

KINGS OF WAR

updated
for second
edition!



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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Table of Contents

INTRODUCTION	3
THE ARMIES.....	3
UNITS AND UNIT BASE SIZES	3
SPECIAL RULES	3
AGILE ARCHERS	4
PILUM/PILA	4
AMBUSHERS.....	4
BEASTLY RAMPAGE	4
FANATICAL INSPIRATION (N).....	4
IMPETUOUS!.....	4
LOOSE FORMATION	5
OVERWHELMING CHARGE	5
SPEAR BREAKER	5
SCYTHING DESTRUCTION.....	5
ROMAN ARMY COMPOSITION	6
CAMILLAN & POLYBIAN ROMAN ARMIES.....	6
MARIAN ROMAN ARMIES.....	6
EARLY IMPERIAL ROMAN ARMIES.....	7
MIDDLE IMPERIAL ROMAN ARMIES.....	7
LATE IMPERIAL ROMAN ARMIES	8
PATRICIAN ROMAN & SUB-ROMAN BRITISH ARMIES.....	8
ENEMIES OF ROME ARMY COMPOSITION.....	9
CELTIC CHARIOT ARMY COMPOSITION.....	9
EARLY GERMANIC AND LATER GAUL ARMY COMPOSITION.....	9
THRACIAN ARMY COMPOSITION.....	9
SYRACUSAN ARMY COMPOSITION	10
CAPPADOCIAN ARMY COMPOSITION.....	10
SELEUCID ARMY COMPOSITION	11
PTOLEMAIC EGYPTIAN ARMY COMPOSITION.....	11
NABATAEA, HATRA, EMESA, CHARACENE, AND EDESA ARMY COMPOSITION	11
EARLY SARMATIAN ARMY COMPOSITION	12
GREEK LEAGUES ARMY COMPOSITION	12
LATER SARMATIAN ARMY COMPOSITION	13
EARLY ARMENIAN ARMY COMPOSITION	13
LATE MACEDONIAN ARMY COMPOSITION	13
CARTHAGE ARMY COMPOSITION	14
KINGDOM OF PERGAMUM ARMY COMPOSITION.....	14
PARTHIAN ARMY COMPOSITION.....	15
ANCIENT SPANISH ARMY COMPOSITION.....	15
NUMIDIAN & MOORISH NORTH AFRICA ARMY COMPOSITION	15
KINGDOM OF COMMAGENE ARMY COMPOSITION	16
SLAVE REVOLTS ARMY COMPOSITION.....	16
MITHRIDATES' KINGDOM OF PONTUS ARMY COMPOSITION.....	17
ALANI OR ALAN ARMY COMPOSITION	17
JUDEAN ARMY COMPOSITION.....	17
DACIAN ARMY COMPOSITION	18
EARLY VISIGOTHIC ARMY COMPOSITION	18
EARLY VANDAL ARMY COMPOSITION.....	19
EARLY OSTROGOTH ARMY COMPOSITION.....	19
PICT ARMY COMPOSITION	19
SASSANID ARMY COMPOSITION.....	20
KINGDOM OF BURGUNDY ARMY COMPOSITION.....	20
GEPID ARMY COMPOSITION	20
FRANKISH ARMY COMPOSITION	21
SAXON AND EARLY ANGLO-SAXON ARMY COMPOSITION	21
PALMYRIAN ARMY COMPOSITION	21
HUNNIC ARMY COMPOSITION.....	22
LATER VISIGOTHIC ARMY COMPOSITION	22
AFRICAN VANDAL ARMY COMPOSITION.....	23
EARLY LOMBARD ARMY COMPOSITION.....	23
EARLY SLAV & BULGAR COMPOSITION	23
ROME - ARMY LIST PROFILES	24

Introduction

Mantic Games' free Kings of War 2nd edition miniature game rules are one of the best, streamlined, yet tactically deep fantasy miniature games out there. So why not bring it into the historical context? This supplement aims to do that.

Of course, the Kingdoms of Men army list that is supported in the core Kings of War rules could easily be used to craft any historical army available. However, this supplement aims to go a bit deeper, add a bit more historical flavour through specific special rules, and finally include army lists for specific armies during the historical period that it covers. You will need a copy of the free Kings of War rules to use this supplement. See the Mantic Games website for more details.

The army lists included are inspired by the simplified yet tactically deep army lists released by Mantic Games so far. The unit profiles will present a generic collection of units for all armies represented. It may seem as though the lists are not specific enough, but they will allow you to get past the fiddly list-building details and get into game play.

