

KINGS OF WAR



HOPLON, PIKE & ARROW
HISTORICAL ANCIENT
COMBAT



Kings of War Historical Ancient Combat Hoplion, Pike & Arrow!

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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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Last Updated: September 3, 2012

Update Notes: Introduced *Loose Formation* and *Overwhelming Charge* special rules, updated the *Impetuous!* special rule, updated army lists, and added Bowmen units.

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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. So why not make a historical version? This supplement aims to do that. You will need a copy of the free Kings of War rules to use this supplement.

The age of the Hoplon, Pike & Arrow is a time that inspires many gamers. Lines of decorated shields and spears of the Greeks, the culturally diverse armies of Persia, and the pike-wielding armies of Alexander are just three armies that gamers collect with vigour. This supplement attempts to bring that period to the Kings of War rule set; it is designed to let you field armies of empire builders in Greece, as well as the rest of Europe, Asia, and Africa!

The Armies

This supplement intends to cover the period between the beginning of the Greek epic poems, through the Persian Empire and right up to Alexander's rise and fall. This supplement also attempts to represent the enemy armies of the great empire builders, including those in Greece, Persia, Europe, North Africa, and Asia. As such, this supplement will contain army lists to use for the entire period of the Hoplon, Pike & Arrow.

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. 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.

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 four sizes: half-troops, troops, regiments, and hordes. Along with unit sizes are the unit types, which include infantry, cavalry, heroes, 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.

Ambushers

Ambushers are always a threat to any army of ranks and files. Despite their

hoplite shields and comprehensive armour peltast ambushers could shatter the ranks of hoplite 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 the other three edges and rolls a D6 to determine which edge the unit is placed adjacent to.

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.

Fanatical Inspiration

Many men were driven with religious fervor, and the religious leaders that drove them into battle were often attributed with miraculous abilities to heal and protect...

A Religious Fanatic hero with the *Fanatical Inspiration* trait can use the Heal(2) spell during the shooting phase; this represents the Fanatic's ability to inspire warriors even when they've taken grievous casualties.

Pikemen

The fear of charging a line of long pikes is terrible for anyone tasked to carry it out. The command of the battlefield that they afforded helped Macedonia conquer much of the known world.

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. Extra attacks are added

after any attack multiplication due to rear or flank charges. In addition, Cavalry units that charge this unit's front suffer from a -2 penalty on their rolls to hit.

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.

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.

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.

Loose Formation

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

Army Composition

Unlike many supplements for other miniature games, this supplement contains a single list of unit types. Soldiers during this period fought in very similar ways and so this scheme works well. Also, it allows you to get past the complex list building that other games use, and get right into the gaming!

There are only two army composition rules in Kings of War that apply to this supplement: for every regiment-sized unit or larger in your army you can have one hero. Although the same rules apply to army composition in this book, you might want to field specific armies for the period. The following sections provide details on how to field Greeks and their enemy armies as they were (more or less anyway).

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 Noble Warrior 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 includes 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 can not have three heroes and three war elephants.

Athenian Army Composition

This section will provide guidelines for Athenian armies from about 700BCE to the coming of Rome in 275BCE. The armies of Athens were one of the most diverse armies in Greece and included hoplite spearmen, peltasts, cavalry, and skirmishers.

As with all of the armies of the Greek city-states, Athens employed many hoplite spearmen. Hoplites typically fought in large, shallow units of spear-wielding city dwellers. Many had helmets, some had armour, but most fought only in their everyday clothing.

Along with the hoplite spearmen, Thessallian cavalry were employed along with skirmishers wielding slings and javelins. Also peltasts, which were more heavily armoured skirmishing units, were employed.

66-80% of the units in your army, not including heroes, must be Hoplites.

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

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

20-25% of the units in your army, not including heroes, can be made up of Skirmishers.

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

Spartan Army Composition

Sparta, or Lacedaemon as it was known during the period, was a city-state that was centered on its military. During Sparta's military height it was said that one Spartan warrior was worth several men of any other city-state.

Despite its focus on its military and its success against the expansion of the Persian Empire into Greece, Sparta's losses in the Peloponnesian war could not be overcome. Along with that, its political and cultural conservatism compromised its alliances and it ultimately became a third-rate power until the Macedonians and then Rome conquered Greece.

