteran<br>0 – 5 levy |
| Auxiliary infantry   | Trained | Tribal or peltast. Shield and spear Unarmoured. | 2 – 6           | 0 – 1 veteran                                 |
| Close order infantry | Levy    | Unarmoured, no shield, bow.                     | 0 – 5           |   |
| Close order infantry | Levy    | Unarmoured, shield and spear.                   | 0 – 5           | 0 – 2 trained                                 |
| Foot skirmishers     | Trained |   | 3 – 6           |   |
| Elephants            | Trained |   | 0 – 4           |   |
| Artillery            |         |   | 0 – 3           |   |

### Suggested reading

*Macedonian and Punic wars by Phil Barker*

#### Example army

2 generals at no cost

Close order infantry units=6 all pikes= 132

Close order infantry units =4 Levy, no shield bow=24

Auxiliary infantry units =4 =44

Infantry skirmisher units =5=35

Cavalry units =1 Armoured =27

Mounted skirmisher units =2 = 16

Elephants =3 = 24

**Total =302**

| 20. Armenian Army 3rd C BC-1 <sup>st</sup> C AD  |         |   |                 |  |
|--|---------|---|-----------------|--|
| <i>A tough army with hostiles/allies on all of its borders. Battle tactics = A, D, J</i> |         |   |                 |  |
| Troop type   | Quality | Detail  | Number of units | Upgrades   |
| Cavalry  | Trained | Armoured. Lance<br><i>No shield but count as shield due to complete armour.</i> | 3 – 6           | 0-1 elite<br>0-2 Veteran<br>0-3 shock                          |
| Cavalry  | Trained | Spear but no shield. Allies.  | 0-3             | 0-1 armoured<br>0-1 bow armed<br>0-1 Levy or veteran           |
| Mounted skirmishers  | Trained | Scythians or similar.   | 4 – 6           |  |
| Close order infantry   | Trained | Spear shield unarmoured. Allies.  | 0 – 4           | 0 – 1 armoured<br>0 – 1 veteran<br>0 – 4 levy<br>0-4 Auxiliary |
| Foot skirmishers   | Trained |   | 3 – 6           |  |
| Artillery  |         |   | 0 – 1           |  |
| <b>Suggested reading</b>   |         |   |                 |  |
| <i>Macedonian and Punic wars by Phil Barker</i>  |         |   |                 |  |

## 21. Republican Roman Army 3rd C BC

*This is the army of Scipio Africanus who fought against Hannibal.*

**Battle tactics=B,G,K**

| Troop type           | Quality | Detail  | Number of units | Upgrades                     |
|----------------------|---------|---|-----------------|------------------------------|
| Cavalry              | Trained | Armoured, shield and spear.                           | 0 – 2           | 0 – 1 veteran                |
| Close order infantry | Trained | Armoured, shield, spear.                              | 3 – 5           | 0 – 1 elite<br>0 – 3 veteran |
| Close order infantry | Trained | Unarmoured, shield, spear.                            | 4 – 8           |                              |
| Auxiliary infantry   | Trained | Unarmoured, shield and spear.                         | 2 – 5           | 0 – 2 veteran                |
| Close order infantry | Trained | Gaul's and Spanish, unarmoured with shield and spear. | 0 – 6           | .                            |
| Mounted skirmishers  | Trained |   | 0 – 3           |                              |
| Foot skirmishers     | Trained |   | 2 – 6           |                              |

### Suggested reading

*Greece and Rome at War by Peter Connolly Greenhill Books*

#### Example army

2 generals at no cost

Close order infantry units =3 3x armoured, 3 x veteran=99

Close order infantry units =6 =108

Auxiliary infantry units =3 1x veteran =38

Infantry skirmisher units= 6 =42

Mounted skirmisher units =2 = 16

**Total =303**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

| 22. Carthaginian Army 2nd C BC                                      |         |                            |                 |  |
|---|---------|----------------------------|-----------------|--|
| <i>This is the army of Hannibal and the Punic war against Rome.</i> |         |                            |                 |  |
| <b>Battle tactics=A, C, H</b>                                       |         |                            |                 |  |
| Troop type  | Quality | Detail                     | Number of units | Upgrades   |
| <b>Elephants</b>  | Trained |                            | <b>0 – 5</b>    |  |
| <b>Cavalry</b>  | Trained | Armoured, shield, spear.   | <b>1 – 4</b>    | 0 – 2 veteran  |
| <b>Mounted skirmisher</b>   | Trained |                            | <b>2 – 6</b>    |  |
| <b>Close order infantry</b>   | Trained | Unarmoured, shield, spear. | <b>3 – 8</b>    | 0 – 1 elite<br>0 – 3 veteran<br>0 – 3 armoured<br>0 – 4 levy |
| <b>Auxiliary infantry</b>   | Trained | Unarmoured, shield, spear. | <b>2 – 6</b>    |  |
| <b>Foot skirmishers</b>   | Trained |                            | <b>3 – 6</b>    |  |
| <b>Artillery</b>  | Trained |                            | <b>0 – 2</b>    |  |
| <b>Suggested reading</b>  |         |                            |                 |  |
| <i>Armies of the Macedonian and Punic wars by Duncan Head WRG</i>   |         |                            |                 |  |

### Example army

2 generals at no cost

Close order infantry units =6 2x veteran =124

Auxiliary infantry units =4 =44

Infantry skirmisher units= 5=35

Cavalry units= 2 = 40

Mounted skirmisher units=4 =32

Elephants =3=24

Artillery pieces 1= 3

**Total = 302**

## 23. Spanish Army 2nd C BC

140 BC. Viriathus and others heroically resisting the Romans.  
Numantine wars.

**Battle tactics** = A, E, F

| Troop type           | Quality | Detail            | Number of units | Upgrades                        |
|----------------------|---------|-------------------|-----------------|---------------------------------|
| Cavalry              | Trained | Spear and shield. | 3 – 6           | 0 – 2 veteran<br>0 – 1 elite    |
| Mounted skirmishers  | Trained |                   | 1 – 4           |                                 |
| Close order infantry | Trained | Spear and shield. | 0 – 7           | 0 – 1 armoured<br>0 – 2 veteran |
| Auxiliary infantry   | Trained | Spear and shield. | 3 – 7           | 0 – 2 veteran                   |
| Auxiliary infantry   | Levy    | Spear and shield. | 0 – 7           |                                 |
| Foot skirmishers     | Trained |                   | 4 – 7           |                                 |

### Suggested reading

*Polybius*

*The Roman Barbarian Wars by L Dyck*

### Example army

2 generals at no cost

Close order infantry units =4 1x veteran =80

Auxiliary infantry units =5 =55

Infantry skirmisher units =7 =49

Cavalry units = 4 2x veteran = 96

Mounted skirmisher units=3= 24

**Total =304**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |

## 24. Gallic Army 1st C BC

*This is combination of warlike tribes that often beat the Roman army .  
They often invaded into Italy and were in turn invaded by the Romans.*

**Battle tactics = A, B, F**

| Troop type           | Quality | Detail                                     | Number of units | Upgrades  |
|----------------------|---------|--|-----------------|---|
| Cavalry              | Trained | Shield and spear.                          | 1 – 4           | 0 – 1 veteran   |
| Mounted skirmishers  | Trained |  | 1 – 4           |   |
| Close order infantry | Trained | Shield and spear.                          | 6 – 10          | 0 – 1 elite<br>0 – 2 veteran<br>0 – 4 shock<br>0 – 4 levy<br>0 – 2 armoured |
| Auxiliary infantry   | Trained | Unarmoured, spear and shield.              | 0 – 6           |   |
| Foot skirmishers     | Trained | Various archers, javelin men and slingers. | 3 – 6           |   |

### Suggested reading

*The Roman barbarian wars by Ludwig Heinrich Dyck  
Roman Legionary v gallic warrior by David Campbell (Osprey)*

### Example army

2 generals at no cost

Close order infantry units=8 1x elite, 2 x veteran, 1x armoured, 4x shock= 191

Auxiliary infantry units = 3 = 33

Infantry skirmisher units =6 =42

Cavalry units =1 =20

Mounted skirmisher units 2 = 16

**Total =302**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

## 25. Roman Army of the Civil wars 1stC BC

*This is the army that put Romans against Romans. Plus, some other empire building too.*

***Battle tactics = B, G, K***

| Troop type               | Quality | Detail  | Number of units | Upgrades  |
|--------------------------|---------|---|-----------------|---|
| Cavalry                  | Trained | Spear and shield  | 0 - 3           | 0 - 1 veteran<br>0-1 Armoured                           |
| Mounted skirmishers      | Trained |   | 0 - 3           |   |
| Close order infantry     | Trained | Legionaries.<br>Armoured with spear (pilum) and shield. | 6 - 11          | 0 - 1 elite<br>0 - 2 veteran<br>0 - 1 shock<br>0-4 Levy |
| Auxiliary infantry       | Trained | Unarmoured, shield and spear                            | 2 - 4           | 0-1 veteran   |
| Foot skirmishers         | Trained |   | 2 - 7           |   |
| Artillery                | Trained |   | 0 - 2           |   |
| <b>Suggested reading</b> |         |   |                 |   |
|                          |         |   |                 |   |

