



CONTROL TO CATASTROPHE
CAESAR

ANCIENT & MEDIEVAL ARMY LISTS
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CONTROL TO CATASTROPHE: CASEAR Army Lists (V 1.1)

Welcome to the first revision of the Army Lists.

The Army Lists are grouped into historically contemporary forces. The basic lists are generic and are only roughly “balanced” for an open field battle. CONTROL TO CATASTROPHE: CAESAR is not designed for tournament play and I don’t believe that play balance is truly achievable. Player skill and the peculiarities of each army will make true “balance” unlikely especially for opposing armies that adopted very different systems. A battle between two Late Archaic or Classical Greek hoplite armies, drawing from the same cultural traditions, makes for a balanced game, but when the Greeks fought the Persians two very different military cultures and army organizations faced each other. Only repeated games with the same set of players will reveal if the armies are “balanced.” Of course, adding terrain to the battlefield will change the balance again.

The Army Lists are composed of “typical” troop types for the army in question, but this too is a fantasy – the armies of the broad period covered by the rules were generally not fully ‘regular’ forces and from one campaign or battle to the next might have significantly different compositions that could not be reliably controlled by the historical actors. This is particularly true of the diverse allied, auxiliary, and mercenary troops that most armies included in their ranks but might not be regularly available.

Finally, I want to stress that the army lists will evolve. As I do more research and as players feed me suggestions, I fully expect that some or all the lists will change. And I certainly hope that you develop your own lists and share them with the *CtC* community.

Selecting an Army for Play

The Army Lists are already roughly the same point value when using all the Units listed both by type and maximum number. This total point value ranges from 165-170 points. If a smaller pick-up game is desired players can agree to reduce this total down to no fewer than 90 points per side. This will reduce the number and types of Units available for play. Adjust the Victory Conditions accordingly accounting for Heavy Units and those Light Units (e.g., Horse Archers) that normally contribute to Victory Conditions. The Number of Units available of each type indicates whether the army must have that type or not. For example, Alexander’s Macedonians must have a minimum of 3 Phalanx Units and 1 Companion Unit. Other Units are optional this being noted with a “0” as the minimum number required.

Playing with fewer Units changes the balance of these armies as they were originally designed. Adding terrain can also significantly change play balance. If you are concerned about this and prefer a tournament style of play there are many rule sets that satisfy that. Having fun, however you define that, is at the heart of this hobby.

Armies that rely on Shooting and mobility will need a wide table if using the full Army List complement of Units. If a large table (18+ Boxes wide) is not available, reduce the point value of the armies being fielded. New Kingdom Egyptians, Parthians, Huns and Mongols are examples of armies that will need a wide table or playing with fewer points.

Finally, the vast majority of Units fall into the standard three sizes (Shallow, Medium, and Deep) with corresponding standard Hit Triggers. This was done to streamline the army lists and ease play. Scenario designers should feel free to adjust the Hit Triggers to reflect small variations in performance and Unit size that are more subtle than changing the CCV or the basic size of the Unit. For example, a Medium size spear Unit with a CCV 4 is usually granted Hit Triggers 6-12 [3]. If the historical Unit performed better than others but not enough to warrant CCV 5 a scenario designer could increase the Hit Triggers to 7-14 [3]. This slight increase will make the Unit subtly more robust. Here are Hit Triggers that might give the size/quality variations that might be useful:

1-3 [1] Porus Unit

2-4 [2]

3-6 [2] Shallow Unit

4-8 [2]

5-10 [3]

6-12 [3] Medium Unit

7-14 [3]

8-16 [4]

9-18 [4] Deep Unit

10-20 [4]

Points per Unit

The points system is very rudimentary but gives an indication of an army’s relative “value” as compared to other armies. The Army Lists specify the point value of each Unit. These are totalled to create an army points value. If you are creating your own Army Lists use the following process to assess point values.

Add together the following attributes for each Unit:

Unit Shaken Trigger number + Unit CCV + the following:

+1 for Close Order and Close Order (Pike)

+1 for Mounted Units/Elephants

- +1 for Shock
- +2 for a Special Rule attribute (Roman Line Support, Swiss, Swedes -Renaissance Rules)
- +1 Light Artillery
- +2 Medium Artillery
- +3 Heavy Artillery

Most of the Army Lists total 165-170 points. Scenario Army Lists need not be governed by points.

Scenarios

Scenarios will be available to support play on the Decisive Wargame Design website (downloads). Here the Army Lists are far more idiosyncratic reflecting the army compositions of a particular campaign, or indeed, day of battle.

For those interested in creating their own scenario Army Lists based on specific battles, I would recommend not fretting over actual numbers of soldiers. Instead, consider the relative army frontages and use the number of Units and types necessary to match those frontages. The Box grid makes this process very easy by superimposing a scaled version of it (relative to your table size and grid proportions) onto a battle map and filling in the Boxes as needed with the requisite number and type of Units.

This might seem a rather ahistorical way of approaching scenario design, but it is founded on a basic truth: armies across time have *tried* to match their opponent's frontage. This was done for good reason since being flanked was disastrous. Of course, this was not always possible, but the principle should guide our thinking when creating a scenario. For example, if one is preparing a scenario for the Battle of Hydaspes between Alexander's Imperial Macedonians and the Indian Army of Porus and we assume that the infantry lines were broadly symmetrical, make sure the combination of Macedonian phalanx units and Peltasts (used to extend the line and support the phalanx) matches the Indian infantry frontage. One might argue that this reduces the numerical advantage of the Indian infantry, but it seems clear that the Indian infantry was less effective than the Macedonian foot. Also, by focusing on the frontages as opposed to reported numbers (unreliable as those numbers usually are) the unrealistic advantage of controlled masses that can skew so many simulations of historical battles is less problematic. The Indian Army will not expand their purported masses into an unstoppable and enveloping force that can be better controlled on the wargame table than it was in reality.

Of course, numbers do matter to some extent and these can influence the size of your Units. For example, in a scenario of Marathon the Greek hoplite Units in the centre could be reduced to Shallow size Units extended across a wide front. The flank Units that famously enveloped the Persian centre could be left as normal Medium size Units or even made Deep Units. Similarly, Caesar's outnumbered Legion Units at Pharsalus can be made into Medium Units but have his outnumbered but high-quality army match the frontage of Pompey's Deep Legions.

Now, all of this does not mean that we can ignore qualitative differences between armies, nor should we ignore issues of play-balance. Even the ancients thought of "play-balance" since accepting battle usually meant that both sides believed they could win. Numerical strength was certainly a factor, but by manipulating the Unit Trigger numbers, Combat and Control Values, the Order Densities, and number of Brigades, an army can be made significantly stronger or weaker to suit the scenario. Again, Caesar's Legions at Pharsalus might have been outnumbered but were veterans and motivated. Assigning these with a Combat and Control Value 5 (Tough) makes sense and helps to offset the numerical superiority of Pompey.

Army List Template

Use the following table to create your own Army Lists. A familiarity with the rules should make the headings self-evident. The "Notes" section must include the weapons used by the Unit, if any modifiers are required for Momentum and Pursuit Control Tests, and any other special characteristics like Massed Archery. Note that in the Army Lists a Unit that is not allowed to Shoot (e.g., Heavy Foot nominally armed with javelins) or uses a variety of edged weapons for Melee is usually armed with "Spear." This is to distinguish the Unit from those capable of actually throwing javelins in Shooting.

Army List Group: Age of Chariots**Sumerians (1.1)**

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Foot	0-1	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Spear	11
Heavy Foot	2-6	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4	Spear No extended Charge	10
Auxiliary Infantry	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Javelins	6
Heavy Mounted: 4-Onager Chariots*	1-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	4 +1 Shock	Spear	10
Heavy Mounted: 4-Onager Chariots*	3-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Spear	9
Light Foot*	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Compared to horses, onagers must have been quite slow. Players can agree to reduce the Movement Allowance to one Action and/or eliminate Shock. If the former, do not penalize Turning and About-Face Moves (they retain their one Action).

**Light Support Mixed Units may be used: Chariot Runners.

Note that some of the Heavy Infantry are Warrior Order Foot without Shock to reflect the generally undrilled nature of early infantry that made them vulnerable to Chariots. These Units are not granted the extended 2 Action Charge Move.

New Kingdom Egyptian (1.1)

Brigades and attached Generals: 5 Brigades including the Light Chariots that operate as Brigades

Army defeated with the loss of 6 Heavy Units and any Chariots Broken. Light Chariots count as 0.5 Units toward the number of key units and when Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Foot	0-1	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Spear	11
Heavy Foot: Archers	1-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Bow May perform Massed Archery Missile Reliant	10
Heavy Foot	1-2	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4	Spear No extended Charge	10
Light Foot*	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Javelins	6
Egyptian Light Mounted: 2-Horse Chariots	4-6	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Mounted	4	Bow 360 Missile Reliant	8
Heavy Mounted: 2-Horse Chariots	0-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Spear and Bow May shoot as mounted bow but not Bow 360.	9
Light Foot**	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Loose order Foot Units can be combined to produce 1 Medium size Warrior Order Foot Unit: Hit Triggers 6-12 [3], CCV 3, Spears.

**Light Support Mixed Units may be used with the Heavy Chariots: Chariot Runners.

Note that some of the Heavy Infantry are Warrior Order Foot without Shock to reflect the generally undrilled nature of early infantry that made them vulnerable to Chariots. These Units are not granted the extended 2 Action Charge Move.

Hittites (1.1)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Foot	0-2	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Spear	11
Heavy Foot	2-4	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4	Spear and Bow Heavy Mixed Unit No extended Charge	10
Auxiliary Infantry*	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Javelins	6
Heavy Mounted: 2-Horse Chariots	1-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +1 Shock	Spear and Bow May shoot as mounted bow but not Bow 360.	10
Heavy Mounted: 2-Horse Chariots	3-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Spear and Bow May shoot as mounted bow but not Bow 360.	9
Allied Light 2-Horse Chariots	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot**	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Loose order Foot Units can be combined to produce 1 Medium size Warrior Order Foot Unit: Hit Triggers 6-12 [3], CCV 3, Spears.

**Light Support Mixed Units may be used with the Heavy Chariots: Chariot Runners.

Note that some of the Heavy Infantry are Warrior Order Foot without Shock to reflect the generally undrilled nature of early infantry that made them vulnerable to Chariots. These Units are not granted the extended 2 Action Charge Move.

Canaanites (1.1)

Brigades and attached Generals: 3 Heavy Brigades

Army defeated with the loss of 5 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Foot	0-1	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Spear	11
Heavy Foot	2-4	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4	Spear and Bow Heavy Mixed Unit No extended Charge	10
Light Foot*	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Javelins	6
Heavy Mounted: 2-Horse Chariots	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Spear and Javelin May shoot as mounted Javelin	9
Light Mounted: 2-Horse Chariots	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Cavalry	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow Missile Reliant	7
Light Foot**	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling	6

*Loose order Foot Units can be combined to produce 1 Medium size Warrior Order Foot Unit: Hit Triggers 6-12 [3], CCV 3, Spears.

