

KINGS OF WAR



ROME'S RISE AND FALL
HISTORICAL ANCIENT
COMBAT



Kings of War Historical Ancient Combat Rome's Rise and Fall!

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This set of rules was made possible thanks to Mantic Games and their excellent Kings of War rule set. To use this supplement, you must have a copy of the Kings of War rule set, which is available from the Mantic Games website.

<http://www.manticgames.com/Hobby/Gaming.html>



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Introduction

Mantic Games' free Kings of War miniature game rules are one of the best, streamlined yet tactically deep fantasy miniature games out there. Naturally, a historical version has great potential, and it's just a matter of building army lists. This supplement aims to do that for the entire Roman period. You will need a copy of the free Kings of War rules to use this supplement.

Rome, from beginning to end, is a very popular period in miniature war gaming. Rome's military expansion, civil wars, and slow decline captivate many miniature war gamers. The period of the rise and fall of Rome also covers an extremely large period of time and includes many different cultures, and many different and wonderful looking armies for gamers and hobbyists alike.

The Armies

Specifically, this supplement covers the period from the beginnings of the Roman Republic, including Camillan, Polybian, and Marian Rome, through into the entire Imperial Roman period, and finally to its ultimate decline and fall at the hands of the Gothic armies.

It also covers pretty much all of Rome's enemies for the period. Using a single set of standard types of troops for each army, the supplement explores all of Rome's enemies from the British Isles to Parthia, from northern Europe to Carthage, and throughout the entire time period between the rise and fall of Rome.

Inspired by the simplified yet tactically deep army lists released by Mantic Games so far, the lists will present a generic collection of units for all armies represented. Players may think that it's not specific enough, but it will allow you

to get past the fiddly details and get into game play.

Unit Sizes

The Kings of War unit sizes are represented by the number of figures that make them up in Mantic publications. Since that represents a unit footprint based on Mantic Games' available products those definitions will not work for this historical supplement.

Therefore unit sizes will be standardized here using the measurement of the frontage or width and the depth of the units.

Units come in three sizes: troops, regiments, and hordes. Along with unit sizes are the unit types, which include infantry, cavalry, heroes, elephants, chariots, and war engines. A unit's size or footprint is represented as:

Unit Type	Figures	Width	Depth
Hero	1	20-25mm	20-25mm
War Engine	1	40-60mm	40-60mm
Hero in Chariot	1	60mm	100mm
Infantry Troop	6 - 10	100mm	30-40mm
Infantry Regiment	16 - 20	100mm	60-80mm
Infantry Horde	32 - 40	200mm	60-80mm
Cavalry Troop	4 - 5	120mm	40-50mm
Cavalry Regiment	8 - 10	120mm	80-100mm
Chariot	1 model	40-60mm	100mm
Chariot Troop	2-3 models	120-180mm	80-100mm
Chariot Regiment	4-6 models	120-180mm	160-200mm
War Elephant	1 model	50-60mm	80-100mm

Special Rules

Most special rules used in this supplement are the same as those used in the Kings of War rule set, and are defined there. However there are some special rules that are specific to the historical lists and will be defined here.

Impetuous!

Some soldiers during the period were notoriously difficult to control. Untrained levies with a zeal for battle who were perhaps overly confident would often charge into battle without regard for good tactics!

The unit must charge if it can, and it will always charge the closest unit. The unit will always move D6 inches straight ahead when carrying out its *Regroup!* move when an opponent is routed after a melee.

Overwhelming Charge

Many tales have been told of fierce warriors who, despite their lack of discipline, can break even the most well drilled soldiers with their zeal for battle and sheer numbers.

When a unit with *Overwhelming Charge* inflicts damage in melee on another unit, the damaged unit may automatically route: if the damaged unit has more damage markers than the charging unit, and the charging unit is the same size or larger, the damaged unit will automatically route. However, if the damaged unit has fewer damage markers, is larger than the charging unit, or has an inspiring hero within 6", it automatically wavers AND takes a nerve test as normal, thus it may still route.

Beastly Rampage

Elephants were terrible opponents! Charging and trumpeting across the battlefield they struck fear in any infantry and cavalry alike. But nothing was more fearsome than a panicked beast...

When a unit with the *Beastly Rampage* trait routes, roll a six-sided die. On a result of 1-3, the closest unit (either friendly or enemy unit) in its rear arc takes damage as if charged, on a result

of 4, the closest unit in its left arc takes damage as if charged, on a result of 5, the closest unit in its right arc takes damage as if charged, and on a result of 6, the closest unit in its front arc takes damage as if charged.

Expert Riders

Warriors of the Steppe had existed for millennia before the Viking age, and centuries after. They were expert riders and could make terrible war from the backs of their mounts.

Units with the *Expert Riders* trait do not suffer the -1 penalty when shooting after movement.

Pikemen

The fear of charging a shieldwall bristling with spears was nothing compared to charging a line of long pikes. Although pikemen were rare in the Viking age, they represented an important component of some armies.

A Regiment-sized unit with the *Pikemen* trait gains 10 attacks in melee. A Horde unit with the *Pikemen* trait gains 20 extra attacks in melee. In addition, Cavalry units that charge this unit's front suffer from a -2 penalty on their rolls to hit.

Skirmish and Feigned Flight

Skirmishers and skirmishing light cavalry were well known for their ability to withdraw in the face of a charge. Not only that, but they could regroup and continue to harass their targets with bow and javelin missiles.

Any unit with the *Skirmish* or *Feigned Flight* special ability can also Move & Shoot during the **Regroup!** Phase of melee combat. Specifically, they must both move and shoot, they cannot simply shoot.

Loose Formation

Thanks to the loose ranks in which some units fight, they are able to make great use of wooded terrain to launch ambushes or outflank their enemies!

A unit with the *Loose Formation* trait can move through difficult terrain as though it were open. All restrictions around charging and combat still apply however.

Army Composition

There are only two army composition rules in Kings of War: for every regiment-sized unit or larger you can have one hero and for every regiment-sized unit or larger you can have one war engine. The same rules apply to army composition in this book.

Despite the official army composition rules, you may want to field proper period armies. The following sections provide details on how to field armies of Rome and its enemies as they were.

It's worth noting here that the lists defined below describe the saga-style interpretation of history where heroes are powerful and can have a major effect on battles. If you would like to stick with a more conservative view of the role of commanders, then you should restrict your hero choices to a single Senior Officer or Chieftain as the army general, and all other commanders using the stats of the Army Standard Bearer. This way the primary role of the heroes will be a command support role.

