ARMY LISTS – BOOK 1

EARLY BRONZE AGE TO LATE REPUBLICAN ROMAN

FIELD OF GLORY

Army Lists - Book 1

3rd Edition

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CONTENTS

INTRODUCTION....3
HOW TO USE THE LISTS....3
EARLY HIGHLAND RAIDERS....5
EARLY LIBYAN....7
LATER SUMERIAN OR AKKADIAN....9
OLD OR MIDDLE KINGDOM EGYPTIAN....11
HYKSOS....12
MITANNI....13
SYRO-CANAANITE....15
NEW KINGDOM EGYPTIAN....17
LATER MINOAN OR EARLY MYCENAEAN....18
HITTITE EMPIRE....19
LATER MYCENAEAN OR TROJAN....21
MIDDLE OR EARLY NEO-ASSYRIAN....22
SEA PEOPLES....23
PHILISTINE....24
EARLY ZHOU CHINESE....25
NEO-HITTITE AND ARAMAEAN....27
LATER HEBREW....28
LIBYAN EGYPTIAN....29
URARTIAN....30
LYDIAN OR LYCIAN....32
KIMMERIAN, SKYTHIAN OR SAKA....34
ETRUSCAN LEAGUE, EARLY ROMAN AND LATIN....36
ITALIAN HILL TRIBES AND SAMNITE LEAGUE....38
NEO-ASSYRIAN EMPIRE....40
KUSHITE EGYPTIAN....42
THRACIAN....44
CLASSICAL GREEK....46
LATE DYNASTIC EGYPTIAN....49
NEO-BABYLONIAN EMPIRE....51
CAMPANIAN....53
EARLY ACHAEMENID PERSIAN....54
EARLY CARTHAGINIAN....56
CLASSICAL INDIAN....58
LATE ACHAEMENID PERSIAN....60
KO CHOSON KOREAN....62
EARLY EASTERN STEPPE HORSE CULTURES....63
GALLIC AND GALATIAN....65
HELLENISTIC GREEK....67
ALEXANDRIAN MACEDONIAN....69
SARMATIAN....71
WARRING STATES TO WESTERN HAN CHINESE....73
BOSPORAN....76
EARLY AND MID-REPUBLICAN ROMAN....78
EARLY ARMENIAN....80
EARLY SUCCESSOR....81
SELEUCID....83
PTOLEMAIC....85
LATER PRE-ISLAMIC BEDOUIN....87
PYRRHIC....88
LATER CARTHAGINIAN....89
GRAECO-BACTRIAN....91
ATTALID PERGAMENE....93
LATER MACEDONIAN....95
PARTHIAN AND EARLY SASSANID PERSIAN....96
ANCIENT SPANISH....98
NUMIDIAN OR MOORISH....100
LATER JEWISH....102
KUSHAN OR INDO-SKYTHIAN....104
EARLY GERMAN....105
PONTIC....107
LATE REPUBLICAN ROMAN....109
INDO-GREEK....111
SPARTACUS SLAVE REVOLT....113
THREE KINGDOMS KOREAN....114
ANCIENT BRITISH AND CALEDONIAN....117
APPENDIX 1 – ALLIED LISTS....118
- AITOLIAN ALLIES....118
- ALAN ALLIES....118
- BRUTTIAN OR LUCANIAN ALLIES....118
- EARLY NOMAD ALLIES....118
- EARLY NORTHERN BARBARIAN ALLIES....119
- KOMMAGENE ALLIES....119
- KYRENEAN GREEK ALLIES....119
- MANNAEAN ALLIES....119
- MEDIAN ALLIES....120
- MOUNTAIN INDIAN ALLIES....120
- NEO-ELAMITE ALLIES....120
- NEO-HITTITE AND ARAMAEAN ALLIES....120
- PHOENICIAN ALLIES....121
- QIANG AND DI ALLIES....121
- SHANG CHINESE ALLIES....121

INTRODUCTION

Field of Glory is a historical miniature tabletop wargaming rules system for anyone interested in recreating the battles of the ancient and medieval eras. This companion is designed to be used alongside the *Field of Glory* rulebook and covers the better-known armies of the world from the Early Bronze and Iron Ages until the end of the Republican Roman period in 25 BC.

This is a period of great variety, with many different, colourful troop types vying for tactical dominance. Each army has its own special character, making this one of the most fascinating periods of military history for the wargamer to explore.

The lists in this book have been fully updated to make them compatible with the changes introduced in Field of Glory Version 3. They should be used as replacements for those lists published in earlier books such as "Swifter than Eagles", "Immortal Fire" and "Rise of Rome", and will also replace some of the earlier lists in "Empires of the Dragon and "Lost Scrolls".

As you look at each army, you will find the following sections:

- Brief **Historical notes** on the army, its wars, its famous generals, weapons and/or troop types.
- Instruction for building a **customised army** using our points system.
- A table with a full list of **compulsory** and **optional** troops.
- A separate table for each of the main armies to be used when the army is only represented as an **ally** to another nation's army.
  Note that all armies have an allied list even if that army never provided such a contingent. This is so that players can use non-historical armies and alliances as part of a campaign or a special what-if scenario. They should not be used in other circumstances.
- A number of **allied lists** for those nations that only ever fought as a separate contingent under another nations command.

How to use the lists

To give balanced games, armies can be selected using the points system. The more effective the troops, the more each base costs in points. The maximum points for an army will usually be set at between 600 and 800 points for a singles game for 2 to 4 hours play. We recommend 800 points for 15mm singles tournament games (650 points for 25mm) and 1000 points for 15mm doubles games.

The army lists specify which troops can be used in a particular army. No other troops can be used. The number of bases of each type in the army must conform to the specified minima and maxima. Troops that have restrictions on when they can be used cannot be used with troops with a conflicting restriction. For example, troops that can only be used "before 2500 BC" cannot be used with troops that can only be used "from 2500 BC". All special instructions applying to an army list must be adhered to. These also apply to allied contingents supplied by the army.

All armies must have a C-in-C and at least one other commander. No army can have more than 4 commanders in total, including C-in-C, sub-commanders and ally commanders.

All armies must have a supply camp. This is free unless fortified. A fortified camp can only be used if specified in the army list. Field fortifications and portable defences can only be used if specified in the army list.

Allied contingents can only be used if specified in the army list. Most allied contingents have their own allied contingent list, to which they must conform unless the main army's list specifies otherwise.

Battle Groups

All troops are organized into battle groups. Commanders, supply camps and field fortifications are not troops and are not assigned to battle groups. Portable defences are not troops, but are assigned to specific battle groups.

Battle groups must obey the following restrictions:

- The number of bases in a battle group must correspond to the range specified in the army list.
- Each battle group must initially comprise an even number of bases. The only exceptions to this rule are:
  - Battle groups, whose army list specifies them as 2/3 of one type and 1/3 of another, can comprise 9 bases if this is within the battle group size range specified by the list.
  - Battle groups of elephants, heavy chariots, scythed chariots and knights may be of 3 bases - only if their army list specifies that as an option.
- A battle group can only include troops from one line in a list, unless the list specifies a mixed formation by specifying fractions of the battle group to be of types from two lines. e.g., 2/3 spearmen, 1/3 archers.
- All troops in a battle group must be of the same quality and training. When a choice of quality or training is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.
- Unless specifically stated otherwise in an army list, all troops in a battle group must be of the same armour class. When a choice of armour class is given in a list, this allows battle groups to differ from each other. It does not permit variety within a battle group.

Examples

Here are sections of some actual army lists, which will help us to explain the basics and some special features. The lists specify the following items for each historical type included in the army:

- Troop Type - comprising Type, Armour, Quality and Training.
- Capabilities – comprising Shooting and Close Combat capabilities.
- Points cost per base.
- Minimum and maximum number of bases in each battle group.
- Minimum and maximum number of bases in the army.

Chariots	Any date	Light Chariots	-	Elite	Drilled	Bow	-	21	4		0-4	8-24
		Light Chariots	-	Superior	Drilled	Bow	-	18	4-6		4-24	
	Only from 890 BC	Heavy Chariots	-	Elite	Drilled	Bow	-	25	3-4		0-4	
		Heavy Chariots	-	Superior	Drilled	Bow	-	22	3-4		4-12	
Cavalry	Only from 890 BC	Cavalry	Protected	Average	Drilled	-	Light Spear, Swordsmen	10	1/2	4-6	0-12	
						Bow	Swordsmen	12	1/2			

Special features of the above example:

- Chariots classified as Light Chariots can be used at any date. They must be organized in battle groups of 4 or 6 bases unless Elite when they can only be 4 bases strong. The army must include a minimum of 4 Superior bases of them and cannot include more than 24 Superior bases.
- Chariots classified as Heavy Chariots can only be used from 890 BC. They must be organized in battle groups of 3 or 4. From 890 BC the army must include a minimum of 4 Superior bases of them. It cannot include more than 12 Superior.
- The total number of bases of Chariots of any grading's in the army must be at least 8 and cannot be more than 24. Thus before 890 BC the army must have at least 8 bases of Light Chariots. From 890 BC the army can include both Light Chariots and Heavy Chariots, but they cannot be in mixed battle groups.
- Cavalry can only be used from 890 BC. They must be organized in battle groups of 4 or 6 bases. Half the bases of each battle group must have Light Spear, Swordsmen capabilities and half must have Bow, Swordsmen capabilities. The army cannot include more than 12 bases of them.

Spearmen	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3 or all	6-9	12-72
Supporting archers	Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3 or 0		

Special features:

- Spearmen battle groups can either be entirely of Heavy Foot Defensive Spearmen, or can have 2/3 of their bases as Heavy Foot Defensive Spearmen and 1/3 as Light Foot with Bow. If entirely of Heavy Foot they must be organized in battle groups of 6 or 8 bases (as 9 base battle groups are not allowed if entirely Heavy Foot). If 2/3 Heavy Foot, 1/3 Light Foot, they must be organized in battle groups of 6 or 9 bases – they cannot be 8 bases strong as it is not possible for 1/3 of the bases to be Light Foot in this case.

Chariots	Light Chariots	-	Average	Undrilled	Bow	-	13	4-6	4-32
Upgrade chariots to veteran	Light Chariots	-	Superior	Undrilled	Bow	-	18	Up to 2/3 of bases	

Special features:

- Chariots are normally selected as Average, however, up to 2/3 of them may be upgraded to Superior. In this example, there must be a minimum number of 4 Average chariots in the army and the total number of Superior chariots must not be more than twice the number of Average ones

Early Highland Raiders

This list covers the various highland peoples of the Zagros, Taurus and Anatolian uplands from c.3000 BC until c.1000BC. It includes the early/middle Bronze Age peoples of the Zagros mountains such as the Guti, Lullubi and early Kassites. It also includes the pre-Mitanni Hurrians of north-east Mesopotamia and the Gasgans (Kaska) of northern Anatolia. All appear in the records of their more settled neighbours as fierce and unpredictable raiders of civilised lands, although many of them did have small towns and cities of their own.

This list covers the following armies:

Lullubi	2300 BC to 675 BC
Hurrian	2254 BC to 1600 BC
Guti	2300 BC to 2115 BC
Early Kassites	1531 BC to 1155 BC
Gasgan	1500BC to 1200 BC

Troop Notes

Large army-sized groups of these highlanders would have been formed from alliances of a number of tribes, although larger individual tribes would normally dominate.

The early Gutian and Lullubi tribesmen are depicted practically naked or wearing animal skins but without shields and so are rated as Unprotected. Later highland tribesmen appear to have adopted shields and so may be Protected although we still allow less well-equipped warriors to be fielded. Gasgan armies are noted in some Hittite records as sometimes containing levies as well as the normal warriors, we allow all to field such troops. From c.2190 to 2115 BC the Guitians over-ran a large portion of Mesopotamia and rules some cities as a warrior aristocracy. This gave them access to the city militias. They also formed alliances with unconquered cities.

The Hurrians were the first highland peoples to adopt the chariot in any numbers and went on to found the Mitanni state which created the *Maryannu* chariot system that became the dominant military system in the Middle East for the best part of a millennium.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as warriors or, if Gutlan from 2190 to 2115 BC in a 4-equid platform car or 2-equid proto-chariot, or if early Kassite, Gasgan of Hurrian, in a 2-horse chariot.

An Early Highland Raider allied commanders contingent must conform to the Early Highland Raider Allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

- *Warriors in the main army, must all have the same close-combat capabilities. The same applies to warriors in allied contingents, although they need not have the same close-combat capability as those in the main army.

Early Highland Raiders											
Territory Types: Hilly, Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander/ Troop Commander						40/30		0-2	
Early Highland Raiders allied commanders		Field Commander/ Troop Commander						30/20		1-3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Warriors	Any	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot Swordsmen	6	6-10	30-90	
	Only from 2100 BC	Medium Foot	Protected	Average	Undrilled	-		7	6-10		
		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-10		
Poor-quality warriors	Any	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	2	8-12	0-72	
	Only from 2100 BC		Protected					3			
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-24	12-36
						Sling	-	4		6-16	
						Javelins	Light Spear	5		0-12	
Optional Troops											
Chariots	Only Gasgan	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	0-8	
		Light Chariots	-	Superior	Undrilled	Bow	-	18	4-6		
	Early Kassites or Gasgans or Hurrians from 1800BC	Light Chariots						18	4-6		
Special Campaigns											
Guti ruling Mesopotamian City States from 2190 BC to 2115 BC											

Mesopotamian retained spearmen	Heavy Foot	Protected	Superior	Drilled	-	Defensive Spearmen	7	6-8	0-16
			Average				10		
	Medium Foot	Unprotected	Superior	Drilled	-	Offensive Spearmen	7	6-8	
			Average				9		
Mesopotamian militia spearmen	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-10	10-36
			Poor				5		
Allies									
Subject city allies – Guti special campaign only - Late Sumerian or Akkadian – see List Book 1									

Early Highland Raiders Allies

Allied commander		Field Commander/Troop Commander						30/20		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Warriors	Any	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot Swordsmen	6	6-10	10-40	
	Only from 2100 BC	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-10		
							Light Spear Swordsmen	6			
Poor-quality warriors	Any	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	2	8-12	0-16	
	Only from 2100 BC		Protected					3			
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16	6-18
						Sling	-	4			
						Javelins	Light Spear	5		0-6	

Early Libyan

This list covers Libyan tribal armies from 3000 BC to 550 BC.

Troop Notes

The earliest Libyan armies fought entirely on foot, using bows, javelins and throw-sticks. They did not use shields, but some wore a heavy animal-skin or cloth cloak that must have provided very limited protection. Apart from that they were mostly naked except for a phallus sheath. Their skin was sometimes painted or tattooed. They were bearded. They often wore ostrich plumes in their hair, which was plaited into dreadlocks, sometimes dressed in mud.

In the later 13th century BC they started to use chariots and "copper" swords of Sea Peoples design. The only weapons clearly shown in any of the Libyan chariots on Ramesses III's Medinet Habu relief are bows. Later, in the Classical period, Libyans are reported as fielding very large numbers of chariots. Libyan graffiti of the later period show chariot crew armed with spears.

Libyan infantry of the period of Ramesses III are depicted as mostly swordsmen and archers. Recorded loot from one Egyptian victory included 603 bows, 2310 quivers, and only 92 spears. In the Classical Period Libyan infantry were mostly javelinmen.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots or as swordsmen or javelinmen.
- A Libyan ally commander's contingent must conform to the Early Libyan allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Sea Peoples mercenaries can only be used if no Sea Peoples allies are used.

Early Libyan											
Territory Types: Desert, Steppes											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30			
Libyan ally-commanders		Field Commander/Troop Commander						30/20	1-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Chariots	Only from 1250 BC to 651 BC	Light Chariots	-	Superior	Undrilled	Bow	-	18	4-6	4-12	
	Only from 650 BC	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	8-32	
Javelinmen	Any date	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-18	8-120
		Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	4	8-12	0-100	
	Only before 1208 BC	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot	5	8-12	16-36	
Swordsmen	Only from 1208 BC to 651 BC	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot Swordsmen	6	8-12	16-48	
Spearmen	Only from 650 BC	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	8-12	32-64	
Archers	Any date	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-18	
	Only from 1250 BC to 651 BC	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	16-64	
	Only from 650 BC									0-32	
Optional Troops											
Sea Peoples mercenaries	Only from 1208 BC to 1176 BC	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-12	0-12	
Allies											
Sea Peoples allies (Only from 1208 BC to 1176 BC)											

Early Libyan Allies										
Allied commander		Field Commander/Troop Commander					30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots	Only from 1250 BC to 651 BC	Light Chariots	-	Superior	Undrilled	-	Bow	18	4-6	0-6
	Only from 650 BC	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	4-8
Javelinmen	Only before 1208 BC	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot	5	8-12	8-16
Swordsmen	Only from 1208 BC to 651 BC	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot, Swordsmen	6	8-12	8-16
Spearmen	Only from 650 BC	Heavy Foot	Protected	Average	Undrilled	-	Defensive Spearmen	6	8-12	8-24
Archers	Only from 1250 BC to 651 BC	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-18
	Only from 650 BC									0-8

Later Sumerian or Akkadian

This list covers Sumerian and Akkadian armies from the start of the Sumerian Early Dynastic II period circa 2800 BC, through the Akkadian Empire period (circa 2334 BC-2193 BC) until the destruction of the Third Dynasty of Ur by the Elamites circa 2004 BC, and then the various successor states of the Isin-Larsa period until circa 1762 BC.

Troop Notes

In the early part of the period, the only protection of the spearmen was a thick felt or leather cloak. At some point in the early 25th century BC, they started to carry large body shields for the front ranks. Akkadian spearmen often discarded their shields to fight in difficult terrain. From the mid-21st century a smaller less unwieldy shield of Amorite origin came into use.
Platform cars can be either 4-equid platform cars or 2-equid proto-chariots
Battle cars and platform cars are rated as undrilled to reflect their unwieldiness.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted on 2-wheeled straddle or platform car, in 4-wheeled battle car or as royal guard axemen.
- A Sumerian or Akkadian ally commander's contingent must conform to the Later Sumerian or Akkadian list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Later Sumerian or Akkadian											
Territory Types: Developed, Agricultural. Only Akkadians: Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Sumerian or Akkadian ally-commanders		Field Commander/Troop Commander						30/20		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Retained spearmen	Only before 2500 BC	Heavy Foot or Medium Foot	Unprotected	Superior	Drilled	-	Offensive Spearmen	9	6-8	0-8	12-24
				Average				7		0-16	
	Only from 2500 BC		Protected	Superior	Drilled	-	Offensive Spearmen	11	6-8	0-8	
				Average				8		0-16	
Militia spearmen	Only before 2500 BC	Heavy Foot	Unprotected	Average	Drilled	-	Defensive Spearmen	6	6-10	20-90	
				Poor				4			
	Only from 2500 BC		Protected	Average	Drilled	-	Defensive Spearmen	7	6-10		
Core Troops (continued)											
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-18	12-24
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-18	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-12	
		Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	4			
				Poor				2			
Optional Troops											
Royal guardsmen with heavy axe		Heavy Foot	Unprotected	Superior	Drilled	-	Heavy Weapon	9	6-8	0-8	
Retained archers		Medium Foot	Unprotected	Superior	Drilled	Bow	-	8	6-8	0-8	
				Average				6			
4-wheeled battle cars	Only before 2334 BC	Heavy Chariots	-	Average	Undrilled	-	Light Spear	14	4-6	0-8	
	Only from 2334 BC to 2193 BC	Heavy Chariots	-	Average	Undrilled	-	Light Spear	14	4	0-4	
platform cars	Only from 2334 BC	Light Chariots	-	Average	Undrilled	-	Light Spear	11	4	0-4	
Hastily raised levies		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Amorites	Only from 2500 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-16	
							Light Spear Swordsmen	6			
Fortified camp								24		0-1	
Field fortifications		Field Fortifications						3		0-12	
Allies											
Amorite allies (Only from 2500 BC; up to 2 contingents) - Early Nomad Allies list											

Later Sumerian or Akkadian Allies											
Allied commanders		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Retained spearmen	Only before 2500 BC	Heavy Foot or Medium Foot	Unprotected	Superior	Drilled	-	Offensive Spearmen	9	6-8	0-6	6-16
				Average				7		0-16	
	Only from 2500 BC		Protected	Superior	Drilled	-	Offensive Spearmen	11	6-8	0-6	
				Average				8		0-16	
Militia spearmen	Only before 2500 BC	Heavy Foot	Unprotected	Average	Drilled	-	Defensive Spearmen	6	6-10	0-20	
				Poor				4			
	Only from 2500 BC		Protected	Average	Drilled	-	Defensive Spearmen	7	6-10		
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	0-12
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-6	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
		Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	4			
				Poor				2			

Old or Middle Kingdom Egyptian

This list covers the armies of the 3rd to 17th dynasties of Egypt from circa 2686 BC to 1550 BC, excluding the 15th and 16th dynasties which are covered by the Hyksos list.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as close fighters, or, from 1640 BC, in light chariots.
- Close fighters can interpenetrate archers and vice versa.

Old or Middle Kingdom Egyptian										
Territory Types: Developed, Agricultural										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander						40	0-2		
	Troop Commander						30	0-3		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Elite close fighters with 2-handed eye-axe	Heavy Foot	Protected	Superior	Drilled	-	Heavy Weapon	11	6-8	6-16	
Close fighters with one-handed eye-axe or club	Medium Foot	Protected	Superior	Drilled	-	Impact Foot, Swordsmen	11	6-8	0-16	12-40
			Average			Swordsmen	7		8-40	
Archers	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-12	16-64
		Unprotected					6		8-60	
Conscript spearmen	Medium Foot	Protected	Poor	Undrilled	-	Light Spear	3	8-12	8-24	
Optional Troops										
Other Javelinmen or spearmen	Medium Foot	Protected	Average	Drilled	-	Light spear	6	6-8	0-8	
	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6-8		
Nubian archers	Light Foot	Unprotected	Superior	Undrilled	Bow	-	7	6-8	0-16	
			Average				5			
	Medium Foot	Unprotected	Superior	Undrilled	Bow	-	7	6-8		
			Average				5			
Libyan javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Bedouin slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4-6	0-6	

Old or Middle Kingdom Egyptian Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Elite close fighters with 2-handed eye-axe	Heavy Foot	Protected	Superior	Drilled	-	Heavy Weapon	11	6-8	0-8	
Close fighters with one-handed eye-axe or club	Medium Foot	Protected	Superior	Drilled	-	Impact Foot, Swordsmen	11	6-8	0-8	6-24
			Average			Swordsmen	7		6-24	
Archers	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-8	8-32
		Unprotected					6		8-24	

Hyksos

The Hyksos (from the Egyptian *heqa khasewet*, "foreign rulers") were a people of Asiatic (possibly Amorite) origin who took over Lower (northern) Egypt in the mid-16th century BC. The traditional view of their accession to power is based on the history of Manetho, who wrote in Ptolemaic Egypt in the 3rd century BC. He recorded the Egyptian tradition that the Hyksos arrived as foreign invaders and took control of Lower Egypt by military force. Their supposed military success has in the past been attributed to their possession of the latest technology in the form of war chariots and composite bows. More recently it has been theorized that the Hyksos may in fact have arrived as nomadic settlers during a period of weakness under the Egyptian 13th dynasty, and taken over control gradually after perhaps being employed as soldiers and officials by the dynasty.

Whatever the truth, a modus vivendi was soon established between the Hyksos in Lower Egypt, ruling from Memphis, and the native Egyptian 17th dynasty in Upper (southern) Egypt, ruling from Thebes. This lasted until the final years of the 17th dynasty, when the Theban pharaohs launched an offensive against the Hyksos. The reconquest was completed by Ahmose I, the first pharaoh of the 18th century, who finally drove the Hyksos from Egypt circa 1535.

This list covers Hyksos armies from circa 1650 to circa 1535 BC.

Troop Notes

We assume that retinue close fighters were armed with typical Amorite weaponry as depicted on Old Babylonian terracottas – javelins, bronze sickle sword and shield.

Hyksos											
Territory Types: Developed, Agricultural											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Chariots	Before 1590	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	0-6	
	From 1590									4-16	
Retinue close fighters with sickle sword or axe		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-10	16-60	
Retinue Archers		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	12-48	
Optional Troops											
Javelinmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-32	0-36
		Light Foot	Unprotected					5		0-16	
Skirmishing archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	
Slingers						Sling		4			
Allies											
Egyptian vassals – Old or Middle Kingdom Egyptian											

Hyksos Allies										
Allied Commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots	From 1590	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	0-6
Retinue close fighters with sickle sword or axe		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-10	8-20
Retinue Archers		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	6-16

Mitanni

Following the sack of Babylon by the Hittites c.1595 BC, the various Indo-Aryan Hurrian groupings in northern Mesopotamia were united under one dynasty as the Kingdom of Mitanni (or Hanigalbat). Its capitol was Washshukanni. By the mid-15th century BC Assyria had become a vassal state. At its greatest extent, in the early 14th Century, the Kingdom included modern south-east Tukey, northern Syria and northern Iraq.
About 1350 BC, after Hittite intervention in a dynastic dispute, Mitanni became a buffer state between the Hittite Empire and Assyria, allied to the Hittites. After 1300 BC it became a vassal state of Assyria, but around1250 BC a rebellion against Assyria with Hittite assistance was crushed, with large numbers of the population being deported and an Assyrian governor installed.

This list covers the armies of the Kingdom of Mitanni from 1595 BC to 1250 BC.

Troop Notes

The strength of Mitanni's armies was in it chariots, crewed by the noble *maryannu* class. The main weapon of these chariot warriors was the composite bow. Both warriors and drivers were well protected in suits of bronze scale or lamellar armour, extending to the elbow and to the knee or below. The horses and the chariots themselves were also armoured. These styles were copied by other nations throughout Mesopotamia, Syria, Canaan and, to a lesser extent, Egypt.
The *maryannu* class formed a sort of feudal nobility, but the armour and weapons of royal *maryannu* at least were supplied by state armouries. We give the option of treating each battle group as drilled or undrilled.

Some, at least, of the infantry were equipped with swords and leather armour.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- Spearmen and archers can be in mixed or separate battle groups.

Mitanni										
Territory Types: Agricultural, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander						40	0-2		
	Troop Commander						30	0-3		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Royal chariotry	Light Chariots	-	Elite	Drilled	Bow	-	21	4	0-4	12-36
Chariots	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	4-8	
Chariots	Light Chariots	-	Average	Undrilled	Bow	-	13	4-6	4-32	
Upgrade Undrilled chariots	Light Chariots	-	Superior	Undrilled	Bow	-	18	Up to 1/3 of bases		
Spearmen	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2 or all	6-8	12-48
				Undrilled			6			
	Medium Foot	Protected	Average	Drilled	-	Light Spear	6			
				Undrilled			5			
Archers supporting spearmen	Medium Foot	Protected	Average	Drilled	Bow	-	7	1/2 or 0		
				Undrilled			6			
Separately deployed archers	Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8		6-12
				Undrilled			5			
	Light Foot	Unprotected	Average	Drilled or Undrilled	Bow	-	5	6-8		
Levy foot	Medium Foot	Unprotected	Poor	Undrilled	-	Light Spear	2	6-8		6-24
	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3			
Optional Troops										
Levy dregs	Mob	Unprotected	Poor	Undrilled	-	-	2	8-12		0-12
Allies										
Early Nomad allies										
Syro-Canaanite allies (Only before 1350 BC)										
Hittite Empire allies (Only from 1350 BC)										

Mitanni Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots	Light Chariots	-	Superior	Drilled	Bow	-	19	4	0-4	4-12
	Light Chariots	-	Average	Undrilled	Bow	-	13	4-6	4-8	
			Superior				18	4	0-4	
Spearmen	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2 or all	6-8	8-12
				Undrilled			6			
	Medium Foot	Protected	Average	Drilled	-	Light Spear	6			
				Undrilled			5			
Archers	Medium Foot	Protected	Average	Drilled	Bow	-	7	1/2 or 0		
				Undrilled			6			
	Medium Foot	Unprotected	Average	Drilled	Bow	-	7	6-8		0-8
				Undrilled			6			
	Light Foot	Unprotected	Average	Drilled or Undrilled	Bow	-	5	6-8		

Syro-Canaanite

This list covers the armies of Canaan (the modern region from Gaza to Lebanon) and Syria from the early 16th century BC, following the upheavals consequent upon defeat by the Hittites, until 1100 BC.

Troop Notes

Chariotry was the pre-eminent arm and was very similar to Mitanni types in appearance (see above). Infantry was mostly lightly equipped and very much subordinate to the chariotry.

Ugarit, on the coast of northern Syria, was one of the larger Syro-Canaanite city states, and may have started using 3-crew chariots under Hittite influence. As the use of 3-crew chariots by the Hittites themselves is now in doubt, this option is mainly kept for compatibility with older interpretations.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- A Syro-Canaanite ally commander's contingent must conform to the Syro-Canaanite allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- The main army (excluding allied contingents) cannot include more than 16 chariot bases (excluding commanders).
- Ugaritic heavy chariots can only be used in the main army if the C-in-C is Ugaritic, otherwise must be under the command of an Ugaritic ally commander. An Ugaritic ally commander cannot be used if the C-in-C is Ugaritic. Only one Ugaritic ally commander can be used.
- Egyptians and Mitanni cannot be used together.
- Ugaritic heavy chariots cannot be used with Egyptian allies.