**Light Support Mixed Units may be used with the Heavy Chariots: Chariot Runners.

Note that some of the Heavy Infantry are Warrior Order Foot without Shock to reflect the generally undrilled nature of early infantry that made them vulnerable to Chariots. These Units are not granted the extended 2 Action Charge Move.

Libyans (1.0)

Brigades and Attached Generals: 4 Brigades including the Light Chariots that operate as Brigades.

Army defeated with the loss of 5 Heavy Foot and Light Chariots Units Broken. Light Chariots are worth 0.5 toward number of key units and when Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Libyans	2-4	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot*	4	Spears No extended Charge	10
Heavy Foot: Sea Peoples	0-2	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2	Spears Momentum and Pursuit CT -1	11
Light Mounted: 2-Horse Chariots	2-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot	2-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Javelins	7
Light Foot	2-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*The Libyan Heavy Foot are Warrior Order but relied on javelins in melee; these units are not awarded Shock Doctrine. These Units are not granted the extended 2 Action Charge Move.

Sea Peoples (1.1)

Brigades and attached Generals: 3 Heavy Brigades

Army defeated with the loss of 5 Heavy Units Broken.

164 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Foot: Sherden	0-1	Medium: 6-12 [3]	Tough: CCV 5	Warrior Order Foot	5 +2 Shock	Spear Momentum and Pursuit CT -1	12
Heavy Foot	2-5	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Spear Momentum and Pursuit CT -1	11
Light Foot: Libyans	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Javelins	6
Heavy Mounted: 2-Horse Chariots	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Spear and Javelin May shoot as mounted Javelin.	9
Light Mounted: 2-Horse Chariots	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot*	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling	6

*Light Support Mixed Units may be used with the Heavy Chariots: Chariot Runners.

Any or all of the Heavy Chariots can be replaced with War Carts drawn by oxen. Compared to chariots War Carts must have been slow. Players can agree to reduce the Movement Allowance to one Action and/or eliminate Shock. If the former, do not penalize Turning Moves (they retain their one Action).

Trojans (1.1)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Foot	0-2	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Spear Well Armoured	11
Heavy Foot	1-3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and Bow Heavy Mixed Unit Well Armoured	10
Lukka Heavy Foot	0-1	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Spear Momentum and Pursuit CT -1	11
Light Foot*	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Javelins	6
Heavy Mounted: 2-Horse Chariots	2-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Spear and Bow May shoot as mounted bow but not Bow 360.	9
Allied Light Mounted: 2-Horse Chariots	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot**	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow	6

*Loose order Foot Units can be combined to produce 1 Medium size Warrior Order Foot Unit: Hit Triggers 6-12 [3], CCV 3, Spears.

**Light Support Mixed Units may be used with the Heavy Chariots: Chariot Runners.

Mycenaeans (1.1)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Foot	0-3	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Spear Well Armoured	11
Heavy Foot	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and Bow Heavy Mixed Unit Well armoured	10
Light Foot*	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Javelins	6
Heavy Mounted: 2-Horse Chariots	2-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Spear and Javelins May shoot.	9
Light Foot**	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow	6

*2 Loose order Foot Units can be combined to produce 1 Medium size Warrior Order Foot Unit: Hit Triggers 6-12 [3], CCV 3, Spears.

**Light Support Mixed Units may be used: Chariot Runners.

Neo-Assyrians (1.1)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Foot	0-1	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 Well Armoured	12
Heavy Foot	1-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and Bow Heavy Mixed Unit Well Armoured	10
Heavy Foot	1-3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear Momentum CT +1 Well armoured	10
Light Foot*	0-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Javelins	7
Heavy Mounted: 4-Horse Chariots	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Spear and Bow May shoot as mounted bow but not Bow 360.	9
Allied Light Mounted: 2-Horse Chariots	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Heavy Cavalry	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Bow Missile Reliant	8
Light Foot**	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling	6

*Loose order Foot Units can be combined to produce 1 Medium size Warrior Order Foot Unit: Hit Triggers 6-12 [3], CCV 3, Spears.

**Light Support Mixed Units may be used with the Heavy Chariots or Heavy Cavalry: Chariot Runners.

Army List Group: Hoplites and Immortals**Early Hoplite Greek (1.0)**

Brigades and attached Generals: 2 Heavy Brigades

Army defeated with the loss of 5 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Elite Hoplites	0-2	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 Well Armoured	12
Heavy Foot: Other Greek Hoplites	4-8	Medium: 6-12 [3]	Average: CCV 4	Close Order Foot	4	Spear Well Armoured	11
OR Heavy Foot: Other Greek Hoplites*	5	Medium: 6-12 [3]	Brittle: CCV 3	Close Order Foot	4	Spear Well Armoured	10
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Javelins	7
Light Foot: Peltasts	2-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order	4	Javelins	7
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

* Replace 4 of the Average Hoplite Units with these 5 Brittle Units and remove 1 Peltast Unit. The Army is defeated with the loss of 6 Heavy Units Broken.

Optional Rule: Hoplite Unit Drift

Hoplite phalanxes were known to drift to the right as they advanced due to the tendency of the individual hoplite seeking shelter behind the left side of his neighbour's shield. In the game, a Greek army with hoplite Units under Momentum must check to see if this drift to the right occurs.

Procedure:

When the Active Side, a Greek player must start his Movement Phase by selecting the right-most hoplite Unit under Momentum to move. If two or more Units are equally "right-most" (e.g., one in front of the other) select the Unit deeper onto the table. If the player is happy to perform a Diagonal Move to the right, complete the move and carry on with the Movement Phase as normal. If, however, the player wants to perform any other type of move other than a Charge (Forward or Diagonal) the player must perform a Control Test. Apply any Momentum CT modifier. If the Unit passes the test it can perform any allowable action (e.g., stop or Turn) including making a Forward Move or a Diagonal Move to the left. If the Unit fails the test the Unit must perform a Diagonal Move to the right if it is allowed to do so.

The right-most Hoplite Unit under Momentum is the only Unit that must perform the Control Test for drift, but failure and the need to maintain Brigade Contact might have the effect of dragging other Units to the right as well. This optional rule is best used in scenario play and not in a pick-up game using the point system.

A note about Cavalry in the Greek Hoplite Armies

Cavalry do not get much mention in Greek sources and yet their presence is known. However, battle narratives until the mid-5th century generally reveal that the cavalry did not perform a decisive role; they did not tend to win a flank and roll up the hoplite phalanx as would be the case in later periods. Prior to, and perhaps during the Peloponnesian War, it is best to represent Greek Cavalry as Light Units that threatened enemy skirmishers and peltasts but were not able to engage the Heavy Foot. Later in the 5th and 4th centuries, when professionalism and mercenaries became common features of Greek armies, true Heavy Cavalry became more common and important. Players may arm these cavalry with Spears to further limit their impact on the Hoplites themselves.

Early Achaemenid Persian (1.1)

Brigades and attached Generals: 3 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

166 Points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Immortals	0-2	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Bow and Spear Heavy Mixed Unit	11
Heavy Foot: Various Subjects	1-3	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4	Spear No extended Charge	10
Heavy Foot: Sparabara-Bow	1-3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Bow May perform Massed Archery Missile Reliant Pavise: Well Armoured when stationary last Active Turn.	10
Heavy Cavalry	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Javelins	8
Heavy Cavalry	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Bow Missile Reliant	8
Light Cavalry	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Cavalry: Scythian Horse Archers	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

Greek Alliance (1.0)

Brigades and attached Generals: 2 Heavy Brigades
 Army defeated with the loss of 6 Heavy Units Broken.
 166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Spartan Hoplites*	0-2	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 Well Armoured	12
Heavy Foot: Other Greek Hoplites	4-8	Medium: 6-12 [3]	Average: CCV 4	Close order Foot	4	Spear Well Armoured	11
Heavy Cavalry**	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Massed Order Mounted	3	Spear	7
Light Foot: Peltasts	2-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order	4	Javelins	7
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

* Spartans may make a Diagonal Move without becoming Unformed.

**As noted in the Early Hoplite Greek army the Cavalry in Greek Hoplite armies might best be considered Light until the 5th century. On the assumption that this list represents the Persian Wars and later the Cavalry here are rated as Heavy but could be downgraded to Light or might be eliminated from the list entirely.

Optional Rule: Hoplite Unit Drift

Hoplite phalanxes were known to drift to the right as they advanced due to the tendency of the individual hoplite seeking shelter behind the left side of his neighbour's shield. In the game, a Greek army with hoplite Units under Momentum must check to see if this drift to the right occurs.

Procedure:

When the Active Side, a Greek player must start his Movement Phase by selecting the right-most hoplite Unit under Momentum to move. If two or more Units are equally "right-most" (e.g., one in front of the other) select the Unit deeper onto the table. If the player is happy to perform a Diagonal Move to the right, complete the move and carry on with the Movement Phase as normal. If, however, the player wants to perform any other type of move other than a Charge (Forward or Diagonal) the player must perform a Control Test. Apply any Momentum CT modifier. If the Unit passes the test it can perform any allowable action (e.g., stop or Turn) including making a Forward Move or a Diagonal Move to the left. If the Unit fails the test the Unit must perform a Diagonal Move to the right if it is allowed to do so.

The right-most Hoplite Unit under Momentum is the only Unit that must perform the Control Test for drift, but failure and the need to maintain Brigade Contact might have the effect of dragging other Units to the right as well. This optional rule is best used in scenario play and not in a pick-up game using the point system.

Thebans (1.0)

Brigades and attached Generals: 3 Heavy Brigades (1 Brigade must be the two Tough Hoplite Units)

Army defeated with the loss of 6 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Theban Sacred Band and Elite Hoplites	2	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 Well Armoured See "Hit Transfer" below.	14
Heavy Foot: Other Greek Hoplites	4-7	Medium: 6-12 [3]	Average: CCV 4	Close order Foot	4	Spear Well Armoured	11
Light Foot: Peltasts	1-3	Shallow: 3-6 [2]	Average: CCV 4	Loose Order	4	Javelins	7
Heavy Cavalry	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Massed Order Mounted	3	Spear	7
Heavy Cavalry	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

Sacred Band and Elite Hoplites "Hit Transfer:"

If Deployed in depth (one Unit behind another), and with both Units facing the same direction, the leading Unit can transfer up to 3 Hits per turn to the Unit deployed immediately in support behind it. This can only occur between Units that were deployed in depth at the start of play; Hit Transfer cannot occur between other pairs of Units even if they adopt the same front/back position later in the game.

Hit Transfer can only occur during the Active Movement Phase and when the lead Unit is Shaken but is otherwise unrestricted in terms of circumstances (e.g., the lead Unit can be engaged in Melee and still transfer Hits during the Movement Phase). This transfer can result in the lead Unit losing its Shaken status (this is exceptional). This transfer can only go from the front Unit to the Unit immediately behind it, never in any other direction.

Hit Transfer Prohibitions:

A Unit that has arrived at its Catastrophe Trigger value may no longer perform Hit Transfer.

If the supporting Unit has engaged in Melee or is Shaken (including if it becomes Shaken due to the Hit Transfer) it may not accept Hits from the Unit it is supporting for the balance of the game.

