

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.																	
<i>Bob question: Are artillery and generals units? No</i>																	

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 0 – 1 veteran 0 – 1 shock
Close order infantry	Trained	Unarmoured spear and shield	6 – 14	0 – 2 veteran 0 – 1 shock 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

This is the army that founded the Egyptian empire.

Battle tactics = A, E, I

Troop type	Quality	Detail	Number of units	Upgrades
Close order infantry	Trained	Unarmoured. Spear and shield.	4 – 9	0 – 1 elite 0 – 1 shock 0 – 7 levy 0 – 3 veteran and 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

Armies of the Ancient Near East by Stillman and Tallis

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
Chariots	Veteran		3 – 5	0 – 1 elite 0 – 2 trained
Close order infantry	Trained	Spear or blade weapon, shield. Unarmoured.	3 – 5	0 – 2 veteran 0 – 3 shock 0 – 3 levy 0 – 1 armoured
Close order infantry	Trained	Bow, no shield. Unarmoured.	3 – 5	0 – 2 levy
Auxiliary infantry	Trained	Bow no shield. Or shield and spear.	0 – 4	
Foot skirmishers	Trained		4 – 9	

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
Chariots	Trained		3 – 5	0 – 1 elite 0 – 4 veteran 0 – 4 shock
Close order infantry	Levy	Subject levies. Unarmoured spear and shield.	2 – 7	
Auxiliary infantry	Trained	Unarmoured spear and shield.	3 – 7	0 – 6 armoured 0-1 veteran 0-1 bow and no shield
Foot skirmishers	Trained		3 – 9	

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 0 – 2 shock
Close order infantry	Trained	Unarmoured, spear and shield.	4 – 9	0 – 2 veteran 0 – 2 armoured 0 – 4 levy
Auxiliary infantry	Trained	Spear and shield. 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
Chariots	Veteran		1 – 3	
Mounted skirmishers	Trained		0 – 1	
Close order infantry	Trained	Unarmoured. Shield and spear.	4 – 12	0 – 5 armoured 0 – 1 elite 0 – 3 veteran 0 – 2 shock 0 – 4 levy
Auxiliary infantry	Trained	Unarmoured. Shield and spear.	2 – 6	0 – 2 levy
Foot skirmishers	Trained		4 – 10	

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

This is the army that created a large kingdom in what is now the Sudan.

They fought the Egyptians pharaohs. Battle tactics = C, G, I

Troop type	Quality	Detail	Number of units	Upgrades
Close order infantry	Trained	Spear and shield. Unarmoured.	3 – 5	0 – 1 elite 0 – 1 veteran 0 – 1 armoured
Close order infantry	Trained	Bow, no shield. Unarmoured.	6 – 8	0 – 2 veteran
Auxiliary infantry	Trained	Spear and shield. Unarmoured.	0 – 5	0 – 1 veteran 0-4 levy
Auxiliary infantry	Trained	Bow. No shield. Unarmoured.	0 – 2	
Foot skirmishers	Trained		3 – 8	

Suggested reading

Armies of the Ancient Near East by Stillman and Tallis

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
Cavalry	Trained	Camels, bow and spear. Unarmoured. No shield.	7 – 16	0 – 1 elite 0 – 3 veteran 0 – 4 levy
Mounted skirmishers	Trained		3 – 8	
Auxiliary infantry	Trained	Spear. Unarmoured no shield.	0 – 5	0 – 2 levy 0-3 shield
Foot skirmishers	Trained		4 – 9	

Suggested reading

Armies of the Ancient Near East by Stillman and Tallis

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.										

9. Assyrian Army 7th C BC

A classic ancient army. The wolf of the middle east. Lots of bright colours and bronze.

