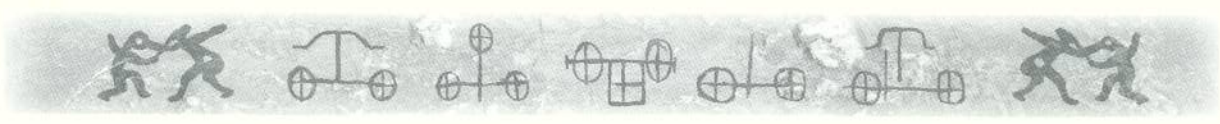


WARMASTER[®]

ANCIENT ARMIES



WARHAMMER
• HISTORICAL •



WARMASTER ANCIENT ARMIES

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CONTENTS

Foreword	3
The Army Lists	4
Early Egypt – Old & Middle Kingdom	8
Sumer & Akkad	10
The Peloponnesian War	14
The Seleucids – Successors to Asia	18
Celtiberians – The War of Fire	24
The Judean Revolt	26
Late Republican Roman	30
Meroe	34
Numidian	36
Palmyra	38
Sarmatians	40
The Arabs – Conquest of Islam	44
Arthurian British	46
Bulgars	48
The Carolingian Franks	50
Celtic Ireland	52
The Rus	54
Thematic Byzantine	56
Visigoths	60
Qin China	63
Campaigns	66
Territory	67
Army Bonuses	69
The Campaign Tables	70
Table 1 – The Territory Table	70
Table 2 – The Intrigue Table	74
Table 3 – The Events Table	76
Table 4 – The Unit Bonus Table	78
Table 5 – The Command Bonus Table	81
Warmaster Ancients Rules Additions	85
Corrections	90
Manufacturers' Information	91



FOREWORD

This supplement contains twenty additional army lists for the Warmaster Ancients game, a selection of further rules, and an extensive new section about campaigns.

The new armies have been selected from places as geographically distant as Ireland and China, and as far divided in time as the Bronze and Middle Ages. The armies have been chosen because they are each distinct and interesting in some fashion. Some are iconic representatives of their age and therefore clamour to be included. Others earn their place because, although not so well known, they are none-the-less colourful participants in history.

Amongst the requests from players new to Warmaster Ancients, and often new to gaming in the Ancient era, was a strong plea to include more background history for the armies concerned. The armies featured in this book have therefore been placed firmly into their historical context. Critics please note that this book is in no way intended to be either a work of reference or scholarship, but aims to provide an historical overview for the benefit of readers who wish to collect armies to play the Warmaster Ancients game. It is hoped these summaries will prove informative and helpful, but we would always encourage players to read up on the background history of their armies for themselves. Knowing a little about the cultural background to an army makes collecting and painting a force even more interesting – some claim it enhances the joy of victory and even offers solace in defeat!

Our other chief aim has been to include more representational detail in the armies than in the original set of army lists. This is perhaps the most common request from experienced Ancients players who are used to the more 'what-you-see-is-what-you-get' approach of, for example, Warhammer Ancient Battles. We have tried to address this in the lists and accompanying troop descriptions, as will be readily seen if you glance through this book. At the same time we have tried to keep the armies compatible with those in the *Warmaster Ancients* rulebook so that armies can be fielded from either book without due concern as to their fighting merit.

Also included are additional games rules – both as straightforward additions and as corrections to the rulebook. The additions are mostly prompted by new troops or formations required by the new armies. There are some modified rules too, but for the most part we have avoided making changes except where it was felt to offer a substantial benefit to do so. Similarly, we have noted some important corrections to the rulebook text, but have not attempted to deal with every spelling mistake or misplaced comma as that seemed wasteful.

Finally, at the request of our benign publisher, an extensive campaign section has been included for those who want to add variety to their games, and who are perhaps less interested in the restrictive tournament style of gaming. The campaign rules provide for bonuses to units and commanders which have applications in ordinary games too, so we hope these will be of interest to all players and not just those contemplating, organising, or participating in a campaign.

This supplement has benefited massively from the advice, observations, and suggestions of a cadre of willing playtesters, readers, and researchers without whom the job would have been practically impossible. I'd like to thank everyone who has made a contribution whether personally or via the excellent yahoo historical-warmaster site: games.groups.yahoo.com/group/historical-warmaster/. I'd particularly like to mention the following people whose advice and encouragement went a long way to making a pleasurable task even more so.

Firstly, thanks to Stephan Hess as always for observations that are invariably intelligent and thoughtful and, of course, for providing much of the original inspiration for the Warmaster game and its ancient variant. The unquenchably enthusiastic Ken South for tireless and timely playtesting of the new armies and rules – thank you Ken! Christof Simons for his considerable help with the Bronze Age army lists in particular and for constant and much appreciated support throughout. David Simpson – maybe we'll finish a game in under four hours one day, David – always a pleasure! Marc Adda and Michael Carmichael for their extremely useful critical feedback along with fellow playtesters Andre Ruediger and Eric Noe – thank you all! Eric also made the trip from France to join us for our first Warmaster Ancients campaign weekend in Nottingham along with Clive Macleod, Grant Thomas, Matt Dower, Steve Ray, Darren Ware, Dane Stephans, Richard Coates, Murray Palmer, and David Simpson. Thank you guys for being guinea pigs, and also for your valued feedback on the rules, army lists and campaign system whether on the day or subsequently. I'd particularly like to thank Dane for helping out with the Peloponnesian army, for showing me how it should be commanded, and for comments that are always well observed and to the point. It would be remiss to forget to thank Rob Broom for giving me the opportunity to write this book and doing much of the work that has made it possible – also for playtesting in the mysterious world of Warmaster Ancients (I fear we may never tempt Rob from the arms of Warhammer Ancient Battles – but I promise to keep trying).

Rick Priestley
July 2006

THE ARMY LISTS

Warmaster Ancient Armies adds twenty new army lists to the original twenty-five in Warmaster Ancients. The new lists differ somewhat in presentational style but are compatible with the original lists and armies. Details of how to pick the armies, definitions of the stat line, stand sizes, and such-like, are essentially the same as for the original armies so only the specific differences need be dealt with here.

Chariot Era (and before!) – pages 8-13

Early Egypt – Old & Middle Kingdoms; Sumer & Akkad.

Ancient Greece and the East – pages 14-23

Peloponnesian War; The Seleucids.

The Rise of Rome – pages 24-43

Celtiberian; Judean Revolt; Late Republican Rome; Meroe; Numidian; Palmyra; Sarmatians.

The Dark Ages – pages 44-58

The Arabs; Arthurian British; Bulgars; Carolingian Franks; Celtic Ireland; The Rus; Thematic Byzantine; Visigoths.

The Far East – page 60

Qin China.





An Egyptian garrison protects their settlement and tombs from a raiding Mycenaean warband



OPTIONS

Many of the new army lists include options which allow armies to be tailored to represent either a specific time period or the forces of a particular campaign. Some options are discretionary and make allowance for differences of interpretation. Options enable certain units to be upgraded or else add limited numbers of specialised, powerful or unusual troops. Options also provide for interesting character based commanders as in the original lists.

Unlike in the original lists, many of the new armies include more than one set of options. In these cases the standard 'Options' apply to the main list whilst further specific options apply in addition, eg 'Options for Black Sea Sarmatians'. Some specific options allow for extra types of units but drop or restrict others – this is all explained in the accompanying description for the option.

Some optional troop types are effectively upgrades for those given in the main list. For example, in the Thematic Byzantine list, Kavallaroi can be upgraded to Elite Kavallaroi at the rate of 1 per 1,000 points and a cost of +10 points per unit. The accompanying descriptions explain which units can be upgraded in this way.



The number of units that can be upgraded by an option can be expressed either as a simple min/max number or as a proportion of units of that type – for example, Any, All or None, up to Half, and so on. These are explained in the accompanying descriptions for each type. A few unit upgrades are linked to the proportion of other units, for example, Wavering and Elite Hoplites in the Spartan option for the Peloponnesian list, and Galatian Cavalry and Galatian Infantry in the options for the Seleucid list.



WARBANDS – A NOTE

The Warband rules can be found in the Warmaster Ancients rule book on p128. In some of the following armies, units are described as having the Warband rules 2 and 3 but not rule 1 (+1 Command for brigades of 3 or 4). The reason for this is that most warband based armies have low Leadership values and the +1 Command bonus is there to compensate for this. However, some of the new armies allow substantial numbers of warband allies to be included as part of a regular well-commanded army. The bonus makes massed warbands far too effective a part of these armies, so such units drop the Command bonus although they retain the other special rules.

The restricted Warband rule has been applied to armies that include both a Command value 9 standard General and warband units with a 'max' value of greater than 4 which are not also Unreliable. Note that this does not apply to any of the original 25 armies as none meet these criteria.



EARLY EGYPT – OLD & MIDDLE KINGDOMS

This list represents the armies of the Pharaohs before the introduction of either chariots or cavalry – as such it covers from the beginning of the third millennium BC until the early centuries of the second. The list is primarily inspired by the many painted wooden models from Egyptian tombs and especially those of a governor of Asyut called Mesehti. Mesehti's tomb was found to contain two forty-man strong companies of soldiers: one of spearmen and the other of archers. Mesehti lived in the 11th or 12th Dynasty period, sometime between the final centuries of the third millennium or early centuries of the second at the start of what is called the Middle Kingdom. Egyptian chronology has been the subject of some debate amongst academics in recent years, so it is common to find the same artefacts or inscriptions assigned to dates several hundreds of years apart. The appearance of Mesehti's figures is entirely consistent with both earlier and later representations. Egyptian soldiers seem to have changed very little over these centuries.

Egyptian civilisation was underpinned by the fertility and productiveness of the narrow strip of soil that lay beside the Nile. The river's annual inundation allowed the country's farmers to gather two crops each year. As in Mesopotamia, farmers found it necessary to band together to manage irrigation. This basic requirement acted as an early stimulus to the development of settled communities, craft specialisation, social stratification, writing and architecture. Frequently, it also led to war over limited land and resources. It is interesting to contrast these developments with those further east. If we do so it is apparent that, far from being at the forefront of civilisation, the Egyptians lagged behind contemporary Sumerians and Akkadians in many respects. The development of script, metallurgy, and innovations such as the wheel and socketed axe all took place in Mesopotamia before they were adopted in Egypt. Even Egypt's hieroglyphic script, although an insular development, may have drawn its inspiration from early types of cuneiform.

When Egypt was first unified, the former territories of individual rulers became provinces or Nomes. The local rulers became 'nomarchs' or hereditary governors – the Egyptian word for them was *baty-aa*. The Nome remained the basis for both civil and military organisation throughout this period. Each Nome had its own hereditary caste of soldiers who formed the core of its army. These regular troops were supplemented by a militia of young men raised from the peasantry. The Nomarchs also had their own guard, the *shemsu*, an inner retinue of warriors and attendants. Contingents from the Nomes, led by their Normarch, could be combined to form larger armies to campaign against the Pharaoh's enemies or defend the kingdom from invasion. It is possible that troops could also be levied from land owned by the temple on a similar basis to the general militia. Foreign troops, such as Nubians from the south or desert tribes from the east or west, often accompanied these forces – perhaps as tributary troops, mercenaries or allies.

Egyptian weaponry was based almost entirely upon the short spear and simple stave bow, sometimes supplemented by the characteristically shaped eye-axe or wooden club. Arrows were often made of reeds which arrowheads could be of hard wood, stone or copper. Archers are often shown carrying their arrows loose although quivers appear from the Middle Kingdom.

Shields are made of bull hide over wooden frames. They were characteristically large and rectangular in the Old Kingdom, and slightly smaller with distinctive curved or pointed tops in the Middle Kingdom. Spearheads of copper or bronze were broad, and were fastened to the spear with a simple metal tang rather than a proper socket.

Simple body armour is sometimes shown from the Middle Kingdom and takes the form of fabric cross belts or a chain harness, similar to that worn by Sumerian troops. A Pharaoh might wear a corselet of copper scales but such things were beyond the common soldiery. Helmets are unknown although warriors are often shown wearing headbands.

'His majesty sent me at the head of his army while I counts, while the wearers of the royal seal, while the sons of companions of the palace, while the nomarchs and commanders of strongholds belonging to the South and Northland; the companions, the caravan-conductors, the superior prophets belonging to the South and Northland, the overseers of the crown-possessions, while at the head of a troop of the South or the Northland, the strongholds and cities which they commanded, and of the negroes of these countries.'

