

WARHAMMER

ARMIES *of* ANTIQUITY



A SUPPLEMENT FOR
ANCIENT BATTLES

ARMIES *of* ANTIQUITY

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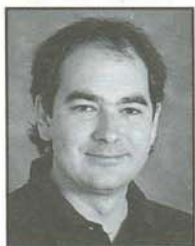
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Front Cover: The Battle of Cremona

Street fighting between Praetorian Guard and Legionaries during the Roman civil war of AD 69, as described by Tacitus in his Histories.

FOREWORD



When we published Warhammer Ancient Battles we always knew that we'd need to produce army lists. However, we hadn't anticipated just how quickly the rules would take off, and just how vocal the demand for more lists would be. Our original plan had been to produce army books that covered a specific period of history, each with their own set of army lists, but it soon became apparent that this wouldn't satisfy the demand from players for a set of army lists now. Enter Nigel Stillman, who suggested we put together a book of 'short' army lists that would cover the most popular armies we could think of. Thus *Armies of Antiquity* was born.

Although first conceived of as a sort of stop-gap to keep players happy while we worked on the 'proper' army books, I have to say that *Armies of Antiquity* has grown into a most entertaining and worth while project. We've done our best to ensure that each army list has its own unique character and style, so that no two armies will play in the same way when they are used. I think you'll find that each of the lists captures something of the spirit of the army that they are based upon, and are flexible enough for you to create an army that suits your tastes and style of play.

Have fun with them!

HOW TO USE THE ARMY LISTS

The army lists in this book are used in the same way as the Roman and Barbarian lists in Warhammer Ancient Battles. In addition, the following instructions apply when using the Armies of Antiquity lists.

Multiple Troop Types: Some of the entries in the army lists include more than one troop type. For example, in the Cataphract list the Spearmen entry has the following troop types: Guard, Levy and City Militia. When you pick a unit from an entry, all the models chosen for the unit must be of the same type, unless the army list specifically allows you to field mixed units of troops.

What You See Is What You Get: Unless your opponent agrees otherwise, the miniatures you use must show the options you take from the army list; for example, if you want your Greek army to have skirmishers armed with slings and bucklers, then they must be represented by models of Greek skirmishers armed with slings and bucklers. If it's hard to tell what a model is meant to be equipped with (eg, is it heavy or light armour?) then a certain amount of leeway should be allowed. If in doubt just let history be your guide and you won't go wrong.

Unit Sizes: The minimum size for a regiment is five infantry or cavalry models, or three chariot models. There is no upper limit. One model, or one crewman for chariots, in each unit may be upgraded to a Leader (+5 pts), one to a Standard Bearer (+5 pts), and another to a Musician (+5 pts). Note that Elephants and War Engines may not have Leaders, Standard Bearers or Musicians.

Characters in Chariots or on Elephants: New rules apply to characters riding in chariots in the *Armies of Antiquity* lists. The new rules can be found in

Appendix 1 on page 46 but basically the cost of the chariot is not included in the character's entry in the army list, and instead the chariot is bought from a later entry in the same army list. The same applies to characters riding elephants.

15mm Armies and Base Sizes: The Warhammer Ancient Battle rules don't specify what scale of miniature to use, and as long as both sides use the same scale you can use any size of figure you like. Figures can be based up using any method you want, again as long as both players use the same system. If you've got figures based in multiple-figure elements then all you will need to do is come up with some system of recording individual casualties on a multiple base, but this really isn't difficult and won't stop you playing.

Figure and Ground Scale: Figure and ground scales are not specified by the Warhammer Ancient Battles rules, so you can count each model as one man, ten men, whatever you like! For example, you could field a one-to-one scale Roman army based on a Cohors Equites, or organise a Roman legion on a one-to-twenty scale, so that a cohort is represented by 20-24 models. Each army is 'legal' as far as the lists are concerned, and can happily fight each other.

Bows: All references to bows in the lists refer to composite bows unless stated otherwise.

Darts: Darts are treated as javelins with a range of 12" and a Strength of 2.

Any Questions: If you have any questions about the Warhammer Ancient Battles rules or these lists then please feel free to write to me at Warhammer Historical Wargames Ltd, PO Box 5226, Nottingham, NG7 2WT, or e-mail me at jervisj@games-workshop.co.uk.

SUMERIAN

"Sargon triumphed in thirty-four battles against the cities as far as the edge of the sea and destroyed their walls."

Inscription of Sargon of Akkad

This army list is designed to help you create a Sumerian or Akkadian wargames army for Warhammer Ancient Battles. The Sumerian civilisation flourished in Iraq from 3000 to 2000 BC and they were the first people to raise organised armies and use chariots in battle, which were pulled by wild asses. Sargon, king of the city of Akkad conquered Sumer and created the first great empire in history, stretching from the Mediterranean to the Persian Gulf. This empire finally fell to invading Gutian tribes from Iran, who were eventually driven out themselves by forces from some of the Sumerian cities. The resulting Sumerian Empire lasted until it was overthrown by invading Amorite nomads and conquering Elamite armies.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Chariotry: Up to a quarter of the points value of the army.

Infantry: At least a quarter of the points value of the army.

Allies & Tribal Mercenaries: Up to a quarter of the points value of the army.

SPECIAL RULES

THROW STICKS

Many warriors that fought in Sumerian armies were armed with a weapon known simply as a *throw stick*. This was a boomerang-like device that could be thrown a considerable distance and with some force. In game terms the weapon has the same effect as a javelin and is treated in the same way.

ONAGERS

Sumerian chariots were drawn by onagers, which were the ancestors of the modern day ass, and shared its charming temperament. It has to be said that the onager was not the most fearsome of war beasts, but beggars can't be choosers, and the Sumerians didn't have anything else to pull their chariots!

Onagers are difficult to control and to represent this a dice must be rolled for each unit at the start of the Sumerian player's turn. On a roll of 1 the onagers are proving, erm, truculent, and a further D6 roll must be made for the unit on the following table:

D6 RESULT

1-3 Giddy-up! Damn You! The onagers refuse to move at all this turn and remain stubbornly stationary.

4-6 Whooooa boy, whooooooooa! The onagers set off at a fair old clip, hauling their unwilling charioteers with them. The unit must advance D6" straight ahead. The crew may turn this move into a charge if they wish, in which case the D6 roll is doubled. The unit must always charge straight ahead, they cannot wheel.



CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	3	3	6	2	9	145

Equipment: Armed with a hand weapon, javelins and light armour. May ride in a four-ass heavy chariot, bought at an additional cost from the list below.

Special Rule: Any unit within 12" of the General may use his Leadership when it takes a Leadership test.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	78

Equipment: Armed with a hand weapon and light armour.

Special Rule: Any unit within 12" of the Army Standard may re-roll any failed Break tests.

CHARIOTRY

CHARIOTS

These were the earliest form of chariot, which appear to have been invented in Sumer. The chariot had four solid wooden wheels, was drawn by four wild asses (onagers) and carried a crew of two.

	M	WS	BS	S	T	W	I	A	Ld	Pts
4-Ass Chariot	6	4	4	3	3	1	4	1	8	30

Equipment: One crewman armed with hand weapons and light armour riding in a heavy chariot pulled by wild asses (onagers), with a driver. The crewman may throw javelins (+2 pts).

Special Rule: *Onagers.*

INFANTRY

0-1 UNIT OF ROYAL GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Royal Guard	4	4	3	3	3	1	4	1	8	13

Equipment: Armed with a double-handed weapon and light armour. May have throw sticks (+1 pt).

SPEARMAN

The choice of equipment often distinguished the soldiers of different city states. The spearmen of Lagash used large shields, while those of Ur wore armoured capes. Copper helmets and long, thick kilts of fleece were worn by all spearmen.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	6

Equipment: Armed with a hand weapon and thrusting spear. Ur-style spearman may have light armour (+2 pts). Lagash-style spearmen may have large shields (+2 pts). Akkadians may be armed in either fashion.

AKKADIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	7	6

Equipment: Armed with a hand weapon and bow.

Special Rule: *Light Infantry.*

JAVELIN MEN

These were nicknamed Nim, which means 'flies' because the enemy found them to be numerous, persistent and irritating!

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelin man	4	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and javelins.

Special Rule: *Skirmishers.*

PEASANT SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	4	2	2	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and sling.

Special Rule: *Skirmishers.*

ALLIES & TRIBAL MERCENARIES

AMORITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Amorite	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon, javelins, and buckler.

Special Rules: *Light Infantry.* Subject to Warband psychology rules 1 & 2.

GUTIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Gutian	5	3	3	3	3	1	3	1	5	7

Equipment: Armed with double-handed weapons and throw sticks.

Special Rules: *Light Infantry.* Subject to Warband psychology rules 1 & 2.

TRIBAL SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with hand weapons and short bow or sling.

Special Rule: *Skirmishers.*

ELAMITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elamite	5	3	3	3	3	1	3	1	5	6

Equipment: Armed with a hand weapon and bow.

Special Rule: *Light Infantry.*

ANCIENT EGYPTIAN

"Prepare yourselves, make ready your weapons, for we will engage with the wretched foe in the morning."

Thutmose III at Megiddo

The following army list is designed to help you create an Ancient Egyptian wargames army. The list is intended to cover the period which included the XVIII, XIX and XX Dynasties, known as the New Kingdom. This era began when the Egyptians drove out the Hyksos invaders – conventional dates put this at around 1570 BC to 1080 BC. During this time, the Pharaohs raised a highly organised and well equipped professional army with which to defend and extend their empire.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Chariotry: Up to a quarter of the points value of the army.

Infantry: At least a quarter of the points value of the army.

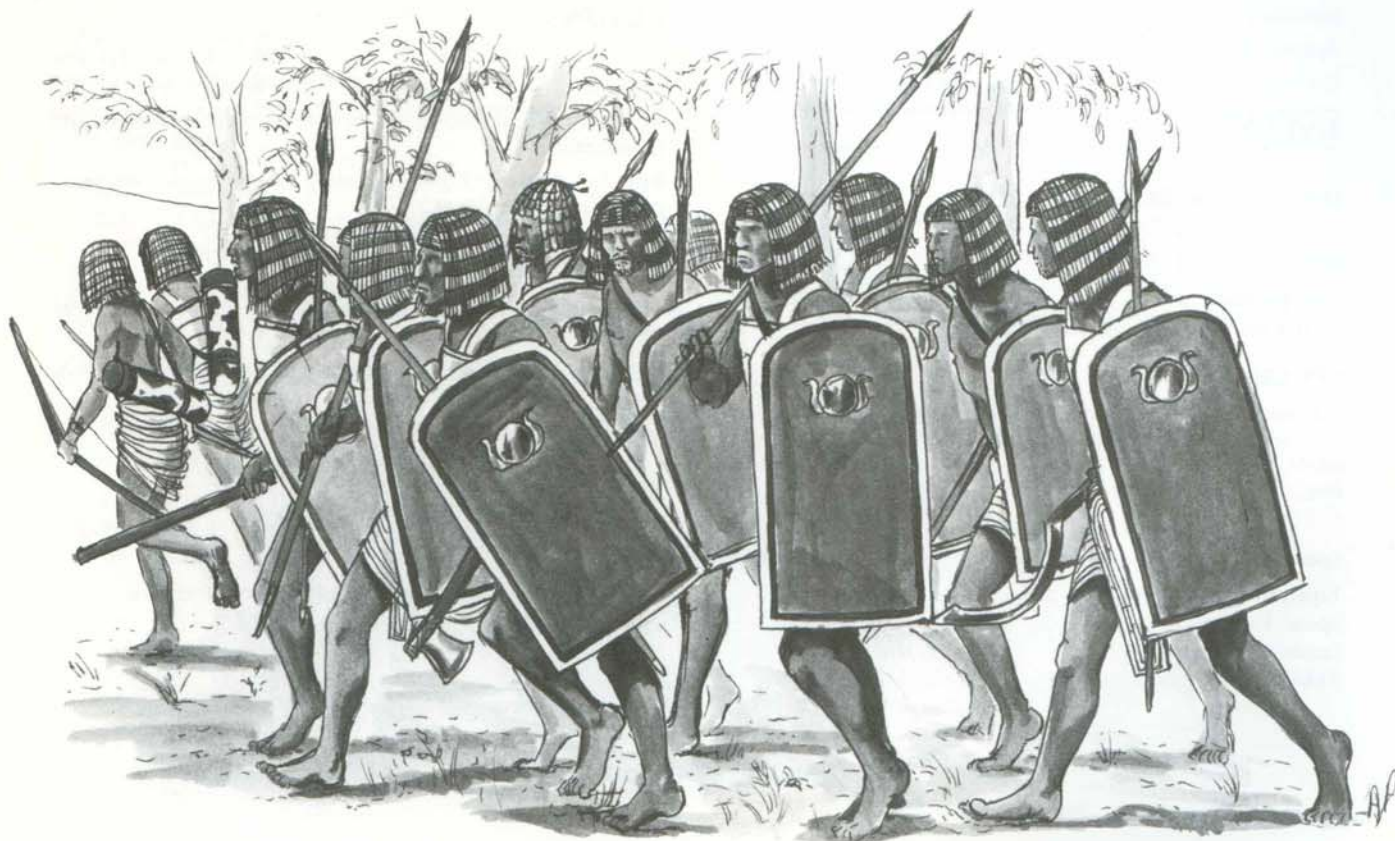
Allies & Mercenaries: Up to a quarter of the points value of the army.

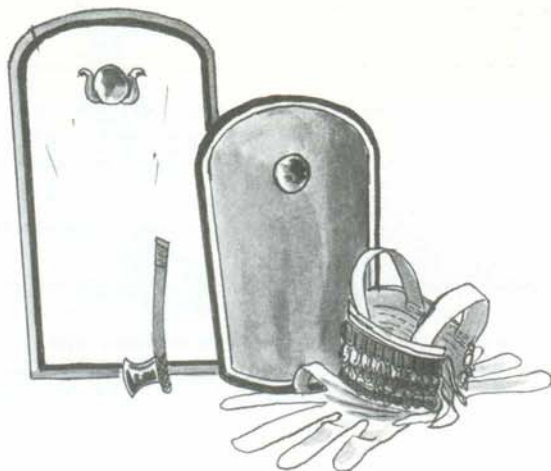
SPECIAL RULES

EGYPTIAN CHARIOTS

Egyptian charioteers were highly skilled in using their bows from a moving chariot. The following rules reflect this:

- Egyptian charioteers may ignore the -1 to hit modifier for shooting on the move.
- Egyptian charioteers may shoot with their bows or javelins as they charge. This attack is made after any enemy charge reactions (ie, any enemy that fire as a charge reaction shoot before the charioteers). The attack counts as having taken place at short range, and the charioteers may also ignore the -1 to hit modifier for shooting on the move.





CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	3	3	6	2	9	150

Equipment: Armed with a hand weapon, bow, javelin, shield and light armour. May ride in a light chariot with a driver (bought at an additional cost from the list below).

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	78

Equipment: Armed with a hand weapon and light armour. May ride in a light chariot with a driver (bought at an additional cost from the list below).

CHARIOTRY

CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Chariot	8	4	4	3	4	1	4	2	8	40

Equipment: One crewman armed with bow, javelins, shield and light armour riding in a two horse light chariot with driver.

Special Rules: Egyptian charioteers do not suffer -1 to hit for shooting on the move, and are able to shoot as they charge.

CHARIOT RUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot Runner	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with hand weapons, javelins and shield.

Special Rules: *Light Infantry.* Your army may include up to one unit of chariot runners for each unit of chariots in the army. If the runners join the chariot unit when it is engaged in hand-to-hand combat, any runners touching a chariot or enemy model may fight as well.

INFANTRY

SHOCK TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Shock Troop	4	3	3	3	3	1	3	1	7	7

The types of troops that come under the category of shock troops include: spearmen, mace-axe men and khebesh men. Some regiments specialised in fighting with mace-axes and those armed with a khebesh or other hand weapon usually carried a four to five foot long throwing spear.

Equipment: Armed with a khebesh (sickle sword), axe, mace or other hand weapon, throwing spear and shield. May have double-handed weapon such as a mace-axe instead of a throwing spear (+2 pts). May have light armour (+2 pts).

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and bow. May have light armour (+2 pts).

MARINES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	4	4	3	3	1	4	1	8	11

Equipment: Armed with a hand weapon and bow. May have light armour (+3 pts). May have javelins and shield instead of a bow (+1 pt).

Special Rules: A unit of Marines may be made up entirely of javelin men or archers or include both, in which case the unit counts as being armed with the weapons carried by the majority of the unit at the start of the battle.

ALLIES & MERCENARIES

SEA PEOPLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Sherden Guard	5	4	3	3	3	1	3	1	7	13
Warrior	5	4	3	3	3	1	3	1	5	8

Equipment: Armed with a sword and shield. May have javelins (+1 pt) and light armour (+3 pts).

Special Rules: *Warband.* Sherden Guards are *stubborn*.

TRIBAL SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Nubian	5	3	3	3	3	1	3	1	6	5
Libyan	5	3	3	3	3	1	3	1	5	4
Syrian	5	2	3	3	3	1	3	1	5	3

Equipment: Armed with a hand weapon and short bow. Libyans and Syrians may have javelins instead of short bows.

Special Rule: *Skirmishers.*

HITTITE

"I pursued after them and went into the land of Kaska to do battle. Then the whole land of Kaska arose against me and drew up their army opposite me at Tiwara. The rear of their army was covered by a wood and in front flowed a stream. But I, Tudbaliash, advanced against it to do battle. And the gods delivered the victory to me."

From the Chronicle of Tudbaliash III

This army list is designed to help you create a Hittite wargames army. At its greatest extent, the Hittite Empire included the Hurrian kingdom of Mitanni and the Syrian city states, and this list can also be used to create a Mitannian, Syrian, Canaanite or Hyksos army, since the core of all these armies were the aristocratic Maryannu chariot warriors. The Hittite Empire fought against the New Kingdom Egyptians; the chariot battles of Kadesh being one of the most famous of antiquity. They also fought the Mycenaean Greeks and Assyrians and were finally overthrown by migrating hordes of Sea Peoples.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Chariotry: At least a quarter of the points value of the army.

Infantry: Up to half of the points value of the army.

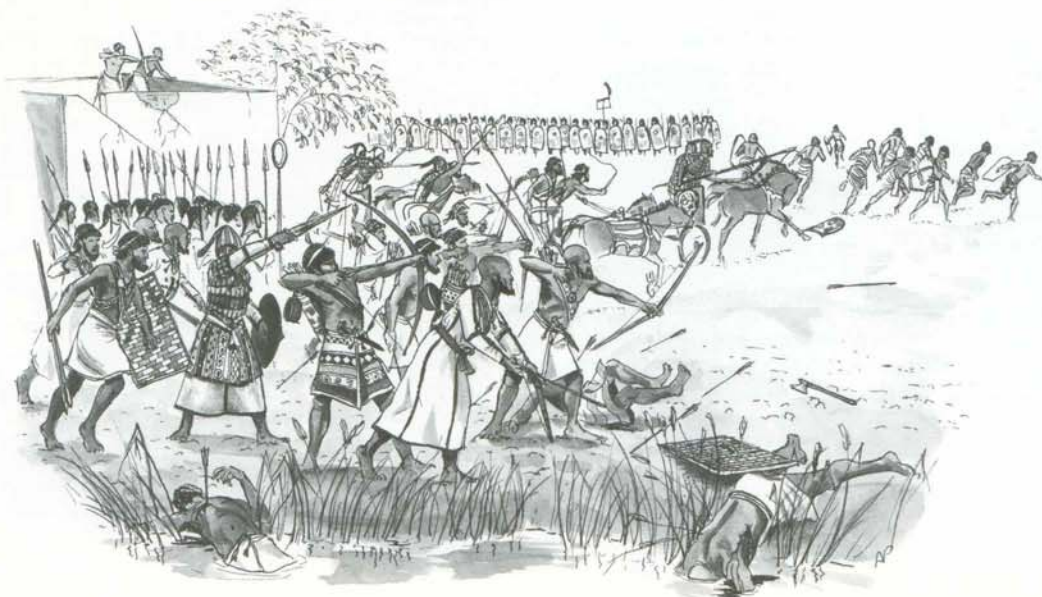
Allies & Mercenaries: Up to half of the points value of the army.