This supplement also introduces War elephant units. War elephants can be included in armies in the same way as Heroes; you may have as many heroes or war elephants as you have regiment-sized or larger units. That is, if you have three regiments in your army, you can have up to three heroes or war elephants. You cannot have three heroes and three war elephants.

Roman Army Composition

This section will provide guidelines for Roman armies from its times as an early republic, through its Imperial phase, and into the waning Patrician phase. This section also includes a list for Sub-Roman (also known as Arthurian) British.

Camillan & Polybian Roman Armies

Armies of the Camillan and Polybian Roman period cover the time between about 400BCE and 105BCE. They did not include legionaries as such, however the Hastati and Princeps units played much the same role, so this army will use the Legionary profile to represent both the Hastati and the Princeps.

During the Camillan period, Roman armies fielded a relatively smaller number of Hastati and Princeps compared to elite spearmen militia Triarii, which were armed in the Greek hoplite style for Camillan armies, or similar armour for Polybian armies.

By the time of the Polybian reforms, the Hastati and Princeps were the dominant form of soldiers in the Roman armies.

Armies from both periods included some cavalry as well as skirmishers to support the heavy and spear-armed foot soldiers.

20% of the units in your army, not including heroes or war engines, may be Medium Cavalry.

25-50% of the units in your army, not including heroes, may be Legionary units, playing the role of Princeps and Hastati.

20-50% of the units in your army, not including heroes, can be made up of Legionary units with spears, playing the Triarii. These units must take the *Phalanx* option (+15pts for Regiment units, +25pts for Hordes).

20% of the units in your army, not including heroes or war engines, may be Skirmishers.

Camillan and Polybian Roman armies cannot field any war engines. You may have as many heroes as you have regiment-sized or larger units.

Marian Roman Armies

Armies of the late Roman Republic after Marius' reforms, spanning 105BCE-25BCE, focused on Legionaries in chain mail.

Roman armies did recruit allies from conquered lands as well, including light and medium cavalry, auxiliary units, and skirmishers.

Cavalry and skirmishers during this period often wore their traditional war gear and could be represented as Celtic or Germanic warriors, among others. Auxiliaries could be in their traditional war gear or using more typically Roman style gear.

66% of the units in your army, not including heroes, may be Legionary units.

33% of the units in your army, not including heroes, can be made up of Medium Cavalry, Skirmishers, Auxiliaries, or Light Cavalry. Light Cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

Marian Roman armies cannot field any war engines. You may have as many heroes as you have regiment-sized or larger units.

Early Imperial Roman Armies

As Rome expanded and conquered more and more realms, its armies began to include greater numbers of auxiliary infantry and cavalry units.

War gear for Legionaries shifted to segmented armour, and the infantry and cavalry warriors of conquered lands adopted more standardized Roman-style uniforms. This army lists spans the period between 25BCE and 197CE.

33-40% of the units in your army, not including heroes or war engines, may be legionary units.

10-25% of the units in your army, not including heroes or war engines, may be Medium Cavalry.

33% of the units in your army, not including heroes or war engines, may be Auxiliary units.

10-20% of the units in your army, not including heroes or war engines, may be made up of Light Cavalry, Auxiliaries armed with bows (lowering their De to 3+ with an additional cost of +20pts for Troops, +30pts for Regiments, and +60pts for Hordes), or Skirmishers. Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

Imperial Roman armies can field war engines. You may have as many heroes as you have regiment-sized or larger units.

Middle Imperial Roman Armies

As the Roman Empire matured, control of various parts came under the power of regional officers, and so the Roman Empire became stratified into East and West. Middle Rome spans the period between 193CE with the death of Commodus until 324CE.

During this period Roman armies adopted Catafract cavalry into its armies thanks to the influence of its eastern neighbors. Along with this, the Legio Lanciarii became distinguished as an elite group of soldiers that fought with javelins.

20-33% of the units in your army, not including heroes or war engines, may be Legionary units.

0-20% of the units in your army, not including heroes or war engines, may be

legionary units armed with *Javelins* (lowering their De to 4+ with an additional cost of +20pts for Troops, +30pts for Regiments, and +60pts for Hordes), playing the role of the Lanciarii.

20-33% of the units in your army, not including heroes or war engines, may be Auxiliary units.

10-20% of the units in your army, not including heroes or war engines, may be Medium Cavalry.

0-20% of the units in your army, not including heroes or war engines, may be Catafracts.

10-33 % of the units in your army, not including heroes or war engines, may be made up of Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-20% of the units in your army, not including heroes or war engines, may be made up of Auxiliaries armed with bows (lowering their De to 3+ with an additional cost of +20pts for Troops, +30pts for Regiments, and +60pts for Hordes), or Skirmishers.

Imperial Roman armies can field war engines. You may have as many heroes as you have regiment-sized or larger units.

Late Imperial Roman Armies

By the time that Rome reached this period, its legions were largely made up of Germanic and Gallic soldiers, and they had gone back to chain mail armour, or no armour at all.

Use of the Legio Lanciarii had stopped, however use of light cavalry grew and Catafracts were still used as well.

Aside from the above, and despite their change in design and ethnic make up, the overall composition during this period was quite similar to that of Middle Rome; as such its East and West armies were quite distinct in style.

20-33% of the units in your army, not including heroes or war engines, may be Legionary units.

20-33% of the units in your army, not including heroes or war engines, may be Auxiliary units.

20% of the units in your army, not including heroes or war engines, may be Medium Cavalry.

20-33% of the units in your army, not including heroes or war engines, may be Catafracts.

0-33% of the units in your army, not including heroes or war engines, may be made up of Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-20% of the units in your army, not including heroes or war engines, may be made up Skirmishers.

Imperial Roman armies can field war engines. You may have as many heroes as you have regiment-sized or larger units.

Patrician Roman & Sub-Roman British Armies

The Patrician Roman period gains its name from a waning of power of the Roman Emperor in the face of the growth of power of Patrician Roman generals.

The Roman Legions during this period were much reduced in use, replaced mostly by Auxiliary units or Barbarian

mercenaries. In Sub-Roman Britain (also known as Arthurian Britain), the Legionary was completely gone.

Heavy cavalry we still used during this period as well, except in Sub-Roman Britain, and the differences from east and west were more obvious than in previous periods.

0-20% of the units in your army, not including heroes, may be Legionary units. Sub-Roman British armies cannot take legionary units.

33-50% of the units in your army, not including heroes, may be Auxiliary units.

0-20% of the units in your army, not including heroes, may be Medium Cavalry.

0-25% of the units in your army, not including heroes, may be Catafracts. Sub-Roman British armies cannot take Catafract units.

0-33% of the units in your army, not including heroes, may be made up of Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments) and Skirmishers.