Battle tactics = B, D, I

Troop type	Quality	Detail	Number of units	Upgrades
Chariots	Veteran	4 horse chariots.	1 – 3	0 – 1 elite 0 – 2 shock
Cavalry	Trained	Armoured. Spear and bow. No shield.	0 – 3	
Close order infantry	Trained	Armoured, shield, spear.	2 – 4	0 – 2 veteran
Close order infantry	Trained	Bow, shield-less. Armoured.	0 – 4	0 – 2 veteran
Auxiliary infantry	Levy	Bow with no armour and no shield. Or Spear and shield, no armour.	3 – 8	
Auxiliary infantry	Trained	Spear, shield, Unarmoured.	0 – 3	0 – 1 veteran
Foot skirmishers	Trained		4 – 6	

Suggested reading

Armies of the Ancient Near East Stillman and Tallis WRG

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

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

Troop type	Quality	Detail	Number of units	Upgrades
Chariots	Veteran	4 horse chariots.	1	0 – 1 elite 0 – 1 shock
Cavalry	Trained	Spear No shield.	0 – 3	0-3 bow 0-1 veteran
Mounted skirmisher	Trained		0-3	
Close order infantry	Trained	Shield and spear.	2 – 3	0 – 1 veteran
Close order infantry	Trained	Bow, no shield.	3 – 7	0 – 1 veteran
Auxiliary infantry Includes kallapani	Levy	Bow with no shield. Or (any mix) Spear and shield.	2 – 7	0-7 trained
Foot skirmishers	Trained		4 – 7	

Suggested reading

Armies of the Ancient Near East Stillman and Tallis WRG

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
Chariots	Trained		0 – 2	
Cavalry	Trained	All with or all without shields. Armoured. Spear.	2 – 5	0 – 1 elite 0 – 2 veteran
Mounted skirmisher	Trained		2 – 4	
Close order infantry	Trained	Hoplites. Armoured, spear and shield.	4 – 8	0 – 2 levy 0 – 4 unarmoured
Auxiliary infantry	Trained	Peltasts. Shield, spear. Unarmoured.	2 – 6	0 – 3 levy
Foot skirmishers	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 <i>Some horse armour.</i>	2 – 5	0 – 1 Elite 0-2 Veteran 0-3 Armoured
Mounted skirmishers	Trained		5 – 12	
Close order infantry	Trained	Shield and spear.	0-4	0 – 2 levy 0 – 3 bow armed
Auxiliary infantry	Trained	Unarmoured, spear and shield.	0 – 3	0-2 Levy 0-3 bow armed 0-2 No shield
Foot skirmishers	Trained	Various archers, javelin men and slingers.	2 – 3	

Suggested reading

Herodotus
Film, Tomiris

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 0-2 armoured
Mounted skirmishers	Trained		1 – 5	
Close order infantry	Trained	Hoplites. Unarmoured, shield and spear.	7 – 12	0 – 1 elite 0 – 4 veteran 0 – 1 shock 0 – 4 levy 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

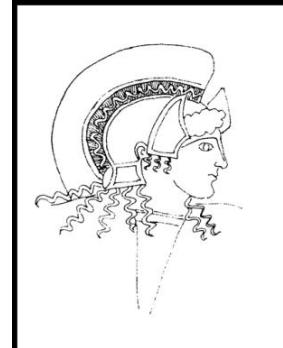
Auxiliary infantry units = 3 = 33

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
Chariots	Trained	Shock (scythed)	0 – 1	
Cavalry	Trained	Unarmoured. Bow No shield, spear.	2 – 6	0 – 2 veteran
Mounted skirmishers	Trained		1 – 5	
Close order infantry	Trained	Unarmoured. Bow shield and spear.	4 – 7	0 – 1 elite 0 – 1 veteran
Close order infantry	Trained	Mercenary hoplites. Armoured. Shield and spear.	0 – 5	Xenophon etc! 0-3 unarmoured 0-1 veteran
Close order infantry	Levy	Unarmoured. Shield and spear.	3 – 8	
Auxiliary infantry	Levy	Unarmoured. Spear and shield.	0 – 6	0 – 2 trained
Foot skirmishers	Trained		3 – 7	