Sparta's armies in early Greece resembled those of the other city-states. As it came into power however, it began to display a more regularly armed and dressed soldiers – the lambda shield and crestless helmets – until it fell from prominence.

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

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

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

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

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.

Theban Army Composition

This list represents the armies of the Greek city-state of Thebes, and shouldn't be confused with the Egyptian city of the same name.

Along with Sparta and Athens, Thebes was a major player in the Greek political and military landscape from the outset. It allied with Athens and Sparta at different times and ultimately became the

dominant city-state until it came into conflict with the Phokians, where its armies were defeated. After its defeat, Thebes invited the Macedonians to help subjugate the Phokians, and therefore paved the way for Macedonian dominance in Greece.

The armies of Thebes used war gear that was very similar to other Greek city-states. However it is believed that later Theban armies used a common shield device of a club.

50-75% of the units in your army, not including heroes, must be Hoplites.

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

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

20-33% 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.

Thessalian Army Composition

Thessaly was a region in northern Greece that had a greater proportion of cavalry warriors than its neighbors to the south. The cavalry-heavy army was likely due to influences of horse tribes to the north.

Thessaly was a powerful region during its time. It was conquered by Persia in 480BCE. It then came under the power of Philip of Macedon and took part in the campaign of Alexander the Great. Finally, it became part of the Macedonian province of Rome at the rise of the Roman Empire.

Thessaly is known for not only its cavalry, but its naked javelin men as

well. No army is complete without at least two units of naked skirmishers and many units of light and medium cavalry.

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

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

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

20-50% 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.

Aetolian and Akarnanian Army Composition

This list represents the armies of the Aetolia and Akarnania. These two regions of Greece were west of Athens, with Akarnania on the Ionian Sea and Aetolia bordering it to the east.

Aetolia and Akarnania both held strategic importance in Greece, and so were involved in many of its wars, allying with various factions for various reasons throughout the period.

Akarnania, being on the coast, was a focus, first being controlled by Athens, then surrendering to Sparta, then fighting with Athens again, and finally, like the rest of Greece, falling to Macedonia.

Both realms of Greece share similar hilly and rocky terrain, and therefore favouring light skirmishing troops. Despite that, hoplite units and light horse also played a role in their armies.

33% of the units in your army, not including heroes, must be Hoplites.

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

50-66% 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.

Phokian Army Composition

This list represents the armies of the Phokia, a Greek city in the north of Greece Between Athens and Thessalia.

Phokia played a role in the wars of Greece, just like every other ancient Greek realm. Given its position, it played a major role in the wars against Persia, and ultimately helped paved the way for Macedonian domination of Greece by undermining the power of Thebes.

Early Phokian armies resembled those of Aetolia and Akarnania very much, being made up of mostly skirmishers with a small number of hoplites. Later on Phokia adopted peltasts and medium cavalry.

20% of the units in your army, not including heroes, must be Hoplites.

0-33% of the units in your army, not including heroes, can be made up of Peltasts.

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

25-66% 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.

Italiot and Siciliot Greek Army Composition

This list represents the armies of the Italiot and Siciliot Greeks.

During the prominence of the Greek city states Greek colonies were started in many areas in southern Europe and the near east. Among those city states were those on the Italian peninsula and the island of Sicily.

Italiot and Siciliot armies resembled those of other city states, being predominantly made up of hoplite spearmen. However, they also made greater use of cavalry, and included both medium and light cavalry.

50-60% of the units in your army, not including heroes, must be Hoplites.

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

0-25% of the units in your army, not including heroes, may be made up of Skirmishers.

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

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

Asiatic Greek Army Composition

This list represents the armies of the Greek colonies in western Asia.

During the prominence of the Greek city states Greek colonies were started in many areas in southern Europe and the near east. Among the colonies, many Greek city-states started in near Asia, including those along the coast of modern Turkey, the Black sea, and other areas.

Overall the Asiatic Greeks resembled the other Greek city-states. The only real exception is their failure to use peltasts and their increase in the prominence of Medium Cavalry.

66-75% of the units in your army, not including heroes, must be Hoplites.

20-25% of the units in your army, not including heroes, can be made up of Medium Cavalry.

20-33% 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.

Early Achaemenid Persian Army Composition

This army list represents the armies of the first Persian Empire, and was the largest empire the world had yet seen.