Both Units must face the same direction. For example, if the supporting Unit performs a Turning Move, About-Face or a Diagonal Move to the left or right of the lead Unit, it may no longer absorb Hits for the balance of the game.

Neither Unit may be Unformed and perform Hit Transfer.

Optional Rule: Hoplite Unit Drift

Hoplite phalanxes were known to drift to the right as they advanced due to the tendency of the individual hoplite seeking shelter behind the left side of his neighbour's shield. In the game, a Greek army with hoplite Units under Momentum must check to see if this drift to the right occurs.

Procedure:

When the Active Side, a Greek player must start his Movement Phase by selecting the right-most hoplite Unit under Momentum to move. If two or more Units are equally "right-most" (e.g., one in front of the other) select the Unit deeper onto the table. If the player is happy to perform a Diagonal Move to the right, complete the move and carry on with the Movement Phase as normal. If, however, the player wants to perform any other type of move other than a Charge (Forward or Diagonal) the player must perform a Control Test. Apply any Momentum CT modifier. If the Unit passes the test it can perform any allowable action (e.g., stop or Turn) including making a Forward Move or a Diagonal Move to the left. If the Unit fails the test the Unit must perform a Diagonal Move to the right if it is allowed to do so.

The right-most Hoplite Unit under Momentum is the only Unit that must perform the Control Test for drift, but failure and the need to maintain Brigade Contact might have the effect of dragging other Units to the right as well. This optional rule is best used in scenario play and not in a pick-up game using the point system.

Spartans (1.0)

Brigades and attached Generals: 3 Heavy Brigades
 Army defeated with the loss of 7 Heavy Units Broken.
 165 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Spartan Hoplites*	2-4	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 Well Armoured	12
Heavy Foot: Other Greek Hoplites	2-7	Medium: 6-12 [3]	Average: CCV 4	Close order Foot	4	Spear Well Armoured	11
Light Foot: Peltasts	1-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order	4	Javelins	7
Heavy Cavalry**	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Massed Order Mounted	3	Spear Momentum	7
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

*Spartan Hoplites may make a Diagonal Move without becoming Unformed.

** The Cavalry are added here for a later Spartan Army. For an early Spartan Army eliminate the Heavy Cavalry and replace with an additional "other" Hoplite Unit and an additional Foot Skirmisher Unit; an Early Spartan Army is defeated with the loss of 6 Units Broken.

Optional Rule: Hoplite Unit Drift

Hoplite phalanxes were known to drift to the right as they advanced due to the tendency of the individual hoplite seeking shelter behind the left side of his neighbour's shield. In the game, a Greek army with hoplite Units under Momentum must check to see if this drift to the right occurs.

Procedure:

When the Active Side, a Greek player must start his Movement Phase by selecting the right-most hoplite Unit under Momentum to move. If two or more Units are equally "right-most" (e.g., one in front of the other) select the Unit deeper onto the table. If the player is happy to perform a Diagonal Move to the right, complete the move and carry on with the Movement Phase as normal. If, however, the player wants to perform any other type of move other than a Charge (Forward or Diagonal) the player must perform a Control Test. Apply any Momentum CT modifier. If the Unit passes the test it can perform any allowable action (e.g., stop or Turn) including making a Forward Move or a Diagonal Move to the left. If the Unit fails the test the Unit must perform a Diagonal Move to the right if it is allowed to do so.

The right-most Hoplite Unit under Momentum is the only Unit that must perform the Control Test for drift, but failure and the need to maintain Brigade Contact might have the effect of dragging other Units to the right as well. This optional rule is best used in scenario play and not in a pick-up game using the point system.

Thracians (1.0)

Brigades and Attached Generals: 4 Heavy Brigades. Loose Order Foot must be grouped into Brigades if more than 4 Heavy Foot Units are converted into Light Foot; increase Army Brigades to 5 total. Army defeated with the loss of 7 Heavy Units Broken. If Light Foot are Brigaded count these as 0.5 Units toward the number of key units and when Broken.

165 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Rhomphaia	2-4	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +3 Shock	Rhomphaia Momentum and Pursuit CT -1 Note the high Shock bonus	11
Heavy Foot	4-7	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Spears Momentum and Pursuit CT -1	11
OR Light Foot	<i>Replace up to half the Heavy Foot</i>	<i>Shallow: 3-6 [2]</i>	<i>Average: CCV 4</i>	<i>Loose Order Foot</i>	4	<i>Javelins For every Heavy Foot Unit replaced get 2 Loose Order Units.</i>	7
AND/OR Heavy Foot: Mercenary Hoplites	<i>Replace up to 2 Units of Thracian Heavy Foot</i>	<i>Medium: 6-12 [3]</i>	<i>Average: CCV 4</i>	<i>Close Order Foot</i>	4	<i>Spear Well Armoured</i>	10
Heavy Cavalry	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order	4	Spears	8
Light Cavalry	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot*	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Light Support Mixed Units may be used.

This army list assumes that the Thracians have been forced to fight on a relatively open battlefield. Of course, this was not the favoured terrain of these famous warriors. If the terrain is more suitable for the use of Loose Order Units use the option to exchange the Heavy Foot (Warrior Order) with Loose Order Foot; scenario design is essential with this army.

Scythians (1.1)

Brigades and Attached Generals: 6 Brigades including the Horse Archers that must Brigaded.

Army defeated with the loss of 6 Massed, Loose or Open Order Mounted Units Broken; Light Units count 0.5 toward number of key units and Broken Units.

165 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Cavalry	2-5	Shallow:3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Light Foot*	0-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Javelins	7
Light Cavalry: Horse Archers**	0-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Mounted	4	Bow 360 and Spear Not Missile Reliant	8
Light Cavalry: Horse Archers	4-8	Shallow: 3-6 [2]	Brittle: CCV3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Loose order Foot Units can be combined to produce 1 Medium size Warrior Order Foot Unit: Hit Triggers 6-12 [3], CCV 3, Spears.

**The Loose Order Horse Archers represent the superior troops often armed with a variety of weapons and quite capable of engaging in Melee with enemy Light Units; they are not Missile Reliant.

Army List Group: Philip and Alexander**Philip's Reformed Macedonians (1.1)**

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Hypaspists	0-1	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 Well Armoured	12
Heavy Foot: Phalanx	3-4	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1 Well Armoured	11
Heavy Foot: Hoplites	0-2	Medium: 6-12 [3]	Average: CCV 4	Close Order Foot	4	Spear Momentum CT +1 Well Armoured	11
Light Foot: Peltasts	1-3	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Javelins	7
Heavy Cavalry: Companions*	1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT +1	10
Heavy Cavalry	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Spear	9
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV3	Open Order Mounted	3	Javelins	7
Light Foot*	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Cretans – Bow Not Missile Reliant	6

*To represent their various drilled formations such as the rhomboid, the Companions do not become Unformed when performing a Diagonal Move.

**Light Support Mixed Units may be used.

Athenian-Theban Alliance (1.0)

Brigades and attached Generals: 4 Heavy Brigades
 Army defeated with the loss of 6 Heavy Units Broken.
 167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Theban Sacred Band and Elite Hoplites	2	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 Well Armoured See the "Hit Transfer" rules below.	14
Heavy Foot: Athenian <i>et al</i> Hoplites	4-7	Medium: 6-12 [3]	Average: CCV 4	Close order Foot	4	Spear Momentum CT +1 Well Armoured	11
Light Foot: Peltasts	1-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order	4	Javelins	7
Heavy Cavalry	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear Momentum	8
Light Foot*	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Light Support Mixed Units may be used.

Sacred Band and Elite Hoplites "Hit Transfer:"

If Deployed in depth (one Unit behind another), and with both Units facing the same direction, the leading Unit can transfer up to 3 Hits per turn to the Unit deployed immediately in support behind it. This can only occur between Units that were deployed in depth at the start of play; Hit Transfer cannot occur between other pairs of Units even if they adopt the same front/back position later in the game.

Hit Transfer can only occur during the Active Movement Phase and when the lead Unit is Shaken but is otherwise unrestricted in terms of circumstances (e.g., the lead Unit can be engaged in Melee and still transfer Hits during the Movement Phase). This transfer can result in the lead Unit losing its Shaken status (this is exceptional). This transferal can only go from the front Unit to the Unit immediately behind it, never in any other direction.

Hit Transfer Prohibitions:

A Unit that has arrived at its Catastrophe Trigger value may no longer perform Hit Transfer.

If the supporting Unit has engaged in Melee or is Shaken (including if it becomes Shaken due to the Hit Transfer) it may not accept Hits from the Unit it is supporting for the balance of the game.

Both Units must face the same direction. For example, if the supporting Unit performs a Turning Move, About-Face or a Diagonal Move to the left or right of the lead Unit, it may no longer absorb Hits for the balance of the game.

Neither Unit may be Unformed and perform Hit Transfer.

Optional Rule: Hoplite Unit Drift

Hoplite phalanxes were known to drift to the right as they advanced due to the tendency of the individual hoplite seeking shelter behind the left side of his neighbour's shield. In the game, a Greek army with hoplite Units under Momentum must check to see if this drift to the right occurs.

Procedure:

When the Active Side, a Greek player must start his Movement Phase by selecting the right-most hoplite Unit under Momentum to move. If two or more Units are equally "right-most" (e.g., one in front of the other) select the Unit deeper onto the table. If the player is happy to perform a Diagonal Move to the right, complete the move and carry on with the Movement Phase as normal. If, however, the player wants to perform any other type of move other than a Charge (Forward or Diagonal) the player must perform a Control Test. Apply any Momentum CT modifier. If the Unit passes the test it can perform any allowable action (e.g., stop or Turn) including making a Forward Move or a Diagonal Move to the left. If the Unit fails the test the Unit must perform a Diagonal Move to the right if it is allowed to do so.

The right-most Hoplite Unit under Momentum is the only Unit that must perform the Control Test for drift, but failure and the need to maintain Brigade Contact might have the effect of dragging other Units to the right as well. This optional rule is best used in scenario play and not in a pick-up game using the point system.

Alexander's Macedonians (1.1)

Brigades and attached Generals: 5 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Hypaspists	0-1	Medium: 6-12 [3]	Tough: CCV 5	Close Order (Pike) Foot	5	Pike Momentum CT +1 Well Armoured	12
Heavy Foot: Phalanx	3-4	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1 Well Armoured	11
Heavy Foot: Greek Mercenaries	0-2	Medium: 6-12 [3]	Average: CCV 4	Close Order Foot	4	Spear Momentum CT +1 Well Armoured	11
OR Heavy Foot: Asiatic Infantry	0-2	<i>Medium: 6-12 [3]</i>	<i>Average: CCV 4</i>	<i>Massed Order Foot</i>	4	<i>Spear</i>	<i>10</i>
Light Foot: Peltasts	0-1	Shallow: 3-6 [2]	Average: CCV 4	Loose Order	4	Javelins	7
Heavy Cavalry: Companions*	1-2	Shallow: 3-6 [2]	Tough: CCV 5**	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT +1 Must be in the same Brigade.	10
Heavy Cavalry	0-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance	9
OR Greek Heavy Cavalry	<i>Replace 1 of the Heavy Cavalry</i>	<i>Shallow: 3-6 [2]</i>	<i>Average: CCV 4</i>	<i>Massed Order Mounted</i>	4	<i>Spear</i>	8
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV3	Open Order Mounted	3	Javelins	7
OR Light Cavalry: Scythian Horse Archers	0-2	<i>Shallow: 3-6 [2]</i>	<i>Brittle: CCV 3</i>	<i>Open Order Mounted</i>	3	<i>Bow 360 Replace 1 or both javelin armed Light Mounted above.</i>	7
Light Foot: Agrianians ***	0-1	Shallow: 3-6 [2]	Average: CCV 4	Open Order Foot	4	Javelins	7
Light Foot***	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Cretans – Bow NOT Missile Reliant	6

*To represent their various drilled formations such as the rhomboid, the Companions do not become Unformed when performing a Diagonal Move.