### Example army

2 generals at no cost

Close order infantry units = 9 9 armoured, 2 veteran, 4 levy = 209

Auxiliary infantry units = 3 shield and spear = 33

Infantry skirmisher units = 6 = 42

Mounted skirmishers units = 2 = 16

**Total = 300**

| 26. Numidian 1st C BC   |         |                               |                 |  |
|---|---------|-------------------------------|-----------------|--|
| <i>Jugurtha and similar African kings bring the Numidians together.</i> |         |                               |                 |  |
| <b>Battle tactics = G, H, J</b>   |         |                               |                 |  |
| Troop type  | Quality | Detail                        | Number of units | Upgrades                                   |
| Cavalry   | Trained | Shield and spear.             | 0-2             | 0 – 1 veteran                              |
| Mounted skirmishers   | Trained |                               | 6-14            |  |
| Close order infantry  | Levy    | Unarmoured, shield and spear. | 0- 6            | 0-1 Veteran<br>0-2 armoured<br>0-3 trained |
| Auxiliary infantry  | Trained | Shield and spear.             | 0 – 3           |  |
| Elephants   |         |                               | 0- 2            |  |
| Foot skirmishers  | Trained |                               | 6 – 12          |  |
| Suggested reading   |         |                               |                 |  |
| The Numidians (Osprey) by William Horsted                               |         |                               |                 |  |

### Example army

2 generals at no cost

Close order infantry units = 5 1x armoured= 97

Auxiliary infantry units =3=33

Infantry skirmisher units= 10 = 70

Cavalry units =1=20

Mounted skirmisher units =8 =64

Elephants =2 = 16

**Total =300**



## 27. Spartacus' slave Army 1st C BC

*This is the army made up of slaves and others who wanted freedom from Roman servitude. The Kirk Douglas film of the same name is well worth watching for political background and inspiration.*

*This could be used as an army in the servile wars. 70 BC*

**Battle tactics = C, D, F**

| Troop type           | Quality | Detail                    | Number of units | Upgrades                                       |
|----------------------|---------|---------------------------|-----------------|--|
| Close order infantry | Trained | Shield spear              | 1 - 6           | 0 - 1 elite<br>0 - 1 veteran<br>0 - 2 armoured |
| Auxiliary infantry   | Levy    | Shield spear, unarmoured. | 12 - 19         | 0 - 3 armoured<br>0 - 3 trained                |
| Foot skirmishers     | Trained |                           | 4 - 15          |  |
| Mounted skirmishers  | Trained |                           | 0 - 3           |  |

### Suggested reading

*Spartacus and the Slave War 73–71 BC by Fields Osprey*

#### Example army

2 generals at no cost

Close order infantry units=2 2x armoured, 1x elite =62

Auxiliary infantry units=17 14xlevy, 3x armoured=114

Infantry skirmisher units= 15= 105

Mounted skirmisher units= 3 = 24

**Total =305**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |

| 28. Hsiung Nu 1st C AD   |         |                         |                 |   |
|--|---------|-------------------------|-----------------|---|
| <i>These are the iconic steppe nomads that harried the Chinese for many years.</i> |         |                         |                 |   |
| <b>Battle tactics</b> = A, D, G  |         |                         |                 |   |
| Troop type   | Quality | Detail                  | Number of units | Upgrades  |
| <b>Cavalry</b>   | Trained | Unarmoured with shield. | <b>2 - 5</b>    | 0 - 2 veteran<br>0 - 1 shock<br>0 - 1 elite<br>0-1 armoured |
| <b>Mounted skirmishers</b>   | Trained |                         | <b>7 - 14</b>   |   |
| <b>Auxiliary infantry</b>  | Levy    | Unarmoured with shield. | <b>0 - 7</b>    | 0-3 trained   |
| <b>Foot skirmishers</b>  | Trained |                         | <b>3 - 11</b>   |   |
| <b>Suggested reading</b>   |         |                         |                 |   |
| Armies and Enemies of Ancient China by John Greer                                  |         |                         |                 |   |

### Example army

2 generals at no cost

Auxiliary infantry units =7= 7x levy=42

Infantry skirmisher units =10=70

Cavalry units =5 1x veteran=108

Mounted skirmisher units =10 =80

**Total =300**

| 29. Han Chinese Army 1st C AD                     |         |                              |                 |  |
|---|---------|------------------------------|-----------------|--|
| <i>Battle tactics = D, H, I</i>                   |         |                              |                 |  |
| Troop type  | Quality | Detail                       | Number of units | Upgrades   |
| Cavalry   | Trained | No shields.                  | 1 - 10          | 0 - 1 elite<br>0 - 2 veteran<br>0 - 3 armoured<br>0 - 3 bow armed<br>0 - 1 shock |
| Mounted skirmishers                               | Trained |                              | 0 - 6           |  |
| Close order infantry                              | Trained | Halberd and shield.          | 0 - 7           | 0 - 4 armoured<br>0 - 6 levy<br>0 - 1 shock<br>0 - 4 no shields                  |
| Close order infantry                              | Trained | Bow, no shield               | 1-5             | 0-2 armoured   |
| Auxiliary infantry                                | Trained | Shield and spear.            | 0 - 4           |  |
| Auxiliary infantry                                | Trained | Armoured. No shield.<br>Bow. | 0 - 5           |  |
| Foot skirmishers                                  | Trained |                              | 0 - 6           |  |
| Artillery   | Trained |                              | 0 - 3           |  |
| Suggested reading                                 |         |                              |                 |  |
| Armies and Enemies of Ancient China by John Greer |         |                              |                 |  |

### Example army

2 generals at no cost

Close order infantry units =3 halberd/shield =54

Close order infantry units=3 bow no shield, 2 x armoured=56

Infantry skirmisher units= 4 =28

Cavalry units =3 3x no shields,3 x armoured,3 x bow armed= 69

Cavalry units = 3 3x no shields, 2x veteran,1 x elite=64

Mounted skirmisher units=4=32

Artillery pieces =3=9

**Total =302**

| 30. Pontic Army 1st C BC                                  |         |                              |                 |   |
|---|---------|------------------------------|-----------------|---|
| <i>Mithridates et al. A Greek/Persian trading nation.</i> |         |                              |                 |   |
| <b>Battle tactics = E,G,J</b>                             |         |                              |                 |   |
| Troop type  | Quality | Detail                       | Number of units | Upgrades  |
| Cavalry   | Trained | Unarmoured, spear and shield | 3-6             | 0-1 Elite<br>0-1 veteran<br>0-2 Bow<br>0-4 Armoured |
| Mounted skirmishers                                       | Trained |                              | 2-6             |   |
| Close order infantry                                      | Trained | Unarmoured spear and shield  | 4-7             | 0-4 Levy<br>0-2 Armoured<br>0-5 Pike                |
| Auxiliary infantry  | Trained | Unarmoured spear and shield  | 2-6             | 0-1 Armoured<br>0-1 Veteran<br>0-4 Levy             |
| Chariots  | Trained |                              | 0-1             | 0-1 shock<br>0-1 Veteran                            |
| Foot skirmishers  |         |                              | 2-9             |   |
| Artillery   |         |                              | 0-1             |   |
| Suggested reading   |         |                              |                 |   |
| <i>Mithridates by Philp Matyszak</i>                      |         |                              |                 |   |

### Example army

2 generals at no cost

Close order infantry units=5=90

Auxiliary infantry units=4 4x levy=24

Infantry skirmisher units = 7=49

Cavalry units=4 4x Armoured, 2 x veteran=124

Mounted skirmisher units=2 =16

**Total =303**

### 31. Parthian Army 1st C AD

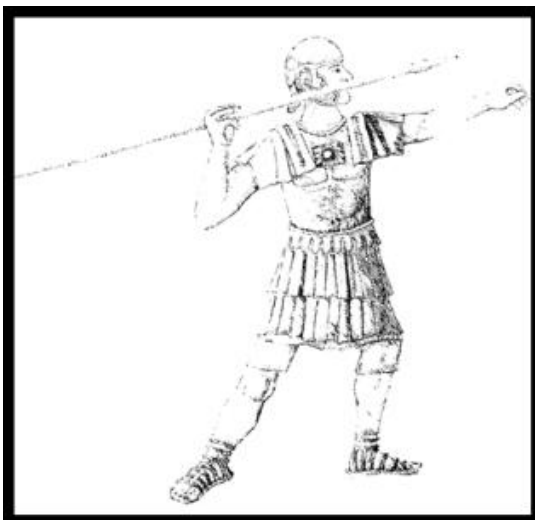
*This is one of the great armies of the “desert”. The armoured cavalry should be fully armoured (cataphracts).*