The early Achaemenid period outlines armies of Persia prior to and including the Greco-Persian wars. Warfare during this period was influenced by the nomadic lifestyle of many of the nations within the empire, and had not yet seen the influence of the Greek city states in modern Greece.

During this period chariots played a major roll in Persia's armies; not only would the elite and noble soldiers use them in battle, but the Emperor himself and his satraps would often use them. Also, bowmen and cavalry were a cornerstone of the Persian armies of the period.

Given the wide expanse of the Persian Empire, the troops that made up Persian armies consisted of many different peoples; this should be reflected within the units in your army.

20-33% of the units in your army, not including heroes, must be made up of Chariots or Medium Cavalry.

20-33% of the units in your army, not including heroes, can be made up of Pavisiers.

20-25% of the units in your army, not including heroes, may be made up of Bowmen.

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

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

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

Later Achaemenid Persian Army Composition

This army list represents the later armies of the first Persian Empire, which was the largest empire the world had yet seen.

The later Achaemenid period outlines armies of Persia after the Greco-Persian wars. Warfare in Persia during this period was influenced by the tactics and equipment of the Greek city-states. Thus the reliance on archery lost favour in the face of an adoption of spear-armed warriors.

Despite the shift to a Greek-influenced style of warfare, Persia maintained its use of cavalry and chariots, while adopting scythed chariots.

Given the wide expanse of the Persian Empire, the troops that made up Persian armies consisted of many different peoples; this should be reflected within the units in your army.

20-33% of the units in your army, not including heroes, must be made up of Chariots or Medium Cavalry.

20-33% of the units in your army, not including heroes, can be made up of Light Cavalry.

20-33% of the units in your army, not including heroes, may be made up of Hoplites playing the role of Persian, Egyptian, or Asiatic Greek spearmen, or Peltasts.

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.

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

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

Scythian Army Composition

This army list represents the armies of the nomadic Scythian cultures. The Scythians came into conflict with many nations and city-states of the period, including the Greek city-states, Macedonia and the Persian Empire.

Scythians are a tribe of nomadic riders that first came into the historical record as having lived in the Pontic-Caspian steppe spanning the area north of the Black Sea to as far east as the Caspian Sea.

Given their nomadic nature, they fought predominantly on horseback, in loose formation, using the bow. However, it is known that Scythian armies also included foot soldiers of lower classes.

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

60-80% of the units in your army, not including heroes, can be made up of Light Cavalry.

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

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

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

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

Libyan Army Composition

This army list represents the armies of the tribes in Libya during the period. Libyan tribes came into conflict with the Persian Empire as it expanded across north Africa.

Prior to the Islamic expansion in the 8th century CE, Libya was dominated by nomadic Berbers who were brought together for war by ruling elite from the cities on the coast. Thus, skirmishing units of foot soldiers dominated the style of warfare during the period.

Along with the majority of skirmishing foot troops, Libyan armies also included chariots (typically the ruling elite and the general himself) and light cavalry.

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

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

60-100% of the units in your army, not including heroes, can be made up of Skirmishers.

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

Cyrenean Greek Army Composition

This army list represents the armies of the Greek city-state of Cyrene on the shores of modern-day Libya. They came into conflict with Libyan and Persian armies.

During the period the Greek peoples settled many lands, including the Italian peninsula, Sicily, the Asiatic coast of modern-day Turkey, as well as the North African coast. Cyrene was a major Greek settlement in North Africa.

The Cyrenean Greek armies were a mix of their Greek neighbors and the chariot warfare of Persia and Libya.

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

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

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

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

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

Vedic Indian Army Composition

This army list represents the armies of India during the later Vedic period. Vedic Indian armies came into conflict with the Scythians and the Persian Empire.

This period in India was dominated by the rise of the early Indo-Aryan kingdoms known as the Mahajanapadas. During the period there were sixteen

great kingdoms, according to Buddhist texts.

The armies of India during the Vedic period included chariots, ridden by the nobility and usually the general himself, war elephants, and bowmen.

33% of the units in your army, not including heroes, must be made up of Chariots.

33-66% of the units in your army, not including heroes, may be made up of Bowmen

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

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

Early Macedonian Army Composition

This army list represents the armies of Early Macedonia. This army represents Macedonia prior to its rise at the hands of Philip and Alexander.