**If Alexander attaches himself to one of the Companion Units it becomes Legendary: CCV 6. Do not add an additional D6 in Melee for Alexander's presence – the Legendary Combat and Control Value is enough!

***Light Support Mixed Units may be used.

Ancient Indian (1.0)

Brigades and attached Generals: 5 Heavy Brigades

Army defeated with the loss of 8 Heavy Units Broken

165 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Archers	3-6	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Bow May perform Massed Archery Missile Reliant	10
OR Heavy Foot	3-6	<i>Medium: 6-12 [3]</i>	<i>Average: CCV 4</i>	<i>Massed Order Foot</i>	4	<i>Bow and Spear Heavy Mixed Unit</i>	10
Heavy Cavalry	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Massed Order Mounted	3	Spear	7
Heavy Mounted: 4-Horse Chariots	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Bow and Spear May shoot as mounted bow but not horse archers.	9
Elephants	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Momentum and Pursuit CT -1	9
Light Foot*	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Light Support Mixed Units may be used with the Elephants.

Late Achaemenid Persian (1.1)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Kardaces*	0-2	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4	Spear and Bow Heavy Mixed Unit	10
Heavy Foot: Greek Mercenary Hoplites	1-2	Medium: 6-12 [3]	Average: CCV 4	Close Order Foot	4	Spear Momentum CT +1 Well Armoured	11
Heavy Cavalry	4-7	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Cavalry	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	4	Javelins	7
Light Cavalry: Horse Archers	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot**	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Scythed Chariots***	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	See Special Rules section 13.3	9

*The equipment of the Kardaces has been long debated. It is quite possible that they were equipped as unarmoured hoplites without bows. If players prefer that option, simply remove the bow and make them a Massed Order Unit. If you think the emulation of the hoplites went further to include body protection, add the Well Armoured attribute. Players might also prefer having both kinds of Units and thereby have 1 Unit of each type; it is up to you and how you interpret the sources, both primary and secondary. Note that their performance at the Battle of Issus might warrant giving them a CCV 3 (Brittle).

**Light Support Mixed Units may be used.

***A Player may substitute the Scythed Chariot Unit for two Light Foot Units of either type listed here or slingers. This increases the army point total to 170.

This list is shaped around the armies that fought Alexander and emphasizes those troops that were actually committed to battle as opposed to the many levies that might have been present. The bow armed Kardaces could be replaced by any number of ethnic troops from around the empire. In addition, some of the Heavy Cavalry could be down-graded to Brittle (CCV 3).

Army List Group: Pike, Pila and Pachyderms**Seleucid (1.1)**

Brigades and attached Generals: 6 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Silver Shields Phalanx	0-1	Medium: 6-12 [3]	Tough: CCV 5	Close Order (Pike) Foot	5	Pike Momentum CT +1 Well Armoured	12
Heavy Foot: Phalanx*	3-4	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1 Well Armoured	11
Heavy Foot: Arab and/or Asiatic Foot	0-1	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear and Bow Heavy Mixed Unit	9
Heavy Foot: Thureophoroi/Thorakites**	0-1	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Cavalry: Companions***	1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT +1 Well Armoured	10
Heavy Cavalry: Lancers	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance	9
Heavy Cavalry: Cataphracts	0-1	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4 +1 Shock	Lance Well Armoured	10
Heavy Cavalry: Galatian or Asiatic	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Cavalry: Tarantines	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot****	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Indian Elephants	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Momentum and Pursuit CT -1	9
Scythed Chariots	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	See Special Rules	9

*Prior to deployment 3 Phalanx Units may be combined to make 2 Deep Units with Hit Trigger Values 9-18 [4].

**A Player may opt to replace 1 of these Units for 2 Units, Shallow, Shallow: 3-6 [2], CCV 4, Loose Order Foot, Shoot and Scoot, with the ability to Shoot javelins.

***To represent their various drilled formations such as the rhomboid, the Companions do not become Unformed when performing a Diagonal Move.

****Light Support Mixed Units may be used.

Ptolemaic Successor (1.1)

Brigades and attached Generals: 6 Heavy Brigades
 Army defeated with the loss of 7 Heavy Units Broken.
 166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Elite Phalanx	0-1	Medium: 6-12 [3]	Tough: CCV 5	Close Order (Pike) Foot	5	Pike Momentum CT +1 Well Armoured	12
Heavy Foot: Phalanx	2	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1 Well Armoured	11
Heavy Foot: Levy Phalanx	2	Deep: 9-18 [4]	Brittle: CCV 3	Close Order (Pike) Foot	3	Pike Momentum CT +1	13
Heavy Foot: Thureophoroi/Thorakites*	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot: Galatians	0-1	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4 +1	Spear Players may opt to represent this Unit as a Warrior Order Unit with Shock (+2); Momentum and Pursuit CT -1	11
Elite Heavy Cavalry**	0-1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Well Armoured	10
Heavy Cavalry	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance or Spear	9
Allied Cavalry	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Cavalry	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Mounted: Camels	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot***	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
African Elephants****	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Momentum and Pursuit CT -1	9

*Players may opt to replace 1 of these Units as 2 Units, Shallow: 3-6 [2], CCV 4, Loose Order Foot with the ability to Shoot javelins.

**To represent their various drilled formations such as the rhomboid, the Elite Heavy Cavalry do not become Unformed when performing a Diagonal Move.

***Light Support Mixed Units may be used.

****There is debate about the breed, size, and effectiveness of the Ptolemaic elephants. Players can agree to upgrade them to Indian elephants with a Shock bonus of +2. Also see the Optional Rules pertaining to elephants.

There is some evidence that Galatian warriors could form a defensive Shield Wall. Apply this rule to the Galatians in scenario play if desired.

Indo-Bactrian (1.0)

Brigades and attached Generals: 6 Heavy Brigades
 Army defeated with the loss of 7 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Phalanx*	2-3	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1 Well Armoured	11
Heavy Foot: Indian	0-1	Medium: 6-12 [3]	Brittle: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot: Indian	2	Medium: 6-12 [3]	Brittle: CCV 4	Massed Order Foot	4	Bow May perform Massed Archery Missile Reliant	10
Heavy Cavalry: Lancers	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance	9
Heavy Cavalry: Saka Cataphracts	0-1	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4 +1 Shock	Spear Well Armoured	10
Heavy Cavalry: Indian	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Cavalry	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Cavalry: Saka Horse Archers	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot**	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Indian Elephants	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Momentum and Pursuit CT -1	9

*Prior to deployment 3 Phalanx Units may be combined to make 2 Deep Units with Hit Trigger Values 9-18 [4].

**Light Support Mixed Units may be used.

Galatian (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 8 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Warriors*	5-10	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4 +1 Shock	Spear Momentum and Pursuit CT -1	11
Heavy Mounted: 2-Horse Chariots	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Spear Momentum and Pursuit CT -1 Player may substitute all of these with CCV 4, Loose Order with javelins	9
Heavy Cavalry: Galatians	1-2	Shallow: 3-6 [2]	Average: CCV 4	Warrior Order Mounted	4 +1 Shock	Spear Momentum and Pursuit CT -1	9
Heavy Cavalry: Greek Allies	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Foot**	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Scythed Chariots***	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2	See Special Rules	9

*Gaestati: Gaestati are embedded in 4 Warrior Units all in the same Brigade. Declare which Units include Gaestati during Deployment. When resolving the Unit's first turn of Melee it gains an additional Shock D6 (e.g., total 3 D6 Shock Bonus). That first turn of Melee must be frontal; if the Unit is fighting to the flank or rear it permanently loses the bonus. This bonus occurs only once in the game.

**Light Support Mixed Units may be used.

***Scythed Chariots may not be used with Greek Cavalry.

In scenario play Warrior Order Foot Units may form Shield Wall.

Republican Romans (1.1)

Brigades and attached Generals: 4 Heavy Brigades
 Army defeated with the loss of 6 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Roman Legion Infantry*	2-4	Deep: 6-18 [2-3-4]	Average: CCV 4	Massed Order Foot	4	Pila and Sword Momentum CT +1 Well Armoured Note the low Shaken Hit Trigger.	12
Heavy Foot: Italian Allies	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear Momentum CT +1 Well Armoured This assumes disciplined troops but not yet reformed "Legion" infantry.	10
OR Heavy Foot: Italian Legion Infantry*	2-4	Deep: 6-18 [2-3-4]	Average: CCV 4	Massed Order Foot	4	Pila and Sword Momentum CT +1 Well Armoured This assumes fully integrated and trained Italian Legions fighting in the Roman style.	12
Light Foot: Velites**	2-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Heavy Cavalry: Allied	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear If using Hellenistic Cavalry rate these as Massed Order, Shock +2; limit this to 1 or 2 Units by mutual agreement or scenario design.	8
Light Cavalry: Numidians etc.	0-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Mounted	4	Javelins; May opt to use all as Open Order, Brittle CCV3.	8
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling	6

*Late Republican Legion Units that have fought for years are effectively professionals and can be rated as Close Order; those that are newly recruited throughout the period are Massed Order Foot. Veteran Legions could be rated as Tough (CCV 5) if a scenario requires it. See special rules for Line Support; must remain in 3 Lines unless scenario allows for Triarii to perform Unit Division.

**Light Support Mixed Units may be used.

Pyrrhic (1.1)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Phalanx*	3-5	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1 Well Armoured	11
Heavy Foot: Italian Allies	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear Well Armoured	10
OR Heavy Foot: Hoplites	0-2	Medium: 6-12 [3]	Average: CCV 4	Close Order Foot	4	Spear Well Armoured	11
Light Foot: Thureophoroi et al**	1-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Javelins	7
Heavy Cavalry: Lancers	2-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance	9
Heavy Cavalry: Greeks and/or Italians	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV3	Open Order Mounted	3	Javelins	7
Light Foot***	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Indian Elephants	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order	4 +2 Shock	Momentum and Pursuit CT -1	9

*Prior to deployment 3 Phalanx Units may be combined to make 2 Deep Units with Hit Trigger Values 9-18 [4].

**Loose order Foot Units can be combined to produce 1 Medium size Massed Order Foot Unit: Hit Triggers 6-12 [3], CCV 4, Spears.