A roster of troops – part of a long inscription describing the deeds of Weni from his mastaba tomb at Abydos c. 2250

TACTICS

The early Egyptian army contains a large number of bowmen and any battle plan must concentrate on deploying these troops to their best advantage. It is a very simple army in many respects with masses of poorly protected troops and cheap skirmishers, but with reasonably good leadership and a core of elite troops that can stand up to its contemporaries well enough in the heat of battle.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Henu Nefru	Infantry	2	-	3	-	-	3	-/-	25	-
Ahauty	Infantry	3	-	3	-	-	3	4/-	35	-
Archers	Infantry	2	30	3	-	-	3	8/-	40	-
Shemsu	Infantry	3	-	3	6+	-	3	-/4	45	-
Skirmishers	Infantry	1	15	3	-	-	3	-/8	20	*1,2,3
Haty-aa	General	+2	-	-	-	9	1	1	125	-
Im-y-er	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Early Egyptian army. See the accompanying descriptions for details.

Menfat	Infantry	4	-	3	6+	-	3	-/1	+10	-
Nubian Spearmen	Infantry	3	-	3	-	-	3	Up to Half	+10	*4
Nubian Skirmishers	Infantry	1	15	3	-	-	3	Any	+10	*1
Portents	Re-roll General's Command	-	-	-	-	-	1	-	+10	-

SPECIAL RULES

*1 Skirmish; *2 Unreliable; *3 Warband; *4 Warband rules 2 and 3 only

Henu Nefru (household recruits). These are troops recruited on behalf of the royal household and constitute a general militia. The term has been stretched to stand in for all militia raised from the younger, fitter members of the peasantry whether as part of the Nome militia, temple militia, or town militia. They are armed with broad-bladed but short spears and carry rectangular shields made of bull hide.

Ahauty (hereditary warriors). These troops are not a militia but come from a caste of warriors. This doesn't necessarily mean they were full-time soldiers, but they formed the core of the army in each Nome. They carry spears or eye-axes, and bear shields that are generally larger than those of the militia, though of a similar shape. They sometimes wear stiffened fabric armour of a 'halter' style – often little more than a length of material bound around the upper chest. They are chiefly distinguished by a red ostrich feather, which they wear in a white headband, whilst some have animal tails hanging from their belts.

Archers. Archers made up a large portion of the armies of early Egypt and appear to have fought in formation – they are sometimes depicted shooting from kneeling and standing positions as if in serried ranks. Egyptian bows were not especially powerful and arrows could have fire-hardened, hard wood, or stone tips rather than metal – however they were quite deadly considering the lack of armour amongst their enemies. Given the number of bowmen deployed, most must have been recruited as militia but some Ahauty might have served as archers too and Nubians might also have fought in formed bodies.

Shemsu. Shemsu are the personal retainers and bodyguard of governors and pharaohs. In the Middle Kingdom, the royal retainers were expanded into a full sized formation. Such retainers might even have been fortunate enough to wear small breast protectors of copper secured under their crossed fabric armour. Shemsu are often portrayed with heavy axes, sometimes wielded with both hands. We have rather generously given them a pip of armour – but they can also be upgraded to 'Menfat' as noted below.

Skirmishers. The majority of the skirmishing troops are allies, tributary troops or mercenaries of one kind or another – although doubtless some of the general militia would have been capable of serving in this role as they were selected from the youngest and fittest of the adult population. This includes Nubians armed with javelins or bows, for example, Irtjet, Medjay, Yam and Wawat, similarly armed Libyans such as Kaau and Tjemehu and Semitic nomads from the Sinai and Palestine armed with bows, slings, throw-sticks, and javelins.

Menfat. Up to one unit of Shemsu per 1,000 points can be upgraded to Menfat – 'shock troops' – at a cost of +10 points per unit. Menfat are highly trained veterans who are usually armed with hefty two-handed axes.

Nubian Spearmen. Up to half the number of Henu Nefru militia units can be upgraded to tribal Nubian spearmen with stats as shown at a cost of +10 points per unit. Although such troops would be tributary warriors, allies or mercenaries, they were reliable and fierce – so we have rated them as warband with the standard rules 2 and 3 but not rule 1 (the +1 Command for large brigades). The Command bonus is deliberately missed out as the standard Command values for the army are higher than usual for Warband based armies and these units could form a large part of the army.

Nubian Skirmishers. Any skirmishers can be upgraded to Nubian skirmishers at a cost of +10 points per unit. Nubians were used throughout the period and they were amongst the most reliable of the Egyptian's auxiliary troops. This category has been included to allow for all better quality and more reliable units and not just Nubians. This could also include native Egyptians and possibly even Libyans and Asiatics.

Portents. This is an optional upgrade for the army's General and costs +10 points. The General can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

SUMER & AKKAD

This list encompasses the civilisations of Sumer and Akkad that flourished in Mesopotamia in the third millennium BC. It covers the wars between the emergent city-states of Sumer, the conquest and creation of the first large scale near eastern empire by Sargon of Akkad and the resurgence of Sumerian power in the Third Dynasty of Ur. As such it broadly represents armies from the introduction of the four-wheeled battlecar around about 2800 BC to roughly 2000 BC but it is primarily based on sources from the middle centuries of the millennium. Different interpretations of third millennium dates abound – so I have not felt the necessity to be exact in giving dates.

Historians and archaeologists know a great deal about the general development of civilisation in Mesopotamia, but there remains far more that is unknown and, ultimately, unknowable. Over this long period of time we are afforded only isolated glimpses concerning military technology and the appearance of warriors and their weapons. This army therefore owes something to conjecture – but it is conjecture informed by surviving representations, artefacts, and by cuneiform documentation.

The main sources for this army are the various victory stele – especially the Vulture stele and the stele of Naram-sin – and the so-called Royal Standard of Ur (thought to be a sound box for a harp-like instrument). We also have many helmets and weapons recovered from the royal cemetery of Ur, representations of warriors from Mari, and terracotta or metal models of vehicles in some number.

The early Sumerians were a distinct and apparently unique race – they called themselves ‘the black-headed people’ and spoke a language unrelated to that of their Semitic neighbours. They built cities in the south of what is today Iraq in the land of Sumer (Biblical Shinar). They also mastered the art of irrigation necessary to sustain a substantial population.

Extensive temples and palaces have been excavated from the mud-brick mounds (Tels) that form the only visible remains of these ancient settlements. It has been suggested that the temples and palaces acted as redistribution centres of food, supported specialist craftsmen, and centralised power into the hands of kings and priests.

The Akkadians who lived to the immediate north of Sumer were a Semitic people – part of a huge movement of human population from North Africa and Arabia into the near east that happened in waves over many thousands of years. The Akkadians also built cities and irrigated the land, adopting or co-evolving the Sumerian cultural model. They used the Sumerian script to write their own tongue, and over time their language assumed some of the characteristics of Sumerian by association.

During the third millennium, it is quite reasonable to think of the Sumerians and Akkadians as belonging to the same cultural group – albeit with two separate traditions. This same culture extended even further north and included parts of Syria where a huge archive of cuneiform tablets has been found in the remains of a city called Ebla. These are written in another Semitic language that is sometimes called proto-Canaanite, using the universal Sumerian script. Ebla was one of the Syrian and Lebanese cities subjugated by Sargon (properly speaking Shurru-kin). Others include Mari, Tuttul and Yarmuti. Sargon also campaigned in southern Anatolia in defence of a mercantile colony called Purushkanda.



Over time, new tribes moved out of Arabia and joined the Sumerians and Akkadians. The Sumerians were gradually assimilated into a more generally Semitic culture. For a while the old Sumerian tongue persisted as a scribal and artistic medium, but was eventually supplanted by Akkadian. This process was already well underway at the start of the period covered by this list – by the end of the period the transition was virtually complete. The chief difference between portrayals of Sumerians and their Semitic neighbours is that Sumerians are usually shown clean-shaven, whilst Akkadians are almost always shown with beards.

The cities of southern Mesopotamia fought amongst themselves almost constantly. The 'kingship' passed from city to city depending on which of them was the most powerful at the time. Wars were mostly fought over territory – arable land being at a premium – but also by way of punitive raids especially against mountain tribes from the east and desert tribes to the west. The rulers of these early states were known by titles of local origin, and were later stratified into a hierarchy. Ensi is the oldest of these and refers to the leader of a city – later on the title was used to denote a provincial governor; a sort of combined administrator and judiciary rolled into one. Later on the title of kings was Lugal – meaning 'Big Man'. Towards the end of the period envisaged, these powerful monarchs began to assume divine titles as living gods.

In the early Bronze Age metal was scarce – and all the more so in the south of Mesopotamia where basic materials such as metal, wood and stone all had to be traded from elsewhere. This was probably why the Sumerians built up trade networks linked by distant forts. These forts and the routes they protected had to be defended. This brought them into conflict with nearby barbarian tribes in the Zagros mountains to the east. An early rival in this area was Elam – the Elamites were another race whose language and origins are obscure but who were otherwise very similar to the Sumerians in terms of material culture. Elamites even had their own early script, although they later adopted the standard Sumerian cuneiform in common with the rest of Mesopotamia. Sargon fought against and defeated a coalition of four kings led by the King of Awan, the area of southern Iran that includes Elam. Subsequently he appointed his own military governors, called Shaknu, to rule over them.

The city of Akkad was situated just south of modern Baghdad – although its exact site is unknown – and rose to power under King Sargon who reigned about 2300 BC. The city gives its name to the language spoken throughout Mesopotamia. Akkadian was also spoken by neighbouring peoples as a lingua franca of trade and diplomacy. Sargon and his successors subdued not only Akkad's immediate neighbours, but also the whole of Mesopotamia, parts of Syria as far as the Mediterranean Sea, the lands adjoining the Persian Gulf as far as Bahrain (which they called Makkan), as far north as southern Anatolia, and eastward into Elam and what is today the south-western part of Iran. It was a huge empire by any standards, and it's impossible to say how thoroughly it was ever under Sargon's control. Later tradition was to look back on this as a golden age for Akkad.

Akkadian dominance slipped away amidst wars and internal rebellion – probably their empire was just too big and diverse to retain under central authority for very long. The King of Ur emerged as the most powerful of the competing factions, and for a while Ur resumed the kingship of Mesopotamia. The succeeding period is known as the Third Dynasty of Ur and it lasted more-or-less through the final century of the third millennium BC. It was the 'third' dynasty because Ur had held the kingship twice before during the Early Dynastic period. The Third Dynasty of Ur was not to last for long – Elamites from the east, together with allied Iranian tribes, overran much of Sumer, and Ur itself was occupied. In the west, a new wave of Semitic nomads, the Amorites, began to settle amongst the Akkadians and gradually usurped them. Pressure from these invaders led to the collapse of centralised power and a general decline in stability and prosperity. The Elamites were eventually driven from Ur, and Sumer fell under Akkadian rule in the succeeding dynasties of Isin and Larsa. For the next two centuries, the city-states warred amongst themselves once more, but the capture of Ur by the Elamites seems an appropriate moment to draw a conclusion to this list.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Aga Ush	Infantry	2	-	3	-	-	3	-/-	25	-
Erin Summa	Infantry	3	-	3	-	-	3	4/-	35	-
Shub Lugal	Infantry	4	-	3	-	-	3	-/1	45	-
Archers	Infantry	2	30	3	-	-	3	-/8	40	-
Nim	Infantry	1	15	3	-	-	3	2/-	30	*1
Gish Gigir	Chariot	3	15	3	6+	-	3	-/4	90	*2,3
Lugal	General	+2	-	-	-	9	1	1	125	-
Shaknu	Leader	+1	-	-	-	8	1	-/4	80	-

OPTIONS

The following options are available to the Sumerian/Akkadian army. See the accompanying descriptions for details.

Shielded Infantry	Infantry	3	-	3	6+	-	3	As depicted	+10	-
Chariot Mount	Mount	+1	-	-	-	-	1	-/3	+10	-
Portents	Re-roll General's Command	-	-	-	-	-	1	-	+10	-

SPECIAL RULES

*1 Skirmish; *2 Unreliable; *3 Heavy Chariot

Aga Ush (followers). These represent the mass of militia who came from the ordinary people or followers. Workers would regularly be drafted in to help with various civic projects including ditch digging and construction. In times of war they were organised into fighting formations in exactly the same way. Some might serve as Nim skirmishers and others would form units armed with spears in the same way as the Erin (soldiers). It is quite likely that such troops would have worn simpler wargear such as plaited rope or leather helmets.

Erin Summa (spear soldiers). Erin is the general Sumerian word used to describe soldiers – in Akkadian the equivalent is Gurush. Sumerian infantry carry bronze or copper headed spears which they wield with both hands, they wear what look like thick sheep-skin or felt tunics, and have simple copper or bronze helmets padded with cloth or straw. Some wear cloaks that probably afforded protection – particularly from missiles – these could be covered with copper studs. Others are shown wearing crossed belts upon their chests. This was possibly fashioned from a length of thick or stiff material sometimes shown draped over a shoulder. Small narrow bladed axes were brandished by officers or otherwise tucked into the belts of troops armed with spears – but lunate shaped axes have also been found. One famous rendition (the Vulture stele) shows a formation carrying large oblong shields, however, the same stele also shows a formation without shields. Perhaps some units carried shields, or perhaps only the front ranks carried shields, or maybe shields were only carried when the occasion demanded – it is impossible to say for certain. Smaller, more practical shields do not appear in art until the very end of the period when they were often used by Amorite tribesmen. We have assumed that our troops have protection only to a degree that off-sets their vulnerability due to mass – hence, regardless of whether a shield is carried, they have no Armour value in the same way as the Egyptian/Hittite infantry in their respective lists. However, those who take a more optimistic view can upgrade Erin units as noted below.