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
Chariots	Trained	Shock (scythed)	0-1	0-1 shock
Cavalry	Trained	Spear and no shield	4-6	0-1 Elite 0-2 veteran 0-2 shock 0-4 armoured 0-3 bow
Mounted skirmishers	Trained		2 - 5	
Close order infantry	Trained	Unarmoured. Shield and spear.	3 - 6	0 - 1 veteran 0-4 bow 0-4 shieldless 0-2 armoured
Close order infantry	Trained	Mercenary hoplites. Unarmoured. Shield and spear.	0 - 4	0-1 veteran 0-1 armoured
Close order infantry	Levy	Unarmoured. Shield and spear.	2 - 4	0-2 no shield
Auxiliary infantry	Trained	Unarmoured. Spear and shield.	2 - 8	0-4 bow no shield 0-4 Levy 0-1 Veteran
Foot skirmishers	Trained		3 - 7	
Artillery			0-2	

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
Cavalry	Trained	No shield, spear.	2- 5	0-1 Elite 0 – 1 veteran 0-3 Armoured
Mounted skirmishers	Trained		1 – 5	
Close order infantry	Trained	Unarmoured. Shield and spear.	3 – 6	0 – 1 veteran 0-1 armoured 0-1 shock
Auxiliary infantry	Trained	Unarmoured. Spear and shield.	3 – 8	0 – 2 Levy 0-1 shock 0-2 bow no shield
Foot skirmishers	Trained		3 – 9	

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
Cavalry	Veteran	Armoured, spear and no shield .	1 – 3	0 – 1 elite (companions)
Mounted skirmishers	Trained		1 – 3	
Close order infantry	Trained	Pikemen. Unarmoured, shield, all pike (extra cost) or all spear .	5 – 10	0 – 3 veteran 0 – 3 armoured
Close order infantry	Trained	Hoplites. Unarmoured, shield, spear	0 – 3	0 – 1 veteran
Auxiliary infantry	Trained	Peltasts. Unarmoured.	2 – 5	0 – 2 veteran
Foot skirmishers	Trained		2 – 6	
Artillery			0 – 2	

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 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 0 – 1 veteran 0 – 1 armoured 0 – 2 levy
Close order infantry	Trained	Unarmoured. No shield. Bow	3-5	
Auxiliary infantry	Trained	Unarmoured. Shield.	2 – 4	0 – 4 bow 0 – 4 shield-less 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 0 – 2 veteran 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 3nd C BC-1st C AD

A tough army with hostiles/allies on all of its borders. Battle tactics = A, D, J

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Armoured. Lance <i>No shield but count as shield due to complete armour.</i>	3 – 6	0-1 elite 0-2 Veteran 0-3 shock
Cavalry	Trained	Spear but no shield. Allies.	0-3	0-1 armoured 0-1 bow armed 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 0 – 1 veteran 0 – 4 levy 0-4 Auxiliary
Foot skirmishers	Trained		3 – 6	
Artillery			0 – 1	

Suggested reading

Macedonian and Punic wars by Phil Barker

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 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

This is the army of Hannibal and the Punic war against Rome.

Battle tactics=A, C, H

Troop type	Quality	Detail	Number of units	Upgrades
Elephants	Trained		0 – 5	
Cavalry	Trained	Armoured, shield, spear.	1 – 4	0 – 2 veteran
Mounted skirmisher	Trained		2 – 6	
Close order infantry	Trained	Unarmoured, shield, spear.	3 – 8	0 – 1 elite 0 – 3 veteran 0 – 3 armoured 0 – 4 levy
Auxiliary infantry	Trained	Unarmoured, shield, spear.	2 – 6	
Foot skirmishers	Trained		3 – 6	
Artillery	Trained		0 – 2	

Suggested reading

Armies of the Macedonian and Punic wars by Duncan Head WRG

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 0 – 1 elite
Mounted skirmishers	Trained		1 – 4	
Close order infantry	Trained	Spear and shield.	0 – 7	0 – 1 armoured 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 0 – 2 veteran 0 – 4 shock 0 – 4 levy 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 0-1 Armoured
Mounted skirmishers	Trained		0 - 3	
Close order infantry	Trained	Legionaries. Armoured with spear (pilum) and shield.	6 - 11	0 - 1 elite 0 - 2 veteran 0 - 1 shock 0-4 Levy
Auxiliary infantry	Trained	Unarmoured, shield and spear	2 - 4	0-1 veteran
Foot skirmishers	Trained		2 - 7	
Artillery	Trained		0 - 2	
Suggested reading				

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

Jugurtha and similar African kings bring the Numidians together.