Syro-Canaanite											
Territory Types: Developed, Agricultural, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander/Troop Commander						40/30	0-2		
Syro-Canaanite ally-commanders		Field Commander/Troop Commander						30/20	1-2		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Chariots	Any	Light Chariots	-	Average	Undrilled	Bow	-	13	4-6	0-36	12-36
Upgrade Chariots		Light Chariots	-	Superior	Undrilled	Bow	-	18	4-6	Up to 2/3 of bases	
3-crew chariots	Only Ugaritic from 1275 BC	Heavy Chariots	-	Average	Undrilled	Bow	-	16	4-6	0-16	
Upgrade 3-crew chariots		Heavy Chariots	-	Superior	Undrilled	Bow	-	22	3-4	Up to 2/3 of bases	
Javelinmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	6-16	6-16
						-	Light Spear Swordsmen	6		0-8	
		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	12-48	12-48
				Poor				3		0-16	
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-12	
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	8-32	8-32
				Poor				3		0-16	
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
Optional Troops											
Guard infantry		Medium Foot	Protected	Superior	Drilled	-	Light spear Swordsmen	10	6-8	0-8	
		Medium Foot	Unprotected	Superior	Drilled	Bow	-	8	6-8		
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Sea Peoples mercenaries	Only from 1207 BC	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	0-12	
Allies											
New Kingdom Egyptian allies											
Mitanni allies (Only before 1350 BC)											

Syro-Canaanite Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots	Any	Light Chariots	-	Average	Undrilled	Bow	-	13	4-6	0-8	4-12
				Superior				18	4-6	0-8	
3-crew chariots	Only Ugaritic from 1275 BC	Heavy Chariots	-	Average	Undrilled	Bow	-	16	4-6	0-8	
				Superior				22	3-4	0-8	
Javelinmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-8	
						-	Light Spear, Swordsmen	6			
		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-24	6-24
				Poor				3		0-8	
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6	0-6	
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16	6-16
				Poor				3		0-8	
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6	0-6	

New Kingdom Egyptian

This list covers the armies of the 18th, 19th and 20th dynasties from 1550 BC to 1069 BC.

Troop Notes

Hand-to-hand weapons were not standardised within close-fighter units, which were armed with a mixture of hand axes, khopesh (sickle swords), mace-axes and spear-swords. We treat them as equivalent to Swordsmen.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- Close fighters can interpenetrate archers and vice versa.

New Kingdom Egyptian											
Territory Types: Developed, Agricultural											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Royal chariotry		Light Chariots	-	Elite	Drilled	Bow	-	21	4	0-4	6-24
Chariots		Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	6-24	
Close fighters		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	12-36	
Archers		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	12-48	
Optional Troops											
Egyptian guardsmen		Heavy Foot	Armoured	Superior	Drilled	-	Light Spear Swordsmen	13	6-8	0-6	0-12
			Protected					10		0-12	
Sherden guardsmen	Only from 1279 BC	Heavy foot	Armoured	Superior	Drilled	-	Impact Foot Swordsmen	14	4-6	0-6	
			Protected					11			
Canaanite or Syrian chariots	Only from 1450 BC to 1150 BC	Light Chariots	-	Average	Undrilled	Bow	-	13	4-6	0-6	
Bedouin, Canaanite, Libyan or Syrian javelinmen		Medium Foot	Protected	Average	Undrilled	-	Light spear	5	6-8	0-8	0-16
			Unprotected					4			
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-16	
Canaanite or Syrian archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Nubian archers		Light Foot	Unprotected	Superior	Undrilled	Bow	-	7	6-8		
Sherden or other Sea Peoples swordsmen	Only from 1200 BC	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	0-24	
Libyan swordsmen	Only from 1200 BC	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot Swordsmen	6	8-12	0-24	
Fortified Camp								24		0-1	

New Kingdom Egyptian Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	4-12
Close fighters	Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	6-8	8-20
Archers	Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	8-24

Later Minoan or Early Mycenaean

This list covers Minoan armies from circa 1600 BC to circa 1450 BC, and Mycenaean armies from circa 1600 to circa 1250. The Later Mycenaean period is covered by its own list.

Troop notes

Although most chariots carried only two crewmen, the very heavy and relatively inflexible bronze plate armour (Dendra panoply) of chariot warriors in this period, the use of a long spear as main weapon, and the strengthened chariot structure compared with Near-Eastern types, suggest that they were intended primarily for close combat and should be classified as Heavy Chariots.

Spearmen carried very long spears wielded in both hands and very large “tower” or “figure of eight” ox-hide body shields hung from a shoulder strap.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.

Later Minoan or Early Mycenaean											
Territory Types: Agricultural, Hilly											
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1			
Sub-commanders	Field Commander						40	0-2			
	Troop Commander						30	0-3			
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops											
Royal palace chariotry	Heavy Chariots	-	Elite	Drilled	-	Light Spear	25	3-4		0-4	8-24
Chariots	Heavy Chariots	-	Average	Drilled	-	Light Spear	16	4-6		6-24	
Upgrade chariots	Heavy Chariots	-	Superior	Drilled	-	Light Spear	22	3-4		Up to 2/3 of bases	
Spearmen	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3 or all	6-9	18-72	
Supporting archers	Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3 or 0			
Optional Troops											
Separately deployed archers	Light Foot	Unprotected	Average	Drilled or Undrilled	Bow	-	5	6-8		0-12	
	Medium Foot	Unprotected	Average	Drilled	Bow	-	6				
				Undrilled			5				
Light infantry	Medium Foot	Protected	Average	Drilled	-	Light Spear	6	6-8		0-12	
	Medium Foot	Unprotected	Average	Drilled	-	Light Spear, Swordsmen	6				
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8		0-8	
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8		0-8	

Later Minoan or Early Mycenaean Allies											
Allied commander	Field Commander/Troop Commander						30/20	1			
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat					
Chariots	Heavy Chariots	-	Average	Drilled	-	Light Spear	16	4-6		0-8	4-12
			Superior				22	3-4		0-8	
Spearmen	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3 or all	6-9	9-36	
Supporting archers	Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3 or 0			

Hittite Empire

This list covers the armies of the Hittite New Kingdom from circa 1400 BC to circa 1180 BC.

Troop Notes

Current thinking is that Hittite chariots were primarily bow-armed like other contemporary Near Eastern chariotry. We allow either the current or the old interpretation to be used. Egyptian reliefs of the battle of Kadesh show Hittite chariots apparently with three crew. We therefore allow this as an option. However, it is now thought more likely that the third man represents a chariot runner being given a lift for speed when the Hittite chariots burst from ambush.

Chariots from the West Anatolian vassal states are more likely to have been influenced by Aegean tactics and are therefore less likely to have been bow armed.

Egyptian infantry close fighters are depicted conventionally in the Kadesh reliefs with spear in one hand, sword in the other and shield slung on their backs. Hittite infantry are depicted in exactly the same way except that shields are not depicted. We know from other sources that at least some Hittite infantry did carry shields, and it is entirely possible that they are not depicted in the Kadesh reliefs due to lack of an Egyptian artistic convention for rendering their differently shaped shields. It is quite likely, therefore, that Hittite infantry fought in a similar fashion to Egyptian close fighters, giving a classification of Medium Foot, Protected, Light Spear, Swordsmen. We follow this view rather than older interpretations, but retain the old interpretation as an option for those spearmen depicted as unshielded. An army can include both types.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- If any Hittite, Arzawan, Masan or Pitassan chariots have Bow capability, all must.
- Minima marked * apply only if any Syro-Canaanite troops are used.

Hittite Empire											
Territory Types: Agricultural, Hilly, Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Royal chariotry	Any date	Light Chariots	-	Elite	Drilled	Bow	-	21	4	0-4	
	Only from 1275 BC	Heavy Chariots	-	Elite	Drilled	Bow	-	27	3-4		
Hittite, Arzawan, Masan or Pitassan chariots	Any date	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	8-16	
							Light Spear	17			
	Only from 1275 BC	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4		
							Light Spear	22			
Other Anatolian or Gasgan chariots		Light Chariots	-	Average	Undrilled	-	Light Spear	11	4-6	4-8	
						Bow	-	13			
Hittite spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	12-36	
		Medium Foot	Unprotected	Average	Drilled	-	Defensive Spearmen	6	6-8		
Optional Troops											
Syro-Canaanite chariots		Light Chariots	-	Average	Undrilled	Bow	-	13	4-6	*4-12	*4-12
3-crew Ugaritic chariots	Only from 1275	Heavy Chariots	-	Average	Undrilled	Bow	-	16	4	0-4	
Anatolian, Syro-Canaanite or Bedouin spearmen/javelinmen with shields		Medium Foot	Protected	Average	Undrilled	-	Light spear	5	6-8	0-12	
Syro-Canaanite spearmen without shields		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light spear	5	8-12	*8-24	
				Poor				3			
Anatolian, Bedouin or similar archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Syro-Canaanite archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	*6-12	
				Poor				3			
Anatolian or Bedouin slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Anatolian, Syro-Canaanite or Bedouin skirmishing javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light spear	5	6-8	0-8	
Gasgan foot		Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-12	0-12	
Poor quality levies		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Allies											
Mitanni vassal allies											

Hittite Empire Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Hittite, Arzawan, Masan or Pitassan chariots	Any date	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	4-12
							Light Spear	17		
	Only from 1275 BC	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	
							Light Spear	22		
Other Anatolian or Gasgan chariots		Light Chariots	-	Average	Undrilled	-	Light Spear	11	4	0-4
						Bow	-	13		
Hittite spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	6-8	6-24
		Medium Foot	Unprotected	Average	Drilled	-	Defensive Spearmen	6	6-8	

Later Mycenaean or Trojan

This list covers Mycenaean armies from the mid-13th century until the early 12th century BC. It also covers Trojan armies of the Trojan War.

Troop notes

A change to lighter chariot types and more lightly equipped crew in the mid-13th century BC suggests a change in chariot tactics. Likewise, there appears to have been a change of infantry equipment from long spears and very large body shields to shorter spears, smaller round shields and body armour. In the Iliad, some infantry (Nestor's) still appears to use the old fighting style.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- Chariots can always dismount as Medium Foot, Armoured, Superior, Undrilled, Offensive Spearmen.

Later Mycenaean or Trojan										
Territory Types: Agricultural, Hilly										
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30		1	
Sub-commanders		Field Commander					40		0-2	
		Troop Commander					30		0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Chariots	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	4-16	
			Average				11		4-16	
Spearmen	Medium Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	0-12	12-66
		Protected					7		12-60	
Javelinmen	Light foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-16	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	6-12
	Medium Foot								0-8	
Optional Troops										
Cavalry	Cavalry	Armoured	Average	Undrilled	-	Light Spear	10	4-6	0-6	
		Protected					7			
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Fortified Camp							24		0-1	
Special Campaigns										
Only Achaians in the Trojan War										
Achilles's Myrmidons	Medium Foot	Armoured	Superior	Undrilled	-	Impact Foot, Swordsmen	12	4-6	0-6	
		Protected					9			
Nestor's spearmen and supporting archers	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	2/3 or all	6-9	0-18
	Light Foot	Unprotected	Average	Drilled	Bow	-	5	1/3 or 0		
Only Trojans in the Trojan War										
Sarpedon's Lukka warriors	Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-8	0-8	
Thracians	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-12	

Later Mycenaean or Trojan Allies										
Allied commander		Field Commander/Troop Commander					30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	4-8	
			Average				11			
Spearmen	Medium Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	0-8	8-24
		Protected					7		0-24	
Javelinmen	Light foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6	0-6	
	Medium Foot									

Middle or Early Neo-Assyrian

This list covers the armies of Assyria from 1365 BC to 745 BC.

Troop Notes

In the early part of the period, chariots had two horses and two crewmen. From the early 9th century BC some chariots were heavier, with three crewmen and three or four horses. At the same time, cavalry started to come into use. Hupshu were peasant conscripts. Asharittu were better equipped and trained "for a fight to the finish".

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- No more than 4 Elite chariots may be fielded.

Middle or Early Neo-Assyrian												
Territory Types: Agricultural, Developed, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1			
Sub-commanders		Field Commander						40	0-2			
		Troop Commander						30	0-3			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Chariots	Any date	Light Chariots	-	Elite	Drilled	Bow	-	21	4		0-4	8-24
				Superior				19	4-6		4-24	
	Only from 890 BC	Heavy Chariots	-	Elite	Drilled	Bow	-	27	3-4		0-4	
				Superior				24			4-12	
Cavalry	Only from 890 BC	Cavalry	Protected	Average	Drilled	-	Light Spear Swordsmen	10	1/2	4-6	0-12	
						Bow	Swordsmen	12	1/2			
Asharittu		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2	6-8	8-32	
						Bow	-	7	1/2			
Hupshu		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	1/2	6-8	8-64	
						Bow	-	6	1/2			
		Medium Foot	Protected	Poor	Undrilled	-	Light Spear	3	1/2	8-10		
						Bow	-	4	1/2			
Optional Troops												
Tribal levies		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-18	0-18
						Sling	-	4	6-8		0-8	
						Javelins	Light Spear	5	6		0-6	
Levy dregs		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12		0-12	
Fortified camp								24			0-1	
Allies												
Neo-Hittite and Aramaean allies (Only from 890 BC)												

Middle or Early Neo-Assyrian											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots	Any date	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6		4-12
	Only from 890 BC	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4		
Cavalry	Only from 890 BC	Cavalry	Protected	Average	Drilled	-	Light Spear, Swordsmen	10	1/2	4-6	
		Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	1/2		
Asharittu		Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	1/2	6-8	6-16
						Bow	-	7	1/2		
Hupshu		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	1/2	6-8	6-32
						Bow	-	6	1/2		

Sea Peoples

This list covers Sea Peoples armies prior to the development of a distinctive Philistine military system around the end of the 12th century BC.

Troop Notes

Several of the Sea Peoples are depicted as captives in Egyptian reliefs. The common item of clothing was a tasselled kilt, possibly reinforced with leather strips. In addition to this, Sherden. Peleset, and probably Tjekker and Denyen, wore a leather or bronze cuirass, while Sheklesh and Teresh wore banded leather or linen armour. Sherden wore horned helmets and were armed with a long sword, javelins and a round shield. Peleset, Tjekker and Denyen wore a “tall crown” composed of a circle of upstanding horsehair, reeds, linen or leather strips attached to a decorated head band and fastened by a chin strap. Shields could be studded with possibly bronze bosses.

Some Egyptian-style chariots are depicted, though with three crew (driver and two javelinmen).

Sea Peoples are depicted as carrying their families and belongings in large two-wheeled ox-drawn carts. These would look good as part of a supply camp diorama.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots or as retinue swordsmen.

Sea Peoples									
Territory Types: Agricultural									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders	Field Commander						40	0-2	
	Troop Commander						30	0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Chariots	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	4-8
	Heavy Chariots	-	Superior	Undrilled	-	Light Spear	20	3-4	
Retinue swordsmen	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-8	6-24
		Armoured					13		
Ordinary swordsmen	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	24-96
Optional Troops									
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-18
Families	Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12
Fortified camp							24		0-1
Allies									
Early Libyan allies									

Sea Peoples Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4	0-4
	Heavy Chariots	-	Superior	Undrilled	-	Light Spear	20	3-4	
Retinue swordsmen	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-8	0-12
		Armoured					13		
Ordinary swordsmen	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	16-48

Philistine

Descended from Sea Peoples defeated by Egypt in the second quarter of the 12th century BC, the Philistines either carved out their own territory in modern Palestine, or were settled there by Egypt as military colonists but soon asserted their independence. Their name, as well as that of Palestine, derives from the Peleset, one of the Sea People groups. The five principal Philistine cities were Gaza, Ashdod, Ekron, Gath, and Ashkelon. This list covers Philistine armies from their development of a distinct military system circa 1100 BC. They lost their independence to Tiglath-Pileser III of Assyria by 732 BC, though there were several revolts thereafter. They eventually became part of the Neo-Babylonian Empire.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots or as elite spearmen.
- Aramaean allies cannot be used with Kushite Egyptian allies.

Philistine											
Territory Types: Agricultural, Developed											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Chariots	Before 800	Light Chariots	-	Average	Drilled	Bow	-	14	4-6	6-24	
	From 800	Heavy Chariots	-	Average	Drilled	Bow	-	18	4-6		
Upgrade chariots to Veteran	Before 800	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	Up to 2/3 of Bases	
	From 800	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4		
Elite spearmen		Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	13	6-8	0-12	16-48
			Protected					10			
Other spearmen		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	16-48	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	0-16	8-32
		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	6-24	
		Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	5	6-8	0-16	
Optional Troops											
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	0-8
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	4-6	0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4-6	0-6	
Hebrew mercenaries		Medium Foot	Armoured	Superior	Drilled	-	Light Spear, Swordsmen	12	6-8	0-8	
			Protected	Superior				9			
			Protected	Average				7			
Cavalry	Only from 800	Cavalry	Protected	Average	Drilled	-	Light Spear, Swordsmen	10	4	0-4	
Allies											
Aramaean allies – Neo-Hittite and Later Aramaean											
Egyptian allies (Only from 800) – Libyan Egyptian or Kushite Egyptian											
Phoenician allies											

Philistine Allies										
Allied Commander		Field Commander/Troop Commander						30/20	1	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots	Before 800	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	4-8
	From 800	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	
Other spearmen		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	6-16
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	0-12
		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	
		Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	5	6-8	0-8

Early Zhou Chinese

The Zhou Dynasty lasted from 1122 to 255 BC. Originating as a Shang vassal kingdom in modern Gansu province, duke Wu of Zhou defeated the last Shang king at the battle of Muye in 1046 BC, establishing the Western Zhou dynasty, named after its capital Hao, close to the site of modern Xian. A strong military system based on the Six armies of the West and the Eight armies of Chengzhou conquered a large empire on north central China. Civil war in 771 BC led to the defeat of the Western Zhou king by his former queen's father, the marquis of Shen, with the aid of the Rong tribes and the allied states of Zheng, Liu and Qin, and his son, Ji Yijiu, was established as emperor. Soon afterwards the capital was sacked by northern barbarian invaders, and was moved to Luoyang in the east, after which the later Zhou is known as the Eastern Zhou.

Zhou control was limited, and the periods 722-481 BC, known as the Spring and Autumn period after the annals of the state of Lu during the period, and the following Warring States period, 475-221 BC, were ages of constant conflict between effectively independent states, most dominant of which were Qi, Qin Jin and Chu. It was during this time that Sunzi wrote his Art of War.

In addition to the wars between the states, there were continual campaigns against the 'barbarian' tribes of the north and west the Rong, Di and Yi. These were largely subsumed into the expanding territories of the states by the late 7th century, after which campaigns against displaced tribes continued, but no more alliances are recorded.

This list covers Zhou Dynasty armies from 1122 to c. 350 BC.

Troop Notes

Zhou forces were dominated by four horse chariots, crewed by a driver and warriors armed with the dagger-axe and bow (and later in the period, the crossbow). At Muye in 1046 BC the Zhou forces is recorded as 300 chariots accompanied by 3,000 *huben* ('Tiger guards') and 45,000 other infantry.

Dagger-axes (*ge)* became longer and were wielded with two hands, so we interpret them as heavy weapon. Spears (*mao*) continued in a subordinate role, while bronze straight swords (*qian*) appeared later in the period.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- Medium Foot archers in a mixed battle group must have the same armour rating as the dagger-axe men or spearmen in the battle group.
- A Zhou Chinese ally commander's contingent must conform to the Early Zhou Chinese allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Early Zhou Chinese												
Territory Types: Agricultural, Developed, Hilly												
C-in-C			Inspired Commander/Field Commander/Troop Commander					80/40/30			1	
Sub-commanders			Field Commander/Troop Commander					40/30			0-2	
Zhou Chinese ally- commanders			Field Commander/Troop Commander					30/20			0-3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Chariots	Any date	Heavy Chariots	-	Superior	Undrilled	Bow	-	22	3-4		6-18	
Dagger-axe men and supporting archers	Any Date	Medium Foot	Protected	Average	Drilled	-	Swordsmen	7	1/2	6-8	0-27	12-64
						Bow	-	7	1/2			
		Medium Foot	Protected	Average	Drilled	-	Swordsmen	7	2/3	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3			
	Only from 700	Medium Foot	Armoured	Average	Drilled	-	Heavy Weapon	10	1/2	6-8	0-27	
		Medium Foot	Armoured			Bow	-	9	1/2			
				Average	Drilled	-	Heavy Weapon	10	2/3	6-9		
		Light Foot	Protected			Bow	-	6	1/3			
		Medium Foot	Protected	Average	Drilled	-	Heavy Weapon	8	1/2	6-8	0-7	
						Bow	-	7	1/2			
		Medium Foot	Protected	Average	Drilled	-	Heavy Weapon	8	2/3	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3			
Detached archers	Any date	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		0-18	8-48
		Light Foot	Unprotected					5				
	Any date	Medium Foot	Protected	Poor	Undrilled	Bow	-	4	6-8		8-32	
		Light Foot	Unprotected					3			0-8	

Optional Troops												
Tiger guards, *huben*	Only before 770	Medium foot	Protected	Superior	Drilled		Swordsmen	9	6-8		0-8	
Spearmen and supporting archers	Any date	Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	1/2	6-8	0-18	0-18
						Bow	-	7	1/2			
		Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	2/3	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3			
	Only from 700	Medium Foot	Armoured	Average	Drilled	-	Offensive Spearmen	8	1/2	6-8	0-9	
						Bow	-	9	1/2			
		Medium Foot	Armoured	Average	Drilled	-	Offensive Spearmen	8	2/3	6-9		
		Light Foot	Protected			Bow	-	6	1/3			
Convicts, prisoners of war		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12		0-24	
Tribal allies	Only from 700	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-10		0-20	
Allies												
Shang Chinese allies (Only before 1034)												
Di, Rong or Yi allies – Early Northern barbarians (Only before 622)												

Early Zhou Chinese Allies												
Allied Commander			Field Commander/Troop Commander					30/20			1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Chariots	Any date	Heavy Chariots	-	Superior	Undrilled	Bow	-	22	3-4		3-8	
Dagger-axe men and supporting archers	Any Date	Medium Foot	Protected	Average	Drilled	-	Swordsmen	7	1/2	6-8	0-12	8-24
						Bow	-	7	1/2			
		Medium Foot	Protected	Average	Drilled	-	Swordsmen	7	2/3	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3			
	Only from 700	Medium Foot	Armoured	Average	Drilled	-	Heavy Weapon	10	1/2	6-8	0-12	
						Bow	-	9	1/2			
		Medium Foot	Armoured	Average	Drilled	-	Heavy Weapon	10	2/3	6-9		
		Light Foot	Protected			Bow	-	6	1/3			
		Medium Foot	Protected	Average	Drilled	-	Heavy Weapon	8	1/2	6-8	0-12	
						Bow	-	7	1/2			
		Medium Foot	Protected	Average	Drilled	-	Heavy Weapon	8	2/3	6-9		
		Light Foot	Unprotected			Bow	-	5	1/3			
Detached archers	Any date	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		0-8	0-16
		Light Foot	Unprotected					5				
	Any date	Medium Foot	Protected	Poor	Undrilled	Bow	-	4	6-8		0-12	
		Light Foot	Unprotected					3			0-6	

Neo-Hittite and Aramaean

Following the collapse of the Hittite Empire, a number of so-called Neo-Hittite (Syro-Hittite) kingdoms arose in southern Anatolia and northern Syria. In the northern group - including Carchemish, Milid, Tabal, Kummuhu, Hilakku, Quwê & Gurgum - Hittite rulers remained in power. In the southern group - including Unqi, Sam'al, Bit-Adini, Bit-Bahiani, Bit Agusi, Napigu, Hatarikka-Luhuti and Hama - Aramaean rulers came to power around 1000 BC. Aleppo and Damascus were major cities under Aramaean control.

Hadadezer of Damascus and King Ahab of Israel, together with other Aramaean and Neo-Hittite allies, fought the army of the Assyrian King Shalmaneser III at Qarqar in 853. Though Shalmaneser claims to have won, his advance was halted for the time being.

Nevertheless, the Neo-Hittite and Aramaean kingdoms were gradually conquered by the expanding Assyrian Empire. Carchemish and Milid survived until conquered by Sargon II of Assyria in the late 8th century BC.

This list covers the Neo-Hittite and Aramaean kingdoms of southern Anatolia and Syria from 1100 to 700 BC.

Troop Notes

During the 9th and 8th centuries BC Neo-Hittite chariots changed from 2 crew to 4 crew. The number of horses probably changed from 2 to 4 at the same time.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- A Neo-Hittite or Aramaean ally commander's contingent must conform to the Neo-Hittite or Aramaean allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- The main army (excluding allied contingents) cannot include more than 16 chariot bases (excluding commanders).

Neo-Hittite and Aramaean											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander/Troop Commander						40/30		0-2	
Neo-Hittite or Aramaean ally-commanders		Field Commander/Troop Commander						30/20		0-2	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Chariots	Any date	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	0-24	8-24
	Only from 890	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	4-16	
Guard spearmen		Heavy Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	4-8	0-8	
Other regular spearmen		Medium Foot		Average				7	6-8	0-16	
Aramaean spearmen	Only from 1000 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-10	6-40	12-64
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	6-24
		Medium Foot				Bow	-		6-8	6-24	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-16	
Optional Troops											
Camelry		Camelry or Light Camelry	Unprotected	Average	Undrilled	Bow	-	10	4	0-4	
Cavalry	Only from 890	Cavalry	Protected	Average	Drilled	-	Light Spear Swordsmen	10	1/2	4-6	0-8
		Cavalry	Protected	Average	Drilled	Bow	Swordsmen	12	1/2		
Allies											
Israelite allies (Only from 890) – Later Hebrew											
Phoenician allies (Only from 890)											

Neo-Hittite or Aramaean Allies										
Allied Commander		Field Commander/Troop Commander						30/20		1
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots	Any date	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	4-8
	Only from 890	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	
Regular spearmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	0-16
Aramaean spearmen	Only from 1000 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	5	6-10	6-24
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4-6	0-6

Later Hebrew

This list covers Hebrew armies from 1000 BC to 586 BC.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots or as gibborim.
- Aramaean or Hebrew allies cannot be used with Egyptian, Philistine or Phoenician allies.
- Philistine allies cannot be used with Late Dynastic Egyptian allies.
- Phoenician allies cannot be used with Libyan Egyptian allies.

Later Hebrew										
Territory Types: Agricultural, Developed, Hilly										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30	0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Chariots	Before 800 BC	Light Chariots	-	Average	Drilled	Bow	-	14	4-6	6-20
	From 800 BC	Heavy Chariots	-	Average	Drilled	Bow	-	18	4-6	
Upgrade chariots to veterans		Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	Up to ½ bases
		Heavy Chariots						24	3-4	
Spearmen		Medium Foot	Protected	Average	Undrilled	-	Light spear Swordsmen	6	6-8	16-72
		Medium Foot	Protected	Average	Undrilled	-	Light spear	5	6-8	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-18
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	
Optional Troops										
Gibborim		Medium Foot	Armoured	Superior	Drilled	-	Light Spear Swordsmen	13	6-8	0-8
			Protected					10		
Philistine or Aegean mercenaries		Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-16
Arab camelry		Camelry	Unprotected	Average	Undrilled	Bow	-	10	4	0-4
Cavalry	Only from 800 BC	Cavalry	Protected	Average	Drilled	-	Light Spear Swordsmen	10	4	0-4
Allies										
Neo-Hittite and Aramaean allies										
Egyptian allies (Only from 800 BC) – Libyan Egyptian, Kushite Egyptian or Late Dynastic Egyptian list depending on date										
Later Hebrew allies (Only before 721 BC)										
Philistine allies and/or Phoenician allies (Only from 800 BC) – up to 2 contingents allowed										

Later Hebrew Allies											
C-in-C		Field Commander/Troop Commander						30/20	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots	Before 800 BC	Light Chariots	-	Average	Drilled	Bow	-	14	4-6	0-8	4-8
				Superior				19		0-4	
	From 800 BC	Heavy Chariots	-	Average	Drilled	Bow	-	18	4-6	0-8	
				Superior				24	3-4	0-4	
Spearmen		Medium Foot	Protected	Average	Undrilled	-	Light spear, Swordsmen	6	6-8	8-36	
		Medium Foot	Protected	Average	Undrilled	-	Light spear	5	6-8		
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8		
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8		

Libyan Egyptian

This list covers the armies of the 22nd, 23rd and 24th dynasties of Egypt from 945 BC to 720 BC.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- Egyptian close fighters can interpenetrate Egyptian archers and vice versa.

Libyan Egyptian										
Territory Types: Developed, Agricultural										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander						40	0-2		
	Troop Commander						30	0-3		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Chariots	Light Chariots	-	Average	Drilled	Bow	-	14	4-6	6-20	
Upgrade chariots to veterans	Light Chariots	-	Superior	Drilled	Bow	-	19	Up to ½ bases		
"Invincible Meshwesh"	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	8-12	12-24	
Libu or other javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-16	16-32
	Medium Foot	Unprotected	Average	Undrilled	-	Light spear	4	8-12	12-32	
Optional Troops										
Cavalry	Cavalry	Unprotected	Average	Drilled	-	Light Spear	7	4-6	0-6	
				Undrilled			6			
Royal guardsmen	Heavy Foot	Protected	Superior	Drilled	-	Impact Foot Swordsmen	11	4-6	0-6	
		Armoured	Superior				14			
Libu swordsmen	Medium Foot	Unprotected	Average	Undrilled	-	Impact Foot Swordsmen	6	8-12	0-24	
Egyptian close fighters	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	0-18	
Egyptian archers	Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	0-18	
Libyan archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Nubian archers	Light Foot	Unprotected	Superior	Undrilled	Bow	-	7	6-8		
			Average				5			

Libyan Egyptian Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots	Light Chariots	-	Average	Drilled	Bow	-	14	0-8	4-8	
			Superior				19	0-4		
"Invincible Meshwesh"	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot, Swordsmen	10	6-10	6-10	
Libu or other javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-16	8-24
	Medium Foot	Unprotected	Average	Undrilled	-	Light spear	4	8-12	12-24	

Urartian

This list covers the armies of Urartu from circa 860 BC to circa 585 BC.

Troop Notes

Urartian foot are depicted with foot spearmen and archers paired together in Assyrian style. The spearmen are shown with shields. Urartu was a centre of metal-working, and Sargon II recorded the capture of 350,000 swords from the sack of Musasir, so we assume that swordsmen capability is justified for the spearmen.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- The minimum marked * only applies if guard spearmen are used.