SPECIAL RULES

HITTITE THREE-MAN CHARIOTS

There is evidence that Hittite chariots were rather sturdier than those used by other nations at the same time. We have represented this by lowering the Hittite chariot's Movement rate by -1 (to 7) and increasing its Strength by +1 (to 4). In addition, Hittite chariots may have three crewmen, or the three-man chariot may represent a two-man chariot 'giving a lift' to a chariot runner. The following rules allow you to represent either of these options:

- If your chariot model has three crewmen fixed in the chariot then you should use it as a three-man chariot, assuming that the mounted chariot runner operates as a permanent crew member and does not dismount. Add +1 to the Attacks characteristic of the three-man chariot if this is the case, and increase its points cost by +5 pts.
- If your chariot model allows you to detach the third crewman to fight on foot, or to place a chariot runner model in the chariot along with its crew or on its base, you may transport chariot runner models as described in the Warhammer Ancient Battles rulebook. If the runner joins its chariot unit when the unit is engaged in hand-to-hand combat, any runners touching a chariot or enemy model may fight as well.





CHARACTERS

GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	6	4	4	3	6	4	9	190

Equipment: Armed with a hand weapon, thrusting spear and light armour. May have a shield (+2 pts). May ride in a Hittite chariot (bought at an additional cost from the list below).

Special Rule: *Army General*.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	5	5	4	4	2	5	3	8	98

Equipment: Armed with a hand weapon and light armour. May have a shield (+2 pts). May ride in a Hittite chariot (bought at an additional cost from the list below).

Special Rule: *Army Standard*.

CHARIOTRY

HITTITE CHARIOTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
3-Man Chariot	7	4	4	4	4	1	4	2	8	47

Equipment: One or two crewmen armed with thrusting spear, shield and light armour, riding in a two horse light chariot with a driver. Crew may have javelins (+3 pts).

Special Rule: May have three crew (see *Hittite Three-man Chariots* rule).

HURRIAN, SYRIAN & CANAANITE CHARIOTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
2-Man Chariot	8	4	4	3	4	1	4	2	7	35

Equipment: One crewmen armed with bow, shield and light armour, riding in a two horse light chariot with a driver. The crewman may have thrusting spear (+3 pts), javelins (+3 pts).

Special Rule: Hurrian, Syrian and Canaanite chariots do not suffer -1 to hit for moving while shooting.

CHARIOT RUNNERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot Runner	5	3	3	3	3	1	3	1	6	5

Equipment: Armed with hand weapons and javelins.

Special Rules: *Light Infantry*. If any runners join a two-man chariot unit when it is engaged in hand-to-hand combat, any runners touching a chariot or enemy model may fight as well.

INFANTRY

0-1 HITTITE GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	3	3	3	1	4	1	7	11

Equipment: Armed with a hand weapon, thrusting spear & shield, or double-handed weapon.

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	6	5

Equipment: Armed with a hand weapon and thrusting spear. May have shields (+1 pt).

SYRIAN OR HURRIAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	2	1	6	6

Equipment: Armed with a hand weapon and bow.

Special Rule: *Light Infantry*.

ALLIES & MERCENARIES

LUKKA MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lukka	5	4	3	3	3	1	3	1	6	8

Equipment: Armed with a sword and shield. May have javelins (+1 pt) and light armour (+3 pts).

Special Rule: Subject to Warband psychology.

HABIRU MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Habiru	5	4	4	3	3	1	3	1	6	9

Equipment: Armed with a hand weapon, javelins and bucklers.

Special Rule: *Light Infantry*.

LIGHT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phoenician	4	3	4	3	3	1	3	1	6	8
Syrian	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with a hand weapon and javelins. May have bows (+2 pts).

Special Rule: *Light Infantry*.

TRIBAL SCOUTS & SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Anatolian/ Aramaean	5	3	3	3	3	1	3	1	5	5
Shosu	5	2	3	3	3	1	3	1	5	4
Slinger	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and javelins. Any troops except Shosu may have short bows instead of javelins (at no additional points cost). Aramaeans armed with javelins may have bucklers (+1 pt). Slingers have hand weapons and a sling instead of any other options.

Special Rule: *Skirmishers*.

TROJAN WAR

"Nestor put his chariots in the front, and at the back a mass of first class infantry to serve as the rearguard."

Homer: The Iliad

"This army list is designed to help you create a Mycenaean Greek, Minoan Cretan or Trojan wargames army. Bronze Age Greek warfare was dominated by heroic chariot warriors clad in bronze armour, as described in legends. Minoan Crete ruled the Aegean until the eruption of Thera destroyed the Cretan palaces and wrecked their fleet. Then the kings of Mycenae and other mainland city states gained the upper hand. The Mycenaean Greeks fought against the Trojans, a kingdom allied to the Hittites, as well as against each other but as the Mycenaean civilisation declined, bands of warriors took to sea raiding around the Mediterranean. A Sea Peoples army might also be made from this list with a little modification and ingenuity."

ARMY COMPOSITION

Characters: The army must have a General and may have up to a quarter of its points value in Hero characters, including the General.

Chariotry: Up to half of the points value of the army.

Infantry: At least a quarter of the points value of the army.

Allies & Mercenaries: Up to a quarter of the points value of the army.

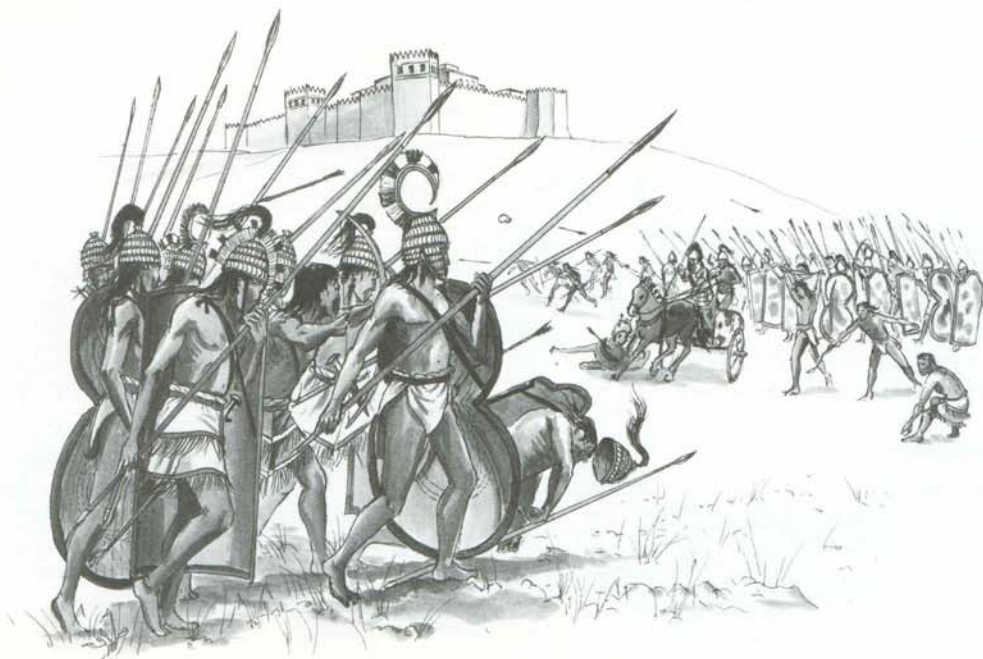
SPECIAL RULES

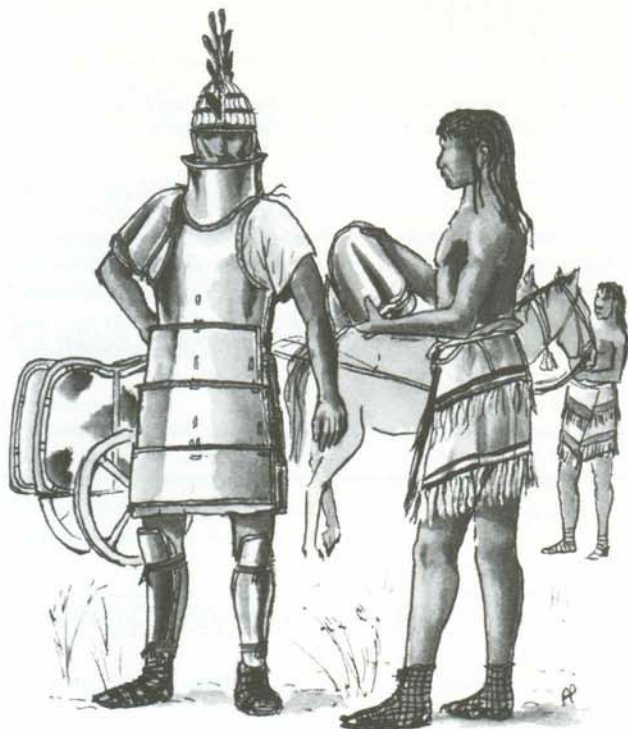
ARCHERS MIXED INTO SPEARMEN UNITS

Archers may be included within a unit of spearmen armed with thrusting spears, in a ratio of one archer for every three spearmen (25%), and will count as part of the spearman unit. They are placed among the spearmen but no matter where they are they count as being able to shoot out from the front of the unit. The archers cannot be picked out as targets separately from the spearmen and all count as being shielded in hand-to-hand combat and against missiles. Archers in the front rank fight only with hand weapons and cannot shoot while the unit is in hand-to-hand combat.

WARRIORS OF LEGEND

Generals and Heroes chosen from this list are mighty warriors of near legendary ability – after all, these guys were the prototypes of Achilles, Hercules and Agamemnon! To represent their almost superhuman ability they may re-roll one failed To Hit and one failed To Wound roll for each combat phase. In addition, they may re-roll a failed armour save if the wound suffered is their last one remaining (ie, they can re-roll their 'last' armour save).





CHARACTERS

GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	6	4	4	3	6	4	9	191

Equipment: Armed with a sword, thrusting spear and heavy armour. May ride in a two-horse light chariot (bought at an additional cost from the list below). May change equipment to sword, javelins, light armour and shield.

Special Rules: *Army General. Warriors of Legend* (see opposite).

HEROES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hero	4	5	5	4	4	1	5	2	8	50

Equipment: Armed with a sword, thrusting spear and heavy armour. May ride in a two-horse light chariot (bought at an additional cost from the list below). May change equipment to sword, javelins, light armour and shield.

Special Rules: *Independent Characters. Warriors of Legend* (see opposite).

CHARIOTRY

EQETA CHARIOT WARRIORS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Eqeta	8	4	4	3	4	1	4	2	8	39

Equipment: One crewman armed with thrusting spear, javelins, light armour and shield riding in a two horse light chariot with driver. Crewman may have heavy armour (+2 pts).

INFANTRY

TERETA SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	5	3	3	3	3	1	3	1	5	7

Equipment: Armed with a sword, thrusting spear and a large shield. May change equipment to sword, javelins, light armour and shield (+1 pt).

Special Rule: Subject to Warband psychology.

JAVELIN MEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelin man	5	3	3	3	3	1	3	1	5	5

Equipment: Armed with a dagger and javelins. May have bucklers (+1 pt).

Special Rules: *Light Infantry.* Subject to Warband psychology.

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and short bow.

Special Rules: *Light Infantry.* Subject to Warband psychology.

SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Slinger	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and sling.

Special Rule: *Skirmishers.*

ALLIES & MERCENARIES

LUKKA PIRATES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lukka Pirate	5	4	3	3	3	1	3	1	6	8

Equipment: Armed with a sword and shield. May have javelins (+1 pt), light armour (+2 pts).

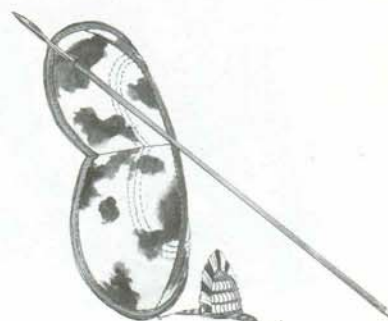
Special Rule: Subject to Warband psychology.

LIBYANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Libyan	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and javelins. May have short bow instead of javelins.

Special Rule: *Skirmishers.*



ASSYRIAN EMPIRE

"At the command of the god Ashur, the great Lord, I rushed upon the enemy like the approach of a hurricane and put them to rout and turned them back. I transfixed the troops of the enemy with javelins and arrows."

King Sennacherib of Assyria, 693 BC

This army list is designed to help you create an Assyrian army for Warhammer Ancient Battles. The list is intended to cover the period of the Assyrian Empire from the military reforms of Tiglath Pileser III to the fall of Nineveh, shortly after the death of Ashurbanipal. The all-conquering Assyrians raised one of the most ruthless and efficient professional armies of antiquity and fought against everyone but they were finally overthrown by an alliance of Medes, Scythians and Babylonians. Assyrian armies of the time of Ashurnasirpal II and Shalmaneser III might be created with a little modification and ingenuity.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Chariotry & Cavalry: Up to half of the points value of the army.

Infantry: At least a quarter of the points value of the army.

Auxiliaries: Up to half the points value of the army.

Allies & Mercenaries: Up to a quarter of the points value of the army.

SPECIAL RULES

TERRIFYING REPUTATION

The Assyrians had a well deserved reputation for ferocity which could overawe their opponents. To represent this they cause *fear* in all units in an enemy army with a Leadership value of 7 or less, after any modifications have been applied. This rule no longer applies once an Assyrian chariot, cavalry or infantry unit has been broken in combat.

HIGHLY PROFESSIONAL

The Assyrians were well organised and efficient, only the Roman Empire really matched their professional approach to warfare during the period covered by this list. A large part of this efficiency was their excellent intelligence organisation and communications network, which allowed them to bring an enemy to battle on the Assyrians' terms. To represent this the Assyrians may always choose who moves first in a battle if this would normally be decided randomly. In battles where who moves first is not determined by a dice roll, the Assyrians follow the normal rules.



CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	6	4	10	200

Equipment: Armed with a sword, bow and light armour. May ride in heavy chariot (bought at an additional cost from this list). May have an extra shield bearer in chariot adding +1 to Attacks (+5 pts per chariot).

Special Rule: *Army General.*

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Std Bearer	4	4	4	4	4	2	4	3	9	95

Equipment: Armed with sword and light armour. May ride in a heavy chariot (bought at an additional cost from the list below). May have an additional shield bearer in chariot adding +1 to number of Attacks (+5 pts per chariot).

Special Rule: *Army Standard.*

CHARIOTRY & CAVALRY

HEAVY CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Chariot	6	4	4	4	4	2	4	4	8	60

Equipment: Two crew armed with thrusting spear, shield & light armour riding in a four-horse heavy chariot with driver. One crewman has a bow. May have an extra crewman adding +1 to Attacks (+5 pts per chariot). Archer may have darts (*siltabi*, count as javelins), kept in quivers at front of chariot (+2 pts).

Special Rule: Archers don't suffer -1 to hit for shooting on the move.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Royal Guard	8	4	4	3	3	1	4	1	9	34
Assyrian	8	4	4	3	3	1	4	1	8	23

Equipment: Armed with sword and light armour. Half the unit is armed with bows (+3 pts), the other half with thrusting spears (+2 pts). Royal Guard cavalry (*Qurubuti*) are all armed with spears, bow, light armour and barding.

Special Rules: Models in a unit can have different weapon combinations. Archers in the second rank may shoot at full effect as long as the unit does not move.

INFANTRY

HEAVY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Assyrian	4	3	3	3	3	1	3	1	8	14

Equipment: Half the unit may have swords, light armour and bows, the other half may have swords, light armour, thrusting spears and shields. Spearmen may have large shields (+1 pt).

Special Rules: Models in a unit can have different weapon combinations. Archers in the second rank may shoot at full effect as long as the unit does not move. The unit is *stubborn*.

SIEGE TROOPS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Siege Troop	4	3	3	3	3	1	3	1	7	9

Equipment: Armed with a sword and light armour. Archers armed with bow and shield bearers armed with large shields. A unit includes equal numbers of both types. Shield bearers may swap shields for pavises (+1 pt).

Special Rules: Models in a unit can have different weapon combinations. Archers in the second rank may shoot at full effect as long as the unit does not move. If shield bearers swap their shields for pavises use the rules for *Spara* from the Achaemenid Persians list.

ARMOURED ARCHERS & SLINGERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Armoured Archer/Slinger	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a sword and light armour. Archers can have bows (+2 pts). Slingers can have slings (+1 pt). A unit may contain archers and slingers in equal proportions or have separate units that are entirely archers or entirely slingers.

Special Rules: Models in a unit can have different weapon combinations. Armoured slingers in the second rank may shoot at full effect as long as the unit does not move. Slingers may fire even if not in skirmish formation.

AUXILIARIES

ARAMAEANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Aramaean	5	3	3	3	3	1	3	1	5	6

Equipment: Half the unit has swords, thrusting spear and shields. The other half have swords and bows.

Special Rules: Subject to Warband psychology. Models in a unit can have different weapon combinations. Archers in the second rank may shoot at full effect as long as the unit does not move.

URARTIANS, NEO-HITTITES, PHRYGIANS & MANNAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Urtartian etc	5	3	3	3	3	1	3	1	5	6

Equipment: Armed with a sword, thrusting spear and shield.

Special Rule: Subject to Warband psychology.

TRIBAL SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and sling. May have short bows instead of slings. May have javelins and bucklers instead of sling or bow.

Special Rule: *Skirmishers.*

ALLIES & MERCENARIES

0-1 UNIT OF CIMMERIANS OR SCYTHIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cimmerian	8	3	3	3	3	1	3	1	5	16

Equipment: Armed with a sword and bow.

Special Rule: *Light Cavalry.*

0-1 UNIT OF ARAB CAMEL RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arab Camelry	8	2	3	3	3	2	3	2	5	16

Equipment: Each camel has two riders armed with short bows.

Special Rule: Camels cause *fear* in cavalry and chariots.

THE ACHAEMENID PERSIANS

"If we crush the Athenians and their neighbours in the Peloponnese, we shall so extend the empire of Persia that its boundaries will be God's own sky, so that the sun will not look down upon any land beyond the boundaries of what is our own."

King Xerxes of Persia, 480 BC

This army list is designed to help you create an Achaemenid Persian wargames army. The Achaemenid Empire was founded by the great Persian king Cyrus, five and a half centuries before the birth of Christ. At its height it was the largest empire the world had ever seen, stretching from Egypt in the south, India in the east, and up to the Black Sea to the north. Its armies were large and varied, comprising of Persians and myriad levy contingents from conquered races within the empire.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Persian Troops: Up to three quarters of the points value of the army.

Levies & Mercenaries: At least a quarter of the points value of the army.

Special Troops: Up to a quarter of the points value of the army. May only have one bolt thrower or war wagon per 500 points in the army. May only have one elephant per 1,000 points (eg, in a 1,000 point army you could have 0-2 bolt throwers or war wagon & 0-1 elephants).

SPECIAL RULES

SPARA

Infantry units in the Persian army may be equipped with large shields called *spara*. These were stood up to form a barrier in the same way as medieval pavises. The following rules apply to them:

- Spara bearers count as having a shield unless the spara is set up.
- A spara may be set up instead of the bearer moving.
- As long as the spara is set up then the unit counts as being behind hard cover to its front against missile fire, and behind a defended obstacle if attacked by opponents to their front in hand-to-hand combat.
- The spara barrier is knocked down if the unit moves or if the unit loses a round of combat.



CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	L	Pts
General	4	3	5	3	3	3	5	2	9	128
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a hand weapon and bow. May have light armour (+3 pts), thrusting spear (+1 pt), javelins (+2 pts). May ride in a light chariot (bought at an additional cost from this list) or be on a Warhorse (+4 pts). If on a Warhorse, the Warhorse may have barding (+4 pts).

Special Rule: *Army General.*

0-1 ARMY STANDARD

	M	WS	BS	S	T	W	I	A	L	Pts
Std on foot	4	3	4	3	3	2	5	2	9	65
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a hand weapon. May have light armour (+3 pts). May ride in a light chariot (bought at an additional cost from this list) or be on a Warhorse (+4 pts). If on a Warhorse, the Warhorse may have barding (+4 pts).

Special Rule: *Army Standard.*

PERSIAN TROOPS

PERSIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard Cavalry	8	4	4	3	3	1	4	1	8	22
Persian Cavalry	8	3	4	3	3	1	4	1	8	18

Equipment: Armed with hand weapons and javelins. May have light armour (+3 pts), shield (+2 pts), thrusting spear (+2 pts), bow (+3 pts), barding (+4 pts).

Special Rules: Every *second* unit may be Guard Cavalry. Guards and units with barding count rank bonus of up to +1 when charging. Guards are *stubborn*.

PERSIAN INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Immortal/Guard	4	4	4	3	3	1	4	1	8	10
Persian Infantry	4	3	3	3	3	1	3	1	7	5

Equipment: Armed with hand weapons. May have thrusting spear (+1 pt), bow (+2 pts), shield (+1 pt), light armour (+2 pts). Shields may be replaced with spara (+1 pt).