Battle tactics = G, H, J

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 0-2 armoured 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 0 - 1 veteran 0 - 2 armoured
Auxiliary infantry	Levy	Shield spear, unarmoured.	12 - 19	0 - 3 armoured 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

These are the iconic steppe nomads that harried the Chinese for many years.

Battle tactics = A, D, G

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Unarmoured with shield.	2 - 5	0 - 2 veteran 0 - 1 shock 0 - 1 elite 0-1 armoured
Mounted skirmishers	Trained		7 - 14	
Auxiliary infantry	Levy	Unarmoured with shield.	0 - 7	0-3 trained
Foot skirmishers	Trained		3 - 11	

Suggested reading

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 0 - 2 veteran 0 - 3 armoured 0 - 3 bow armed 0 - 1 shock
Mounted skirmishers	Trained		0 - 6	
Close order infantry	Trained	Halberd and shield.	0 - 7	0 - 4 armoured 0 - 6 levy 0 - 1 shock 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. 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>				
Battle tactics = E,G,J				
Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Unarmoured, spear and shield	3-6	0-1 Elite 0-1 veteran 0-2 Bow 0-4 Armoured
Mounted skirmishers	Trained		2-6	
Close order infantry	Trained	Unarmoured spear and shield	4-7	0-4 Levy 0-2 Armoured 0-5 Pike
Auxiliary infantry	Trained	Unarmoured spear and shield	2-6	0-1 Armoured 0-1 Veteran 0-4 Levy
Chariots	Trained		0-1	0-1 shock 0-1 Veteran
Foot skirmishers			2-9	
Artillery			0-1	
Suggested reading				
<i>Mithridates by Philip 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
Cavalry	Trained	Cataphracts. Armoured, shield, lance	5 - 9	0 - 1 elite 0 - 3 veteran 0 - 9 shock 0 - 2 camels
Mounted skirmishers	Trained		6 - 12	
Auxiliary infantry	Levy	Militia Unarmoured	0 - 7	0 - 2 trained
Foot skirmishers	Trained		0 - 8	

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 CAD

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 0 - 1 elite 0 - 3 veterans 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 CAD

This army represents various allied tribes.

Battle tactics = A, F, G

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Armoured. No shield	4-10	0-4 bow 0-3 veteran 0-1 Elite 0-3 Shielded(equivalent) 0-3 shock
Mounted skirmisher	Trained		6-12	
Auxiliary infantry	Trained	Spear and shield	0-7	0-7 Levy 0-1 armoured 0-2 bow and no shield 0-2 Close order
Foot skirmishers	Trained		0-4	
Suggested reading				
<i>Osprey MAA 373 The Sarmatians</i>				

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	Armoured	Pike	Shock	Levy	Chariot
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

This is the army that Trajan fought against.

1st Century AD. Rumania.

**If the 4 - 6 cavalry option is used, this indicates that Sarmatian allies are present.*

Battle tactics = C, D, F

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Spear and shield.	0 - 1 Or 4 - 6*	0 - 2 veteran 0 - 4 armoured 0 - 4 bow 0 - 1 shock
Mounted skirmishers	Trained	Spear and shield.	0 - 5	
Close order infantry	Trained	Spear and shield.	4 - 8	0 - 1 elite 0 - 2 veteran 0 - 1 armoured 0 - 2 shock
Auxiliary infantry	Trained	Spear and shield.	4 - 8	0 - 3 bows (no shield) 0 - 5 levy
Foot skirmishers	Trained		3 - 7	
Artillery			0 - 1	

Suggested reading

Hadrian's column Victoria and Albert museum London.