Prior to the rise of Macedonia, the kingdom was essentially very similar to its Greek cousins to the south. The defining difference was that Macedonia was still under the rule of a hereditary kingdom. That along with other cultural features were considered archaic and essentially non-Greek at the time.

The armies of Macedonia during this period were heavily influenced by not only the Greek city states to the south, but also the Thracians and horse cultures to the north and east.

0-20% of the units in your army, not including heroes, may be made up of Knights, representing Macedonian shock cavalry.

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

50-60% of the units in your army, not including heroes, can be made up of Peltasts.

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

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

Saitic Egyptian Army Composition

This army list represents the armies of Saitic Egypt, which covered the 26th dynasty.

The 26th Dynasty of Egypt came into conflict with the Kyrenian Greek, Meroitic Kushite, and finally the Persian Empire. During the period, the Egyptians attempted to regain control of the near east, but in the end fell to the Persian Empire conquered Egypt. Until the fall of Persia, Egyptian armies fought under the Persians.

Egyptian armies during this period still included chariots, however they were dominated by spearmen.

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

50% of the units in your army, not including heroes, may be made up of Hoplites, playing the role of Egyptian spearmen.

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

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

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

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

Lycian Army Composition

This army list represents the armies of Lycia during the period between 546-300BCE.

Lycia was a federation of cities that existed along the southern coast of modern Turkey. The federation came under the control of the Persian Empire in 546 until 468 when Athens took control through military campaigning. With the Peloponnesian wars, Lycia broke away from Athens, and eventually rejoined the Persian Empire with greater autonomy.

The armies of Lycia included cavalry and peltasts as well as peasant levies. It also included a special unit of marines which were very effective in combat.

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

50-66% of the units in your army, not including heroes, may be made up of Peltasts or Levy Peasants.

0-20% of the units in your army, not including heroes, can be made up of Elite Warriors, playing the role of Lycian marines.

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

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

Paeonian Army Composition

This army list represents the armies of Paeonia during the period between 500-280BCE.

The Kingdom of Paeonia existed to the north of Macedonia and was surrounded by Thrace and Illyria. The Kingdom came into conflict with Thracians, Illyrians, and the Persian Empire. With the rise of Macedonia under Philip and Alexander, the Paeonian Kingdom came under Macedonian control.

Given Paeonia's proximity to Thrace, Macedonia, and Illyria, its armies were heavily dominated by peltast-style warfare.

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

50-66% of the units in your army, not including heroes, can be made up of Peltasts or Skirmishers.

20% of the units in your army, not including heroes, must be made up of 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. During this period, Thrace came into conflict with the Greek states, Paeonia, Macedonia, Scythia, and the Persian Empire.

Despite its conflicts, Thracia was a well-established source of effective mercenaries throughout the Greek world. Led by a king and having a mix of plains and mountainous regions, the Thracian tribes thrived into the Roman age.

Given the terrain of Thrace, its armies were dominated by fast, light foot troops

that gave the Hoplite armies of the period difficulty.

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 Peltasts.

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.

Kingdom of Kush Army Composition

This list may be used to field armies of the Kingdom of Kush during the. The Kingdom rose out of the ashes of New Kingdom Egypt and was known by the Greeks as Ethiopia, but existed in what is now the Republic of Sudan.

The Kingdom of Kush was heavily influenced by Egypt before and after Alexander's Macedonian armies conquered it. It came into conflict with Persia, Macedonian successors, and eventually with Rome.

The Kingdom of Kush was made up of units of bowmen, elite warriors wielding swords, as well as a levy of citizens.

33-60% of the units in your army, not including heroes, may be Hoplites playing the role of Kushite spearmen, or Elite Warriors.

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

0-30% 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.

Lydian Army Composition

This army list represents armies from the Kingdom of Lydia. Lydia existed in what is now western Turkey.

The Kingdom of Lydia grew from a small area in western Turkey to control the entire area, including the coast and it's Greek cities. Throughout it's existence it game into conflict with the Asiatic Greek city-states, Thrace, and finally the Persian Empire. After attacking the Persian Empire, Lydia was conquered and became a Persian Satrapy in 546 BCE until the fall of Persia at the hands of Alexander's Macedonians.

The Kingdom of Lydia used cavalry shock troops and chariots in their armies. They also made use of spearmen levies and light cavalry.

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

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

33-60% of the units in your army, not including heroes, may be made up of Hoplites, playing the role of citizen levy spearmen.