Patrician Roman armies cannot field war engines. You may have as many heroes as you have regiment-sized or larger units.

Enemies of Rome Army Composition

This section will provide guidelines for the armies of Rome's enemies. As much as it is intended to be exhaustive, it's likely that some were missed. In those cases, feel free to craft your own.

Celtic Chariot Army Composition

This list may be used to field armies that employed chariots against the might of an expanding Rome. These include

Celtic armies such as those of early Gaul and Ancient Britain as well as the Caledonians and Ancient Irish. These armies fought against Polybian, Marian, and Early Roman Empire armies.

20-33% of the units in your army, not including heroes, may be chariot units.

50% of the units in your army, not including heroes, may be Noble or Peasant Barbarian warriors.

0-33% of the units in your army, not including heroes, may be Medium Cavalry.

0-33% of the units in your army, not including heroes, may be Light Cavalry.

15-20% of the units in your army, not including heroes, should be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Early Germanic and Later Gaul Army Composition

This list may be used to field armies that employed primarily large numbers of barbarian foot troops that charged Roman lines and either broke them or were eventually worn down and defeated. This includes Germanic tribes such as the Cimbri, Teutones, Batavi, and others as well as later Gauls. These armies fought against Polybian, Marian, and Early Roman Empire armies.

10-20% of the units in your army, not including heroes, may be Medium Cavalry.

70% of the units in your army, not including heroes, may be Noble or Peasant Barbarian warriors.

10-20% of the units in your army, not including heroes, may be made up of Light Cavalry or skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Thracian Army Composition

This list may be used to field armies of Thrace. By the time the Romans made their way to Thrace, it was under Macedonian rule. Thus, when the Romans came to take control of Macedonia, they came into conflict with Thrace. These conflicts began and ended with the Macedonian wars that took place between 248BCE and 148 BCE. The Thracians faced Polybian, Marian, and Early Roman Empire armies.

10-20% of the units in your army, not including heroes, may be Medium Cavalry.

33-60% of the units in your army, not including heroes, may be Noble or Peasant Barbarian warriors.

20-30% of the units in your army, not including heroes, may be made up of Light Cavalry or skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Syracusan Army Composition

Syracuse was a powerful Greek city-state in southern Sicily prior to the rise of Rome. Syracuse alternated between peace and war primarily with Carthage, until after the Battle of Cannae in 216BCE, when it allied itself with Carthage against Rome. With that, Syracuse came into conflict with Marian Rome, and finally, after three years under a Roman siege, the city fell; tragically the Romans killed the philosopher Archimedes when they captured the city.

20-30% of the units in your army, not including heroes, may be Medium Cavalry.

50-70% of the units in your army, not including heroes, may be Levy Freemen armed as hoplites. These units may

choose the *Phalanx* option (+15pts for Regiment units, +25pts for Hordes).

0-30% of the units in your army, not including heroes, may be made up of Levy Peasants or Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Cappadocian Army Composition

Cappadocia was a populous state that was part of the Persian Empire prior to becoming part of the Macedonian Empire with Persia's fall.

Throughout the growth of Rome, Cappadocia remained a strong ally in many of Rome's wars of expansion. Thus Cappadocia remained independent for a long period of time.

During the Marian Roman civil wars Cappadocia supported and fought along side all of the losing Roman factions: first Pompey, and then Brutus and Cassius, and finally Marc Antony. Despite this, the kingdom remained independent until 17CE. Throughout its existence, Cappadocia had conflict with Polybian and Marian Rome.

20-30% of the units in your army, not including heroes, may be Medium Cavalry.

20-30% of the units in your army, not including heroes, may be Light Cavalry. Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

30-50% of the units in your army, not including heroes, may be Levy Peasants or Peasant Barbarian Warriors.

0-20% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Seleucid Army Composition

The Seleucid Empire was created out of the eastern conquests of the former Macedonian Empire. It's western borders came into conflict with Rome when it attempted to expand into Greece. Meanwhile, the Parthians under Mithridates waged war against its eastern borders.

The Seleucid Empire slowly dwindled as it was conquered by Rome and Parthia, until finally Pompey overthrew the remains of the empire in Syria. During its existence, the Seleucid Empire came into conflict with Polybian, Marian, and Early Imperial Rome.

20% of the units in your army, not including heroes, may be Catafracts, representing Macedonian-style Campanian cavalry.

20-30% of the units in your army, not including heroes, may be Levy Freemen. Levy Freemen must take the *Pikemen* special rule (+30pts for Regiment units, +55pts for Hordes).

0-30% of the units in your army, not including heroes, may be Levy Peasants or Peasant Barbarian Warriors.

0-20% of the units in your army, not including heroes, may be made up of Elite Warriors, representing imitation legionaries.

0-20% of the units in your army, not including heroes, may be made up of Scythed Chariots.

0-20% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes or war elephants as you have regiment-sized or larger units.

Ptolemaic Egyptian Army Composition

The Ptolemaic Egyptian kingdom was founded by one of Alexander the Great's generals in 305BCE and lasted until the death of Cleopatra and Roman conquest in 30BCE.

Because of the kingdom's descent from the Macedonian line, its armies bear resemblance to Alexander's. This army came into conflict with Marian Rome.

20-30% of the units in your army, not including heroes, may be Catafracts, representing Macedonian-style Campanian cavalry.

30-50% of the units in your army, not including heroes, may be Levy Freemen. Levy Freemen must take the *Pikemen* special rule (+30pts for Regiment units, +55pts for Hordes).

0-20% of the units in your army, not including heroes, may be made up of Light Cavalry.

0-30% of the units in your army, not including heroes, may be Levy Peasants or Peasant Barbarian Warriors, representing Galatian and Thracian mercenaries.

0-20% of the units in your army, not including heroes, may be made up of Elite Warriors, representing imitation legionaries.

0-20% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes or war elephants as you have regiment-sized or larger units.

Nabataea, Hatra, Emesa, Characene, and Edesa Army Composition

This section outlines a number of Arab and Persian city-states that played a

significant role in the eastern Roman empire from approximately 300BCE – 240CE. Despite their differences in location and culture, they tended to field similar armies.

These armies held out long against the armies of Rome, and many of them took part in the Parthian wars, playing various sides of the conflict. These armies came into conflict with Early and Middle Imperial Roman armies.

0-20% of the units in your army, not including heroes, may be Catafracts.

33-50% of the units in your army, not including heroes, may be Levy Peasants. Levy Peasants may swap their shields (lowering their defense to 2+) for bows (+5pts for Troop units, +10pts for Regiments, and +20pts for Hordes).