Shub Lugal (King's Retainers). These represent the personal retinues of kings – the Royal Cemetery of U contains burials of guards who were ritually killed so they could accompany their masters into the afterlife. These retinues are also known as Aga Ush Lugal (King Followers) and in Akkadian as Niskum. Such troops wear helmets and are armed with axes of copper or bronze although guards are also shown armed with spears like regular infantry. A unit can carry axes or spears, and can be shielded or otherwise, but should be distinct from other units where possible. Axes were prestige weapon and examples of finely decorated axe-heads are often associated with royal burials, so a unit of axe wielding guardsman makes a tenable choice.

Archers. The bow was in use amongst the Sumerians and Akkadians from the earliest times and is especially associated with the Akkadians whose kings are sometimes depicted carrying the weapon. At least some wore helmets and cloaks like the infantry – but it seems like others would have been bareheaded. Arrowheads could be copper, bronze or flint – flint arrowheads were found in the tomb of Meskalamdug along with spearheads of electrum and silver. Archers have not been included as compulsory troops on the basis that in field battles they may have fought only as skirmishers, but there is reason to believe they were capable of fighting in formation to hence this entry.





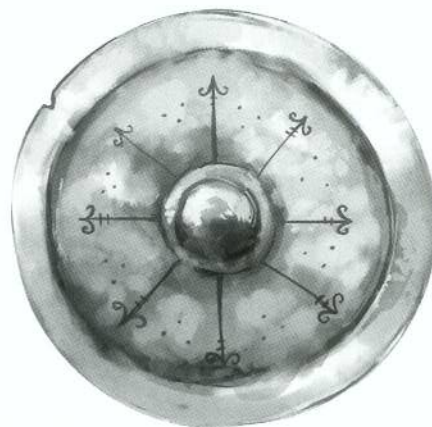
Nim. Nim means 'flies' and suggests the way these skirmishers fought, fleeing from close order troops and approaching again after dispersion. Nim could be native troops, but could also be subjects or allies from the hill tribes to the east or the deserts to the west. Such units might be armed with javelins, slings, bows or throw sticks. The Akkadians called these throw sticks 'waspum'. Amongst the hill tribes the Gutians were the most powerful – they are distinctively dressed in a cloak fastened at the shoulder, their heads may be shaven apart from a scalplock, and they are definitely savages and barbarians! Gutians were employed by both Sumerians and Akkadians and eventually overran much of the Akkadian empire prior to the Third Dynasty of Ur. Other skirmishers could conceivably come from the various tribes of the western deserts that the Sumerians collectively referred to as Martu and who are called the Amorites in the Bible. These included many different tribes such as the Tidnum and Bami-Yamina. Skirmishers could also come from areas under Akkadian influence, including Hurrians from the northern portion of the Zagros, and Lullubi from western Iran (Naram-Sin's famous stele celebrates his victory over the Lullubi).

Gish Gigir. These are depicted on the Royal Standard of Ur as well as the Vulture Stele and appear to be four-wheeled vehicles with a driver and spear-armed crewman. They are drawn by four wild-asses (onagers) or donkey-onager crosses – and must have been quite a handful to steer! It has been suggested that these primitive vehicles gradually fell out of use from the Akkadian period, but the military two-wheeled chariot did not make an appearance until well after this time. These ass-drawn chariots have been rated Unreliable to represent the irascible mode of traction. Because they have four draft animals, they have been rated as Heavy Chariots, which seems appropriate given their general construction and theoretical speed and manoeuvrability. Stats and points values have been reduced compared to later four-horse chariots – and again this feels in keeping. Note that all heavy chariots fit onto the 40mm square base as standard.

Shielded Infantry. The large oblong shield used by some infantry is so large that it might reasonably be accorded an Armour value – this option allows you to do so. If you choose this option, all Erin Summa units depicted with shields must be upgraded at a cost of +10 pts per unit. You do not have to choose this option – in which case all infantry count as shown in the list regardless of their appearance – but you must either upgrade all Erin Summa units depicted with shields or none.

Chariot Mount. Upgrade Chariot Mount for Command stands. This can be an Ass Chariot or a smaller platform car – essentially a two-wheeled version of the normal battle-car. Couriers and individuals also rode a type of chariot called a straddle car where the rider sits on a padded saddle on the yoke.

Portents. This is an optional upgrade for the army's General and costs +10 points. The player can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful the order is issued and the General can continue giving further orders if you wish.



THE PELOPONNESIAN WAR

This list represents armies of the Peloponnesian War, including Sicilian armies as well as the armies of Athens and Sparta and their allies. This long and destructive war was fought intermittently from 431 BC to 404 BC between the rival Greek states of Athens and Sparta together with their allies and colonies. Sparta's allies included other major Greek rivals to Athens such as Corinth and Thebes. Note that the Spartans and other Peloponnesians together with their colonies are sometimes referred to as 'Dorians'. They represent a particular tribal group and speak a distinct dialect. The Athenians, and others from eastern Greece and the adjacent islands, represent a different tribal group called the 'Ionians'. This was not a strict divide during the war – some Dorians fought for Athens either as allies or mercenaries. The war was wide ranging in its field of action, but was mostly fought in two theatres: Greece in the east and Sicily in the west.

The alliance against Persia, nominally led by Sparta, remained in place with the objective of liberating the Greek cities of Asia Minor from foreign rule. This did not stop the chief cities of Greece pursuing their individual ambitions though, whether in terms of colony building, trade, or territorial acquisition. The Athenians, for example, mounted an expedition into Egypt in support of a rebellion against Persian rule.

A land dispute between the Athenian ally Megara and the Spartan ally Corinth led to war between the cities that lasted from 457 BC to 446 BC. This is sometimes referred to as the First Peloponnesian War. Athens proved unassailable at sea whilst choosing to avoid battle against the Spartan army on land, so neither side was able to make much headway. Peace was concluded leaving Greece divided between two rival camps: the Athenians and their allies and the Spartans and their allies otherwise known as the Peloponnesian League (hence 'Peloponnesian War').

Thucydides, who fought in and wrote a history of the war, ascribes its cause to a widespread fear of growing Athenian power. After the Persian wars, Athens and other maritime cities formed a naval alliance called the Delian League. All the league's members contributed ships and funds to be used for ship-building. As the largest and most important partner, Athens dominated the other allies and soon expropriated the league's treasury for its own use. Attempts by some members of the league to break away were crushed: Naxos in 471 BC and Thasos in 465 BC. Control of the seas was important because Greece was dependant upon imported grain from Sicily, Egypt and the Black Sea region beyond the Hellespont. By compelling rival maritime powers to 'join' the Delian League, Athens sought to control other Greek cities and build a powerful commercial empire. This led to widespread resentment, not least amongst the Spartans who had for a long time been regarded as the foremost power in Greece.

The Peloponnesian War (431 BC - 404 BC) began when an unwilling Athenian ally called Potidaea rebelled and appealed to Sparta for help. The Potidaeans put up such resistance that the Athenians were obliged to mount a lengthy naval blockade and to besiege the rebellious city. The Spartans marched into Attica – the territory around Athens. During the subsequent war neither side was able to force a decisive victory. The Athenians launched several sea-borne raids against the Peloponnesian coasts but refused to engage the Spartans on land. The Athenians retreated behind the city's recently built Long Walls, leaving the Spartans to lay waste to the countryside beyond. Disastrous struck the besieged city's population in the form of a plague. A third of Athenian citizens died including Pericles, the chief architect of Athenian power. Afterwards the Athenians changed tactics and sought to engage the Spartans in the field. The Athenians beat the Spartans at Sphacteria in 425 BC but were then beaten by the Thebans at Delium the next year. In 422 BC, a third battle was fought at Amphipolis where Cleon, the Athenian leader, and Brasidas the Spartan were both killed.





A brief lull in hostilities followed the Battle of Amphipolis, at the end of which Athens, together with new allies from the Peloponnese, returned to the offensive. After several smaller engagements, the Spartans went on to win the biggest battle of the war at Mantinea in 418 BC. Athenian allies in the Peloponnese were cut away as a result, and once more Athens found itself in want of an effective strategy.

Alcibiades, the warlike Athenian leader, came up with an ambitious plan to invade Sicily. Syracuse, the principal city of the island, was a powerful ally of Sparta and major supplier of grain to the Spartans. Alcibiades aimed to knock out Syracuse, defeat Carthage, and then, with the resources of Sicily and North Africa, return to Greece to crush an isolated Sparta. Brilliant as his plan was, Alcibiades had powerful enemies at home, and he found himself obliged to flee into the arms of the Spartans, leaving his plan to be enacted by less competent commanders.

During the ensuing campaign, the Athenian navy was outmanoeuvred and defeated, and the army was surrounded and massacred by the Syracusians. Athenian ambitions in the west therefore came to nothing and much of the city's manpower and treasury had been wasted.

The final phase of the war was mostly fought at sea, with the Spartans and Athenians battling for control of the supply routes bringing grain to Athens. The Spartans built a new fleet, trading Persian support for control over Ionian cities in Asia Minor. With the help of the Persians, Sparta wrested control of the seas from Athens. With Sparta in the ascendant, Athenian allies soon fell away, until, alone at last, the city's remaining fleet was captured, and its population starving, Athens was forced to surrender. Sparta's terms were generous, too generous in the view of some of her allies, a new government was installed and the city's defences reduced. Athens would never again rise to power over the other Greek states.

The armies that fought the Peloponnesian War had developed slowly but significantly since the Persian wars. Battles were still settled between bodies of Hoplites, but more attention was given to supporting troops, and this became a significant development as the war progressed. Cavalry remained rare and largely ineffectual, and even light troops were mostly restricted to a pre-emptory battlefield role as skirmishers. The Greek colonies of Italy and Sicily developed these arms more strongly. Perhaps this was a reaction to contact with other military systems, or maybe it was a natural response to the more open battlefield terrain outside of mainland Greece. These developments are reflected in the various options included in the lists below.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Hoplites	Infantry	3	-	3	5+	-	3	4/-	60	-
Peltasts	Infantry	2	15	3	-	-	3	4/8	40	*1
Archers	Infantry	2	30	3	-	-	3	-/1	40	-
Skirmishers	Infantry	1	15	3	-	-	3	-/4	30	*1
Cavalry	Cavalry	3	-	3	5+	-	3	-/1	80	-
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/2	40	*1
General	General	+2	-	-	-	9	1	1	125	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Peloponnesian army. See the accompanying descriptions for details.

Elite Hoplites	Infantry	4	-	3	5+	-	3	-/1	+10	-
Wavering Hoplite	Infantry	3	-	3	5+	-	3	Up to Half	-10	*4
Hamipoi	Infantry	2	15	3	-	-	3	See Rule	+10	*1,2
Horse Archers	Cavalry	1	30	3	-	-	3	-/1 max	+10	*1
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/1	+20	*1
Portents	Re-roll General's Command	-	-	-	-	-	-	1	+10	-

OPTIONS FOR SYRACUSIAN ARMIES

The following supplementary troop options represent Syracusan armies of the Peloponnesian war. In addition, Cavalry and Mounted Skirmishers have increased maximum allowances as shown, these replace the normal list entries

Gauls	Infantry	3	-	3	-	-	3	-/4	25	*3,4
Spaniards	Infantry	3	-	3	6+	-	3	-/4	45	
Bolt throwers	Artillery	1	40	3	-	-	2	} -/1 max	50	*5
Stone throwers	Artillery	1	3 x 60	3	-	-	1		75	*6,7
Cavalry	Cavalry	3	-	3	5+	-	3		80	
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/4	40	*1

OPTIONS FOR SPARTAN ARMIES

A representative Spartan army can be chosen from the standard list, but this option is provided for those who wish to emphasise the reputation of the Spartans warriors themselves along with the subservient nature of many of their allies. These upgrades replace those given in the standard options list for Elite Hoplites and Wavering Hoplites. The army must field at least four Elite Hoplite units and can field any number (min/max is 4/-), but must field at least one unit of Wavering Hoplites for each Elite Hoplite unit chosen.