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.

Bythinian Army Composition

This army list represents armies from Bythunia, including times when the region was independent from dominance as well as during it's many rebellions. Lydia existed in what is now north-western Turkey.

The area of Bythunia was populated by a migrant Thracian tribe according to ancient Greek authors. Throughout its

history, Bythina became dominated first by Lydia, then Persia, then Macedonia, and finally Rome. Throughout its existence it waged many wars of independence.

The hilly and forested terrain of the region heavily influenced Bythinian armies. Primarily they consisted of noble cavalry and peasant skirmishers and peltasts.

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.

50-60% of the units in your army, not including heroes, may be made up of Peltasts or 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.

Syracusan Army Composition

This army list represents armies from Syracuse, a prominent city on the southeastern coast of Sicily.

Syracuse was founded by Greek settlers in the early 8th century BCE and grew to become a major power in the Mediterranean. The city played a role in the Peloponnesian War, siding with Sparta against Athens. It also waged war against and along side Carthage, as well as other Greek colonies in Italy.

Given its cultural ties to Greece, Syracusan armies bore a strong resemblance to other Greek city-states. It primarily relied on hoplites, but also took advantage of cavalry.

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.

50-60% of the units in your army, not including heroes, may be made up of Hoplites.

0-20% of the units in your army, not including heroes, may be made up of Peltasts or Levy Peasants. Levy Peasants have the *Overwhelming Charge!* special rule.

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.

Gallic Army Composition

This army list represents those of the Gallic tribes that came in conflict with the Greek world and its neighbors.

The Gauls were a Celtic people, best known for their conflict with Rome. They existed in central Europe and the British Isles and came into conflict with Thrace, some Latin tribes, and the Etruscan League of Greek city-states that existed in Italy.

Gallic armies during this period favoured the use of chariots for noble warriors. However, their primary type of units were barbarian hordes.

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 either Levy Freemen or Levy Peasants. All peasants have the *Impetuous!* and *Overwhelming Charge!* special rules.

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

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.

10-20% 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.

Campanian Army Composition

This army list represents armies from the Italian region of Campania. Campania came into conflict with the Etruscan Greeks as well as early Italian and Latin armies.

Campania was known for its mounted soldiers, who made up a key part of Macedonia's armies during its expansion. The region of central Italy was autonomous for a time, making war with its neighbors. This lasted until it was captured by Rome in later times.

Campania relied on cavalry in a similar fashion to other Greek city-states. Also, it included a large number of citizen levy and peltasts.

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 Hoplites.

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

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

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

Latin and Etruscan Army Composition

This army list represents armies from the city-states of the Italian peninsula late in the period. This includes early Rome and Latin city-states as well as the Etruscan league of Greek city-states that existed on the Italian peninsula.

The Italian peninsula was the site of many Greek settlements that formed their own city-states. A number of these city-states on the west coast of the peninsula formed a league. Along with the Greek settlements were the Latin inhabitants, including the Romans. Until the rise of Rome, these city-states vied for power and land with each other constantly.

Given their heavy influence from the Greek city-states in Greece, armies from the Etruscan League and Latin cities resemble their Greek counter parts. However, they also began to develop the forms of fighting similar to what would become Roman legionaries.

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

33-75% of the units in your army, not including heroes, may be Hoplites.

0-40% of the units in your army, not including heroes, must be Peltasts or Levy Peasants.

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

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

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

Alexander's Macedonia Army Composition

This army list represents Macedonian armies during the reign of Phillip II and Alexander. It includes the entire expansion of the Macedonian Empire.

The era of Macedonian dominance was brought about by Phillip II, when he deposed his brother and claimed himself king. Phillip was responsible for redesigning the Macedonian army, taking the traditional hoplite design used by other Greek city-states, and adding elements to make it more effective. The major changes were the addition of heavy cavalry and light foot troops, giving the army greater speed and maneuverability. Finally, he increased the length of spears used, bringing about the pike-armed phalanxes of armies that would conquer much of the known world.

Over all Macedonian armies were similar in form to other Greek city-states. However with the increased length of spears and greater cavalry component, Macedonian armies fought in a more effective way.

20% of the units in your army, not including heroes, may be Heavy Cavalry, playing the role of Campaignian Cavalry.

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

50% of the units in your army, not including heroes, must be Pikes.