20-33% of the units in your army, not including heroes, may be made up of Light Cavalry. Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

20-33% of the units in your army, not including heroes, may be Levy Peasants or Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Early Sarmatian Army Composition

The Sarmatians were an Iranian nomadic people that dwelt in the area north of the Black Sea. Like many of the nomadic cultures of the region, the early Sarmatians favoured cavalry. Early Sarmatians also employed female warriors in their armies.

The Sarmatians of this period fought against and alongside the armies of the Mithridatic kingdom of Pontus. Thus, this army came into conflict with the Early Imperial Romans.

20-50% of the units in your army, not including heroes, may be Catafracts.

50-80% of the units in your army, not including heroes, may be Medium Cavalry.

0-20% of the units in your army, not including heroes, may be made up of Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-20% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Greek Leagues Army Composition

This section outlines the army composition of the Hellenistic Greek leagues that defied Rome during the republic's expansion into Greece. This includes uprising of the Achaean Confederacy and the Aetolian League's involvement in the Macedonian and Roman-Syrian wars. Thus these armies came into conflict with Polybian and Marian Rome.

0-20% of the units in your army, not including heroes, may be Catafracts. Note that only the Achaean Confederacy employed Catafracts.

20-40% of the units in your army, not including heroes, may be Light Cavalry. Aetolian armies tended to field large numbers of Light Cavalry during this period.

0-60% of the units in your army, not including heroes, may be Levy Freeman. Levy Freeman must take the *Pikemen* special rule (+30pts for Regiment units, +55pts for Hordes). Note that only the

Achaean Confederacy employed Pike-armed warriors.

0-33% of the units in your army, not including heroes, may be Levy Peasants.

0-50% of the units in your army, not including heroes, may be Skirmishers. Aetolian armies tended to field large numbers of Skirmishers during this period.

You may have as many heroes as you have regiment-sized or larger units.

Later Sarmatian Army Composition

Later Sarmatian armies differed a lot from their earlier counterparts in that they moved away from primarily using light cavalry toward heavy, lance-armed cavalry. Research suggests that this was partly due to the influence of Macedonian armies, which made wide use of heavy cavalry armed with lances.

The Sarmatians of this period employed heavy cavalry to the near exclusion of anything else. Units of Light Cavalry and Skirmishers were employed however, but they tended to be either young soldiers, or poor peasants.

75-100% of the units in your army, not including heroes, may be Catafracts.

0-25% of the units in your army, not including heroes, may be made up of Light Cavalry or Skirmishers. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

You may have as many heroes as you have regiment-sized or larger units.

Early Armenian Army Composition

This section outlines the armies of the Kingdoms of Armenia and Corduene. With the fall of the Achaemenid Persian

Empire, the Satrap of Armenia was split into clan territories. These territories were united into the Kingdom of Armenia from approximately 331BCE to 428CE, which included the Kingdom of Corduene for a period.

Both kingdoms played a major role in the expansion of Rome to the east, and came into conflict with Marian, Early Imperial, and Late Imperial Rome.

The armies of Armenia and Corduene were fast and fluid, and took advantage of the mountainous terrain. They included medium, heavy, and light cavalry, as well as fast skirmishers and light troops.

20-33% of the units in your army, not including heroes, may be Catafracts or Medium Cavalry.

20-33% of the units in your army, not including heroes, may be Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-33% of the units in your army, not including heroes, may be Levy Freemen. Levy Freemen may take the *Pikemen* special rule (+30pts for Regiment units, +55pts for Hordes).

20-33% of the units in your army, not including heroes, may be Levy Peasants.

0-20% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Late Macedonian Army Composition

This section outlines the armies of Macedonia during the Macedonian Wars; four wars were fought between Macedonian, and Greece as a whole,

against the expansion of Rome between 214-148 BCE. The wars ultimately saw Rome conquer Greece and Macedonia.

The armies of Macedonia during this period resembled the armies of Alexander's Macedonia very closely, and included cavalry and large numbers of pike-armed foot troops.

20% of the units in your army, not including heroes, may be Medium Cavalry.

20% of the units in your army, not including heroes, may be Light Cavalry.

33-50% of the units in your army, not including heroes, may be Levy Freemen. Levy Freemen must take the *Pikemen* special rule (+30pts for Regiment units, +55pts for Hordes). **20-33%** of the units in your army, not including heroes, may be Levy Peasants or Peasant Barbarian Warriors.

0-20% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Carthage Army Composition

This section outlines the armies of Carthage during the Punic Wars from 264-146BCE. The Punic Wars were fought between Carthage and Polybian Rome and ultimately ended in the destruction of Carthage.

Unlike the armies of Rome, Carthage employed a large number of mercenaries. This meant that its armies were made up of different troop types from many different cultures.

20-33% of the units in your army, not including heroes, may be Medium Cavalry.

20-33% of the units in your army, not including heroes, may be Light Cavalry. Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

25-33% of the units in your army, not including heroes, may be Levy Freemen. These units may choose the *Phalanx* option (+15pts for Regiment units, +25pts for Hordes).

25-33% of the units in your army, not including heroes, may be Noble Barbarian Warriors, Peasant Barbarian Warriors, Levy Peasants, or Skirmishers.

You may have as many heroes or war elephants as you have regiment-sized or larger units.

Kingdom of Pergamum Army Composition

This section outlines the armies of the Kingdom of Pergamum under the Attalid Dynasty. Pergamum grew out of the fall of the Kingdom of Thrace, and supported the Romans throughout the Macedonian Wars.

The armies of the Kingdom of Pergamum were made up partly of cavalry, which were largely the wealthier citizens of the Kingdom. The majority of foot troops were either citizens or Galatian and Cretan mercenaries.

20% of the units in your army, not including heroes, may be Catafracts.

20-33% of the units in your army, not including heroes, may be Medium or Light Cavalry.

40-60% of the units in your army, not including heroes, may be Levy Freemen, Levy Peasants, or Skirmishers.

0-20% of the units in your army, not including heroes, may be Noble

Barbarian Warriors or Peasant Barbarian Warriors.

You may have as many heroes as you have regiment-sized or larger units.

Parthian Army Composition

This section outlines the armies of the Parthian Empire. The Parthian Empire grew out of the remnants of the Persian Empire that preceded it, formed the eastern border of Rome throughout its existence until its defeat at the hands of the Sassanid Persians. The Parthian Empire came into conflict with Early and Middle Imperial Rome.

The armies of the Parthia were made up primarily of cavalry. Various classes and cultures made up the Parthian empire, but most of the mounted troops were wealthy. The emphasis of Parthia's mounted troops was on light cavalry thanks to the nomadic origins of many of its people. Infantry troops were typically poor and fought in loose formations.