Elite Hoplites	Infantry	4	-	3	5+	-	3	4/-	+10	
Wavering Hoplite	Infantry	3	-	3	5+	-	3	As Elite	-10	*4

SPECIAL RULES

*1 Skirmish; *2 Hamipoi; *3 Warband; *4 Unreliable; *5 Light Artillery; *6 Heavy Artillery; *7 Slow



Hoplites. The standard Greek armoured warrior – wearing reinforced linen armour and bronze helmet, carrying a large round shield, and armed with a long spear. Armour could also be reinforced with mail or scale, and greaves could also be worn, but in general the tendency was for Hoplite equipment to get lighter over time.

Peltasts. Troops, often professional soldiers, trained to fight at close quarters or at a distance using spears and javelins. They carried a shield and sometimes wore helmets, but were otherwise unarmoured. These troops were probably the standard infantry type of the more northern states such as Thrace and Macedonia, but they became more common amongst other Greek armies as time wore on.

Archers. Archers were rare in Greece but Cretans were famous archers who often fought as mercenaries. Athens had at least some archers – they are listed as casualties on a memorial to troops fighting in Phoenicia. These units represent either Greeks, Cretans or, in the west, Sicilians.

Skirmishers. These are troops armed with javelins with or without a small shield for protection. Skirmishers could also be slingers – although such units would be less common. They wear only light tunics and fight from a distance – avoiding close combat where possible.

Cavalry. The Greek cavalry arm was never very numerous or capable, but the role of cavalry expanded during this period and its potential was developed even if not fully realised. Cavalry are armed much as Hoplites but do not carry shields.

Mounted Skirmishers. These are lightly armed riders whose main tasks are scouting, raiding and harassing enemy columns moving across open country. Cavalry were more common in the north of Greece, especially in Thessaly where the open countryside provided one of the few areas suitable for grazing and horse-rearing.

Elite Hoplites. One unit of Hoplites per 1,000 points can be upgraded to 'elite' status to represent veteran troops such as the Theban 'Sacred Band'. In the Spartan army option, at least four units must be so upgraded. This costs +10 pts per unit.

Wavering Hoplites. Up to half the Hoplite units in the army can be reduced to the status of unenthusiastic or uncommitted allies – such units are rated as Unreliable and cost 10 points less than standard Hoplites. In the Spartan army option, at least one unit of Wavering Hoplites must be fielded for each Elite Hoplite unit fielded. This category can also be used to represent contingents of non-Greek allied infantry that were occasionally involved in the fighting such as Paphlagonians in a Spartan army.

Hamippoi. If Mounted Skirmishers are upgraded to Light Cavalry then Peltasts can be upgraded to Hamippoi with the corresponding Hamippoi rule. There can be no more Hamippoi in the army than units of Light Cavalry. Hamippoi means 'with horse' and refers to light troops who operate together with horsemen – they were especially useful in rougher terrain.

Horse Archers. Regardless of army size – one unit of Mounted Skirmishers can be upgraded to Horse Archers – these mercenary troops were employed by Athens but we leave it to players whether to include such units as part of other armies.

Light Cavalry. One unit of Mounted Skirmishers per 1,000 points can be upgraded to Light Cavalry with stats as shown. This represents the development of more aggressive cavalry tactics as the war progressed.

Portents. This is an optional upgrade for the army's General and costs +10 points. The General can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

Gauls. These are Gallic or Celtiberian warbands fighting on behalf of one or other of the Sicilian cities. Sicily was a melting pot of peoples and military systems – quite unlike the insular style of warfare that predominated in Greece. Gauls are armed with swords and javelins and carry long shields. They are rated Warband but also Unreliable to reflect their mercenary character.

Spaniards. These are Spanish troops of the 'longshield' type equipped with shields together with swords and javelins. Spanish javelins were often especially heavy and made of iron, similar to the later Roman pilum.

Bolt Throwers and Stone Throwers. Regardless of size a Syracusean army can include one unit of artillery – either a Light Artillery bolt thrower or a Heavy Artillery stone thrower. Note that the army cannot include one of each – but one in total. Syracusean artillery was not really used in the field, but battles took place close to cities and so we have stretched a point to include these characteristic components of a Syracusean force.



THE SELEUCIDS – SUCCESSORS TO ASIA

This list represents the armies of the Seleucids from the foundation of the dynasty by Seleucus I Nicator until the fragmentation of much of the Empire in the latter days of Antiochus IV Epiphanes. The list therefore extends from the establishment of Seleucid independence from the Macedonian regency in 307 BC until the death of Antiochus Epiphanes at the hands of the Parthians in 164 BC. Inbetween these two occasions, the Seleucids fought other Successors, Indians, Celts, Parthians, Romans, and endured various civil wars of which the Maccabee revolt reasonably might be accorded the status of a full-blown foreign war.

After the death of Alexander the Great, his extensive conquests were divided between rival Macedonian Generals who are consequently known as the Successors or 'Diadochi' in Greek. At first they administered their territories on behalf of Alexander's heirs and some pretence was made that the empire was still a unified body. Within twenty years of Alexander's death, a series of what were in effect civil wars had ended any hopes of keeping the empire whole. The Successors divided into independent kingdoms of which the most enduring were to be the Seleucids in Asia, the Ptolemies in Egypt and the Antigonids in Macedon.

Seleucus was a cavalry commander who came to rule over much of what was formerly the Persian empire including its heartlands of Persia and Babylonia (modern Iran and Iraq). He established a kingdom and a long line of rulers both of which we consequently describe as Seleucid. The Seleucid domain quickly became the largest and most powerful of the Successor states, extending from the borders of India to western Anatolia and Palestine. Effectively, the Seleucids replaced the old Persian Achaemenid rulers and took over most of their empire, barring Egypt. Palestine, lying between the Seleucid and Ptolemaic empires, was disputed territory and the object of several wars, though it was nominally part of the Seleucid kingdom.

Seleucus continued Alexander's policy of establishing settlements of veterans throughout the empire. These were principally either Macedonians or Greeks but also other peoples including Anatolians, Thracians, Jews and, in the eastern part of the empire, Medes. These foundations would become important centres of Hellenic culture as well as sources of manpower for the army. Amongst the new settlements was the capital of Antioch on the Orontes in Syria (now in modern Turkey) as well as the original capital of Seleucia on the Tigris lying just to the south of modern Baghdad. These, and many other smaller townships, were instrumental in disseminating Hellenic ideas by spreading Greek culture and values amongst the many different peoples of the empire. This kind of colonisation was not universally well received, as might be imagined, but on the whole the Seleucid period saw Greek language and cultural values adopted by the ruling elite. Written Greek supplanted whatever languages had preceded it in law and government (eg, Aramaic).

After Seleucus' death in 280 BC, the empire struggled to maintain its hold over such widespread territories. In the east, Parthia and Bactria were lost from around 250 BC. In the west, a Celtic invasion created a Galatian controlled realm in Anatolia. Much of Anatolia subsequently broke up

into the independent states of Bithynia, Pontus, Pergamum and Cappadocia. Disastrous wars against the Ptolemies resulted in Egyptian occupation of the land to the south of Syria (modern Israel and the Lebanon). However, Antiochus III also known as Antiochus the Great who ruled from 223 BC. Antiochus was a commander of so considerable energy who reconquered much of the eastern territory and launched an expedition into India. In the west Antiochus restored Seleucid control south of Syria and won a decisive battle against a Ptolemaic army at Panium in 198 BC. Flushed with success, Antiochus invaded Greece and was subsequently defeated by the Romans at two battles, Thermopylae in 191 BC and Magnesia in 190 BC. Following this setback, Antiochus was obliged to cede most of Anatolian territory to the Roman ally Pergamum and to pay the Romans a punitive tribute that effectively crippled the Seleucids for decades afterwards. Antiochus the Great died in 187 BC whilst campaigning in the east where his heroic spirit of leadership and familiarity with cavalry warfare had previously bought him such success.

Antiochus was followed first by one of his sons and then the other. Both rulers were burdened with the need to pay the onerous Roman tribute as well as by increasing Roman interference in the region. Antiochus's younger son, Antiochus IV Epiphanes, was something of a religious evangelist whose attempts to impose Greek religion on the Jews led to war in Judea and ultimately to the establishment of an independent state led by the heirs of Judah Maccabee. His efforts to stem the Parthian annexation of the east were even less successful and he died fighting there in 164 BC. Following his death, the Seleucid Empire endured decades of internal strife and a succession of rulers. Judea became fully independent in the 140s. In 129 BC Babylonia fell to the Parthians. By 100 BC, all that remained was the territory of Antioch and a few cities in Syria. In 63 BC, following several turbulent decades in which it had been either ignored or forced to endure Armenian or pro-Roman rulers, Syria was turned into a Roman province by Pompey. This army broke at the death of Antiochus IV in 164 BC after which the loss of the eastern territories changes the essential character of the army.

The Seleucid army has been studied in some depth by modern historians, notably by Bar-Kochvar, and a great deal is known about the troops that fought at actual battles and in some cases their equipment and fighting styles. Some of these interpretations are exactly the sort of thing that inform our army list – so I would make it clear that I have largely followed Bar-Kochvar's view on the organisation and names of the various guard units and the interpretation of 'peltasts' as phalangites in various battle accounts. That said there is sufficient flexibility in the lists to include the necessary proportion of Hellenistic style peltasts should you wish to occupy the opposing camp, in which case you will doubtless also want to avoid the Hypaspist upgrade.

This list provides a more detailed list for the Seleucid Successors and effectively supplants the standard Successor list. However, the original list is also a perfectly acceptable representation of the later Seleucids for those who wish to continue to use it.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Guard Phalanx	Infantry	3	-	3	5+	-	3	2/-	70	*1
Phalanx	Infantry	3	-	3	6+	-	3	2/-	60	*1
Light Infantry	Infantry	2	15	3	-	-	3	2/-	40	*2
Archers	Infantry	2	30	3	-	-	3	-/4	40	
Galatians	Infantry	3	-	3	-	-	3	-/4	25	*3,4
Skirmishers	Infantry	1	15	3	-	-	3	-/8	30	*2
Guard Cavalry	Cavalry	4	-	3	5+	-	3	-/1	120	*5
Heavy Cavalry	Cavalry	3	-	3	5+	-	3	1/-	110	*5
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/6	60	*2
Horse Archers	Cavalry	1	30	3	-	-	3	-/1	60	*2
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/4	40	*2
Elephants	Elephant	4	15	4	5+	-	3	-/2	200	*6
Scythed Chariots	Chariot	4	-	3	5+	-	1	-/1	50	*7
Bolt Thrower	Artillery	1	40	3	-	-	2	-/1 max	50	*8
General	General	+2	-	-	-	9	1	1	125	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-
Portents	Re-roll General's Command	-	-	-	-	-	-	1	+10	-

OPTIONS FOR MID THIRD CENTURY

The following options are available to the Seleucid army. See the accompanying descriptions for details. For the most part they represent developments from the middle of the 3rd Century onwards. Re-armament of the cavalry as cataphracts took place at the end of the 3rd Century and beginning of the 2nd Century. The number of elephants available declined from the peak of 400 deployed at the Battle of Ipsus in 301 BC to 102 at Raphia in 217 BC and 54 at Magnesia in 190 BC. To reflect this transition, none of the following options are available if more than one Elephant unit per 1,000 points is included. Note that if any of these options are chosen, as near as possible half the army's Heavy Cavalry must be upgraded to Cataphracts as explained in the unit's description.

Hypaspists	Infantry	4	-	3	5+	-	3	-/1 max	+10	*1
Imitation Roman	Infantry	3	-	3	5+	-	3	Half or None	-5	*9
Spearmen	Infantry	3	-	3	-	-	-	-/1	-5	-
Thorakite	Infantry	3	-	3	6+	-	3	Up to Half	+5	-
Thracians	Infantry	3	15	3	-	-	3	-/1	+10	*2
Galatian Cavalry	Cavalry	3	-	3	6+	-	3	See text	Free	*3, 4
Camels	Cavalry	1	15	3	6+	-	3	-/1 max	Free	*2, 10
Cataphracts	Cavalry	3	-	3	4+	-	3	Half or All	+15	*5, 11
Guard Cataphract	Cavalry	4	-	3	4+	-	3	All or None	+15	*5, 11
Mercenaries	Infantry	2	15	3	-	-	3	Up to Half	-10	*4

SPECIAL RULES

*1 Phalanx; *2 Skirmish; *3 Warband; *4 Unreliable; *5 Shock; *6 Elephant; *7 Scythed Chariot; *8 Light Artillery; *9 Maniple; *10 Camel; *11 Slow



Guard Phalanx. These are the *Argyraspides* – or Silver Shields – often translated rather liberally as ‘Guards’. The *Argyraspides* formed a large standing army in which the sons of land owning military settlers served until they came into their inheritance. Because the force was kept permanently under arms, it was highly trained and motivated as well as superbly led and equipped. Once soldiers left the guard they were still eligible to be called up into the ordinary Phalanx in times of war – so even ordinary troops were former guardsmen and probably experienced soldiers too. The Guards were armed in the same fashion as the ordinary phalanx but have been given an extra pip of save to differentiate them without necessarily giving them extra Attacks (that honour has been reserved for the *Hypaspist* upgrade).