***Light Support Mixed Units may be used.

Syracuse (1.0)

Brigades and attached Generals: 2 Heavy Brigades
 Army defeated with the loss of 6 Heavy Units Broken.
 166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Elite Hoplites	0-1	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 Well Armoured	12
Heavy Foot: Other Greek Hoplites	3-5	Medium: 6-12 [3]	Average: CCV 4	Close Order Foot	4	Spear Well Armoured	11
Heavy Foot: Gallic	0-1	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Spear Momentum and Pursuit -1	11
Heavy Foot: Campanions	0-1	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear Well Armoured	11
Heavy Cavalry	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot: Peltasts	0-3	Shallow: 3-6 [2]	Average: CCV 4	Loose Order	4	Javelins	7
Light Foot*	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Light Support Mixed Units may be used.

Optional Rule: Hoplite Unit Drift

Hoplite phalanxes were known to drift to the right as they advanced due to the tendency of the individual hoplite seeking shelter behind the left side of his neighbour's shield. In the game, a Greek army with hoplite Units under Momentum must check to see if this drift to the right occurs.

Procedure:

When the Active Side, a Greek player must start his Movement Phase by selecting the right-most hoplite Unit under Momentum to move. If two or more Units are equally "right-most" (e.g., one in front of the other) select the Unit deeper onto the table. If the player is happy to perform a Diagonal Move to the right, complete the move and carry on with the Movement Phase as normal. If, however, the player wants to perform any other type of move other than a Charge (Forward or Diagonal) the player must perform a Control Test. Apply any Momentum CT modifier. If the Unit passes the test it can perform any allowable action (e.g., stop or Turn) including making a Forward Move or a Diagonal Move to the left. If the Unit fails the test the Unit must perform a Diagonal Move to the right if it is allowed to do so.

The right-most Hoplite Unit under Momentum is the only Unit that must perform the Control Test for drift, but failure and the need to maintain Brigade Contact might have the effect of dragging other Units to the right as well. This optional rule is best used in scenario play and not in a pick-up game using the point system.

Punic Wars Carthaginians (1.0)

Brigades and attached Generals: 6 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: African Foot	1-2	Medium: 6-12 [3]	Average: CCV 4	Close Order Foot	4	Spear	11
OR Veteran African Foot	0-2	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 Well Armoured	12
Heavy Foot: Spanish	2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot: Celtiberians and Gallic*	2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4 +1 Shock	Spear Momentum and Pursuit CT -1	11
Heavy Cavalry (Spanish, Celt, Punic. etc.)	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear 1 Unit are Celts: Warrior Order, Momentum and Pursuit CT -1, +1 Shock	8
Light Cavalry: Numidians etc.	2-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Mounted	4	Javelins; May opt to use any or all as Open Order Mounted, Brittle CCV 3	8
Light Foot**	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling	6
African Elephants	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Momentum and Pursuit CT -1	9

*If Celtiberian and Gallic Foot are combined with Spanish in the same Brigade, the Gauls do not suffer the -1 CT penalty.

**Light Support Mixed Units may be used.

Note that the Celtiberians and Gauls are Massed Order and have a lesser Shock bonus of +1. This represents the training that might have occurred under Hannibal. Players may change this Infantry into Warrior Order with a Shock bonus of +2.

Maurya Indian (3rd century BC) (1.0)

Brigades and attached Generals: 7 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Archers	1-3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Bow May do Massed Archery Missile Reliant	10
Heavy Foot: Spear and Swordsmen	1-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Cavalry	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Heavy Cavalry: Guptas	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 Shock 2	Lance	9
Heavy Mounted: 4-horse Chariots	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Bow	9
Asian Elephants	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Momentum Momentum and Pursuit CT -1	9
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot*	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Light Support Mixed Units may be used with the Elephants.

Numidian (1.0)

Brigades and Attached Generals: 5 Brigades including the Light (Loose Order) Mounted Units that must operate in one or more Brigades.

Army defeated with the loss of 5 Units Broken. Loose Order Mounted Units add 0.5 to the number of key units and when Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot*	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
OR Heavy Foot: Roman Trained**	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Pila and Sword	10
Heavy Mounted	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Cavalry	2-6	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Mounted	4	Javelins	8
Light Cavalry	2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins (Not Brigaded)	7
Light Foot	0-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Javelins	7
Light Foot***	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
African Elephants	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order	4 +1 Shock	Momentum and Pursuit CT -1	9

*Numidian Heavy Foot are difficult to categorize. With Carthaginian and Hellenistic neighbours they might well be regular Massed Order Foot, but given their indigenous preference for skirmishing players might prefer to down-grade these Units to Warrior Order without Shock.

**Whether these Roman trained Heavy Foot were "Imitation Legionaries" is uncertain although doubtful. If players agree that they were, give these Heavy Infantry Pila but do not apply the Roman Line Support rules.

***Light Support Mixed Units may be used.

Spanish (1.0)

Brigades and Attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Spanish and Celtiberian*	4-9	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4 +1 Shock	Spear Momentum and Pursuit CT -1	11
Heavy Mounted	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Cavalry	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot**	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Slings	6

*Up to half the Heavy Foot may be armed with Pila and use the Pila rules described in the Roman Legion rules, Section 13.1.3. The target of the Spanish pila throw gain a +1 CCV bonus on their Control Test on the assumption that the Spanish are less collectively drilled in this tactic compared to the Romans.

**Light Support Mixed Units may be used.

Army List Group: Rome Triumphant**Late Republican (Marian Reform) Romans: The Army of Caesar (1.0)**

Brigades and attached Generals: 5 Heavy Brigades

Army defeated with the loss of 5 Heavy Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Roman Legion Infantry	3-6	Deep: 9-18 [2-3-4]	Average: CCV 4	Close Order Foot*	4	Pila and Sword Momentum CT +1 Well Armoured See special rules for Line Support. Legion Units may operate as Shallow, Medium or Deep – use Unit Division rules. Change 2 Legion Units to Tough (CCV 5) if scenario demands it.	16
Light Foot: Mercenaries (Greek, Spanish, et al) or reassigned legionaries	0-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Javelins	7
Heavy Cavalry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Cavalry: Numidians etc.	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot**	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Legion Units that are newly recruited are Massed Order Foot.

**Light Support Mixed Units may be used.

Sertorian Spanish (1.0)

Brigades and Attached Generals: 5 Heavy Brigades
 Army defeated with the loss of 6 Heavy Units Broken.
 169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Roman Legion Infantry	1-2	Deep: 9-18 [2-3-4]	Average: CCV 4	Close Order Foot	4	Pila and Sword Momentum CT +1 Well Armoured See special rules for Line Support. Legion Units may operate as Shallow, Medium or Deep – use Unit Division rules. Change 2 Legion Units to Tough (CCV 5) if scenario demands it.	16
Heavy Foot: Spanish and Celtiberians	3-5	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4 +1 Shock	Spear Momentum and Pursuit CT -1	11
Heavy Cavalry	1-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Foot	4	Spear	8
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot**	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling	6

*Up to half the Spanish Heavy Foot may be armed with Pila and use the Pila rules described in the Roman Legion rules, Section 13.1.3. The target of the Spanish pila throw gain a -1 bonus on their Control Test on the assumption that the Spanish are less collectively drilled in this tactic compared to the Romans.

**Light Support Mixed Units may be used.

Gallic (1.0)

Brigades and attached Generals: 4 Heavy Brigades
 Army defeated with the loss of 7 Heavy Units Broken.
 168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Warriors	5-9	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Spear Momentum and Pursuit CT -1	11
Heavy Foot: Gaestati Warriors*	0-1	Medium: 8-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Spear Note the higher Shaken Trigger. Must be Deployed with and remain part of a Heavy Foot Brigade. Momentum and Pursuit CT -1 Does not cause Brigade or Flight Path CaTs. Counts toward Army size but not Defeat if Broken. See notes below.	9
Heavy Mounted: 2-Horse Chariots	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1	Spear Momentum and Pursuit CT -1 Player may substitute all of these with CCV 4, Loose Order with javelins	9
and/or Heavy Cavalry**	2-4	Shallow: 3-6 [2]	Average: CCV 4	Warrior Order Mounted	4 +1 Shock	Spear Momentum and Pursuit CT -1	9
Light Foot***	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling	6

*Gaestati: A player may elect to use the Gaestati as a separate Unit or can use them embedded in 4 of the Warrior Units all in the same Brigade. Declare which Units include Gaestati during Deployment. When resolving the Unit's first turn of Melee it gains an additional Shock D6 (e.g., total 3 D6 Shock Bonus). That first turn of Melee must be frontal; if the Unit is fighting to the flank or rear it permanently loses the bonus. This bonus occurs only once in the game.

**If Chariots are used (e.g., an early Gallic army) Cavalry Units must equal or be less numerous. The total number of Chariot and Cavalry Units may not exceed 4.

***Light Support Mixed Units may be used with the Heavy Chariots.

There is some evidence that Gallic warriors could form a defensive Shield Wall. Apply this rule to non-Gaestati Warrior Order Foot Units in scenario play if desired.

Germanic Tribes (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Warriors	5-10	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4 +1 Shock	Spears	11
Heavy Cavalry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +1 Shock	Spear Momentum and Pursuit CT -1	9
Light Foot*	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

*Light Support Mixed Units may be used.

There is some evidence that Germanic warriors could form a defensive Shield Wall. Apply this rule to Massed Order Foot Units in scenario play if desired.

British (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 5 Heavy and Chariot Units Broken. Chariots count as 0.5 Units toward number of key units and Broken Units.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Warriors	4-7	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Spears Momentum and Pursuit CT -1	11
Heavy Foot: Camp Followers	0-1	Medium: 6-12 [3]	Forgotten: CCV 2	Warrior Order Foot	2	Spears Momentum and Pursuit CT -1	8
Light Mounted: 2-Horse Chariots	2-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Mounted	4	Javelins	8
Light Cavalry	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Sling	6

It is possible that British warriors could form a defensive Shield Wall. Apply this rule to Warrior Order Foot Units in scenario play if desired.

Mithridates Pontic (1.0)

Brigades and attached Generals: 6 Brigades

Army defeated with the loss of 6 Heavy Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Phalanx	3-4	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1 Well Armoured	11
OR Heavy Foot: Imitation Legionaries	<i>Replace up to 2 Phalanx</i>	<i>Medium: 6-12 [3]</i>	<i>Average: CCV 4</i>	<i>Massed Order Foot</i>	4	<i>Pila and Sword Apply the rules for Pila but not Line Support.</i>	10
Heavy Foot: Various Regional	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot: Thureophoroi/Thorakites	0-1	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear Players may opt to use this Unit as two Units of Loose Order, Shallow: 3-6 [2] of Light Foot armed with javelins.	10
Heavy Cavalry	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance	9
Heavy Cavalry: Cataphracts	0-2	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4 +1 Shock	Lance or mace Well Armoured	10
Light Cavalry: Horse Archers	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot*	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Scythed Chariots	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	See special rules	9

*Light Support Mixed Units may be used.