Special Rules: Models in unit can have different weapon combinations. Archers in second rank may shoot at full effect as long as the unit doesn't move. Immortals/Guard are *stubborn*.

LEVIES & MERCENARIES

IMPORTANT: All levies & mercenaries are subject to fear against all enemy units they don't outnumber by at least 2 to 1.

SHOCK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bactrian/Noble	8	4	4	3	3	1	4	1	8	17
Shock Cavalry	8	3	3	3	3	1	3	1	5	13

Equipment: Armed with hand weapons and javelins. May have light armour (+1 pt), shield (+1 pt), thrusting spear (+1 pt), bow (+2 pts), barding (+2 pts).

Special Rule: Bactrians/Nobles, and units with barding count rank bonus of up to +1 when charging.

SKIRMISH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scythians/Dahae	8	2	4	3	3	1	3	1	7	17
Skirmish Cavalry	8	2	3	3	3	1	3	1	5	13

Equipment: Skirmish cavalry are armed with a knife and javelins. May have bow (+2 pts), shield (+1 pt).

Special Rules: *Skirmishers. Partbian Shot:* The unit may make a normal move straight after shooting. This is only allowed in the shooting phase, is not a charge reaction, and the unit may not march. Scythians/Dahae must be armed with bows.

LEVY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy Infantry	4	2	3	3	3	1	3	1	5	3

Equipment: Armed with hand weapons. May have thrusting spear (+1 pt), bow (+2 pts), shield (+1 pt), light armour (+2 pts). Shields may be replaced with spara (+1/2 pt) per model.

Special Rules: Models in unit may be armed with different weapon combinations. Archers in the second rank may shoot at full effect as long as unit doesn't move.

LIGHT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Marine	4	2	3	3	3	1	3	1	7	6
Light Infantry	4	2	3	3	3	1	3	1	5	5
Skirmisher	5	2	3	3	3	1	3	1	5	5

Equipment: Armed with javelins and shield, or bow. Marines and light infantry can have thrusting spears (+1 pt), or double-handed weapons (+1 pt). Skirmishers may use slings at no extra cost.

Special Rules: Marines and light infantry are, erm, *Light Infantry*. Skirmishers are *skirmishers*!

SPECIAL TROOPS

CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Chariot	8	3	3	3	4	1	4	2	7	33
Scythed Chariot	7	3	3	5	4	1	3	1	7	75
Heavy Chariot	6	4	4	4	4	2	4	4	7	56
War Wagon	5	3	4	3	4	4	6	6	7	150

Equipment: All Persian chariot crewmen count as having light armour and are armed with a bow.

Special Rules: *Chariots.* War wagons are pulled by oxen and so do not cause impact hits when they charge. They charge at normal speed (ie, oxen can't be told to giddy-up!).

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Indian Elephant	6	4	0	7	6	6	3	4	4	166
Mahout	4	2	2	3	3	1	3	1	7	-
Two Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an armed mahout and two crew armed with javelins or bows.

Special Rule: *Elephants.*

BOLT THROWER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bolt Thrower	-	-	-	-	6	2	-	-	-	50
Crew	4	2	3	3	3	1	3	1	7	free

Equipment: Crew armed with hand weapons. May have light armour (+2 pts).

Special Rule: *Bolt thrower:* Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit.

ANCIENT GREEK

"The man who can most truly be accounted brave is he who best knows the meaning of what is sweet in life and what is terrible, and then goes out undeterred to meet what is to come."

Pericles, funeral oration to the Athenian dead, 431 BC

This army list is designed to help you create an Ancient Greek wargames army for Warhammer Ancient Battles. The list is intended to cover the Hoplite armies of the Greek city states such as Athens, Thebes and Sparta. These armies of citizen warriors defied the mighty Persian Empire and then later fought the self-destructive Peloponnesian wars, until finally succumbing to the all conquering armies of Philip of Macedon and his son Alexander the Great.

ARMY COMPOSITION

Characters: The army may have a General.

Cavalry: Up to a quarter of the points value of the army.

Phalanx: At least half of the points value of the army.

Light Infantry: Up to a quarter of the points value of the army.

SPECIAL RULES

THE ORACLES

"It is with the gods' help that wise commanders launch their attack..."

Euripedes

Ancient Greek armies may not have unit standards or Army Standard Bearers. Instead, roll 1D6 per 1,000 points in the army at the start of the battle and the score represents how good the omens were for the battle. Each point rolled may be used to add +1 to a combat resolution score (up to a maximum of +2) *or* re-roll a failed Leadership test once (and only once!). Once a point has been used it is 'spent' and may not be used again during that battle.

PHALANXES

Greek Hoplites fight in a special formation called a *phalanx*. To represent this, as long as they are in a unit of at least 16 models and have a rank bonus of at least +1, then the following special rules apply. As soon as a phalanx is reduced to less than 16 models or loses its rank bonus (including when attacked in the flank or rear) then the following rules no longer apply.

- Cavalry may not charge the front of a phalanx.
- Models in a phalanx may charge and still fight in two ranks.
- All enemy attacks (shooting and hand-to-hand) at the front of a phalanx suffer a -1 to hit modifier.
- The *only* formation change allowed to a phalanx is an 'about face' (ie, a turn through 180°). Phalanxes may wheel, but may not march or charge if they do so. However, they are allowed to 'drift' (or rather 'slide') one inch to the right when they march or charge.





CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	3	4	4	3	5	3	9	157

Equipment: Armed with a hand weapon, large shield and heavy armour. The General may be given a thrusting spear at no additional cost.

Special Rules: *Army General.* The General must lead (and may not leave) a Hoplite phalanx.

CAVALRY

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thebes/Thessaly	6	4	4	3	3	1	4	1	8	19
Greek Cavalry	6	3	3	3	3	1	3	1	7	14

Equipment: Armed with a hand weapon and javelins. May replace javelins with thrusting spear (+1 pt). May have heavy armour (+3 pts).

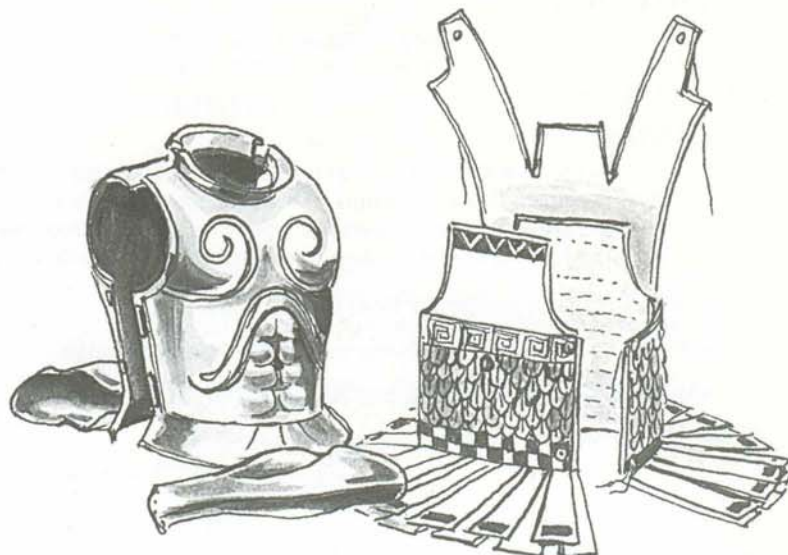
Special Rule: Every *second unit* purchased may be Theban or Thessalian.

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thessaly/Thrace	6	3	4	3	3	1	3	1	7	16
Greek Cavalry	6	2	3	3	3	1	3	1	5	11

Equipment: Armed with a hand weapon and javelins.

Special Rules: *Skirmishers.* Every *second unit* purchased may be Thessalian or Thracian.



PHALANX

HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spartan	4	4	3	3	4	1	3	1	8	22
Hoplite	4	3	3	3	3	1	3	1	7	10

Equipment: Armed with a hand weapon, thrusting spear, and large shield. May have light armour (+2 pts), or heavy armour (+3 pts).

Special Rules: Up to one unit may be upgraded to a Sacred Band at a cost of +5 pts per model. The Sacred Band must have less models than any other Hoplite unit in the army. It is immune to psychology and will never break. Spartans are *drilled* and *stubborn* (and the Toughness of 4 is not a typo!). All units fight in phalanx formation.

LIGHT INFANTRY

PELASTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	5	3	3	3	3	1	3	1	7	9
Peltast	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon, javelins and shield. May have a thrusting spear (+1 pt). Thracians are armed with a *rhompabia* (counts as a halberd), javelins and shields.

Special Rule: *Light Infantry.*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Cretan	5	2	4	3	3	1	3	1	7	6
Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and javelin. Every *second unit* purchased may replace javelins with sling or short bow (at no additional cost), or a bow (+1 pt). Any model may be given a shield (+1 pt). Cretans must be armed with bows.

Special Rule: *Skirmishers.*

ALEXANDER & HIS SUCCESSORS

"Stand firm; for well you know that hardship and danger are the price of glory, and that sweet is the savour of a life of courage and deathless renown beyond the grave."

Alexander the Great

Of all the great generals of antiquity, Alexander is probably the most famous. For more than a decade he led his army on a march of conquest unequalled by any other commander before or since. His army was a combined arms force, mixing pike-armed heavy infantry, excellent heavy cavalry (including the famous Companion royal bodyguard), and professional light cavalry and infantry into an unbeatable force. Following Alexander's death the empire he had carved out fell apart when the generals he had welded together into a unified force fell out with each other. These 'Successors' fought many wars against each other and their foes, using armies evolved from those Alexander had used to construct his empire. However, although highly competent, the Successor generals lacked Alexander's genius, and in time their kingdoms were all overwhelmed by the emerging military power of Rome.

ARMY COMPOSITION

Characters: The army may have a General and Army Standard Bearer.

Cavalry: Up to half of the points value of the army.

Infantry: At least a quarter of the points value of the army.

Special Troops & Allies: Up to half of the points value of the army. May only have one artillery piece or scythed chariot per 500 points in the army. May only have one elephant per 1,000 points, (eg, in a 1,000 point army you could have 0-2 artillery pieces/scythed chariots and 0-1 elephants).

SPECIAL RULES

WEDGE FORMATION

Many of the cavalry units in Alexander's army fought in 'arrowhead' or 'rhomboid' wedge formations that were highly manoeuvrable and effective in close combat. To represent this, shock cavalry units drawn from the army list that have between five and ten models may fight in a wedge formation. A wedge has one model in the first rank, two in the second, etc. While in wedge formation the following rules apply:

- The unit's front, flank and rear arcs are based on the models in the rear rank of the unit.
- As long as at least one model in the unit is in contact with the enemy, then all models in the unit may fight, even if they are not in base contact with the enemy. However, for every two unengaged models in the wedge that this allows to fight, one enemy model in the unit touching the wedge, but not in base contact, may fight. This rule represents the wedge 'punching' into the enemy formation and turning the combat into a swirling melee. This applies even if the wedge is charged or attacked to the front or rear, it being assumed that the wedge would counter-charge to some extent.

THE STAFF SLING

The staff sling consisted of a large sling attached to the end of a stout staff. It could throw larger missiles over greater distances compared to a normal sling, although its rate of fire was not nearly as high. In game terms it is treated as being identical to a crossbow.

PHALANXES

Alexander's pikemen fought in a special formation called a phalanx. To represent this, as long as they are in a unit of at least 16 models and have a rank bonus of at least +1, then the following special rules apply, in addition to the special rules that already apply to pikes. As soon as a phalanx is reduced to less than 16 models or loses its rank bonus (including when attacked in the flank or rear) then the following rules no longer apply:

- Cavalry may not charge the front of a phalanx.
- Models in a phalanx may charge and still fight in two ranks.
- All enemy attacks (shooting and hand-to-hand) at the front of a phalanx suffer a -1 to hit modifier.

CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	6	4	4	3	6	3	9	175
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword. May have light armour (+3 pts), heavy armour (+4 pts), shield or buckler (+1 pt), large shield (+2 pts), spear (+2 pts), pike or kontos (+3 pts). May ride a Warhorse (+4 pts) or an elephant purchased at the additional cost from the Special Troops section of this army list. The Warhorse may have barding (+4 pts).

Special Rule: *Army General*.

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	4	2	4	2	8	80
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword. May have light armour (+3 pts), heavy armour (+4 pts), shield or buckler (+1 pt), large shield (+2 pts). May ride a Warhorse (+4 pts). The Warhorse may have barding (+4 pts).

Special Rule: *Army Standard Bearer*.

CAVALRY

SHOCK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Royal Guard	8	4	4	3	3	1	4	1	9	28
Shock Cavalry	8	4	4	3	3	1	3	1	8	25

Equipment: Armed with a sword and kontos. May replace kontos with throwing spear and javelins (+1 pt). May have light armour (+3 pts), shield (+2 pts), barding (+4 pts). Cavalry with barding may have heavy armour (+4 pts).

Special Rules: May fight in Wedge formation. Royal Guard are *stubborn*.

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elite Light Cavalry	8	4	4	3	3	1	4	1	8	24
Light Cavalry	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with swords, javelins, and shield. May have throwing spear (+1 pt). May replace javelins with kontos or bow (+1 pt).

Special Rules: *Light Cavalry*. Every second unit may be *elite*.

INFANTRY

PHALANX INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Royal Guard	4	4	4	3	3	1	3	1	9	20
Veteran	4	3	3	3	3	1	3	1	8	15
Regular	4	3	3	3	3	1	3	1	7	10
Levy	4	2	2	3	3	1	2	1	5	5

Equipment: Armed with sword, pike, light armour and shield. May replace light armour with heavy armour (+1 pt).

Special Rules: May fight in phalanx formation (see opposite). Royal Guard may not be taken if army includes unit of Hypaspists (see Light Infantry entry). Royal Guard and veterans are *stubborn*.

LIGHT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Hypaspist	5	4	4	3	3	1	3	1	9	14
0-1 Thracian	5	3	3	3	3	1	3	1	7	9
Peltast	5	3	3	3	3	1	3	1	7	7
Levy	4	2	2	3	3	1	2	1	5	4

Equipment: Armed with a hand weapon, javelins and shield. May have thrusting spear (+1 pt). Thracians have a *rhomphaia* (counts as a halberd).

Special Rule: *Light Infantry*.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	5	2	3	3	3	1	3	1	7	5
Skirmisher	5	2	3	3	3	1	3	1	5	4
Levy	4	2	2	3	3	1	2	1	3	3

Equipment: Armed with a hand weapon and javelin. Every second unit purchased may replace javelins with sling or short bow (at no additional cost), or a bow (+1 pt). Any model may be given a shield (+1 pt). One unit may be given staff slings or crossbows (+2 pts).

Special Rule: *Skirmishers*.

SPECIAL TROOPS & ALLIES

SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Scythed Chariot	7	3	3	5	4	1	3	1	7	75

Equipment: Driver armed with a dagger and has heavy armour.

Special Rule: *Scythed Chariot*.

ELEPHANTS

	M	WS	BS	S	T	W	I	A	L	Pts
Indian Elephant	6	4	0	7	6	6	3	4	4	150
African Elephant	6	4	0	6	6	5	3	4	4	125
Mahout	4	2	2	3	3	1	3	1	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed mahout and up to three crew armed with javelins or bows at +8 pts per crewman. Any crew may have light armour (+2 pts), pike (+1 pt) or shield (+1 pt). Elephant may have barding (+16 pts).

Special Rules: *Elephants*. All elephants must be either African or Indian. You cannot mix both types in the same army.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bolt Thrower	-	-	-	-	6	2	-	-	-	50
Stone Thrower	-	-	-	-	7	3	-	-	-	75
Crew	4	3	3	3	3	1	3	1	7	free

Equipment: Each machine has a crew of two to three men armed with swords. May have light armour (+2 pts per crewman).

Special Rules: No more than one artillery piece per infantry unit in the army.

Bolt Thrower: Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit.

Stone Thrower: Range = 48", Strength = 7, no save, D3 wounds per hit.

ALLIES

Allied units can be taken from the Barbarian, Persian, Indian, Cataphract and Ancient Greek army lists.

ANCIENT INDIAN

"It was said that the kings of the Indians were waiting for Alexander's attack with an army of eighty thousand cavalry, two hundred thousand infantry, eight thousand chariots and six thousand fighting elephants, and this report was no exaggeration!"

Plutarch, The Age of Alexander

This army list is designed to help you create an Ancient Indian army for Warhammer Ancient Battles. The list is intended primarily to allow players to recreate the Indian armies that fought against Alexander the Great and his Successors, but it can cover any of the armies of the more northerly Indian kingdoms over the period from 500 BC to 500 AD which include the Mauryan, Gupta and Kushan Dynasties and the Bactrian Greek kingdom. Indian armies relied heavily upon elephants and chariots, backed up by infantry armed with large double-handed swords and bows. Cavalry was used, but the poor quality of the horses meant that it was not a terribly effective element of the army. Indian warriors were brave and able fighters, and were often employed as mercenaries.

ARMY COMPOSITION

Characters: The army must have a General and may have an Army Standard Bearer.

Elephants, Chariots & Cavalry: Up to half of the points value of the army.

Infantry: At least a quarter of the points value of the army.

Allies & Mercenaries: Up to a quarter of the points value of the army. May only have one elephant per 500 points, (eg, in a 1,000 point army you could have 0-2 elephants).

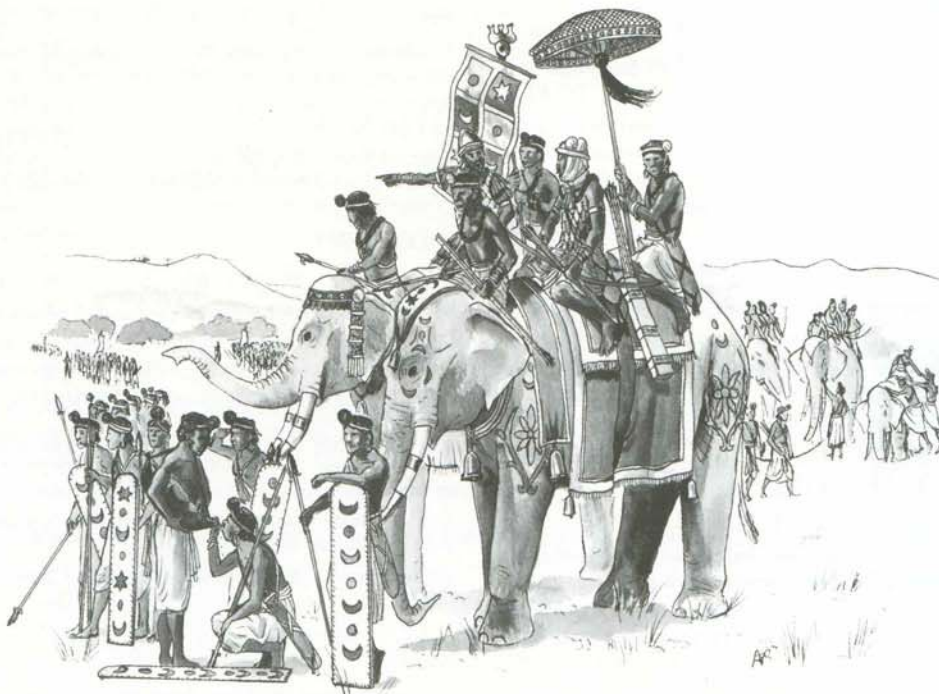
SPECIAL RULES

'Used To' Elephants

All troops in an Indian army are 'used to' elephants. This means that Indian infantry do not *fear* elephants at all, while Indian cavalry and chariots only *fear* them rather than being *terrified* of them.

Indian Longbow

Some Indian warriors used a bow that was 5-6 feet in length. There is much debate as to how effective this weapon was, some believe that it was as powerful as the later English longbow, while others feel this cannot be the case. I've assumed, for the purposes of this list, that the Indian bow was as powerful as a longbow, and so all references are to longbows in the army list that follow. However, if you disagree (and there is no reason that you shouldn't as nobody actually knows for sure), then you can downgrade all the longbows to bows at a cost of -1 point per model.



CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army General	4	6	6	4	4	3	6	4	7	140

Equipment: Armed with a hand weapon. May have shield (+2 pts), light armour (+3 pts), longbow (+3 pts), javelins (+2 pts). May be mounted on a horse (free, increase Movement to 8"), or in a light chariot, heavy chariot or on an elephant (bought at additional points cost from the list below). General on horse may have a thrusting spear (+2 pts) and horse barding (+4 pts).