Phalanx. The phalanx was a levy from the land owning military settlers. Such men are usually called ‘Macedonians’ and many were indeed either Macedonians or their descendants. The term came to be generally associated with the members of the social class obliged to serve as phalangites and also with their panoply (ie, fighting in the ‘Macedonian’ manner). They wear linen or similar body armour and carry a small shield called a ‘pelta’, which led to some ancient commentators referring to phalangites as ‘peltasts’ thereby confusing them with lighter skirmishers in some battle accounts. They are armed with a long pike the *sarissa* – in the case of the Successors this was up to 21 feet in length and balanced with a heavy bronze butt-spike. Phalangites continued to wear the bronze or iron Macedonian style helmet. Officers and, very possibly, the front rankers wore metal cuirass body armour. Whether this was a more common practice in the Guard is not known but it certainly makes a nice differentiation in respect to the appearance of the units.

Light Infantry. The phalanx was supplemented by infantry more lightly armed than the ‘heavies’ (phalangites) but more heavily armed than skirmishers who were expected to fight only at a distance. They are represented here with a single entry and upgrades are provided to represent specific types that differ in detail. This category covers the common type sometimes simply referred to as ‘mercenaries’ – a term that became associated in the 3rd Century BC with the more heavily armed Greek Peltast. From the middle of the century, these Peltasts carried the ‘*theuros*’ – the long shield similar to that used by Celts – rather than the smaller ‘pelta’ from which their name derives (see the Peloponnesian War list). They are consequently also referred to as ‘*thureophoroi*’. In some Greek cities they became the principal troop type, displacing *Hoplites*. *Thureophoroi* are armed with both spears and javelins and wear helmets, but little if any other armour. Such ‘jack of all trade’ troops could well be mercenaries, but could also be part of a levy from settlements of soldiers who fight in this style – for example, Thracians, Anatolians or Greeks. The Aetolian allies of Antiochus III who took part in his battles against the Romans would most likely have been *thureophoroi* and it seems likely that most garrisons and city militia would have been similar.

Archers. Bowmen would often form part of the skirmishing part of the army but we have made provision for formed bodies of archers too. Archers would be provided by subject peoples or allies – of which the Arabs provided a large contingent on at least one occasion. Cretans were also famed archers, and are associated with a type of archer armed with a small shield and possibly a sword, in which case they might be expected to fight at closer quarters too. Persian archers fought in the early campaigns of Seleucus I, and Elymians from western Persia fought for Antiochus III.

Galatians. In the 3rd Century BC, Anatolia was invaded by a large number of migrating Celts who eventually settled into the central region of ‘Galatia’. They were hired or allied with the surrounding independent kingdoms and were not above fighting for both sides. They were notorious for deserting their adopted cause at the drop of a hat and have consequently been rated as Unreliable. As time passed they became more Greek in their clothing, arms and outlook but we represent them here as a typical Gallic warband which seems to fit their reputation. They are armed in the usual Celtic way with javelins, long swords and long shields.

Skirmishers. This category covers units equipped with javelins, bows and slings as well as a variety of peoples. Skirmishers were provided by either professional mercenaries or allied tribes, often from the desert or mountain margins of the Empire. Cretan archers can be included in this category, as can bow-armed Arabs and Persians. Javelin armed troops might be from the adjoining mountainous regions of Anatolia including Cappadocia and Cilicia, and would have resembled comparable troops in a Greek army (see the Peloponnesian War list). In the east these troops would probably have been native Persians or similar in appearance.

Guard Cavalry. Just as the Guard infantry was a permanent establishment formed from the sons of military settlers, the Guard cavalry was its exact counterpart in the mounted arm. The number of troops was smaller, consisting of two distinct regiments of 1,000 men each rather than something like 10,000 in total for the foot. The first body was formed from Medes settled in the eastern part of the empire and was known as the *Agema* (a term previously associated with Alexander’s Companions and which means something like ‘leading’). The second body came from the west and was formed from the Macedonian settlers – it was known as the *Companions*. Both bodies were elite heavy cavalry armed with long spears, swords, helmets and body armour. Shields don’t appear to have been carried and the long spear was held in both hands. Although two distinct regiments existed, these have been represented by a variable number of units – 1,000 being considerably more men than is envisaged by a single mounted unit on the tabletop.

Heavy Cavalry. Where the Guard cavalry are the counterparts to the Guard infantry, these are the counterparts to the ordinary phalanx – a reserve of experienced land-owning former Guardsmen who could be mobilised in times of war. They are equipped in the same way as the Guard but from the 2nd Century onwards both Guard and ordinary Heavy Cavalry adapted the heavier Cataphract equipment as noted in the upgrades.

Light Cavalry. These are light cavalry armed with javelins, usually wearing a helmet and carrying a shield. Their role is to fight from a distance but also to close with the enemy, often with others of their kind. The type of cavalry known in the west as ‘Tarantine’ are included in this category – they carry distinctive large round shields. The term originated with light skirmishing cavalry from Taras and the surrounding area of southern Italy. By the 3rd Century, this type is often associated with cavalry that can also close for combat. The same category includes Median cavalry, who fought for the Seleucids at the beginning of the period covered, and other locally recruited eastern cavalry in the Persian tradition. Mercenary Thracian cavalry also fought in this manner and carried the long celtic style theuros shield. The category also includes the ‘civic’ cavalry reported by Polybius as taking part in the parade at Daphnae in 164 BC (politikoi). These are something of a mystery but it is suggested they were light cavalry recruited as a specific response to war in the east where the need for such troops seems most likely. The term ‘Tarantine’ also disappears from use at the same time so it may simply be a case of the descriptive term falling from use rather than the troop type itself.

Horse archers. Horse archers include Parthians, Dahae, and Bactrians – ie, peoples lying on the borders on the eastern part of the Seleucid empire. Some mounted archers are also incorporated into the skirmishing troops, this entry specifically represents troops with a strong native tradition of this kind of warfare.

Mounted Skirmishers. These are lightly armed skirmishing cavalry, usually mercenaries in much the same way as skirmishing infantry and often coming from the same place. For the most part they are javelin-armed but the category can also include horse archers – a military settlement of Jews in Babylonia may have fought as mounted archers, for example.



Elephants. The Seleucids made more use of the elephant than any other Successor state and were associated with the creatures to the extent that they became a symbol of the dynasty, often appearing on coins. Whilst the Seleucids had access to India they fielded considerable numbers of elephants, including 400 at the Battle of Ipsus in 302 BC. The elephant herd subsequently dwindled as animals died and finding replacements became increasingly difficult. The loss of Bactria in 244 BC cut off the Seleucids from their source of elephants and after the defeat of Magnesia in 190 BC, all elephants were surrendered to the Romans – although they appeared in subsequent armies in smaller numbers. The last significant battle they are reliably reported to have taken part in was Lysias's expedition against the Jews in 162 BC. Elephants were accompanied by up to 40 infantry – primarily lightly armed javelinmen – these are not represented separately but models can be added to the base if desired.

Scythed Chariots. The Seleucids persisted with the late Persian innovation of the scythed chariot – a chariot festooned with scythes and blades whose sole purpose was to drive into the enemy ranks in order to spread despondency and disrupt opposing formations. These rarely worked as they were too easily avoided, although their continued deployment suggests anticipation of their efficacy at least. Chariots were never used after their disastrous performance at Magnesia except for an appearance in the apocryphal II Maccabees.

Bolt Thrower. Although artillery was regularly used in sieges by all Hellenistic armies, there is only one occasion when such engines were deployed in the field by the Seleucids – namely at Thermopylae in 191 BC where field fortifications played a part. Although it's not certain what kind of weapons these were, we have represented them with a single unit of bolt throwers as seems appropriate. Note this is a one unit maximum regardless of the size of the army – there is no minimum.

Portents. This is an optional upgrade for the army's General and costs +10 points. The General can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

Hypaspists. Regardless of the army size, one unit of Guard Phalanx can be upgraded to Hypaspists with stats as shown and armed with pikes. This costs +10 points. In Alexander's army, the foremost infantry unit was the Agema of Hypaspists – the same name minus the 'Agema' title continued to be used to describe the foremost elite regiment of the Guard Phalanx in the Seleucid army. Not all historians agree with this interpretation – but it suits our purposes in adding variety and interest to the army. Those who regard 'hypaspists' and 'argyraspides' as synonymous can safely ignore either the option or its name and no harm will be done.

Imitation Romans. Half the Guard Phalanx units can be upgraded to Imitation Roman Legion with stats as shown and based as standard heavy infantry. Note this must be as closely as possible half the total number of Guard Phalanx units fielded (including Hypaspists) or else none at all eg, if five units are fielded, two or three could be Imitation Romans. This costs -5 points per unit. During the reign of Antiochus IV, half the Argyraspides exchanged their regular Macedonian weaponry for a Roman style of armament consisting of mail body armour, helmet, Roman 'scutum' shield, and a broad-bladed gladius type sword. Whether they also adopted the pilum, javelins or throwing spears isn't entirely clear, nor is it known to what extent they adopted Roman manipular organisation and tactics. However, they were re-armed in imitation of Roman troops and so we have given them the same stats and the Manipule rule as for contemporary Roman Legion.

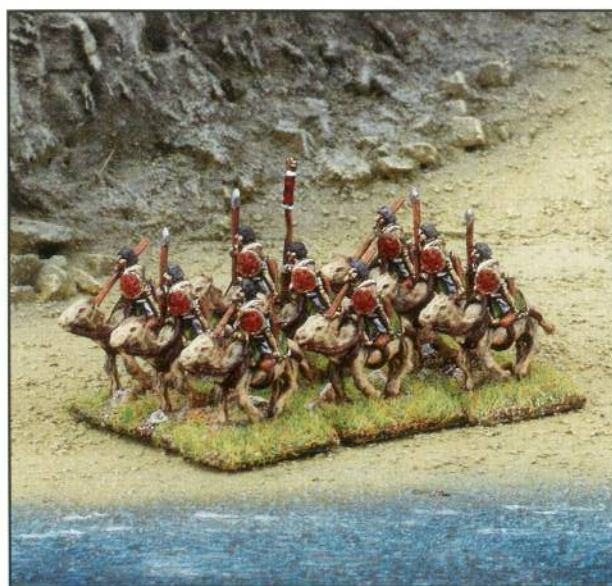
Spearmen. One unit of Light Infantry per 1,000 points can be equipped as Spearmen with stats as shown. This costs -5 pts per unit (ie, it is a 5 points discount). This option has been added to represent spear-equipped auxiliaries and civic troops that might otherwise be represented by the Theurophoroi type. Although Theurophoroi are often depicted without javelins this doesn't necessarily mean they fought without them – but there is a case to be made and this option allows for it.

Thorakite. Up to half the number of Light Infantry can be equipped as Thorakite. This costs +5pts per unit. In the latter half of the 3rd Century BC many representations of theurophoroi show them with armour. These more heavily armoured troops are called 'thorakite' – infantry with body armour – usually this armour was mail. Otherwise they are armed the same way as theurophoroi and might be compared to Roman Auxiliaries of the early Empire who are identically equipped.

Thracians. One unit of Light Infantry per 1,000 points can be equipped as Thracians with stats as shown. This costs +10 pts per unit. The Thracians may have evolved the more heavily armed type of peltast in the 4th Century. They certainly continued to fight in this style, some carrying a heavy bladed weapon called a rhomphaia – this is variously described as a sword or a bill – probably something like the falx carried by later Dacians.

Galatian Cavalry. If the army contains at least two units of Galatians then Light Cavalry can be changed to Galatian Cavalry – but not more than one cavalry unit for each two Galatian foot units. This is free. As well as supplying infantry, the Galatians fought on horseback. They are armed with spears and wear little if any armour. Although such troops could conceivably be 'light cavalry' types armed with javelins we have treated them as spear-armed 'medium cavalry' as they were considered to be 'doratophoroi' or spear-armed close fighting cavalry. They are no more reliable than Galatian infantry.

Camels. Regardless of the army size, one unit of Light Cavalry can be upgraded to a unit of Camels with stats as shown for free. This has been included to represent the camel riding Arab mounted archers who fought at Magnesia but who may also have accompanied Arab infantry at other times. They are described as having long slender swords, implying anticipation of fighting from camelback – but Arabs usually dismounted to fight and their effectiveness in a mounted role is open to debate.