**Battle tactics** = A, G, K

| Troop type                 | Quality | Detail                                     | Number of units | Upgrades  |
|----------------------------|---------|--|-----------------|---|
| <b>Cavalry</b>             | Trained | Cataphracts.<br>Armoured, shield,<br>lance | <b>5 - 9</b>    | 0 - 1 elite<br>0 - 3 veteran<br>0 - 9 shock<br>0 - 2 camels |
| <b>Mounted skirmishers</b> | Trained |  | <b>6 - 12</b>   |   |
| <b>Auxiliary infantry</b>  | Levy    | Militia<br>Unarmoured                      | <b>0 - 7</b>    | 0 - 2 trained   |
| <b>Foot skirmishers</b>    | Trained |  | <b>0 - 8</b>    |   |

### Suggested reading

*Rome's Enemies(3) Parthians and Sassanid Persians by Peter Wilcox Osprey MAA 175*  
*Winter Quarters by Alfred Duggan*



Parthian/Greek Militiaman

#### Example army

2 generals at no cost

Auxiliary infantry units=6 (6x levy)=36

Infantry skirmisher units=5=35

Cavalry units=5 (5x armoured, 2 x veteran, 5x shock) = 168

Mounted skirmisher units=8 = 64

**Total = 303**

## 32. German tribal Army 2nd C AD

*This is the army that charged the Romans at Tuterburgawald and won. A mass of semi naked war band units.*

**Battle tactics** = A, F, H

| Troop type           | Quality | Detail                        | Number of units | Upgrades   |
|----------------------|---------|-------------------------------|-----------------|--|
| Cavalry              | Veteran | Unarmoured. Shield and spear. | 0 - 4           | 0-2 trained  |
| Mounted skirmisher   | Trained |                               | 0 - 3           |  |
| Close order infantry | Trained | Unarmoured. Shield and spear. | 10 - 15         | 0 - 3 shock<br>0 - 1 elite<br>0 - 3 veterans<br>0 - 4 levy |
| Foot skirmishers     | Trained |                               | 3 - 7           |  |

### Suggested reading

*The Agricola and the Germania* by Tacitus

*Rome's Enemies 1. The Germans and Dacians* by Peter Wilcox Osprey MAA 129

### Example army

2 generals at no cost

Close order infantry units =11 2x veteran, 1 x elite, 1 x shock=229

Infantry skirmisher units =7 =49

Mounted skirmisher units= 3=24

**Total =302**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |

### 33. Sarmatian Army 1st C AD

This army represents various allied tribes.

**Battle tactics** = A, F, G

| Troop type                | Quality | Detail              | Number of units | Upgrades   |
|---------------------------|---------|---------------------|-----------------|--|
| <b>Cavalry</b>            | Trained | Armoured. No shield | <b>4-10</b>     | 0-4 bow<br>0-3 veteran<br>0-1 Elite<br>0-3 Shielded(equivalent)<br>0-3 shock |
| <b>Mounted skirmisher</b> | Trained |                     | <b>6-12</b>     |  |
| <b>Auxiliary infantry</b> | Trained | Spear and shield    | <b>0-7</b>      | 0-7 Levy<br>0-1 armoured<br>0-2 bow and no shield<br>0-2 Close order         |
| <b>Foot skirmishers</b>   | Trained |                     | <b>0-4</b>      |  |

### Suggested reading

*Osprey MAA 373 The Sarmatians*

#### Example army

2 generals at no cost

Auxiliary infantry units=1 levy/spear=6

Infantry skirmisher units= 4 =28

Cavalry units =8, 8x No shield, 4x bow, 2x veteran, 1x elite= 196

Mounted skirmisher units= 9 units= 72

**Total =302**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

| 34. Dacian Army 1st C AD   |         |                   |                       |   |
|--|---------|-------------------|-----------------------|---|
| <i>This is the army that Trajan fought against.<br/> 1st Century AD. Rumania.<br/> *If the 4 - 6 cavalry option is used, this indicates that Sarmatian allies are present.<br/> Battle tactics = C, D, F</i> |         |                   |                       |   |
| Troop type   | Quality | Detail            | Number of units       | Upgrades  |
| Cavalry  | Trained | Spear and shield. | 0 - 1<br>Or<br>4 - 6* | 0 - 2 veteran<br>0 - 4 armoured<br>0 - 4 bow<br>0 - 1 shock   |
| Mounted skirmishers  | Trained | Spear and shield. | 0 - 5                 |   |
| Close order infantry   | Trained | Spear and shield. | 4 - 8                 | 0 - 1 elite<br>0 - 2 veteran<br>0 - 1 armoured<br>0 - 2 shock |
| Auxiliary infantry   | Trained | Spear and shield. | 4 - 8                 | 0 - 3 bows (no shield)<br>0 - 5 levy                          |
| Foot skirmishers   | Trained |                   | 3 - 7                 |   |
| Artillery  |         |                   | 0 - 1                 |   |
| Suggested reading  |         |                   |                       |   |
| <i>Hadrian's column Victoria and Albert museum London.<br/> Rome's Enemies 1. The Germans and Dacians by Peter Wilcox Osprey MAA 129</i>   |         |                   |                       |   |

#### Example army

2 generals at no cost

Close order infantry units = 7 2x shock, 1x armoured = 139

Auxiliary infantry units = 8 2xlevy/bow = 78

Infantry skirmisher units = 6 = 42

Mounted skirmisher units = 5 = 40

Artillery pieces = 1 = 3

**Total = 302**



| <b>35. Briton Army 1st C AD</b>   |         |  |                 |                              |
|---|---------|--|-----------------|------------------------------|
| <i>This is the army that fought the Roman invaders. Boadicea might be included.</i> |         |  |                 |                              |
| <b>Battle tactics = C, F, K</b>   |         |  |                 |                              |
| Troop type  | Quality | Detail   | Number of units | Upgrades                     |
| <b>Chariots</b>   | Trained |  | <b>1 - 4</b>    | 0 - 1 elite<br>0 - 1 veteran |
| <b>Close order infantry</b>   | Veteran | Leader's retainers.<br>Armoured, spear and shield.       | <b>0 - 2</b>    | 0 - 1 shock                  |
| <b>Close order infantry</b>   | Levy    | Poor quality followers.<br>Unarmoured. Spear and shield. | <b>4 - 8</b>    | 0 - 2 trained                |
| <b>Auxiliary infantry</b>   | Trained | Spear and shield.<br>Unarmoured.                         | <b>2 - 6</b>    | 0 - 2 veteran<br>0-4 levy    |
| <b>Mounted skirmishers</b>  | Trained |  | <b>0 - 5</b>    |                              |
| <b>Foot skirmishers</b>   | Trained |  | <b>3 - 8</b>    |                              |
| <b>Suggested reading</b>  |         |  |                 |                              |
| <i>Boudicca's Last Stand: Britain's Revolt Against Rome Ad 60-61 by Waite</i>       |         |  |                 |                              |
| <i>Rome's Enemies (2) Gallic and British Celts by Peter Wilcox Osprey MAA 158</i>   |         |  |                 |                              |

### Example army

2 generals at no cost

Close order infantry units =8 8x levy=80

Auxiliary infantry units=4 2x veteran =54

Infantry skirmisher units =8=56

Chariot units= 4 1xveteran, 1 x elite= 71

Mounted skirmisher units=5=40

**Total =301**

| <b>36. Pict Army 1st C AD</b>        |                |  |                        |                              |
|--------------------------------------|----------------|--|------------------------|------------------------------|
| <i>A Scottish army. Painted men.</i> |                |  |                        |                              |
| <b>Battle tactics = C, E, F</b>      |                |  |                        |                              |
| <b>Troop type</b>                    | <b>Quality</b> | <b>Detail</b>  | <b>Number of units</b> | <b>Upgrades</b>              |
| <b>Chariots</b>                      | Trained        |  | <b>2 - 4</b>           | 0 - 1 elite<br>0 - 3 veteran |
| <b>Close order infantry</b>          | Veteran        | Leader's retainers.<br>Armoured, spear and shield.   | <b>0 - 2</b>           | 0 - 1 shock<br>0-1 Elite     |
| <b>Close order infantry</b>          | Trained        | Unarmoured. Spear and shield.                        | <b>4 - 5</b>           |                              |
| <b>Auxiliary infantry</b>            | Trained        | Spear and shield.<br>Unarmoured.                     | <b>3 - 8</b>           | 0 - 2 veteran<br>0-4 levy    |
| <b>Mounted skirmishers</b>           | Trained        |  | <b>0 - 3</b>           |                              |
| <b>Cavalry</b>                       | Trained        | Spear and shield                                     | <b>0-3</b>             | 0-1 armoured<br>0-1 Veteran  |
| <b>Foot skirmishers</b>              | Trained        | A big variety.<br>Crossbows, slings, javelins, bows. | <b>3 - 11</b>          |                              |
| <b>Suggested reading</b>             |                |  |                        |                              |
|                                      |                |  |                        |                              |