Urartian											
Territory Types: Hilly, Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Chariots	Any date	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	0-8	0-8
	Only from 780 BC	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	0-4	
Cavalry	Only before 750 BC	Cavalry	Protected	Average	Undrilled	Bow*	Light Spear Swordsmen	11	4-6	8-16	
		Cavalry	Protected	Average	Drilled	Bow*	Light Spear Swordsmen	12	4-6		
	Only from 750 BC	Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	1/2	4-6	8-24
						Bow	Swordsmen	20	1/2		
Core Troops continued											
Royal Army spearmen and supporting archers		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2	6-8	*8-36
						Bow	-	7	1/2		
Provincial spearmen and supporting archers		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	1/2 or all	6-8	12-78
						Bow	-	6	1/2 or 0		
Optional Troops											
Scouts		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4	0-4	
Cimmerian mercenaries	Only from 714 BC	Light Horse or Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4		
Guard spearmen	Only from 750 BC	Medium or Heavy Foot	Armoured	Superior	Drilled	-	Light Spear Swordsmen	13	4-6	0-6	
Separately deployed archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	
Levy dregs		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Fortified camp								24		0-1	
Allies											
Kimmerian or Skythian allies (Only from 750 BC) - Kimmerian, Skythian or Saka list											
Median allies (Only from 750 BC)											
Neo-Hittite and Aramean allies (Only from 780 BC to 750 BC)											

Urartian Allies											
C-in-C		Field Commander/Troop Commander						30/40	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots	Any date	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6		0-4
	Only from 780 BC	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4		
Cavalry	Only before 750 BC	Cavalry	Protected	Average	Undrilled	Bow*	Light Spear Swordsmen	11	4-6		0-8
		Cavalry	Protected	Average	Drilled	Bow*	Light Spear Swordsmen	12	4-6		
	Only from 750 BC	Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	1/2	4-6	4-12
						Bow	Swordsmen	20	1/2		
Provincial spearmen and supporting archers		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	1/2 or all	6-8	8-24
						Bow	-	6	1/2 or 0		

Lydian or Lycian

This list covers the armies of the Lydian empire in western Asia Minor from the early 7th century BC until 546 BC when it was conquered by the Persians. Lydia was wealthy due to extensive gold deposits, and has been credited with the invention of coinage. The phrase "as rich as Croesus" refers to the last King of Lydia.

It also covers the kingdom of Lycia, from the establishment their Kingdom in the middle 7th century BC until their incorporation into the Achaemenid Empire in 546 BC. After the Persian defeat by the Greeks in 468 BC Lycia joined the Athenian league. They left the Athenian league in 365 BC and remained semi-independent until incorporated into the Macedonian Empire after Alexander the Great destroyed the Persians in 334 BC.

Troop Notes

Lydian heavy cavalry were armed with thrusting spears and had a sufficiently high reputation that the Persians, whose own cavalry were renowned for their quality and numbers, resorted to using camels to disrupt them.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as heavy cavalry or chariots.
- Lydian heavy cavalry can always dismount if the enemy has camelry.
- After 546BC Lydians cannot be used, and Lycians only as allies to the Achaemenid Persians

Lydian or Lycian											
Territory Types: Agricultural, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Lydian or Lycian heavy cavalry		Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	Lydian 6-24, Lycian 4-12	
					Undrilled			17			
			Protected		Drilled			14			
					Undrilled			13			
Paphlagonian or Phrygian light horse	Lydian only	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-8	
Phrygian, Mysian, Thracian or similar foot with short spears or javelins		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	8-24	8-32
		Light Foot	Unprotected			Javelins	Light Spear		6-8	0-8	
Lycian hoplites	Lycian only	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	16-48	
Lydian, Ionian or Karian mercenary hoplites	Lydian only	Heavy Foot	Armoured		Undrilled			9		8-32	
			Protected					7			
Lycian marines	only from 545 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	6-16	
				Poor				4			
Optional Troops											
Chariots	Lydian only	Light chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	0-8	
Skythian mercenaries		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4	
		Cavalry									
Thracian "swordsmen"		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	4-8	0-8	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Special Campaigns											
Only in 546 BC											
Lydian foot recently upgraded to hoplites		Heavy Foot	Protected	Poor	Undrilled	-	Offensive Spearmen	5	6-8	0-24	

Lydian or Lycian Allies										
Allied commander		Field Commander/Troop Commander						40/30		1
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Lydian or Lycian heavy cavalry		Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	Lydian 4-8, Lycian 0-4
					Undrilled			17		
			Protected		Drilled			14		
					Undrilled			13		
Paphlagonian or Phrygian light horse	Lydian only	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-4
Phrygian, Mysian, Thracian or similar foot with short spears or javelins		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-6
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6	0-6
Lycian hoplites	Lycian only	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	8-16
Lydian, Ionian or Karian mercenary hoplites	Lydian only	Heavy Foot	Armoured		Undrilled			9		6-12
			Protected					7		
Lycian marines	only from 545 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-8
				Poor				4		

Kimmerian, Skythian or Saka

This list covers Kimmerian armies from the mid 8th century BC when they were driven from the steppes by the Skythians, until circa 630 BC when they were decisively defeated by Alyattes II of Lydia. In the interim they ravaged Phrygia, Kilikia and Lydia. It also covers Skythian armies until 40 AD. Saka were the eastern tribes, including the Massagetae, the Dahae (including the Parni who became the Parthians) and the Yueh-chi prior to their conquest of the Graeco-Bactrian kingdom circa 130 BC.

Troop Notes

The sagaris, a horseman's axe with compact but heavy head, and a shaft up to 3 foot long, we treat as equivalent to sword when used on horseback. The Seleucid pikemen in 129 BC represent the army of Antiochos VII which was captured by the Parthians then changed sides when the Parthians attempted to use them against the Saka.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Armoured cavalry.
- Thracian allies cannot be used with Mannaeans or Urartians.
- The minima marked * apply if any non-allied foot are used.

Kimmerian, Skythian or Saka										
Territory Types: Steppes										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30	0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Armoured cavalry	Only Kimmerians before 630BC and Skyhians before 550BC	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	0-18
	Any except Kimmerians from 550BC to 301BC	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	
	Only Skythians and Saka from 300BC	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	
	Only Saka from 250BC	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	
Less armoured cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	10-32
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	10-32
			Unprotected					10		
Optional Troops										
Foot archers	Any	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	*12-24
				Poor				3		
	Only before 300 BC	Medium Foot	Unprotected	Average	Undrilled	Bow	Light Spear	5	1/2 6-8	
						Bow	-	5	1/2	
		Medium Foot	Unprotected	Poor	Undrilled	Bow	Light Spear	3	1/2 6-8	
						Bow	-	3	1/2	
Foot spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	*8-24
				Poor				3		
Allies										
Only Kimmerians										
Mannaean allies - see List 1 supplemental Manaen Allies										
Thracian allies										
Urartian allies										
Only Skythians before 550 BC										
Kimmerian allies – Kimmerian, Skythian or Saka list										
Only Saka										
Mountain Indian allies										

Special Campaigns									
Only Skythians in 313 BC									
Thracian allies									
Black Sea Greek allies - Classical Greek Allies list									
Only Saka in 129 BC									
Seleucid pikemen	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12
			Poor				4		
Mercanaries	All Heavy Foot or all Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-8
			Poor				6		

Kimmerian, Skythian or Saka Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Armoured cavalry	Only Kimmerians before 630BC and Skyhians before 550BC	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	0-8
	Only Skythians from 550BC to 301BC	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	
	Only Skythians and Saka from 300 BC	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	
	Only Saka from 250 BC	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	
Less armoured cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-12
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	4-12
			Unprotected					10		

Etruscan League, Early Roman and Latin

This list covers the armies of the Etruscan League from its foundation in the early 7th century BC until final conquest by Rome in 280 BC. It also includes the early Roman armies until 509BC and armies of the Latin league until 338 BC, which closely resembled the Etruscans – indeed Rome was itself dominated by the Etruscans until they expelled their kings in 509 BC.

Troop Notes

Etruscan infantry were divided into a number of classes on the basis of wealth. The 1st class consisted of armoured hoplites with round hoplite shields and wielding a long thrusting spear. The 2nd and 3rd classes were armed with oval *scutum* and spear. It is not known whether the 1st class formed up separately from the 2nd and 3rd classes, or whether they formed up in mixed bodies. The fourth class were skirmishers.

Rome, under heavy Etruscan influence, and ruled by Etruscan kings until 509, had an almost identical organisation until sometime in the 4th century BC. Livy describes the Latins as identical to the Romans in language, customs, arms and military institutions.

Devoted troops swore an oath to die rather than retreat. Some armoured troops in the early part of the period were armed with two-handed axes.

In the 4th century, some Etruscan infantry were re-equipped with *pilum* – the heavy throwing spear adopted by the Romans. However, there is no evidence of division into separate lines like the Roman *hastati*, *principes* and *triarii*.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry or infantry of the 1st class.
- 1st class infantry must either all be deployed separately or all be deployed in mixed battle groups with 2nd and 3rd class infantry.
- If deployed separately, the army cannot include more battle groups of 1st class infantry than it includes of 2nd and 3rd class infantry.
- The minima marked * only apply if the Heavy Foot classes are deployed separately.
- The minimum marked ** only applies if mixed bodies of 1st, 2nd and 3rd class infantry are used.
- Roman and Latin cavalry can always dismount as Superior, Armoured or Protected (as mounted type), Undrilled, Heavy Foot, Impact Foot, Swordsmen.
- Gallic, Samnite and Umbrian allies can be used together from 330, otherwise only one allied contingent can be used.

Etruscan League, Early Roman and Latin											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Cavalry	Only Etruscans	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	4-8	
			Protected	Superior				13			
	Any		Armoured	Average				12			
			Protected	Average				9			
Separately deployed infantry of the 1st class	Only before 330 BC	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8	*8-24	
				Average				9			
	Only from 405 BC			Superior	Drilled	-	Offensive Spearmen	14			
				Average				10			
Separately deployed infantry of the 2nd or 3rd class	Only before 330 BC	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	*16-60	
	Only from 405 BC			Average	Drilled	-	Offensive Spearmen	8			
	Only from 330 BC			Average	Drilled	-	Impact Foot Swordsmen	8			
Core Troops (continued)											
Mixed infantry of the 1st, 2nd and 3rd classes replacing all separately deployed infantry classes	Only before 330 BC	Heavy Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	0-32	**24-84
	Only from 405 BC				Drilled	-	Offensive Spearmen	10			
	Only from 330 BC				Drilled	-	Impact Foot Swordsmen	10			
	Only before 330 BC		Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-84	
	Only from 405 BC				Drilled	-	Offensive Spearmen	8			
	Only from 330 BC				Drilled	-	Impact Foot Swordsmen	8			
Infantry of the 4th class		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	6-16
				Average	Undrilled	Sling	-	4		0-8	
				Average	Undrilled	Javelins	Light Spear	5		6-16	

Optional Troops										
Chariots	Only Etruscans before 500 BC	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	0-6
Axmen	Only Etruscans before 405 BC	Heavy Foot	Armoured	Superior	Undrilled	-	Heavy Weapon	13	4-6	0-6
Devoted foot	Only Etruscans before 330 BC	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	4-6	
	Only Etruscans from 405 BC				Drilled	-		14		
Peasant levies		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12

Allies
Gallic allies (only Etruscans) – Gallic and Galatian
Italiot allies (only Etruscans) – Classical Greek
Latin allies (Only Etruscans before 500 or Romans who can use 2 contingents) – Etruscan, Early Roman and Latin
Roman allies (Only Etruscans from 506 to 501) – Etruscan, Early Roman and Latin
Italian Hill Tribes – Italian Hill Tribes and Samnite League
Samnite allies (only Etruscans) – Italian Hill Tribes and Samnite League
Campanian allies (only Latins)

Etruscan League, Early Roman and Latin Allies

Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	Only Etruscans	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4	0-4	
			Protected	Superior				13			
	Any		Armoured	Average				12			
			Protected	Average				9			
Separately deployed infantry of the 1st class	Only before 330 BC	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8	*6-8	
	Only from 405 BC				Drilled	-		14			
Separately deployed infantry of the 2nd or 3rd class	Only before 330 BC	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	*8-24	
	Only from 405 BC				Drilled	-	Offensive Spearmen	8			
	Only from 330 BC				Drilled	-	Impact Foot Swordsmen	8			
Mixed infantry of the 1st, 2nd and 3rd classes replacing all separately deployed infantry classes	Only before 330 BC	Heavy Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	0-16	**12-36
	Only from 405 BC				Drilled	-	Offensive Spearmen	10			
	Only from 330 BC				Drilled	-	Impact Foot Swordsmen	10			
	Only before 330 BC	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-36	
	Only from 405 BC				Drilled	-	Offensive Spearmen	8			
	Only from 330 BC				Drilled	-	Impact Foot Swordsmen	8			
Infantry of the 4th class		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	0-8

Italian Hill Tribes and Samnite League

This list covers the various Italian hill tribes, including the Aequi, Aurunci, Hernici, Picentes, Sabines, Sidicini and Volsci from the early 7th century BC until the last of these were conquered by Rome in the early 3rd century BC. It also covers the Samnites prior to the formation of the Samnite League in 355 BC and then the Samnite League from that date until 272 BC.

Troop Notes

Italian infantry and cavalry fought mainly with javelins and swords.

Samnite League foot were more lightly equipped than their Roman enemies, and were fond of fighting in hills and woodland, preferably from ambush. Helmets were the norm. The commonest shield was the oval *scutum* – similar to the Roman type, but somewhat smaller. A proportion of men wore small metal breastplates, but most lacked body armour. They fought with javelins and sword. Livy (echoed by Frontinus) describes them as particularly strong in the initial attack, but lacking staying power. We therefore classify them as Medium Foot, Protected, Impact Foot, Swordsmen.

The army was organised into legions, possibly larger than Roman ones. Each legion was divided into cohorts, possibly 400 strong. There is no evidence that they used multi-line formations like the Romans.

The elite "Linen Legion" which fought at Aquilonia in 293 was 16,000 strong. It was raised from picked men and its members swore an oath never to flee. Similar bodies may have been raised in earlier campaigns.

About half of the cavalry in Oscan tomb paintings wear metal armour. Others wear linen or leather armour. Most lack shields, at least in the earlier part of the period. We give the option of classifying Samnite cavalry as Armoured or Protected. They fought with javelins and swords.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry or spearmen. Samnite League commanders can be depicted as Linen legion.
- A hill tribe ally commander's contingent must conform to the Italian Hill Tribes allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- All Spearmen must have the same close combat capabilities.
- Gallic, Etruscan and Umbrian allies can be used together from 330, otherwise only one allied contingent can be used. No allies are permitted after 281.

Italian Hill Tribes and Samnite League											
Territory Types: Agricultural, Hilly, Woodland											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Hill tribe ally commanders (not Samnite League)		Field Commander/Troop Commander						40/25	0-2		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Cavalry	Only Samnite League	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	6-12	
				Average				12			
	Any	Cavalry	Protected	Superior	Undrilled	-		13			
				Average				9			
Linen Legion	Only Samnite League	Medium Foot	Protected	Superior	Drilled	-	Impact Foot Swordsmen	11	6-8	8-32	
Picked spearmen	Any but Samnite League	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-8	0-16	24-96
							Light Spear Swordsmen	9			
Spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	16-96	
							Impact Foot Swordsmen	7			
Optional Troops											
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-16	
Field fortifications		Field Fortifications						3		0-16	
Fortified camp	Only Samnite League from 280 BC							24		0-1	
Allies											
Latin allies (Only before 338 BC) – Etruscan, Early Roman and Latin											
Campanian allies (only Samnite League)											
Etruscan allies (only Samnite League) – Etruscan, Early Roman and Latin											
Gallic allies (only Samnite League) – Gallic and Galatian											
Roman allies (only Samnite League in 340 BC) – Early and Mid-Republican Roman											
Volsci and/or Hernici allies (only Samnite League) – Italian Hill Tribes and Samnite League											

Italian Hill Tribes and Samnite League Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	Only Samnite League	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	4-6	
				Average				12			
	Any		Protected	Superior				13			
				Average				9			
Linen Legion	Only Samnite League	Medium Foot	Protected	Superior	Drilled	-	Impact Foot Swordsmen	11	6-8	6-8	
Picked spearmen	Any but Samnite League	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-8	0-8	8-24
		Medium Foot	Protected	Superior	Undrilled	-	Light Spear Swordsmen	9	6-8		
Spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	12-32	
		Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8		

Neo-Assyrian Empire

This list covers the armies of Assyria from 745 BC to 609 BC.

Troop notes

Chariots were almost certainly pulled by four horses. At the start of the period most had three crewmen, though some had four. By the reign of Ashurbanibal, if not earlier, the standard crew was four. The role of cavalry rapidly gained in importance during this period with number increasing over time. Chariotry remained important although numbers fell.

We treat foot spearmen equipped with tower shields or very large round shields as Heavy Foot. Those with smaller round shields are treated as Medium Foot.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.
- Elamites, Mannaians, Medes, Persians or Phrygians cannot be used with Egyptians, Hebrews or Philistines.
- Guard chariots and Guard cavalry cannot be used together.

Neo-Assyrian Empire												
Territory Types: Agricultural, Developed, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30			1	
Sub-commanders		Field Commander						40	0-2			
		Troop Commander						30	0-3			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Guard chariots		Heavy Chariots	-	Elite	Drilled	Bow	-	27	3-4		0-4	4-12
Chariots		Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4		4-12	
Guard cavalry		Cavalry	Armoured	Elite	Drilled	-	Light Spear Swordsmen	21	1/2	4-6	0-6	0-16
						Bow	Swordsmen	23	1/2			
Veteran cavalry	Only from 704 BC	Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	1/2	4-6	4-16	
						Bow	Swordsmen	20	1/2			
Other cavalry	Only before 704 BC	Cavalry	Protected	Average	Drilled	Bow*	Light Spear Swordsmen	12	4-6		4-12	
	Only from 704 BC	Cavalry	Armoured	Average	Drilled	Bow*	Light Spear Swordsmen	15	4-6		6-18	
Armoured spearmen and archers	Only from 681 BC	Heavy Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	1/2	6-8	0-8	12-32
		Medium Foot	Armoured	Average	Drilled	Bow	-	9	1/2			
Unarmoured spearmen	Any date	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2	6-8	12-24	
	Only from 681 BC	Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7				
Unarmoured archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	1/2			
Tribal levies		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-12	6-18
						Sling	-	4	6-8		0-12	
						Javelins	Light Spear	5	6		0-6	

Optional Troops											
Guard spearmen	Only before 704 BC	Medium Foot	Armoured	Superior	Drilled	-	Light Spear Swordsmen	13	All or 2/3	4-9	0-9
	Only from 704 BC	Heavy Foot	Armoured	Superior	Drilled	-	Light Spear Swordsmen	13			
Guard archers		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	0 or 1/3		
Mounted scouts		Light Horse	Unprotected	Average	Drilled	Bow	-	8	4		0-4
Cimmerian regiment	Only from 679	Light Horse or Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4		
Arab levy camelry		Camelry	Unprotected	Poor	Undrilled	Bow	-	8	4		0-4
Egyptian or Kushite regiments		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	4-6		0-6
Reserve foot		Medium Foot	Protected	Poor	Drilled	-	Light Spear Swordsmen	5	1/2	8-12	0-12
						Bow	-	5	1/2		
Other levies		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12		0-12
Field fortifications		Field Fortifications						3			0-8
Fortified camp								24			0-1
Allies											
Arab vassals - Early Nomad Allies list											
Neo-Hittite allies and Aramean (Only before 704 BC)											
Kimmerian allies (Only before 704 BC or from 681 BC) – Kimmerian, Skythian or Saka list											
Egyptian vassals or allies (Only before 704 – Libyan Egyptian, or from 681 Late Dynastic Egyptian list											
Elamite allies (Only from 668 BC to 665 BC) – Neo-Elamite											
Later Hebrew vassals (Only before 722 BC)											
Median allies											
Philistine allies											

Neo-Assyrian Empire Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots		Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4		0-4
Veteran cavalry	Only from 704 BC	Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	1/2	4-6	0-6
						Bow	Swordsmen	20	1/2		
Other cavalry	Only before 704 BC	Cavalry	Protected	Average	Drilled	Bow*	Light Spear Swordsmen	12	4-6		4-8
	Only from 704 BC	Cavalry	Armoured	Average	Drilled	Bow*	Light Spear Swordsmen	15	4-6		
Unarmoured spearmen	Any date	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2	6-8	6-12
	Only from 681 BC	Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7			
Unarmoured archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	1/2		

Kushite Egyptian

This list covers the armies of the Kushite 25th dynasty of Egypt from 732 BC to 656 BC.

Troop Notes

Three-crew Egyptian chariots are attested in the annals of Esarhaddon. Such chariots were probably pulled by 4-horses, as depicted in a drawing possibly dating from this period. We assume that the changeover from 2-horse 2-crew (light) chariots may have been gradual or incomplete.

Many of the Egyptian hereditary troops were of Meshwesh or Libu descent.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots or as cavalry.
- Egyptian close fighters can interpenetrate Egyptian archers and vice versa.

Kushite Egyptian											
Territory Types: Developed, Agricultural											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Kushite or, from 727 BC, Egyptian chariots		Light Chariots	-	Average	Undrilled	Bow	-	13	4-6	4-16	
		Heavy Chariots	-	Average	Undrilled	Bow	-	16	4		
Upgrade chariots as veteran		Light Chariots	-	Superior	Undrilled	Bow	-	18	4-6	Up to 2/3 bases	
		Heavy Chariots			Undrilled			22	3-4		
Kushite cavalry		Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	4-10	
			Protected					13			
			Armoured	Average	Undrilled	-	Light Spear Swordsmen	12	4-6	4-12	
			Protected					9			
Kushite archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	16-48
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	8-48	
		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	0-8	
Optional Troops											
Kushite javelinmen		Medium Foot	Protected	Average	Undrilled	-	Light spear	5	6-8	0-12	
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8		
Kushite slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8		
Egyptian cavalry	Only from 727 BC	Cavalry	Unprotected	Average	Drilled	-	Light Spear	7	4	0-4	
					Undrilled			6			
Egyptian hereditary archers		Medium Foot	Unprotected	Poor	Drilled	Bow	-	4	6-8	0-12	
Egyptian hereditary close fighters		Medium Foot	Protected	Poor	Drilled	-	Light Spear Swordsmen	5	6-8	0-12	
Allies											
Libyan Egyptian allies (Only before 727 BC)											

Kushite Egyptian Allies										
C-in-C	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Kushite or, from 727 BC, Egyptian chariots	Light Chariots	-	Average	Undrilled	Bow	-	13	4-6	4-8	
			Superior				18			
	Heavy Chariots	-	Average	Undrilled	Bow	-	16	4-6		
			Superior				22	3-4		
Kushite cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-4	
		Protected					13			
		Armoured	Average	Undrilled	-	Light Spear Swordsmen	12	4-6	4-8	
		Protected					9			
Kushite archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6	0-6	8-24
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-24	
	Medium Foot	Protected	Average	Undrilled	Bow	-	6	6	0-6	

Thracian

This list covers Thracian armies from the 700 BC until 46 AD when Thrace was incorporated as a Roman province. Thrace was a Roman client kingdom from 25 BC.

Troop Notes

Most Thracians were armed primarily with javelins. Some, however, prior to the mid 3rd century BC at the latest, were armed with long thrusting spears. A few highly regarded mercenary units prior to the 3rd century BC were termed "swordsmen" and were probably armed with a type of forward curving one edged sword (perhaps similar to the Lycian drepanon) as well as javelins. The most famous Thracian weapon was the rhomphaia, a vicious weapon with a forward curving blade on a long handle. This may have come into use in the later 4th century BC or perhaps somewhat later.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as armoured cavalry.
- Getae cannot have allies or drilled troops.
- At least half the Thracian cavalry bases fielded must be **Cavalry**.
- Any full battle group of Thracian foot may be upgraded to veterans as long as there are twice as many average bases of Thracian foot remaining in the army. (or Thracian allied command).
- A Thracian ally general's contingent must conform to the Thracian Allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Thracian											
Territory Types: Agricultural, Hilly, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-2		
Thracian allied commander		Troop Commander						20	1-2 (None for Getae)		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Thracian cavalry	Getae	Light Horse or cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	8-24	
	Others	Light Horse or Cavalry	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	8-24	8-24
		Light Horse or cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-12	
Thracian foot with javelins		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-80	24-80
Thracian foot with thrusting spear	Only before 250 BC	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-48	
Thracian foot "swordsmen"	Only before 300 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-24	
Thracian foot with rhomphaia	From 350 BC to 251 BC	Medium Foot	Protected	Average	Undrilled	-	Heavy weapon	7	6-8		
	From 250 BC									0-80	
Upgrade any Thracian foot as veterans		Medium Foot	Protected	Superior	Undrilled	Any		+3 pts	Up to 1/3 of bases		
Optional Troops											
Noble cavalry		Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-8	
Foot Skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-12	
						Bow	-	5			
						Sling	-	4			
Families and slaves		Mob	Unprotected	Poor	Undrilled	-	-	2	6-8	0-8	
Fortified camp								24		0-1	
Allies											
Classical Greek (mercenary) allies (Only from 400 BC to 357 BC)											
Special Campaigns											
Only Roman client kingdom from 25BC to 46AD											
Upgrade armoured cavalry to:		Cavalry	Armoured	Superior	Drilled	-	Light Spear, Swordsmen	18	4-6	0-8	
Upgrade non-veteran Thracian foot with javelins to imitation Romans		Medium or Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	4-8	0-24	
			Armoured					9			
		Heavy foot	Protected	Average	Drilled	-	Impact Foot Swordsmen	8	4-8		
			Armoured					10			
Principate Roman allies - see List Book 2											

Thracian Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Thracian cavalry	Getae	Light Horse or cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-12	
	Others	Light Horse or cavalry	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-12	4-12
		Light Horse or cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-6	
Thracian foot with javelins		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-40	12-40
Thracian foot with thrusting spear	Only before 250 BC	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-24	
Thracian foot "swordsmen"	Only before 300 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	0-12	
Thracian foot with rhomphaia	From 350BC to 251BC	Medium Foot	Protected	Average	Undrilled	-	Heavy weapon	7	6-8		
	From 250 BC									0-40	
Upgrade Thracian foot as veterans		Medium Foot	Protected	Superior	Undrilled	Any		+3 pts	Up to 1/2 of bases		

Classical Greek

This list covers Greek armies from the early 669 BC until the hoplite system was replaced in Greece circa 279 BC, and until the suppression of the minor Italiot or Siciliot states in the later 3rd century BC. This list also covers the armies of Syracuse from 412 BC, following the defeat of the Athenian Sicilian Expedition, until the city fell to the Romans in 211 BC.

Troop Notes

The armies of Classical Greece were based on the hoplite, a type of heavy infantryman armed with spear and large shield, who fought in a solid phalanx formation, usually around eight ranks deep. The spear (doru) was approximately 2.7 metres in length and mostly used overarm. The shield (aspis) was about 1 metre in diameter. In addition to the shield, defensive equipment included body armour (thorakes), bronze helmet and greaves.

Hoplites were a citizen militia and supplied their own equipment. Until the late 6th century BC, the majority of hoplites wore metal thorakes. In the early 5th century, the proportion with such protection dropped because the average wealth of hoplites decreased.

`Hoplites were more than a match for Persian infantry. Following the defeat of Xerxes's invasion of Greece, the Persians themselves began to replace their line infantry with mercenary Greek hoplites. They also possibly developed native Persian hoplites. In the early 4th century, Iphikrates experimented with a new type of equipment – linen armour, a new style of boots, a small shield (pelta) and a longer spear than the usual hoplite spear. Later in the century, King Phillip II of Macedon (father of Alexander the Great) developed the pike phalanx. This rendered the hoplite obsolete, although it took some time for the hoplite fighting style to die out, particularly in the Italian and Sicilian colonies.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry or hoplites.
- Troops marked * can only be used if their C-in-C or Allied Commander is of that origin.
- Unless the C-in-C is of the same origin, troops only permitted to a certain origin can only be fielded under the command of an ally general of that origin.
- At least one allied commander must be used unless the CinC is Syracusan.
- A Greek ally general's contingent must conform to the Classical Greek allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- It is permissible to depict the disguised rowers by using hoplites. If this is done, their true nature need not be disclosed until they are shot at or engaged in close combat. Treat them as 'average' for all tests until their true identity is disclosed.