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 =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

35. Briton Army 1st C AD

This is the army that fought the Roman invaders. Boadicea might be included.

Battle tactics = C, F, K

Troop type	Quality	Detail	Number of units	Upgrades
Chariots	Trained		1 - 4	0 - 1 elite 0 - 1 veteran
Close order infantry	Veteran	Leader's retainers. Armoured, spear and shield.	0 - 2	0 - 1 shock
Close order infantry	Levy	Poor quality followers. Unarmoured. Spear and shield.	4 - 8	0 - 2 trained
Auxiliary infantry	Trained	Spear and shield. Unarmoured.	2 - 6	0 - 2 veteran 0-4 levy
Mounted skirmishers	Trained		0 - 5	
Foot skirmishers	Trained		3 - 8	

Suggested reading

Boudicca's Last Stand: Britain's Revolt Against Rome Ad 60-61 by Waite

Rome's Enemies (2) Gallic and British Celts by Peter Wilcox Osprey MAA 158

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

36. Pict Army 1st C AD

A Scottish army. Painted men.

Battle tactics = C, E, F

Troop type	Quality	Detail	Number of units	Upgrades
Chariots	Trained		2 - 4	0 - 1 elite 0 - 3 veteran
Close order infantry	Veteran	Leader's retainers. Armoured, spear and shield.	0 - 2	0 - 1 shock 0-1 Elite
Close order infantry	Trained	Unarmoured. Spear and shield.	4 - 5	
Auxiliary infantry	Trained	Spear and shield. Unarmoured.	3 - 8	0 - 2 veteran 0-4 levy
Mounted skirmishers	Trained		0 - 3	
Cavalry	Trained	Spear and shield	0-3	0-1 armoured 0-1 Veteran
Foot skirmishers	Trained	A big variety. Crossbows, slings, javelins, bows.	3 - 11	

Suggested reading

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 0 - 3 veteran 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

Battle tactics =G,I,J

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Cataphracts. Lance and armoured. Count as shielded.	3- 5	0-1 Elite 0 - 2 veteran 0 - 3 shock
Mounted skirmishers	Trained	Spear and shield.	0 - 5	
Close order infantry	Trained	Spear and shield.	0-2	
Close order infantry	Trained	Spear and shield Romans	0-4	0-1 Veteran
Auxiliary infantry	Trained	Spear and shield Romans	0-3	0-1 Veteran
Auxiliary infantry	Trained	Bow	3 - 7	0 - 4 add shield, lose bow 0 - 4 levy
Foot skirmishers	Trained		3 - 6	
Artillery			0 - 1	
Suggested reading				

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

Battle tactics = B, G, H

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Spear, shield armoured	0-6	0-1 Elite 0 - 2 veteran 0 - 2 shock
Mounted skirmishers	Trained		1 - 6	
Close order infantry	Trained	Spear, shield <u>All</u> armoured <u>or all</u> unarmoured.	4 - 8	0-1 Elite 0-2 Veteran 0-1 armoured (if all others unarmoured)
Auxiliary infantry	Trained	Spear, shield unarmoured.	4 - 7	0-2 Armoured 0-1 Veteran 0-2 Bow(retain shield)
Foot skirmishers	Trained		0 - 8	
Artillery	Trained		0-2	

Suggested reading

Armies and Enemies of Imperial Rome by Phil Barker

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 0 - 3 veteran 0 - 2 shock 0 - 4 armoured
Mounted skirmishers	Trained		1 - 6	
Close order infantry	Trained	Spear, shield unarmoured.	0 - 7	0 - 3 levy 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

This is one of the great “barbarian” armies. Attila can lead this one.