The Armies

This supplement aims to cover the entire Roman period from a high-level view. 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.

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.

Units and Unit Base Sizes

Unit sizes in Kings of War Historical Ancient Combat (KoWHAC) follow Mantic's Kings of War basing guidelines very closely. For details, see the **Common Unit Base Sizes** section of the Kings of War rulebook. Any basing exceptions will be noted in the Army Lists entries below.

It's worth noting that small variations in the base sizes and number of figures listed in the Common Unit Base Sizes table of the Kings of War 2nd edition rulebook won't have a huge impact on the game, so they can be viewed as guidelines. That being said, it should be obvious what a unit is meant to represent.

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.

Agile Archers

Some warriors during this period were extremely capable at shooting from the back of a horse or on the run; Some light cavalry could move swiftly on their mounts while swiveling to shoot in any direction, either on the advance, to the sides, and even during a retreat. Many less-mobile armies had difficulty against them, including the Crusaders!

Units with the *Agile Archers* trait treat all arcs (front, rear, and both flanks) as their arc of sight for the purposes of shooting.

Pilum/Pila

Late Republican and Early Imperial Romans made great use of Pila: weighted javelins designed to do damage and disable enemy shields. Woe be to the barbarian warrior who caught a pilum to the shield or the arm, or both!

Mark a unit that has been equipped with the Pilum option with one or more such tokens. The unit has a ranged attack with a range of 6" that can be used only once per game (remove the Pilum markers once the weapon is used).

When you use the Pila, roll 5 dice to hit, regardless of the firing unit's Attacks. Pila always hit on 4+ regardless of modifiers.

Ambushers

Ambushers are always a threat to any army of slow-reacting units. Despite their heavy armour, light and fast-moving troops could surprise and overwhelm less-maneuverable units.

Units with the *Ambush* trait may enter the board at the **end** of any of its player's turns. The player assigns the numbers 1-3 to the edge of the battlefield that they wish the unit to enter from and a 4, 5, and 6 to each of the

other three edges. The player then rolls a D6 to determine which edge the unit is placed adjacent to.

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 before removing the model. 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.

Fanatical Inspiration (n)

An army lead by a legendary leader or inspired by the fanatical devotion of a religious figure (or both!) could stand against the enemy despite grievous losses. It wasn't magic, but the ability to inspire or convince warriors that with death came immortal glory in bard's tales or an afterlife in utopia.

A hero with the *Fanatical Inspiration* trait can choose a friendly unit within 12 inches when not in melee combat. Roll **n** dice, for every 4+ result, remove one damage from the chosen unit that it has previously suffered.

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 or chase after enemies without regard for good tactics!

Units with the *Impetuous!* trait must charge if they can, and it will always charge the closest unit. Additionally, *Impetuous!* units will always move D6 inches straight ahead when carrying out a *Regroup!* move when an opponent is routed after a melee.

Loose Formation

Some warriors during the period were well versed in the art of warfare in difficult terrain; the Irish were a great example, often ambushing armies from the trees with deadly effect.

A unit with the *Loose Formation* trait suffers no movement penalties for difficult terrain, simply treating it as open terrain. Units with *Loose Formation* are also not Hindered for charging through difficult terrain.

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 testing the Nerve of an enemy unit in melee with one or more units with the *Overwhelming Charge* trait, add +2 to the total Nerve test role if the *Overwhelming Charge* unit(s) are the same size or larger and have less damage than the target unit(s).

For example, when a Regiment-sized unit with *Overwhelming Charge* that has taken no damage charges a Troop-sized unit and does damage to it, the Troop-sized unit will add 1 to its Nerve roll.

If multiple units are involved in a melee, this rule applies only if the *Overwhelming Charge* unit(s) are larger than and there are at least as many *Overwhelming Charge* units as there are target units.

Spear Breaker

Spears were effective against charging heavy cavalry, but if the cavalry broke the spear wall on the charge, woe be to the spearmen!

A unit with the *Spear Breaker* trait counts as having the *Barbarian* trait when charging Spearmen units.

Scything Destruction

With room to maneuver and an undisciplined target, scythed chariots could wreak havoc on infantry units. However – especially since it's told that the crew would often jump from the chariot before it made contact – after the initial charge, their fighting effectiveness was spent.

A unit with *Scything Destruction* special rule is considered to automatically rout after its first round of melee combat; scythed chariots were designed to hit fast and hard, but not to carry out sustained combat.

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.

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above. Camillan and Polybian Roman armies cannot field any war engines.