Special Rule: *Army General*.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	5	5	4	4	2	5	3	6	88

Equipment: Armed with a hand weapon and light armour. May have a shield (+2 pts), light armour (+3 pts), longbow (+2 pts), javelins (+2 pts). May be mounted on a horse (free, increase Movement to 8"), or in a light chariot, heavy chariot or on an elephant (bought at additional points cost from the list below). A Standard Bearer on a horse may have a thrusting spear (+2 pts) and horse barding (+4 pts).

Special Rule: *Army Standard Bearer*.

ELEPHANTS, CHARIOTS & CAVALRY

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Indian Elephant	6	4	0	7	6	6	3	4	4	182
Mahout	4	2	2	3	3	1	3	1	6	-
Crew	4	4	4	3	3	1	4	1	6	-

Equipment: Elephants have an unarmed mahout and two crew armed with hand weapon, longbow, javelins, light armour & shield. May have one additional crewman armed with hand weapon, javelin & shield or longbow (+16 pts). Elephant may have barding (+16 pts).

Special Rule: *Elephant*.

CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Chariot	8	4	4	3	4	1	4	2	6	40
Heavy Chariot	6	4	4	4	4	2	4	6	6	75

Equipment: Light chariot has two crewmen armed with a hand weapon, longbow, javelins, light armour and shield riding in a two-horse light chariot with driver. Heavy chariot has four crewmen armed with a hand weapon, longbow, javelins, light armour and shield riding in a four-horse heavy chariot with two drivers.

Special Rule: *Chariots*.

INDIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	6	3	3	3	3	1	3	1	5	15

Equipment: Armed with a sword, throwing spear and shield. May have light armour (+3 pts), barding (+4 pts). May replace throwing spear with thrusting spear (free) or kontos (+1 pt).

Special Rule: Subject to Warband rule 1 (see page 53 of the Warhammer Ancient Battles rulebook).

INFANTRY

O-1 MAIDEN GUARDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Maiden Guard	4	4	4	3	3	1	4	1	6	14

Equipment: Armed with a sword, light armour & buckler.

Special Rule: *Stubborn*. Subject to Warband rule 1 (see page 53 of the Warhammer Ancient Battles rulebook).

Longbowmen

	M	WS	BS	S	T	W	I	A	Ld	Pts
Longbowman	4	3	3	3	3	1	3	1	5	8
Militia	4	2	2	3	3	1	3	1	3	4

Equipment: Armed with a double-handed sword and longbow. May have light armour (+2 pts).

Special Rule: Subject to Warband rule 1.

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	3	3	3	3	1	3	1	5	7
Militia	4	2	2	3	3	1	3	1	3	4

Equipment: Armed with a double-handed sword & large shield. May have javelins (+1 pt), light armour (+2 pts).

Special Rule: Subject to Warband rule 1.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	5	5

Equipment: Armed with a sword & longbow or sword, javelins & shield or sword & sling. Archers and javelin men may upgrade sword to double-handed sword (+2 pts).

Special Rule: *Skirmishers*. Subject to Warband rule 1.

ALLIES & MERCENARIES

Indian armies may have allies drawn from the Cataphract and Ancient Greek army lists, representing Scythian mercenaries and Bactrian Greek allies respectively.

REPUBLICAN ROMANS

"Keep this fact before your eyes; that if you overcome the enemy not only will you be the complete masters of Africa, but you will win for yourselves and for Rome the unchallenged leadership and sovereignty of the rest of the world."

Scipio Africanus, speech before the Battle of Zama, 202 BC

This army list is designed to help you create a Republican Roman army for Warhammer Ancient Battles. The list represents the armies based on the citizen legionaries that served from around 400 BC who replaced the class based military system of the Etruscan and Roman kingdoms and the early Roman Republic. The citizen legionaries continued to exist up until about 100 BC, when Gaius Marius enlisted large numbers of propertyless men and created the professional legions that would serve the later Republic and Imperial Rome. During this period, the ever expanding Republic fought its Latin and Italian neighbours, Celtic tribes in northern Italy and Gaul, Iberian tribes in Spain, Greeks in Sicily, Illyrians in the Balkans, and the Macedonian armies of Pyrrhus of Epirus and other successor rulers. But Rome's greatest wars were fought for dominion of the western Mediterranean against her most powerful and tenacious competitor, the Punic empire of Carthage.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Infantry: At least half of the points value of the army.

Auxiliaries: Up to half of the points value of the army.

Special Units: Up to a quarter of the points value of the army.

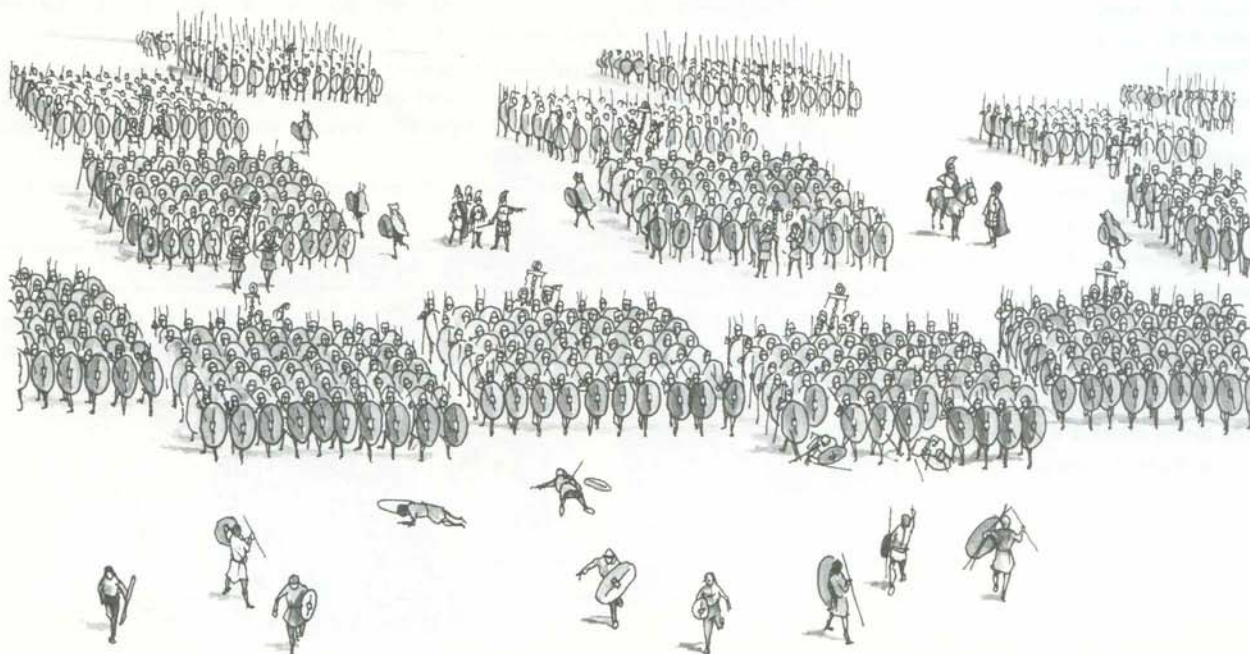
SPECIAL RULES

MANIPULAR FORMATION

This formation consisted of a Republican Roman legion deployed in ten cohorts, each consisting of a manipule of hastati, principes, and triarii. The maniples were deployed in three lines in a checker board formation. This provided replacements for tired maniples in the battle line by fresh ones from the subsequent lines. The following special rule represents the advantages of this formation and will permit a tired, engaged unit to be replaced in combat by a fresh unit. A unit of Roman hastati, principes, or triarii may switch places with another hastati or principes unit that is:

- a) within 4"
- b) in its front arc.

The two units swap position, this counts as their move for the turn. If the front line unit was engaged in combat, then the unit replacing it counts as charging. Note that other units may not swap places with triarii.



CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	L	Pts
General	4	5	5	4	3	3	6	2	9	142
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts), large shield (+3 pts). May ride a Warhorse (+4 pts).

Special Rules: *Army General* and *drilled*.

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	L	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	77
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts), large shield (+3 pts). May ride a Warhorse (+4 pts).

Special Rules: *Army Standard Bearer* and *drilled*.

INFANTRY

LEGIONARIES

	M	WS	BS	S	T	W	I	A	L	Pts
Hastati	4	3	3	3	3	1	3	1	7	11
Principe	4	3	3	3	3	1	3	1	7	10
Triarii	4	3	3	3	3	1	3	1	7	15

Equipment: Hastati have a large shield, pilum and sword. Principes have a large shield, thrusting spear and sword. Triarii have a large shield, thrusting spear, sword and light armour. Hastati may have light armour (+2 pts). Principes may have light armour (+2 pts) and a pilum (+1 pt) instead of a thrusting spear.

Special Rules: *Drilled*. Triarii are *stubborn*.

AUXILIARIES

ROMAN AND ITALIAN CAVALRY

	M	WS	BS	S	T	W	I	A	L	Pts
Cavalry	6	3	3	3	3	1	3	1	7	15

Equipment: Armed with a throwing spear, sword and shield. May have light armour (+2 pts), javelins (+1 pt).

ITALIAN SPEARMEN

	M	WS	BS	S	T	W	I	A	L	Pts
Italian	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with a throwing spear, sword and shield. May have light armour (+2 pts), large shield (+1 pt).

Special Rule: *Light Infantry*.

LIGHT INFANTRY

	M	WS	BS	S	T	W	I	A	L	Pts
Levy	5	2	3	3	3	1	3	1	5	5
Velite	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with a throwing spear and sword. May have shield (+1 pt), javelins (+1 pt).

Special Rule: *Skirmishers*.

SPECIAL UNITS

Up to a quarter of the points value of the army can be spent on special units. In addition to this limit, an army may not have more units of special troops than it has units of infantry and auxiliaries. For example, if your army has two infantry units and a single auxiliary unit, then it may not have more than three units of special troops.

NUMIDIANS: Republican Roman armies were sometimes supplemented with Numidian tribesmen. Any number of units of Barbarian Light Cavalry, Warriors (but not Fanatic Warriors), and Skirmishers may be purchased from the Barbarian army list in the Warhammer Ancient Battles book. These are all subject to the special rules for Warbands.

CELTS: Rome sometimes employed Celtic tribesmen from Gaul and Spain as mercenaries. Any number of units of Barbarian Noble Cavalry or Warriors (but not Fanatic Warriors) may be purchased from the Barbarian army list in the Warhammer Ancient Battles book. These are all subject to the special rules for Warbands.

GREEKS: Rome occasionally used Greek mercenaries. Any number of units of Peltasts and Skirmishers may be purchased from the Ancient Greek army list in this book.

SPANISH CAVALRY

	M	WS	BS	S	T	W	I	A	L	Pts
Cavalry	8	3	3	3	3	1	3	1	7	17

Equipment: *Light Cavalry*. Armed with a throwing spear and sword. May have buckler (+1 pt) or shield (+1 pt), javelins (+1 pt) and light armour (+1 pt).

SPANISH INFANTRY

	M	WS	BS	S	T	W	I	A	L	Pts
Caetrati	5	3	3	3	3	1	3	1	7	6
Scutarii	5	3	3	3	3	1	3	1	7	6

Equipment: Armed with a throwing spear, sword and buckler. Caetrati may have light armour (+2 pts) and javelins (+1 pt). Scutarii should have a shield (free) instead of the buckler, they may have javelins (+1 pt) and they may also have a heavy throwing spear (+1 pt) instead of a throwing spear. Caetrati are *skirmishers*. Scutarii are *Light Infantry*.



CARTHAGINIAN

"We have accomplished nothing 'til we have stormed the gates of Rome, till our Carthaginian standard is set in the city's heart."

Hannibal, 218 BC

This army list is designed to help you create a Carthaginian army for Warhammer Ancient Battles. In the late ninth century BC, Phoenician traders and explorers founded the cities that formed the basis of the Carthaginian Empire, at the western end of the Mediterranean sea: on the north African coast, in Spain, and in Sicily. As the empire grew, Carthage came into conflict with Greek colonies in Sicily, native tribes in Spain, the Ptolemaic kingdom of Egypt, and ultimately, the Roman Republic. The Carthaginian army was a conglomeration of Carthaginian (also known as Punic) citizens and African levy infantry, supplemented by large numbers of mercenaries from Libya, Spain, Gaul, and other lands. Carthage's competition with Rome for dominance in the Mediterranean resulted in three major conflicts, known as the Punic Wars, which ended in the total obliteration of Carthage in 146 BC.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Cavalry: Up to a quarter of the points value of the army.

Infantry: At least a quarter of the points value of the army.

Allies & Mercenaries: Up to half of the points value of the army.

Special Units: Up to a quarter of the points value of the army. May only have one elephant per 1,000 points, (eg, in a 1,000 point army you could have 0-1 elephants).

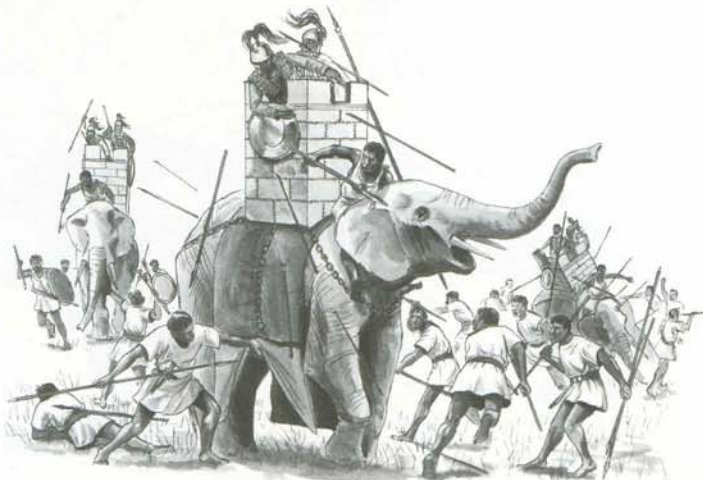
SPECIAL RULES

PHALANX

Punic citizens and African infantry fight in a special formation called a *phalanx* (see the special rule in the Ancient Greek army list). However, unlike the Ancient Greeks, Carthaginian infantry may have unit standards, as well as an Army Standard Bearer; the Ancient Greek special rule for *Oracles* does not apply.

ALLIES & MERCENARIES

Carthage often allied with Numidian kings, as well as Spanish chieftains; sometimes though these 'allies' were less than enthusiastic in risking their future existence in the wars against Rome. Moreover, Carthage experienced several mercenary revolts, and Carthaginian generals often used their mercenaries to make first contact with the enemy, expending them in the initial clash of a battle. Although mercenaries in the armies of Carthage were usually very reliable on the battlefield, this rule offers a slight degree of unreliability to make command of the force more challenging for the player. The first time a Carthaginian player wishes to move, charge or shoot with each allied or mercenary unit, a D6 must be rolled. On a roll of 1, the unit must remain stationary and may not shoot, but may defend itself if attacked in close combat, including shooting against a charging unit. On a 2-6, it may act as the player wishes. Once a unit has successfully moved or shot, it no longer needs to take this test, and may be moved normally. Even a unit subject to Warband psychology tests (such as Celtic mercenaries) must first pass this special test to move or charge.



CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	L	Pts
General	4	5	5	4	3	3	6	2	9	140
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts), large shield (+3 pts). May ride a Warhorse (+4 pts).

Special Rule: *Army General*.

ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	L	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	75
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts), large shield (+3 pts). May ride a Warhorse (+4 pts).

Special Rule: *Army Standard Bearer*.

CAVALRY

PUNIC HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	L	Pts
Cavalry	8	3	3	3	3	1	3	1	7	19

Equipment: Armed with a sword, shield, throwing spear and light armour.

INFANTRY

PUNIC HEAVY INFANTRY

	M	WS	BS	S	T	W	I	A	L	Pts
Citizen	4	3	3	3	3	1	3	1	7	8

Equipment: Armed with a sword, thrusting spear and shield. May have light armour (+2 pts) or heavy armour (+3 pts), large shield (+1 pt). May have throwing spear (free) instead of thrusting spear.

Special Rules: *Phalanx*. Alternatively, if all citizens are equipped without armour and have throwing spears, they may be fielded as *Light Infantry*, but may then not use the *Phalanx* rule. This represents a lightening of equipment, and probably abandonment of the phalanx.

AFRICANS

	M	WS	BS	S	T	W	I	A	L	Pts
African	4	3	3	3	3	1	3	1	7	10

Equipment: Armed with a sword, shield, thrusting spear and light armour.

Special Rule: *Phalanx*.

ALLIES & MERCENARIES

NUMIDIANS: Carthaginian armies often included large numbers of Numidian tribesmen, sometimes as allies, sometimes as mercenaries. Any number of units of Barbarian Light Cavalry, Warriors (but not Fanatic Warriors), and Skirmishers may be purchased from the Barbarian army list in the Warhammer Ancient Battles book. These are all subject to the special rules for *Allies & Mercenaries* and Warbands.

CELTS: Carthage often employed large numbers of Celtic tribesmen from Gaul and Spain as mercenaries. Any number of units of Barbarian Noble Cavalry or Warriors (but not Fanatic Warriors) may be purchased from the Barbarian army list in the Warhammer Ancient Battles book. These are all subject to the special rules for *Allies & Mercenaries* and Warbands.

GREEKS: Carthage sometimes used Greek mercenaries, and occasionally allied with the Greek colonies of Sicily. Any number of units of Hoplites (including Spartans, but not Sacred Band) and Skirmishers (except for Cretans) may be purchased from the Ancient Greek army list in this book. Hoplites are subject to the *Phalanx* special rule. Greek units are not subject to the *Oracles* special rule, and they may not have unit standards. They are, though, subject to the special rule for *Allies & Mercenaries*.

SPANISH CAVALRY

	M	WS	BS	S	T	W	I	A	L	Pts
Cavalry	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with a throwing spear and sword. May have buckler (+1 pt) or shield (+1 pt), light armour (+1 pt), and javelins (+1 pt).

Special Rules: *Light Cavalry*. *Allies & Mercenaries*.

SPANISH INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Caetrati	5	3	3	3	3	1	3	1	7	6
Scutarii	5	3	3	3	3	1	3	1	7	6

Equipment: Armed with a sword, throwing spear and buckler. Caetrati may have light armour (+2 pt) and javelins (+2 pt). Scutarii should have a shield (free) instead of a buckler, may have javelins (+1 pt), and may have a heavy throwing spear (+1 pt) instead of a throwing spear.

Special Rules: *Caetrati* are *skirmishers*. *Scutarii* are *Light Infantry*. Both are subject to the *Allies & Mercenaries* special rule.

LIBYAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Libyan	5	2	3	3	3	1	3	1	7	5

Equipment: Armed with javelins, hand weapon and buckler.

Special Rules: *Skirmishers*. Subject to the Carthaginian *Allies & Mercenaries* special rule.

SPECIAL UNITS

AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	0	6	6	5	3	4	4	152
Mahout	4	2	2	3	3	1	3	1	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have unarmed mahout and two crew who are armed with thrusting spear, javelins, hand weapons and light armour.

Special Rule: *Elephant!*

LATE ROMAN

"Having lost all their fears and trampled on the bodies of their foes, our men, still stained with blood righteously shed, gathered by the Emperor's tent, and gave him praise and thanks for his victory."

Ammianus Marcellinus, 354-378 AD

This army list covers the forces of the Roman Empire over the period from the consolidation of power by Emperor Diocletian until the collapse of the Western Roman Empire from about 285AD to 475AD. During this period the familiar heavy infantry of the Roman legion began rapidly surrendering centre stage to new cavalry units, and the army was re-organised into two very different forces: the *limitanei* – low grade static frontier forces, and the *comitatenses* – a better trained and more mobile field force. Initially this policy worked well, but as the fourth century wore on the barbarian pressure on the Roman frontier grew into a migratory flood. Finally, in AD 476, a German mercenary named Odovacar deposed Emperor Romulus Augustus and proclaimed himself the king of Italy. The mighty Roman Empire that had dominated Europe for over 500 years was gone.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Cavalry: Up to three quarters of the points value of the army.

Infantry: Up to three quarters of the points value of the army. May only have one artillery piece per 500 points in the army, (eg, in a 1,000 point army you could have 0-2 artillery pieces).

Barbarian Allies: Up to half of the points value of the army.

SPECIAL RULES

COMBINED FORMATIONS

The Late Roman army mixed bow-armed troops and shock infantry together, generally with the missile troops forming the rear ranks of the unit. To represent this, heavy and auxiliary infantry may be combined with archers to form a single regiment, with the archers making up the rear ranks of the unit. When combined with heavy infantry the archers lose their light infantry status and are treated as normal infantry for the purposes of movement and rank bonuses. Note that any casualties must be taken from the infantry models first, before any are applied to the archers.