Battle tactics = A, C, G

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Spear, bow, shield unarmoured	5 - 9	0 - 1 elite 0 - 1 armoured 0 - 3 veteran 0 - 2 shock 0-3 no bow
Mounted skirmishers	Trained		5 - 14	
Auxiliary infantry	Levy	Subjugated tribes. Unarmoured. Shield and spear.	0 - 9	
Foot skirmishers	Trained		0 - 4	

Suggested reading

Attila and the Nomad Hordes (Osprey) by Nicole Osprey MAA

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

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

Battle tactics = D, E, H

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Spear, shield unarmoured.	1-3	0 - 1 veteran 0 - 3 armoured
Mounted skirmishers	Trained		1 - 2	
Close order infantry	Trained	Spear, shield unarmoured.	7-12	0 - 4 levy 0-1 armoured 0-3 veteran 0-1 elite
Auxiliary infantry	Trained	Spear, shield unarmoured.	0 - 3	0 - 3 levy
Foot skirmishers	Trained		0 - 6	
Suggested reading				

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 0 - 2 unarmoured
Mounted skirmishers	Trained		0 - 5	
Close order infantry	Trained	Legionaries. Unarmoured with spear and shield.	2 - 7	0 - 1 elite 0 - 2 veteran 0 - 3 armoured
Auxiliary infantry	Trained	Bow and no shield.	0 - 3	
Close order infantry	Trained	Allied or mercenary tribal. Unarmoured with spear and shield.	0 - 6	0 - 4 levy
Auxiliary infantry	Trained	Unarmoured with spear and shield.	2 - 6	0 - 1 veteran 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 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. Unarmoured.	0 - 7	0 - 4 levy
Auxiliary infantry	Trained	Bow, no shield. Unarmoured.	0 - 4	0 - 3 armoured
Foot skirmishers	Trained		0 - 5	
Artillery			0 - 2	

Suggested reading

Romano-Byzantine Armies 4th–9th 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. Armoured, shield, lance.	0 - 4	0 - 4 shock 0 - 1 elite
Cavalry	Trained	Armoured, shield, bow, lance	4 - 9	0 - 3 veteran 0 - 4 unarmoured
Mounted skirmishers	Trained		2 - 8	
Spearmen	Levy	Close order infantry. Spear, shield. Unarmoured	0 - 6	0 - 2 trained
Foot skirmishers	Trained		0 - 6	
Elephants	Trained		0 - 4	

Suggested reading

Sassanian armies by David Nicolle Montvert Publications

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
Cavalry	Trained	Unarmoured, Spear, no shield	1 - 4	0 - 1 elite 0 - 2 veteran 0 - 4 armoured 0 - 2 shock 1-2 bow Add shield (equivalent) to any armoured
Mounted skirmishers	Trained		2-6	
Close order infantry	Trained	Unarmoured. Shield and spear.	4-7	0-2 armoured 0-4 levy
Close order infantry	Trained	Unarmoured and bow (no shield)	4-7	0-2 armoured 0-4 levy
Auxiliary infantry	Trained	Unarmoured. Spear and no shield.	0 -2	0 - 2 armoured 0-2 shield
Foot skirmishers	Trained		2- 5	
Artillery			0-2	
Suggested reading				

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

Battle tactics = A, E, F

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Unarmoured, shield, spear.	1 - 5	0 - 2 shock 0-2 Veteran 0 - 1 elite
Mounted skirmishers	Trained		3 - 6	
Infantry	Trained	Close order infantry. Sword, shield. Unarmoured	5 - 10	0 - 2 Levy 0-2 veteran 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
Cavalry	Trained	Armoured, shield, lance.	2 - 5	0 - 2 shock 0-2 Veteran 0 - 1 elite 0-2 Unarmoured
Cavalry	Trained	Armoured, no shield, bow.	2-5	0 - 2 veteran 0 - 2 unarmoured
Mounted skirmishers	Trained		2 - 6	
Spearmen	Trained	Close order infantry. Spear, shield. Unarmoured	2 - 6	0 – 1 Veteran 0-3 Armoured <i>Change all to pike (all or none)</i>
Foot skirmishers	Trained		0 - 6	
Auxiliaries	Trained	Spear and shield. No armour.	0-6	0-3 levy
Artillery			0-2	
Suggested reading				

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

Battle tactics = A, G, K

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Spear and shield	4 - 10	0 - 1 elite 2 - 4 veteran 2 - 5 armoured 0 - 2 shock 0 - 3 bow armed
Mounted skirmishers	Trained		0 - 4	
Close order infantry	Trained	Spear and shield	3 - 9	0 - 6 levy 0 - 3 armoured
Auxiliary infantry	Trained	Spear and shield	0 - 2	0 - 2 bow and shield
Foot skirmishers	Trained		2 - 6	

Suggested reading

Carolingian Cavalryman by David Nicolle

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

This is the army of Harold king of England that fought at Hastings.