### 37. Early Imperial Roman Army 2nd C AD

*This is the army of the Caesars and of empire building (Trajan, Marius et al).*

**Battle tactics = B, C, K**

| Troop type           | Quality | Detail                                       | Number of units | Upgrades                                    |
|----------------------|---------|--|-----------------|---|
| Cavalry              | Trained | Armoured. Spear and shield                   | 0 - 3           | 0 - 1 veteran                               |
| Mounted skirmishers  | Trained |  | 0 - 4           |   |
| Close order infantry | Trained | Legionaries. Armoured with spear and shield. | 5 - 8           | 0 - 1 elite<br>0 - 3 veteran<br>0 - 2 shock |
| Auxiliary infantry   | Trained | Armoured, shield and spear                   | 2 - 6           | 0-1 veteran                                 |
| Auxiliary infantry   | Trained | Armoured. No shield. Bow                     | 0 - 2           |   |
| Foot skirmishers     | Trained |  | 0 - 6           |   |
| Artillery            | Trained |  | 0 - 3           |   |

### Suggested reading

*The Conquest of Gaul by Caesar*

*The Auxilia of the Imperial Roman Army by GL Cheeseman*

*The Roman Army from Caesar to Trajan by Michael Simkins Osprey MAA 46*

*The Roman Army from Hadrian to Constantine by Michael Simkins Osprey MAA 93*

### Example army

2 generals at no cost

Close order infantry units = 7 7 armoured, 2 veteran = 191

Auxiliary infantry units = 4 2x no shield/armoured 2x armoured 9 1 veteran = 63

Infantry skirmisher units = 6 = 42

Artillery pieces = 2 = 6

**Total = 302**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |
|                                      |         |          |     |       |                  |           |       |          |      |

| 38. Palmyran Army 3rd C AD   |         |   |                 |   |
|------------------------------|---------|---|-----------------|---|
| <i>Battle tactics =G,I,J</i> |         |   |                 |   |
| Troop type                   | Quality | Detail  | Number of units | Upgrades                                  |
| <b>Cavalry</b>               | Trained | Cataphracts.<br>Lance and armoured.<br>Count as shielded. | <b>3- 5</b>     | 0-1 Elite<br>0 - 2 veteran<br>0 - 3 shock |
| <b>Mounted skirmishers</b>   | Trained | Spear and shield.   | <b>0 - 5</b>    |   |
| <b>Close order infantry</b>  | Trained | Spear and shield.   | <b>0-2</b>      |   |
| <b>Close order infantry</b>  | Trained | Spear and shield<br><b>Romans</b>                         | <b>0-4</b>      | 0-1 Veteran                               |
| <b>Auxiliary infantry</b>    | Trained | Spear and shield<br><b>Romans</b>                         | <b>0-3</b>      | 0-1 Veteran                               |
| <b>Auxiliary infantry</b>    | Trained | Bow   | <b>3 - 7</b>    | 0 - 4 add shield, lose bow<br>0 - 4 levy  |
| <b>Foot skirmishers</b>      | Trained |   | <b>3 - 6</b>    |   |
| <b>Artillery</b>             |         |   | <b>0 - 1</b>    |   |
| <b>Suggested reading</b>     |         |   |                 |   |
|                              |         |   |                 |   |

#### Example army

2 generals at no cost

Close order infantry units= 3 1x veteran= 62

Auxiliary infantry units = 3= 33

Infantry skirmisher units= 6 =42

Cavalry units= 4 4x armoured, 3x shock, 2 x veteran=133

Mounted skirmisher units =4 =32

**Total =302**

| 39. Middle period Imperial Romans 3rd C AD                |         |   |                 |   |
|---|---------|---|-----------------|---|
| <i>Battle tactics = B, G, H</i>                           |         |   |                 |   |
| Troop type  | Quality | Detail  | Number of units | Upgrades  |
| Cavalry   | Trained | Spear, shield armoured  | 0-6             | 0-1 Elite<br>0 - 2 veteran<br>0 - 2 shock                           |
| Mounted skirmishers                                       | Trained |   | 1 - 6           |   |
| Close order infantry                                      | Trained | Spear, shield<br><u>All</u> armoured<br>or <u>all</u> unarmoured. | 4 - 8           | 0-1 Elite<br>0-2 Veteran<br>0-1 armoured (if all others unarmoured) |
| Auxiliary infantry  | Trained | Spear, shield unarmoured.   | 4 - 7           | 0-2 Armoured<br>0-1 Veteran<br>0-2 Bow(retain shield)               |
| Foot skirmishers  | Trained |   | 0 - 8           |   |
| Artillery   | Trained |   | 0-2             |   |
| Suggested reading   |         |   |                 |   |
| <i>Armies and Enemies of Imperial Rome by Phil Barker</i> |         |   |                 |   |

#### Example army

2 generals at no cost

Close order infantry units =7 all unarmoured 2x veteran, 1 x elite= 154

Auxiliary infantry units=6 =66

Infantry skirmisher units = 7=49

Mounted skirmisher units =4 =32

**Total =301**

## 40. Goth Army 3rd C AD

*This army represents one of the enemies/allies of later Rome.*

**Battle tactics** = A, E, F

| Troop type           | Quality | Detail                    | Number of units | Upgrades  |
|----------------------|---------|---------------------------|-----------------|---|
| Cavalry              | Trained | Spear, shield unarmoured. | 5 - 10          | 0 - 1 elite<br>0 - 3 veteran<br>0 - 2 shock<br>0 - 4 armoured |
| Mounted skirmishers  | Trained |                           | 1 - 6           |   |
| Close order infantry | Trained | Spear, shield unarmoured. | 0 - 7           | 0 - 3 levy<br>0-1 armoured                                    |
| Auxiliary infantry   | Trained | Spear, shield unarmoured. | 0 - 7           | 0 - 3 levy  |
| Foot skirmishers     | Trained |                           | 0 - 8           |   |

### Suggested reading

*Alaric the Goth: An Outsider's History of the Fall of Rome* by Boin

### Example army

2 generals at no cost

Close order infantry units = 5 = 90

Infantry skirmisher units = 5 = 35

Cavalry units = 6 2x veteran, 2x armoured, 2x shock = 156

Mounted skirmisher units = 3 = 24

**Total = 305**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

| 41. Hun Army 4th C AD   |         |  |                 |   |
|---|---------|--|-----------------|---|
| <i>This is one of the great “barbarian” armies. Attila can lead this one.</i> |         |  |                 |   |
| <b>Battle tactics</b> = A, C, G   |         |  |                 |   |
| Troop type  | Quality | Detail   | Number of units | Upgrades  |
| <b>Cavalry</b>  | Trained | Spear, bow, shield unarmoured                    | <b>5 - 9</b>    | 0 - 1 elite<br>0 - 1 armoured<br>0 - 3 veteran<br>0 - 2 shock<br>0-3 no bow |
| <b>Mounted skirmishers</b>  | Trained |  | <b>5 - 14</b>   |   |
| <b>Auxiliary infantry</b>   | Levy    | Subjugated tribes. Unarmoured. Shield and spear. | <b>0 - 9</b>    |   |
| <b>Foot skirmishers</b>   | Trained |  | <b>0 - 4</b>    |   |
| Suggested reading   |         |  |                 |   |
| <i>Attila and the Nomad Hordes (Osprey) by Nicole Osprey MAA</i>              |         |  |                 |   |

#### Example army

2 generals at no cost

Auxiliary infantry units=4 4x levy= 24

Infantry skirmisher units =4 = 28

Cavalry units= 6 2 veteran, 1 elite, all bow= 172

Mounted skirmisher units= 10 = 80

**Total =304**

| 42. Vandal Army 4th C AD   |         |                           |                 |  |
|--|---------|---------------------------|-----------------|--|
| <i>This army represents one of the enemies/allies of later Rome.</i> |         |                           |                 |  |
| <b>Battle tactics = D, E, H</b>                                      |         |                           |                 |  |
| Troop type   | Quality | Detail                    | Number of units | Upgrades   |
| Cavalry  | Trained | Spear, shield unarmoured. | 1-3             | 0 - 1 veteran<br>0 - 3 armoured                        |
| Mounted skirmishers  | Trained |                           | 1 - 2           |  |
| Close order infantry   | Trained | Spear, shield unarmoured. | 7-12            | 0 - 4 levy<br>0-1 armoured<br>0-3 veteran<br>0-1 elite |
| Auxiliary infantry   | Trained | Spear, shield unarmoured. | 0 - 3           | 0 - 3 levy   |
| Foot skirmishers   | Trained |                           | 0 - 6           |  |
| <b>Suggested reading</b>   |         |                           |                 |  |
|  |         |                           |                 |  |