Cataphracts. If any options are selected, either as near as possible half the Heavy Cavalry must be upgraded to Cataphracts, or all Heavy Cavalry must be upgraded to Cataphracts. This costs +15 pts per unit. Sometime towards the end of the 3rd Century BC, the Seleucid cavalry adopted heavier armour including armour for their horses. This could have happened after Antiochus's eastern campaigns in 210 BC - 206 BC where heavily armoured cavalry might have been encountered in Parthian armies. Cataphracts continued to be armed with a long spear held in two hands. The option to upgrade half the Heavy Cavalry reflects divided opinion as to exactly when and to what extent this changeover happened – the transition occurring during the latter part of the reign of Antiochus III when the Seleucids were actively campaigning in both east and west. Afterwards, all cavalry would be Cataphracts.

Guard Cataphracts. All Guard Cavalry can be upgraded to Cataphracts at a cost of +15 pts per unit. Either all Guard Cavalry must be upgraded to Cataphracts or none. The ordinary Seleucid cavalry seem to have become cataphracts before the Guard, but the Guard followed suit and were probably all so protected by the Battle of Panion in 200 BC, where they were positioned directly opposite the Roman infantry. Although the Guards may not necessarily have been quite so heavily armoured as the line cavalry, we have put the option in to give them Cataphract status to reflect the change in equipment. However, it would be perfectly 'correct' to keep them as Heavy Cavalry given that their armour is supposedly still lighter than that of the line cavalry – they can be argued either way with equal conviction.

Mercenaries. Up to half the Light Infantry can be downgraded to Unreliable mercenaries at a discount of -10 pts per unit. Most Seleucid light troops were either mercenaries or allies, but in general they were professional soldiers and no account has been made of their potential unreliability except in the very deserving case of the Galatians. This option allows Light Infantry units to be Unreliable to represent poorly trained mercenaries or green troops such as civil militia.



Successor Guard or heavy cavalry



A Successor general plots his next move.



Successor scythed chariot



Numidian light cavalry – multi-purpose models if ever there were any.

CELTIBERIAN – THE WAR OF FIRE

"The war between the Romans and the Celtiberians was called the 'War of Fire', so remarkable was the uninterrupted character of the engagements... Winter alone put a check on the progress of the war and on the continuous character of the battles, so that on the whole if we can conceive a war to be fiery it would be this and no other."

Polybius

The Roman conquest of Spain began with the war against Hannibal during which Spanish troops fought as mercenaries for both sides. Following the defeat of the Carthaginians, the largely civilised Iberian coastal zone was pacified and absorbed as the Roman province of Hispania Citerior ('Nearer Spain'). The subsequent history of the conquest describes the battle for Hispania Ulterior ('Further Spain'). Roman sources refer (if somewhat inconsistently) to the tribes of the central, western, and northern part of the peninsula as 'Celtiberians', and that is also the term we have used to describe them in this list. This is a necessary simplification that disguises the much more complex picture portrayed by archaeological and linguistic research. However, the Romans saw all these tribes as essentially similar, even where they spoke different languages or had differing customs. It is fair to say that, having lived together side-by-side for centuries, indigenous peoples and invaders (whether Celtic or otherwise) had grown more similar to each other than to their forebears – in the language of some modern commentators they had undergone a process of 'Celticisation'.

The chief period of fighting began in 155 BC with the start of the Lusitanian War and came to an end with the destruction of Numantia in 133 BC. The most notable individual to resist the Romans was the Lusitanian warleader Viriato. Viriato (pronounced Vi-rah-ta) was known as Viriathus or Viriatus to the Romans, but as a Portuguese national hero it seems only right to name him in the native fashion. During these years, the Lusitanians either joined with or co-opted their neighbours into fighting against the Romans. They assembled large well-organised armies, invading Roman controlled territory as well as fighting against Roman armies sent into their own lands.

The Celtiberians had good cause for resentment. Roman commanders viewed the conquest as little more than a chance for personal gain and glorification. It was thought that the Celtiberian tribal towns would yield rich booty – especially silver and gold for which Iberia was famous. As a consequence, commanders were eager to claim credit for defeating the Celtiberians, even going as far as to attack otherwise passive or potentially friendly tribes to do so. This is what happened when the Roman general Lucullus attacked the fortified town of Cauca in 151 BC. After an initial skirmish, the inhabitants surrendered on terms which Lucullus promptly disregarded, choosing to massacre the population instead. Following this infamous incident, Lucullus and Galba invaded the territory of the Lusitanians. The Lusitanians accepted a peace treaty offered by Galba. In return Galba betrayed and massacred them too. Amongst the few who escaped the claws of Roman treachery was Viriato himself.

Viriato was subsequently elected warleader of the Lusitanians who became the principle protagonists of resistance to Rome. The other major force amongst the Celtiberians was centred upon the fortified town of Numantia in the northern plateau called the Meseta. Both the Lusitanian and Numantine wars were characterised by Celtiberian raids, despoliation and ambushes rather than formal battles. Roman armies were caught and destroyed on the march or else ambushed whilst engaged in the pursuit of 'defeated' foes. This hit-and-run style of warfare unnerved the Romans. Spain quickly earned a reputation as a dangerous posting and the fighting quality of Roman troops declined to a pitiful standard as a result. The Romans found it hard to pin down the Celtiberians and concentrated instead on attacking their fortified strongholds. Under Viriato, the Celtiberians massed huge armies to confront the Romans, far larger than previously, and were to prove capable of attacking and taking fortified towns as well.

"At any rate, the Lusitanians, it is said, are given to laying ambush, given to spying out, are quick, nimble and good at deploying troops. They have a small shield two feet in diameter, concave in front, and suspended from the shoulder by means of thongs (for it has neither arm-rings nor handles). Besides these shields they have a dirk or a butcher's-knife. Most of them wear linen cuirasses; a few wear chain-wrought cuirasses and helmets with three crests, but the rest wear helmets made of sinews. The foot-soldiers wear greaves also, and each soldier has several javelins; and some also make use of spears, and the spears have bronze heads."

Strabo

The Romans reasoned that without their warleader Lusitanian resistance would crumble. To this end they bribed three Celtiberian ambassadors to their cause. Viriato was stabbed to death as he slept, and a war that began with shameful acts of treachery was brought to an effective conclusion by the same means. Meanwhile further north, the large fortified town of Numantia was finally taken after a long and bitter siege in which most of the inhabitants chose to die by their own hands rather than surrender. Although some efforts were made to continue the war, over the following decades the Romans strengthened their hold over Celtiberian territory bit by bit. The main period of fighting was over, but even Spain was not fully pacified until the time of Augustus.

The list that follows is intended to represent the larger confederate armies that fought against the Romans during the time of Viriato. The same list might reasonably represent any Celtiberian or Iberian force from the Puget Wars up until the Cantabrian war – there is little reason to believe that these armies differed in any significant way over this period. The General's high Command value and relatively high number of leaders gives the army more flexibility than the usual large barbarian army, as seen only appropriate.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Warriors	Infantry	2	15	3	-	-	3	8/-	40	*1
Skirmishers	Infantry	1	15	3	-	-	3	4/-	30	*1
Cavalry	Cavalry	2	15	3	6+	-	3	-/4	60	*1
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/2	40	*1
General	General	+2	-	-	-	9	1	1	125	-
Leader	Leader	+1	-	-	-	8	1	-/4	80	-

OPTIONS

The following options are available to the Celtiberian army. The option to upgrade warriors to warband has been included to allow players to give their infantry better massed fighting potential as was more typical of the Lusitanians. See accompanying descriptions for details.

Warband	Infantry	2	15	3	-	-	3	Any	Free	*2
Bodyguard	Infantry	3	15	4	6+	-	3	-/1	+30	*2 opt
Combined Horse	Infantry	2	15	3	-	-	3	See Rule	+10	*1,3
Viriato	General	+2	-	-	-	9	1	1	+25	-

SPECIAL RULES

*1 Skirmish; *2 Warband rules 2 & 3 only; *3 Hamippoi

Warriors. Celtiberian warriors were armed with javelins and swords and fought from close range as well as at a distance. Javelins included the heavy iron javelin which the Romans called 'soliferrum'. Warriors also carried broad daggers, and some would have swords depending on their wealth. A few carried spears instead. Most warriors had a medium sized round shield that Romans referred to as a 'caetra' but some tribes carried the long Celtic style shield instead ('scutum' to the Romans). A few wore helmets – often of leather (Strabo's description of 'sinew' helmets could well refer to leather armour).

Skirmishers. These are lightly equipped skirmishers armed with javelins and a small round shield. The same category is also used to represent units of slingers – the existence of which is not recorded for Celtiberian armies but seems extremely likely.

Cavalry. The Spanish cavalry represent the social elite of the warrior class and are the most likely to wear body armour and carry prestigious weapons such as finely made swords. Shields are usually round and spears or javelins are also carried. Their cavalry were relatively numerous.

Mounted Skirmishers. These are lightly equipped cavalry – perhaps younger or poorer members of the warrior class or perhaps equipped for raiding or skirmishing. They lack body armour but are otherwise equipped similarly to the above.

Warband. Any units of Warriors can be upgraded to Warband at no extra cost – such units are affected by the standard Warband rules 2 and 3 but not rule 1 (the +1 Command for large brigades). Note that they lose the 'skirmish' rule. This represents the more aggressive units and has been included as an option to allow players to give their infantry better massed fighting potential as was more typical of the Lusitanians. The Command bonus is deliberately missed out as the standard Command values for the army are higher than usual for Warband based armies and these units would form a large part of the army.

Bodyguard. One Warrior unit per 1,000 points can be upgraded to elite bodyguard with stats as shown at a cost of 30 points per unit. Note that they lose the 'skirmish' rule. Such units represent the practice of 'devotio' whereby a chieftain's personal followers swear not to leave the battle alive should their leader fall. Bodyguard units can also be upgraded to Warband at no extra cost if desired but this is not obligatory.

Combined Horse. Warrior units that have not been upgraded to either Warband or Bodyguard can be upgraded to Combined Horse units. The army cannot include more Combined Horse units than it has Cavalry units. These units have the standard Hamippoi rule. Spanish cavalry would often dismount to fight on foot, whilst Livy describes infantry fighting alongside cavalry, either way it is suggested that Spanish cavalry and infantry often fought in combined arms.

Viriato. This is an optional upgrade for the army's General and costs +25 points. The army's general can be upgraded to Viriato – hero of the resistance against Rome! Viriato brings the benefit of a special 'ambush' rule. The War of Fire was not a war of pitched battles and the course of events was heavily influenced by the rough mountainous terrain. In our tabletop game we want to fight real battles of course – so we shall represent this advantage in a way that can be applied universally. In the opposing player's turn, in his Command phase, Viriato can spring an 'ambush' after any successful Command roll made by the enemy General. The opposing player can't make any more Command rolls that turn after the ambush has been sprung – even if the opposing General would otherwise be entitled to re-rolls. The ambush rule can only be used once during the game – so choose your moment carefully!

THE JUDEAN REVOLT

This list is inspired by the forces of Judea from the revolt of Judah Maccabee to the death of his brother Simon – as such it is drawn from events taking place during rather a narrow time-frame from 167 BC to 135 BC – but it will serve well enough to represent the armies of Judea in the early decades following the revolt and also the later uprisings against the Romans in the 1st Century AD. Maccabee is a title or nickname and probably means ‘The Hammer’. The name properly belongs only to Judas, but the whole leadership, Judas’s brothers, and the revolt itself are often described as ‘Maccabean’. Incidentally, it is common to see Judah’s name in its Latin form – Judas Maccabeus. The dynasty founded by the Maccabees is known as the Hasmonean dynasty, the name of which supposedly derives from that of an ancestor of the Maccabees called Asmoneus.

‘As for Judas Maccabeus, he hath been mighty and strong, even from his youth up: let him be your captain, and fight the battle of the people.’

After the conquest of the Persian Empire by Alexander the Great, Judea became a semi-autonomous state within the new Greek empire. After Alexander’s death, the area was disputed between Egypt (the Ptolemies) and Syria (the Seleucids) and Judea eventually fell under Seleucid control in 198 BC. The subsequent revolt against Seleucid rule followed a clumsy if determined attempt by the Seleucid king, Antiochus IV, to force Jews to abandon their native religion and to worship Greek gods – even going as far as to erect a pagan shrine in the Temple of Jerusalem. The subsequent revolt was led by inflammatory and uncompromising priests and supported by the mass of common people. In many ways the revolt was as much a protest against the urban and largely secular Jewish middle-class as against the overbearing rule of the Seleucids. Jerusalem was home to a substantial population of Hellenising Jews whose readiness to adopt Greek customs was frowned upon by traditionalists. Many of the towns throughout the region were at least partially Hellenic in character; some had even been founded as Greek colonies. Field battles did feature in the revolt, but there were few large engagements. Attacks upon, and the sack of, towns was a common feature of the uprising and Judean armies proved quite capable of constructing engines of war where necessary.