Battle tactics = B, D, K

Troop type	Quality	Detail	Number of units	Upgrades
Mounted skirmishers	Trained		0-1	
Close order infantry	Veteran	Huscarles. Armoured. Shield, spear(axe).	2 - 4	0 - 1 elite 0 - 2 shock
Close order infantry	Trained	Fyrd. Unarmoured. Spear. Shield.	4 - 9	0 - 1 veteran 0 - 5 levy
Auxiliary infantry	Trained	Local fyrd. Unarmoured. Spear. Shield.	2 - 6	0 - 6 levy
Foot skirmishers	Trained	.	1 - 6	

Suggested reading

Saxon, Viking and Norman Osprey MAA 85

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

Battle tactics = D, G, K

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 0 - 1 armoured
Mounted skirmishers	Trained		0 - 1	
Spearmen	Trained	Close order infantry. Spear, shield. Unarmoured	3 - 6	0 - 2 veteran 0 - 3 armoured
Auxiliary Bowmen	Trained	Close order infantry. No shield. Bow. Unarmoured.	0 - 3	
Auxiliary infantry	Trained	Spear, shield. Unarmoured.	3 - 10	0 - 1 elite (maiden) 0 - 1 veteran 0 - 6 levy 0 - 3 armoured
Auxiliary infantry	Trained	No shield. Bow.	0 - 4	0 - 2 levy
Foot skirmishers	Trained		0 - 7	

Suggested reading

Temple of Angkor Wat

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

Battle tactics =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 0 - 1 armoured
Mounted skirmishers	Trained		1 - 4	
Auxiliary infantry	Trained	Spear, shield. Unarmoured	3 - 10	0 - 6 levy 0 - 2 armoured
Auxiliary infantry	Trained	No shield. 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

This is the popular wargames army that can fight all across the Europe of the dark ages.

Battle tactics = B, D, K

Troop type	Quality	Detail	Number of units	Upgrades
Close order infantry	Trained	Armoured. Shield and spear.	2 - 4	0 - 1 elite 0 - 3 veteran 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

Saxon, Viking and Norman by Terence Wise Osprey MAA 85

Viking Hersir. 793-1066AD By Mark Harrison Osprey Warrior 3

The Vikings By Ian Heath Osprey Elite 3

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

This is the army that fought at Hastings, Italy, Sicily etc.

Battle tactics = A, E, J

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Armoured, spear and shield.	4 - 9	0 - 1 elite 2 - 4 veteran 0 - 3 unarmoured 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. Bow or cross bow.	1 - 6	
Foot skirmishers	Trained		1 - 5	

Suggested reading

Bayeux Tapestry!

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

This is the army that occupied England.

Battle tactics = A, E, J

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Armoured, spear and shield.	2-6	0 - 1 elite 0-2 veteran 0 - 2 unarmoured 0-2 shock
Mounted skirmisher	Trained		2 - 3	
Close order infantry	Levy	Unarmoured, spear and shield.	2 - 6	0 - 2 trained
Close order infantry	Trained	Armoured, spear and shield.	0 - 2	0 - 2 Veteran
Auxiliary infantry	Trained	Unarmoured. No shield. Bow/cross bow.	1 - 6	0- 4 levy 0-1 armoured
Foot skirmishers	Trained		2 - 5	