33-40% of the units in your army, not including heroes, may be Catafracts.

50-75% of the units in your army, not including heroes, may be Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-20% of the units in your army, not including heroes, may be Levy Peasants, or Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Ancient Spanish Army Composition

This section outlines the armies of Ancient Spain before the culture was absorbed into Rome in 19BCE. Prior to that time, ancient Spanish played a large

role in the Punic Wars with different tribes fighting on both sides.

The armies of the Ancient Spanish were made up similarly to Celtic armies given the mixing of Celtic and Iberian cultures: the wealthy members typically fought from horseback, while the infantry were made up of peasants.

20% of the units in your army, not including heroes, may be Medium Cavalry.

20% of the units in your army, not including heroes, may be Light Cavalry.

30% of the units in your army, not including heroes, may be Noble Barbarian Warriors or Peasant Barbarian Warriors.

30% of the units in your army, not including heroes, may be Levy Peasants, or Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Numidian & Moorish North Africa Army Composition

This section outlines the armies of Numidia and Moorish realms in North Africa. Numidia came into conflict with Rome when it fought with Carthage in the Second Punic War. From then on, Numidia and then later other Moorish realms fought with and against Rome in North Africa until Rome's fall.

The armies of the Numidians and Moors were made up largely of light cavalry, with the wealthiest of warriors fighting as medium cavalry. Infantry typically fought in loose formations. The Numidians specifically used elephants and even imitation legionary units.

0-20% of the units in your army, not including heroes, may be Medium Cavalry.

33-50% of the units in your army, not including heroes, may be Light Cavalry. Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

20-33% of the units in your army, not including heroes, may be Levy Peasants or Skirmishers.

0-20% of the units in your army, not including heroes, may be Elite Warriors, playing the role of imitation Roman legionaries. Moorish armies did not field imitation legionaries.

You may have as many heroes as you have regiment-sized or larger units. For Numidian-specific armies, you may have as many heroes or war elephants as you have regiment-sized or larger units.

Kingdom of Commagene Army Composition

This section outlines the armies of the Kingdom of Commagene, which was a Kingdom associated with Armenia, and played a role in Rome's wars in the east between Armenia, Macedonia, and the Seleucids between 163 BCE and 72CE.

Due to the kingdom's links to Macedonia and the Seleucids, Commagene's armies employed many pikemen. However, thanks to the Kingdom's proximity to the eastern and Persian styles of fighting, its armies also included heavy cavalry and bowmen.

0-33% of the units in your army, not including heroes, may be Catafracts.

33-40% of the units in your army, not including heroes, may be Levy Freemen. Levy Freemen must take the *Pikemen* special rule (+30pts for Regiment units, +55pts for Hordes).

33-40% of the units in your army, not including heroes, may be Levy Freemen or Levy Peasants. Levy Freemen should

swap their shields (lowering their De to 3+) for bows (+10pts for Troops, +15pts for Regiments, and +30pts for Hordes). Levy Peasants should swap their shields (lowering their defense to 2+) for bows (+5pts for Troop units, +10pts for Regiments, and +20pts for Hordes).

0-33% of the units in your army, not including heroes, may Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Slave Revolts Army Composition

This section outlines the armies of the Servile and Spartacus slave revolts. The Roman slave revolt wars are known as the Servile Wars, the third and final of which was lead by Spartacus. The slave wars were unrelated except in that rebelling slaves instigated them, and each had a major effect on Roman politics.

The slave revolt armies were made up largely of slaves, many of which fought with barbarian vigor. Some of the leaders fought from horseback, and in the Spartacus revolt, former gladiators fought as legionaries using captured legionary equipment.

0-20% of the units in your army, not including heroes, may be Medium Cavalry.

0-20% of the units in your army, not including heroes, may be Light Cavalry.

20-33% of the units in your army, not including heroes, may be Elite Warriors, which were typically former gladiators in legionary equipment.

40-50% of the units in your army, not including heroes, may Peasant Barbarian Warriors or Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Mithridates' Kingdom of Pontus Army Composition

This section outlines the armies of the Kingdom of Pontus during the three Mithridatic Wars that were fought against the Marian Romans. The Kingdom of Pontus bordered the western side of the Kingdom of Armenia, and came into conflict with Rome as the Republic expanded to the East.

Given the proximity of Pontus to Macedonia, as well as its location in the former Persian Empire, its armies included both pike-armed troops and scythed chariots. The Kingdom of Pontus also employed imitation Roman legionaries during the Mithridatic Wars, which apparently looked very much like their Roman counterparts.

20-33% of the units in your army, not including heroes, may be Medium Cavalry.

0-33% of the units in your army, not including heroes, may be Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-40% of the units in your army, not including heroes, may be Elite Warriors, which represent imitation legionaries.

0-40% of the units in your army, not including heroes, may be Levy Freemen. Levy Freemen must take the *Pikemen* special rule (+30pts for Regiment units, +55pts for Hordes). If you include Levy Freemen in your army, you should not include imitation legionaries.

20-33% of the units in your army, not including heroes, may Peasant Barbarian Warriors, Levy Peasants or Skirmishers.

0-20% of the units in your army, not including heroes, may be Scythed Chariots.

You may have as many heroes as you have regiment-sized or larger units.

Alani or Alan Army Composition

This section outlines the armies of the Alani tribes that plagued Eastern Rome and Parthia until scattered by the arrival of the Huns. The Alani were a culture derived from Scythian and Sarmatian tribes, and, like other nomadic tribes, predominantly used mounted warfare. The Alani came into conflict with Early and Late Imperial Rome.

Alani armies were dominated by heavy and light cavalry. Typically the nobility fought as catafracts, while the majority of the population fought using light cavalry tactics.

0-40% of the units in your army, not including heroes, may be Catafracts.

50-100% of the units in your army, not including heroes, may be Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-20% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Judean Army Composition

This section outlines the armies of the Kingdom of Judea during the Maccabean period from 168-104BCE, through to the Hasmonean period from 103-63BCE, and finally into the time when the Judean Kingdom was a subject of Rome between 63BCE and 6CE, after which time it became a province of Rome. Thus, the Kingdom of Judea

came into conflict with Marian and Early Imperial Rome.

Starting out as a state of the Seleucid empire, the armies of Judea were dominated by pike-armed warriors. However, these were replaced by troops similar to legionaries while it was a subject of Rome. Throughout its history, skirmishers played a large role in its armies as well.

0-20% of the units in your army, not including heroes, may be Medium Cavalry (Maccabean and Hasmonean) or Catafracts (Roman subjects).

0-33% of the units in your army, not including heroes, may be Medium or Light Cavalry.