The ultimate success of the Maccabees owed a great deal to the fact that their enemies were preoccupied with civil wars and revolts elsewhere. However, there can be no doubt that the Judeans were highly motivated and, for the most part, well led. Judah Maccabee’s father Mattathias instigated the rebellion by cold-bloodedly murdering a group of worshippers as they sacrificed at a pagan altar. He then fled into hiding in the countryside. Mattathias was a devout priest who had brought his sons up to follow in his pious footsteps. The whole revolt was characterised by a high degree of religious fervour. These times are described in detail in Book 1 Maccabees, which is part of the ‘Apocrypha’ included in some (though not all) versions of the Bible. Of course – this is very much a one-sided account but an inspiring one!

After Judah Maccabee was killed in battle, his brother Jonathan and then Simon took over the leadership. Simon concluded a favourable peace with the new Seleucid king. The king, who was already facing civil war in Syria, was too happy to restore a measure of autonomy to Judea to return for the nominal support of the Jews. Simon established the dynasty that was to reign throughout Roman occupation until 37 BC and the accession of Herod the Great.

‘Then Apollonius gathered the Gentiles together, and a great host out of Samaria, to fight against Israel. When Judas perceived, he went forth to meet him, and so he smote him, and slew him: many also fell slain, but the rest fled. Wherefore Judas took their sword and Apollonius’ sword also, and therewith he fought his life long.’

What we know of the Judean army owes much to fortuitous survival amongst the Dead Sea Scrolls – a document purporting to describe the training, equipment and battle order of the rebel army. This is known as the War Rule or, more romantically, ‘War of the Sons of Light Against the Sons of Darkness’. How closely this document reflects actual military practice is hard to say – information based on this scroll has been used to provide the framework of the army described here. It probably overestimates the capability of the Jewish rebels to wage war on an open battlefield – but we won’t concern ourselves too much with that – the Judean command has enough to worry about with a rather limited selection of troops as it is!

TACTICS

The Judean army has been given a large number of relatively poor leaders but the addition of Judah Maccabee to the force goes a long way to compensating for this. The army generally has low Command values. That said, the army does suffer from a rather limited selection of troop types, its main fighting infantry will have a job standing up to contemporary professional armies such as the Roman legions or Seleucids. However, with plenty of skirmishers, archers and even skirmishing cavalry, they will perform strongly at a distance and may be able to keep more hard-hit armies at bay. The Judean heavy cavalry are too few to counter most cavalry-based opponents, but sufficient to threaten or protect flanks and excellent for finishing a retreating enemy should you get so lucky. Heavy cavalry are admittedly over-represented – but a single unit of 1,000 points reduces this arm to a marginal role and was felt a little harsh given the army’s general paucity of choice. The maximum given is more appropriate for Hasmonean armies post-revolt, but we leave it to players to interpret their army slightly more broadly if they wish.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Infantry	Infantry	3	-	3	6+	-	3	8/-	45	-
Archers	Infantry	2	30	3	-	-	3	-/2	40	-
Skirmishers	Infantry	1	15	3	-	-	3	-/8	30	*1
Heavy Cavalry	Cavalry	3	-	3	5+	-	3	-/2	110	*2
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/4	40	*1
General	General	+2	-	-	-	9	1	1	125	-
Subordinate	Subordinate	+1	-	-	-	7	1	-/4	30	-

OPTIONS

The following upgrade is available to the Judean Revolt army. See the accompanying description for details.

Judah Maccabee	General	+2	-	-	-	9	1	1	+25	-
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OPTIONS FOR RELIGIOUS FERVOUR

This option reflects the early religiously inspired stages of the revolt and is offered as an interesting rather than a practical choice for ambitious players! If this option is selected then all Infantry and Archers must be regraded as Zealots with the stats shown at a points discount of -10 points per unit.

Zealot Infantry	Infantry	2	-	3	6+	-	3	All	-10	*3
Zealot Archers	Infantry	1	30	3	-	-	3	All	-10	*3

OPTIONS FOR ROMAN REVOLT

This option represents the later unsuccessful revolt against the Romans in the 1st Century. In this option at least half the total number of Infantry and Archer units must be rated as Zealots. No Heavy Cavalry can be included in the army and mounted skirmishers are limited to a maximum of 2 per 1,000 points as shown below. The General cannot be upgraded to Judah Maccabee. The historian Josephus describes this later revolt in two slightly discordant accounts – an autobiography and a history of the war. The latter is readily available in translation. Josephus was one of the revolt's field commanders before the Romans captured him, whereupon he promptly became a staunch proponent of the benefits of Roman civilisation (roads, aqueducts, sewers, etc).

Zealot Infantry	Infantry	2	-	3	6+	-	3	} Half or More	-10	*3
Zealot Archers	Infantry	1	30	3	-	-	3		-10	*3
Mounted Skirmishers	Cavalry	1	15	3	-	-	3		-/2	*1

SPECIAL RULES

*1 Skirmish; *2 Shock; *3 Fanatic



The War Rule describes an ideal fighting formation that includes a body of infantry armed with long spears and shields – these troops were probably armed with equipment captured from Seleucid arsenals and would have presented a somewhat varied appearance.



Infantry. Although undoubtedly something of a rag-tag army, the basic infantry fighters would approximate to the classic soldier of the day – sometimes referred to as ‘thureophoroi’ (or ‘thorakitai’ if they wear body armour). The term refers to the Greek ‘thureos’, the common oval shaped shield carried by most troops who would otherwise fight with a long spear and varying degrees of armour – this would usually include helmet and greaves. As the revolt progressed, the Maccabeans captured stores of equipment from the Seleucids.

The War Rule describes close fighting formations for the mass of infantry. Accordingly we have given the infantry stats that reflect a degree of armour and discipline – though one suspects both qualities were somewhat in short supply in the early days of the revolt. The spear is something in the order of 10 feet in length but participants in the earliest battles would probably have been grateful for whatever they could get.

Archers. At the start of the period covered, bowmen were probably deployed as skirmishers at least some of the time. However, we’ve allowed for formed bodies of archers if only to add some tactical variety to the army, and such bodies would have formed part of the army during the dynasty’s heyday.

Skirmishers. According to the War Rule, the army’s main body would be preceded by two waves of skirmishers: the first armed with slings and the second with javelins. Note that foot archers are not specifically mentioned amongst the skirmishers in the War Rule but there is a lacuna in the section describing the forward lines of the army. It seems possible, even likely, that bow-armed skirmishers on foot would have formed the first (of seven) lines replacing what would otherwise be the first of two lines of slingers in the initial wave.

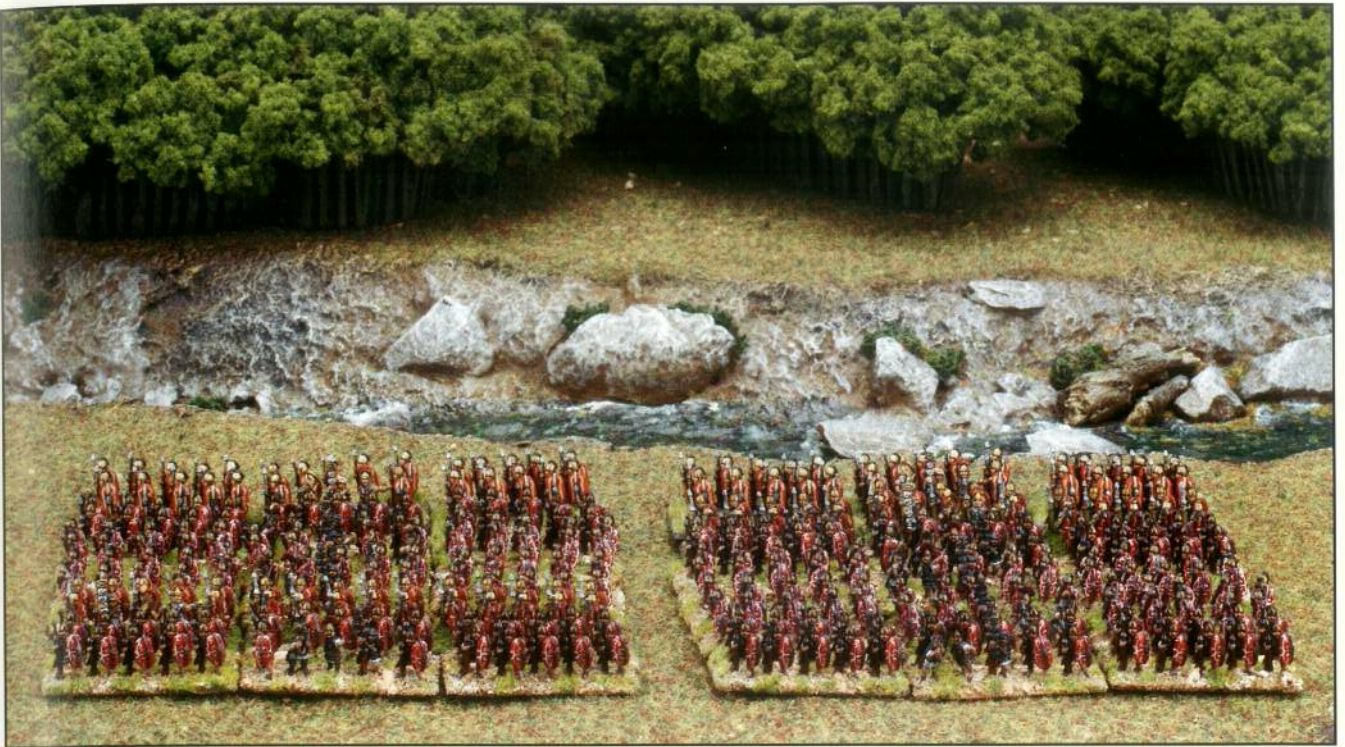


Heavy Cavalry. Older, wealthier men provided the heavy cavalry. It seems likely that much of their equipment came from captured enemy arms and armour. It is assumed they approximate to the standard cavalry of their day, with some body armour, greaves, helmets, shields and long spear. They have been accorded shock status. The maximum allowed is admittedly generous – but a maximum of 1 relegates them to an ineffective role, which was felt to be inappropriate.

Mounted Skirmishers. Younger and lightly armed riders were supposedly stationed alongside the infantry to bolster their effectiveness. These mounted skirmishers were armed with javelins or bow – probably forming separate units of either javelin-armed or bow-armed skirmishers. Most would probably have been javelin-armed. Note that the same stat line represents both types – bow-armed troops having the shorter range associated with most horsemen armed in this way.

Judah Maccabee. This is an optional upgrade for the army’s General and costs +25 points. This represents an inspirational religious leader such as Judah and his father and brothers. If any commander fails to give an order to a unit that is within 20cm of Judah Maccabee then the dice can be re-rolled – if the re-roll is successful, the order is given and further orders can be issued by the same commander exactly as if the order had been successful in the first place. The re-roll applies to orders given by the General himself as well as by other commanders. An unlimited number of re-rolls are possible, even from the same commander, but note that (as always) a re-roll can never be re-rolled. There is no such thing as a re-re-roll in any circumstances!

Zealot Infantry/Archers. Zealots were religious fanatics willing to take up arms but not always well equipped or led. Included amongst them are the Sicari – ‘knife-men’ who would fall upon their victims stabbing them to death in the streets as they went about their daily lives. If the Religious Fervour option is taken, all Infantry and Archer units must be ditched in favour of Zealots who are cheap but difficult to control. If the Roman Revolt option is taken, at least half of the total number of Infantry and Archer units must be downgraded to Zealots at -10 points per unit – these can be any units, either Infantry or Archers, as the player wishes.



A Late Republican Roman legion.



Nicely painted examples of Republican Romans from a slightly earlier era prior to the Marian reforms.

LATE REPUBLICAN ROMAN

This list covers the Roman army from the reforms of Marius – when recruitment and training were put onto a professional basis – until the reign of Augustus. As such it stands immediately before the Imperial Roman army list and covers the Mithridatic Wars, Caesar's conquest of Gaul and Crassus' disastrous invasion of Parthia as well as numerous civil wars and revolts. It is likely that Marius started to take practical measures to reform his own forces during his war against Jugurtha in Numidia ending in 105 BC. Widespread military reform probably began during his Consulships of 104 BC - 101 BC. Octavian was voted the title Augustus in 27 BC, effectively marking the end of the Republic. The list therefore embraces a period of approximately 75 years and might also reasonably cover the final subjugation of the mountainous northern part of Spain undertaken from 26 BC - 19 BC and the punitive expedition against the Meroites following their attack on Lower Nubia in 24 BC.