### Example army

2 generals at no cost

Close order infantry units =10 =1 armoured, 3 veteran= 211

Infantry skirmisher units =5 = 35

Cavalry units = 2 =40

Mounted skirmisher units =2= 16

**Total =301**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |



### 43. Later Imperial Roman Army 4th C AD

*This is the army at the end of the Roman empire that fought the barbarian hordes. It made great use of allies and mercenaries.*

**Battle tactics = A, B, C**

| Troop type           | Quality | Detail   | Number of units | Upgrades                                       |
|----------------------|---------|--|-----------------|--|
| Cavalry              | Trained | Armoured with shield and spear.                                  | 0 - 9           | 0 - 1 veteran<br>0 - 2 unarmoured              |
| Mounted skirmishers  | Trained |  | 0 - 5           |  |
| Close order infantry | Trained | Legionaries.<br>Unarmoured with spear and shield.                | 2 - 7           | 0 - 1 elite<br>0 - 2 veteran<br>0 - 3 armoured |
| Auxiliary infantry   | Trained | Bow and no shield.   | 0 - 3           |  |
| Close order infantry | Trained | Allied or mercenary tribal.<br>Unarmoured with spear and shield. | 0 - 6           | 0 - 4 levy                                     |
| Auxiliary infantry   | Trained | Unarmoured with spear and shield.                                | 2 - 6           | 0 - 1 veteran<br>0 - 3 bow, no shield          |
| Foot skirmishers     | Trained |  | 2 - 6           |  |
| Artillery            | Trained |  | 0 - 3           |  |

### Suggested reading

*The Decline and Fall of the Roman Empire(Gibbon) by DM Low*  
*Late Roman v Gothic warrior by M Dahm Osprey*

#### Example army

2 generals at no cost

Close order infantry units = 5 all unarmoured 1x veteran= 98

Auxiliary infantry units= 3 bow no shield or armour= 24

Infantry skirmisher units= 4 = 28

Cavalry units = 4 4x armoured, 1 x veteran= 116

Mounted skirmisher units= 4 =32

Artillery pieces =1 =3

**Total = 301**

## 44. Byzantine Army 5th C

*This is the army that fought the Sassanid's and was the eastern part of the original Roman empire.*

**Battle tactics** = A, G, J

| Troop type           | Quality | Detail                          | Number of units | Upgrades                     |
|----------------------|---------|---------------------------------|-----------------|------------------------------|
| Cavalry              | Trained | Armoured, lance, shield, bow    | 2 - 7           | 0 - 1 elite<br>0 - 3 veteran |
| Cavalry              | Trained | Unarmoured, lance, bow, shield. | 2 - 7           |                              |
| Mounted skirmishers  | Trained |                                 | 1 - 5           |                              |
| Close order infantry | Trained | Spear, armoured, shield.        | 0 - 4           | 0 - 2 veteran                |
| Close order infantry | Trained | Spear, shield.<br>Unarmoured.   | 0 - 7           | 0 - 4 levy                   |
| Auxiliary infantry   | Trained | Bow, no shield.<br>Unarmoured.  | 0 - 4           | 0 - 3 armoured               |
| Foot skirmishers     | Trained |                                 | 0 - 5           |                              |
| Artillery            |         |                                 | 0 - 2           |                              |

### Suggested reading

*Romano-Byzantine Armies 4<sup>th</sup>–9<sup>th</sup> Centuries* by David Nicolle

### Example army

2 generals at no cost

Close order infantry units=4 2xArmoured= 86

Auxiliary infantry units =4 Bow/no shield=32

Infantry skirmisher units= 5= 35

Cavalry units= 2 2x armoured, 2x bow= 62

Cavalry units= 2 unarmoured, 2x bow=48

Mounted skirmisher units =5 =40

**Total =303**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

## 45. Sassanid Persian Army 5th C AD

*This is a favourite wargames army due to the large amount of colour and armour.*

**Battle tactics = D, E, F**

| Troop type   | Quality | Detail  | Number of units | Upgrades                          |
|--|---------|---|-----------------|-----------------------------------|
| Cavalry  | Veteran | Cataphracts.<br>Armoured, shield, lance.              | 0 - 4           | 0 - 4 shock<br>0 - 1 elite        |
| Cavalry  | Trained | Armoured, shield, bow, lance                          | 4 - 9           | 0 - 3 veteran<br>0 - 4 unarmoured |
| Mounted skirmishers  | Trained |   | 2 - 8           |                                   |
| Spearmen   | Levy    | Close order infantry.<br>Spear, shield.<br>Unarmoured | 0 - 6           | 0 - 2 trained                     |
| Foot skirmishers   | Trained |   | 0 - 6           |                                   |
| Elephants  | Trained |   | 0 - 4           |                                   |
| <b>Suggested reading</b>                                       |         |   |                 |                                   |
| <i>Sassanian armies by David Nicolle Montvert Publications</i> |         |   |                 |                                   |

### Example army

2 generals at no cost

Cavalry units= 7 2x armoured, 4x unarmoured, 5 x bow, 2 x veteran= 198

Cavalry units (cataphracts)=1 1x veteran 1x armoured= 35

Mounted skirmisher units =6= 48

Elephants=3= 24

**Total =305**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

| 46. Korean 3 Kingdoms 6th C AD |         |                                  |                 |   |
|--------------------------------|---------|----------------------------------|-----------------|---|
| <i>Battle tactics = B,D,G</i>  |         |                                  |                 |   |
| Troop type                     | Quality | Detail                           | Number of units | Upgrades  |
| <b>Cavalry</b>                 | Trained | Unarmoured, Spear, no shield     | <b>1 - 4</b>    | 0 - 1 elite<br>0 - 2 veteran<br>0 - 4 armoured<br>0 - 2 shock<br>1-2 bow<br>Add shield (equivalent) to any armoured |
| <b>Mounted skirmishers</b>     | Trained |                                  | <b>2-6</b>      |   |
| <b>Close order infantry</b>    | Trained | Unarmoured. Shield and spear.    | <b>4-7</b>      | 0-2 armoured<br>0-4 levy  |
| <b>Close order infantry</b>    | Trained | Unarmoured and bow (no shield)   | <b>4-7</b>      | 0-2 armoured<br>0-4 levy  |
| <b>Auxiliary infantry</b>      | Trained | Unarmoured. Spear and no shield. | <b>0 -2</b>     | 0 - 2 armoured<br>0-2 shield  |
| <b>Foot skirmishers</b>        | Trained |                                  | <b>2- 5</b>     |   |
| <b>Artillery</b>               |         |                                  | <b>0-2</b>      |   |
| <b>Suggested reading</b>       |         |                                  |                 |   |
|                                |         |                                  |                 |   |

### Example army

2 generals at no cost

Close order infantry units =5= 90

Close order infantry units= 4 4x bow, 4x no shield= 56

Auxiliary infantry units= 2 2x armoured, 2 x no shield=20

Infantry skirmisher units= 5= 35

Cavalry units=4 4x no shield =80

Mounted skirmisher units= 3 = 24

**Total =305**

| 47. Arab army 7th C AD          |         |   |                 |   |
|---------------------------------|---------|---|-----------------|---|
| <i>Battle tactics = A, E, F</i> |         |   |                 |   |
| Troop type                      | Quality | Detail  | Number of units | Upgrades                                  |
| Cavalry                         | Trained | Unarmoured, shield, spear.                            | 1 - 5           | 0 - 2 shock<br>0-2 Veteran<br>0 - 1 elite |
| Mounted skirmishers             | Trained |   | 3 - 6           |   |
| Infantry                        | Trained | Close order infantry.<br>Sword, shield.<br>Unarmoured | 5 - 10          | 0 - 2 Levy<br>0-2 veteran<br>0-2 shock    |
| Auxiliary                       | Levy    | Bow, no shield.                                       | 0-2             |   |
| Foot skirmishers                | Trained |   | 0 - 8           |   |
| Suggested reading               |         |   |                 |   |
|                                 |         |   |                 |   |

## 48. Thematic Byzantines 8th C AD

*This is a powerful gaming army.*

**Battle tactics = B, E, G**

*In reality the mounted bow would be part of the mounted spear units. In CK they are separate units, but hits and casualties will have the same effect as if they were the same units.*

| Troop type                 | Quality | Detail  | Number of units | Upgrades   |
|----------------------------|---------|---|-----------------|--|
| <b>Cavalry</b>             | Trained | Armoured, shield, lance.                        | <b>2 - 5</b>    | 0 - 2 shock<br>0-2 Veteran<br>0 - 1 elite<br>0-2 Unarmoured              |
| <b>Cavalry</b>             | Trained | Armoured, no shield, bow.                       | <b>2-5</b>      | 0 - 2 veteran<br>0 - 2 unarmoured  |
| <b>Mounted skirmishers</b> | Trained |   | <b>2 - 6</b>    |  |
| <b>Spearmen</b>            | Trained | Close order infantry. Spear, shield. Unarmoured | <b>2 - 6</b>    | 0 – 1 Veteran<br>0-3 Armoured<br><b>Change all to pike (all or none)</b> |
| <b>Foot skirmishers</b>    | Trained |   | <b>0 - 6</b>    |  |
| <b>Auxiliaries</b>         | Trained | Spear and shield. No armour.                    | <b>0-6</b>      | 0-3 levy   |
| <b>Artillery</b>           |         |   | <b>0-2</b>      |  |
| <b>Suggested reading</b>   |         |   |                 |  |