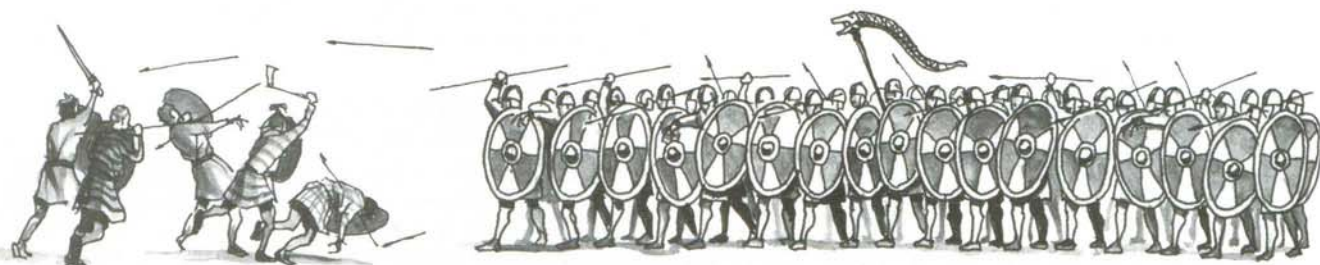
GUARD TROOPS

For the purposes of this list the term 'Guard' is used to pick out any top quality units, no matter where they came from, rather than just being used for units such as the Praetorian Guard. This is because there is a lot of scholarly debate about the quality of troops in the Late Roman army, and the proportion of Guards you include in your army allows you to tailor it to fit which ever argument you agree with.

The Craig Davey Option: Many would argue (Craig Davey among them!) that rather than be better at fighting per se, Guard units should simply be better trained. If you go along with this view, count your Guard units as having the same characteristics as the 'ordinary' troops in their entry in the list (ie, the characteristics on the line below the Guard entry), but count them as being *drilled* and *stubborn*. The points cost of the troops is not changed.

SHIELD WALL

Units of Late Roman heavy infantry may form a shield wall instead of moving. As long as the unit is in a shield wall then all enemy attacks from the front of the unit (shooting and hand-to-hand) suffer a -1 to hit modifier. The unit benefits from the shield wall as long as it doesn't move or lose a round of close combat.





CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	6	4	4	3	6	3	9	175
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword. May have light armour (+3 pts), shield or buckler (+1 pt), large shield (+3 pts). May ride a Warhorse (+4 pts) or a barded Warhorse (+8 pts).

Special Rule: *Army General*.

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Std Bearer	4	4	4	4	4	2	4	2	8	80
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword. May have light armour (+3 pts), shield or buckler (+1 pt), large shield (+3 pts). May ride a Warhorse (+4 pts) or a barded Warhorse (+8 pts).

Special Rule: *Army Standard*.

CAVALRY

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	4	3	3	1	4	1	8	28
Cataphract	5	3	3	3	3	1	3	1	7	22
0-1 Comitense	8	3	3	3	3	1	3	1	7	20

Equipment: Armed with a sword, throwing spear, shield and light armour. Any model may have javelins (+1 pt), darts (+1 pt), short bow (+1 pt). May replace throwing spear with kontos (+1 pt). May replace light armour with heavy armour (+2 pts). Cataphracts have barding and must take kontos (points included above).

Special Rule: Cataphracts use the values for Cataphract cavalry from the Nomadic Hordes army list.

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	4	3	3	1	4	1	8	24
Comitatense	8	3	3	3	3	1	3	1	7	16
Limitanei	8	2	3	3	3	1	3	1	5	12

Equipment: Armed with a sword, javelins, and buckler. May have throwing spear (+2 pts). May replace buckler with shield (+1 pt) or large shield (+3 pts). May replace javelins with kontos (+1 pt) or bow (+2 pts).

Special Rule: *Light Cavalry*.

INFANTRY

HEAVY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	4	3	3	1	3	1	8	12
Comitatense	4	3	3	3	3	1	3	1	7	7
Limitanei	4	2	3	3	3	1	3	1	5	4

Equipment: Armed with a sword, throwing spear and shield. May have light armour (+2 pts), javelins (+1 pt), darts (+1 pt). May replace shield with large shield (+1 pt).

Special Rule: May form a shield wall (see opposite).

LIGHT INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	4	3	3	1	3	1	8	12
Auxiliary	4	3	3	3	3	1	3	1	7	7
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a sword, javelins & shield or bow. If armed with javelins, may also have throwing spears (+1 pt), darts (+1 pt), and may replace shield with large shield (+1 pt). Any model may have light armour (+2 pts).

Special Rules: *Light Infantry*. Archers may be combined with other light or heavy infantry units.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	4	4	4	3	3	1	3	1	8	10
Lancarii	4	3	3	3	3	1	3	1	7	6
Skirmisher	4	2	3	3	3	1	3	1	5	4

Equipment: Armed with a sword and javelins. May have buckler or shield (+1 pt), throwing spear (+1 pt), darts (+1 pt). May replace javelins with sling for free, bow (+1 pt), or crossbow/staff sling (+2 pts, both count as crossbows).

Special Rule: *Skirmishers*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bolt Thrower	-	-	-	-	6	2	-	-	-	50
Stone Thrower	-	-	-	-	7	3	-	-	-	75
Crew	4	3	3	3	3	1	3	1	7	free

Equipment: Each machine has a crew of two to five men armed with swords. The crew may have light armour (+2 pts) per crewman.

Special Rules: *Bolt Thrower*: Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit.

Stone Thrower: Range = 48", Strength = 7, no save, D3 wounds per hit.

BARBARIAN ALLIES

The army included large numbers of barbarian allies and mercenary units. Barbarian allies were known as *numeri*, *symmacharii* or *foederati*, depending on how they were recruited, and may be purchased from the Barbarian and Nomadic Hordes army lists.

CATAPHRACT

"But the Palmyran cavalry pursued them so fiercely, though their ranks were broken, that the outcome was quite contrary to the expectation of the Roman cavalry. For they were pursued by an enemy much superior in strength and therefore most fell."

Zosimus, The New History

This army list is designed to help you create a Parthian, Palmyrene or Sassanid Persian wargames army for Warhammer Ancient Battles. All these armies were enemies of Rome or Byzantium during the period 50 BC to 600 AD and relied on heavily armoured cataphract cavalry supported by horse archers. The destruction of a Roman army at Carrhae in 53 BC by a Parthian army was a precursor to the later dominance of the horse archer on battlefields of the ancient world. Unlike the Nomadic Horde army, which relied primarily on its light cavalry to defeat an enemy, the armies covered by this list used archery to weaken their foe, before delivering the 'knock-out blow' with their heavily armoured cataphract cavalry.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Cavalry: At least a quarter of the points value of the army.

Infantry: Up to half of the points value of the army.

Special Troops: Up to a quarter of the points value of the army. May only have one artillery piece per 500 points in the army. May only have one elephant per 1,000 points, (eg, in a 1,000 point army you could have 0-2 artillery pieces and 0-1 elephants).

SPECIAL RULES

CATAPHRACTS

Cataphracts were used by many armies in the ancient world. They generally appear to have fought in a deep formation, and to have trotted into combat rather than charging. Once in combat, they then engaged their enemy by using their long kontos spears with an over-arm thrusting motion, rather than couching them under-arm as knights did in the Middle Ages. In many ways it is easier to imagine them as a kind of mounted phalanx and to reflect this the following special rules apply to Cataphract cavalry.

- Cataphract cavalry do count their rank bonus, up to a maximum bonus of +3 pts.
- Cataphracts may not march.



CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	3	5	3	3	3	5	2	9	128
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a hand weapon and bow. May have light armour (+3 pts), heavy armour (+4 pts), kontos (+2 pts), javelins (+2 pts). May ride a Warhorse (+4 pts) and the Warhorse may have barding (+4 pts).

Special Rule: *Army General*.

0-1 ARMY STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	3	4	3	3	2	5	2	9	65
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a hand weapon. May have light armour (+3 pts), heavy armour (+4 pts). May ride a Warhorse (+4 pts) and the Warhorse may have barding (+4 pts).

Special Rule: *Army Standard*.

CAVALRY

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	5	4	4	3	3	1	3	1	8	26

Equipment: Armed with a sword, kontos, light armour. Rides barded horses. May have additional hand weapons (+2 pts), javelin/darts (+2 pts), short bow (+2 pts), buckler (+1 pt), shield (+2 pts) and heavy armour (+1 pt).

Special Rule: *Cataphracts*.

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Nomad Horseman	8	3	4	3	3	1	4	1	7	24
Light Cavalry	8	3	3	3	3	1	3	1	7	15

Equipment: Armed with a hand weapon. May have bows (+2 pts), thrusting spears (+2 pts), shields (+2 pts) and javelins (+1 pt). The Light Cavalry may have light armour (+2 pts).

Special Rules: *Light Cavalry*. Nomad horsemen may use the *Feigned Flight*, *Parthian Shot* and *Expert Horsemen* rules from the Nomadic Hordes list.

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	4	4	4	3	3	1	4	1	8	12
Levy Spearman	4	2	3	3	3	1	3	1	5	5
City Militia	4	2	2	3	3	1	2	1	5	3

Weapons/armour: Armed with a hand weapon, thrusting spear and shield. May have large shield (+1 pt). Guard and Levy spearmen may have light armour (+2 pts).

Special Rule: Militia *fear* all enemy troops apart from skirmishers.

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Guard	4	4	4	3	3	1	4	1	8	11
Levy Archer	4	2	3	3	3	1	3	1	5	5

Equipment: Armed with hand weapon and bow.

Special Rule: *Light Infantry*.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	8	2	3	3	3	1	3	1	5	5

Equipment: Armed with javelins & shield, or bow. May replace javelins with sling (at no additional cost).

Special Rule: *Skirmishers*.



SPECIAL TROOPS

0-1 ARAB CAMEL RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camel Rider	6	3	3	3	3	1	3	1	5	15

Equipment: Armed with hand weapon and bow. May have spears (+1 pt), javelins (+1 pt), shields (+1 pt), light armour (+2 pts) and barding (+4 pts).

Special Rule: Cause *fear* in enemy cavalry.

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Indian Elephant	6	4	0	7	6	6	3	4	4	150
Mahout	4	2	2	3	3	1	3	1	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants have an unarmed mahout, and may have up to five crew armed with javelins at a cost of +6 pts per model. The crew may have light armour (+2 pts), thrusting spears or shields (+1 pt).

Special Rule: *Elephants*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bolt Thrower	-	-	-	-	6	2	-	-	-	50
Stone Thrower	-	-	-	-	7	3	-	-	-	75
Crew	4	3	3	3	3	1	3	1	7	free

Equipment: Each machine has a crew of two to five men armed with swords. The crew may have light armour (+2 pts) per crewman.

Special Rules: No more than one artillery piece per infantry unit in army.

Bolt Thrower: Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit.

Stone Thrower: Range = 48", Strength = 7, no save, D3 wounds per hit.



BYZANTINE

"Nikephorus installed himself in the residence of the Prince of the Bulgars, called Krum. But finding there an army of Bulgars left to defend it, he engaged in combat with them and killed them all. Meantime fifty thousand others had come to meet him, and he gave battle and crushed them."

Byzantine Chronicle for the year 811

The Byzantine Empire was based at Constantinople (now Istanbul) and was created following the break-up of the Roman Empire in 395 AD. It survived the fall of the Western Roman Empire in 476 AD and existed for almost another 1,000 years, although it was greatly weakened following its disastrous defeat at the hands of the Seljuq Turks in 1071. This army list is based on the Byzantine army in its heyday from the 7th to 11th centuries AD, when it was arguably the best trained and best equipped military force in the world. During this period its heavy cavalry provided the most potent strike force in the army, but this elite arm was supported by archers and dependable infantry spearmen called *skutatoi*. Byzantine armies during this period were usually very well led, and many of their victories were as much a result of the Byzantine's infamous battlefield cunning and guile as the ability of the troops in the army.

Designer's Note: For the purposes of this list I've based the Byzantine cataphracts more on knights than 'old-fashioned' cataphracts that fought in dense, phalanx-like formations. This is partially because the Byzantines appeared to have favoured a looser, more flexible formation, and because it helps make their army different in battle from the Cataphract and Late Roman lists that appear in this book. If you favour a more traditional style of cataphract I recommend you build the army using the Cataphract or Late Roman army lists instead of this one.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Cavalry: At least a quarter of the points value of the army.

Infantry: Up to three quarters of the points value of the army.

Allies & Mercenaries: Up to a quarter of the points value of the army. May only have one artillery piece per 500 points in the army, (eg, in a 1,000 point army you could have 0-2 artillery pieces).

SPECIAL RULES

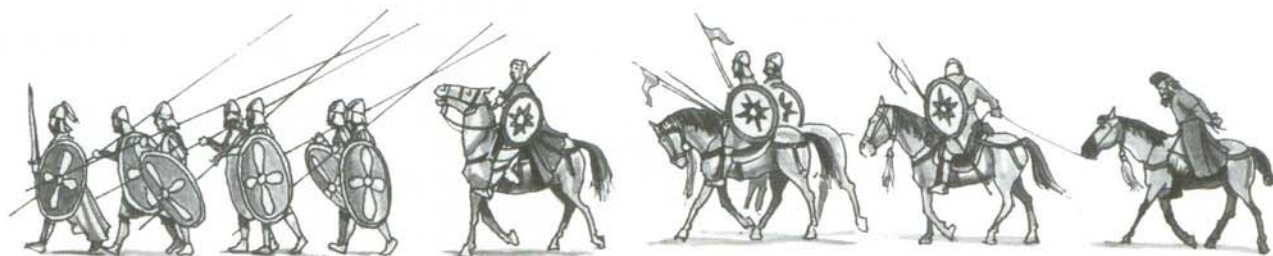
COMBINED FORMATIONS

The Byzantine army mixed shock and missile troops together, generally with the missile troops forming the rear ranks of the unit. To represent this, skutatoi may be combined with archers to form a single regiment, with the archers making up the rear ranks of the unit. When combined with skutatoi the archers lose their light infantry status and are treated as normal infantry for the purposes of movement and rank bonuses. Similarly cataphracts may include bow armed models in the same unit, with the archers making up the rear ranks of the unit. Note that any casualties must be taken against the front rank models first, before any are applied to the archers.

STRATEGICON

Byzantines were masters of tactical ploys, ruses and all kinds of low military cunning. To represent this you can choose one of the following options to use at the start of battle if your army includes a General.

- **Flank March:** Play the Flank Attack scenario, with the Byzantines as the flankers.
- **Hidden Ambush Force:** Pick one unit in your army. This unit is set up in hiding, anywhere on the table that is out of sight from anywhere in your opponent's deployment zone. Write down where it is on a piece of scrap paper. The unit is deployed at the start of your first turn.
- **Scouts:** Your opponent must set up first before you deploy your army.





CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	8	5	5	4	4	3	6	3	9	200
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a hand weapon. May have light armour (+3 pts), heavy armour (+4 pts). May ride a Warhorse (+4 pts) and the Warhorse may have barding (+4 pts).

Special Rule: *Army General*.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	8	4	4	4	3	2	5	2	8	75
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a hand weapon. May have light armour (+3 pts), heavy armour (+4 pts). May ride a Warhorse (+4 pts) and the Warhorse may have barding (+4 pts).

Special Rule: *Army Standard*.

CAVALRY

CATAPHRACTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cataphract	8	4	4	3	3	1	3	1	8	26

Equipment: Armed with sword, kontos & light armour. May have buckler (+1 pt). Any model may have javelins (+2 pts), darts (+2 pts), barding (+4 pts). May replace light armour with heavy armour (+2 pts) and buckler with shield (+1 pt). May replace kontos with lance (+1 pt) or thrusting spear (at no additional cost).

Special Rules: Count rank bonus of +1 when charging. May combine with Cataphract archers (see below).

CATAPHRACT ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	8	4	4	3	3	1	3	1	8	24

Equipment: Armed with bow. May have buckler (+1 pt). Any model may have javelins (+2 pts), darts (+2 pts), barding (+4 pts) and light armour (+3 pts).

Special Rules: Archers may not be taken on their own. They must be combined with Cataphracts.

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Cavalry	8	4	4	3	3	1	3	1	8	23

Equipment: Armed with thrusting spears, javelins & buckler, or bow & buckler. May replace buckler with shield (+2 pts) or large shield (+3 pts). May replace thrusting spear with kontos (+1 pt).

Special Rule: *Light Cavalry*.

INFANTRY

SKUTATOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	4	4	3	3	1	3	1	8	12

Equipment: Armed with sword, thrusting spear, shield. May have light armour (+3 pts), javelins (+2 pts) and darts (+1 pt). May replace shield with large shield (+1 pt).

Special Rules: May form shield wall instead of moving; all enemy attacks from the front are -1 to hit (shooting and hand-to-hand combat).

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	4	3	3	1	3	1	8	10

Equipment: Armed with bow. May have buckler (+1 pt).

Special Rules: *Light Infantry*. May be combined with Skutatoi.

PSILOI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Psiloi	4	3	4	3	3	1	3	1	6	7

Equipment: Armed with javelins or sling, and buckler. May replace javelins/sling with bow (+1 pt), crossbow (+2 pts) or staff sling (+2 pts, counts as crossbow). May replace buckler with shield (+1 pt).

Special Rule: *Skirmishers*.

ALLIES & MERCENARIES

0-1 VARANGIAN GUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Varangian	4	4	3	3	4	1	4	1	9	20

Equipment: Double-handed axe and light armour. May replace axe with rhomphaia (counts as halberd) at no additional points cost. May have shield (+2 pts) and javelins (+1 pt).

Special Rule: *Stubborn*.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bolt Thrower	-	-	-	-	6	2	-	-	-	50
Stone Thrower	-	-	-	-	7	3	-	-	-	75
Crew	4	3	3	3	3	1	3	1	7	free

Equipment: Each machine has a crew of two to five men armed with swords. The crew may have light armour (+2 pts) per crewman.

Special Rules: No more than one artillery piece per Scutatos unit in the army.

Bolt Thrower: Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit.

Stone Thrower: Range = 48", Strength = 7, no save, D3 wounds per hit.

ALLIES & MERCENARIES

May use allied troops from the Cataphract and/or Nomadic Hordes lists.

NOMADIC HORDES

"The greatest pleasure is to vanquish your enemies, to chase them before you, to rob them of their wealth, to see their near and dear bathed in tears, to ride their horses and sleep on the white bellies of their wives and daughters."

Genghis Khan

This army list can be used to build armies based on the forces of Nomadic horse warriors that pushed west and east from the steppes of Asia. For almost 2,000 years these armies proved more than a match for the more 'civilised' armies of the empires that grew up around them. The Scythians (or Saka) were the first of these to appear, and they were followed by many, many others, but most notably by the Huns and Mongols, whose names are still a byword for savagery and brutality to this day. Nomadic Horde armies were made up primarily of horse archers, who would wear down their opponent with constant hit and run attacks, but were not averse to closing and fighting in hand-to-hand combat once their opponent was visibly shaken and confused by the hail of arrows. They were also infamous for using 'feigned flights' from an enemy charge to lure an unwary opponent into an ambush or exposed position. If forced back on the defensive they would either simply ride off, or fall back upon the wagon lagaars that often accompanied their armies.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Cavalry: At least half of the points value of the army.

Special Troops, Allies and Mercenaries: Up to a quarter of the points value of the army. May only have one artillery piece per 1,00 points in the army, (eg, in a 1,000 point army you could have 0-1 artillery pieces).

SPECIAL RULES

SPECIAL DEPLOYMENT

Nomadic horse archers are allowed to make a free march move after both sides have deployed. Note that they may not use this free move to charge at the enemy, and may not shoot any missile weapons after making the move.

EXPERT HORSEMEN

Nomadic cavalry do not suffer the -1 to hit modifier to their shooting if they moved in the same turn. However, this does not allow them to shoot if they charge or make a march move.

PARTHIAN SHOT

Nomadic cavalry make a normal move immediately after shooting. This is only allowed in the shooting phase, is not a charge reaction, and the unit may not march.

FEIGNED FLIGHT

If Nomadic cavalry choose to *flee* or *fire & flee* as a charge reaction, they rally immediately at the end of their move, and may reform facing in any direction. This means that should the charging enemy encounter them, the Nomadic cavalry are not destroyed, and may instead fight in the close combat phase. Their opponents still count as charging.