33-40% of the units in your army, not including heroes, may be Levy Freemen or Elite Warriors. Levy Freemen may take the *Pikemen* special rule (+30pts for Regiment units, +55pts for Hordes). Elite Warriors should be equipped as Roman Legionaries, and should not be mixed with pikemen.

40-50% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Dacian Army Composition

This section outlines the armies of Dacia, a northern Thracian realm bordering the north-east of the Black Sea that came into conflict with Rome during Trajan's Dacian wars. The Dacian wars ended when the area was conquered by Rome after the second Dacian war. Thus the Dacian Realm came into conflict with Marian and Early Imperial Rome.

Dacia's armies were a product of its Sarmatian allies, its Celtic population, and its Thracian background. Thus it

included a number of different types of cavalry and infantry troops.

0-20% of the units in your army, not including heroes, may be Medium Cavalry or Catafracts.

0-20% of the units in your army, not including heroes, may be Light Cavalry.

50% of the units in your army, not including heroes, may be Noble or Peasant Barbarian Warriors.

0-33% of the units in your army, not including heroes, may be Skirmishers.

0-20% of the units in your army, not including heroes, may be Elite Warriors, representing Dacian warriors armed with the Falces.

You may have as many heroes as you have regiment-sized or larger units.

Early Visigothic Army Composition

This section outlines the armies of the Visigoths. The Visigoths were one of the two major branches of Goths that took part in the Gothic expansion during the Migration Period of Europe that ultimately saw the end of the Roman Empire. This army composition is valid for the time prior to the reign of Theodoric I in 419CE. Thus, the Visigothic armies made by this composition battled the Middle and Late Imperial Romans.

The Visigoths were a Germanic tribe that spread from Northern Europe through southern Europe. Thus, they had much in common with their earlier ancestors the Ancient Germans. However, they adopted the use of heavy cavalry warfare.

0-33% of the units in your army, not including heroes, may be Catafracts playing the part of Germanic knights.

0-20% of the units in your army, not including heroes, may be Light Cavalry.

50-66% of the units in your army, not including heroes, may be Noble or Peasant Barbarian Warriors.

20-33% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Early Vandal Army Composition

This section outlines the armies of the early Vandals. The Vandals were an East Germanic tribe that migrated into Southern Europe and North Africa during the Migration Period and ultimately caused the end of the Roman Empire. This army came into conflict with the Middle and Late Imperial as well as the Patrician Romans.

The Vandals were a Germanic tribe, and shared much in common with the Goths, Gepids, and Lombards. Their armies were made up of barbarian troops lead by heavy cavalry.

20% of the units in your army, not including heroes, may be Catafracts playing the part of Germanic knights.

0-20% of the units in your army, not including heroes, may be Light Cavalry.

50% of the units in your army, not including heroes, may be Noble or Peasant Barbarian Warriors.

0-20% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Early Ostrogoth Army Composition

This section outlines the armies of the early Ostrogoths, who were an East Germanic tribe that migrated from northern Europe to southern Europe

during the late Roman Empire. This army composition can represent Ostrogothic armies up until the defeat of Odacer, king of Rome, in 493CE. Early Ostrogoths came into conflict with Late and Patrician Rome.

The Ostrogoths were a Germanic tribe, and shared much in common with the Visigoths, Vandals, Gepids, and Lombards. Their armies were made up primarily of heavy cavalry that lead barbarians and light troops.

40-50% of the units in your army, not including heroes, may be Catafracts playing the part of Germanic knights.

0-20% of the units in your army, not including heroes, may be Light Cavalry.

0-33% of the units in your army, not including heroes, may be Noble or Peasant Barbarian Warriors.

20-50% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Pict Army Composition

This section outlines armies of the Picts, who were a tribal realm in Scotland that came into conflict with the Middle and Late Roman Empire as well as the Sub-Roman British.

The Picts fought from chariots until much later than many other armies of the Isles. They also included heavy use of spear-armed peasants and crossbow armed skirmishers. Because their crossbows were primarily wooden, they are treated as normal bows in this list.

20% of the units in your army, not including heroes, may be Medium Cavalry or Chariots.

0-33% of the units in your army, not including heroes, may be Light Cavalry.

50% of the units in your army, not including heroes, may be Levy Peasants. These units may choose the *Phalanx* option (+15pts for Regiment units, +25pts for Hordes).

25% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Sassanid Army Composition

This section outlines the army composition of the Sassanid Persian Empire. The Sassanid Persian Empire grew to ultimately destroy the Parthians and contest Rome's Eastern borders until its fall at the hands of the Islamic Arab expansion from 224-651CE. Thus it came into conflict with Middle Imperial, Late Imperial, and Patrician Rome.

Sassanid Persian armies were heavily influenced by earlier Persian armies of the Achaeminid period, as well as Alexandrian armies.

40-66% of the units in your army, not including heroes, may be Medium Cavalry.

0-20% of the units in your army, not including heroes, may be Catafracts.

33% of the units in your army, not including heroes, may be Levy Freemen or Levy Peasants. These units may choose the *Phalanx* option (+15pts for Regiment units, +25pts for Hordes).

0-20% of the units in your army, not including heroes, may be Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-20% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes or war elephants you have regiment-sized or larger units.

Kingdom of Burgundy Army Composition

This section outlines the army composition of the first Kingdom of Burgundy, formed by an east Germanic tribe during the Migration Period that existed during the fifth century of the current era. The kingdom came into conflict with Middle and Late Imperial Rome.

The Burgundians were a Germanic tribe, and shared much in common with the Goths, Gepids, and Lombards. Their armies were made up of barbarian troops lead by cavalry.

0-20% of the units in your army, not including heroes, may be Medium Cavalry.

60-75% of the units in your army, not including heroes, may be Noble or Peasant Barbarian Warriors.

0-33% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Gepid Army Composition

This section outlines the army composition of the Gepids, who were a Gothic tribe that migrated from northern Europe to South-Eastern Europe during the Migration Period. They came into conflict with Middle and Late Imperial and Patrician Roman armies.

The Gepids were a Germanic tribe, and shared much in common with the Goths, Gepids, and Lombards. Their armies were made up of barbarian troops lead by heavy cavalry.

33% of the units in your army, not including heroes, may be Catafracts playing the part of Germanic knights.

33% of the units in your army, not including heroes, may be Noble or Peasant Barbarian Warriors.

33% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Frankish Army Composition

This section outlines the army composition of the Franks, who were a West Germanic tribe that migrated to Southern Europe during the Migration Period. With the collapse of Rome, the Franks, under the Merovingian Dynasty would conquer much of Western Europe. They came into conflict with Middle Imperial, Late Imperial and Patrician Roman armies.