### Example army

2 generals at no cost

Infantry skirmisher units =4 = 28

Cavalry units= 4 4x armoured, 2x veteran = 124

Cavalry units= 4 4x armoured, 4x bows, 4x no shield, 1x veteran= 100

Mounted skirmisher units =6=48

**Total =300**

| 49. Carolingian 9th C AD                       |         |                  |                 |  |
|--|---------|------------------|-----------------|--|
| <i>Battle tactics = A, G, K</i>                |         |                  |                 |  |
| Troop type                                     | Quality | Detail           | Number of units | Upgrades   |
| Cavalry  | Trained | Spear and shield | 4 - 10          | 0 - 1 elite<br>2 - 4 veteran<br>2 - 5 armoured<br>0 - 2 shock<br>0 - 3 bow armed |
| Mounted skirmishers                            | Trained |                  | 0 - 4           |  |
| Close order infantry                           | Trained | Spear and shield | 3 - 9           | 0 - 6 levy<br>0 - 3 armoured   |
| Auxiliary infantry                             | Trained | Spear and shield | 0 - 2           | 0 - 2 bow and shield   |
| Foot skirmishers                               | Trained |                  | 2 - 6           |  |
| Suggested reading                              |         |                  |                 |  |
| <i>Carolingian Cavalryman by David Nicolle</i> |         |                  |                 |  |

### Example army

2 generals at no cost

Close order infantry units=4 = 72

Auxiliary infantry units=2 2x bow= 28

Infantry skirmisher units= 4 =28

Cavalry units =6 3x armoured,2x veteran= 157

Mounted skirmisher units=2= 16

**Total =301**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

| 50. Dark Ages English Army 9th C AD  |         |  |                 |                             |
|--|---------|--|-----------------|-----------------------------|
| <i>This is the army of Harold king of England that fought at Hastings.</i> |         |  |                 |                             |
| <b>Battle tactics = B, D, K</b>  |         |  |                 |                             |
| Troop type   | Quality | Detail                                   | Number of units | Upgrades                    |
| Monted skirmishers   | Trained |  | 0-1             |                             |
| Close order infantry   | Veteran | Huscarles. Armoured. Shield, spear(axe). | 2 - 4           | 0 - 1 elite<br>0 - 2 shock  |
| Close order infantry   | Trained | Fyrd. Unarmoured. Spear. Shield.         | 4 - 9           | 0 - 1 veteran<br>0 - 5 levy |
| Auxiliary infantry   | Trained | Local fyrd. Unarmoured. Spear. Shield.   | 2 - 6           | 0 - 6 levy                  |
| Foot skirmishers   | Trained | .  | 1 - 6           |                             |
| <b>Suggested reading</b>   |         |  |                 |                             |
| <i>Saxon, Viking and Norman Osprey MAA 85</i>                              |         |  |                 |                             |

### Example army

2 generals at no cost

Close order infantry units (huscarles) = 3 3x armoured, 3x veteran = 99

Close order infantry units = 7 = 126

Auxiliary infantry units = 6 6x levy = 36

Infantry skirmisher units = 6 = 42

Mounted skirmisher units

**Total = 303**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |



| 51. Khmer 10th C AD             |         |   |                 |   |
|---------------------------------|---------|---|-----------------|---|
| <i>Battle tactics = D, G, K</i> |         |   |                 |   |
| Troop type                      | Quality | Detail  | Number of units | Upgrades  |
| Elephants                       | Trained |   | 0 - 7           |   |
| Chariots                        | Trained |   | 0 - 1           | 0 - 1 veteran   |
| Cavalry                         | Trained | Shield and spear  | 0 - 2           | 0 - 1 veteran<br>0 - 1 armoured                                       |
| Mounted skirmishers             | Trained |   | 0 - 1           |   |
| Spearmen                        | Trained | Close order infantry.<br>Spear, shield.<br>Unarmoured   | 3 - 6           | 0 - 2 veteran<br>0 - 3 armoured                                       |
| Auxiliary Bowmen                | Trained | Close order infantry.<br>No shield. Bow.<br>Unarmoured. | 0 - 3           |   |
| Auxiliary infantry              | Trained | Spear, shield.<br>Unarmoured.                           | 3 - 10          | 0 - 1 elite (maiden)<br>0 - 1 veteran<br>0 - 6 levy<br>0 - 3 armoured |
| Auxiliary infantry              | Trained | No shield. Bow.   | 0 - 4           | 0 - 2 levy  |
| Foot skirmishers                | Trained |   | 0 - 7           |   |
| Suggested reading               |         |   |                 |   |
| <i>Temple of Angkor Wat</i>     |         |   |                 |   |

### Example army

2 generals at no cost

Close order infantry units = 4 2x veteran = 88

Auxiliary infantry units = 8 1x veteran = 93

Auxiliary infantry units = 4 4x bow, 4x no shield= 32

Infantry skirmisher units=6 = 42

Elephants= 6 = 48

**Total = 303**

| 52. Burmese 10th C AD          |         |                              |                 |                                 |
|--------------------------------|---------|------------------------------|-----------------|---------------------------------|
| <i>Battle tactics</i> =C, E, F |         |                              |                 |                                 |
| Troop type                     | Quality | Detail                       | Number of units | Upgrades                        |
| Elephants                      | Trained |                              | 4 - 8           |                                 |
| Cavalry                        | Trained | Shield and spear             | 3 - 5           | 0 - 2 veteran<br>0 - 1 armoured |
| Mounted skirmishers            | Trained |                              | 1 - 4           |                                 |
| Auxiliary infantry             | Trained | Spear, shield.<br>Unarmoured | 3 - 10          | 0 - 6 levy<br>0 - 2 armoured    |
| Auxiliary infantry             | Trained | No shield.<br>Bow (crossbow) | 2 - 6           | 0 - 2 levy                      |
| Foot skirmishers               | Trained |                              | 6 - 12          |                                 |
| Suggested reading              |         |                              |                 |                                 |
|                                |         |                              |                 |                                 |

### Example army

2 generals at no cost

Auxiliary infantry units= 7= 77

Auxiliary infantry units=4 4x bow, 4x no shield= 32

Infantry skirmisher units =7= 49

Cavalry units=4 = 80

Mounted skirmishers = 1 = 8

Elephants=7= 56

**Total = 301**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |

| 53. Viking Army 10th C AD   |         |                             |                 |   |
|---|---------|-----------------------------|-----------------|---|
| <i>This is the popular wargames army that can fight all across the Europe of the dark ages.</i>   |         |                             |                 |   |
| <b>Battle tactics = B, D, K</b>   |         |                             |                 |   |
| Troop type  | Quality | Detail                      | Number of units | Upgrades                                    |
| Close order infantry  | Trained | Armoured. Shield and spear. | 2 - 4           | 0 - 1 elite<br>0 - 3 veteran<br>0 - 3 shock |
| Close order infantry  | Trained | Unarmoured, shield, spear.  | 5 - 12          | 0 - 3 levy                                  |
| Auxiliary infantry  | Trained | Unarmoured, shield, spear.  | 0 - 6           | 0 - 2 bow armed                             |
| Foot skirmishers  | Trained |                             | 1 - 6           |   |
| Artillery   | Trained |                             | 0 or 3          |   |
| Suggested reading   |         |                             |                 |   |
| <i>Saxon, Viking and Norman by Terence Wise Osprey MAA 85</i><br><i>Viking Hersir. 793-1066AD By Mark Harrison Osprey Warrior 3</i><br><i>The Vikings By Ian Heath Osprey Elite 3</i> |         |                             |                 |   |

### Example army

2 generals at no cost

Close order infantry units=4 4x armoured, 3x veteran, 3x shock=97

Close order infantry units=8 trained with spear and shield=144

Auxiliary infantry units=2 =22

Infantry skirmisher units = 5 = 35

**Total = 298**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

| 54. Norman Army 11th C AD   |         |   |                 |  |
|---|---------|---|-----------------|--|
| <i>This is the army that fought at Hastings, Italy, Sicily etc.</i> |         |   |                 |  |
| <b>Battle tactics</b> = A, E, J                                     |         |   |                 |  |
| Troop type  | Quality | Detail                                      | Number of units | Upgrades   |
| Cavalry   | Trained | Armoured, spear and shield.                 | 4 - 9           | 0 - 1 elite<br>2 - 4 veteran<br>0 - 3 unarmoured<br>3x shock |
| Mounted skirmisher  | Trained |   | 1 - 4           |  |
| Close order infantry  | Trained | Armoured, spear and shield.                 | 0 - 4           | 0 - 2 veteran  |
| Auxiliary infantry  | Trained | Unarmoured. No shield.<br>Bow or cross bow. | 1 - 6           |  |
| Foot skirmishers  | Trained |   | 1 - 5           |  |
| <b>Suggested reading</b>  |         |   |                 |  |
| <i>Bayeux Tapestry!</i>   |         |   |                 |  |