Early Imperial Romans (1.0)

Brigades and attached Generals: 5 Heavy Brigades

Army defeated with the loss of 5 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Roman Legion Infantry	3-5	Deep: 9-18 [2-3-4]	Average: CCV 4	Close Order Foot*	4	Pila and Sword Momentum CT +1 Well Armoured See special rules for Line Support. Legion Units may operate as Shallow, Medium or Deep – use Unit Division rules. Change 2 Legion Units to Tough (CCV 5) if scenario demands it.	16
Light Foot: Auxiliary infantry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Javelins May be Deployed as 2 Units, Massed Order Foot, Medium: 6-12 [3], Spears. Count toward both key unit total and Defeat.	7
Heavy Cavalry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
May replace 1 Heavy Cavalry with Cataphracts	0-1	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4 +1 Shock	Lance Well Armoured	10
Light Cavalry	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Cavalry: Horse Archers	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot**	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Legion Units that are newly recruited are Massed Order Foot.

**Light Support Mixed Units may be used.

Parthians (1.0)

Brigades and attached Generals: 5 Brigades including Horse Archers that must operate in Light Brigades.

Army defeated with the loss of 7 Heavy and Horse Archer Units Broken. Horse archers each count as 0.5 toward the number of key units and Units Broken.

170 points (without the Heavy Foot)

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Cavalry: Cataphracts	3-6	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4 +1 Shock	Lance Well Armoured	10
Light Cavalry: Horse Archers	6-14	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Subject Heavy Foot*	0-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order	3	Spear	9
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Fielding the Subject Heavy Foot Units is optional. If omitted replace with 1 Cataphract Unit or 2 Horse Archer Units.

Dacians (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

165 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Warriors	4-7	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Spear	11
Heavy Foot: Falx Warriors	1-3	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +3 Shock	Falx Note the exceptional +3 Shock bonus	11
Heavy Cavalry (Sarmatian)	0-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum	9
Light Foot	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Sarmatians (1.0)

Brigades and Attached Generals: 3 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

162 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Cavalry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well armoured	9
Heavy Cavalry	3-7	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Light Cavalry: Horse Archers*	1-3	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Mounted	4	Bow 360 Not Missile Reliant	8
Light Cavalry: Horse Archers	0-3	Shallow: 3-6 [2]	Brittle: CCV3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Subject Light Foot	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*The Loose Order Horse Archers represent the superior troops often armed with a variety of weapons and quite capable of engaging in Melee with enemy Light Units; they are not Missile Reliant.

Army List Group: Roman Decline**Middle Imperial Romans (1.1)**

Brigades and attached Generals: 5 Heavy Brigades

Army defeated with the loss of 5 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Roman Legion Infantry	2-4	Deep: 9-18 [2-3-4]	Average: CCV 4	Close Order Foot*	4	Pila and Sword Momentum CT +1 Well Armoured See special rules for Line Support. May operate in 1-3 Lines. Scenario may deny this option.	16
Light Foot: Auxiliary Infantry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Javelins May be Deployed as 2 Units, Massed Order Foot, Medium: 6-12 [3], may not Shoot. Count toward both key unit total and defeat.	7
Regional Allied Heavy Foot	0-1	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Cavalry: Cataphracts	0-1	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4 +1 Shock	Lance Well Armoured	10
Heavy Cavalry	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear	8
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Cavalry: Horse Archers	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot**	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Legion Units that are newly recruited or whose training is in question are Massed Order.

**Light Support Mixed Units may be used.

A scenario set after 250 AD must have Roman Legion Units operate as 6 smaller Medium size Heavy Foot Units (6-12 [3]), Close Order, pila and sword, but without the Line Support rules option. 11 points each. These represent the cohort detachments (vexillations) from the parent legions. By the 3rd century legions rarely fought together and so the various multi-line dispositions that they famously used in the late Republic and early empire disappeared.

Roman Palmyra (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 5 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Roman Infantry*	1-2	Medium: 6-12 [3]	Average: CCV 4	Close Order Foot	4	Pila and Sword Momentum CT +1 Well Armoured	11
Heavy Foot Archers	1-3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Bow May perform Massed Archery Missile Reliant	10
Heavy Cavalry: Cataphracts	3-5	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4 +1 Shock	Lance Well armoured	10
Light Mounted: Camelry	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Bow and Spear	7
Light Cavalry: Horse Archers**	1-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bows 360 Missile Reliant	7
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*The Romans no longer operate as complete Legions and do not use the Line Support rules. These Units may use the Pila rules.

**Horse Archers are not Brigaded.

Palmyra under Zenobia (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 5 Heavy Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot Archers	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Bow May perform Massed Archery Missile Reliant	10
Heavy Cavalry: Cataphracts	3-6	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4 +1 Shock	Lance Well armoured	10
Light Mounted: Camelry	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Bow and Spear	7
Light Cavalry: Horse Archers*	1-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bows 360 Missile Reliant	7
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Horse Archers are not Brigaded.

Sassanid Persian (1.0)

Brigades and attached Generals: 5 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Levy Infantry	0-4	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear	9
Heavy Cavalry: Cataphracts	1-3	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4 +1 Shock	Lance Well Armoured	10
Heavy Cavalry	2-5	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance and Bow Heavy Mixed Unit	9
Light Cavalry	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Cavalry: Horse Archers	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bows 360 Missile Reliant	7
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Indian Elephants	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Momentum and Pursuit CT -1	9

Late Romans (1.1)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 5 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear May use Shield Wall rules.	10
Light Foot: Auxiliary infantry*	3-6	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Javelins	7
Heavy Cavalry: Cataphracts	0-1	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4 +1 Shock	Lance Well armoured	10
Heavy Cavalry	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Bow and Lance Heavy Mixed Unit	9
Allied Heavy Cavalry: <i>Foederati</i>	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Spear Momentum and Pursuit CT -1	9
Light Cavalry	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Cavalry: Horse Archers	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bows 360 Missile Reliant	7
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*If representing Foederati, 2 Loose order Foot Units can be combined to produce 1 Medium size Warrior Order Foot Unit: Hit Triggers 6-12 [3], CCV 4, Spears. All 6 Units can be reorganized in this fashion. Warrior Order Units count toward Heavy Units and defeat when Broken.

Early Franks (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

165 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	5-10	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4 +1 Shock	Spear Momentum and Pursuit CT -1	11
Heavy Cavalry	0-2	Shallow: 3-6 [2]	Average: CCV 4	Warrior Order Mounted	4 +1	Spear Momentum and Pursuit CT -1	9
Light Foot	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Use the Roman Pila rule (Section 13.1) to represent their use of heavy javelins and throwing axes on first contact with the enemy. Target gets a +1 CCV on their Control Test.

Huns (1.0)

Brigades and attached Generals: 6 Brigades including Horse Archers that must operate in Light Brigades.

Army defeated with the loss of 7 Heavy and Horse Archer Units Broken. Horse Archers count 0.5 per Unit toward the number of key units and Broken Units.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Cavalry	3-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Spear	9
Light Cavalry: Horse Archers	5-12	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bows 360 Not Missile Reliant	7
Heavy Foot: Germanic Allies	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

*The Horse Archers are armed with a variety of weapons and quite capable of engaging in Melee with enemy Light Units; they are not Missile Reliant.

Ostrogoths and Allies (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Cavalry	0-3	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -1	10
Heavy Cavalry	4-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Heavy Foot Warriors	0-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4 +1	Spear	10
Light Cavalry: Horse Archers	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

Army List Group: Rome's Legacy**Carolingians (8th-10th centuries) (1.0)**

Brigades and Attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot: Locally Recruited	0-1	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear	9
Elite Heavy Cavalry	0-3	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Spear Momentum and Pursuit CT -1	10
Frank or Allied Heavy Cavalry	4-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Spear Momentum and Pursuit CT -1	9
Light Cavalry	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order	3	Javelins	7
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Lombards (1.0)

Brigades and attached Generals: 3 Heavy Brigades

Army defeated with the loss of 8 Heavy Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Slavs	0-4	Shallow: 3-6 [2]	Brittle: CCV 3	Warrior Order Foot	3	Spear	6
Lombard Elite Heavy Cavalry	0-3	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2	10
Heavy Cavalry	5-8	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Light Cavalry: Horse Archers	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot*	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Bow Missile Reliant	6
Light Foot	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

*Loose order Foot Units can be combined to produce 1 Medium size Warrior Order Foot Unit: Hit Triggers 6-12 [3], CCV 3, Bows.

6th-7th Century Byzantine (1.0)

Brigades and attached Generals: 5 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	1-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and Bow Momentum CT +1 Heavy Mixed Unit Well Armoured May use Shield Wall	10
Heavy Cavalry	4-8	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4	Bow and Lance Heavy Mixed Unit Momentum and Pursuit CT +1 Well Armoured	9
Light Cavalry	0-1	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Mounted	4	Javelins	8
Light Cavalry: Horse Archers	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order mounted	3	Bow 360 Missile Reliant	7
Light Mounted	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot*	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Staff Sling Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*Light Support Mixed Units may be used.

Army List Group: Byzantium at War**8th-11th Century Byzantine (1.0)**

Brigades and attached Generals: 5 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	1-4	Medium: 6-12 [3]	Average: CCV 4	Close Order Foot	4	Spear Momentum CT +1 Well Armoured May also be spear and bow Heavy Mixed Unit; Massed Order	11
Varangian Guard	0-1	Medium: 6-12 [3]	Tough: CCV 5	Close Order Foot	5	Spear Momentum CT +1 Well Armoured <i>Players may elect to use these as CCV 5, Massed Order, Shock (+1). Momentum and Pursuit CT -2 Well Armoured May use Shield Wall</i>	11
Heavy Cavalry	3-6	Shallow: 3-6 [2]	Average: CCV 4	Close Order Mounted	4	Bow and Lance Heavy Mixed Unit Momentum and Pursuit CT +1	9
10th century Cataphracts: Replace 1 Heavy Cavalry	0-1	<i>Shallow: 3-6 [2]</i>	<i>Average: CCV 4</i>	<i>Close Order Mounted</i>	4 Shock +1	<i>Lance Well armoured Momentum and Pursuit CT +1 Replaces 1 Heavy Cavalry</i>	10
Light Cavalry	0-1	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Mounted	4	Javelins	8
Light Cavalry: Horse Archers	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order mounted	3	Bows 360 Missile Reliant	7
Light Foot (Balkan)	0-1	Shallow: 3-6 [2]	Average: CCV 3	Loose Order Foot	3	Javelins	6
Light Foot*	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelin	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Staff sling Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-bow Missile Reliant	6

*Light Support Mixed Units may be used.

Umayyad Arab Empire (7th-10th Centuries) (1.1)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Foot	0-1	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Spear	11
Heavy Foot	2-3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Tribal Heavy Foot	0-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Bow Missile Reliant	9
Heavy Cavalry	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance and Bow Heavy Mixed Unit	9
Heavy Cavalry	3-5	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance	9
Tribal Light Cavalry*	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Javelins	7
Light Cavalry: Horse Archers	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

*Loose order Cavalry Units can be replaced with 1 Shallow size Warrior Order Mounted Unit: Hit Triggers 3-6 [2], CCV 3, Spears.