Early Frankish armies shared much in common with their Germanic counterparts; medium or heavy cavalry typically led Hordes of barbarians.

20% of the units in your army, not including heroes, may be Catafracts playing the role of Frankish knights or Medium Cavalry.

50-70% of the units in your army, not including heroes, may be Noble or Peasant Barbarian warriors.

0-20% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Saxon and early Anglo-Saxon Army Composition

This section outlines Saxon and early Anglo-Saxon armies that migrated from Northern Europe into Britain during the

Migration Period. Saxon and early Anglo-Saxon armies came into conflict with the Late Roman Empire as well as the Sub-Roman British.

Barbarian infantry dominated Saxon and early Anglo-Saxon armies; unlike their Germanic cousins, they did not utilize cavalry warfare tactics.

80-100% of the units in your army, not including heroes, may be Noble or Peasant Barbarian warriors.

0-20% of the units in your army, not including heroes, may be made up of Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Palmyrian Army Composition

This section outlines the army composition of the Zenobia's Palmyrian Empire. Zenobia was a Syrian Queen who led a revolt against the Roman Empire after being inspired by the success of the Sassanid's against Rome. The rebellious empire lasted between 260-272CE, until Palmyra was captured by Rome and Zenobia was taken prisoner. Thus, Palmyra came into conflict with Middle Imperial Rome.

Palmyrian armies were heavily influenced by Sassanid Persia, and consisted primarily of cavalry and bow-armed infantry.

25-33% of the units in your army, not including heroes, may be Catafracts.

33-50% of the units in your army, not including heroes, may be Levy Freeman or Levy Peasants. Levy Freeman should swap their shields (lowering their De to 3+) for bows (+10pts for Troops, +15pts for Regiments, and +30pts for Hordes). Levy Peasants should swap their shields (lowering their defense to 2+) for bows

(+5pts for Troop units, +10pts for Regiments, and +20pts for Hordes).

20-33% of the units in your army, not including heroes, may be Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

20% of the units in your army, not including heroes, may be Skirmishers.

0-20% of the units in your army, not including heroes, may be Medium Cavalry.

You may have as many heroes you have regiment-sized or larger units.

Hunnish Army Composition

This section outlines the armies of the Huns or Hunnic tribes united under Attila that plagued Patrician Rome.

Light cavalry dominated Hunnic armies. Typically the nobility fought as medium cavalry, while the majority of the population fought using light cavalry tactics.

0-20% of the units in your army, not including heroes, may be Medium Cavalry.

50-100% of the units in your army, not including heroes, may be Light Cavalry. Light cavalry may swap their javelins for bows (+20pts for Troop units, +40pts for Regiments). Light cavalry units may purchase the *Expert Riders* trait (+5 pts for Troop units, and +10 for Regiments).

0-40% of the units in your army, not including heroes, may be Noble or Peasant Barbarian warriors, representing Germanic allies.

0-20% of the units in your army, not including heroes, may be Skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

Later Visigothic Army Composition

This section outlines the armies of the later Visigoths. The Visigoths were one of the two major branches of Goths that took part in the Gothic expansion during the Migration Period of Europe that ultimately saw the end of the Roman Empire. This army composition is valid from the reign of Theodoric I in 419CE. Thus, the Visigothic armies made by this composition battled the Late Imperial and Patrician Romans.

The Visigoths of this period had adopted much greater use of cavalry, as well as drilled infantry as compared to their earlier armies.

20% of the units in your army, not including heroes, may be Catafracts playing the part of Germanic knights.

20-33% of the units in your army, not including heroes, may be Medium Cavalry.

33% of the units in your army, not including heroes, may be Noble or Peasant Barbarian Warriors, Levy Freeman or Levy Peasants. Levy units may choose the *Phalanx* option (+15pts for Regiment units, +25pts for Hordes).

33% of the units in your army, not including heroes, may be Levy Peasants or Skirmishers. Levy Peasants may swap their shields (lowering their defense to 2+) for bows (+5pts for Troop units, +10pts for Regiments, and +20pts for Hordes).

You may have as many heroes as you have regiment-sized or larger units.

African Vandal Army Composition

This section outlines the armies of the African Vandals. Descendants of the Early Vandals, they adopted heavy

knights almost completely, and came into conflict with Patrician Rome.

The Vandals in Africa span the time between 422-535CE, and completely dropped their reliance on barbarian infantry in favour of heavy cavalry.

80-100% of the units in your army, not including heroes, may be Catafracts playing the part of Germanic knights.

0-20% of the units in your army, not including heroes, may be Light Cavalry.

You may have as many heroes as you have regiment-sized or larger units.

Early Lombard Army Composition

The Lombards were a Germanic tribe that took part in the later Migration Period and ultimately settled in Northern Italy. During their migration through the east, they came into conflict with Patrician Rome.

The Lombards of this period relied equally on heavy cavalry, barbarian infantry, and bow-armed infantry.

50-60% of the units in your army, not including heroes, may be Catafracts playing the part of Germanic knights.

0-33% of the units in your army, not including heroes, may be Noble or Peasant Barbarian Warriors.

0-33% of the units in your army, not including heroes, may be Levy Peasants or Skirmishers. Levy Peasants may swap their shields (lowering their defense to 2+) for bows (+5pts for Troop units, +10pts for Regiments, and +20pts for Hordes).

You may have as many heroes as you have regiment-sized or larger units.

Early Slav & Bulgar Composition

This section will provide guidelines for Early Slav armies that fought the Patrician Romans in Eastern Europe.

The armies of the Early Slavs fought in loose formations with a focus on speed and maneuverability. Infantry fought savagely in war bands.

Also, Early Slavs employed cavalry warfare at least in part; noble warriors may have fought from horseback.

0-20% of the units in your army, not including heroes, can be made up of Medium Cavalry, playing the role of the wealthier warrior classes.

0-50% of the units in your army, not including heroes, can be made up of Noble or Peasant Barbarian Warriors.

20-50% of the units in your army, not including heroes, should be made up of Levy Peasants. The Levy Peasants may swap their shields (lowering their defense to 2+) for bows (+5pts for Troop units, +10pts for Regiments, and +20pts for Hordes).

0-20% of the units in your army, not including heroes, can be made up of Skirmishers or Light Cavalry.

You may have as many heroes as you have regiment-sized or larger units.

ROMANS – Army Profiles

Legionaries

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	3+	4+	5+	10	11/13	90
Regiment	5	3+	-	5+	10	14/16	170
Horde	5	3+	-	5+	20	21/23	320

Special: *Elite, Headstrong*

Options: Can have banner (+15 pts), musician (+10 pts).