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. Legionary units in Marian Roman armies may choose to have the *Pilum* special rule (+5 pts).

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 *Agile Archers* trait (+5 pts for Troop units, and +10 for Regiments).

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above. Marian Roman armies cannot include war engines.

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. Legionary units in Early Imperial Roman armies may choose to have the *Pilum* special rule (+5 pts).

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, Light Cavalry with Bow, Auxiliaries with Bow, Skirmishers, or Skirmishers with Bow.

Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* trait (+5 pts for Troop units, and +10 for Regiments).

You may include any heroes or war engines listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphract 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 Cataphracts.

10-33 % of the units in your army, not including heroes or war engines, may be made up of Light Cavalry or Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* 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.

You may include any heroes or war engines listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts 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 Cataphracts.

0-33% of the units in your army, not including heroes or war engines, may be made up of Light Cavalry or Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* 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.

You may include any heroes or war engines listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts. Sub-Roman British armies cannot take Cataphract 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.

You may include any heroes listed in the Rome Army List profiles below according to the Kings of War Picking a Force rules discussed above. Patrician Roman armies cannot include war engines.

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 include any heroes listed in the Enemies of Rome Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 include any heroes listed in the Enemies of Rome Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Free Levy or Free Levy with Spear who armed themselves in the fashion of hoplites, but without the discipline.

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

You may include any heroes listed in the Enemies of Rome Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 *Agile Archers* trait (+5 pts for Troop units, and +10 for Regiments).

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

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

You may include any heroes listed in the Enemies of Rome Army List profiles

below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts, representing Macedonian-style Campanian cavalry.

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

0-30% of the units in your army, not including heroes, may be Peasant Levy 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 include any heroes and war elephants listed in the Enemies of Rome Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts, representing Macedonian-style Campanian cavalry.

30-50% of the units in your army, not including heroes, may be Pikemen.

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 Peasant Levy 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 include any heroes or war elephants listed in the Enemies of Rome Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts.

33-50% of the units in your army, not including heroes, may be Peasant Levy or Peasant Bowmen.

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

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts.

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 or Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts. Note that only the Achaean Confederacy employed Cataphracts.

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 Pikemen.

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

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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts.

0-25% of the units in your army, not including heroes, may be made up of Light Cavalry, Light Cavalry with Bow, Skirmishers, or Skirmishers with Bow. Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* trait (+5 pts for Troop units, and +10 for Regiments).

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts or Medium Cavalry.

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

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

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

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Pikemen.

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

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 *Agile Archers* trait (+5 pts for Troop units, and +10 for Regiments).

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

You may include any heroes listed in the Enemies of Rome Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts.

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 Freeman, Peasant Levy, or Skirmishers.

0-20% of the units in your army, not including heroes, may be Noble Barbarian Warriors or Peasant Barbarian Warriors.

You may include any heroes listed in the Army List profiles below according to

the Kings of War Picking a Force rules discussed above.

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 it's 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 Cataphracts.

50-75% of the units in your army, not including heroes, may be Light Cavalry or Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* trait (+5 pts for Troop units, and +10 for Regiments).

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Peasant Levy, or Skirmishers.

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 *Agile Archers* trait (+5 pts for Troop units, and +10 for Regiments).

20-33% of the units in your army, not including heroes, may be Peasant Levy 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above. 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 Cataphracts.

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

33-40% of the units in your army, not including heroes, may be Free Levy, Peasant Levy, Bowmen, or Peasant Bowmen.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 led 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 or Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* 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, or Pikemen, but not both. That is, you can't have both Elite Warriors and Pikemen in the same army.

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

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

You may include any heroes listed in the Army List profiles below according to

the Kings of War Picking a Force rules discussed above.

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 mounted as Cataphracts, while the majority of the population fought using light cavalry tactics.

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

50-100% of the units in your army, not including heroes, may be Light Cavalry or Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts (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 Pikemen or Elite Warriors, but not both. That is, an army cannot contain units of both Pikemen and Elite Warriors.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts.

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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Peasant Levy or Peasant Levy with Spear.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts.

33% of the units in your army, not including heroes, may be Levy Freeman or Peasant Levy or Peasant Levy with Spear.

0-20% of the units in your army, not including heroes, may be Light Cavalry or Light Cavalry with Bow. Light Cavalry or Light Cavalry with Bow units may purchase the *Agile Archers* 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 include any heroes or war elephants listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts.

33-50% of the units in your army, not including heroes, may be Free Levy, Free Levy with Spear, Peasant Levy, Peasant Levy with Spear, Peasant Levy with Bow, or Bowmen.