HIDDEN AMBUSH FORCE

At the start of deployment, the Nomadic Horde player may pick one unit in his army which is set up in hiding, anywhere on the table that is out of sight of anywhere in his opponent's deployment zone. Write down where it is on a piece of scrap paper. The unit is deployed at the start of the Nomadic Horde player's first turn.





CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
Army General	4	6	6	4	4	3	6	4	10	195

Equipment: Armed with a hand weapon and bow. May have light armour (+3 pts), throwing spear (+2 pts), shield (+2 pts). May have a horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rules: *Army General*. If mounted on a horse the General counts as Nomadic cavalry.

0-1 ARMY STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	5	5	4	4	2	5	3	9	95

Equipment: Armed with a hand weapon and bow. May have light armour (+3 pts), throwing spear (+2 pts), shield (+2 pts). May have a horse (free, increases Movement to 8"). The horse may have barding (+4 pts).

Special Rules: *Army Standard*. If mounted on a horse the Standard Bearer counts as Nomadic cavalry.

CAVALRY

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble Cavalry	8	4	4	3	3	1	4	1	8	30

Equipment: Armed with a sword, bow and light armour. May have throwing spear (+2 pts), kontos (+3 pts), shield (+2 pts), barding (+4 pts).

Special Rules: *Light Cavalry*. *Nomad Cavalry*. There must be at least three times as many Nomadic horse archer models in the army as there are Noble cavalry models.

NOMAD HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horse Archer	8	3	4	3	3	1	4	1	7	24

Equipment: Armed with a hand weapon and bow. May have throwing spear (+1 pt), shield (+2 pts).

Special Rules: *Light Cavalry*. *Nomad Cavalry*.

SPECIAL TROOPS, ALLIES & MERCENARIES

HUMAN SHIELDS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Human Shield	3	1	1	1	2	1	1	1	2	1

Equipment: None.

Special Rules: Will not charge. May not have a Leader, Standard or Musician, or be joined by characters. Other units ignore Human Shields for the purposes of Panic tests (eg, for friends broken or wiped out in combat, etc).

0-1 CAMEL RIDERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camel Rider	6	3	3	3	3	1	3	1	5	15

Equipment: Armed with a hand weapon and bow. May have throwing spear (+1 pt), shields (+1 pt), light armour (+2 pts).

Special Rule: Cause *fear* in enemy cavalry.

0-1 WAGON LAAGER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Wagon	-	-	-	-	6	2	-	-	-	50
Defender	4	3	3	3	3	1	3	1	7	free

Equipment: Each wagon has a crew of five defenders armed with hand weapons and javelins. Any number of defender models may have bows (+2 pts).

Wagon Special Rules: All wagons must be set up as a single group with no more than 2" between each wagon, and within 6" of the Nomadic Horde player's table edge. Wagons count as a defended obstacle and provide hard cover for models that occupy them or who are behind them.

Defender Special Rules: *Skirmishers*. All the defenders form a single unit that must remain with the wagons unless they break or flee.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bolt Thrower	-	-	-	-	6	2	-	-	-	50
Stone Thrower	-	-	-	-	7	3	-	-	-	75
Crew	4	3	3	3	3	1	3	1	7	free

Equipment: Each machine has a crew of between two to five men armed with swords. The crew may have light armour (+2 pts) per crewman.

Special Rules: *Bolt Thrower*: Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit.

Stone Thrower: Range = 48", Strength = 7, no save, D3 wounds per hit.

ALLIES

A Nomadic Hordes army may have allies drawn from one of the following lists: Barbarian, Indian or Chinese.

ARABS AND SARACENS

"I do not want to lay down my arms until there is no longer a single infidel on earth, unless between now and that time death prevents me."

Saladin, 1171 AD

This army list is designed to help you create an Arab or Saracen army for Warhammer Ancient Battles. In the early seventh century AD, inspired by the Prophet Mohammed's introduction of Islam, Arab armies burst forth from the desert and conquered most of the Middle East, destroying the Sassanid Persian Empire, overrunning much of the Roman (Byzantine) Empire, including Egypt, North Africa and Spain, and then reaching into Central Asia and modern Afghanistan and coming into conflict with China and India. This list enables you to reproduce the basis of Arab armies from the early conquest to the successor states of the Umayyads, Abbasids, Samanids, Fatimids, Ghaznavids, etc. Over time, native Arab warriors were replaced by new types of soldiers introduced from the steppes by the Turks: either Askaris (professional soldiers) or Ghulams and Mamluks (slave soldiers). After this transition was well under way, the armies of Islam had to deal with the incursions of barbarous infidels from Western Europe: the Crusaders! This list can also provide the armies of the Syrian and Egyptian leaders, most notable Saladin, who contested the possession of the Holy Land with the European Crusaders and eventually drove the Frankish invaders from Palestine at the beginning of the fourteenth century. As a result, this list covers a very long period of time!

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Cavalry: Up to three quarters of the points value of the army.

Infantry: At least a quarter of the points value of the army.

Special Units: Up to a quarter of the points value of the army. May only have one elephant per 1,000 points, (eg, in a 1,000 point army you could have 0-1 elephants).

SPECIAL RULES

BEDOUIIN AND TURKISH CAVALRY

Horsemen from the Bedouin tribes of Arabia, as well as those from the Turkish tribes of Central Asia, were renowned for their mobility. Cavalry in the list may, regardless of the amount of armour carried by the rider or the speed of the horse, follow this special rule. During their move, they are allowed to turn without incurring any penalties on their move distance. They are permitted to change their formation once during their movement by any number of ranks and with no penalty to their move. Their manoeuvrability is so great that they can even take advantage of their ability to turn and/or change formation while marching. In addition, all bow-armed Turkish cavalry (including Askaris, Ghulams, Mamluks, and Turkish light cavalry) have the same 'Parthian shot' capability as Nomadic Cavalry do in the Nomadic Hordes list: they may make a normal move immediately after shooting. This is only allowed in the shooting phase, not as a charge reaction, and the unit may not march.

COMBINED FORMATIONS

Where specified by the list, archers may be combined with other infantry to form a single regiment, with the archers making up the rear ranks of the unit. When combined with other infantry, the archers lose their Light Infantry status and are treated as normal infantry for the purposes of movement and rank bonuses. Any casualties must be taken against the other infantry models first, before any are applied to the archers.



CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	3	3	6	2	9	140
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword. May have light armour (+3 pts), shield (+2 pts), bow (+3 pts). May ride a Warhorse (+4 pts). The Warhorse may have barding (+4 pts).

Special Rules: *Army General*. May be designated Bedouin or Turkish cavalry (free).

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Std Bearer	4	4	4	4	3	2	5	2	8	75
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword. May have light armour (+3 pts), shield at (+2 pts). May ride a Warhorse (+4 pts). The Warhorse may have barding (+4 pts).

Special Rules: *Army Standard Bearer*. May be designated Bedouin or Turkish cavalry (free).

CAVALRY

ARAB HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	3	1	7	20

Equipment: Armed with a thrusting spear, sword, light armour and shield.

Special Rule: May be designated Bedouin cavalry (at no additional cost).

IRANIAN HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	6	4	4	3	3	1	4	1	7	17

Equipment: Armed with a bow, hand weapon and light armour. May have a buckler (+1 pt).

ASKARIS, GHULAMS, OR MAMLUKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	4	4	3	3	1	4	1	7	28

Equipment: Armed with a bow, hand weapon, light armour and shield. May have thrusting spear (+2 pts), horse barding (+4 pts).

Special Rule: *Turkish Cavalry*.

ARAB LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	3	1	7	18

Equipment: Armed with a thrusting spear, sword and shield. May have light armour (+2 pts).

Special Rule: *Light Cavalry* and *Bedouin Cavalry*.

TURKISH LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Cavalry	8	3	3	3	3	1	3	1	7	18

Equipment: Armed with a bow and hand weapon. May have light armour (+2 pts), shield (+1 pt), thrusting spear (+1 pt).

Special Rule: *Light Cavalry* and *Turkish Cavalry*.

INFANTRY

ARAB OR SUDANESE SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arab	4	3	3	3	3	1	3	1	7	7
Sudanese	4	3	3	3	3	1	3	1	5	6

Equipment: Armed with a thrusting spear, sword and shield. May have light armour (+2 pts), large shield (+1 pt). May have throwing spear (free) instead of thrusting spear.

Special Rules: *Combined Formation*; may include archers.

ARAB OR SUDANESE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Arab	4	3	3	3	3	1	3	1	7	6
Sudanese	4	3	3	3	3	1	3	1	5	5

Equipment: Armed with a short bow and sword. May have light armour (+2 pts), buckler (+1 pt).

Special Rules: *Light Infantry*. Alternatively, *Combined Formation*; may be included in a unit of spearmen of the same origin.

RELIGIOUS VOLUNTEERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Volunteer	5	3	3	3	3	1	3	1	7	6

Equipment: Armed with a sword and shield. Volunteers may have light armour (+2 pts), throwing spears (+1 pt). May be *stubborn* (+3 pts).

Special Rule: *Warband*.

AUXILIARY INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Auxiliary	5	3	3	3	3	1	3	1	7	7

Equipment: Armed with a throwing spear, hand weapon and shield. May have javelins (free) instead of throwing spear.

Special Rule: *Light Infantry*.

SPECIAL UNITS

GHAZNAVID ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	0	7	6	6	3	4	4	173
Mahout	4	2	2	3	3	1	3	1	7	-
Crew	4	3	3	3	3	1	3	1	7	

Equipment: Elephants have unarmed mahout and two crew armed with a thrusting spear, short bow and hand weapons.

Special Rule: *Elephant!*

NAFFATUN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Naffatun	5	3	3	3	3	1	3	1	7	20

Equipment: Armed with incendiary projectiles and hand weapon.

Special Rules: *Light Infantry*. Naffatun must be incorporated into units of light infantry (archers or auxiliary); a maximum of two may be included in each light infantry unit and must be placed in the front rank. Naffatun cause *terror*, but not until they have launched their projectiles for the first time in a battle. Although projectiles may be launched by a variety of means (hand, sling, or staff sling), their range is assumed to be similar to javelins (max range of 8"). Projectiles have Strength 8, as even the best armoured enemy will be discommoded by flaming goop sticking to his armour or shield!

SAXON

*"I swear that from this spot not one foot's space,
Of ground shall I give up. I shall go onwards,
In the fight avenge my friend and lord."*

From the Anglo-Saxon poem "The Battle of Maldon"

The first Saxon invaders to reach England from Germany did so in the search for plunder, but they were soon followed by settlers looking for a new homeland. These blond-haired colonists first settled in Britain in the 5th century, and controlled most of the country, from Wales to Scotland for the next 500 years. Under Saxon law all fit males between the ages of 16 to 60 were liable to serve in a levy called the *fryd*. The lesser nobility served in a special levy known as a *select fryd*, and were generally better armed and armoured than their poorer companions. The warriors of the *fryd* were backed up by elite troops known as *huscarls*, and often by hired Viking mercenaries as well. Saxon tactics in battle were simple and straight forward: form up into a large shield wall and hold out against anything the enemy could throw at you! These tactics worked well for over 300 years, but were finally overcome by the hard-charging knights of William the Conqueror in 1066.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Infantry: At least half of the points value of the army.

Special Troops & Mercenaries: Up to quarter of the points value of the army.

SPECIAL RULES

HUSCARLS

A Saxon army may include a single unit of Huscarls. The Huscarls can either fight as a single unit on their own, or be split up and added to units of Fryd. The Huscarls must be placed in the front rank of the unit they are added to. They may never be placed in a rank behind the first. As long as at least half (rounding up) of the front rank are Huscarls then the unit is not subject to Warband psychology, counts as having a Leadership of 9 and is treated as being *stubborn*. Once the front rank contains less than 50% of Huscarls, then the unit is subject to Warband psychology and counts as having a Leadership of 6 if Select Fryd and a Leadership of 5 if Fryd.

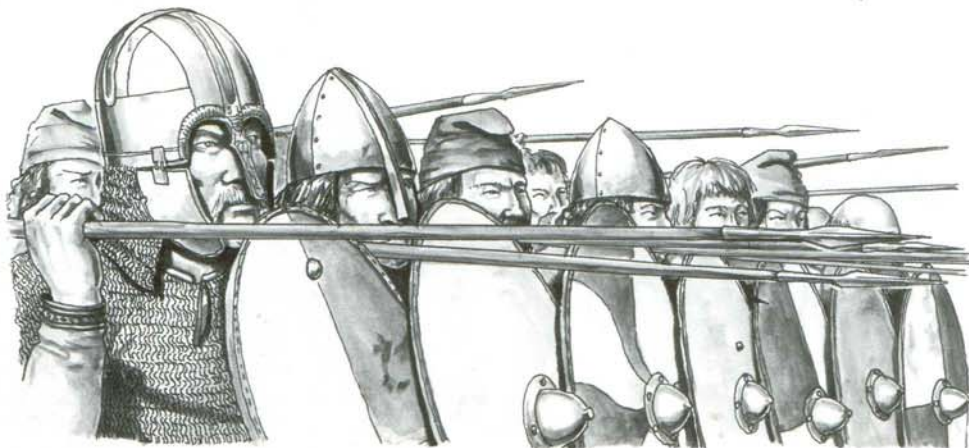
Half of all missile casualties inflicted on a combined Huscarl/Fryd unit count as being inflicted on Huscarl models. In hand-to-hand combat enemy models in base contact with a Huscarl must fight against him; they may not attack a Fryd even if they are also in base contact with a Fryd model.

HUSCARL HATRED

If the army includes a General and he is slain then Huscarls become subject to *hatred* as described in the psychology section of the Warhammer Ancient Battles rules. This applies to the Huscarls for the rest of the battle, and also applies to any unit in which the Huscarls make up at least half of the front rank.

SHIELD WALL

Units of Huscarls and Fryd spearmen may form a shield wall instead of moving. As long as the unit is in a shield wall formation then all enemy attacks from the front of the unit (shooting and hand-to-hand combat) suffer a -1 to hit modifier. The unit benefits from the shield wall as long as it doesn't move or lose a round of close combat.





CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	4	4	4	3	6	3	9	170

Equipment: Armed with a hand weapon, light armour and shield. May have a throwing spear/axe (+2 pts). May replace shield with additional hand weapon (+2 pts) or double-handed axe (+2 pts).

Special Rule: *Army General.*

0-1 STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	5	4	4	4	2	5	2	8	95

Equipment: Armed with a hand weapon, light armour and shield.

Special Rule: *Army Standard Bearer.*

INFANTRY

0-1 HUSCARLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huscarl	4	4	3	3	4	1	4	1	9	20

Weapons/armour: Armed with double-handed axe or spear, light armour and shield. May have javelins (+1 pt).

Special Rules: *Stubborn.* May combine with Fyrd (see above). May form a shield wall.

SELECT FYRD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Select Fyrd	4	4	3	3	3	1	3	1	6	12

Equipment: Armed with a hand weapon, thrusting spear and shield. May have light armour (+3 pts).

Special Rules: May form a shield wall. Subject to Warband psychology unless within 12" of army's General. The army must have at least as many units of Fyrd as it has of Select Fyrd.

FYRD SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fyrd	4	3	3	3	3	1	3	1	5	6

Equipment: Armed with hand weapon, thrusting spear and shield.

Special Rules: May form a shield wall. Subject to Warband psychology unless within 12" of army General.

SPECIAL TROOPS & MERCENARIES

FYRD SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Fyrd Skirmisher	4	2	3	3	3	1	3	1	5	4

Equipment: Armed with javelins or sling. Up to one unit in every two may have bows (+1 pt).

Special Rule: *Skirmishers.*

VIKING MERCENARIES

The army may include Viking Huscarls chosen from the Viking army list.



VIKING

*"Then the sword in the prince's hand
Bit through Odin's clothing as though thrust into water
Spear shafts rattled, shields shattered,
Swords crashed down into the skulls of men."*

Funeral ode of Hakon the Good, half-brother and enemy of Eirik Bloodaxe

This army list is designed to help you create a Viking wargames army for Warhammer Ancient Battles. Erupting from the cold northlands of Scandinavia in the 9th and 10th centuries, the Vikings were amongst the most feared and ferocious warriors of all time. Using their sleek, dragon-headed longships, they raided throughout Europe and far beyond, spreading fear and consternation wherever they appeared. These dreaded raiders dominated the lives of their European neighbours for more than three centuries before finally settling in a fertile province in France, that would later be called Normandy.

Designer's Note: The army list has been designed to reflect the nature and character of a Viking raiding force. A large 'Anglo-Danish' field army is probably better represented by using the Saxon army list. By the same token early Saxon raiders are probably better represented by this list (but resist the temptation to take Berserkers and Ulfbednar!).

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Infantry: At least half of the points value of the army.

Archers & Unusual Troops: Up to a quarter of the points value of the army.

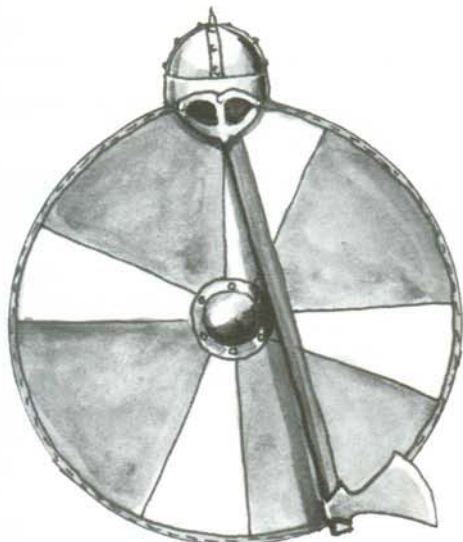
SPECIAL RULES

BESERKERS

Viking Berserkers are justifiably famous. Berserks belonged to a warrior cult, and worked themselves into a homicidal fury at the sight of the enemy. Once they had become totally crazed they would then hurl themselves at the enemy in a suicidal solo attack. The charge of a frenzied Berserker would often cut deep into the enemy's ranks before the frothing madman was finally cut down.

- A unit of Viking Huscarls can contain up to three Berserkers. Berserkers are not 'hidden' in the unit, and must be represented by a suitably ferocious model in the front rank of the unit. You may choose to remove a Berserker model as a casualty if the unit suffers missile or close combat casualties, but do not have to unless the Berserker(s) is the only model(s) left in the unit.
- If there is an enemy unit within 12" of the unit containing the Berserkers at the start of a Viking turn then there is a chance the Berserkers will go, erm, berserk! Roll 2D6 for each model. If the number rolled is equal to or greater than the distance to the nearest enemy then the Berserkers charge immediately. Move the Berserker into contact with the enemy as he charges. Note that if a unit is within 2" of an enemy, or engaged in close combat, at the start of its turn, then the Berserker will automatically go berserk.
- Berserkers will always charge the closest enemy. If two enemy units are equally close then determine randomly who the Berserker goes for.
- The Berserker causes D6 automatic S5 hits on the enemy unit he attacks and is then removed from play.





CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	4	5	4	3	6	3	10	200

Equipment: Armed with a hand weapon, light armour and shield. May have throwing spear/axe (+2 pts). May replace shield with additional hand weapon (+2 pts) or double-handed axe (+2 pts).

Special Rule: *Army General.*

0-1 STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	5	4	4	4	2	5	2	9	100

Equipment: Armed with a hand weapon, light armour and shield. May have throwing spear/axe (+2 pts). May replace shield with additional hand weapon (+2 pts) or double handed axe (+2 pts).

Special Rule: *Army Standard Bearer.*

INFANTRY

HUSCARLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Huscarl	4	4	3	3	4	1	4	1	8	14

Equipment: Armed with a hand weapon, light armour and shield. May have throwing spear/axe (+2 pts). May replace shield with additional hand weapon (+2 pts) or double-handed axe (+2 pts).

Special Rules: *Light Infantry.* Cause fear in enemy troops with Leadership of 7 or less. Different models may be armed with different weapons in the same unit.

BONDIR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bondir	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon, thrusting spear and shield. May have light armour (+2 pts).

ARCHERS & UNUSUAL TROOPS

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and bow. May replace bow with sling. May have light armour (+2 pts).

Special Rule: *Light Infantry.*

THRALLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thrall	4	2	3	3	3	1	3	1	5	4

Equipment: Armed with javelins or thrusting spear. May have shield (+1 pt).

Special Rule: *Light Infantry.*

0-3 BESERKERS PER UNIT OF HUSCARLS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Beserker	4	4	3	4	3	1	4	1	8	18

Equipment: Armed with a hand weapon, light armour and shield. May have throwing spear/axe (+2 pts). May replace shield with additional hand weapon (+2 pts) or double-handed axe (+2 pts).