Suggested reading

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
Cavalry	Trained	Spear, shield	3 - 6	0 - 1 elite 0 - 3 veteran 2 - 4 armoured 0 - 3 shock
Mounted skirmishers	Trained		2 - 7	
Close order infantry	Trained	Unarmoured. Shield and spear.	2 - 6	0 - 2 armoured. 0 - 2 Levy + shieldless + shock.
Close order infantry	Trained	Unarmoured. No shield. Bow/Crossbow.	2 - 6	0-3 armoured.
Auxiliary infantry	Levy	Unarmoured. No shield. Bow.	0 - 5	0 - 2 trained.
Foot skirmishers	Trained		3 - 6	

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 many different nationalities and tribes.*

Battle tactics = A, F, G

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Armoured, Spear, shield	5 - 8	0 - 1 elite 0 - 3 veteran 0 - 4 unarmoured 0 - 2 shock 3 - 6 bow
Mounted skirmishers	Trained		5 - 8	
Close order infantry	Levy	Unarmoured. Shield and spear.	0 - 6	0 - 2 bow and no shield
Auxiliary infantry	Trained	Unarmoured. Spear and shield.	0 - 10	0 - 6 levy 0 - 1 Veteran 0 - 5 bow +no shield 0 - 2 armoured
Foot skirmishers	Trained		2- 7	

Suggested reading

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 0 - 2 armoured 0 - 4 veteran 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	

Suggested reading

Con Iggulden Conqueror series

Osprey The Mongols

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

Braveheart

Battle tactics = B, H, K

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Armoured. Shield lance.	1 - 3	0 - 1 elite 0 - 1 veteran 0-2 shock
Close order infantry	Levy	Lowlanders. Unarmoured with spear and shield. All or none pike.	6 - 10	0 - 5 trained 0 - 1 shock
Auxiliary infantry	Trained	Highlanders. Unarmoured with sword and shield.	3 - 7	0 - 1 veteran 0 - 2 shock
Foot skirmishers	Trained		1 - 6	
Artillery	Trained		0 - 2	

Suggested reading

Stirling Bridge and Falkirk 1297–98 William Wallace's rebellion by Armstrong

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

Battle tactics = A,D,K

“Bow”= various shooty things.

Troop type	Quality	Detail	Number of units	Upgrades
Close order infantry	Veteran	Spear and shield	3-5	0-1 Elite 0-2 bow 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 0-5 bow 0-3 shock
Foot skirmishers	Trained		4-10	

Suggested reading

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

Battle tactics = B, D, I

Troop type	Quality	Detail	Number of units	Upgrades
Cavalry	Trained	Armoured, spear and shield.	2 - 6	0 - 1 elite 2 - 4 veteran 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. 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
Cavalry	Trained	Armoured, spear and shield.	0- 3	0 - 1 elite 0- 2 veteran 0-1 unarmoured
Mounted skirmisher	Trained		0 - 1	
Close order infantry	Trained	Armoured. No shield	3 - 7	0 – 1 veteran 0-2 shield (<i>good armour</i>)
Close order infantry	Trained	Armoured. No shield. Bow	3- 6	0-1 veteran 0-3 Levy
Auxiliary infantry	Trained	Unarmoured. Bow or cross bow. No shield.	0-2	0 – 2 levy
Foot skirmishers	Trained		0- 2	
Artillery			0-2	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
Cavalry	Trained	Armoured, spear no shield	1 – 4	0 – 1 elite 0 – 3 veteran
Close order infantry	Veteran	Armoured. No shield	2 – 6	0 – 4 shock
Auxiliary infantry	Trained	Unarmoured. Spear. No shield.	6 – 14	0 – 6 levy 0 – 2 Veteran 0 – 7 armoured
Auxiliary infantry	Trained	Unarmoured Musket (= bow) No shield	3 – 8	0 – 4 levy 0 – 4 armoured
Foot skirmishers	Trained		1 – 3	

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	Armoured	Shock	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

Battle tactics = A, B, E

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 0-1 Elite 0-5 Unarmoured 0-3 Shock
Close order infantry	Trained	Armoured. No shield. Halberd	3- 6	1-3 veteran 0-1 Shock 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