20-33% of the units in your army, not including heroes, may be Light Cavalry or Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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, should not 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 or Light Cavalry with Bow. Light Cavalry and Light Cavalry with Bow units may purchase the *Agile Archers* 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 include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts 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, Free Levy, Free Levy with Spear, and Peasant Levy.

33% of the units in your army, not including heroes, may be Peasant Levy, Peasant Levy with Bow, or Skirmishers.

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts playing the part of Germanic knights.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Cataphracts 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 Peasant Levy, Peasant Levy with Bow, or Skirmishers.

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

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 Peasant Levy or Peasant Levy with Bow.

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

You may include any heroes listed in the Army List profiles below according to the Kings of War Picking a Force rules discussed above.

ROME - Army List Profiles

Legionaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	105
Regiment (20)	5	3+	-	5+	12	14/16	145
Horde (40)	5	3+	-	5+	25	21/23	250

Special: Elite, Headstrong

Auxiliaries

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	105
Regiment (20)	5	4+	-	4+	15	14/16	150
Horde (40)	5	4+	-	4+	30	21/23	250

Special: Loose Formation

Auxiliaries with Spear

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	90
Regiment (20)	5	4+	-	4+	15	14/16	130
Horde (40)	5	4+	-	4+	30	21/23	215

Special: Loose Formation, Phalanx

Auxiliaries with Bow

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	5+	3+	8	10/12	110
Regiment (20)	5	4+	5+	3+	10	14/16	150
Horde (40)	5	4+	5+	3+	20	21/23	275

Special: Loose Formation, Phalanx

Skirmishers* (irregular)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	6+	6+	3+	8	8/10	45
Regiment (20)	6	6+	6+	3+	10	12/14	60
Horde (40)	6	6+	6+	3+	20	19/21	100

Special: Javelins, Nimble, Loose Formation

Skirmishers with Bow* (irregular)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	6+	6+	3+	8	8/10	65
Regiment (20)	6	6+	6+	3+	10	12/14	80
Horde (40)	6	6+	6+	3+	20	19/21	120

Special: Bows, Nimble, Loose Formation

Light Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	7	10/12	90
Regiment (10)	9	5+	5+	3+	14	13/15	120

Special: Javelins, Nimble

Light Cavalry with Bow

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	7	10/12	100
Regiment (10)	9	5+	5+	3+	14	13/15	130

Special: Bows, Nimble

Medium Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	8	11/13	120
Regiment (10)	8	4+	-	4+	16	14/16	185

Special: Thunderous Charge (1)

Cataphracts

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	140
Regiment (10)	8	3+	-	5+	16	14/16	205

Special: Thunderous Charge (2), Spear Breaker, Headstrong

Scorpio Bolt Thrower

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1	6	-	4+	4+	2	10/12	45

Special: Blast (D3), Piercing (2), Reload!

Army General

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	5	13/15	130

Special: Crushing Strength (1), Headstrong, Fanatical Inspiration (2), Inspiring, Individual.

Options: Mount on a horse, increasing speed to 8 (+20 pts) and changing type to Hero (Cav)

Senior Officer

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	4	12/14	100

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

Options: Mount on a horse, increasing speed to 8 (+20 pts) and changing type to Hero (Cav)

Junior Officer

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	3	10/12	50

Special: Crushing Strength (1), Individual.

Options: Mount on a horse, increasing speed to 8 (+15 pts) and changing type to Hero (Cav)

Army Standard Bearer

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	5+	-	4+	1	9/11	50

Special: Inspiring, Individual.

Options: Mount on a horse, increasing speed to 8 (+15 pts) and changing type to Hero (Cav)

ENEMIES OF ROME - Army List Profiles

Warlord in Chariot Hero (Cav)

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1 model	8	3+	-	5+	5	13/15	150

Special: Base Size: 50x100mm, Thunderous Charge(1), Inspiring, Fanatical Inspiration (2)

Warlord Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	5	13/15	130

Special: Crushing Strength (1), Headstrong, Fanatical Inspiration (2), Inspiring, Individual.

Options: Mount on a horse, increasing speed to 8 (+20 pts) and changing type to Hero (Cav)

Chieftain Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	4	12/14	100

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

Options: Mount on a horse, increasing speed to 8 (+20 pts) and changing type to Hero (Cav)

Petty Chieftain Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	3+	-	5+	3	10/12	50

Special: Crushing Strength (1), Individual.