Italo-Normans (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 8 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	1-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Locally recruited Heavy Foot	0-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear <i>Players may replace one or both of these Units each with two Shallow: 3-6 [2], CCV 3, Loose Order Foot, Javelins.</i>	9
Elite Norman Heavy Cavalry	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -1	10
Norman Heavy Cavalry	2-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -2	9
Subject or Allied Heavy Cavalry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Light Cavalry	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

Bulgar (1.1)

Brigades and attached Generals: 5 Brigades including Horse Archers that must operate in Light Brigades.

Army defeated with the loss of 7 Heavy and Horse Archers Units Broken. Horse Archers count 0.5 each toward number of key units and Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy cavalry	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance and Bow Heavy Mixed Unit Momentum and Pursuit CT -2	10
Heavy Cavalry	3-7	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance and Bow Heavy Mixed Unit Momentum and Pursuit CT -1	9
Light Cavalry: Horse Archers*	4-10	Shallow: 3-6 [2]	Average: CCV 3	Open Order Mounted	3	Bow 360 Not "Missile Reliant"	6
Light Foot	0-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

*The Horse Archers are armed with a variety of weapons and quite capable of engaging in Melee with enemy Light Units; they are not Missile Reliant.

Steppe Peoples (1.1)

Brigades and attached Generals: 5 Brigades including Horse Archers that must operate in Light Brigades.

Army defeated with the loss of 7 Heavy and Horse Archer Units Broken. Horse Archers count 0.5 each toward number of key units and Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Cavalry	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance and Bow Heavy Mixed Unit Momentum and Pursuit CT -1	10
Heavy Cavalry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance and Bow Heavy Mixed Unit Momentum and Pursuit CT -2	9
Light Cavalry: Horse Archers*	7-16	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Horse Archers Bows 360 Not "Missile Reliant"	7

*The Horse Archers are armed with a variety of weapons and quite capable of engaging in Melee with enemy Light Units; they are not Missile Reliant.

Army List Group: 1066**Normans (1.0)**

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Foot	2-6	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Norman Heavy Cavalry	2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -1	10
Retainers and Breton Heavy Cavalry	2-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Light Foot	2-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6

Vikings (1.0)

Brigades and attached Generals: 3 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
King's Heavy Foot	0-2	Medium: 6-12 [3]	Tough: CCV 5	Warrior Order Foot	5 +2	Axe/Spear Momentum and Pursuit CT -1 May Shield Wall (-1 CT penalty)	12
Heavy Foot	4-8	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2	Axe/Spear Momentum and Pursuit CT -1 May Shield Wall (-1 CT penalty)	11
Heavy Foot with Bow	1-3	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +1	Bow/Axe/Spear Heavy Mixed Unit Momentum and Pursuit CT -1 May Shield Wall (-1 CT Penalty)	11
Light Foot	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Army may Deploy into the cavalry zones once the centre Heavy Foot zone is completely occupied laterally.

Berserkers: One Heavy Unit is assumed to include Berserker fanatics. Declare which Unit includes Berserkers when it is deployed. When resolving the Unit's first turn of Melee it gains a +1 Combat Dice bonus; the bonus is a one-use advantage. That first turn of Melee must be frontal; if the Unit fights to the flank or rear it loses the Berserker bonus for the rest of the game.

King's Heavy Foot: A player may reorganize his King's Foot to distribute these household warriors to 4 of his regular Heavy foot Units. These Units adopt the CCV 5 of the King's Foot until they are Shaken at which point they immediately revert to CCV 4. If a player adopts this option he will still net the same total number of Heavy Foot Units (e.g., 10 plus the 3 Heavy Foot Bow Units).

Anglo-Saxons (1.0)

Brigades and attached Generals: 3 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
King's Heavy Foot (Huscarls and better Fyrd)	0-4	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Axe/Spear May Shield Wall	11
Heavy Foot (Common Fyrd)	5-10	Medium: 6-12 [3]	Average: CCV 4	Massed order Foot	4	Axe/Spear May Shield Wall	10
Light Foot	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Army may Deploy into the cavalry zones once the centre Heavy Foot zone is completely occupied laterally.

King's Heavy Foot: A player may reorganize his King's Foot to distribute these household warriors to 4 of his regular Heavy foot Units. These Units adopt the CCV 5 of the King's Foot until they are Shaken at which point they immediately revert to CCV 4. If a player adopts this option he will still net the same total number of Heavy Foot Units (e.g., 14).

Army List Group: Fighting for God**Crusader States (1.0)**

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot with Crossbow	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and X-Bow Heavy Mixed Unit	10
Locally recruited Heavy Foot	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Cavalry: Knights	1-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Retinue/Sergeants: Heavy Cavalry	1-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Light Cavalry: Turcoples	0-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Mounted	4	Bow and Spear	8
OR Turcoples and local mercenaries: Horse Archers	0-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Saracens: Islamic Armies 11-12th century (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Foot	0-3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Elite Heavy Cavalry	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance and Bow Heavy Mixed Unit Withdrawal CT +1	10
Heavy Cavalry	4-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Light Cavalry: Horse Archers	2-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Spanish 11-13th century (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Order Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	1-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear	9
Heavy Foot: Christian or Arab	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot	1-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and Crossbow Heavy Mixed Unit Pavise (Well Armoured when stationary)	10
Heavy Cavalry: Knights	3-4	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Mercenary Heavy Cavalry	2-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Light Cavalry: Jinetes and/or Arab	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot: Christian and/or Arab	0-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Crossbow Missile Reliant	6

Muslim Spain (1.0)

Brigades and attached Generals: 5 Brigades including Open Order Mounted Units (Berber and Arab) that must operate in Light Brigades.

Army defeated with the loss of 7 Heavy and Mounted Skirmisher Units Broken. Light Mounted count 0.5 each toward number of key units and Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	1-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear	9
Heavy Foot: Christian or Arab	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot:	0-1	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and Crossbow Heavy Mixed Unit	10
Heavy Cavalry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Heavy Cavalry: Christian Knights	1-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Light Cavalry: Berber and Arab	3-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot: Christian and/or Arab	0-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Crossbow Missile Reliant	6

Almoravid (1.0)

Brigades and attached Generals: 5 Brigades including Open Order Mounted Units (Berber and Arab) that must operate in Light Brigades.

Army defeated with the loss of 6 Heavy and Mounted Skirmisher Units Broken. Light Mounted count 0.5 each toward number of key units and Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Black Guard	1-2	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Spear	9
Heavy Foot: Berber	1-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot: Berber	0-1	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and Bow Heavy Mixed Unit	10
Heavy Foot: Mercenary	0-1	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and Crossbow Heavy Mixed Unit	10
Heavy Cavalry	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Heavy Cavalry: Christian Knights	0-1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Light Mounted: Camely	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Javelins	7
Light Cavalry: Berber and Arab	4-7	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Foot: North African	0-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Army List Group: East meets West in Medieval Europe**Teutonic Order (1.0)**

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Order Units Broken.

165 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and X-Bow Heavy Mixed Unit	10
Locally recruited Heavy Foot	0-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear	9
<i>OR</i> Locally recruited Heavy Foot*	0-2	<i>Medium: 6-12 [3]</i>	<i>Brittle: CCV 3</i>	<i>Warrior Order Foot</i>	3	<i>Spear</i>	9
Heavy Cavalry: Order Knights	2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Heavy Cavalry: Crusader Knights	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	9
Heavy Cavalry: Sergeants	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Light Cavalry: Crossbowmen	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Mounted	3	Crossbow Missile Reliant	7
Light Cavalry: Turcoples	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Javelins	7
Light Cavalry: Horse Archers	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

*Note the lesser +1 Shock bonus for these Warrior Order Units.

Mongols (1.0)

Brigades and attached Generals: 6 Brigades including Horse Archers that must operate in Light Brigades.

Army defeated with the loss of 8 Heavy and Horse Archer Units Broken. Horse Archers count 0.5 each toward number of key units and Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Elite Heavy Cavalry	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Spear and Bow Heavy Mixed Unit Well Armoured Withdrawal CT +1	10
Heavy Cavalry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Spear and Bow Heavy Mixed Unit	9
Light Cavalry: Horse Archers*	6-12	Shallow: 3-6 [2]	Average: CCV 4	Open Order Mounted	4	Bow 360 Not "Missile Reliant"	8
Light Cavalry: Allied Horse Archers	0-6	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bows 360 May not be mixed with Mongols in the same Brigade. Missile Reliant	7

*The Horse Archers are armed with a variety of weapons and quite capable of engaging in Melee with enemy Light Units; they are not Missile Reliant.

Polish-Lithuanian (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	0-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Locally recruited Heavy Foot	0-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear	9
Heavy Cavalry: Knights	1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Heavy Cavalry: Men at Arms	2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Heavy Cavalry	2-5	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance	9
Light Cavalry: Horse Archers	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Russians (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	0-3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Locally recruited Heavy Foot	0-3	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear	9
Heavy Cavalry	4-8	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Light Cavalry: Horse Archers	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Early Ottoman (1.1)

Brigades and attached Generals: 5 Brigades including Horse Archers that must operate in Light Brigades.

Army defeated with the loss of 7 Heavy and Horse Archer Units Broken. Horse Archers count 0.5 each toward number of key units and Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	0-1	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot: Bowmen	0-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Bow May perform Massed Archery Missile Reliant	9
Heavy Cavalry	3-6	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Bow and Lance Heavy Mixed Unit	9
Light Cavalry: Horse Archers	6-10	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot: Azabs	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot: Azabs	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Hungarians (1.0)

Brigades and attached Generals: 5 Brigades including Horse Archers that must operate in Light Brigades.

Army defeated with the loss of 6 Heavy and Horse Archer Units Broken. Horse Archers count 0.5 each toward number of key units and Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Locally recruited Heavy Foot	0-1	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Crossbow and Spear Heavy Mixed Unit Pavise (Well Armoured when stationary)	9
Heavy Cavalry: Knights	0-1	Shallow: 3-6 [2]	Average: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Heavy Cavalry	2-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance	9
Light Cavalry: Hungarian and Tartar Horse Archers	6-10	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Bow 360 Missile Reliant	7
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Crossbow Missile Reliant	6

Army List Group: Middle Ages Europe**English 12th-13th century (1.0)**

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 8 Heavy Units Broken.

169 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	0-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot: Archers	1-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Foot	4	Longbow Missile Reliant	7
Heavy Cavalry: Knights	2-4	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Retinue Heavy Cavalry	2-5	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Light Foot: Welsh	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Longbow Missile Reliant	6
Light Foot: Irish	0-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

French 12th-13th century (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 8 Heavy Order Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	0-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot	1-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear and Crossbow Pavise (Well Armoured when stationary)	10
Heavy Cavalry: Knights	3-5	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Retinue Heavy Cavalry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Light Foot	0-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Crossbow Missile Reliant	6

Scottish 13th-14th century (1.1)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 8 Heavy Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	5-10	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear May use Schiltron rules*	10
Heavy Foot: Clansmen	0-2	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Spear Momentum and Pursuit CT -1	11
Heavy Cavalry: Knights	0-1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured (-1 Shooting target)	10
Retinue Heavy Cavalry	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1	9
Light Foot	1-3	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

*Certain Scottish armies were carefully recruited and well-practiced. Historians assert, for example, that Robert the Bruce's army at Bannockburn was a select force. If this is being represented award the Heavy Foot spearmen a +1 to their CCV when performing Schiltron Control Tests.