Special Rule: *Beserkers.*

0-1 ULFHEDNAR

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ulfhednar	5	4	3	4	4	1	4	1	8	18

Designers Note: *The Ulfhednar were a cult that were probably very similar to the Berserkers. I've made them different in game terms as this is more fun!*

Equipment: Armed with a hand weapon. May have throwing spear/axe (+2 pts), additional hand weapon (+2 pts).

Special Rules: *Frenzied. Skirmishers.*



THE NORMANS

"I'm confident that even if I had only ten thousand men as good as the sixty thousand I've brought with me, through their courage and God's aid he and his army will be destroyed."

William The Conqueror, 1066

This army list is designed to help you create a Norman army for Warhammer Ancient Battles. The list covers the period from the rise of armoured cavalry in Western Europe at the time of Charlemagne until the Third Crusade. During the 10th century a Norseman named Rolf married the daughter of a Frankish king and settled in France. Thus was founded one of the great military dynasties of all time. The Normans combined the recklessness and ferociousness of their Norse ancestors with the costume and style of warfare of the Franks, creating one of the first truly effective heavy cavalry armies of the ancient world. The Normans rampaged throughout Europe, conquering territories in Sicily, southern Italy, Asia Minor, the Holy Land, and, most famously, Saxon England. Although Norman armies included good quality infantry and archers, it was their heavy cavalry which were by far the most important combat arm. The cavalry were the precursors of the medieval knight, being made up of nobles who were trained from birth to the saddle in the use of arms, and who were by all accounts exceptionally brave as well.

ARMY COMPOSITION

Characters: The army must have a General and may have an Army Standard Bearer.

Cavalry: At least a quarter of the points value of the army.

Infantry: Up to half of the points value of the army.

Special Troops, Allies & Mercenaries: Up to a quarter of the points value of the army. May only have one artillery piece per 500 points in the army, (eg, in a 1,000 point army you could have 0-2 artillery pieces).

SPECIAL RULES

FEROCIOUS CHARGE

The charge of a unit of Norman knights was renowned for its ferocity, and few opponents could stand up to it. If a unit from the army noted as having a 'ferocious charge' charges, and wins the round of combat, then their opponent will automatically break, with no Leadership test being taken. Enemy units that normally ignore Break tests must roll a D6; on a roll of 1-3 they are broken anyway, and on a roll of 4-6 they hold.





CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	6	4	4	3	6	4	9	190
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword, light armour and shield. May have heavy armour (+2 pts), lance (+3 pts), Warhorse (+3 pts).

Special Rules: *Army General* & *Ferocious Charge*.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	5	5	4	4	2	5	3	8	100
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword, light armour and shield. May have heavy armour (+2 pts), lance (+3 pts), Warhorse (+3 pts).

Special Rules: *Army Standard Bearer* & *Ferocious Charge*.

CAVALRY

NORMAN KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Norman Knight	4	4	3	3	3	1	4	1	8	32
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword, lance, light armour and shield. The Knights ride warhorses. Any unit may have heavy armour (+2 pts). May fight on foot at a reduced cost of -15 points.

Special Rules: *Ferocious Charge*. May count a rank bonus of up to +1 even though cavalry.

CAROLINGIAN OR BRETON KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Carolingian/ Breton Knight	4	4	3	3	3	1	4	1	8	30
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with a sword, thrusting or throwing spear, light armour and shield. The Knights ride warhorses.

Special Rules: *Ferocious Charge*. May count a rank bonus of up to +1 even though cavalry.

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Light Cavalry	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with a sword, javelins and shield. May replace javelins with throwing or thrusting spear (free).

INFANTRY

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon, thrusting spear and shield. Any unit may have light armour (+2 pts).

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and bow.

Special Rule: *Light Infantry*.

SPECIAL TROOPS, ALLIES & MERCENARIES

MERCENARY CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crossbowman	4	3	3	3	3	1	3	1	7	8

Equipment: Armed with a sword and crossbow. May have light armour (+2 pts).

Special Rule: *Light Infantry*.

AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	7	9

Equipment: Armed with a double-handed sword or axe & light armour.

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon & javelin or sling or staff sling.

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Stone Thrower	-	-	-	-	7	3	-	-	-	75
Crew	4	3	3	3	3	1	3	1	7	free

Equipment: Each machine has a crew of two to five men armed with swords. The crew may have light armour (+2 pts).

Special Rules: Stone throwers may only be used during a siege (and so are included out of a sense of completeness).

Stone Thrower: Range = 48", Strength = 7, no save, D3 wounds per hit.

CRUSADERS

"The Crusaders (may Allah forsake them!) have none of the better qualities of men, except courage."

Usama ibn Munqidh, 1140 AD

This army list is designed to help you create a Crusader army for Warhammer Ancient Battles. In the late eleventh century AD, inspired by Pope Urban II, who preached the Crusade throughout Western Europe, noble knights, hardened mercenaries and common peasants took the Cross and left their homes to travel to the Holy Land. Some were driven by religious fervour or the indulgences promised by the Church; others by the desire to gain fame, lands or riches. Many never saw Palestine, and many of those that did never returned to Europe. A number of European noble families and individual freebooters carved out feudal estates in and adjoining the Crusader kingdom of Jerusalem. In the interludes between Crusades, small European garrisons held off outraged Muslim armies from castles and fortresses. The secular barons were reinforced by the warrior monks of the Crusading military orders, especially the Knights Templar and Knights Hospitaller. In time, the Crusaders were forced back to a few coastal cities and fortresses, and finally at the end of the thirteenth century, they completely surrendered the mainland to the victorious Saracens. This list will provide either the forces of the major Crusading movements or the field armies of the Crusader states in the Holy Land.

ARMY COMPOSITION

Characters: The army may have a General and an Army Standard Bearer.

Cavalry: Up to three quarters of the points value of the army.

Infantry: At least a quarter of the points value of the army.

Special Troops & Allies: Up to a quarter of the points value of the army. May only have one artillery piece per 500 points in the army, (eg, in a 1,000 point army you could have 0-2 artillery pieces).

SPECIAL RULES

MILITARY ORDERS

If any Military Order troops are fielded, two units of Military Order mounted knights (Brethren) must be used. These represent the Templars and Hospitallers, who were in near constant competition. On the battlefield, if one Military Order knight unit charges an enemy unit, the other will automatically charge their nearest enemy (or if none is within reach, move at least 4" towards the nearest enemy), to prevent their colleagues from gaining an advantage in military prowess and glory! Historically, forces of a single order did take to the field alone, but this special rule makes things a little more interesting!

COMBINED FORMATIONS

Where specified by the list, crossbowmen may be combined with other infantry to form a single regiment, with the crossbowmen initially making up the front rank(s) of the unit. When entering close combat, the player controlling the unit may choose one of two options: the crossbowmen may remain in the front rank(s), allowing them to stand and shoot against a charging enemy; in this case, spear-armed figures in the second rank may fight in close combat. Alternatively, the crossbowmen may retire to the rear rank(s); this prohibits them from shooting, but allows up to two full ranks of spearmen, or one rank of other infantry, to fight in close combat. A unit in which the crossbowmen have retired to the rear may bring them forward again by spending an entire turn reforming.



CHARACTERS

0-1 ARMY GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	6	4	4	3	6	4	9	195
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with shield, sword and light armour. May have heavy armour (+1 pt), double-handed weapon (+3 pts), lance (+3 pts). May ride a Warhorse (+4 pts). The Warhorse may have barding (+4 pts).

Special Rules: *Army General*. *Ferocious Charge* (see *The Normans*).

0-1 ARMY BATTLE STANDARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	100
Warhorse	8	3	0	3	n/a	n/a	3	1	n/a	-

Equipment: Armed with sword, shield and light armour. May have heavy armour (+1 pt). May ride a Warhorse (+4 pts). The Warhorse may have barding (+4 pts).

Special Rules: *Army Standard Bearer*. *Ferocious Charge* (see *The Normans*).

CAVALRY

KNIGHTS & SERGEANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Secular	4	4	3	4	3	1	4	1	8	35
Military Order	4	4	3	4	3	1	4	1	8	40

Equipment: Armed with sword, lance, shield, light armour and rides a warhorse. May have heavy armour (+2 pts). The Warhorse may have horse barding (+4 pts).

Special Rules: Military Order brethren are *drilled* and *stubborn*. *Ferocious Charge* (see *The Normans*).

TURCOPOLES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Turcopole	8	3	3	3	3	1	3	1	7	17

Equipment: Armed with a bow and hand weapon. May have light armour (+2 pts), shield (+1 pt), thrusting spear (+1 pt).

Special Rules: *Light Cavalry*. Despite the name, Turcopoles are not Turkish cavalry.

INFANTRY

DISMOUNTED KNIGHTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Secular	4	4	3	4	3	1	4	1	7	15
Military Order	4	4	3	4	3	1	4	1	7	20

Equipment: Armed with a sword, shield and light armour. May have heavy armour (+1 pt); may have thrusting spear (+2 pts) or double-handed weapon (+3 pts).

Special Rules: *Combined Formation*; may include crossbowmen. Military Order dismounted knights are *drilled* and *stubborn*.

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Secular	4	3	3	3	3	1	3	1	7	7
Military Order	4	3	3	3	3	1	3	1	7	9

Equipment: Armed with a thrusting spear, hand weapon and shield. May have light armour (+2 pts).

Special Rules: *Combined Formation*; may include crossbowmen. Military Order foot sergeants are *drilled*, and may only be included in armies containing Military Order knights.

CROSSBOWMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Secular	4	3	3	3	3	1	3	1	7	8
Military Order	4	3	3	3	3	1	3	1	7	10

Equipment: Armed with a crossbow and a hand weapon. May have light armour (+2 pts).

Special Rules: *Light Infantry*. Alternatively, *Combined Formation*; may be included in a unit of dismounted knights or spearmen of the same origin. Military Order crossbowmen are *drilled*, and may only be included in armies containing Military Order knights.

ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
European	4	3	3	3	3	1	3	1	7	6
Syrian	4	3	3	3	3	1	3	1	5	5

Equipment: Armed with a short bow and hand weapon. May have light armour (+2 pts).

PILGRIMS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Pilgrim	5	3	3	3	3	1	3	1	7	5

Equipment: Armed with mixed weapons (equivalent to javelins and a hand weapon). May have shield (+1 pt).

Special Rules: Warband. *Light Infantry*.

SPECIAL TROOPS & ALLIES

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Stone Thrower	-	-	-	-	7	3	-	-	-	75
Crew	4	3	3	3	3	1	3	1	7	free

Equipment: Each machine has a crew of two to five men armed with swords. The crew may have light armour (+2 pts).

Special Rules: Stone throwers may only be used during a siege (and so are included out of a sense of completeness).

Stone Thrower: Range = 48", Strength = 7, no save, D3 wounds per hit.

ALLIES

Crusader armies may use allied troops from the Byzantine and Arab & Saracen lists.

ANCIENT CHINESE

"An orderly army is one that is mannerly and dignified, one that cannot be withstood when it advances and cannot be pursued when it withdraws. Its movements are regulated and directed; this gives it security and freedom from danger."

Zhuge Liang, The Way of the General

This army list is designed to help you create an Ancient Chinese army for Warhammer Ancient Battles. The list is mainly intended to cover the period of the Chin and Han Dynasties. This was the era of the Terracotta army, the Great Wall and Sun Tzu. Conventional dates for this period are 500 BC to 300 AD but some options in the list also allow you to create a Tang Dynasty army of the period 500-900 AD. The Chinese emperors of this period raised huge, well organised and equipped professional armies. It is highly unlikely that rockets were used during the period covered by the lists, but I've included them anyway because (to me at least) a Chinese army without some rockets in it just don't seem right! To compensate for this blatant romanticism, I've made the rockets almost as dangerous to their own side as they are for the enemy.

ARMY COMPOSITION

Characters: The army must have a General and may have an Army Standard Bearer.

Chariotry & Cavalry: Up to a quarter of the points value of the army.

Infantry: At least a quarter of the points value of the army.

Allies & Mercenaries: Up to a quarter of the points value of the army.

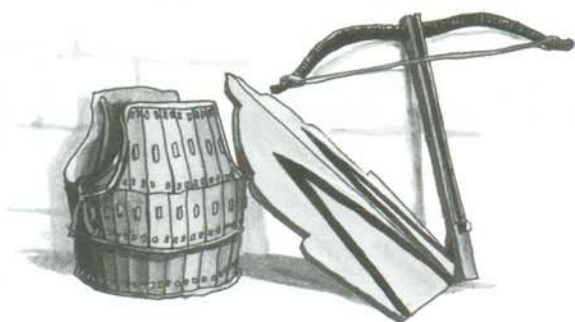
War Machines: Up to one per Halberdier or Spearman unit.

SPECIAL RULES

ROCKET ARTILLERY

Rockets are war machines and follow the same general rules as stone throwers and bolt throwers with regard to their crew, etc. Rockets may be fired in the shooting phase. Pick a direction and fuse length for the rocket. The fuse length can be any number from 1-12, and represents the number of D6 that will be thrown to determine the distance in inches that the rocket will fly. Next roll the Scatter dice; if you roll a 'Hit' then the rocket flies the number of inches determined by the D6 rolls in the direction you wanted, but if you roll a 'Scatter' result then the rocket flies off from its launcher in the direction indicated by the arrow on the Scatter dice! Once you've worked out where the rocket lands, work out who is hurt using the circular template in the same manner that you would for a stone thrower. Rockets only have a Strength of 5, but still negate the target's saving throw. Any unit that takes casualties from a rocket must take a Panic test or flee. Cavalry, chariots and elephants must take their Panic test on 3D6 rather than 2D6!





CHARACTERS

0-1 GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	3	3	6	2	9	140

Equipment: Armed with a hand weapon. May have shield (+2 pts), light armour (+3 pts), horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at additional cost from the list below.

0-1 ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	4	3	2	5	2	8	75

Equipment: Armed with a hand weapon. May have shield (+2 pts), light armour (+3 pts), horse (free, increases Movement to 8"). May ride in a four-horse heavy chariot bought at additional cost from the list below.

CHARIOTRY & CAVALRY

CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Chariot	6	4	4	4	4	2	4	4	8	66

Equipment: Two crewmen armed with hand weapon, crossbow, halberd or thrusting spear, shield & light armour riding in a four-horse heavy chariot with driver.

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Heavy Cavalry	7	4	4	3	3	1	4	1	8	30

Designer's Note: Historically only an army that does not include any chariots, except those of the General or Army Standard Bearer, may have cataphracts.

Equipment: Armed with a hand weapon, thrusting spear, heavy armour and barding. May have bow (+3 pts), buckler (+1 pt).

Special Rule: May count rank bonus of up to +1 even though cavalry.

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Lancer	8	3	3	3	3	1	3	1	7	18
Horse Archer	8	3	3	3	3	1	3	1	7	17

Equipment: Lancers are armed with hand weapons, thrusting spear & light armour. Horse archers are armed with bows.

Special Rule: *Light Cavalry.*

INFANTRY

HALBERDIERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Halberdier	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a halberd. May have light armour (+2 pts).

SPEARMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearman	4	3	3	3	3	1	3	1	7	8

Equipment: Armed with a hand weapon, thrusting spear & large shield. May have light armour (+2 pts).

SWORDSMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Swordsman	4	4	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and buckler. May have light armour (+2 pts).

Special Rule: *Light Infantry.*

MISSILE THROWERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Missile Thrower	4	3	3	3	3	1	3	1	7	7

Equipment: Armed with a hand weapon and bow. May have light armour (+2 pts). May replace bow with crossbow (+1 pt).

ALLIES & MERCENARIES

TRIBAL SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Tribal Skirmisher	5	2	3	3	3	1	3	1	5	4

Equipment: Armed with a hand weapon and either bow or javelin & shield.

Special Rule: *Skirmishers.*

ALLIES

Ancient Chinese armies may include allies from the Nomadic Hordes army list.

WAR MACHINES

ARTILLERY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bolt Thrower	-	-	-	-	6	2	-	-	-	50
Stone Thrower	-	-	-	-	7	3	-	-	-	75
Rocket Artillery	-	-	-	-	6	2	-	-	-	50
Crew	4	3	3	3	3	1	3	1	7	free

Equipment: Each machine has a crew of two to five men armed with swords. They may have light armour (+2 pts).

Special Rules: *Bolt Thrower:* Range = 48", Strength = 5/-1 per rank, no save, D4 wounds per hit.

Stone Thrower: Range = 48", Strength = 7, no save, D3 wounds per hit.

Rockets: Range = 12D6", Strength = 5, no save, 1 wound per hit, Panic test (on 3D6 for cavalry).

SAMURAI

"Every day when one's body and mind are at peace, one should meditate upon being ripped apart by arrows, spears and swords, being carried away by surging waves, being thrown into the midst of a great fire, being struck by lightning, being shaken to death by a great earthquake, falling from a thousand foot cliff, dying of disease, or committing seppuka at the death of one's master."

Tsunetomo Yamamoto, The Book of the Samurai

This army list allows you to field Japanese armies from the period of about 400-1250 AD (although the term Samuri was not used before about 800 AD). The early history of Japan is by no means all that clear. What is certain is that the ancestors of the Samurai fought a long and bitter struggle against the original inhabitants of the islands which lasted for some centuries, and led to the creation of a warrior caste. In about 400 AD horses were introduced to Japan, revolutionising the way that wars were fought. Japanese warfare was dominated by the Samurai who lived and fought by a strict code, creating a highly ritualised form of warfare, where honour was more important than life or death (or tactics, for that matter!). It was a way of war that lasted for hundreds of years, until the attempted Mongol invasion of Japan in the 13th century forcibly introduced the Samurai to a new style of warfare.

Designer's Note: *The Samurai list is rather more whimsical than most of the other lists in this book. This is partially because not all that much is really known about the period covered (or at least, not in the West), but mainly because this author simply loves the films of Akira Kurosawa, and couldn't resist the opportunity to make a couple of homages to arguably the greatest film director of the post war period. More, erm, 'serious' players may want to tone down or leave out the Samurai heroes, warrior monks, and units of peasants included in this list.*

ARMY COMPOSITION

Characters: The army must have a General and may have up to a quarter of its points value in Hero characters including the General.

Samurai: Up to half of the points value of the army.

Infantry: Up to three quarters of the points value of the army.

SPECIAL RULES

WARRIORS OF LEGEND

Generals and Heroes chosen from this list are mighty warriors of near legendary prowess. To represent their almost superhuman ability they may re-roll one failed 'to hit' and one failed 'to wound' roll in each combat phase. In addition they may re-roll a failed armour save if the wound suffered is their last one remaining (ie, they can re-roll their 'last' armour save).

HONOURABLE

Samurai characters in a position to charge an enemy character must do so, and they must accept a challenge that is issued to them by an enemy character. If several characters are eligible to charge or fight a challenge, then any one character may be chosen to do so. In addition, infantry units in the army are not allowed to declare a charge until after a Samurai unit from the army has either declared a charge or fought a round of combat as a defender. Note that infantry can declare a charge in the same turn as a Samurai unit declares a charge, they just have to declare their charge after the Samurai.

WEAPONS & EQUIPMENT

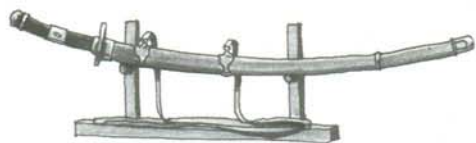
Katana: A character or Samurai armed with a *katana* (Samurai sword) counts as having a shield as well because the katana (Samuri sword) can be used to parry. In addition, the katana adds +1 to the wielder's Strength if he is on foot (a mounted Samurai can only use the sword with one hand, and therefore does not receive the Strength bonus). If the Samuri has an additional hand weapon he will lose the +1 Strength bonus but may still parry.

Samuri Armour: Samurai armour provides the wearer with a 5+ armour save, but it counts as light armour for the purposes of movement penalties.

Naginata: The *naginata* was a heavy bladed spear. In game terms it is treated in the same manner as a halberd if the model is on foot and a thrusting spear if the model is mounted.

Sashimono: The *Sashimono* was a banner that could be attached to the back of the armour worn by a warrior. Any Samuri or Ashigaru unit may be equipped with Sashimonos for +15 pts per unit. A unit wearing Sashimonos may re-roll a failed Break test.

Bows: Note that Samuri count as being armed with a longbow while infantry have ordinary bows.