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

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

Alexander's Imperial Army Composition

This army list represents the armies of Alexander's Imperial army beginning with his conflicts in the Asian subcontinent including India and Pakistan.

With his Empire build and Persia defeated, Alexander built his army to include influences from all over his new empire.

With the expansion of the Macedonian empire, the armies of Alexander adopted many aspects from other cultures, while still retaining the effective elements from earlier.

20-33% of the units in your army, not including heroes, may be Heavy Cavalry, playing the role of Campaignian Cavalry.

50% of the units in your army, not including heroes, must be Pikes.

20% of the units in your army, not including heroes, may be Peltast or Skirmisher units.

You may have as many heroes, war elephants or war machines as you have regiment-sized or larger units. That is, you cannot include both war elephants and artillery in your army; you must choose one or the other, but not both.

Macedonian Successors Army Composition

This army list represents the armies of the Successors to the Macedonian Kingdom. Prior to his death, Alexander could not properly specify an heir, which precipitated the rise of factions vying for power.

The power struggle that took place after the death of Alexander involved many players, including his mother Queen Olympias. The struggle continued for

about 40 years, until the four successor kingdoms rose from what was the Macedonian Empire: Ptolemaic Egypt, the Seleucid Empire, the Kingdom of Pergamon, and the Kingdom of Macedonia, whose time is not covered in this supplement.

Although the successor armies resembled those of Alexander's, they didn't have the same breadth of authority, and so relied less on expensive units. Instead they included more allies from various areas.

20% of the units in your army, not including heroes, may be Heavy Cavalry, playing the role of Campanian Cavalry.

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

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

0-20% of the units in your army, not including heroes, may be Peltast, Levy Freeman, Levy Peasants, or Skirmisher units. Levy Freeman and Levy Peasants have the *Impetuous!* and *Overwhelming Charge* special rules.

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

Classical Indian Army Composition

This army list represents the armies of classical India. This army represents those that came into conflict with Scythia, the Persian Empire, Alexander's armies, and later the Seleucid Empire.

This army list spans a great amount of time, from about 500BCE to 550CE when the Huns invaded. During that time many empires and nations invaded northern India, including Alexander of Macedonia. This army is representative of all battles taking place in the period,

including the famous battle of Hydaspes where Alexander was victorious. Finally, it includes the Imperial, Republican and mountain Indian tribes.

Imperial and Mountain Indian armies would include elephants, whereas Republican Indian armies would not; republican armies were made up primarily of citizens of cities, so elephants were not common.

Classical Indian armies made great use of elephants, which was the reason for Alexander's armies adopting them later. They also made heavy use of chariots and archers.

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

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 made up of Bowmen.

0-20% of the units in your army, not including heroes, may be Elite Warriors or Skirmisher units.

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

ARMY LIST PROFILES

Infantry

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).

Hoplite Warriors Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	-	4+	10	11/13	60
Regiment	5	4+	-	4+	10	14/16	125
Horde	5	4+	-	4+	20	21/23	235

Special: *Phalanx*.

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

Pikemen 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	140
Horde	5	4+	-	4+	20	21/23	265

Special: *Pikemen*.

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

Levy Freeman Infantry

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

Special: *Impetuous!*

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

Pavisiers Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Regiment	5	5+	4+	5+	10	14/16	160
Horde	5	5+	4+	5+	10	19/21	305

Special: Bows

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

Peltasts 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: Troop-sized units are *Nimble*. Javelins. Loose Formation.

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

Bowmen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	5+	3+	10	11/13	70
Regiment	5	4+	5+	3+	10	14/16	125
Horde	5	4+	5+	3+	20	21/23	240

Special: Bows

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

Peasant Bowmen Infantry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	5	4+	6+	2+	10	9/11	50
Regiment	5	4+	6+	2+	10	12/14	90
Horde	5	4+	6+	2+	20	19/21	170

Special: Bows

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).

Bolt Thrower War Engine

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

Special: Piercing(2)

ARMY LIST PROFILES

Cavalry & Heroes

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).

Heavy Cavalry Cavalry

Unit Size	Sp	Me	Ra	De	At	Ne	Pts
Troop	8	3+	-	5+	8	11/13	90
Regiment	8	3+	-	5+	16	14/16	160

Special: Crushing Strength (1)

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), *Impetuous! Overwhelming Charge.*

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

General 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.*

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).

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.*