Classical Greek											
Territory Types: Agricultural, Developed, Hilly, Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander/Troop Commander						40/30	0-2 or 0-3 if Syracusan		
Greek ally commanders		Field Commander/Troop Commander						30/20	1-3 or 0-3 if Syracusan		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
*Thessalian cavalry	Before 450 BC	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-12	
	From 450 BC	Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4-6	0-12	8-18
		Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	0-8	
				Average				13			
*Non-Thessalian cavalry	Before 450 BC	Cavalry	Armoured	Average	Undrilled	-	Light Spear	10	4-6	0-6	
			Protected					7			
	From 450 BC	Cavalry	Armoured	Average	Undrilled	-	Light Spear	10	4-6	4-12	4-12
							Light Spear Swordsmen	12			
		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
*Syracusan Cavalry	From 412 BC	Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	0-8	
				Average				13			
Hoplites	Before 460 BC	Heavy Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	24-80	
	From 490 BC		Protected					7			
***Spartans only**											
Upgrade hoplites to citizens	Before 460 BC	Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	14	6-8	Up to 1/2	
	From 490 BC		Protected					11			
Upgrade hoplites to perioiko	Before 460 BC	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	Any	
	From 490 BC		Protected					8			
Helots	Before 450 BC	Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	*0-24	

***Non-Spartans only**											
Upgrade Hoplites to Citizens	From 460 BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	Up to 1/3	
upgrade Hoplites to veteran	Before 460 BC	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8	0-8	
	From 490 BC		Protected		Drilled			11			
Optional Troops											
Javelinmen		Light Foot	Unprotected	Poor	Undrilled	Javelins	Light Spear	3	6-8	0-16	0-18
Peltasts	From 450 BC	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6-8	0-16	
Cretan archers				Superior		Bow	-	7	6-8	0-8	
Other archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
					Drilled						
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-12	
Thracians	Any date	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-8	
	Before 300 BC						Light Spear, Swordsmen	6			
	From 350 BC						Heavy weapon	7			
Iphikratean hoplites	From 380BC	Heavy Foot	Protected	Average	Drilled	-	Offensive spearmen	8	6-8	0-8	
Thureophoroi	From 279 BC	Medium Foot									
Tarantines	Only *Syracusan	Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4-6	0-6	
Gallic mercenaries		Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-12	0-12	
Samnite or similar mercenaries		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	0-12	
Bolt-shooters or stone-throwers	Only *Syracusan from 399BC or *Phokians from 380BC	Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-6	
Special Campaigns											
Only *Spartans from 369 BC to 368 BC											
Syracusan-supplied Spanish foot		Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	6-8	
Syracusan-supplied Gallic foot		Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	6-8	
Only *Syracusan – Agathokles in Africa from 310 BC to 307 BC											
Rowers, etc. disguised as hoplites		Heavy Foot	Protected	Poor	Undrilled	-	-	3	6-8	0-12	
Kyrenean Greek allies											
Early Libyan allies											
Numidian or Moorish allies											
No Spanish or Heavy Artillery allowed											

Classical Greek Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
*Thessalian cavalry	Before 450 BC	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-4	0-6
	From 450 BC	Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4-6	0-6	
		Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	0-4	
				Average				13			
*Non-Thessalian cavalry	Before 450 BC	Cavalry	Armoured	Average	Undrilled	-	Light Spear	10	4	0-4	
			Protected					7			
	From 450 BC	Cavalry	Armoured	Average	Undrilled	-	Light Spear	10	4-6	0-6	
							Light Spear Swordsmen	12			
		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0-4	
*Syracusan Cavalry	Only from 412 BC	Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	0-4	
				Average				13			
Hoplites	Only before 460	Heavy Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	12-32	
	Only from 490		Protected					7			
***Spartans only**											
Upgrade hoplites to citizens	Only before 460 BC	Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	14	6-8	*Up to 1/2	
	Only from 490 BC		Protected					11			
Upgrade hoplites to perioiko	Only before 460 BC	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	*Any	
	Only from 490 BC		Protected					8			
***Non-Spartans only**											
Upgrade Hoplites to Citizens	Only from 460 BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	Up to 1/2	
upgrade Hoplites to veteran	Only before 460 BC	Heavy Foot	Armoured	Superior	Undrilled	-	Offensive Spearmen	13	6-8	0-6	
	Only from 490 BC		Protected		Drilled			11			

Late Dynastic Egyptian

This list covers Egyptian armies of the 26th dynasty from 664 BC to 525 BC, and the 28th, 29th and 30th dynasties from 405 BC to 343 BC. Psamtik I seceded from the Assyrian Empire circa 650 BC. Egypt was conquered by Cambyses II of Persia in 525 BC – forming the 27th dynasty – successfully revolted in 405 BC, then was reconquered by Artaxerxes III in 343 BC – forming the 31st dynasty.

Troop Notes

Large numbers of Greek mercenaries were used to supplement the Egyptian hereditary troops and were based in the Nile delta region, presumably as this was the area best suited to arrival from Greece. Their commanders often wielded considerable influence and could, at times, be disruptive.

Chariots continued in use in the 26th dynasty, but appear to not have been used in the following period.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Egyptian commanders should be depicted as cavalry (but armoured) or chariots.
- Greek ally-commanders should be depicted as hoplites.
- Greek ally-commanders can only command hoplites.
- Minimum marked * only applies if more than 12 bases of Mercenary Greek hoplites are used.

Late Dynastic Egyptian										
Territory Types: Agricultural, Developed										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30	0-3	
Greek ally-commanders		Field Commander/Troop Commander						30/20	*1-2	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Chariots	Only 26th dynasty	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	4-12
Cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-12
		Cavalry	Unprotected	Average	Undrilled	-	Light Spear	6	4-6	
Egyptian javelinmen	Only 26th dynasty before 570 BC	Medium or Heavy Foot	Protected	Average	Drilled	-	Light Spear	6	6-8	16-64
				Poor				4		
Egyptian spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	
				Poor				5		
Egyptian archers		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	6-32
				Poor				4		
Optional Troops										
Mercenary Greek hoplites	26th dynasty	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	0-32
	28th – 30th dynasty		Protected					8		
Skythian mercenaries	Only 26th dynasty from 650 BC	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4
		Cavalry								
Guard spearmen		Heavy Foot	Protected	Superior	Drilled	-	Offensive Spearmen	11	6-8	0-8
Guard archers		Medium Foot	Unprotected	Superior	Drilled	Bow	-	8	6-8	
Libyan javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8
Nubian archers		Light Foot	Unprotected	Superior	Undrilled	Bow	-	7	6-8	0-12
				Average				5		
		Medium Foot	Unprotected	Superior	Undrilled	Bow	-	7	6-8	
				Average				5		
Allies										
Neo-Assyrian Empire allies (Only 26th dynasty before 650 BC)										
Kyrenian Greek allies (Only from 570 BC)										

Late Dynastic Egyptian Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots	Only 26th dynasty	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	0-4
Cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-6
		Cavalry	Unprotected	Average	Undrilled	-	Light Spear	6	4-6	
Egyptian javelinmen	Only 26th dynasty before 570 BC	Medium or Heavy Foot	Protected	Average	Drilled	-	Light Spear	6	6-8	6-32
				Poor				4		
Egyptian spearmen		Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	
				Poor				5		
Egyptian archers		Medium Foot	Unprotected	Average	Drilled	Bow	-	6	6-8	6-16
				Poor				4		

Neo-Babylonian Empire

In 626, the Chaldaean Nabopolassar (Nabû-apal-usur), governor of the Sea-Land, rose in revolt against the Assyrian Empire. By the following year he was in control of Babylon. A desultory war ensued. In 615 the Medes, under Cyaxares (Uvaxštra), invaded the Assyrian heartland. Ashur fell to them in 614. An alliance between the Medes and the Babylonians was sealed by the marriage of Cyaxares's grand-daughter to Nabopolassar's son Nebuchadrezzar (Nabû-kudurri-uṣur) II. The Assyrians sought Egyptian help, but this did not arrive in time to prevent the Assyrian capital, Nineveh, falling to the allies in 612. The last major Assyrian centre, Harran, fell in 610. An attempt to recover it with Egyptian help in 609 failed.

Under Nebuchadrezzar II (605-562) the Egyptians were decisively defeated at the Battle of Carchemish (605), ending Egyptian attempts to regain control of Palestine and Syria. Nebuchadrezzar went on to conquer an empire including most of the territory of the former Assyrian Empire, excluding Egypt itself.

In 539 the Persians under Cyrus (Kūruš) II the Great invaded Babylonia. After winning a minor victory over the Babylonian army near Opis, the Persians were able to capture Babylon by a surprise attack by a detachment of their army while the two main armies continued to face each other off. The Babylonian King Nabonidus (Nabû-nā'id) (556-539) was captured when he left his army to return to Babylon, not realising it had been taken. His army then surrendered, so that Cyrus was able to enter Babylon peacefully shortly afterwards. The Persians then incorporated all the former territories of the Babylonian Empire into their own Empire.

This list covers Babylonian armies from 626 to 539 BC.

Troop Notes

It is clear from evidence relating to later periods that it was difficult to train troops to be equally adept with bow and spear. We therefore classify Babylonian cavalry armed with both as Bow*/Light Spear.

Some, at least, of the Babylonian foot archers were equipped with bow, spear and shield.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted in chariots.

Neo-Babylonian Empire										
Territory Types: Agricultural, Developed, Hilly										
C-in-C		Inspired Commander/Field Commander/Troop Commander					80/40/30		1	
Sub-commanders		Field Commander					40		0-2	
		Troop Commander					30		0-3	
Troop name	Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Chariots	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	4-12	
Guard cavalry	Cavalry	Armoured	Superior	Drilled	Bow*	Light Spear Swordsmen	20	4-6	0-8	4-12
Other cavalry	Cavalry	Protected	Average	Drilled	Bow*	Light Spear Swordsmen	12	4-6	4-8	
	Cavalry	Unprotected	Average	Drilled	-	Light Spear Swordsmen	9	1/2 4-6		
					Bow	Swordsmen	11	1/2		
	Cavalry	Unprotected	Average	Drilled	-	Light Spear Swordsmen	9	4-6		
Guard spearmen	Heavy Foot	Armoured	Superior	Drilled	-	Light Spear Swordsmen	13	4-8	0-12	
Archers	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	8-32	16-72
	Medium Foot	Protected	Average	Drilled	Bow	Light Spear	7	1/2 6-8		
					Bow	-	7	1/2		
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	8-32	
	Light Foot								0-16	
	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8	0-8	
	Light Foot								0-8	
Optional Troops										
Skythian mercenaries	Cavalry or Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4	
Arab levy camelry	Camelry or Light Camelry	Unprotected	Poor	Undrilled	Bow	-	10	4-6	0-12	
Greek mercenary hoplites	Heavy Foot	Armoured	Average	Drilled	-	Offensive spearmen	10	4	0-8	
Other levies	Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Allies										
Median allies (Only before 550 BC).										

Neo-Babylonian Empire Allies										
Allied commander		Field Commander/Troop Commander					30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	0-6	
Guard cavalry	Cavalry	Armoured	Superior	Drilled	Bow*	Light Spear Swordsmen	20	4-6	0-6	
Other cavalry	Cavalry	Protected	Average	Drilled	Bow*	Light Spear Swordsmen	12	4-6		
	Cavalry	Unprotected	Average	Drilled	-	Light Spear Swordsmen	9	1/2 4-6		
						Swordsmen	11	1/2		
	Cavalry	Unprotected	Average	Drilled	-	Light Spear Swordsmen	9	4-6		
Archers	Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	8-16	8-24
	Medium Foot	Protected	Average	Drilled	Bow	Light Spear	7	1/2 6-8		
					Bow	-	7	1/2		
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-6	
	Light Foot									
	Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8	0-8	
	Light Foot									

Campanian

This list covers Campanian armies from the late 5th century BC until 211 BC.

Troop Notes

Campanian armies included the usual Oscan spearmen and also, influenced by the culture of the formerly Greek and Etruscan cities of the Campanian plain, hoplites. We assume that Nolan forces would be similar.

From 338 BC, the Campanians were Roman citizens, and came to adopt standard Roman tactics – though possibly not immediately.

The Campanian plain was excellent for horse breeding, and Campanian cavalry were famously effective. About half of the cavalry in Oscan tomb paintings wear metal armour. Others wear linen or leather armour. Most lack shields, at least in the earlier part of the period. We give the option of classifying Campanian cavalry as Armoured or Protected. They fought with javelins and swords.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- The minima marked * only apply before 337 BC
- The minimum marked ** only applies from 337 BC.
- Hoplites cannot be used with hastati, principes or triarii.
- Samnite allies cannot be used with Roman or Latin allies.

Campanian										
Territory Types: Agricultural										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30	0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Cavalry		Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	4-16
			Protected					13		
Spearmen	Only before 275 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	*12-64
					Drilled			7		
Hoplites		Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	*12-48
					Drilled			8		
Hastati & Principes	Only from 337 BC	Heavy Foot	Protected	Average	Drilled	-	Impact Foot Swordsmen	8	4-8	**24-80
Triarii		Heavy Foot	Protected	Superior	Drilled	-	Offensive Spearmen	10	2-4	1 per 4 hastati and principes
				Average				8		
Optional Troops										
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-24
Fortified camp	Only from 280 BC							24		0-1
Allies (only before 280BC)										
Latin allies (Only from 343 BC to 338 BC) – Etruscan, Early Roman and Latin										
Roman allies (Only from 343 BC) – Etruscan, Early Roman and Latin (before 340 BC) or Early and Mid-Republican Roman (from 340 BC)										
Samnite allies – Italian Hill tribes and Samnite League										

Campanian Allies										
Allied Commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry		Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-8
			Protected					13		
Javelinmen	Only before 275 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	*6-24
					Drilled			7		
Hoplites		Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	*6-24
					Drilled			8		
Hastati & Principes	Only from 337 BC	Heavy Foot	Protected	Average	Drilled	-	Impact Foot Swordsmen	8	4-8	**12-32
Triarii		Heavy Foot	Protected	Superior	Drilled	-	Offensive Spearmen	10	2-4	1 per 4 hastati and principes
				Average				8		

Early Achaemenid Persian

This list covers Achaemenid Persian armies from 550 BC, when Cyrus the Great defeated the Medes, until 420 BC.

Troop Notes

Persian and Median cavalry are described by Herodotus as armed the same as their foot. This has previously been taken as meaning that they were armed with bow and spear. However, the majority of contemporary illustrations show them wielding bow. Recently discovered Achaemenid tomb paintings showing scenes of Darius I's campaign against the Skythians show mounted Achaemenid and Scythian archers charging into each other while shooting. All are armed with sagaris (long-handled axes) and none carry spears. We therefore classify them as Bow, Swordsmen. The Immortals and the Persian, Median, Hyrkanian, Kissian and Persian Gulf Exile foot formed up behind a barrier of large wicker shields. It appears that the Immortals were all equipped with short spear as well as bow, but only the first few ranks of the others had spears. None were capable of matching a Greek hoplite spear phalanx, so we classify their close combat weaponry as Light Spear. The later archers and spearmen equipped with crescent shaped shields can be deployed separately or in mixed battle groups. There is good evidence for the mustering of bow armed chariotry with 3 or 4 crew in Darius I's reign.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- The C-in-C should be depicted as guard cavalry or a light chariot.
- Other commanders should be depicted as guard cavalry.
- The minimum marked * applies if any Medizing Greek troops are used.

Early Achaemenid Persian												
Territory Types: Agricultural, Developed, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1			
Sub-commanders		Field Commander						40	0-2			
		Troop Commander						30	0-3			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Guard cavalry		Cavalry	Armoured	Elite	Drilled	Bow	Swordsmen	23	2-4		0-4	
				Superior				20				
Persian or Median cavalry		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6		6-12	
Other Persian, Median, Hyrkanian, Kissian, or Persian Gulf Exile foot		Medium Foot	Protected	Average	Undrilled	Bow	Light Spear	6	1/2	6-8	0-48	16-48
						Bow	-	6	1/2			
Crescent shield archers	Only from 465 BC	Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8		0-24	
									1/2	6-8		
Crescent shield spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	1/2		0-24	
									6-8			
Optional Troops												
Immortals		Medium Foot	Armoured	Superior	Drilled	Bow	Light Spear	13	6-8		0-16	
			Protected					10				
Achaemenid chariots	Only before 484 BC	Heavy Chariots	-	Superior	Undrilled	Bow	-	22	3-4		0-4	
Saka cavalry	Only from 545 BC	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		0-6	0-12
		Cavalry										
Bactrian cavalry	Only from 545 BC	Light Horse	Unprotected	Average	Undrilled	Bow	Light Spear	9	4-6		0-6	
Other light horse archers							-	8			0-6	
Bactrian, Saka or similar foot		Medium Foot	Unprotected	Average	Undrilled	Bow	Light Spear	5	1/2	6-8	0-8	
							-	5	1/2			
				Poor		Bow	Light Spear	3	1/2	6-8		
							-	3	1/2			
Kaspian or similar archers		Light foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-12	
Armenian, Paphlagonian, Thracian or similar javelinmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8		0-8	
				Poor				4				
Mysian, Libyan, Pisidian or similar javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8		0-8	
Assyrian and Chaldaean foot		Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	1/2	6-8	0-8	
		Medium Foot				Bow	-	7	1/2			
Arab camelry		Camelry or Light Camelry	Unprotected	Poor	Undrilled	Bow	-	8	4		0-4	

Lycian or Phoenician marines	Only from 525 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6	0-6
Egyptian marines		Medium Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6	0-6
Indian foot		Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	6-8	0-8
Indian chariots		Heavy Chariots	-	Average	Undrilled	Bow	-	16	4	0-4
Libyan chariots		Light Chariots	-	Average	Undrilled	-	Light Spear	11	4	
Fortified camp								24		0-1
Allies										
Median allies (Only in 550 BC)										
Saka allies - Kimmerian, Skythian or Saka list (Only in 530 BC)										
Special Campaigns										
Only Cyrus in Lydia in 546 BC										
Improvised camelry		Camelry	Protected	Poor	Undrilled	Bow	Swordsmen	11	4-6	4-6
Scythed chariots		Scythed Chariots	-	Average	Undrilled	-	-	15	2, 3 or 4	0-4
Moveable towers		Battle Wagons	-	Average	Undrilled	Bow	-	17	2	0-4
Only in 479 BC										
Medizing Greek hoplites		Heavy Foot	Armoured	Average	Undrilled	-	Offensive spearmen	9	6-8	*8-16
			Protected					7		
Medizing Greek cavalry		Cavalry	Protected	Average	Undrilled	-	Light Spear	7	4	0-4
			Armoured					10		

Early Achaemenid Persian Allies

Allied commander		Field Commander/Troop Commander						30/20	1			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Persian or Median cavalry		Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6		4-8	
Other Persian, Median, Hyrkanian, Kissian, or Persian Gulf Exile foot		Medium Foot	Protected	Average	Undrilled	Bow	Light Spear	6	1/2	6-8	0-24	8-24
			Protected	Average	Undrilled	Bow	-	6	1/2			
Crescent shield archers	Only from 465 BC	Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8		0-12	
									1/2	6-8		
Crescent shield spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	1/2		0-12	
									6-8			

Early Carthaginian

This list covers Carthaginian armies from the start of the Magonid dynasty, circa 550 BC, until 275 BC. During this period Carthage gained a maritime empire in the western Mediterranean, and fought many wars against the Greek cities of Sicily.

Troop Notes

From the limited evidence available, it is possible that the Carthaginian 4-horse chariots were bow-armed. However, in view of the apparent lack of any archery tradition in Carthage, we also allow for the alternative that they were spear or javelin armed.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as chariots or Poeni cavalry.
- All Poeni chariots must have the same combat capabilities.

Early Carthaginian											
Territory Types: Agricultural, Developed											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Poeni cavalry		Cavalry	Armoured	Average	Drilled	-	Light Spear	11	4-6	0-8	4-16
			Protected					8			
Campanian, Etruscan or Greek cavalry	Only from 410 BC	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6		
			Protected					10			
Numidian light cavalry	Only from 340 BC	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-8	
				Superior				10			
African spearmen		Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	12-36	
Numidian, Libyan, Moorish or Spanish javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-12	
Corsican, Ligurian or Sardinian foot		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	6-36	
Optional Troops											
Poeni chariots		Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	0-12	
						-	Light Spear	22			
Sacred Band		Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	14	6-8	0-8	
Greek mercenary hoplites	Only from 410 BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-16	
Other Poeni foot		Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-8	
		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8		
Poeni or other emergency levies		Medium Foot	Protected	Poor	Drilled	-	Light Spear Swordsmen	5	6-8	0-16	
Spanish scutarii		Medium Foot	Protected	Average	Undrilled	-	Impact foot Swordsmen	7	6-8	0-8	
Gallic foot	Only from 410 BC	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-8	
Campanian mercenaries		Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-8	
		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8		
Balearic slingers		Light Foot	Unprotected	Superior	Undrilled	Slings	-	6	6	0-6	
Sardinian archers				Average		Bow	-	5		0-6	
Bolt-shooters	Only from 390 BC	Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2	
Allies											
Early Libyan allies (Only before 500 BC)											
Numidian or Moorish allies (Only from 340 BC)											

Early Carthaginian Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Poeni cavalry		Cavalry	Armoured	Average	Drilled	-	Light Spear	11	4-6	0-6	4-6
			Protected					8			
Campanian, Etruscan or Greek cavalry	Only from 410 BC	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6		
			Protected					10			
Numidian light cavalry	Only from 340 BC	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
				Superior				10			
African spearmen		Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	6-16	
Numidian, Libyan, Moorish or Spanish javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-12	
Corsican, Ligurian or Sardinian foot		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8		

Classical Indian

This list covers the armies of northern and central India from 500 BC until the fall of the Guptas in 545 AD.

Troop Notes

Alexander's admiral, Nearchos, states that all Indian infantry carried a large 2-handed sword, used for powerful downward cutting blows. However, Indian art shows many infantry with smaller swords and the Arthasastra describes 3 types of swords, only one of which seems likely to have been 2-handed. We assume that a variety of swords were in use, and classify the mixture for close combat capability purposes as swordsmen, although Nearchos does note that Indian infantry were not eager to advance to close combat. Armour for infantry became more common in the 1st century AD, but evidence of determined swordsmanship is then lacking. Indian shielded javelinmen may sometimes have formed up in front of the archers. However, as they are unlikely to have been more than a rank or two, and as both javelinmen and archers were largely unarmoured, this is not enough to qualify the combined formation as Protected.

Most states (including the Mauryan and Gupta empires) were ruled by kings, but some were republics and lacked the resources to field war elephants.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as elephants, chariots or cavalry.
- An Indian ally general's contingent must conform to the Classical Indian allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- The Mauryas from 321 BC to 180 BC can have drilled chariots, cavalry, archers and javelinmen. If any non-allied troops of any of these types are drilled, all must be. Indian ally contingents in a Mauryan army must be undrilled. Other states in this period can have one Mauryan ally contingent, which can be drilled.

Classical Indian										
Territory Types: Agricultural, Woodlands, Tropical										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1
Sub-commanders		Field Commander/Troop Commander						40/30	0-2	
Indian ally commanders		Field Commander/Troop Commander						30/20	0-3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Elephants	Only non-republican states	Elephants	-	Average	Undrilled	-	-	25	2-3	2-12
Cavalry	Any	Cavalry	Unprotected	Average	Undrilled	-	Light Spear	6	4-6	4-18
			Protected	Average				7		
	Only Mauryas from 321 to 180 BC	Cavalry	Unprotected	Average	Drilled	-	Light Spear	7	4-6	
			Protected	Average				8		
Upgrade cavalry to armoured lancers	Only Guptas from 320 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	4-6
Core Troops (continued)										
Spearmen	Any	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	6-24
				Poor				4		
	Only Mauryas from 321 to 180 BC	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	
Archers	Any before 1 AD	Medium Foot	Unprotected	Poor	Undrilled	Bow	Swordsmen	4	6-8	24-88
				Average				6		
	Only Mauryas from 321 to 180 BC			Average	Drilled			7		
	Any from 1 AD		Unprotected	Average	Undrilled	Bow	-	5	6-8	
				Poor				3		
			Protected	Average				6		
Optional Troops										
Chariots	Only Mauryas from 321 BC to 180 BC	Heavy chariots	-	Superior	Drilled	Bow	-	3-4	24	0-8
		Light chariots						4-6	22	
	Any	Heavy chariots	-	Superior	Undrilled	Bow	-	3-4	18	
		Light chariots						4-6	18	
Forest tribesmen		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	4-6	0-6
				Poor				3		
Horse archers	Only from 179 BC	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4
							-	8		
Replace elephants and/or chariots by bullock or camel carts		Battle Wagons	-	Poor	Undrilled	Bow	-	11	2-4	0-6
Artillery		Light Artillery	-	Average	Undrilled	Light Artillery	-	15	2	0-2
		Heavy Artillery	-	Average	Undrilled	Heavy Artillery	-	20		
Fortified camp								24		0-1

Classical Indian Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Elephants	Only non-republican states	Elephants	-	Average	Undrilled	-	-	25	2-3	2-4
Cavalry	Any	Cavalry	Unprotected	Average	Undrilled	-	Light Spear	6	4-6	0-8
			Protected	Average				7		
	Only Mauryas from 321 to 180 BC	Cavalry	Unprotected	Average	Drilled	-	Light Spear	7	4-6	
			Protected	Average				8		
Upgrade cavalry to armoured lancers	Only Guptas from 320 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4	0-4
Archers	Any before 1 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	6-8	8-24
				Poor				4		
	Only Mauryas from 321 to 180 BC	Medium Foot	Unprotected	Average	Drilled	Bow	Swordsmen	7	6-8	
	Any from 1 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	
			Unprotected	Poor				3		
			Protected	Average				6		
Spearmen	Any	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	6-12
				Poor				4		
	Only Mauryas from 321 to 180 BC	Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	6-8	

Late Achaemenid Persian

This list covers Achaemenid Persian armies from 420 BC until the completion of Alexander the Great's conquest of the empire in 329 BC.

Troop Notes

One interpretation of the enigmatic "Kardakes" is that they were Persians equipped and trained as hoplites. They may, alternatively, have been the lighter peltast-style spearmen with crescent shields. Although most of the heavy cavalry seem to have switched from bow to javelins around the start of this period, some may have retained bows right up to the end of the empire. The most likely to have done so would be the Bactrians and Saka.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- The C-in-C should be depicted as guard cavalry or a light chariot.
- Commanders should be depicted as guard cavalry.
- No more than 2/3 of the bases of Persian, Median, Armenian, Bactrian, Saka, Kappadokian or other heavy cavalry can be Superior.

Later Achaemenid Persian											
Territory Types: Agricultural, Developed, Hilly											
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1			
Sub-commanders	Field Commander						40	0-2			
	Troop Commander						30	0-3			
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops											
Persian, Median, Armenian, Bactrian, or Kappadokian heavy cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6		0-28	12-42
			Average				12	4-6		4-12	
		Protected	Average				9				
			Poor				7	4-6		0-8	
	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6		0-8	
			Average				14				
		Protected	Average				11				
Arachosian, Paphlagonian or similar light horse	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6		6-12	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-12	6-18
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8		0-12	
Optional Troops											
Guard cavalry	Cavalry	Armoured	Elite	Drilled	-	Light Spear Swordsmen	21	2-4		0-4	
Bactrian light horse	Light Horse	Unprotected	Average	Undrilled	Bow	Light Spear	9	4-6		0-6	
Parthian or similar horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6			
Saka horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6			
	Cavalry										
Guard infantry ("Apple bearers")	Heavy Foot	Armoured	Elite	Drilled	-	Light Spear Swordsmen	15	1/2	0-6	0-8	
	Medium Foot				Bow	-	15	1/2			
	Heavy Foot	Armoured	Superior	Drilled	-	Light Spear Swordsmen	13	1/2	4-8		
	Medium Foot				Bow	-	13	1/2			
Mercenary or allied Greek hoplites	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8		0-32	
Kardakes, Persian crescent shield spearmen, Thracians and similar	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8		0-24	0-24
					-	Light Spear Swordsmen	6	6-8		0-8	
						Offensive spearmen	7			0-8	
Massed levies	Mob	Unprotected	Poor	Undrilled	-	-	2	10-12		0-24	
Scythed chariots	Scythed Chariots	-	Average	Undrilled	-	-	15	2, 3 or 4		0-4	
Fortified camp							24			0-1	

Allies									
Lycian allies									
Special Campaigns									
Only Darius III at Gaugamela in 331 BC									
Upgrade guard cavalry to	Cavalry	Armoured	Elite	Drilled	-	Lancers, Swordsmen	21	2-4	All
Elephants	Elephants	-	Average	Undrilled	-	-	25	2	2
Cannot use more than 8 bases of hoplites. At least 1 battle group each of Guard cavalry and infantry are compulsory.									
Only Bessos in 329 BC									
Saka allies – Kimmerian, Skythian or Saka list									
Cannot use hoplites, peltasts, scythed chariots, Egyptians or Thracians									

Late Achaemenid Persian Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Persian, Median, Armenian, Bactrian, or Kappadokian heavy cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-12	4-16
			Average				12		4-8	
		Protected	Average				9			
	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4	0-4	
			Average				14			
		Protected	Average				11			
Arachosian, Paphlagonian or similar light horse	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	0-8
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	

Ko Choson Korean

The first Korean king is traditionally credited as ruling from as early as 2333 BC, and his descendants reigned in Choson, the "Land of Morning Calm". The Ko Choson list begins with the introduction of iron weapons circa 400 BC and includes the Weiman-Choson era from 200 BC as well.

King Kijan established a military organization for the Korean Army and made Ko Choson one of the dominant powers in Korea. Its main enemies included nomadic tribes from Manchuria and roving bands of exiles who had been followers of a general who had been defeated in an attempt to gain control of China. Rule by King Kijan's family would be replaced by Weiman who led a remnant of the Yen faction into China. The Weiman-Choson rule ended when the Han Empire conquered Korea in 108 BC and establish four main commanderies to rule the region.

This list covers Korean armies from 400 BC until 108 BC.

Troop Notes

Bladesmen are armed with swords, axes or axe-spears (crude halberds). As in later times, shields were not common among foot troops, so we assume that they were not used in these very early armies.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as noble cavalry or in chariots.

Ko Choson Korean											
Territory Types: : Mountain, Hilly, Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/50/35		1	
Sub-commanders		Field Commander						50		0-2	
		Troop Commander						35		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Noble chariotry		Heavy Chariots	-	Superior	Undrilled	Bow	-	24	3-4	0-6	4-12
Noble cavalry	Only from 200 BC	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	4-12	
Support cavalry		Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-8	4-12
		Light Horse							4-6	4-8	
Spearmen and archers		Heavy Foot	Unprotected	Average	Undrilled	-	Defensive Spearmen	5	1/2	8-10	16-80
		Medium Foot				Bow	-		1/2		
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-8	
Bladesmen		Medium Foot	Protected	Average	Undrilled	-	Swordsmen	6	6-8	6-24	
Optional Troops											
Mercenary nomads		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	7	6-8	0-8	
		Light Horse									
Scouts		Light Foot	Unprotected	Poor	Undrilled	Javelins	Light Spear	3	6-8	0-8	
Peasant levy		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-16	
Allies											
Manchurian Nomad Allies – See List Book 1: Early Eastern Steppe Horse Cultures											

Ko Choson Korean											
Allied Commander		Inspired Commander/Field Commander/Troop Commander						80/50/35		1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Noble chariotry		Heavy Chariots	-	Superior	Undrilled	Bow	-	24	3-4	0-3	0-6
Noble cavalry	Only from 200 BC	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	4-6	
Support cavalry		Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	0-6	
		Light Horse									
Spearmen and archers		Heavy Foot	Unprotected	Average	Undrilled	-	Defensive Spearmen	5	1/2	8-10	8-30
		Medium Foot				Bow	-		1/2		
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-8	0-12
Bladesmen		Medium Foot	Protected	Average	Undrilled	-	Swordsmen	6	6-8	6-8	

Early Eastern Steppe Horse Cultures

This list covers eastern steppe-based horse-riding nomads from the appearance of the Hu on the northern frontiers of China c. 400 BC until the re-establishment of the armoured horse archer as the dominant cavalry form c. 500 AD.