CHARACTERS

GENERAL

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	6	6	4	4	3	6	4	10	200

Equipment: Armed with a katana. May have Samurai armour (+4 pts), longbow (+3 pts), naginata (+2 pts), spear (+2 pts), additional hand weapon (+2 pts), horse (free, increases Movement to 8").

Special Rules: *Army General, Warrior of Legend, Honourable and stubborn.*

0-7 SAMURAI HEROES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Samurai Hero	4	5	5	4	4	2	5	3	10	100

Designer's Note: If you don't know why the number of heroes is limited to seven then shame (and I do mean shame) on you!

Equipment: Armed with a katana. May have Samurai armour (+4 pts), longbow (+3 pts), naginata (+2 pts), spear (+2 pts), additional hand weapon (+2 pts), horse (free, increases Movement to 8").

Special Rules: *Independent Character, Warrior of Legend, Honourable and stubborn.*

ARMY STANDARD BEARER

	M	WS	BS	S	T	W	I	A	Ld	Pts
Standard Bearer	4	4	4	3	3	1	4	2	9	60

Equipment: Armed with a katana. May have Samurai armour (+4 pts), spear (+2 pts), additional hand weapon (+2 pts), horse (free, increases Movement to 8").

Special Rules: *Army Standard Bearer, Honourable and stubborn.*

SAMURAI

SAMURAI CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Samurai Cavalry	8	4	4	3	3	1	4	2	9	28

Equipment: Armed with a katana. May have Samurai armour (+4 pts), longbow (+3 pts), naginata (+2 pts), spear (+2pts), additional hand weapon (+2 pts).

Special Rules: *Light Cavalry, Honourable and stubborn.*

SAMURAI INFANTRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Samurai Infantry	4	4	4	3	3	1	4	2	9	16

Equipment: Armed with a katana. May have Samurai armour (+4 pts), longbow (+3 pts), spear (+2pts), additional hand weapon (+2 pts).

Special Rules: *Honourable and stubborn.*

INFANTRY

ASHIGARU

	M	WS	BS	S	T	W	I	A	Ld	Pts
0-1 Chugen	4	4	3	3	3	1	4	1	8	8
Ashiguru	4	3	3	3	3	1	3	1	7	6
Wakato	4	3	3	3	3	1	3	1	7	5

Equipment: Armed with hand weapons. May have spear (+1 pt), naginata (+2 pts), bow (+2 pts), light armour (+2 pts).

Special Rule: *Light Infantry.*

0-1 WARRIOR MONKS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior Monk	5	5	5	4	3	1	7	2	10	25

Equipment: Armed with exotic weapons (count as additional hand weapons). May replace exotic weapons with spear or naginata (at no additional points cost).

Special Rules: *Skirmishers.* Warrior monks receive a 5+ special 'dodge' save that is not modified by the strength of their opponent's attack.

0-1 NINJA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Ninja	5	4	4	3	3	1	4	1	7	10

Equipment: Armed with hand weapon. May have additional hand weapon (+1 pt), naginata (+2 pts), throwing stars (count as javelins +1 pt), light armour (+2 pts).

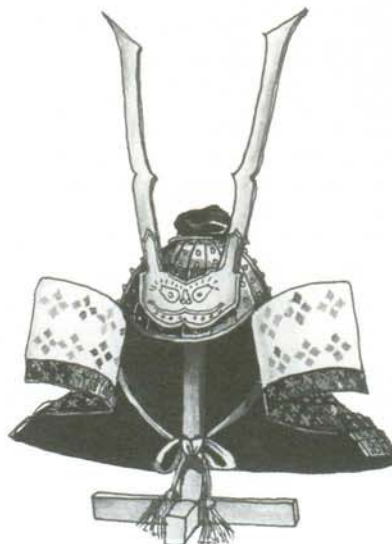
Special Rules: *Skirmishers.* Ninja scouts always set up last. They may deploy anywhere on the table, outside of the enemy's deployment zone and out of sight of the enemy.

PEASANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peasant	4	2	2	3	3	1	3	1	5	3

Equipment: Armed with farm implements and rocks (count as hand weapons and javelins with a range of 4").

Special Rules: *Light Infantry.* May only declare a charge if led by a Samurai Hero.



APPENDIX ONE: NEW GAME RULES

The following new rules have been developed since Warhammer Ancient Battles was printed. Please feel free to use any of them that take your fancy.

Cavalry Counter Charges

This is a new charge reaction that may only be taken by cavalry units that are charged to their front by enemy cavalry. The unit counts as charging for the purposes of using its weapons (ie, it gets +1S if it has thrusting spears, etc). Cavalry with a move of less than 6" (Cataphracts, for example) may not counter charge. Note that the unit does not move, and that it does not count as charging for the purposes of deciding who strikes first. Also note that cavalry may not counter charge infantry (just try not to let them get close enough to charge in the first place!).

Rank Bonuses and Difficult Terrain

Units may only count their rank bonus in close combat if both they and their opponent are in clear, open terrain, and neither is behind an obstacle. For the purposes of this rule hills and fords count as clear terrain and do not negate a unit's rank bonus.

Reforming In Combat

A unit that is fighting to the flank or rear may reform at the end of the combat phase, as long as it does not break, and is also not engaged on another facing. Reforming takes place before the opponent laps round, if they are allowed to do so. If the option to reform is taken (it does not have to be) then the unit must reform so that it is facing the unit engaging it. In addition, the centre of the reformed unit must be placed in base contact with the centre of the enemy unit. Note that a reformed unit still loses its rank bonus for the duration of the combat if it was charged by an enemy unit of five or more models.

Skirmishers and Rank Bonuses

Formed units do not lose their rank bonus if they are charged by a unit of five or more models that is in skirmish formation. This applies to cavalry in skirmish formation but not to chariots.

Falling Back In Good Order

Sometimes units will be forced to fall back in good order. Units can fall back in good order under the following circumstances:

- *Any combat where one side outnumbers the other by over two to one gives overwhelming odds to the side with the most models. If a side with overwhelming odds loses a combat and fails their Break test, they fall back in good order instead of fleeing. (This is 'easy to forget' special rule. If you forget that one of your units should have 'fallen back in good order' rather than fleeing, that is your own silly fault and cannot be changed later in the battle!).*
- *Drilled troops, units in skirmish formation, and cavalry that lose a combat but pass their Break test may fall back in good order if they wish, instead of remaining in the combat.*

The fall back move is made in the same way as when a unit flees, with the following exceptions:

1. Units falling back in good order don't cause friends within 12" to take a Panic test.
2. Units falling back in good order rally automatically at the end of the move and may immediately reform.

3. Units falling back in good order may be pursued, but if caught they're not wiped out; instead the pursuing units count as having charged in the next combat phase.

4. Unit that fell back in good order are not allowed to declare a charge in their next turn. Apart from this, however, they may move and shoot normally.

Characters in Chariots and on Elephants

In some army lists characters have the option to ride in a chariot or on an elephant. If the option is taken then the character and his mount move together throughout the battle.

Rather than counting the character as one of the crew, the character and his mount are treated separately. Roll to hit normally for missile fire, but then roll again for each hit to see if it hit the character or the mount; on a roll of 1-4 the mount is hit, on a roll of 5-6 the character is hit. In hand-to-hand combat an enemy model in base contact with the mount can choose to either attack it or the character. Characters mounted in a chariot with a shield bearer, or riding elephants with a howdah may add +2 to their basic armour save. In any other circumstances they add +1 to their armour save.

The character may only dismount and fight on foot if his mount is killed or destroyed, and only then if a suitable model on foot is available to represent him. If no model is available and the mount is slain then the character is removed also.

Army Break Point

Instead of fighting a battle for a specified number of turns, fight the battle until one side or the other has been broken. An army is broken when it has a quarter or less of its starting number of models left alive at the end of any player's turn. For example, if your army started with 100 models it would be broken if there were 25 or less models left in play at the end of a player's turn. Round any fractions down.

Models with more than one wound, chariots or elephants and their crew, and characters riding horses or other mounts all count as a single model for this purpose. Models that are fleeing are counted as being 'alive' until they have left the table. It is possible for two armies to break if casualties are suffered by both sides in the same player's turn. In this case both sides break on the same turn.

The game ends once one or both sides has broken. Work out who would have won the battle using the victory conditions for the scenario being played. If you broke your opponent and won the scenario being played, you have won a decisive and clear-cut victory that will be studied by military historians throughout the ages. Any other result means that revisionist historians will attempt to prove that either you or your opponent was the real winner of the battle (and you'll argue with your opponent who the real winner was too!).

APPENDIX TWO: THE PRAETORIAN GUARD

"But who is to guard the Guards themselves?"

Cornelius Tacitus AD 56-120

The Roman army list in Warhammer Ancient Battles only allows you to upgrade one unit to Praetorian status. However, at times, the Praetorians did take to the field in large numbers, and there's no reason why a greater proportion of an army should not be made up of Guardsmen. The following rules allow you such an army using the Roman army list in Warhammer Ancient Battles. If you want to know more about the Praetorians, check out Osprey Elite Series Book 50 on the Praetorian Guard, by Dr Boris Rankov.

1. All models in the army count as Praetorian Guardsmen and cost an extra +2 pts per model. The rules for Praetorians are on page 120 of the Warhammer Ancient Battle rulebook.

2. The army must include an Army General and an Army Standard Bearer, and may include any other types of character allowed from the list.
3. The army may only include the following types of units: Veteran Roman Legionaries, Legion Light Infantry, Auxilialary Cavalry, Light Bolt Throwers, Bolt Throwers, Stone Throwers.
4. A 'standard' Roman army (ie, one chosen normally from the Roman army list in Warhammer Ancient Battles) may take a Praetorian army as an ally. If this is so, the Praetorian army counts against the allocation of points allowed for Special Troops in the Roman army. In addition, no units may be upgraded to Praetorian status in the 'standard' Roman army, and the Praetorians must still include an Army General and Standard Bearer, but the standard army may not.

APPENDIX THREE: BARBARIAN TRIBES

The Barbarian army list as it stands represents a 'typical' barbarian army. Certain tribes covered had special troop types that only they used. If a player wants to be may choose to have any army based on one tribe, in which case the following special rules apply:

ANCIENT BRITONS

Ancient Britons fought in typical barbarian fashion, relying mainly on their foot warriors to overwhelm the enemy. However, probably due to the relative isolation of Britain, they carried on using chariots far longer than any other barbarian nation apart from the Irish (who were even more isolated!). The Britons also seemed to have had little use for the bow, preferring the sling that was used in large numbers, especially by the tribes occupying the western part of the island.

The following special rules apply to an Ancient Briton army:

1. Ancient Briton armies may not include barbarian noble cavalry. Characters either fight on foot or mounted in a chariot; they may not fight mounted on a horse.
2. All Ancient Briton cavalry are treated as Light Cavalry.
3. Ancient Britons may not be armed with bows of any kind. Ancient Briton light infantry may be armed with slings at a cost of +1 point per model.
4. The following rules apply to Ancient Briton chariots:

- Chariots are selected from the Warriors points allowance. Up to three chariots may be included for each unit of 20 or more warriors in the army.

- Chariots within 6" of friendly light cavalry cannot be targeted by enemy missile fire (representing the way they darted between the cavalry as described by Caesar).

- The player controlling the chariots may nominate the warrior to receive all blows made against the chariot instead of randomising them. This is to represent the trick of deploying the warrior and then dropping to a nearby position for quick pick up as described by Caesar (with the advantage of not needing to remove the warrior from the chariot model!). All models in the unit must use this or none at all. If the warriors choose to fight on foot they count as having a rank bonus of +1 if there are 8-11 models in the unit, and +2 if there are 12 or more models in the unit.

- The charioteers were experts at controlling their chariots, as noted by Caesar. If a chariot is forced to cross ground that might cause it damage the driver may make a Leadership test to avoid doing so.

DACIANS

The Dacians were a fierce warrior nation that lived in the region of Hungary and the former Yugoslavia. Although Roman writers depicted them as uncivilised reavers, this was, as with Roman descriptions of many barbarian nations, far from the truth. In fact, the Dacians enjoyed an advanced and extremely successful lifestyle, although this did not stop them raiding into Roman territory when the mood took them. These raids eventually proved too much for the Romans, who mounted a series of punitive expeditions against them, finally culminating in Emperor Trajan's invasion and annexation of Dacia by 106 AD.

The vast majority of Dacians fought on foot, of which a large number fought with the unique weapon called the *falx*. This was a ferocious double-handed weapon that consisted of a scythed blade mounted on the end of a stout wooden handle. Wielded by a strong Dacian warrior it was quite capable of taking an opponent's head off with a single blow! There is also evidence that they used the composite recurved bow, probably having encountered them in battles against the cavalry of the nomadic Steppe tribes who lived on the borders of Dacian territory.

The following special rules apply to a Dacian army.

1. Dacian warriors and light infantry may replace their swords with 'halberds' (actually the dreaded *falx*) at a cost of +2 points per model.
2. Dacian light infantry may be armed with a bow at a cost of +2 points per model.
3. Dacian armies may not include chariots.

FRANKS

The Franks were one of the most successful German tribes who fought against the later Roman Empire, eventually overrunning Gaul and creating an empire that was to evolve over the coming centuries into modern day France. In the period covered by this army list, the Franks were still a primitive German tribe and the vast majority of their warriors fought on foot, with only a few nobles fighting as cavalry.

Frankish warriors were armed with a variety of heavy throwing weapons which they hurled as they charged into combat, in much the same way that the Roman Legionary used his pilum.

The most famous of these was the *francisca*, a heavy throwing axe so closely identified with the Franks that it gave them their name. In addition to this, the Franks used heavy throwing spears closely modelled on the pilum, which were called *angons*.

The following special rules apply to a Frankish army.

1. Frankish warriors must replace the mixed weapons they have with a shield, sword and heavy throwing spear (ie, the *francisca* and *angon*) at a cost of +2 points per model.
2. The Franks may not include chariots or barbarian cavalry in their army (barbarian noble cavalry may be used though).

GAULS

Of all of the barbarian tribes that fought against Rome the Gauls are probably the most famous, mainly thanks to the commentaries written by Julius Caesar describing how he conquered them, and the Asterix comic books written some considerable time later! The Gauls were one of the classic 'barbarian' armies and most of the notes and comments in the army list above apply to them. They occupied the territory that is now modern day France, but this does not mean that they should be thought of as a single nation. Rather they were a loose confederation of tribes that were just as likely to fight against each other as anyone else. Indeed, Caesar often employed Gallic cavalry, who were quite happy to fight against Gauls from another tribe, as part of his army!

The following special rules apply to a Gallic army.

1. Some people feel that the Gauls fought in a looser formation than that adopted by other barbarian tribes, which allowed them to move more quickly over difficult or broken terrain. If you agree with this view then treat all the warriors in a Gallic army as light infantry.

THE GERMANS

Along with the Gauls, the early Germanic tribes provide us with the classic image of the barbarian warrior. If anything the Germans were even more ferocious than their Gallic neighbours, and it is certainly the case that the Romans were never able to subjugate the Germans in the same way that they conquered the Gauls. German infantry was considered to be especially stubborn and tenacious, and while German cavalry was not as well equipped as Gallic cavalry, they seem to have established an important psychological edge over the Gauls as they usually came out on top in any cavalry battles the two tribes had. This may at least partially be explained by the German tactic of mixing lightly armed infantry in with their cavalry formations.

The following special rules apply to a German army:

1. German noble cavalry can not be equipped with light armour. However, they cause *fear* in Gallic barbarian cavalry and Gallic noble barbarian cavalry.
2. German cavalry and German light infantry may be combined together in the same unit, as described in the combined formations rules in the Warhammer Ancient Battles rulebook.
3. German barbarian warriors, barbarian noble cavalry, and barbarian cavalry are *stubborn*, as described in the psychology rules in the Warhammer Ancient Battles rulebook. This increases their points value by +1 point.
4. German armies may not include chariots.

GOTHS & VANDALS

The following special rules apply to a Goth or Vandal army.

1. Goth and Vandal armies must spend between a third and all their points on cavalry, and up to half their points on warriors.
2. Goth and Vandal barbarian cavalry may be given light armour at a cost of +4 points per model.
3. Goth and Vandal barbarian infantry are not subject to *impetuosity*, and may be armed with short bows at a cost of +1 point per model.
4. Goth and Vandal armies may not include chariots or fanatic infantry.

PICTS

What the ancient Picts were armed with and how they fought is open to much conjecture, as there is very little literary or physical evidence left to go on. However, it does seem quite likely that Pict infantry were armed with long thrusting spears and fought in a close formation that resembled a primitive sort of phalanx. In addition a number of sources depict Pict light infantry armed with a weapon that resembles a crossbow.

1. Pictish warriors may be armed with long spears at a cost of +1 point per model.
2. Pict light infantry may be armed with crossbows at a cost of +2 points per model. However it is unlikely that the Pict's weapon was anywhere near as powerful as a medieval crossbow, so it should be treated for all intents and purposes as being a recurved bow.

APPENDIX FOUR: STAND-IN ARMIES

The army lists in *Armies of Antiquity* cover the most famous armies of the ancient world, but there are quite a few less common ancient armies included in the ranges of figure manufacturers. Fortunately it is quite easy to use the army lists included here to 'stand in' for a proper army list for other armies, as long as you are willing to do a bit of research for yourself. In a nutshell, all you have to do is take a similar army list from this book and change the names of the entries in that list to the names of the troop types in the army you want to use.

For example, Ancient Tibetan armies are popular with some players, I understand, but do not have their own army list in *Armies of Antiquity*. However, you can quite

easily use either the Chinese, Cataphract or Nomadic Hordes lists to 'stand-in' for a proper Tibetan list. It goes without saying that you would not take troops that are included in the original army list but were not used in the new army you want to collect (ie, you would not take the elephants from the Cataphracts list for a Tibetan army!).

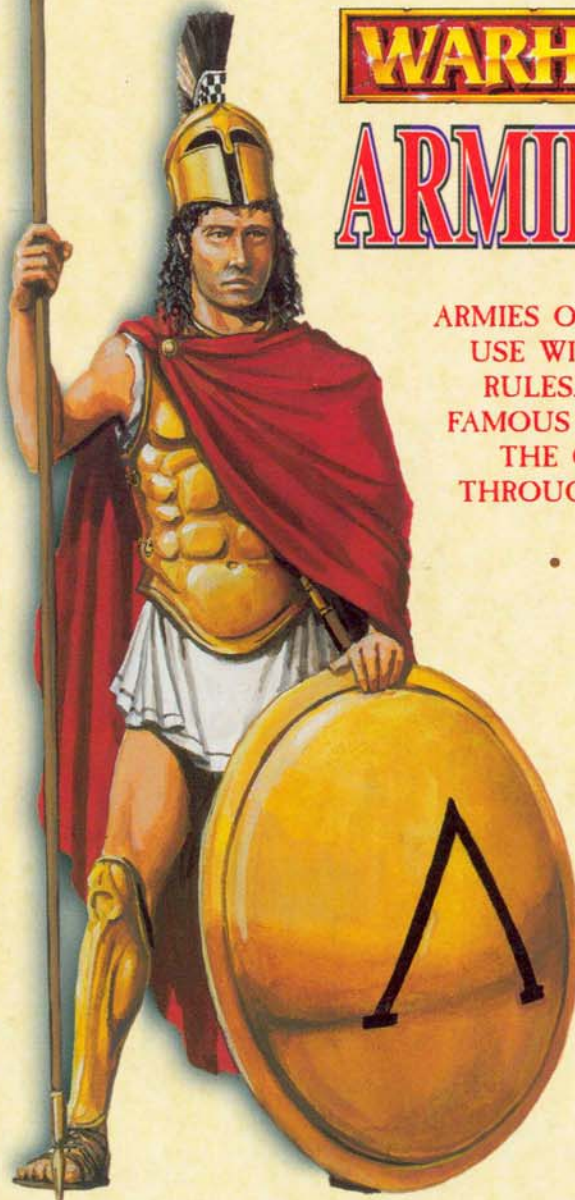
When using a stand-in list, all of the original list restrictions and special rules apply. In addition, you must limit yourself to using just one list; for example, you could not pick a Tibetan army by mixing and matching entries from the Chinese, Cataphract and Nomadic Hordes lists – you would have to pick one of them as being the most suitable and stick with it!

This chart shows which armies actually fought each other, or if they didn't actually go to war with each other, were close enough to in terms of time and location to have done so. The chart is useful for determining good match-ups, as armies that fought against each other historically tend to be well matched on the wargames table as well. It's also rather useful as a source of ideas for scenarios and campaigns.

Please note that you don't have to use this chart. Any army can fight any army if you want. We've just included the chart because it's useful and interesting.

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