### Example army

2 generals at no cost

Close order infantry units= 4 4x armoured= 100

Auxiliary infantry units=3 unarmoured, 3x bow, 3x no shield=24

Infantry skirmisher units= 4 = 28

Cavalry units= 5 2x armoured 3x unarmoured, 2 x shock, 2 x veteran= 136

Mounted skirmisher units=2= 16

**Total = 304**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

| 55. Norman Army post conquest 12th C AD        |         |  |                 |   |
|--|---------|--|-----------------|---|
| <i>This is the army that occupied England.</i> |         |  |                 |   |
| <b>Battle tactics = A, E, J</b>                |         |  |                 |   |
| Troop type                                     | Quality | Detail                                   | Number of units | Upgrades  |
| <b>Cavalry</b>                                 | Trained | Armoured, spear and shield.              | <b>2-6</b>      | 0 - 1 elite<br>0-2 veteran<br>0 - 2 unarmoured<br>0-2 shock |
| <b>Mounted skirmisher</b>                      | Trained |  | <b>2 - 3</b>    |   |
| <b>Close order infantry</b>                    | Levy    | Unarmoured, spear and shield.            | <b>2 - 6</b>    | 0 - 2 trained   |
| <b>Close order infantry</b>                    | Trained | Armoured, spear and shield.              | <b>0 - 2</b>    | 0 - 2 Veteran   |
| <b>Auxiliary infantry</b>                      | Trained | Unarmoured. No shield.<br>Bow/cross bow. | <b>1 - 6</b>    | 0- 4 levy<br>0-1 armoured                                   |
| <b>Foot skirmishers</b>                        | Trained |  | <b>2 - 5</b>    |   |
| <b>Suggested reading</b>                       |         |  |                 |   |
|  |         |  |                 |   |

#### Example army

2 generals at no cost

Close order infantry units= 6 6x levy=60

Close order infantry units=2 2x veteran, 2 x armoured= 66

Auxiliary infantry units= 5 5x no shield, 5 x bow=40

Infantry skirmisher units=3 =21

Cavalry units =3 2xveteran, 2x armoured= 90

Mounted skirmisher units= 3= 24

**Total =301**

## 56. Crusader 12th C AD

**Battle tactics = D, I, J**

| Troop type                  | Quality | Detail                                     | Number of units | Upgrades  |
|-----------------------------|---------|--|-----------------|---|
| <b>Cavalry</b>              | Trained | Spear, shield                              | <b>3 - 6</b>    | 0 - 1 elite<br>0 - 3 veteran<br>2 - 4 armoured<br>0 - 3 shock |
| <b>Mounted skirmishers</b>  | Trained |  | <b>2 - 7</b>    |   |
| <b>Close order infantry</b> | Trained | Unarmoured.<br>Shield and spear.           | <b>2 - 6</b>    | 0 - 2 armoured.<br>0 - 2 Levy + shieldless + shock.           |
| <b>Close order infantry</b> | Trained | Unarmoured.<br>No shield.<br>Bow/Crossbow. | <b>2 - 6</b>    | 0-3 armoured.   |
| <b>Auxiliary infantry</b>   | Levy    | Unarmoured. No shield. Bow.                | <b>0 - 5</b>    | 0 - 2 trained.  |
| <b>Foot skirmishers</b>     | Trained |  | <b>3 - 6</b>    |   |

### Suggested reading

Armies and enemies of the Crusades by Ian Heath

#### Example army

2 generals at no cost

Close order infantry units= 2 = 36

Close order infantry units=2 2x no shield, 2 x bow= 28

Auxiliary infantry units= 2 2x bow, 2x no shield = 16

Infantry skirmisher units=4 =28

Cavalry units = 5 3x armoured, 3x shock, 3x veteran= 154

Mounted skirmisher units = 5= 40

**Total =302**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |

## 57. Saracen Ayyubid 13th C AD

*This is the army of Saladin which fought the crusaders and many others.  
The army was made up of nay different nationalities and tribes.*

**Battle tactics = A, F, G**

| Troop type                                      | Quality | Detail                           | Number of units | Upgrades   |
|---|---------|----------------------------------|-----------------|--|
| <b>Cavalry</b>                                  | Trained | Armoured,<br>Spear, shield       | <b>5 - 8</b>    | 0 - 1 elite<br>0 - 3 veteran<br>0 - 4 unarmoured<br>0 - 2 shock<br>3 - 6 bow |
| <b>Mounted skirmishers</b>                      | Trained |                                  | <b>5 - 8</b>    |  |
| <b>Close order infantry</b>                     | Levy    | Unarmoured.<br>Shield and spear. | <b>0 - 6</b>    | 0 - 2 bow and no shield  |
| <b>Auxiliary infantry</b>                       | Trained | Unarmoured.<br>Spear and shield. | <b>0 - 10</b>   | 0 - 6 levy<br>0 - 1 Veteran<br>0 - 5 bow +no shield<br>0 - 2 armoured        |
| <b>Foot skirmishers</b>                         | Trained |                                  | <b>2- 7</b>     |  |
| <b>Suggested reading</b>                        |         |                                  |                 |  |
| Armies and enemies of the Crusades by Ian Heath |         |                                  |                 |  |

### Example army

2 generals at no cost

Auxiliary infantry units=5 =55

Infantry skirmisher units= 4= 28

Cavalry units =7 3x armoured,3x bow, .2 x shock = 179

Mounted skirmisher units= 5 = 40

**Total =302**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

## 58. Mongol Golden Horde Army 13th C AD

*This is the army of Genghis Khan and his mighty horde.*

**Battle tactics = A, F, I**

| Troop type                           | Quality | Detail  | Number of units | Upgrades  |
|--------------------------------------|---------|---|-----------------|---|
| Cavalry                              | Trained | Unarmoured, spear, bow and shield.                      | 5 - 9           | 0 - 1 elite<br>0 - 2 armoured<br>0 - 4 veteran<br>0 - 3 shock |
| Mounted skirmishers                  | Trained |   | 5 - 12          |   |
| Auxiliary infantry                   | Levy    | Subjugated and poorer troops. Unarmoured. Spear shield. | 0 - 7           |   |
| Foot skirmishers                     | Trained |   | 0 - 5           |   |
| Artillery                            | Trained |   | 0 or 3          |   |
| <b>Suggested reading</b>             |         |   |                 |   |
| <i>Con Iggulden Conqueror series</i> |         |   |                 |   |
| <i>Osprey The Mongols</i>            |         |   |                 |   |

### Example army

2 generals at no cost

Close order infantry units

Auxiliary infantry units= 6 6x levy=36

Infantry skirmisher units= 5 = 35

Cavalry units=6 6x bow, 3 x shock ,2 x armoured=167

Mounted skirmisher units= 8 =64

**Total = 302**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |



| 59. Scots common Army 14th C AD   |         |   |                 |   |
|---|---------|---|-----------------|---|
| <i>Braveheart</i>   |         |   |                 |   |
| <b>Battle tactics = B, H, K</b>   |         |   |                 |   |
| Troop type  | Quality | Detail  | Number of units | Upgrades                                  |
| Cavalry   | Trained | Armoured. Shield lance.   | 1 - 3           | 0 - 1 elite<br>0 - 1 veteran<br>0-2 shock |
| Close order infantry  | Levy    | Lowlanders.<br>Unarmoured with spear and shield.<br>All or none pike. | 6 - 10          | 0 – 5 trained<br>0 - 1 shock              |
| Auxiliary infantry  | Trained | Highlanders. Unarmoured with sword and shield.                        | 3 - 7           | 0 - 1 veteran<br>0 - 2 shock              |
| Foot skirmishers  | Trained |   | 1 - 6           |   |
| Artillery   | Trained |   | 0 - 2           |   |
| <b>Suggested reading</b>  |         |   |                 |   |
| <i>Stirling Bridge and Falkirk 1297–98 William Wallace's rebellion by Armstrong</i> |         |   |                 |   |