The Hu were supplanted as the main nomad enemy c. 200 BC by the Xiongnu, who remained the main northern threat to the Chinese throughout the Han dynasties. They were later supplemented, and then superseded, by the various Xianbei and Wuhuan tribes many of whom also founded states in China proper, which are covered by the Northern Dynasties Chinese list.

Other tribes covered by this list include the Tuyuhun, Xi and Qidan, the last of which founded an imperial state in the 10th century which is covered by the Liao list, and the relatively poor tribes of Manchuria.

Troop Notes

The earliest Chinese cavalry were copied from their Hu neighbours and appear to have been almost exclusively skirmishing horse archers. Later nomads developed heavier cavalry and adopted armour, with leather armour and wooden shields recorded as being used by the Xiongnu in early Western Han times. This was no doubt itself replaced by metal armour as this became available.

Around 300 AD many nomad cavalry adopted, at least as an ideal, cataphract equipment and changed from being primarily horse archers to cavalry who primarily charged to contact with the lance. This change appears to have started with the Xianbei tribes in Manchuria but quickly spread to others often through spoils of war – the Xiongnu are said to have obtained their first horse armour when they captured 5,000 sets after a battle with the Xianbei. It also appears to coincide with adoption of the stirrup. Although such armour appears widespread within China we assume that the tribes of the steppe were more restricted and that a large number had lesser armour and retained horse archer tactics as they would be unsuited to lancer behaviour. The date of the change to cataphract tactics is arbitrary and in reality would not have been a sudden event, however, the nature of army lists is such that a date had to be set.

The Manchurian tribes were rather backward until after the end of this period. What armour they used was made of leather or bone. We assume that, in the absence of adequate equipment to allow successful shock tactics, they remained wholly horse archers.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Best equipped cavalry.
- An Early Eastern Steppe Horse Culture ally general's contingent must conform to the Early Eastern Steppe Horse Culture allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Early Eastern Steppe Horse Cultures										
Territory Types: Manchurians – Woodlands, Steppes. Others - Steppes										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30	0-3	
Early Eastern Steppe Horse Culture ally commander		Field Commander/Troop Commander						30/20	0-1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Best equipped cavalry	Only before 200 BC	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	0-8
	Any from 200 BC to 299 AD	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	8-18
	Only non-Manchurians from 1 to 299 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	
	Only Manchurians from 300 AD	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	
	Only non-Manchurians from 300 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	
		Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19		
Other cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	8-24
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	8-36
			Protected					11		
Optional Troops										
Foot archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12
				Poor				3		
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	
Camp followers or other levies		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12
Foot nomad subjects	Only Hu before 200 BC	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-24
							Light Spear	5		
Fortified camp								24		0-1

Allies
Chinese rebel allies (Only Xiongnu from 200 BC to 150 BC) – Warring States to Western Han Chinese list
Qiang and Di allies (Only Xiongnu or Xianbei from 200 BC to 214 AD)

Early Eastern Steppe Horse Cultures Allies

Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Best equipped cavalry	Only before 200 BC	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	0-4
	Any from 200 BC to 299 AD	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	4-8
	Only non-Manchurians from 1 to 299 AD	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	
	Only Manchurians from 300 AD	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	
	Only non-Manchurians from 300 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	
		Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19		
Other cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-12
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-18
			Protected					11		

Gallic and Galatian

This list covers Gallic armies from the beginning of the 4th century BC until 40 BC when Caesar's conquest was complete. It also covers Galatian armies from their invasion of Greece in 280BC until Galatia was incorporated as a Roman province.

Troop Notes

Gauls and Galatians mainly fought in close order, often with overlapping shields, and were disadvantaged in rough terrain, but some Gallic hill tribes probably fought in looser order in their familiar terrain. Gaesati were a Gallic warrior society. They fought naked, but with the usual Gallic shield and weapons. Large Gallic armies were usually coalitions of several tribes.

Contrary to the popular view of Gauls as "wild barbarians" their infantry usually advanced in good order in close formation, the advance culminating in a fierce massed charge. The bravest warriors, such as the Gaesati and early Galatians, often fought naked apart from their shields and weapons.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as chariots (only before 100 BC) or cavalry (only from 300 BC).
- In Gallic armies before 250 BC, excluding commanders' bases, chariot bases must at least equal cavalry bases, afterwards cavalry bases must at least equal chariot bases.
- Unless the C-in-C is of the same origin, troops only permitted to a certain origin can only be fielded under the command of an ally commander of that origin. All Gaesati must be under the command of one Gallic ally commander who can command only Gaesati. Other Gallic or Galatian ally commanders' contingents must conform to the Gallic and Galatian allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Soldurii cannot be used with Galatians, Gaesati or Germans.
- Galatians cannot use any troops described as Gallic.
- Gallic armies cannot use troops described as Galatian.
- Only one non-Gallic ally contingent can be used.
- Plashed wood edge can only be used in plantations or forest.
- All Galatian warriors must be of the same quality grade.

Gallic and Galatian											
Territory Types: Agricultural, Hilly. Gallic: Woodlands. Galatian: Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander/Troop Commander						40/30	0-2		
Gallic or Galatian ally commanders		Field Commander/Troop Commander						30/20	1-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Chariots	Only Gallic before 100 BC	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	0-24	4-24
	Only Galatians before 62 BC									0-6	
Cavalry	Only from 300 BC	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-6	
			Protected					13		4-24	
Warriors	Only Gallic lowland tribes or Galatians	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	24-90	
			Unprotected					6			
	Only Galatians before 227 BC	Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	8-12		
			Unprotected					8			
	Only Gallic hill tribes	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12		
Upgrade Warriors to imitation legionaries	Only Galatians from 48 BC	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Swordsmen	10	4-8	Up to 48	
			Protected					8			
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-12	
Optional Troops											
Soldurii	Only Gallic	Heavy Foot	Armoured	Elite	Undrilled	-	Impact Foot Swordsmen	15	4-6	0-6	
Gaesati mercenaries	Only Gallic before 200 BC	Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	8-12	0-24	
			Unprotected					8			
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8		
Families		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12	
Wagon laager to protect flanks		Field Fortifications						3		0-12	
Plashed wood edge		Field Fortifications						3			
Fortified camp								24		0-1	

Allies									
Early German allies (Gallic only)									
Ancient Spanish (Iberian) allies (Gallic only)									
Special Campaigns									
Only Galatian from 280 BC to 279 BC									
Greek foot	Heavy Foot Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-8
Paionians	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	0-12
	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	5	6-8	
Only Galatian in 273 BC									
Scythed chariots	Scythed Chariots	-	Average	Undrilled	-	-	15	2, 3 or 4	0-4
Only Galatian in 189 BC									
Paphlagonians & Kappadokians	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-8

Gallic and Galatian Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots	Only Gallic before 100 BC	Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	0-12	4-12
	Only Galatians before 62 BC									0-4	
Cavalry	Only from 300 BC	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4	0-4	
		Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	13	4-6	4-12	
Warriors	Only Gallic lowland tribes or Galatians	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	12-36	
			Unprotected					6			
	Only Galatians before 227 BC	Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	8-12		
			Unprotected					8			
	Only Gallic hill tribes	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12		
Upgrade Warriors to imitation legionaries	Only Galatians from 48 BC	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Swordsmen	10	4-8	Up to 24	
			Protected					8			

Hellenistic Greek

This list covers mainland Greek armies from 279 BC until Greece was incorporated as a Roman province in 146 BC.

Troop Notes

During this period some hoplites were replaced by thureophoroi and some by pikemen.

Thureophoroi carried a large oval shield (thureos), probably copied from the Galatians, and usually wore a helmet but no body armour or greaves. They thus appear to have been a development of the Iphikratean hoplite. When fighting in the main battle line, they used a long thrusting spear, with a sword as secondary weapon. Sometimes they operated as euzonoi, substituting javelins for their spears and deploying as skirmishers. Some thureophoroi wore chain mail body armour and were called thorakitai.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as light horse if Aitolian, otherwise as cavalry.
- Minima marked * apply only if C-in-C is of that origin.
- Whether Athens or Elis continued to field hoplites is uncertain. The minimum marked ** therefore only applies if the C-in-C is Boiotian.
- Unless the C-in-C is of the same origin, troops only permitted to a certain origin can only be fielded under the command of an ally general of that origin. An ally general's contingent must conform to the Hellenistic Greek allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Spartans from 227 BC to 222 BC cannot have more than 24 pikemen.
- Thureophoroi and thorakitai can be graded as Medium Foot or Heavy Foot, but all of both types must be graded the same.

Hellenistic Greek											
Territory Types: Agricultural, Developed, Hilly, Mountains											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander/Troop Commander						40/30		0-2	
Greek ally commanders		Field Commander/Troop Commander						30/20		0-3	
Troop name		Troop Type				Capabilities		Points per base	Bases per BG	Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Armoured cavalry	Any	Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6	4-8	
					Undrilled			12			
	Only Achaians from 208 or Athenians	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6		
				Average				13			
Light cavalry		Light Horse	Unprotected	Average	Drilled / Undrilled	Javelins	Light Spear	7	4-6	0-6	
Thureophoroi		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive spearmen	8	6-8	8-80	
Hoplites	Only Boiotians before 270 BC, Athenians or Eleians	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	**16-48	
					Drilled			8			
	Only Spartans before 227 BC	Heavy Foot	Protected	Superior	Drilled	-	Offensive Spearmen	10	6-8	*6-16	
	Only Spartans before 221 BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	*8-32	
Pikemen	Only Boiotians from 245 BC, Achaians from 208 BC or Spartans from 227 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	*16-48	
Javelinmen	Only Aitolians	Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	*24-120	
		Light Foot								0-12	
Archers		Light Foot	Unprotected	Average	Drilled / Undrilled	Bow	-	5	6-8	0-8	6-12
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Optional Troops											
Euzonoi		Light Foot	Protected	Average	Drilled	Javelins	Light Spear	5	6-8	0-12	
Thorakitai	Only Achaians	All Medium Foot or all Heavy Foot	Armoured	Average	Drilled	-	Offensive spearmen	10	6-8	0-12	
Illyrians	Only Achaians	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	4-6	0-12	
Bolt-shooters		Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2	

Special Campaigns									
Only Eleians in 207									
Roman allies – Early and Mid-Republican Roman									
Only Achaians in 146									
Freed slaves	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	0-24

Hellenistic Greek Allies										
Ally commander		Field Commander/Troop Commander						40/30		1
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Armoured cavalry	Any	Cavalry	Armoured	Average	Drilled	-	Light Spear, Swordsmen	13	4	0-4
					Undrilled			12		
	Only Achaians from 208 BC or Athenians	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4	
				Average				13		
Light cavalry		Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4	0-4
					Undrilled					
Thureophoroi		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive spearmen	8	6-8	6-24
Hoplites	Only Boiotians before 270 BC, Athenians or Eleians	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	**6-16
					Drilled			8		
	Only Spartans before 227 BC	Heavy Foot	Protected	Superior	Drilled	-	Offensive Spearmen	10	6-8	0-6
	Only Spartans before 221 BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	*6-12
Pikemen	Only Boiotians from 245 BC, Achaians from 208 BC or Spartans from 227 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	*8-16
Javelinmen	Only Aitolians	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	*8-24
	Others									0-8
Archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	4	0-4
					Undrilled					
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4	

Alexandrian Macedonian

This list covers the armies of Alexander the Great and his father Philip, from 355 BC until the death of Alexander in 323 BC.

Troop Notes

The Macedonian phalanx was developed by Philip II of Macedon and used by his son Alexander to conquer the Persian Empire. It continued to be dominant in Hellenistic warfare until the various successor kingdoms were conquered by the Romans and Parthians.

The primary weapon of the phalanx was the sarissa, a pike approximately 5.5m (18 ft) in length, wielded with two hands. A shield smaller than the traditional hoplite aspis was strapped to the left arm. In addition, a helmet, greaves and linen body armour (thorax) were usually worn, and a short sword carried as secondary weaponry. After Philip's reign, the pike phalanx was usually deployed 16 ranks deep, though on occasion this was halved to 8 ranks or doubled to 32. Five ranks of sarissa points projected beyond the front-rank man, forming an impenetrable barrier as long as the phalanx remained in formation.

The Macedonian Companion cavalry were also innovative. Unlike earlier Greek cavalry these were shock troops, armed with the xyston, a 3.6m (12 ft) lance. They were used to deliver a decisive charge against a weak point in the enemy line.

We allow for the various theories regarding the equipment of the Hypaspists. We also allow for the theory that most Greek mercenaries used by Alexander were Iphikratean hoplites.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Agema or Companions.
- If the C-in-C is Alexander he must be an Inspired Commander.
- The minimum marked * applies if Philip or Alexander is present.
- Hypaspists must all be classified the same.
- Options only permitted from 328 BC or later cannot be used with more than 6 bases of Greek mercenary or allied traditional hoplites.

Alexandrian Macedonian											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Agema		Cavalry	Armoured	Elite	Drilled	-	Lancers Swordsmen	21	4	0-4	4-16
Other Companion cavalry		Cavalry	Armoured	Superior	Drilled	-	Lancers Swordsmen	18	4-6	4-12	
Thessalian or Greek heavy cavalry		Cavalry	Armoured	Superior	Drilled	-	Light spear Swordsmen	18	4-6	0-8	
				Average				13			
Thracian, Paionian or eastern light horse		Light Horse	Unprotected	Average	Undrilled	Javelin	Light Spear	7	4-6	4-6	
Hypaspists	Only before 328 BC	Heavy Foot	Protected	Superior	Drilled	-	Offensive spearmen	11	6-8	*6-12	
		Medium Foot	Protected	Superior	Drilled	-	Offensive spearmen	11	6-8		
	Any date	Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8-12		
Foot companions	Any date	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-36	12-36
Agrianian javelinmen		Light Foot	Unprotected	Superior	Undrilled	Javelin	Light Spear	7	6-8	6-8	
Illyrian or Thracian javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelin	Light Spear	5	6-8		
Optional Troops											
Prodromoi		Light Horse	Unprotected	Average	Drilled	-	Lancers Swordsmen	8	4	0-4	
Cretan archers		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	4-6	0-6	0-8
Macedonian archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	4-6	0-6	
Rhodian slingers		Light Foot	Unprotected	Average	Drilled	Sling	-	4	4-6	0-6	
Skythian horse archers	Only from 326 BC	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	
		Cavalry									
Sogdian horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6		
Bactrian horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	Light Spear	9	4-6		

Greek mercenary or allied traditional hoplites		Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-36
				Average	Undrilled			7		
Greek mercenary Iphikratean hoplites		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	
Thracian peltasts		Medium Foot	Protected	Average	Undrilled	Javelin	Light Spear	6	6-8	0-18
						-	Offensive spearmen	7	6-8	
						-	Light Spear Swordsmen	6	6-8	
						-	Heavy weapon	7	6-8	
Elephants	Only from 326 BC	Elephants	-	Average	Undrilled	-	-	25	2	0-4
Indian foot		Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	6-8	0-12
				Poor				4		
Bolt-shooters or stone-throwers		Heavy artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2
Fortified camp								24		0-1
Special Campaigns										
Alexanders pursuit of Darius III in 330 BC										
Regrade hypaspists to:		Medium Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	6-8	All
Regrade foot companions to:		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	All
May only use **CORE** troops but may also include Macedonian archers										

Alexandrian Macedonian Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Other Companion cavalry		Cavalry	Armoured	Superior	Drilled	-	Lancers Swordsmen	18	4-6	4-8	4-8
Thessalian or Greek heavy cavalry		Cavalry	Armoured	Superior	Drilled	-	Light spear Swordsmen	18	4	0-4	
				Average				13			
Thracian, Paionian or eastern light horse		Light Horse	Unprotected	Average	Undrilled	Javelin	Light Spear	7	4	0-4	
Hypaspists	Only before 328 BC	Heavy Foot	Protected	Superior	Drilled	-	Offensive spearmen	11	6-8	0-8	
		Medium Foot	Protected	Superior	Drilled	-	Offensive spearmen	11	6-8		
	Any date	Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8		
Foot companions		Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	8-24	

Sarmatian

This list covers the armies of the Sarmatian tribes from the mid-4th century BC until late 4th century AD. At the greatest extent of their territory they ruled from the Volga to the Danube.

Troop Notes

The main strength of Sarmatian armies was their horsemen. Iazygian and Siracae cavalry were mostly lancers by this period, carrying but not making much military use of bows. Scale armour for man and horse was popular, sometimes metal, mainly of horn or lacquered leather. Many Siracae lancers were unarmoured.

The Rhoxolani were slow to adopt the lance, most of their cavalry retaining an older style of equipment comprising bow, light spear, wicker shield and leather armour until the 1st century AD.

Some Sarmatian women fought as warriors, wearing the same costume as the men, but with long braided hair. Sarmatian armies could also include a fair number of subject foot. The Siracae, who early on settled to rule from hill forts a subject population of agricultural peasants, fielded 20,000 horse and 22,000 foot in 310 BC.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as lancers.
- An army must either be of the Siracae, the Iazyges or the Rhoxolani. Only options belonging to one tribe can be used.
- Minima marked * apply if any non-allied foot are used.
- Only one ally contingent can be used.

Sarmatian											
Territory Types: Steppes, Agricultural											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Lancers	Only Siracae or Iazyges or Rhoxolani from 1AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	4-36	16-64
			Protected					13			
		Cavalry	Armoured	Average	Undrilled	-	Lancers Swordsmen	12	4-6	12-48	
			Protected					9			
Rhoxolani lancers	Only Rhoxolani before 1AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	0-16	
Other Rhoxolani Cavalry		Cavalry	Protected	Average	Undrilled	Bow*	Light Spear Swordsmen	11	4-6	16-60	
Upgrade other Rhoxolani cavalry as veterans		Cavalry	Protected	Superior	Undrilled	Bow*	Light Spear, Swordsmen	15	Up to 1/2 of bases		
Optional Troops											
Scouts		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
Foot archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	*12-24
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	*12-24	
Foot javelinmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	*6-24	*6-24
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-12	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6	0-6	
				Poor				2			
Poor quality foot		Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12	
Allies											
Skythian allies (only before 50A D) – Kimmerian, Skythian and Saka list											
Alan allies											
Limigantes subject allies (only from 250 AD) – see List Book 2: Later German (Western) list											
Quadi allies (only from 250 AD) – see List Book 2: Later German (Eastern) list											
Taifali allies (only from 250 AD) – see List Book 2: Later German (Eastern) list											

Sarmatian Allies											
Ally commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Lancers	Only Siracae or Iazyges or Rhoxolani from 1AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	0-8	8-18
			Protected					13			
		Cavalry	Armoured	Average	Undrilled	-	Lancers Swordsmen	12	4-6	6-18	
			Protected					9			
Rhoxolani lancers	Only Rhoxolani before 1AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-8	
Other Rhoxolani Cavalry		Cavalry	Protected	Average	Undrilled	Bow*	Light Spear Swordsmen	11	4-6	8-24	
Upgrade other Rhoxolani cavalry as veterans		Cavalry	Protected	Superior	Undrilled	Bow*	Light Spear Swordsmen	15	Up to 1/2 of bases		

Warring States to Western Han Chinese

This list covers Chinese armies of the last phase of the Warring States from the introduction of massed crossbow use c. 350 BC until the completion of unification under Qin Shi Huang (Qin Shihuangdi) (255–210 BC) in 221; then the subsequent Qin Dynasty (221–206 BC) and the Western Han (207 BC – 23 AD), including the reign of the usurper Wang Mang (9–23 AD).

Troop Notes

Qin and contemporary forces are illustrated by the figures of the terracotta warriors guarding the tomb of Qin Shi Huang at Lintong near Xian. Forces continued to include four horse chariots, but cavalry became increasingly important. Chariots are not always mentioned as part of armies in the period of civil wars following the death of the first emperor and probably ceased to be used sometime during the 2nd century BC. Dagger-axes (*ge)* were increasingly fitted with *pi* spearheads, and began to be replaced with iron halberds (*ji*) in the heads of which both components were combined. Long and short spears (*mao* and *yan*) and bronze straight swords (*qian*) continued in a subordinate role. Weapons were often mixed together for mutual support although separate specialist bodies were also used at times. Crossbows (*nu*) became the dominant missile weapon of Chinese infantry, and some cavalry adopted them also. Large stand-mounted crossbows appear in this period.

How Chinese cavalry were equipped is difficult to determine with any precision. Towards the end of the 4th century the Zhao state in northern China adopted Hu costume and increased the cavalry component of its army. This is traditionally stated to have been in 307 BC. Some cavalry seem to have used composite bows and imitated the light cavalry tactics of the Xiongnu, who became the principal external foe of the Chinese Imperial dynasties. Armour, crossbows, ji halberds and swords are also mentioned, with dismounted cavalry using swords and halberds. There are a number of depictions and models of cavalry armed only with ji which we regard as having equivalent effect on horseback to Light Spear, Swordsmen capabilities. One account has mounted crossbowmen dismounting to fight with swords and halberds which indicates that some troops were double armed. In line with Field of Glory grading policy we assume their primary role was that of shooters and so classify them as Crossbow, Swordsmen when mounted.

"Taigong's Six Secret teachings", from the later Warring States period, states: "When infantry engage in battle with chariots and cavalry, they must rely on hills and mounds, ravines and defiles." It makes the following recommendation for when such terrain is not available: "Order our officers and troops to set up the chevaux-de-frise and wooden caltrops, arraying the oxen and horses by units of five in their midst, and have them establish a four-sided martial assault formation. When you see the enemy's chariots and cavalry are about to advance, our men should evenly spread out the caltrops and dig ditches around the rear, making them five feet deep and wide." On this basis we feel that Medium Foot is undoubtedly the correct classification for Chinese infantry of this period, even though it may require rebasing of existing armies. We treat the above defences as Portable Defences.

Qin infantry are described in the Warring States period as “savage soldiers ... who will rush against the enemy helmetless and barefoot brandishing their halberds” and who “snatch off all protective clothes and race bareheaded after the foe”. They are described as more fierce than soldiers of the eastern states, however, it was possible to use their eagerness for combat against them. On this basis we allow the better Qin infantry to be regraded as Undrilled and some to be Impact Foot to represent this, but they can no longer be Armoured.

Wei was conquered by Qin in 225 BC, Zhao and Yan in 222 BC. Zhongshan was destroyed by Zhao in 296 BC Therefore troops available only to those states cannot be used after those dates.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as chariots or, from 307 BC, cavalry.
- A Chinese ally commander’s contingent must conform to the Warring States to Western Han Chinese allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- The army must include at least as many Medium Foot crossbowmen bases as “close combat foot” bases.
- Medium Foot “close combat foot” and crossbowmen must all be in separately deployed BGs or all in mixed BGs. All bases in a BG must be of the same armour type.
- Drilled Cavalry can always dismount as Average, Armoured, Protected or Unprotected (as mounted type), Drilled, Medium Foot – Pole Arms.
- If wuqiujiu armed with iron clubs are used, only the minimum number of chariots can be used.

Warring States to Western Han Chinese											
Territory Types: Western Han – Agricultural, Developed, Hilly, Tropical. Others - Agricultural, Developed, Hilly.											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Chinese ally commanders	Only before 221 BC or from 209 to 202 BC	Field Commander/Troop Commander						30/20	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				

Core Troops										
Chariots, *che*	Only before 209 BC	Heavy Chariots	-	Superior	Drilled	Crossbow	-	23	3-4	4-8
	Only from 209 to 100 BC	Heavy Chariots	-	Average	Drilled	Crossbow	-	17	4-6	0-8
Cavalry		Cavalry	Armoured	Average	Drilled	Crossbow	Swordsmen	14	4-6	Before 209 BC 0-6, From 209 BC 4-12
			Protected					11		
			Unprotected					10		
		Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6	
			Protected					10		
			Unprotected					9		
Separately deployed close combat foot, *duanbing*		Medium Foot	Armoured	Average	Drilled	-	Pole Arms	10	6-8	12-32
			Protected					8		
Mixed BGs of close combat foot and crossbowmen		Medium Foot	Armoured	Average	Drilled	-	Pole Arms	10	1/2 6-8	
			Protected					8		
			Armoured			Crossbow	-	9	1/2	12-32
			Protected					7		
Separately deployed crossbowmen, *nu*		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8	
Optional Troops										
Horse archers	Only Zhao or (from 200 BC) Han	Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6	0-8
	Others									0-6
Conscript close combat foot, *duanbing*		Medium Foot	Protected	Poor	Drilled	-	Pole Arms	6	8-10	0-10
					Undrilled			5		
Mixed BGs of conscript close combat foot and crossbowmen		Medium Foot	Protected	Poor	Drilled	-	Pole Arms	6	1/2 8-10	
					Undrilled			5		
					Drilled	Crossbow	-	5	1/2	0-10
					Undrilled			4		
Conscript crossbowmen, *nu*		Medium Foot	Protected	Poor	Drilled	Crossbow	-	5	8-10	
					Undrilled			4		
Skirmishing crossbowmen, *nu*		Light Foot	Unprotected	Average	Drilled	Crossbow	-	5	6-8	0-12
Spearmen with long spears, *mao*		Medium Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	0-8
			Protected					8		
Spearmen with short spears, *yan*		Medium Foot	Armoured	Average	Drilled	-	Light Spear Swordsmen	9	6-8	0-8
			Protected					7		
Optional Troops (continued)										
Wuqiujiu armed with iron clubs	Only Zhongshan	Medium Foot	Armoured	Superior	Drilled	-	Heavy Weapon	14	4-6	0-6
Convicts, prisoners of war		Mob	-	Poor	Undrilled	-	-	2	10-12	0-12
Large stand-mounted crossbows		Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-4
Tribal allies	Only before 200 BC	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-16
	Only Qin, Wei or Yan from 300 BC	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8
	Only Han from 200 BC	Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	
			Unprotected					10		
		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	
		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	
Caltrops, spikes, light carts etc. to cover half the bases of any non-tribal non-LF infantry BG		Portable Defences						3		Any
Carts, wagons and similar used as field defences		Field Fortifications						3		0-24
Fortified Camp								24		0-1
Special Campaigns										
Only Qin before 221 BC										
Replace all Average quality Medium Foot close combat foot and crossbowmen with	Separately deployed close combat foot, *duanbing*	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	All/0
			Unprotected					6		
	Separately deployed crossbowmen, *nu*	Medium Foot	Protected	Average	Undrilled	Crossbow	-	6	6-8	
			Unprotected					5		
Only Western Han campaigning in the steppe from 200BC										
No infantry can be fielded and three times the normal minima and maxima of Cavalry and twice the normal maxima of Horse archers and Tribal allies Cavalry can be fielded.										

Warring States to Western Han Chinese Allies											
Ally commander		Field Commander/Troop Commander						30/20	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots, *che*	Only before 209 BC	Heavy Chariots	-	Superior	Drilled	Crossbow	-	23	3-4		0-4
				Average				17	4		
	Only from 209 to 100 BC	Heavy Chariots	-	Average	Drilled	Crossbow	-	17	4		
Cavalry		Cavalry	Armoured	Average	Drilled	Crossbow	Swordsmen	14	4-6		Before 209 BC 0-4, From 209 BC 0-6
			Protected					11			
			Unprotected					10			
		Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4-6		
			Protected					10			
			Unprotected					9			
Separately deployed close combat foot, *duanbing*		Medium Foot	Armoured	Average	Drilled	-	Pole Arms	10	6-8		6-16
			Protected					8			
Mixed BGs of close combat foot and crossbowmen		Medium Foot	Armoured	Average	Drilled	-	Pole Arms	10	1/2	6-8	
			Protected					8			
			Armoured			Crossbow	-	9	1/2		6-16
			Protected					7			
Separately deployed crossbowmen, *nu*		Medium Foot	Protected	Average	Drilled	Crossbow	-	7	6-8		

Bosporan

This list covers the Bosporan kingdom on the north coast of the Black Sea from 348 BC to 375 AD: From Parysadas I until the kingdom fell to the Huns. From 108 BC to 63 BC the Bosporan kingdom was under the rule of viceroys of Mithridates VI of Pontus. After his death his successors continued to rule there until circa 10 AD. Thereafter it was a Roman client kingdom.

Troop Notes

The cutting edge of Bosporan armies were the Sarmatian style lancers which were supported by local horse archers and the militias of the Greek cities. With the increasing Roman influence from the 1st century BC these latter became more and more Romanised.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as lancers.
- The minima marked * apply only if any city militia are used.
- Roman allies can omit otherwise compulsory legionaries or auxiliaries, but not both.

Bosporan											
Territory Types: Agricultural, Steppes											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Lancers	Before 108 BC	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	4-12	
			Protected					13			
	From 108 BC	Cavalry	Armoured	Average	Undrilled	-	Lancers Swordsmen	12	4-6	12-24	
			Protected					9			
Upgrade lancers as veterans		Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	Up to 2/3 bases		
			Protected					13			
Horse archers	Before 108 BC	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-12	
		Cavalry								8-24	
	From 108 BC	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-12	
		Cavalry								0-12	
Optional Troops											
City militia	Any date	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	*6-12	
			Armoured					9			
	Only from 84 BC	Heavy Foot	Protected	Average	Drilled	-	Impact Foot Swordsmen	8	4-8		
			Armoured					10			
	Only from 42 AD	Heavy Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	4-8		
			Armoured					9			
Sindi, Maiotian or other foot archers	Any date	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	*6-24
		Medium Foot	Protected	Average	Undrilled	Bow	-	6	6-8	*6-24	
	Only before 300 BC	Medium Foot	Unprotected	Average	Undrilled	Bow	Light Spear	5	1/2 6-8		
							-	5	1/2		
Sindi, Maiotian or other javelinmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	*6-24	*6-24
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5		0-8	
Greek mercenaries	Only before 11 AD	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-12	
Optional Troops (Continued)											
Thracian mercenaries	Only before 11 AD	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-12	
						-	Heavy weapon				
	Only before 250 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	7	6-8		
	Only before 300 BC					-	Offensive Spearmen				
Celtic mercenaries	Only from 108 BC to 10 AD	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8		

Bolt-shooters	Only from 42 AD	Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2
		Light Artillery				Light Artillery		17		
Ditch and bank	Only from 108 BC	Field Fortifications						3		0-24
Fortified camp								24		0-1
Allies										
Sarmatian allies										
Skythian allies (Only before 11 AD) – Kimmerian, Skythian or Saka list										
Roman allies (Only from 42 AD) – see List Book 2: Principate Roman or Dominate Roman list										

Bosporan Allies											
Ally commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Lancers	Before 108 BC	Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	4-6	0-6	
			Protected					13			
	From 108 BC	Cavalry	Armoured	Average	Undrilled	-	Lancers Swordsmen	12	4-6	0-8	0-8
			Protected					9			
		Cavalry	Armoured	Superior	Undrilled	-	Lancers Swordsmen	17	406	0-6	
			Protected					13			
Horse archers	Before 108 BC	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	
		Cavalry								4-12	
	From 108 BC	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	
		Cavalry								0-6	

Early and Mid-Republican Roman

This list covers the armies of the Roman Republic from 340 BC to 105 BC - from when the Roman legion no longer operated as a hoplite phalanx, being instead divided into more manoeuvrable sub-units called maniples, each of 120 (or 60) men.