Options: Mount on a horse, increasing speed to 8 (+15 pts) and changing type to Hero (Cav)

Army Standard Bearer Hero (Inf)

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
1 model	5	5+	-	4+	1	9/11	50

Special: Inspiring, Individual.

Options: Mount on a horse, increasing speed to 8 (+15 pts) and changing type to Hero (Cav)

Noble Barbarian Warriors Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	90
Regiment (20)	5	4+	-	4+	12	14/16	130
Horde (40)	5	4+	-	4+	25	21/23	215

Special: Overwhelming Charge, Impetuous!, Loose Formation.

Peasant Barbarian Warriors Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	3+	10	9/11	60
Regiment (20)	5	4+	-	3+	12	13/15	90
Horde (40)	5	4+	-	3+	25	20/22	155

Special: Overwhelming Charge, Impetuous!, Loose Formation

Elite Warriors Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	3+	-	5+	10	11/13	105
Regiment (20)	5	3+	-	5+	12	14/16	145
Horde (40)	5	3+	-	5+	25	21/23	250

Elite Warriors with Spear Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	10/12	105
Regiment (20)	5	4+	-	4+	15	14/16	150
Horde (40)	5	4+	-	4+	30	21/23	250

Special: Phallanx

Pikemen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment (20)	5	4+	-	4+	15	13/15	150
Horde (40)	5	4+	-	4+	30	20/22	240

Special: Phalanx, Ensnare

Free Levy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	4+	-	4+	10	9/11	70
Regiment (20)	5	4+	-	4+	12	13/15	100
Horde (40)	5	4+	-	4+	25	20/22	165

Peasant Levy Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	-	3+	10	8/10	50
Regiment (20)	5	5+	-	3+	12	12/14	70
Horde (40)	5	5+	-	3+	25	19/21	115
Legion (80)	5	5+	-	3+	30	25/27	170

Bowmen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	5+	3+	8	9/11	75
Regiment (20)	5	5+	5+	3+	10	13/15	100
Horde (40)	5	5+	5+	3+	20	20/22	165

Special: Bows

Peasant Bowmen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	5	5+	6+	3+	8	8/10	60
Regiment (20)	5	5+	6+	3+	10	12/14	85
Horde (40)	5	5+	6+	3+	20	19/21	130

Special: Bows

Skirmishers* (irregular) Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	6+	6+	3+	8	8/10	45
Regiment (20)	6	6+	6+	3+	10	12/14	60
Horde (40)	6	6+	6+	3+	20	19/21	100

Special: Javelins, Nimble, Loose Formation

Skirmishers with Bow*(irregular) Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (10)	6	6+	6+	3+	8	8/10	65
Regiment (20)	6	6+	6+	3+	10	12/14	80
Horde (40)	6	6+	6+	3+	20	19/21	120

Special: Bows, Nimble, Loose Formation

Light Cavalry Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	7	10/12	90
Regiment (10)	9	5+	5+	3+	14	13/15	120

Special: Javelins, Nimble

Light Cavalry with Bow**Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	9	5+	5+	3+	7	10/12	100
Regiment (10)	9	5+	5+	3+	14	13/15	130

Special: Bows, Nimble**Medium Cavalry****Cavalry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop (5)	8	4+	-	4+	8	11/13	120
Regiment (10)	8	4+	-	4+	16	14/16	185

Special: Thunderous Charge (1)**Cataphracts****Cavalry**

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (5)	8	3+	-	5+	8	11/13	140
Regiment (10)	8	3+	-	5+	16	14/16	205

Special: Thunderous Charge (2), Spear Breaker, Headstrong**Chariots****Large Cavalry**

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (1 model)	8	4+	-	4+	4	9/10	135
Regiment (3)	8	4+	-	4+	8	11/13	165
Horde (6)	8	4+	-	4+	16	14/16	225

Special: Base Size: 50x100mm, Thunderous Charge(1), Spear Breaker**Scythed Chariots****Large Cavalry**

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
Troop (1 model)	7	3+	-	4+	8	9/10	115
Regiment (3)	7	3+	-	4+	16	11/13	145
Horde (6)	7	3+	-	4+	28	14/16	220

Special: Base Size: 50x100mm, Scything Destruction, Thunderous Charge(2), Spear Breaker**War Elephant****Monster**

Unit Size	Sp	Me	Ra	De	Att	Ne	Pts
1 model	6	4+	5+	6+	10(3)	13/15	160

Special: Base Size: 50x100mm, Javelins, Crushing Strength (3), Beastly Rampage**Notes:** The **Att** value specifies 10 for melee attacks and 3 for ranged attacks.