Flemish 13th-14th century (1.0)

Brigades and attached Generals: 3 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot	5-10	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear May use Schiltron rules	10
Heavy Cavalry: Knights	0-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Retinue Heavy Cavalry	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	1-4	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Javelins	6

Army List Group: Late 100 Years War**English (1.0)**

Brigades and Attached Generals: 4 Heavy Brigades

Army defeated with the loss of 8 Heavy Units Broken.

168 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Dismounted Men at Arms and other Foot	0-2	Medium: 6-12 [3]	Tough: CCV 5	Massed Order Foot	5	Various edged weapons Well Armoured	11
Heavy Foot: Massed Longbow	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow Massed Archery Missile Reliant Stakes	10
Heavy Foot: Heavy Mixed Unit Longbow/MAA*	4-7	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow, MAA, and Bill Massed Archery Stakes Front Line are LB; rear are MAA and bill foot. See Special Rules for English Heavy Mixed Units.	10
Heavy Cavalry: Knights**	0-1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Retinue Heavy Cavalry**	0-2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Light Foot	2-4	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Longbow Missile Reliant	7

*Scenario designers might prefer to use a combination of Massed Longbow Units and MAA/bill Units and omit the Heavy Mixed Units. This might be more appropriate for the early 100YW. If this approach is used increase the maximum number of Units of those types to suit the scenario.

**English Mounted Units should be allowed to Dismount.

French (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 8 Heavy Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Dismounted Men at Arms and other Foot	3-7	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear Well Armoured	10
Light Foot: Genoese X-Bow	0-3	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	X-Bow Missile Reliant	7
Heavy Cavalry: Knights*	2-4	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Heavy Cavalry: Retinue*	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9

*Up to half the French Mounted Units may Dismount.

Army List Group: The Wars of the Roses**Wars of the Roses Generic List (1.1)**

Brigades and Attached Generals: 4 Heavy Brigades. The knights must be attached to Brigade including Heavy Infantry or (exceptionally) deployed anywhere in the Deployment Zone as "Out of Command" (e.g., in a Hidden position).

Army defeated with the loss of 7 Heavy Units Broken (revise depending on added mercenaries).

127 points including Shire Levy but not including mercenaries. Add mercenaries.

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Mixed Foot: Retinue Longbow/MAA	4-8	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow and Bill etc. Massed Archery See Special Rules for Heavy Mixed Units.	10
Heavy Cavalry: Knights	0-1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2	10
*Heavy Foot: Flemish Mercenary Pike	0-1	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1 (Rolling for Mercenaries: 1-2)	11
Light Foot: Burgundian Hand Culverin	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Hand Culverins Missile Reliant <i>Used with Flemish Pike</i>	6
*OR Heavy Foot: Irish/Welsh Spear**	0-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear (Rolling for Mercenaries: 3-4)	9
*OR Heavy Cavalry: Border Horse/Scurrers/Hobilars	0-1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear (Rolling for Mercenaries: 5-6)	8
Heavy Foot: Shire Levy Longbow**	1-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Longbow Massed Archery Missile Reliant Both sides can agree to make these Units Average or a mix of Brittle and Average.	9
Heavy Foot: Shire Levy Billmen	1-2	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Spear Both sides can agree to make these Units Average or a mix of Brittle and Average.	9
OR Heavy Mixed Unit: Shire Longbow and Bill***	2-4	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Longbow and Bill etc. Massed Archery Front Line are LB; rear are billmen. See Special Rules for Heavy Mixed Units.	9

*Players can decide to limit or add mercenaries according to historical use or allow both sides to use all mercenary types. Alternatively, players can agree to roll for the mercenaries (see notes column).

** The Irish spear Units may be replaced with Galloglass supported by Kern:

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Galloglass	1	<i>Medium:</i> 6-12 [3]	<i>Average:</i> CCV 4	<i>Warrior Order Foot</i>	4 +2 Shock	<i>Axe and Spear Momentum and Pursuit CT -1</i>	11
Kern	1	<i>Shallow:</i> 3-6 [2]	<i>Brittle:</i> CCV 3	<i>Loose Order Foot</i>	3	<i>Javelin</i>	6

***As for mercenaries, players roll to see if the Shire Levy operate as separate longbow and bill Units or as combined Heavy Mixed Units: 1-3 separate bow and bill Units; 4-6 Mixed Units.

Noble Generals:

Each Brigade represents a "battle" and its General is a noble commander that, as usual, must be attached to one of his Units. For the Wars of the Roses apply the following rules:

1. A noble may never move to a different Unit in his Brigade during play even if the Brigade Splinters (exception below). The attached noble adds a D6 to the dice thrown in Melee for that Unit OR, if the Unit is a Heavy Mixed Unit of Retinue Longbow and Men at Arms, he raises the Combat and Control Value of the Unit from CCV 4 (Average) to CCV 5 (Tough) when it performs a rank exchange; the CCV 5 applies to the rank exchange CT. A noble General cannot both add a Melee D6 and raise his Unit's Combat and Control Value.
2. The attached noble General is at risk every time his Unit Loses a Melee. Immediately roll a single D6 after the Melee is resolved. On a "6" result he is killed and the Unit immediately takes a Catastrophe Test. Note that this Test might be in addition to other Catastrophe Tests the Unit must perform due to the lost Melee. A noble General also dies if the Unit to which he is attached is Broken.
3. All the Units of a Brigade that loses its noble General becomes "Out of Command" for the balance of the game.

Personal Honour Points: Multi-player games

Medieval armies and their commanders were more sophisticated than often believed, but there is no doubt that battle-plans and overall command and control could be compromised by the cultural and social values of the European nobility. The following rules encourage players in multi-player games to gain honour by achieving Personal Honour Points as they lead their "battle" (Brigade) to glory.

Personal Honour Points are accrued during play and totalled at the end of the game. The points are as follows:

1 point for each Heavy Unit in your Brigade that charges the enemy before any Units of the rest of the Army.

1 point for each enemy Heavy Unit Broken by your Brigade by Shooting.

2 points for each enemy Heavy Unit Broken by your Brigade in Melee.

4 points for each enemy noble killed by Personal Combat. When two Units with attached nobles are in melee, a player can call for a personal combat; high roll wins (re-roll ties). Personal Combat is done prior to Melee calculations – note the effects of the loss of the noble on his Unit. Exceptionally, a player may reposition their noble figure and attach him to a Unit in his Brigade (i.e., those Units still "In Command") in Melee contact with an enemy Unit with a noble. He must remain with that Unit for the balance of the game unless again repositioning to fight a Personal Combat. A noble carries the benefit of his presence (and risks) with him as he moves from one Unit to another. See "Noble Generals" above.

A dead noble still totals their accrued Honour Points to support their legacy and family reputation! This includes points earned by their Units after they have been killed.

Artillery has not been included in the Army List. Players can agree to give one or both sides a Light Gun (7 points) in lieu of a one other Unit.

Army List Group: The Medieval Twilight**Burgundian 15th century (1.0)**

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

170 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Pikemen	0-3	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1	11
Heavy Foot	1-3	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Light Foot: Crossbowmen	0-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	X-Bow Missile Reliant Pavises	7
Light Foot: Longbowmen	0-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	Longbow (no Massed Archery) Missile Reliant Can be replaced with 1 Massed Foot, Medium: 6-12 [3]; may perform Massed Archery.	7
Heavy Cavalry: Knights	2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Feudal and Mercenary Heavy Cavalry	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Light Cavalry	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	Crossbow Missile Reliant	7
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Hand Culverins Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Bow Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Artillery: Light Guns	1-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Guns Missile Reliant	7

Swiss 15th century (1.1)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 5 Heavy Units Broken.

174 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Pike-Block*	4-7	Deep: 9-18 [4]	Average: CCV 4	Close Order or Close Order (Pike) Foot	4 +2 Aggression	Halberd-Block or Pike- Block Momentum CT +1 See Special Rules for Swiss Kiel Brigade allowed	17
Heavy Cavalry: Knights	0-1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Light Foot	2-4	Shallow: 3-6 [2]	Average: CCV 3	Open Order Foot	3	X-Bow Missile Reliant Note high CCV	6
Light Cavalry	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Mounted	3	X-Bow Missile Reliant	7
Artillery: Light Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Gun Missile Reliant	7

This list can be used for a medieval or early Renaissance Swiss army.

*For the earlier period use Halberd-Block Heavy Foot Units. For the second half of the 15th century (e.g., the Burgundian War) use Pike-Blocks.

Italian late 15th century (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 6 Heavy Units Broken.

166 points

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot: Pikemen	0-2	Medium: 6-12 [3]	Average: CCV 4	Close Order (Pike) Foot	4	Pike Momentum CT +1	11
Heavy Foot*	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Light Foot: Crossbowmen*	1-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	X-Bow Missile Reliant Pavises	7
Heavy Cavalry: Knights	1-2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Mercenary Heavy Cavalry	2-4	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Light Cavalry: Stradiots	0-2	Shallow: 3-6 [2]	Average: CCV 3	Loose Order Mounted	3	Bow and Spear	7
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Hand Culverins Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Artillery: Light Gun	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Gun Missile Reliant	7

* The player can choose to integrate the Loose Order crossbowmen into one of the spear Units to create two Heavy Mixed Units. This would result in 3 Spearmen Units and 2 Spear and Crossbow Heavy Mixed Units.

French Ordonnance mid-15th century (1.0)

Brigades and attached Generals: 4 Heavy Brigades

Army defeated with the loss of 7 Heavy Units Broken.

167 points

Unit Type	Number of Units	Size and Hit Triggers	Combat and Control Value	Order Density	Base Combat Dice and Shock (?)	Notes	Points per Unit
Heavy Foot*	2-4	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Spear	10
Heavy Foot: Franc Archers	0-2	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Bow Missile Reliant Pavisers: Well Armoured when stationary	10
Light Foot: Crossbowmen*	0-2	Shallow: 3-6 [2]	Average: CCV 4	Loose Order Foot	4	X-Bow Missile Reliant Pavisers	7
Heavy Cavalry: Knights	2-4	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2 Well Armoured	10
Retinue Heavy Cavalry	1-3	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4 +2 Shock	Lance Momentum and Pursuit CT -1 Well Armoured	9
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Hand Culverins Missile Reliant	6
Light Foot	0-1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	X-Bow Missile Reliant	6
Artillery: Light Guns	0-2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3 in Melee; Shooting variable	Light Guns Missile Reliant	7

* The player can choose to integrate the Loose Order crossbowmen into one of the spear Units to create two Heavy Mixed Units. This would result in 3 Spear Units and 2 Spear and Crossbow Heavy Mixed Units.