Troop Notes

Rome's military success was based on her heavy infantry, the legions. According to Polybios, legions of this period were theoretically 4,200 strong, consisting of 1,200 hastati, 1,200 principes, 600 triarii and 1,200 lightly equipped velites. Each legion also had 300 cavalry. Allied alae, which were usually present in equal numbers to legions, were similarly organised but had three times as many cavalry. A legion would form up in three lines, the hastati in front, principes in the second line and triarii in the third. Each "line" consisted of maniples of 120 men (or 60 for the triarii), separated by intervals large enough for a maniple of the line behind to fill. This is the famous chequerboard formation, which gave the legion much greater flexibility in the advance than a solid phalanx as used by the Carthaginians and the Hellenistic kingdoms. It is uncertain how this formation worked in practice on contact with the enemy, as the gaps would appear to be a liability. However, as a battle group of 4 bases would represent 8 maniples at the normal troop representation scale, we do not need to worry about this level of detail. Instead, each battle group of hastati and principes is assumed to represent a number of maniples of both types in chequerboard formation.

Roman legionaries of this period carried a large oval shield (scutum). The semi-cylindrical shield of the 1st and early 2nd century AD had not yet come into use, nor had the lorica segmentata. Instead, those able to afford it wore chain mail, while the poorer men were issued a small square bronze breastplate by the state. The hastati and principes fought with a heavy throwing spear (pilum) and short sword (gladius). The triarii still carried the old thrusting spear (hasta). The hastati were drawn from the youngest and fittest men, the principes were experienced men in their prime, and the triarii were the veterans – less active but steady, and the last hope if anything went wrong.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Hastati, principes and triarii must be organised as legions, each of which must have 2 BGs of 4 "Hastati & Principes", 1 BG of 2 "Triarii", and 1 BG of 4 "Leves or Velites". However, these may be combined as follows:
  - Any 2 identical battlegroups of "Hastati & Principes" may be combined to form a single battlegroup of 8 bases.
  - Any 2 identical battlegroups of "Triarii", may be combined to form a single battlegroup of 4 bases.
  - "Leves or Velites" may be reorganised into battlegroups of 4, 6 or 8.
- If part of a legion is upgraded, the whole legion must be upgraded.
- If part of a legion is downgraded, the whole legion including leves/velites must be downgraded.
- If the Hastati & Principes legion are Armoured its Triarii must also be Armoured.
- Leves or Velites cannot be protected before 280 BC.
- Aitolian and Pergamene allies can be used together, otherwise only one nationality of allies can be used.
- Before 280 BC the army, including allies, cannot field more than a total of 12 bases of cavalry.

Early and Mid-Republican Roman									
Territory Types: Agricultural, Developed, Hilly									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1
Sub-commanders	Field Commander						40	0-2	
	Troop Commander						30	0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Cavalry	Cavalry	Armoured	Average	Undrilled	-	Light Spear Swordsmen	12	4-6	4-8
		Protected					9		
Legionaries:									
Hastati & Principes	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Swordsmen	10	4 or 8	16-48
		Protected					8		
	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Skilled Swordsmen	11	4 or 8	
		Protected					9		
Triarii	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	2-4	1 per 4 Hastati & Principes
			Superior				14		
Leves or Velites	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	4-8	1 per 2 Hastati & Principes
		Protected					6		
Upgrade veteran legionaries to:									
Hastati & Principes	Heavy Foot	Armoured	Superior	Drilled	-	Impact Foot Skilled Swordsmen	15	4 or 8	Before 280 BC 0-16, from 280 BC 0-48
		Protected					12		
Triarii	Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	14	2-4	1 per 4 Hastati & Principes
			Elite				16		
Leves or Velites	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	4-8	1 per 2 Hastati & Principes
		Protected					6		

Downgrade unenthusiastic allies, raw, slave or penal legionaries to:											
Hastati & Principes		Heavy Foot	Protected	Poor	Drilled	-	Impact Foot Swordsmen	6	4 or 8	0-16	
			Armoured					8			
Triarii		Heavy Foot	Protected	Poor	Drilled	-	Offensive Spearmen	6	2-4	1 per 4 Hastati & Principes	
			Armoured					8			
Leves or Velites		Light Foot	Unprotected	Poor	Drilled	Javelins	Light Spear	3	4-8	1 per 2 Hastati & Principes	
			Protected					4			
Optional Troops											
Italian allied infantry		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	0-12	
				Poor				5			
Rorarii	Only before 280 BC	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	4-8	0-8	0-12
Accensi		Heavy Foot	Protected	poor	Undrilled	-	Defensive Spearmen	4	6-8	0-8	
Italian allied pedites extraordinarii		Medium Foot	Protected	Superior	Drilled	-	Light Spear Swordsmen	10	4-6	0-6	
			Armoured					13			
Cretan archers		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	4-6	0-6	
Trallian or Syracusan slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4-6		
Spanish scutarii		Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	4-6	0-6	
Gallic foot		Heavy or Medium Foot	Protected						4-6	0-6	
Illyrian foot		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	4-6	0-6	
Numidian or Illyrian cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0-4	
Ligurian foot	Only from 201BC	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	4-6	0-6	
Thureophoroi		Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	4-6	0-6	
		Heavy Foot									
Elephants		Elephants	-	Average	Undrilled	-	-	25	2	0-2	
				Poor				20			
Fortified camp								24		1	
Allies											
Campanian allies (from 343 BC)											
Samnite allies (Only in 340 BC) – Italian Hill tribes and Samnite League											
Aitolian allies (from 198 BC)											
Numidian or Moorish allies (from 212 BC)											
Attalid Pergamene allies (from 200 BC)											
Ancient Spanish allies (from 218 BC)											

Early and Mid-Republican Roman Allies

Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Cavalry	Armoured	Average	Undrilled	-	Light Spear Swordsmen	12	4-6	0-4
		Protected					9		
Legionaries:									
Hastati & Principes	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Swordsmen	10	4 or 8	8-24
		Protected					8		
	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Skilled Swordsmen	11	4 or 8	
		Protected					9		
Triarii	Heavy Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	2-4	1 per 4 Hastati & Principes
			Superior				14		
Leves or Velites	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	4-8	1 per 2 Hastati & Principes
		Protected					6		
(Only from 280 BC) Upgrade veteran legionaries to:									
Hastati & Principes	Heavy Foot	Armoured	Superior	Drilled	-	Impact Foot Skilled Swordsmen	15	4 or 8	0-24
		Protected					12		
Triarii	Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	14	2-4	1 per 4 Hastati & Principes
			Elite				16		
Leves or Velites	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	4-8	1 per 2 Hastati & Principes
		Protected					6		
		Protected					3		

Early Armenian

The mountains of Armenia allowed the kingdom to maintain its independence from the great empires throughout this period. This list covers Armenian armies from the declaration of independence by Ervand (Orontes) II of the House of Ervand in 331 BC until the overthrow of Trdat II by the Sassanids in 252 AD.

Troop Notes
Whilst the majority of Armenian armies of the period were based around Parthian style cataphracts and horse archers, during the reign of Tigran the Great his army included troops from the Seleucid territories he had taken over and also imitation legionaries. Despite these his empire was short lived as he succumbed to Rome in short order.

Building a customised list using our army points
Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cataphracts.
- An inspired commander cannot be used in Tigran the Great's reign.
- At least half the Horse archer bases fielded must be Cavalry.

Early Armenian										
Territory Types: Agricultural, Mountains										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders	Field Commander						40		0-2	
	Troop Commander						30		0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Cataphracts	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	4-18	
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	8-18	16-36
	Cavalry								8-20	
Javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-12	6-72	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	8-36
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	8-36	
Optional Troops										
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4-6	0-6	
Servants	Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12	
Fortified camp							24		0-1	
Special Campaigns										
Tigran the Great from 83 BC to 69 BC										
Pikemen	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12	
			Poor				4			
City militia	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-8	
			Poor				6			
Imitation Legionaries	Heavy Foot	Protected	Average	Drilled	-	Impact Foot Swordsmen	8	4-8	0-12	
			Poor				6			
	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Swordsmen	10	4-8		
			Poor				8			
Allies										
Arab allies – Early Arab										
Parthian allies										
Khosrov I's anti-Sassanid coalition from 226 AD to 228 AD										
Alan allies										
Parthian allies										
Principate Roman allies – see List Book 2										

Early Armenian Allies										
Allied commander	Field Commander/Troop Commander						30/20		1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Cataphracts	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	4-8	
Horse archers	Light Horse or Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-16	
Javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-12	0-24	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	0-16
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	

Early Successor

This list covers the armies of the Successors of Alexander immediately following his death in 323 BC. It covers the early wars for supremacy amongst the Successors dominated by his generals such as Antigonos Monophthalmos.

The armies of Pyrrhos of Epeiros from 280 BC, the Antigonid kingdom of Macedon from circa 260 BC, the Seleucid kingdom, and the Ptolemaic kingdom of Egypt, are covered by separate lists.

Antigonos Monophthalmos ("One-Eye") was based in Asia Minor. He was defeated and killed in 301 BC, but his grandson, Antigonos Gonatas ("Knock-Knees"), made himself King of Macedon in 277 BC. Lysimachos was based in Thrace. He was defeated and killed in 281 BC.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as xystophoroi or phalangites.
- The minima marked * do not apply if the C-in-C is Antigonos Gonatas and he has Galatian allies.
- Thureophoroi and thorakitai can be graded as Medium Foot or Heavy Foot, but all of both types must be graded the same.
- An Early Successor ally commander's contingent must conform to the Early Successor allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Early Successor												
Territory Types: **Agricultural**, Developed, Hilly												
C-in-C	Inspired Commander/Field Commander/Troop Commander							80/40/30		1		
Sub-commanders	Field Commander							40		0-2		
	Troop Commander							30		0-3		
Early successor allied commander	Field Commander/Troop Commander							30/20		0-2		
Troop name	**Troop Type**					**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
	Type		Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Xystophoroi		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	*4-12	4-12	
				Average				13				
Thracian, Persian or other irregular heavy cavalry		Cavalry	Armoured	Superior	Undrilled	-	Light spear, Swordsmen	17	4-6	0-6		
				Average				12				
Greek or Thessalian heavy cavalry		Cavalry	Armoured	Superior	Drilled	-	Light spear, Swordsmen	18	4-6			
				Average				13				
Elite phalangites		Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8-12	0-16	*24-72	
Other phalangites		Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	*12-60		
Greek mercenary Iphikratean hoplites	Only before 279BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	Lysimachos 0-8, Others 12-24		
Greek mercenary thureophoroi	Only from 279BC	Medium Foot										
Upgrade thureophoroi to thorakitai	Only Macedon from 279 BC	Medium Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	0-8		
		Heavy Foot										
Optional Troops												
Light cavalry		Light Horse	Unprotected	Average	Drilled or Undrilled	Javelins	Light Spear	7	4-6	0-8		
Javelinmen		Light Foot	Unprotected	Average	Drilled or Undrilled	Javelins	Light Spear	5	6-8	0-12	0-12	
Archers		Light Foot	Unprotected	Average	Drilled or Undrilled	Bow	-	5	6-8	0-12		
Slingers		Light Foot	Unprotected	Average	Drilled or Undrilled	Sling	-	4	6-8	0-12		
Mede, Parthian or similar horse archers	Only Antigonos Monophthalmos	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4	0-4		
Greek hoplites	Only Lysimachos or Macedon	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-16		
					Drilled			8				
Thracians, Kappadokians, Lycians, Mysians, Pamphylians or similar		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	Lysimachos 12-24, Others 0-8		
Thracians	Only before 300	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8			
	Any date	Medium Foot	Protected	Average	Undrilled	-	Heavy weapon	7	6-8			
							Offensive Spearmen					
Cretans		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	6-8	0-8		

Optional Troops (continued)										
Galatians	Only from 279 BC	Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-8	0-8
				Average				7		
Elephants		Elephants	-	Superior	Undrilled	-	-	35	2	Lysimachos 0-2, Others 0-4
				Average				25		
				Poor				20		
Bolt-shooters or stone-throwers		Heavy artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2
Fortified camp								24		0-1
Allies										
Galatian mercenary allies (Only Macedon from 277 BC under Antigonos Gonatas) – Gallic and Galatian list										

Early Successor Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Xystophoroi		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	4-8	4-8
				Average				13			
Thracian, Persian or other irregular heavy cavalry		Cavalry	Armoured	Superior	Undrilled	-	Light spear Swordsmen	17	4	0-4	
				Average				12			
Greek or Thessalian heavy cavalry		Cavalry	Armoured	Superior	Drilled	-	Light spear Swordsmen	18	4		
				Average				13			
Other phalangites		Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	8-32	
Greek mercenary Iphikratean hoplites (before 279 BC)	Any but Lysimachos	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	6-8	
Greek mercenary thureophoroi (from 279 BC)		Medium Foot									
Thracians	Only Lysimachos	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	6-12	
		Medium Foot	Protected	Average	Undrilled	-	Heavy weapon	7	6-8		
							Offensive Spearmen				

Seleucid

This list covers Seleucid armies from 320 BC until 63 BC when the Romans deposed the last Seleucid princes and made the remnants of the kingdom into a Roman province.

Troop Notes

Seleucid cavalry was initially equipped in the same manner as all other Hellenistic xystophoroi. Following Antiochos III's ten year eastern expedition it appears that the majority of the cavalry was equipped with cataphract equipment, presumably copied from those seen when campaigning in Bactria, etc. However, descriptions of the Companion cavalry at the Battle of Magnesia indicate that these had adopted somewhat less horse armour than the rest of the cavalry and so do not deserve the Cataphract classification.

By the time of Antiochos IV's great military parade at Daphnae a proportion of the Argyraspides appear to have adopted "Roman" style equipment, and in the later wars against the Jews troops armoured with mail are mentioned.

By the end of the 2nd century BC the Seleucid army was in decline. Loss of territory following the Battle of Magnesia and a serious of civil wars late in the century affected the army badly and it came to rely more and more on mercenary troops rather than the military settlers which the kingdom's military strength had initially relied upon.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Companions or Agema.
- Only one ally contingent can be used.
- Aitolians cannot be used with post-166 BC options.
- Elymaian, Parthian or Jewish allies cannot be used with pre-166 BC options.
- Thureophoroi and thorakitai can be graded as Medium Foot or Heavy Foot, but all of both types must be graded the same.
- A Seleucid ally commander's contingent must conform to the Seleucid allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Minimum marked * only applies from 124 BC.

Seleucid											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Seleucid ally-commander (only from 124BC)		Field Commander/Troop Commander						30/20	0-1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Quality	Training	Armour	Shooting	Close Combat				
Core Troops											
Companions	Only before 124 BC	Cavalry	Armoured	Elite	Drilled	-	Lancers, Swordsmen	21	2-4	0-4	6-16
				Superior				18			
Agema or military settler cavalry	Only before 205 BC	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	4-16	
				Average				13			
	Only from 205 BC	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6		
				Average				16			
Persian or similar cavalry	Only before 225 BC	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-8	
				Average				12			
Phalanx	Any date	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	8-32	16-32
	Only from 124 BC	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	0-24	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	12-18
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Optional Troops											
Argyraspides	Only before 166 BC	Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8-12	0-16	
	Only from 166 BC to 125 BC	Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8	0-8	
			Armoured				Impact Foot Swordsmen	14	4-8	0-8	
Elephants	Only from 301 BC to 124 BC	Elephants	-	Superior	Undrilled		-	35	2	From 301 BC to 279 BC 0-6, from 278 BC to 124 BC 0-4	
				Average				25			
				Poor				20			

Optional Troops (continued)										
Thureophoroi		Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-8
		Heavy Foot								
Thorakitai		Medium Foot	Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	
		Heavy Foot								
Skythian cavalry		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4	0-4
		Cavalry								
Other horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4	
Cretan archers		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	4-6	0-6
Javelinmen		Light Foot	Unprotected	Average	Undrilled or Drilled	Javelins	Light Spear	5	6-8	0-8
Hillmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-8
Thracians		Medium Foot	Protected	Average	Undrilled	-	Heavy Weapon	7	6-8	
Tarantine or other light cavalry		Light Horse	Unprotected	Average	Drilled or Undrilled	Javelins	Light Spear	7	4-6	0-6
				Poor				5		
Scythed chariots		Scythed Chariots	-	Average	Undrilled	-	-	15	2-4	0-4
Galatian cavalry	Only from 225 BC	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4	0-4
			Protected					13		
Galatian foot		Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-8	0-8
				Average				7		
Arab camelry		Camelry or Light Camelry	Unprotected	Poor	Undrilled	Bow	Swordsmen	10	4	0-4
Civic militia thureophoroi	Only from 166 BC	All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	*8-24
				Poor				6		
Massed levies	Only from 220 BC	Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-12
Bolt-shooters		Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2
Fortified camp								24		0-1
Allies										
Aitolian allies (from 191BC to 189 BC)										
Later Jewish allies (from 145 BC)										
Parthian (rebel) allies (from 140 BC)										

Seleucid Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Quality	Training	Armour	Shooting	Close Combat				
Agema or military settler cavalry	Only before 205 BC	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	4-8	4-8
				Average				13			
	Only from 205 BC	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6		
				Average				16			
Persian or similar cavalry	Only before 225 BC	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4	0-4	
				Average				12			
Phalanx	Any date	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-16	8-18
	Only from 124 BC	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	0-12	
Civic militia thureophoroi		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-16	
				Poor				6			
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	0-8
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	

Ptolemaic

This list covers Ptolemaic armies from 320 BC until the annexation of the kingdom by Rome in 30 BC after the defeat and death of Marcus Antonius and Cleopatra.

Troop Notes

To face the invasion of Egypt in 217 BC the unprecedented step of recruiting native Egyptians into the phalanx was taken. Before this date Egyptians had been excluded from the military, however, such was the threat from Antiochos III that this step was taken. The Egyptian phalanx performed well at the Battle of Raphia but the lack of reward for this service soon led to a serious native revolt that took decades to finally supress.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as xystophoroi.
- Thureophoroi and thorakitai can be graded as Medium Foot or Heavy Foot, but all of both types must be graded the same.

Ptolemaic										
Territory Types: Agricultural, Developed										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30	0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Xystophoroi		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	4-8
				Average				13		
Guard phalangites	Before 55 BC	Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8	0-8
Macedonian phalangites	Before 55 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	24-48
Egyptian phalangites	From 217 BC to 200 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	8-24
	From 217 BC to 56 BC	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	
Optional Troops										
Phalangites	From 55 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-24
				Poor				4		
Thureophoroi		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-12
Thorakitai			Armoured	Average	Drilled	-		10	6-8	
Romanised infantry	From 166 BC	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Swordsmen	10	4-8	
Light cavalry		Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4	0-4
Greek mercenary cavalry		Cavalry	Armoured	Average	Drilled	-	Light Spear Swordsmen	13	4	0-4
Galatian mercenary cavalry		Cavalry	Armoured	Superior	Undrilled	-		17	4	
Nubian mercenary cavalry		Cavalry	Protected	Average	Undrilled	-		9	4	
Thracians		Medium Foot	Protected	Average	Undrilled	-	Heavy weapon	7	6-8	0-8
Galatian foot	Only before 55 BC	Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-8	0-8
				Average				7		
Cretan archers		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	6-8	0-8
Other archers				Average				5		0-8
Slingers		Light Foot	Unprotected	Average	Drilled	Sling	-	4	6-8	0-8
Javelinmen					Undrilled	Javelins	Light Spear	5		0-8
Arab camelry		Camelry or Light Camelry	Unprotected	Poor	Undrilled	Bow	Swordsmen	10	4	0-4
Elephants	Only before 55 BC	Elephants	-	Superior	Undrilled	-	-	35	2	0-2
				Average				25		
Roman legionaries	Only from 55 BC	Heavy Foot	Armoured	Superior	Drilled	-	Impact Foot Skilled Swordsmen	15	4-8	0-12
				Average			Impact Foot Swordsmen	10	4-8	
Bolt-shooters		Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-4
Fortified camp								24		0-1
Allies										
Aitolian allies (from 220 BC to 196 BC)										

Ptolemaic Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Xystophoroi		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	4-6	
				Average				13			
Macedonian phalangites	Before 55 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	12-24	
Phalangites	From 55 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12	6-16
				Poor				4			
Thureophoroi		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-12	

Later Pre-Islamic Bedouin

This list covers Bedouin armies of Northern Arabia and the Syrian/Iraqi steppes from circa 300 BC until the Arab conquests. It includes such major groups groups as the Salih and their successors the Ghassanids, allied to the Romans, from circa 420 AD to 636 AD, and the Lakhmids, based around the city of al-Hirah, allied to the Persians, from circa 400 AD to 602 AD.

Troop Notes

One Lakhmid leader is reported to have had 300 mail shirts which were distributed to the most valiant warriors in his army prior to a battle with the Sassanids. As the major tribal confederations were supplied with such gifts by Rome and Persia it is likely that similar equipment would be available to confederations other than the Lakhmids.

Additionally, the Lakhmids are recorded as having a regiment of Persian cavalry, the al-Shahba, provided by the Sassanid king. It was stationed at their capital, al-Hirah.

Although the desired mount for war was the horse, there are accounts of some camel riders in Bedouin armies, but they were clearly seen as inferior to the horse mounted warrior. These camel riders are especially likely in allied contingents from camel herding nomads from the deep desert regions.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Bedouin cavalry or Armoured cavalry.
- A Later Pre-Islamic Bedouin ally commander's contingent must conform to the Later Pre-Islamic Bedouin Allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Al-Shahba cavalry cannot be used with camel riders.

Later Pre-Islamic Bedouin											
Territory Types: Only Lakhmids - Agricultural, Steppes, Desert. Others – Steppes, Desert.											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30			
Later Bedouin ally-commanders		Field Commander/Troop Commander						30/20	1-2		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Bedouin cavalry		Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	8-24	
		Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	16-60	
			Protected					9			
Optional Troops											
Armoured cavalry		Cavalry	Armoured	Superior	Undrilled		Lancers, Swordsmen	17	4-6	0-8	
				Average				12			
Al-Shahba Sassanid cavalry	Only Lakhmids	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4	0-4	
Camel riders		Camelry	Protected	Average	Undrilled	-	Light Spear Swordsmen	11	4-6	0-12	0-12
		Light Camelry	Unprotected	Average	Undrilled	Bow	-	10	4	0-4	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	0-12
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-24	

Later Pre-Islamic Bedouin Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Bedouin cavalry	Light Horse	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	4-8
	Cavalry	Unprotected	Average	Undrilled	-	Lancers, Swordsmen	8	4-6	8-12
		Protected					9		

Pyrrhic

This list covers the army of Pyrrhos of Epeiros from 297 BC to 272 BC: From his landing in Italy until his death. During this time he campaigned in Italy, Sicily and Greece with mixed success.

Troop Notes

Cavalry could be Epeirot, Macedonian, Greek, Thessalian, Oscan, Acarnanian, Aitolian or Athamanian. Hoplites could be mercenaries, or supplied by allied Greek or Italiot states.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Xystophoroi or Javelin armed heavy cavalry.

Pyrrhic											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander						80/40	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Xystophoroi	Only before 274 BC	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	4-6	
Javelin armed heavy cavalry	Before 274 BC	Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	4-6	
				Average				13			
	From 274 BC	Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	6-12	
				Average				13			
Phalanx		Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	12-64	
Archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	0-12	6-18
Slingers		Light Foot	Unprotected	Average	Drilled	Sling	-	4	6-8	0-12	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-12	
Optional Troops											
Light cavalry		Light Horse	Unprotected	Average	Drilled	Javelins	Light Spear	7	4-6	0-6	
					Undrilled						
Hoplites		Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-24	
					Undrilled	-	Offensive Spearmen	7			
Elephants		Elephants	Superior	Undrilled	-	-	-	35	2	0-2	
			Average					25			
			Poor					20			
Fortified camp								24		0-1	
Special Campaigns											
In Italy from 280 BC to 275 BC											
Downgrade phalanx as Tarentines		Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	8-32	
Samnite, Lucanian or Bruttian javelinmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	6-24	
In Greece from 274 BC to 273 BC											
Galatians		Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-12	0-12	

Pyrrhic Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Xystophoroi	Only before 274 BC	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4	4
Javelin armed heavy cavalry	Before 274 BC	Cavalry	Armoured	Superior	Drilled	-	Light Spear, Swordsmen	18	4	0-4
				Average				13		
	From 274 BC	Cavalry	Armoured	Superior	Drilled	-	Light Spear, Swordsmen	18	4-6	4-8
				Average				13		
Phalanx		Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	8-32
Archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8	6-8
Slingers		Light Foot	Unprotected	Average	Drilled	Sling	-	4	6-8	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	

Later Carthaginian

This list covers Carthaginian armies from 275 BC until 146 BC: From the aftermath of the war against Pyrrhos of Epeiros until the Roman destruction of Carthage at the end of the 3rd Punic War.

Troop Notes

Carthaginian armies of the period were mostly made up of mercenaries from around the Western Mediterranean, with Spanish and Gauls providing the majority. African spearmen provided a hard core around which the armies were based.

Following his great victories over the Romans, Hannibal equipped his troops with the pick of the captured Roman equipment, although this does not appear to have changed his troops fighting style. With his army being underarms for many years Hannibal's troops deserve Drilled status.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Libyphoenician cavalry.
- Hannibal must be an Inspired Commander.
- Armies must be defined as being in one of Africa, Spain, Italy or Sicily.
- Only Bruttian and Lucanian allies can be used together.
- From 200 BC armies can only be in Africa and none of the following can be used: Spanish, Gallic, Celtiberian, Balearic, Ligurian, Campanian, Bruttian or Lucanian troops, Elephants nor any allies.
- Poeni citizen spearmen or emergency levies cannot be used in mainland Italy.

Later Carthaginian											
Territory Types: Agricultural, Developed											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders		Field Commander						40		0-2	
		Troop Commander						30		0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Libyphoenician , Gallic or Spanish cavalry	Any date	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-8	4-16
					Drilled			18			
	Only before 201BC	Cavalry	Protected	Superior	Drilled	-	Light Spear Swordsmen	14	4-6	0-8	
		Cavalry	Protected	Superior	Undrilled	-	Light Spear Swordsmen	13	4-6	0-12	
Numidian or Spanish light cavalry		Cavalry or Light Horse	Unprotected	Superior	Undrilled	Javelins	Light Spear	10	4	0-8	6-16
				Average				7	4-6	4-12	
African spearmen		Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	12-36	
Numidian, Libyan, Moorish or Spanish javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-16	
Optional Troops											
Spanish mercenary scutarii		Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-18	
					Drilled			8			
Balearic slingers		Light Foot	Unprotected	Superior	Undrilled	Slings	-	6	4-6	0-6	
Poeni citizen spearmen or other emergency levies	Only in Africa	Heavy Foot	Protected	Average	Drilled	-	Defensive Spearmen	7	6-8	0-48	
				Poor				5			
Gallic foot	Only before 201BC and not in Spain	All Heavy Foot or all Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	8-12	0-36	
Greek mercenary hoplites	Only before 235 BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-16	
Greek mercenary thureophoroi	Only before 235 BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-8	
		Medium Foot									
Celtiberian mercenary scutarii	Only from 235 BC to 201 BC in Spain or Africa	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-12	
					Drilled	-		8			

Optional Troops (continued)										
Ligurian foot	Only before 201 BC and not in Spain	Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-12
Campanian hoplites		Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-8
Campanian, Bruttian or Lucanian javelinmen		Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	
Elephants		Elephants	-	Superior	Undrilled	-	-	35	2	0-6
				Average				25		
Bolt-shooters		Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2
Fortified camp								24		0-1
Allies										
Numidian or Moorish allies (only in Africa)										
Siciliot Greek allies (Only before 235 BC) – Classical Greek list (Siciliot options)										
Ancient Spanish allies (only in Spain before 205BC)										
Syracusan allies (only in Sicily before 210BC) – Classical Greek list (Syracusan options)										
Special Campaigns										
Hannibal in mainland Italy 216 BC to 203 BC										
Upgrade African spearmen to veterans with captured Roman equipment		Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	14	6-8	0-16
				Average				10		All not upgraded to Superior
Upgrade Gallic foot to		All Heavy Foot or All Medium Foot	Protected	Average	Drilled	-	Impact Foot Swordsmen	8	6-8	Up to 1/2
Upgrade Campanian javelinmen and hoplites to Roman style foot		Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Swordsmen	10	4-8	All
			Protected	Average				8		
Bruttian or Lucanian allies										
Campanian allies										
The following are not permitted: Artillery, more than 2 elephants, Celtiberian scutarii, undrilled Spanish scutarii,										
Hannibal in Africa 202 BC										
Upgrade African veteran spearmen to		Heavy Foot	Armoured	Superior	Drilled	-	Offensive Spearmen	14	6-8	6-12
Upgrade Bruttian veteran javelinmen to		Medium Foot	Armoured	Superior	Drilled	-	Light Spear, Swordsmen	13	6-8	6-8
Moorish archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	4	0-4
Superior elephants are not permitted.										