### Example army

2 generals at no cost

Close order infantry units = 9 4x levy, 5 x trained = 130

Auxiliary infantry units = 6 2x shock = 72

Infantry skirmisher units = 6 = 42

Cavalry units = 2 2x armoured, 1x shock = 60

**Total = 304**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |

| 60. Aztec 14th C AD   |         |                  |                 |                                   |
|---|---------|------------------|-----------------|-----------------------------------|
| <b>Battle tactics = A,D,K</b><br><i>"Bow"= various shooty things.</i> |         |                  |                 |                                   |
| Troop type  | Quality | Detail           | Number of units | Upgrades                          |
| Close order infantry  | Veteran | Spear and shield | 3-5             | 0-1 Elite<br>0-2 bow<br>0-3 shock |
| Close order infantry  | Trained | Spear and shield | 1-4             | 0-4 levy                          |
| Close order infantry  | Trained | No shield, bow   | 1-3             | 0-3 levy                          |
| Auxiliary infantry  | Trained | Shield and spear | 7-12            | 0-10 levy<br>0-5 bow<br>0-3 shock |
| Foot skirmishers  | Trained |                  | 4-10            |                                   |
| <b>Suggested reading</b>  |         |                  |                 |                                   |

### Example army

2 generals at no cost

Close order infantry units =4 4x veteran, 3 shock= 113

Close order infantry units =3 =54

Close order infantry units= 3 3x levy, 3x bow, 3 x no shield= 18

Auxiliary infantry units=10 10x levy, 10x no shield, 5 bow= 70

Infantry skirmisher units=7= 49

**Total =304**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |

| 61. Knights of St John 14th C AD |         |   |                 |   |
|----------------------------------|---------|---|-----------------|---|
| <i>Battle tactics = B, D, I</i>  |         |   |                 |   |
| Troop type                       | Quality | Detail                                      | Number of units | Upgrades                                  |
| Cavalry                          | Trained | Armoured, spear and shield.                 | 2 - 6           | 0 - 1 elite<br>2 - 4 veteran<br>0-5 shock |
| Mounted skirmisher               | Trained |   | 0 - 4           |   |
| Close order infantry             | Trained | Armoured no shield, bow.                    | 2 - 5           | 0 - 2 veteran                             |
| Auxiliary infantry               | Trained | Unarmoured. Bow or cross bow.<br>No shield. | 5 - 11          | 0 - 6 levy                                |
| Foot skirmishers                 | Trained |   | 2 - 8           |   |
| Suggested reading                |         |   |                 |   |
|                                  |         |   |                 |   |

### Example army

2 generals at no cost

Close order infantry units =2 2x armoured, 2 x bow no shields=42

Auxiliary infantry units =6 6x no shield, 6x bow= 48

Infantry skirmisher units= 4 =28

Cavalry units =4 4x veteran,4 x shock,4 x armoured= 152

Mounted skirmisher units =4 = 32

**Total =302**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

## 62. Wars of the Roses 15th C AD

*A series of small wars over the crown of England.*

**Battle tactics = B, D, I**

| Troop type                  | Quality | Detail                                   | Number of units | Upgrades   |
|-----------------------------|---------|--|-----------------|--|
| <b>Cavalry</b>              | Trained | Armoured, spear and shield.              | <b>0- 3</b>     | 0 - 1 elite<br>0- 2 veteran<br>0-1 unarmoured      |
| <b>Mounted skirmisher</b>   | Trained |  | <b>0 - 1</b>    |  |
| <b>Close order infantry</b> | Trained | Armoured. No shield                      | <b>3 - 7</b>    | 0 - 1 veteran<br>0-2 shield ( <i>good armour</i> ) |
| <b>Close order infantry</b> | Trained | Armoured. No shield.<br>Bow              | <b>3- 6</b>     | 0-1 veteran<br>0-3 Levy                            |
| <b>Auxiliary infantry</b>   | Trained | Unarmoured. Bow or cross bow. No shield. | <b>0-2</b>      | 0 - 2 levy   |
| <b>Foot skirmishers</b>     | Trained |  | <b>0- 2</b>     |  |
| <b>Artillery</b>            |         |  | <b>0-2</b>      | Light guns   |

### Suggested reading

Bloody Barons RCM rules

Tewkesbury 1471 Osprey campaign 131

#### Example army

**1** generals at no cost

Close order infantry units= 6 6x armoured, 6x no shield, 2 x veteran= 118

Close order infantry units= 7 7x bow, 7x no shield, 7 x armoured = 147

Auxiliary infantry units= 2 2x unarmoured, 2x no shield, 2x bow= 16

Infantry skirmisher units =2 = 14

Artillery pieces =2=6

**Total =301**

| Points costs per unit                |         |          |     |       |             |           |       |          |      | Army total = 300 |
|--------------------------------------|---------|----------|-----|-------|-------------|-----------|-------|----------|------|------------------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less | Levy      | Shock | Armoured | Pike |                  |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8          | -8        | +3    | +7       | +4   |                  |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6          | -6        | +3    | +5       |      |                  |
| Infantry skirmisher                  | 7       |          |     |       |             |           |       |          |      |                  |
| Cavalry                              | 20      | +8       | +4  | +12   | -8          | -8        | +3    | +7       |      |                  |
| Chariot                              | 14      | +6       |     | +9    |             |           | +3    |          |      |                  |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8           | Artillery |       |          | 3    |                  |
| No unit may cost less than 6 points. |         |          |     |       |             |           |       |          |      |                  |

## 63. Japanese Sengoku 15th C AD

*This is the army in the "age of war".*

**Battle tactics = B, D, I**

| Troop type                  | Quality | Detail                                    | Number of units | Upgrades                                      |
|-----------------------------|---------|---|-----------------|---|
| <b>Cavalry</b>              | Trained | Armoured, spear<br>no shield              | <b>1 – 4</b>    | 0 – 1 elite<br>0 – 3 veteran                  |
| <b>Close order infantry</b> | Veteran | Armoured.<br>No shield                    | <b>2 – 6</b>    | 0 – 4 shock                                   |
| <b>Auxiliary infantry</b>   | Trained | Unarmoured.<br>Spear. No shield.          | <b>6 – 14</b>   | 0 – 6 levy<br>0 – 2 Veteran<br>0 – 7 armoured |
| <b>Auxiliary infantry</b>   | Trained | Unarmoured<br>Musket (= bow)<br>No shield | <b>3 – 8</b>    | 0 – 4 levy<br>0 – 4 armoured                  |
| <b>Foot skirmishers</b>     | Trained |   | <b>1 – 3</b>    |   |

### Suggested reading

Kawanakajima 1553-64 Osprey Campaign 130

### Example army

2 generals at no cost

Close order infantry units= 4 4x armoured, 4x no shield, 4 x veteran=100

Auxiliary infantry units=7 7x no shield, 7x armoured = 77

Auxiliary infantry (muskets=bow) = 7 7x bow, 7x no shield= 56

Infantry skirmisher units= 3 = 21

Cavalry units= 3 3x no shield, 3x armoured, 3 x veteran= 43

Artillery pieces=1 = 3

**Total =300**

| Points costs per unit                |         |          |     |       | Army total = 300 |           |       |          |      |
|--------------------------------------|---------|----------|-----|-------|------------------|-----------|-------|----------|------|
| Troop type                           | Trained | Veteran  | Bow | Elite | Shield less      | Levy      | Shock | Armoured | Pike |
| Close order infantry                 | 18      | +8       | +4  | +12   | -8               | -8        | +3    | +7       | +4   |
| Auxiliary infantry                   | 11      | +5       | +3  | +8    | -6               | -6        | +3    | +5       |      |
| Infantry skirmisher                  | 7       |          |     |       |                  |           |       |          |      |
| Cavalry                              | 20      | +8       | +4  | +12   | -8               | -8        | +3    | +7       |      |
| Chariot                              | 14      | +6       |     | +9    |                  |           | +3    |          |      |
| Mounted skirmisher                   | 8       | Elephant |     |       | 8                | Artillery |       |          | 3    |
| No unit may cost less than 6 points. |         |          |     |       |                  |           |       |          |      |

| 64. Swiss 15th C AD             |         |  |                 |   |
|---------------------------------|---------|--|-----------------|---|
| <i>Battle tactics = A, B, E</i> |         |  |                 |   |
| Troop type                      | Quality | Detail   | Number of units | Upgrades  |
| Cavalry                         | Trained | Armoured, spear and shield.                    | 0- 1            |   |
| Mounted skirmisher              | Trained |  | 0 - 1           |   |
| Close order infantry            | Trained | Armoured. No shield. All pike                  | 2 - 9           | 1-3 veteran<br>0-1 Elite<br>0-5 Unarmoured<br>0-3 Shock |
| Close order infantry            | Trained | Armoured. No shield. Halberd                   | 3- 6            | 1-3 veteran<br>0-1 Shock<br>0-3 Unarmoured              |
| Auxiliary infantry              | Trained | Unarmoured. Hand gun. or cross bow. No shield. | 0-4             | 0-2 armoured  |
| Foot skirmishers                | Trained |  | 2-8             |   |
| Artillery                       |         |  | 0-1             | Light guns  |
| Suggested reading               |         |  |                 |   |
|                                 |         |  |                 |   |

## 2. Index

Bows

Points cost, 3

Shields

Points cost, 3