Auxiliaries

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	4+	4+	10	11/13	60
Regiment	5	4+	4+	4+	10	14/16	110
Horde	5	4+	4+	4+	20	21/23	210

Special: *Loose Formation*.

Options: Can have banner (+15 pts), musician (+10 pts). Can take spears and gain the Phalanx special rule (+15pts for Regiments, +25pts for Hordes).

Skirmishers

Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	6	4+	3+	3+	10	11/13	80
Regiment	6	4+	3+	3+	20	19/21	150

Special: *Nimble, Loose Formation*, Skirmish, Javelins.

Options: Can replace Javelins with Bows (+20 pts), musician (+5 pts).

Light Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	10	5+	4+	4+	8	11/13	90
Regiment	10	5+	4+	4+	16	14/16	170

Special: Javelins. *Nimble, Feigned Flight*.

Options: Can replace Javelins with Bows for +20pts. Can have banner (+15 pts), musician (+10 pts).

Medium Cavalry

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	9	4+	-	4+	8	11/13	70
Regiment	9	4+	-	4+	16	14/16	125

Special: Crushing Strength (1)

Options: Can have banner (+15 pts), musician (+10 pts).

Cataphracts

Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	8	3+	-	5+	8	11/13	95
Regiment	8	3+	-	5+	16	14/16	175

Special: Crushing Strength (2), *Headstrong*

Options: Can have banner (+15 pts), musician (+10 pts).

Scorpio

War Engine

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	-	4+	4+	6	10/12	70

Special: Piercing(2)

Army General

Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	4	14/16	120

Special: Crushing Strength(1), *Inspiring, Individual*.

Options: You may mount the general on a horse increasing speed to 9 (+20 pts).

Senior Officer

Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	3	12/14	80

Special: Crushing Strength(1), *Inspiring, Individual*.

Options: You may mount the general on a horse increasing speed to 9 (+15 pts).

Junior Officer

Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	4+	-	5+	2	11/13	50

Special: Crushing Strength(1), *Individual*.

Options: You may mount the general on a horse increasing speed to 9 (+10 pts).

Army Standard Bearer

Hero/Monster

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	4+	-	4+	1	10/12	30

Special: *Inspiring, Individual*.

Options: You may mount the general on a horse increasing speed to 9 (+5 pts).

ENEMIES – Army Profiles**Noble Barbarian Warriors** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	5+	4+	10	11/13	60
Regiment	5	4+	-	4+	10	14/16	110
Horde	5	4+	-	4+	20	21/23	210

Special: *Impetuous!*, *Overwhelming Charge*, *Loose Formation*.**Options:** Can have banner (+15 pts), musician (+10 pts).**Peasant Barbarian Warriors** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	5+	3+	10	9/11	45
Regiment	5	4+	5+	3+	10	12/14	80
Horde	5	4+	5+	3+	20	19/21	150

Special: *Impetuous!*, *Overwhelming Charge*, *Loose Formation*.**Options:** Can have banner (+15 pts), musician (+10 pts).**Elite Warriors** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	3+	-	5+	10	11/13	85
Regiment	5	3+	-	5+	10	14/16	160
Horde	5	3+	-	5+	20	21/23	300

Options: Can have banner (+15 pts), musician (+10 pts).**Levy Freemen** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	5+	4+	10	11/13	60
Regiment	5	4+	-	4+	10	14/16	110
Horde	5	4+	-	4+	20	21/23	210

Options: Can have banner (+15 pts), musician (+10 pts).**Levy Peasants** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	5+	3+	10	9/11	45
Regiment	5	4+	5+	3+	10	12/14	80
Horde	5	4+	5+	3+	20	19/21	150

Special: *Impetuous!*.**Options:** Can have banner (+15 pts), musician (+10 pts).**Skirmishers** **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	6	5+	5+	2+	10	10/12	75
Regiment	6	5+	5+	2+	20	13/15	110

Special: *Nimble*, *Skirmish*, *Loose Formation*, *Javelins*.**Options:** Can replace Javelins with Bows (+20 pts), can have shields (+10 pts), musician (+5 pts).**Light Cavalry** **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	10	5+	4+	4+	8	11/13	90
Regiment	10	5+	4+	4+	16	14/16	170

Special: *Javelins*, *Nimble*, *Feigned Flight*.**Options:** Can replace Javelins with Bows for +20pts. Can have banner (+15 pts), musician (+10 pts).**Medium Cavalry** **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	9	4+	-	4+	8	11/13	70
Regiment	9	4+	-	4+	16	14/16	125

Special: *Crushing Strength* (1)**Options:** Can have banner (+15 pts), musician (+10 pts).**Cataphracts** **Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	8	3+	-	5+	8	11/13	95
Regiment	8	3+	-	5+	16	14/16	175

Special: *Crushing Strength* (2), *Headstrong***Options:** Can have banner (+15 pts), musician (+10 pts).**Chariots** **Large Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Chariot	9	4+	-	5+	3	11/13	45
Troop	9	4+	-	5+	8	11/13	80
Regiment	9	4+	-	5+	16	14/16	150

Special: *Crushing Strength* (1), *Nimble*.**Options:** Can have banner (+15 pts), musician (+10 pts).**Scythed Chariots** **Large Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Chariot	7	3+	-	5+	3	11/13	65
Troop	7	3+	-	5+	9	10/12	130
Regiment	7	3+	-	5+	18	12/14	250

Special: *Crushing Strength* (2)**Options:** Can have banner (+15 pts), musician (+10 pts).**Warlord in Chariot** **Hero/Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	9	3+	-	5+	8	14/16	200

Special: *Crushing Strength*(1), *Inspiring*, *Individual*.**Warlord** **Hero/Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	4	14/16	120

Special: *Crushing Strength*(1), *Inspiring*, *Individual*.**Options:** You may mount the general on a horse increasing speed to 9 (+20 pts).**Chieftain** **Hero/Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	3	12/14	80

Special: *Crushing Strength*(1), *Inspiring*, *Individual*.**Options:** You may mount the general on a horse increasing speed to 9 (+15 pts).**Petty Chief** **Hero/Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	4+	-	5+	2	11/13	50

Special: *Crushing Strength*(1), *Individual*.**Options:** You may mount the general on a horse increasing speed to 9 (+10 pts).**Army Standard Bearer** **Hero/Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	4+	-	4+	1	10/12	30

Special: *Inspiring*, *Individual*.**Options:** You may mount the general on a horse increasing speed to 9 (+5 pts).**War Elephant** **Hero/Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	6	3+	6+	5+	10	14/16	280

Special: *Crushing Strength*(2), *Beastly Rampage*, *Inspiring*.