Later Carthaginian Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Libyphoenician , Gallic or Spanish cavalry	Any date	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4-6	0-4	4-8
					Drilled			18			
	Only before 201BC	Cavalry	Protected	Superior	Drilled	-	Light Swordsmen	14	4-6	0-4	
		Cavalry	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	13	4-6	0-8	
Numidian or Spanish light cavalry		Light Horse or Cavalry	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-8	
African spearmen		Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	6-12	

Graeco-Bactrian

The Graeco-Bactrian Kingdom was founded circa 250 BC when Diodotos, the Seleucid governor of Bactria, Sogdiana and Margiana, seizing his opportunity while King Antiochos II was otherwise occupied with a war against Ptolemaic Egypt, declared his territory independent. At its greatest extent, the kingdom covered modern Uzbekistan, Turkmenistan, Tajikistan, Afghanistan and parts of Iran and Pakistan.

Circa 210 BC, Bactria was invaded by the Seleucid King Antiochos III. This war, however, ended in a negotiated peace, in which Antiochos recognised King Euthydemos. Circa 180 BC, Demetrios son of Euthydemos invaded India, which was in some disarray following the fall of the Mauryan Empire. By 175 BC the Indo-Greek kingdom had been established. Soon after this, the overthrow of the Eythydemid dynasty in Bactria led to the Bactrian and Indian sections of the kingdom splitting apart.

The Parthian conquest of the eastern provinces of the Seleucid kingdom, under Mithridates I (170 BC-138 BC) cut the Graeco-Bactrian and Indo-Greek kingdoms off from direct contact with the west. Following this, the territories of the Bactrian kingdom were eroded by the nomadic Yue-chi and the last Graeco-Bactrian king, Heliokles, abandoned Bactria and retreated to his Indian holdings circa 130 BC.

This list covers the armies of the Graeco-Bactrian kingdom from the revolt of Diodotos until the fall of the kingdom to the Yue-chi.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Greek lancers.
- The minimum marked * only applies if any foot are used.

Graeco-Bactrian												
Territory Types: Agricultural, Steppe												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1			
Sub-commanders		Field Commander						40	0-2			
		Troop Commander						30	0-3			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Greek lancers		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-6		
				Average				13				
Iranian lancers	Any date	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-12	8-18	
				Average	Undrilled			12		4-12		
					Drilled			13				
	Only from 210 BC	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	0-12		
				Average	Undrilled			14		4-12		
					Drilled			16				
Bactrian light cavalry		Light Horse or Cavalry	Unprotected	Average	Undrilled	Bow	Light Spear	9	4-6	6-12	6-12	
Saka cavalry						Bow	Swordsmen	10		0-6		
Phalanx		Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	*8-24		
Optional Troops												
Thureophoroi		Heavy Foot	Protected	Average	Drilled	-	Offensive spearmen	8	6-8	0-8		
		Medium Foot										
Euzonoi		Light Foot	Protected	Average	Drilled	Javelins	Light Spear	6	6-8			
Elephants		Elephants	-	Superior	Undrilled	-	-	35	2	0-4		
				Average				25				
				Poor				20				
Mountain Indian cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6		
Mountain Indian spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-16		
Mountain Indian archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16	0-16	
Cretans		Light Foot	Unprotected	Superior	Drilled	Bow	-	7	4-6	0-6		
Fortified camp								24		0-1		
Allies												
Saka allies – Kimmerian, Skythian or Saka list												

Graeco-Bactrian Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Iranian lancers	Any date	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-8	4-12
				Average	Undrilled			12			
					Drilled			13			
	Only from 210 BC	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lancers, Swordsmen	21	4-6	0-8	
				Average	Undrilled			14			
					Drilled			16			
Bactrian light cavalry		Light Horse or Cavalry	Unprotected	Average	Undrilled	Bow	Light Spear	9	4-6	4-8	

Attalid Pergamene

The Attalid dynasty began with Philetaeros (son of Attalos), Lysimachos's governor of the great city of Pergamon in western Asia Minor. He switched sides to Seleukos in 282 BC. His nephew and successor, Eumenes I, declared independence in 262 BC. This list covers Pergamene armies from that date. Pergamon was allied with Rome against Macedon in the 1st, 2nd and 3rd Macedonian wars, and against the Seleucid kingdom in the Syrian war. The kingdom was bequeathed to Rome by Attalos III on his death in 133 BC. His illegitimate half-brother, Aristonikos, rebelled but was suppressed by 129 BC.

Troop Notes

After the Roman and Pergamene victory over the Seleucids at Magnesia in 190 BC, Eumenes II was granted all the Seleucid territories west of the Taurus and this list allows for the possibility that they took over the Seleucid military settlers in the region.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as xystophoroi.
- Thureophoroi can be graded as Medium Foot or Heavy Foot, but all must be graded the same.

Attalid Pergamene											
Territory Types: Agricultural, Developed, Hilly											
C-in-C	Inspired Commander/Field Commander/Troop Commander							80/40/30		1	
Sub-commanders	Field Commander							40		0-2	
	Troop Commander							30		0-3	
Troop name	**Troop Type**				**Capabilities**			**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops											
Xystophoroi	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen		18	4-6	0-8	6-12
			Average					13			
Galatian cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen		17	4	0-4	
		Protected						13			
Thureophoroi	All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen		8	6-8	12-48	16-48
Traditional peltasts	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear		5	6-8	0-12	
Cretan archers	Light Foot	Unprotected	Superior	Drilled	Bow	-		7	6	0-6	6-12
Other archers	Light Foot	Unprotected	Average	Undrilled	Bow	-		5	6-8	0-12	
Optional Troops											
Light cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear		7	4-6	0-6	
Trallian slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-		4	6-8	0-8	
Citizen militia	Medium Foot or Heavy Foot	Protected	Poor	Drilled	-	Offensive Spearmen		6	6-8	0-18	
Galatian foot	Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot, Swordsmen		10	6-12	0-16	
			Average					7			
Mysian or other javelinmen	Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear		6	6-8	0-36	
	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear		5	6-8		
Cataphracts	Only after 190 BC	Cataphracts	Heavily Armoured	Average	Drilled	-	Lancers, Swordsmen	16	4	0-4	
Phalangites		Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12	
Elephants		Elephants	-	Average	Undrilled	-	-	25	2	0-2	
				Poor				20			
Bolt shooters or stone throwers	Heavy Artillery	-	Average	Drilled	Heavy Artillery	-		20	2	0-4	
Fortified camp								24		0-1	
Special Campaigns											
Only Attalos I in 218 BC											
Galatian allies – Gallic and Galatian list											

Attalid Pergamene Allies										
C-in-C	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Xystophoroi	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4-6	0-4	4-8
			Average				13			
Galatian cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4	0-4	
		Protected					13			
Thureophoroi	All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	6-24	6-24
Traditional peltasts	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6-8	0-8	

Later Macedonian

This list covers the armies of the Kingdom of Macedon from about 260 BC. Until the advent of Rome, the Kingdom of Macedon was the dominant force in Greece. Between 215 BC and 148 BC Macedon fought a series of wars against the expanding Roman Republic. After the 4th Macedonian war, in 148 BC, Macedon was annexed by Rome.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as heavy cavalry.
- Thureophoroi and thorakitai can be graded as Medium Foot or Heavy Foot, but all of both types must be graded the same.

Later Macedonian										
Territory Types: Agricultural, Developed, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander						40	0-2		
	Troop Commander						30	0-3		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Macedonian, Greek or Thessalian heavy cavalry	Cavalry	Armoured	Superior	Drilled	-	Light Spear Swordsmen	18	4-6	4-12	4-12
			Average				13			
Thracian or Galatian heavy cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	0-6	
			Average				12			
Agema and "peltasts"	Heavy Foot	Protected	Superior	Drilled	-	Pikemen	9	8-12	8-24	
Chalkaspides and Leukaspides	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	12-56	
Thureophoroi	All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	6-18	
Upgrade thureophoroi to thorakitai		Armoured	Average	Drilled	-	Offensive Spearmen	10	6-8	0-8	
Javelinmen	Light Foot	Unprotected	Average	Drilled	Javelins	Light Spear	5	6-8	0-16	6-18
				Undrilled						
Cretans	Light Foot	Unprotected	Superior	Drilled	Bow	-	7	6-8	0-8	
Optional Troops										
Illyrian, Thracian or Greek light cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
Illyrians	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	0-16	
Thracians	Medium Foot	Protected	Average	Undrilled	-	Heavy weapon	7	6-8		
Galatians	Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot Swordsmen	10	6-8	0-8	
			Average				7			
Bolt-shooters	Heavy artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-2	
Fortified camp							24		0-1	
Allies										
Achaean Allies - Hellenistic Greek list (book 1 supplemental)										

Later Macedonian Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Macedonian, Greek or Thessalian heavy cavalry	Cavalry	Armoured	Superior	Drilled	-	Light Spear, Swordsmen	18	4-6	4-8	4-8
			Average				13			
Thracian or Galatian heavy cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4	0-4	
			Average				12			
Chalkaspides and Leukaspides	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	8-32	
Thureophoroi	All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	6-12	

Parthian and Early Sassanid Persian

This list covers the Parthian kingdom from its foundation in the mid-3rd century BC until its overthrow by the Sassanids in 224 AD, and from then covers the Sassanids until the death of Shapur II in 379 AD. It also covers the Suren secessionist state in the east. Adiabene, Edessa, Elymais, Hatra and Media-Atropatene were vassal states.

The Sassanid Persian dynasty was founded by Ardashir I, governor of Persis, who revolted against and defeated the last Parthian (Arsacid) king, Artabanus IV. The dynasty is named after Ardashir's grandfather, Sasan. His son Shapur I (241-272) successively defeated the Roman Emperors Gordian III, Philip the Arab and Valerian. Valerian was captured, a hitherto unknown disgrace for Roman arms, and died in captivity. Subsequent to this, however, Odenathus, the Roman client-ruler of Palmyra, succeeded in recapturing some of the lost territories, and further defeats were suffered by Shapur's immediate successors at the hands of the Romans.

Shapur II (309-379), crowned while still in his mother's womb, went back on the offensive. Signing a truce with Constantius II, he expanded Sassanid territory in the east, before attacking the Romans again in 359.

Troop Notes

Parthian armies were based around a hard-hitting core of fully armoured nobles and retainers riding fully armoured horse as cataphracts. These were supported by lesser gentry and their followers armed as light horse archers, although some appear to have also carried a contos is addition. Whilst in most Parthian armies the horse archers significantly outnumbered the cataphracts, occasionally a larger proportion of the latter were present. Additionally at times numbers of infantry, some supplied by the Mesopotamian Greek cities, were also fielded.

The Sassanid state started out as a Parthian successor state, and it is likely that its early army bore a strong resemblance to the later Parthian army although there is some evidence that armoured horse archers had started to appear. The Sassanids also made use of infantry more frequently than the Parthians.

Building a customised list using our army points

- Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:
- Commanders should be depicted as cataphracts.
- Captured Seleucids cannot be used with Armenians or Saka.
- Indo-Parthians cannot have any allies except Saka.
- A Vassal ally commander's contingent must conform to the Parthian and Early Sassanid Persian Allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Camels cannot be used with any allies other than Later Pre-Islamic Bedouin.

Parthian and Early Sassanid Persian											
Territory Types: Agricultural, Steppes											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Vassal ally-commander		Field Commander/Troop Commander						30/20	0-2		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close combat				
Core Troops											
Royal guard		Cataphracts	Heavily Armoured	Elite	Undrilled	-	Lancers, Swordsmen	22	4	0-4	8-24
Cataphracts		Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	4-16	
				Average				14		4-12	
Cataphract Camels	Only Parthians from 76 AD	Cataphract Camels	Heavily Armoured	Average	Undrilled	-	Lancers, Swordsmen	16	4	0-4	
Horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	8-28	16-64
						Bow	Lancers	9			
		Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	8-52	
			Protected					9			
			Unprotected	Average	Undrilled	Bow*	Lancers	8	4-6		
			Protected					9			
Optional Troops											

Armoured horse archers	Only Sassanids	Cavalry	Armoured	Average	Undrilled	Bow	Swordsmen	14	4-6	0-12	
City militia or hill tribesmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
						Bow	-	5	6-8		
						Sling	-	4	6-8		
Greek city militia	Only Parthians	All Medium Foot or all Heavy Foot	Protected	Poor	Drilled	-	Defensive Spearmen	5	6-8	0-16	
Levy spearmen	Only Sassanids	Heavy Foot	Protected	Poor	Undrilled	-	Defensive Spearmen	4	8-12	0-48	0-48
		Mob					-	3		0-16	
Hillmen		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-8	0-16	
Fortified camp	Only Sassanids							24		0-1	
Allies											
Later Pre-Islamic Bedouin allies											
Early Armenian allies											
Kommagene allies (only Parthians from 129 BC to 30 BC)											
Skythian allies (only Parthians from 130 BC to 41 AD) – Kimmerian, Skythian and Saka list											
Kushan allies (only Sassanids) – Kushan or Indo-Skythian list											
Special Campaigns											
Only Parthians in Saka campaign in 129 BC											
Captured Seleucid pikemen		Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8-12	0-12	
Only Suren Indo-Parthian kingdom from 95 BC to 75 AD											
Hill tribe and Arachosian cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
Elephants		Elephants	-	Average	Undrilled	-	-	25	2	0-2	
Indian levies		Medium Foot	Unprotected	Poor	Undrilled	Bow	-	3	8-12	0-12	
Saka allies – Kimmerian, Skythian and Saka list											

Parthian and Early Sassanid Persian Allies

Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close combat				
Cataphracts	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	4-8	
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-8	8-18
					Bow	Lancers	9			
	Cavalry	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-12	
		Protected					9			
		Unprotected	Average	Undrilled	Bow*	Lancers	8	4-6		
		Protected					9			

Ancient Spanish

This list covers the tribes of the Iberian Peninsula from the mid-3rd century BC until the last rebellions were crushed by the Romans at the end of the 1st century BC. There were three main tribal groupings – Iberians, Lusitanians and Celtiberians.

Troop Notes

Called scutarii by the Romans because of their large oval shield (scutum), Spanish (Iberian) foot were much sought after as mercenaries or allies by the Carthaginians and Romans. Armed with heavy javelins and sword, their charge was fierce and hard to resist. They were undisciplined when victorious but resolute in defeat, often making desperate suicidal charges or even committing mass suicide rather than surrender when besieged. They were famous for their mobility over the craggy wooded hills of Spain. They were fond of ambushes and all forms of guerrilla warfare - the Roman pacification of Spain was a long and painful process. Their skirmishers were called caetrati by the Romans after their smaller round shield (caetra).

Celtiberian scutarii were similarly equipped to Iberians, but less adept in rough and broken terrain. Lusitanian foot were all caetrati rather than scutarii, but a proportion at least were equipped for close combat, some even wearing mail.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as large shield cavalry.
- Unless the C-in-C is of the same origin, troops only permitted to a certain origin can only be fielded under the command of an ally commander of that origin. A Spanish ally commander's contingent must conform to the Ancient Spanish allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Ancient Spanish										
Territory Types: Agricultural, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30		1	
Sub-commanders	Field Commander/Troop Commander						40/30	0-2		
Spanish ally commanders	Field Commander/Troop Commander						30/20	0-2		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Caetrati	Light Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	7	6-8	6-20	12-36
	Medium Foot								6-20	
Iberians only										
Scutarii	Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-12	24-96	
Upgrade Scutarii as veterans	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot, Swordsmen	10	Up to 1/3 bases		
Lusitanians only										
Heavy caetrati	Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-12	16-72	
Upgrade Heavy caetrati as veterans	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot, Swordsmen	10	Up to 1/3 bases		
Celtiberians only										
Scutarii	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-12	28-96	
Upgrade Scutarii as veterans	Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot, Swordsmen	10	Up to 1/3 bases		
Optional Troops										
Large shield cavalry	Cavalry	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	13	4-6	0-6	
Small shield cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-10	
Slingers	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	0-8	
Iberians or Lusitanians only										
Mercenary Celtiberians	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-12	0-24	
Special Campaigns										
Sertorius's Lusitanians - 80 BC to 72 BC										
Upgrade Sertorius to Inspired Commander									1	
Upgrade large shield cavalry to	Cavalry	Protected	Superior	Drilled	-	Light Spear, Swordsmen	14	4	Any	
Upgrade Heavy caetratri to	Medium Foot	Protected	Average	Drilled	-	Impact Foot, Swordsmen	8	4-6	Any	
Upgrade Drilled Heavy caetrati as Sertorius' veterans	Medium Foot	Protected	Superior	Drilled	-	Impact Foot, Swordsmen	11	Up to 1/3 bases		
Legionaries	Heavy Foot	Armoured	Superior	Drilled	-	Impact Foot, Skilled Swordsmen	15	4-8	0-8	

Ancient Spanish Allies									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Caetrati	Light Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	7	6-8	6-16
Iberians only									
Scutarii	Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-12	12-32
Lusitanians only									
Heavy caetrati	Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-12	8-32
Celtiberians only									
Scutarii	Heavy Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-12	12-32

Numidian or Moorish

The ancient Numidians and Moors were semi-nomadic Berber tribes living in North West Africa. The Numidian kingdom was west of Carthage and the Moorish kingdom beyond that. This list covers Numidian and Moorish armies from the late 3rd century BC onwards including the revolts against the Romans of the mid-4th century AD until the Arab conquest at the end of the 7th century.

Troop Notes

Numidian and Moorish cavalry and foot fought mainly as javelin skirmishers, in which role they were expert, harassing the enemy with javelins but using superior speed and agility to evade their charges. They were fond of ambushes and other tricks, and made excellent use of terrain. They were at their best in pursuit of fleeing enemy, but when put to flight themselves would flee for two or three days before risking stopping.

Under the influence of the Romans, various attempts were made to develop drilled close fighting foot. King Juba I of Numidia was allied to the Pompeian side in the Roman Civil War. Bogud (Bogus) of Mauretania was allied to Caesar.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Veteran cavalry or Gallic & Spanish bodyguard.
- Tethered camels are treated as normal Field Fortifications and *do not* disorder mounted troops.
- Up to 1/3 of the total number of bases of "Numidian and Moorish cavalry" may be upgraded to superior. As an example, if 8 bases of light horse and 16 bases of cavalry are selected (for a total of 24 bases), then up to 8 of these may be upgraded to superior which could be all cavalry, all light horse, or 4 of each.

Numidian or Moorish											
Territory Types: Agricultural, Hilly, Steppes											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Numidian or Moorish cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	12-24	
		Cavalry								12-60	
Upgrade Numidian cavalry to veteran		Light Horse	Unprotected	Superior	Undrilled	Javelins	Light Spear	10	Up to 1/3 of bases		
		Cavalry									
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-12	18-80
		Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-12	12-80	
Optional Troops											
Veteran cavalry		Cavalry	Protected	Superior	Undrilled	Javelins	Light Spear	12	4-6	0-18	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8		
Elephants	Only Numidian	Elephants	-	Average	Undrilled	-	-	25	2	0-4	
				Poor				20			
Close fighting foot	Only before 51AD	Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	6-8	0-24	
Imitation Legionaries	Only from 55 BC to 50AD	Heavy Foot	Protected	Average	Drilled	-	Impact Foot, Swordsmen	8	4-8		
Tethered camels	Only Moorish from 300 AD	Field Fortifications	-	-	-	-	-	3	-	0-24	
Special Campaigns											
Juba I from 55 BC to 46 BC											
Gallic & Spanish bodyguard		Cavalry	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	13	4	0-4	
Bogus in 47 BC											
Spanish foot		Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-8	0-8	
Juba II from 3 AD to 6 AD											
Principate Roman allies – see List Book 2											
Only from 533 AD to 548 AD											
Vandal refugees		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-6	
Byzantine deserters		Cavalry	Armoured	Average	Drilled	Bow	Swordsmen	15	4-6	0-6	

Numidian or Moorish Allies										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Numidian veteran cavalry	Light Horse	Unprotected	Superior	Undrilled	Javelins	Light Spear	10	4	0-4	8-18
	Cavalry									
Numidian or Moorish cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-8	
	Cavalry								4-12	
Javelinmen	Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	8-12	0-18	

Later Jewish

This list covers Jewish armies from 167 BC to 6 AD.

Troop Notes

The Dead Sea Scrolls describes an ideal army for an apocalyptic war against the unbelievers. The text has an obsession with the number 7, but describes the infantry as equipped with (7 cubit = approx 3 metres) long spear and (2.5 x 1.5 cubits = approx 1 metre x 0.67 metres) oval shield, forming up 7 ranks deep. Allowing for some adjustment to fit the magic number 7, this corresponds to the normal equipment and formation of Hellenistic thureophoroi. Slingers are also mentioned – they are expected to shoot 7 times then retire through the phalanx at a trumpet signal. The text concerning the cavalry is corrupt.

There were clearly two types of cavalry, the older men (cavalry of the army) forming up in two large bodies (each of 700 men in 7 ranks) on each flank of the army, the younger (cavalry of the phalanx) in larger numbers but smaller squadrons (200 men) closely supporting the infantry. The cavalry of the phalanx wear helmet and greaves, carry a round shield and an 8 cubit (3.5 metre) lance. Bow and javelins are also mentioned, but due to the corruption of the text it is not clear which cavalry carry them. It could be that the Rule advocates the cavalry of the army carrying all these weapons, but it would be a reasonable assumption that bow and javelins might represent the (ideal) equipment of the cavalry of the phalanx.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry of the army or cavalry of the phalanx.
- Non-upgraded foot of the phalanx or thureophoroi can be graded as Medium Foot or Heavy Foot, but all must be graded the same.

Later Jewish												
Territory Types: Agricultural, Hilly												
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1			
Sub-commanders		Field Commander						40	0-2			
		Troop Commander						30	0-3			
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Foot of the phalanx or other thureophoroi		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	18-72		
Upgrade foot of the phalanx to pikemen	Only from 148 BC to 64 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-24		
Upgrade thureophoroi to Imitation Legionaries	Only from 63 BC	Heavy Foot	Protected	Average	Drilled	-	Impact Foot Swordsmen	8	4-8	0-24	0-24	
			Armoured					10		0-12		
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-18		
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8			
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5				
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8			
Optional Troops												
Cavalry of the army or other xystophoroi		Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	2-4	0-4		
Cavalry of the phalanx		Cavalry	Unprotected	Average	Drilled	Bow	Light Spear	9	4-6	0-12	0-12	
Other horse archers		Light Horse					-	8		0-8		
Guerillas, hillmen, bandits or other levies		Medium Foot	Protected	Average	Undrilled	Javelins	Light Spear	6	6-12	0-72 before 103 BC, 0-24 from 103 BC		
			Unprotected	Average				5				
Replace xystophoroi or horse archers with Thracian horse	Only from 63 BC	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0-4	0-6	
		Cavalry	Armoured	Average	Drilled	-	Light Spear, Swordsmen	13	4-6	0-6		
Thracian foot		Medium Foot	Protected	Average	Undrilled	-	Heavy weapon	7	6-8	0-8		
					Drilled			8				
		Medium Foot	Protected	Average	Drilled	-	Light Spear, Swordsmen	7	6-8			
Fortified camp								24		0-1		
Allies												
Roman allies (Only from 63 BC) – Late Republican Roman or Principate Roman (see List Book 2)												
Special Campaigns												
Only from 48 BC to 47 BC												
Arab cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6		
		Cavalry	Unprotected	Average	Undrilled	-	Light Spear, Swordsmen	8				
			Protected					9				
Only Antigonus from 40 BC to 38 BC												
Parthian allies												

Later Jewish Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Foot of the phalanx or other thureophoroi		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	12-32	
Upgrade foot of the phalanx to pikemen	Only from 148 BC to 64 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12	
Upgrade thureophoroi to Imitation Legionaries	Only from 63 BC	Heavy Foot	Protected	Average	Drilled	-	Impact Foot, Swordsmen	8	4-8	0-12	0-12
			Armoured					10		0-8	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5			
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8		

Kushan or Indo-Skythian

This list covers the Bactrian and Indian kingdoms of the Sakae, Yue-Chi and Kushansm from circa 130 BC until the successor Kidarite kingdom, under a Kushanized Chionite dynasty, fell to the Hephthalite Huns near the end of the 5th century.

Troop Notes

Armour for Indian infantry became more common in the 1st century AD, but evidence of determined swordsmanship is then lacking.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cataphracts.

Kushan or Indo-Skythian										
Territory Types: Agricultural, Hilly, Woodlands, Steppes										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30	0-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Cataphracts		Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	6-16
Horse archers		Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-16
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	8-48
			Protected					11		
Indian archers	Only before 1 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	6-8	6-16
				Poor				4		
	Only from 1 AD	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	
				Poor				3		
			Protected	Average	Undrilled	Bow	-	6		
Optional Troops										
Elephants		Elephants	-	Superior	Undrilled	-	-	35	2	0-6
				Average				25		
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8
Remnant Bactrian Greeks	Only before 25 AD	Heavy Foot	Protected	Poor	Drilled	-	Pikemen	4	8	0-16
Spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	
Swordsmen		Medium Foot	Protected	Average	Undrilled	-	Swordsmen	6	6-8	
Indian cavalry		Cavalry	Protected	Average	Undrilled	-	Light Spear	7	4-6	0-6
			Unprotected					6		
Mountain cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4	0-4
Indian Spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear Swordsmen	6	6-8	0-8
Fortified camp								24		0-1
Allies										
Only Kushans										
Chionite Hunnic allies (Only from 300 AD) – see List Book 2										
Parthian allies (Only before 228 AD)										
Indo-Skythian allies – Kushan or Indo-Skythian list										

Kushan or Indo-Skythian Allies									
Allied commandr	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cataphracts	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	4-8
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	4-12
		Protected					11		

Early German

This list covers the Germanic tribes from the end of the 2nd century BC until circa 260 AD.

Troop Notes

The main strength of the German tribes lay in their infantry, who fought in close formation with javelins and hand weapons. The front ranks sometimes carried long spears. Although in the earlier part of the period swords were relatively rare, German warriors were clearly well able to hold their own in hand-to-hand combat. In our view, their overall historical performance is best represented by classification as impact foot, swordsmen.

Whilst the majority of the warriors in a German army would be tribal levies raised for short term service, we allow for some battle groups to be classified as Superior to represent groups with a higher proportion of experienced warriors or led by groups of nobles and their retinues as is recorded in later Germanic armies in the histories of Ammianus.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry.
- Unless the C-in-C is of the same tribe, troops only permitted to a certain tribe can only be fielded under the command of an ally general of that tribe.
- All of an ally general's troops must be of the same tribe.
- An Early German ally general's contingent must conform to the Early German allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Batavian auxiliary deserter foot must be all Medium Foot or all Heavy Foot.
- Batavian auxiliary deserter foot battle groups listed in a player's army list can instead be deployed at the start of the battle as *Leves Cohortes* depicted Light Foot, Protected, with Javelins, Light Spear capabilities.

Early German											
Territory Types: Woodlands											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander/Troop Commander						40/30	0-2		
German ally commanders		Field Commander/Troop Commander						30/20	1-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Warriors	Batavians or Cherusci	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot, Swordsmen	10	8-12	0-24	32-96
				Average				7		24-96	
	Other tribes	Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot, Swordsmen	10	8-12	0-24	
				Average				7		24-96	
Optional Troops											
Cavalry	Tencteri	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-12	
	Other tribes	Cavalry	Protected	Superior	Undrilled	-	Light Spear, Swordsmen	13			
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-16	
Sarmatians	Only after 25 AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4	0-4	
Fortified camp								24		0-1	
Allies											
Gallic allies (Only before 101 BC) – Gallic and Galatian list											
Special Campaigns											
Marcomanni from 9 BC to 19 AD											
Upgrade superior warriors to Roman standards		Heavy Foot	Protected	Superior	Drilled	-	Impact Foot, Swordsmen	11	8-12	All	
Upgrade average warriors rto Roman standards		Heavy Foot	Protected	Average	Drilled	-		8	8-12	1/2 to all	
Civilis's Batavian Revolt against the Romans in 69 AD											
Batavian auxiliary deserter cavalry		Cavalry	Armoured	Average	Drilled	-	Light Spear, Swordsmen	13	4	4	
				Superior				18			
Batavian auxiliary deserter foot		Heavy Foot or Medium Foot	Armoured	Average	Drilled	-	Light Spear, Swordsmen	9	4-8	6-18	
Bolt-shooters		Light Artillery	-	Average	Drilled	Light Artillery	-	17	2	0-2	
		Heavy Artillery	-	Average	Drilled	Heavy Artillery	-	20			

Early German Allies											
Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Warriors	Batavians or Cherusci	Medium Foot	Protected	Superior	Undrilled	-	Impact Foot, Swordsmen	10	6-8	0-8	16-48
				Average				7	8-12	12-48	
	Other tribes	Heavy Foot	Protected	Superior	Undrilled	-	Impact Foot, Swordsmen	10	6-8	0-8	
				Average				7	8-12	12-48	

Pontic

This list covers Pontic armies from 110 BC to 47 BC: The reigns of Mithridates the Great (Mithridates VI Eupator) and his son Pharnaces II.

Troop Notes

Although Mithridates' phalanx was recruited at least in part from ex-slaves, it actually performed very credibly against the Romans, although they were defeated after a hard fight. Following the destruction of his phalanx Mithridates greatly expanded the number of imitation Roman troops in his army, but was again defeated.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as heavy cavalry.
- Mithridates cannot be an inspired commander. However, some of the generals to whom he delegated his conquests might qualify.
- Thureophoroi can be graded as Medium Foot or Heavy Foot, but all must be graded the same.

Pontic											
Territory Types: Agricultural, Developed, Hilly											
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders		Field Commander						40	0-2		
		Troop Commander						30	0-3		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops											
Heavy cavalry		Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	4-8	
Light cavalry		Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-8	
Javelinmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	8-32	12-32
		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-12	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	12-16
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	8-16	
Thureophoroi		All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	6-24	
Optional Troops											
Scythed chariots		Scythed Chariots	-	Average	Undrilled	-	-	15	2, 3 or 4	0-4	
Pikemen	Only before 84 BC	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-24	
				Poor				4			
Imitation Legionaries	Before 84 BC	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Swordsmen	10	4-8	0-8	
			Protected					8			
	From 84 BC	Heavy Foot	Armoured	Average	Drilled	-	Impact foot, Swordsmen	10	4-8	8-24	
			Protected					8			
Sarmatian cavalry		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-6	
			Protected					13			
		Cavalry	Protected	Superior	Undrilled	Bow*	Light Spear Swordsmen	15	4-6		
Skythian cavalry		Light Horse or Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6	
Optional Troops (continued)											
Thracians		Medium Foot	Protected	Average	Undrilled	-	Heavy weapon	7	6-8	0-8	
Bastarnae		Medium Foot	Unprotected	Superior	Undrilled	-	Heavy weapon	8	6-8		
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	4-6	0-6	
Galatians		Heavy Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-8	
Chalybes		Medium Foot	Unprotected	Average	Undrilled	-	Defensive Spearmen	5	4-6	0-6	
Field fortifications		Field Fortifications						3		0-10	
Fortified camp								24		0-1	
Allies											
Early Armenian allies											

Pontic Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Heavy cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	4-6	4-8
Light cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6	
Javelinmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	6-16	6-16
	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	
Thureophoroi	All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	6-12	

Late Republican Roman

This list covers Roman armies from 105 BC to 25 BC – from the reforms of Marius until the reforms of Augustus.

Troop Notes

After the reforms of Marius, legionaries were no longer divided into hastati, principes and triarii, but were uniformly equipped with oval shield, mail, pilum and sword. (The semi-cylindrical shield and lorica segmentata came into use later, in the 1st century AD). Maniples were replaced by larger tactical units called cohorts. Each legion had ten cohorts, each of 480 men at full strength. Later legions, though possibly not those of this period, had one larger senior cohort of 800 men.

The general quality of the legions was high, but some veteran legions became renowned for their prowess. Others on long term postings in peaceful areas sometimes lost their edge.

Cavalry and light troops were recruited from conquered and adjacent areas, but not yet organised into regular units. They included Spanish, Gauls, Germans, Macedonians, Numidians, Thracians, Illyrians, Greeks, Syrians and others. Check out the lists for these nations to see which nations could provide which types.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry or legionaries.
- Thureophoroi can be graded as Medium Foot or Heavy Foot, but all must be graded the same.
- Only one allied contingent can be used.
- Gladiators cannot be used with any allies.
- Brutus and Cassius cannot use gladiators

Late Republican Roman											
Territory Types: Agricultural, Developed, Hilly, Woodland											
C-in-C	Inspired Commander/Field Commander/Troop Commander							80/40/30	1		
Sub-commanders	Field Commander							40	0-2		
	Troop Commander							30	0-3		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**		
	Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops											
Legionaries	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot Skilled Swordsmen	11	4-8	20-44		
						Impact Foot Swordsmen	10				
Upgrade veteran legionaries to:	Heavy Foot	Armoured	Superior	Drilled	-	Impact Foot Skilled Swordsmen	15	4-8	Any		
Upgrade elite legionaries to:	Heavy Foot	Armoured	Elite	Drilled	-	Impact Foot Skilled Swordsmen	17	4-8	0-18		
Downgrade raw legionaries to	Heavy Foot	Armoured	Poor	Drilled	-	Impact Foot Swordsmen	8	4-8	0-18		
Heavy cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear Swordsmen	17	4-6	4-8		
		Protected	Superior				13				
		Armoured	Average				12				
		Protected	Average				9				
Fortified camp							24		1		
Optional Troops											
Light cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-8	0-8	
Syrian horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4	0-4		
Cretan archers	Light Foot	Unprotected	Superior	Drilled	Bow	-	7	6	0-6		
Velites (Only before 80 BC)	Light Foot	Protected	Average	Drilled	Javelins	Light Spear	6	6-8	0-12	0-12	
		Unprotected					5				
Javelinmen	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5		0-12		
Archers					Bow	-	5		0-12		
Slingers					Sling	-	4		0-12		
Spanish scutarii	Medium Foot	Protected	Average	Undrilled	-	Impact Foot Swordsmen	7	6-8	0-16		
Thracian foot	Medium Foot	Protected	Average	Undrilled	-	Heavy Weapon	7				
Illyrian or Rhaetian foot	Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7				
Ligurian foot	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5				
Thureophoroi	All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8				
Optional Troops (continued)											
Elephants	Elephants	-	Average	Undrilled	-	-	25	2	0-2		
			Poor				20				
Bolt-shooters	Heavy artillery	-	Average	Drilled	Heavy Artillery	-	20	2	0-6		
Field entrenchments	Field Fortifications						3		0-18		

Allies
Later Pre-Islamic Bedouin allies
Early Armenian allies
Dacian allies – see List Book 2: Dacian or Carpi list
Galatian allies (All foot must be imitation legionaries) – Gallic and Galatian list
Later Jewish allies
Numidian or Moorish allies
Special Campaigns
Brutus and Cassius in 42 BC

Eastern or Thracian horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-8
Eastern foot archers	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8

Late Republican Roman Allies

Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Legionaries	Heavy Foot	Armoured	Average	Drilled	-	Impact Foot, Skilled Swordsmen	11	4-8	12-24
						Impact Foot, Swordsmen	10		
Upgrade veteran legionaries to	Heavy Foot	Armoured	Superior	Drilled	-	Impact Foot, Skilled Swordsmen	15	4-8	Any
Heavy cavalry	Cavalry	Armoured	Superior	Undrilled	-	Light Spear, Swordsmen	17	4	0-4
		Protected	Superior				13		
		Armoured	Average				12		
		Protected	Average				9		

Indo-Greek

Circa 180 BC, The Graeco-Bactrian King Demetrios invaded India, which was in some disarray following the fall of the Mauryan Empire. By 175 BC the Indo-Greek kingdom had been established. Soon after this, the overthrow of the Eythydemid dynasty in Bactria led to the Bactrian and Indian sections of the kingdom splitting apart.
Under King Menander I, who ruled from circa 155 BC to 130 BC, the Indo-Greek kingdom was greatly expanded, covering much of north-west and northern India. Thereafter, there were at least two separate Indo-Greek kingdoms, in the east and west of the Greek ruled territories. The Yue-chi took over most of the western kingdom circa 70 BC.
The last Indo-Greek king, Strato II, ruled in the eastern Punjab until overthrown by the Indo-Skythians circa 10 AD.

This list covers the armies of the Greek kingdoms in India from the invasion of India by Demetrios in 80 BC, until the fall of the last kingdom in 10 AD.

Troop Notes

Classification of the Greek cavalry is based on coins of Hermaios showing Greek cavalrymen armed with bow and spear. We assume that they were not specialist horse archers.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as Greek cavalry.

Indo-Greek									
Territory Types: Agricultural, Hilly, Woodlands, Tropical									
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/50/35	1	
Sub-commanders	Field Commander						50	0-2	
	Troop Commander						35	0-3	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Greek cavalry	Cavalry	Armoured	Superior	Drilled	Bow*	Light Spear Swordsmen	20	4-6	0-8
			Average				15		
Indian cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear	7	4-6	4-8
		Unprotected	Average				6		
			Poor				4		
Phalanx	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	8-24
Indian archers	Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	8-10	8-60
			Poor				4		
Indian javelinmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	6-16
			Poor				4		
Optional Troops									
Elephants	Elephants	-	Average	Undrilled	-	-	25	2	0-4
Thureophoroi	Heavy Foot	Protected	Average	Drilled	-	Offensive spearmen	8	6-8	0-8
	Medium Foot								
Euzonoi	Light Foot	Protected	Average	Drilled	Javelins	Light Spear	5	6-8	
Saka cavalry	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-6
	Light Horse								
Mountain Indian cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6
Mountain Indian spearmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	0-16
Mountain Indian archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-16
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5		
Cretans	Light Foot	Unprotected	Superior	Drilled	Bow	-	6	4-6	0-6
Fortified camp							24		0-1
Allies									
Indian allies – Classical Indian									
Saka allies – Kimmerian, Skythian or Saka									

Indo-Greek									
Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops									
Greek cavalry	Cavalry	Armoured	Superior	Drilled	Bow*	Light Spear Swordsmen	20	4	0-4
			Average				15		
Indian cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear	7	4	0-4
		Unprotected	Average				6		
			Poor				4		
Phalanx	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12
Indian archers	Medium Foot	Unprotected	Average	Undrilled	Bow	Swordsmen	6	8-10	8-20
			Poor				4		
Indian javelinmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	0-8
			Poor				4		

Spartacus Slave Revolt

This list covers the slave armies of the Third Servile War from 73 BC to 71 BC.

Troop Notes

Whilst the mass of the ex-slaves, etc. that made up Spartacus' forces were badly equipped, a significant proportion equipped themselves with captured equipment following successes against Roman forces. The number of these increased over time as victories mounted.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as cavalry or gladiators.
- Slaves equipped with Roman weapons and armour can be graded as Heavy Foot or Medium Foot but must all be graded the same.

Spartacus Slave Revolt										
Territory Types: Agricultural, Hilly										
C-in-C	Inspired Commander/Field Commander/Troop Commander						80/40/30	1		
Sub-commanders	Field Commander						40	0-2		
	Troop Commander						30	0-3		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Core Troops										
Poorly equipped masses	Mob	Unprotected	Average	Undrilled	-	Light Spear	4	8-12	20-104	
Slaves equipped with Roman weapons and armour	All Heavy Foot or All Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-8	12-64	20-64
		Armoured					9		0-24	
Javelinmen	Light Foot	Unprotected	Poor	Undrilled	Javelins	Light Spear	3	6-8	6-18	
Optional Troops										
Gladiators, some with captured Roman arms & armour	Heavy Foot	Armoured	Superior	Undrilled	-	Impact Foot, Skilled swordsmen	14	4-8	0-8	
Slingers	Light Foot	Unprotected	Poor	Undrilled	Sling	-	2	6-8	0-8	
Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4	0-4	
Women, children and old men	Mob	Unprotected	Poor	Undrilled	-	-	2	10-12	0-24	

Spartacus Slave Revolt Allies										
Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Poorly equipped masses	Mob	Unprotected	Average	Undrilled	-	Light Spear	4	8-12	10-20	
Slaves equipped with Roman weapons and armour	All Heavy Foot or All Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	6-8	8-20	8-20
		Armoured					9		0-12	
Javelinmen	Light Foot	Unprotected	Poor	Undrilled	Javelins	Light Spear	3	6-8	0-8	

Three Kingdoms Korean

This list covers Korean armies of the Three Kingdoms period.

Goguryeo

Goguryeo was the strongest and richest of the original Korean kingdoms. As the most northerly of the kingdoms, it had an extensive border with both China and Manchuria, and suffered numerous invasions by the dominant powers from those regions. It was able to hire numerous nomadic tribes as mercenaries or enlist entire tribes as allies. The use of entire nomadic tribes as allies occurred mainly before 400 AD. Mercenaries were used throughout the era.

The successor state of Lesser Goguryeo, also called Later Goguryeo, was founded by exile nobles and supported by the Tang Chinese. This successor kingdom lasted from 698 until 733. An even later Neo- Goguryeo was founded in 901 and became Koryo. Its armies can be found in the Koryo list.

The list covers Koguryo armies from 37 BC to 668 AD and Lesser Koguryo armies from 698 to 733.

Silla

Silla evolved from a walled town called Saro, remaining a small city-state until the reign of King Naemul in 356 AD. He was credited as the ruler who first consolidated Silla as a large confederated kingdom. This kingdom grew out of a confederation of twelve Chin-Han or Jinhan walled towns located south of the Han River in the eastern region of the peninsula.

Silla was initially disorganized and was dominated by Baekje and Goguryeo. Through adept diplomacy and alliances, it was able to maintain a stalemate with the other Korean kingdoms. After 670 AD a period known as Unified Silla existed. Unified Silla fought numerous battles against Tang China, peasant revolts and disaffected nobles from the defeated regions of Goguryeo and Baekje. Unified Silla was eventually defeated by Koryo in 935 AD.

The list covers Shilla armies from 57 BC to 935 AD.

Baekje

Located in the south-western section of the peninsula, Baekje was formed by four distinct groups of people. These included the Puyo nobility who had migrated south from Buyeo, local tribes from Ma-Han, Chinese who remained after the downfall of the Han commanderies of Nang-rang and Dae-bang, and Japanese immigrants.

In the early years they often fought the commanderies and the Silla, but their main enemy was considered Goguryeo. Because of this, at different times they maintained alliances with both the Silla and Japan. Baekje's height of power in the 300s AD was marked by an independent twenty-year campaign in Japan. As late as 890, a Later- Baekje (Neo- Baekje) faction was formed by Baekje families in southwest Korea but was soon crushed.

The list covers Baekje armies from 18 BC to 660 AD.

Gaya Confederacy

Gaya was a confederacy that never managed to form a unified state. It often acted as a balance among the other kingdoms. There is some evidence that it was temporarily dominated by the Japanese for a short period of time.

Gaya had a very small warrior class with fewer full time foot soldiers. Noble families and their factions were dominant only in a particular town. They were allied at various times with the Baekje, Silla and Japanese.

This list covers Gaya armies from 40 AD to 560 AD.

Troop Notes

Guards battle groups represent a combination of clan nobles and professional warriors loyal to a particular commander. Korean heavy cavalry charged with lance. Although they carried bows, they did not make much use of them while mounted. "Spearmen" used a mixture of conventional spears, halberds similar to the Chinese *ji,* and trident headed tri-spears. We classify the mixture as either Heavy Weapon or Pole Arms. They did not carry shields but provincial "spearmen" and archers wore armour under their outer garments, so deserve the classification of 'Protected'.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as guard or nobles.
- Guard cavalry must all be classified the same.
- If used, the number of battle groups of nobles and retainers must be equal.
- The total number of bases of provincial "spearmen" in the army cannot exceed the total number of provincial "archers".
- Provincial mixed battle groups must be half "spearmen", and half "archers".
- Up to half the bases of "spearmen" can be fielded as Polearms, with all others fielded as 'Heavy Weapon'.
- Up to half the bases of medium foot "archers" can be armed with crossbow. All others are armed with bow.
- The total number of bases of Medium Foot crossbowmen in the army cannot exceed the number of bases of Medium Foot bowmen.
- Apart from up to 2 Gayan allied contingents in a Gayan army, only one allied contingent can be used.

Only Silla

- Minima marked * only applies from 400AD
- ** Before 400AD at least 2 battle groups marked levy must be used.

Only Paekje

- Minima marked * only applies from 400AD

Only Gaya

- Minima marked * only applies from 400AD
- The army can include up to two Gayan allied contingents. These must conform to the Three Kingdoms allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.

Three Kingdoms Korean

Territory Types: Developed, Hilly, Woodlands. All except Koguryo: Mountains.

C-in-C	Inspired Commander/Field Commander/Troop Commander	80/40/30	1
Sub-commanders	Field Commander	40	0-2
	Troop Commander	30	0-3
Gayan allied-commanders	Field commander/Troop commander	30/20	0-2 Only if Gaya

Troop name		Troop Type				Capabilities		Points per base	Bases per BG		Total bases	
		Type	Armour	Quality	Training	Shooting	Close Combat					
Core Troops												
Guard cavalry	Any	Cavalry	Armoured	Superior	Drilled	-	Lance, Swordsmen	17	4-6		*4-8	*4-12
	Goguryeo from 300AD others from 400AD	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lance Swordsmen	20	4-6		*4-12	
Regular cavalry	Goguryeo at any date or Shilla from 600AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	4-6		0-6	*4-24
		Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6		*4-12	
			Protected					10				
Nomad mercenary cavalry	Only Shilla or Goguryeo	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		0-8	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6			
			Protected					11				
Paekche or Koguryo exiles	Only Shilla from 670	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	16	4-6		0-8	
Separately deployed provincial "spearmen"		Medium Foot	Protected	Average	Drilled	-	Pole Arms	8	6-8		6-36	
							Heavy Weapon					
Provincial mixed battle groups	Provincial "spearmen"	Medium Foot	Protected	Average	Drilled	-	Pole Arms	8	1/2	6-8		
							Heavy Weapon					
	Provincial 'archers'	Medium Foot				Bow	-	7	1/2		6-36	
						Crossbow						
Separately deployed provincial 'archers'		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8			
						Crossbow						
** Mixed battle groups of Levy		Medium Foot	Unprotected	Poor	Undrilled	-	Defensive Spearmen	3	1/2	8-10	10-40	
						Bow	-		1/2			
Optional Troops												
Horse archers		Light Horse	Unprotected	Average	Drilled	Bow	-	8	4-6		0-8	
Nobles	Before 400AD	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	16	4-6		0-4	
	From 400AD										0-8	
Retainers	Before 400AD	Cavalry	Protected	Average	Undrilled	-	Light Spear, Swordsmen	9	4-6		0-4	
	From 400AD										0-8	
Provincial skirmishing archers		Light Foot	Unprotected	Average	Drilled	Bow	-	5	6-8		0-12	0-16
Foot nomads	Only Goguryeo	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		0-8	
Levy skirmishing archers		Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	6-8		0-8	
Field fortifications		Field Fortifications						3			0-12	

Allies
Only Silla
gaya allies (Only before 550) – Three Kingdoms Korean
Goguryeo or Baekje allies (Only from 350 to 660) – Three Kingdoms Korean
Tang Chinese Allies (Only from 660 to 670) – Western Wei to Early Tang Chinese
Only Goguryeo
Japanese Allies (Only from 660) – Kofun-Nara Japanese
Gaya, Baekje or Silla allies (Only before 550) – Three Kingdoms Korean
Tang Chinese allies (Only from 700) – Western Wei to Early Tang Chinese
Manchurian Nomad allies (Only before 400) – Early Horse Nomad
Only Baekje
Gaya allies – Three Kingdoms Korean
Goguryeo or Silla Allies (Only from 375) – Three Kingdoms Korean
Japanese Allies (Only from 375) - Kofun-Nara Japanese
Only Gaya
Gaya allies – Three Kingdoms Korean (Up to 2 contingents)
Japanese Allies (Only from 375) - Kofun-Nara Japanese
Baekje allies – Three Kingdoms Korean
Silla Allies (Only from 375) – Three Kingdoms Korean

Three Kingdoms Korean Allies

Ally commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Troop name**	**Troop Type**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Guard cavalry	Any	Cavalry	Armoured	Superior	Drilled	-	Lance, Swordsmen	17	4-6	0-4	0-6
	Goguryeo from 300AD others from 400AD	Cataphracts	Heavily Armoured	Superior	Drilled	-	Lance Swordsmen	20	4-6	0-6	
Regular cavalry	Goguryeo at any date or Shilla from 600AD	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	17	4-6	0-4	0-12
		Cavalry	Armoured	Average	Drilled	-	Lancers, Swordsmen	13	4-6	0-8	
			Protected					10			
Nomad mercenary cavalry	Only Shilla or Goguryeo	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-4	
		Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		
			Protected					11			
Paekche or Koguryo exiles	Only Shilla from 670	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	16	4-6	0-4	
Separately deployed provincial "spearmen"		Medium Foot	Protected	Average	Drilled	-	Pole Arms	8	6-8	4-16	
							Heavy Weapon				
Provincial mixed battle groups	Provincial "spearmen"	Medium Foot	Protected	Average	Drilled	-	Pole Arms	8	1/2 6-8		
							Heavy Weapon				
	Provincial 'archers'	Medium Foot				Bow	-	7	1/2	4-16	
						Crossbow					
Separately deployed provincial 'archers'		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8		
						Crossbow					

Ancient British and Caledonian

This list covers Ancient British armies south of the Clyde from the mid-1st century BC until the late 1st century AD, when the Roman conquest was largely complete. It also covers Caledonian armies north of the Clyde from the mid 1st century AD until the early 3rd century AD.

Troop Notes

The lowland British tribes made much use of their extremely manoeuvrable light chariots, which drove rapidly about the battlefield inspiring terror in the enemy. Their cavalry was lighter than their Gallic equivalents, but were ideal for operating in close cooperation with the chariots. However, the bulk of most armies consisted of foot. Most of these charged fiercely with javelin and sword, but large numbers of slingers could also be fielded, particularly by the south-western tribes. In 54 BC, after an initial defeat, Cassivellaunus sent most of his infantry home and fought a guerrilla campaign against Caesar using his 4,000 charioteers.

Building a customised list using our army points

Choose an army based on the maxima and minima in the list below. The following special instructions apply to this army:

- Commanders should be depicted as chariots.
- An Ancient British or Caledonian ally general's contingent must conform to the Ancient British or Caledonian allies list below, but the troops in the contingent are deducted from the minima and maxima in the main list.
- Roman allies need not include any legionaries.

Ancient British and Caledonian										
Territory Types: Agricultural, Hilly, Woodlands										
C-in-C		Inspired Commander/Field Commander/Troop Commander						80/40/30	1	
Sub-commanders		Field Commander						40	0-2	
		Troop Commander						30		
Ancient British or Caledonian allied commander		Field Commander/Troop Commander						30/20	*1-3	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Core Troops										
Chariots		Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	0-32
Cavalry	British only	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	4-16
Warriors		Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	8-12	*24-96
Slingers	British only	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	8-24
Optional Troops										
Elite warriors		Medium Foot	Protected	Elite	Undrilled	-	Impact Foot, Swordsmen	12	6-8	0-8
				Superior				10		
Youths with javelins		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8 if British, 0-24 if Caledonian
Families		Mob	Unprotected	Poor	Undrilled	-	-	2	8-12	0-12
Fortified camp								24		0-1
Allies										
Principate Roman Allies (British only) – see List Book 2										
Special Campaigns										
Cassivellaunus in 54 BC (British)										
After Cassivellaunus sends home most of his infantry, the minimum marked * does not apply, but at least 16 bases of chariots must be used, excluding commanders. Roman allies cannot be used.										

Ancient British and Caledonian Allies										
Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots		Light Chariots	-	Superior	Undrilled	-	Light Spear	16	4-6	0-12
Cavalry	British only	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6
Warriors		Medium Foot	Protected	Average	Undrilled	-	Impact Foot, Swordsmen	7	8-12	12-36
Slingers	British only	Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	6-12

Appendix 1 – Allied Lists

The allied lists below are for those allied contingents available to armies in the list book for which there is no full army list.

Aitolian Allies

Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Armoured cavalry	Cavalry	Armoured	Average	Drilled	-	Light Spear, Swordsmen	13	4	0-4	
				Undrilled			12			
Light cavalry	Light Horse	Unprotected	Average	Undrilled or Drilled	Javelins	Light Spear	7	4		
Thureophoroi	All Medium Foot or all Heavy Foot	Protected	Average	Drilled	-	Offensive spearmen	8	6-8	6-24	
Javelinmen	Medium Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	6-16	6-16
	Light Foot								0-8	

Alan Allies

Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Nobles	Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4-6	0-8	
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6	0-8	4-12
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10		4-12	
		Protected					11			

Bruttian or Lucanian Allies

Ally commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Cavalry	Protected	Average	Undrilled	-	Light Spear Swordsmen	9	4	0-4
Javelinmen	Medium Foot	Protected	Average	Drilled	-	Light Spear Swordsmen	7	6-8	6-24
Skirmishers	Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	4	6-8	0-8

Early Nomad Allies

Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Warriors	Only before 2500 BC	Medium Foot	Unprotected	Average	Undrilled	-	Light Spear	4	6-10	8-30
	Only from 2500 BC	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	8-24
			Unprotected					4		
		Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-8	
Skirmishers		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8
		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8	
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	
Camel mounted warriors	Only from 1000 BC	Camelry or Light Camelry	Unprotected	Average	Undrilled	Bow	-	10	4-6	4-12

Early Northern Barbarian Allies

Allied Commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Nobles	Before 1050 BC	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	0-4
	From 1125 BC	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	
Warriors with dagger-axe or sword	Any Date	Medium Foot	Protected	Average	Undrilled	-	Swordsmen	6	6-8	8-24
	Only from 7000 BC					-	Impact Foot Swordsmen	7	6-8	
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16
		Light Foot							6-8	

Kommagene Allies

Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close combat				
Cataphracts	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4-6	0-4	
Horse archers	Light Horse	Unprotected	Average	Undrilled	Bow	-	8	4-6	4-8	
Foot archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	6-24
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-24	
Pikemen	Heavy Foot	Protected	Average	Drilled	-	Pikemen	6	8-12	0-12	

Kyrenean Greek Allies

Allied commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots	Only before 275 BC	Heavy Chariots	-	Superior	Undrilled	-	Light Spear	19	3-4	0-4
Cavalry		Cavalry	Armoured	Average	Undrilled	-	Light Spear	10	4	
			Protected					7		
Xystophoroi	Only from 321 BC	Cavalry	Armoured	Superior	Drilled	-	Lancers, Swordsmen	18	4	
				Average				13		
Hoplites	Before 460 BC	Heavy Foot	Armoured	Average	Undrilled	-	Offensive Spearmen	9	6-8	12-24
	From 490 BC	Heavy Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	
Upgrade hoplites to mercenaries:	Only from 313 BC to 308 BC	Heavy Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	8-16
Javelinmen		Light Foot	Unprotected	Average	Undrilled	Javelins	Light Spear	5	6-8	0-8

Mannaean Allies

Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Cavalry	Unprotected	Average	Undrilled	-	Light Spear	6	4	0-4
		Protected					7		
Spearmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	6-24
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16

Median Allies

Allied commander	Field Commander/Troop Commander						30/20	1		
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat				
Median cavalry	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4-6	0-6	4-8
	Cavalry	Protected	Superior	Undrilled	Bow	Swordsmen	15	4-6	4-8	
			Average				11			
	Cavalry	Unprotected	Average	Undrilled	Bow	Swordsmen	10	4-6		
Median spearmen and archers	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	2/3 or all	6-9	8-18
	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	1/3 or 0		
	Medium Foot	Protected	Average	Undrilled	Bow	Light Spear	6	1/2	6-8	
	Medium Foot	Protected	Average	Undrilled	Bow	-	6	1/2		
Separately deployed Median archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6	0-6	0-12
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12	

Mountain Indian Allies

Allied commander	Field Commander/Troop Commander						30/20	1	
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
	Type	Armour	Quality	Training	Shooting	Close Combat			
Cavalry	Light Horse	Unprotected	Average	Undrilled	Javelins	Light Spear	7	4-6	0-6
Spearmen	Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	6-16
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-16
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5		

Neo-Elamite Allies

Allied commander	Field Commander/Troop Commander						30/20	1			
Troop name	**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**		**Total bases**	
	Type	Armour	Quality	Training	Shooting	Close Combat					
Chariots	Heavy Chariots	-	Average	Undrilled	Bow	-	16	4-6		0-4	0-8
	Light Chariots	-	Average	Undrilled	Bow	-	13	4-6		0-8	
Archers	Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		8-16	
	Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8			
Shielded spearmen and archers	Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	1/2	6	0-6	
	Medium Foot	Protected	Average	Undrilled	Bow	-	6	1/2			
	Medium Foot	Protected	Average	Undrilled	Bow	Light Spear	6	1/2	6		
	Medium Foot	Protected	Average	Undrilled	Bow	-	6	1/2			

Neo-Hittite and Aramaean Allies

Ally commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Chariots	Any date	Light Chariots	-	Superior	Drilled	Bow	-	19	4-6	4-8	
	Only from 890 BC	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4		
Regular spearmen		Medium Foot	Protected	Average	Drilled	-	Light spear, Swordsmen	7	6	0-6	6-18
Aramaean spearmen		Medium Foot	Protected	Average	Undrilled	-	Light Spear	5	6-8	6-18	
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-8	
		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		
Slingers		Light Foot	Unprotected	Average	Undrilled	Sling	-	4	6-8		

Phoenician Allies

Ally-commander		Field Commander/Troop Commander						30/20	1	
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**
		Type	Armour	Quality	Training	Shooting	Close Combat			
Chariots	Before 800	Light Chariots	-	Superior	Drilled	Bow	-	19	4	0-4
	From 800	Heavy Chariots	-	Superior	Drilled	Bow	-	24	3-4	
						-	Light Spear	22		
Spearmen		Medium Foot	Protected	Average	Undrilled	-	Offensive Spearmen	7	6-8	6-16
							Light Spear Swordsmen	6		
Archers		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	0-12
Slingers						Sling	-	4		
Javelinmen						Javelins	Light Spear	5		

Qiang and Di Allies

Allied commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Cavalry	From 300 AD	Cataphracts	Heavily Armoured	Superior	Undrilled	-	Lancers, Swordsmen	19	4	0-4	0-8
		Cavalry	Armoured	Superior	Undrilled	-	Lancers, Swordsmen	17	4		
	Any date	Cavalry	Armoured	Superior	Undrilled	Bow	Swordsmen	19	4		
			Protected					15			
		Cavalry	Protected	Average	Undrilled	Bow	Swordsmen	11	4-6	0-8	
			Unprotected					10			
Warriors		Medium Foot	Protected	Average	Undrilled	-	Light Spear, Swordsmen	6	6-10	8-40	8-24
			Armoured					8	6-8	0-8	
Archers		Medium Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8	6-8	
		Light Foot	Unprotected	Average	Undrilled	Bow	-	5	6-8		

Shang Chinese Allies

Ally commander		Field Commander/Troop Commander						30/20	1		
Troop name		**Troop Type**				**Capabilities**		**Points per base**	**Bases per BG**	**Total bases**	
		Type	Armour	Quality	Training	Shooting	Close Combat				
Nobles	Only before 1300	Medium Foot	Protected	Superior	Drilled	Bow	Swordsmen	10	4-6	0-6	
					Undrilled			9			
	Only from 1300	Light chariot	-	Superior	Undrilled	Bow	-	17	4-6		
Dagger-axe men		Medium Foot	Protected	Average	Drilled	-	Swordsmen	7	6-8	6-16	6-24
Archers		Medium Foot	Protected	Average	Drilled	Bow	-	7	6-8	0-8	
			Unprotected					6			
Skirmishing archers		Light Foot	Unprotected	Poor	Undrilled	Bow	-	3	4-6	0-6	
		Light Foot	Unprotected	Average	Drilled	Bow	-	5	4-6		
Spearmen		Medium Foot	Protected	Average	Drilled	-	Offensive Spearmen	8	6-8	0-8	
Armed slaves	Only from 1300	Mob	-	Poor	Undrilled	-	-	2	10-12	0-12	