These were years of turmoil for the Roman republic. Rival factions competed for political and military office, made and broke alliances, and sought to discredit or eliminate their opponents. War and conquest enabled the Roman nobility to further their political ambitions – such men drove the rapid expansion of Roman territory in the century following the war against Hannibal. Rome's wars fuelled the drive for political power, wealth and personal glory. The spoils of war massively enriched many of her leading families, but continuous warfare far from home only impoverished the citizen farmers who made up the manpower of the republic's legions. Neglected farms were bought by wealthy landowners and incorporated into large estates worked by slave labour. As landless citizens no longer qualified to serve in the legions, the result was a crisis of manpower. Matters were brought to a head at the end of the 2nd Century BC by the massive incursion into Roman territory of two German tribes: the Teutons and Cimbri together with numerous Gallic allies.

This huge barbarian horde had already fought its way southwards into the Danube Basin before a Roman army was sent to confront it. The Romans were soundly defeated at Noreia in 113 BC with great loss of life. This pattern was to be repeated as the barbarians moved south-west into Gaul, destroying one Roman army after another in what appeared to be an unstoppable tide.



In 105 BC, two combined Roman armies were annihilated at Arausio in the Rhone valley in Gaul. Following this disaster, Gaius Marius – victor of the war against Jugurtha in Numidia – was given the task of stopping the relentless German advance. Fortunately for him, the barbarians did not immediately invade Italy after their initial success, but instead turned west to plunder Spain.

In 102 BC they returned to Gaul to face Marius' newly recruited legions. The Germans made the mistake of dividing their forces: the Teutons advancing along the coast whilst the Cimbri attempted to break through the alpine passes. Taking advantage of this, Marius first sent his army against the Teutons, meeting and defeating them at the Battle of Aquae Sextiae. German casualties were as high as 100,000, many were simply massacred by the victorious Romans whilst the women chose to commit suicide rather than be taken into captivity. In the following year, the Cimbri were defeated at Vercellae in Cisalpine Gaul, suffering losses that were almost equally great. Thus the threat to Italy was ended and Marius' new style legions had proved a success.

In terms of his military reforms, Marius's major achievement was to abolish the property qualifications for legionary recruits. Instead he took his men from landless classes, equipping and training them at the expense of the state. By necessity, equipment was therefore standardised upon helmets, mail armour, shields, heavy javelins (*pila*) and short broadswords. The tactical battlefield unit became the cohort – which probably varied in size in practice but would be between 300 and 500 men – often stated as 480 (six centuries of 80). Equipment and organisational changes may have formalised practices that had been going on for some time but which would have been impossible to standardise amongst what was previously a citizen army. A controversial aspect of Marius's reform was to send ex-legionaries with land grants – this land was theoretically owned by the state but in reality was controlled by powerful Senatorial families. This practice was understandably unpopular with the landed class and helped to further factionalised interests between the Senate and would-be Dictators.

The mandatory Raw Legions have been included in this list to reflect the constant recruitment required to maintain what were often huge armies in the field. Although these units can be upgraded, doing so will severely limit the number of other units available and is not necessarily practical. The local recruitment of auxiliary forces from client kingdoms, allies, and recently subjugated territories makes these armies heterogeneous and sometimes bewildering. Rather than try to represent exact forces for specific battles, three distinct options are provided for western, eastern and African armies. This is intended to broadly differentiate the characteristics of forces recruited in these theatres – although bear in mind that armies recruited in one theatre often fought in another.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Veteran Legion	Infantry	4	-	3	5+	-	3	-/2	90	*1
Legion	Infantry	3	-	3	5+	-	3	4/-	80	*1
Raw Legion	Infantry	3	-	3	5+	-	3	4/-	50	*2
Infantry	Infantry	3	-	3	-	-	3	-/8	35	-
Skirmishers	Infantry	1	15	3	-	-	3	-/4	30	*3
Cavalry	Cavalry	3	-	3	5+	-	3	-/2	80	-
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/2	40	*3
General	General	+2	-	-	-	9	1	1	125	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Late Republican army. See the accompanying descriptions for details.

Trained Legion	Infantry	3	-	3	5+	-	3	Any	+30	*1
Dictator	General	+2	-	-	-	9	1	1	+10	-

OPTIONS FOR WESTERN ARMIES

The following options allow for armies recruited in the western regions – an army can include additional options for only one region: west, east, or Africa.

Barbarian Infantry	Infantry	3	-	3	-	-	3	Any	Free	*4
Barbarian Cavalry	Cavalry	3	-	3	6+	-	3	Any	-10	*4
Spanish Cavalry	Cavalry	2	15	3	6+	-	3	-/1	+20	*3

OPTIONS FOR EASTERN ARMIES

The following options allow for armies recruited in the eastern regions – an army can include additional options for only one region: west, east, or Africa.

Eastern Infantry	Infantry	3	-	3	6+	-	3	Any	+10	-
Thracian Infantry	Infantry	2	15	3	-	-	3	-/2	40	*3
Eastern Cavalry	Cavalry	2	15	3	6+	-	3	-/4	50	*2,3
Arab Camels	Cavalry	1	15	3	6+	-	3	-/1 max	Free	*2,3,5
Armenian Cataphracts	Cavalry	3	-	3	4+	-	3	-/1	115	*2,6,7

OPTIONS FOR AFRICAN ARMIES

The following options allow for armies recruited in Africa – an army can include additional options for only one region: west, east, or Africa.

Numidian Cavalry	Cavalry	1	15	3	6+	-	3	-/4	40	*2,3
Numidian Skirmishers	Infantry	1	15	3	-	-	3	-/4	20	*2,3
Elephant	Elephant	4	15	3	5+	-	1	-/1	40	*2,8

SPECIAL RULES

*1 Legion; *2 Unreliable; *3 Skirmish; *4 Warband rules 2 & 3 only; *5 Camels; *6 Shock; *7 Slow; *8 Elephant



Veteran Legion. The very best of the legionary troops representing veterans or battle hardened units. Equipped in the same way as Legion.

Legion. Standard legionary troops – well trained and equipped units that make up the rank and file of every Roman Legion. Well armoured in mail armour and bronze helmets, large shields, and armed with swords and heavy iron-tipped javelins called pila.

Raw Legion. With the rapid expansion of the Legions, especially during the Civil Wars, many units were committed to battle untried. These units are accorded Unreliable status to reflect their lack of experience rather than loyalty, though even this must have sometimes been in doubt as legions were often incorporated into the forces of victorious enemies. This category can also represent heavy infantry units raised by allies and trained in the Roman manner as 'imitation' Legions (such as the Galatians).

Infantry. This general category makes provision for including tribal troops such as Gauls, Germans and Spanish; troops from the Balkan region such as Illyrians and Thracians; or units from the east such as Galatians, Syrians, Bithynians, and Judeans. These fight with shields and javelins or spears, are paid for by their commander but clothed and equipped in native style.

Skirmishers. These troops were provided by Rome's allies and subjects, and include bowmen, slingers and javelin armed troops. They could be westerners like Gauls, Germans and Spaniards, Numidians from North Africa, Greeks, Anatolians, or Syrians.

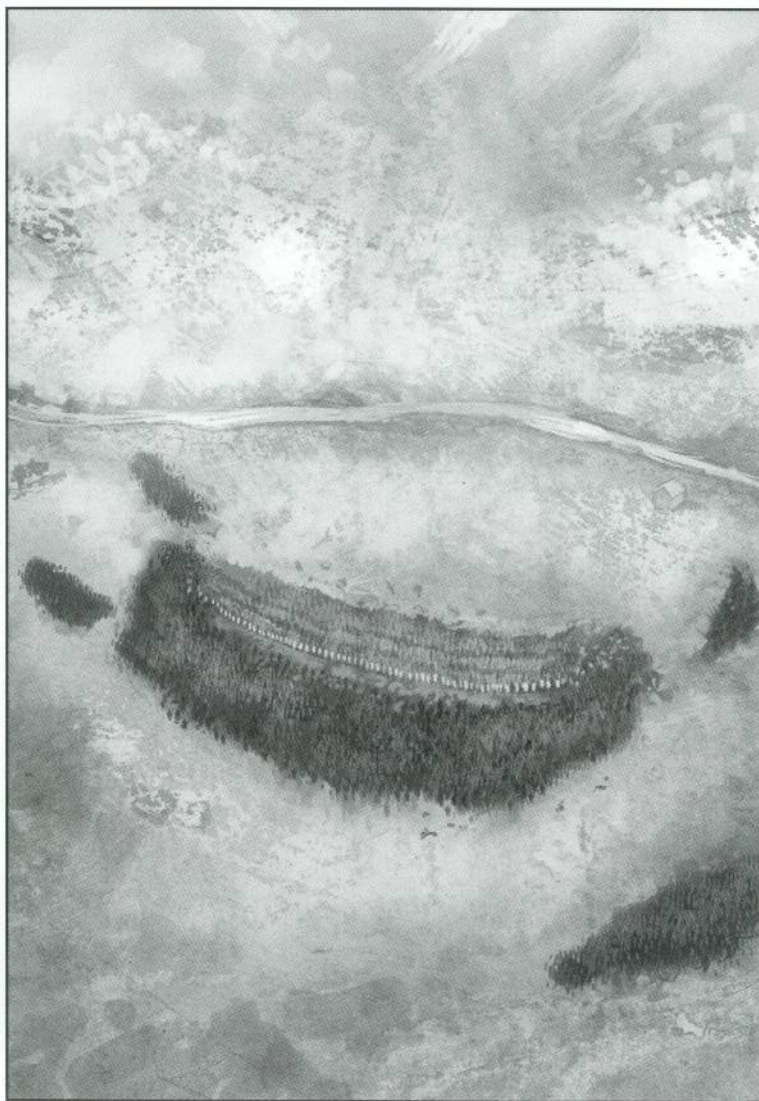
Cavalry. These are native troops taken into Roman service – most appear to have come from Gaul or Germany but as high status individuals they probably managed to equip themselves with Roman style equipment or the equivalent. They are armed with spears and javelins, wear mail armour, and carry shields.

Mounted Skirmishers. Lightly armed skirmishing cavalry were recruited from subdued or allied peoples and included Numidians (North African Berbers), Spanish, Illyrians, and Thracians armed with javelins and shields. Bow or javelin armed skirmishing cavalry could also be provided by allies in Anatolia or Syria.

Trained Legion. Any units of Raw Legion can be upgraded to Trained Legion at a cost of +30 pts per unit. This option allows the player to avoid the obligation of including raw legion units, but only at the considerable expense of increasing the minimum number of Legions to 8 per 1,000 points and therefore sacrificing tactical flexibility.

Dictator. This is an optional upgrade for the army's General and costs +25 points. the General can be upgraded to Dictator to represent such a mighty figure as Marius, Caesar, or Pompey. The Dictator can re-roll any of his failed Command tests once per turn. If the re-roll is failed, the Dictator's Command value drops by 1 – eg from 9 to 8. The legions are nothing if not fickle and the popularity of the Dictator is based upon his success! The Dictator can continue to make one re-roll each turn as before, but each time he fails, his Command value drops a further 1.

Barbarian Infantry. Any Infantry units can be upgraded to Barbarian Infantry to represent freshly recruited Gauls or Germans with Warband rules 2 and 3 but not rule 1 (the +1 Command for large brigades). This is free. Note that it is not compulsory to upgrade units that represent Gauls/Germans in this way – units can be assumed to have succumbed to Roman discipline or to come from more civilised tribes. The Command bonus is deliberately missed out as the standard Command values for the army are higher than usual for Warband based armies and these units could form a significant part of the army.





Barbarian Cavalry. Any Cavalry units can be regraded as Barbarian Cavalry to represent especially headstrong barbarians with Warband rules 2 and 3 but not rule 1 (the +1 Command for large brigades – see note above). Barbarian Cavalry cost 10 points less and have reduced Armour. As with infantry, units do not have to be upgraded, it is entirely optional. These could be Gauls but Germans were especially noted for their ferocity.

Spanish Cavalry. Up to 1 Mounted Skirmisher unit per 1,000 points can be upgraded to Light Cavalry to represent native Spanish cavalry. This costs +20 points per unit.

Eastern Infantry. Any Infantry units can be upgraded to Eastern Infantry to represent armoured troops from the former Hellenistic kingdoms such as Macedonia, Bithynia, Judea, Syria, and Egypt. This costs +10 points per unit. They are armed with spears, wear mail armour, helmets and carry the long oval shaped shield.

Thracian Infantry. An eastern army can include Thracians fighting as light infantry with the stats and cost shown – note that this is an additional entry and not an upgrade to an existing entry. Thracians are armed with spears, javelins and shields and sometimes carry a distinctive curved bladed sword.

Eastern Cavalry. An eastern army can include Eastern Cavalry fighting as light cavalry with the costs and stats shown – note that this is an additional entry and not an upgrade to an existing entry. This includes bow armed Syrians and Armenians, as well as Thracian or Anatolian light cavalry armed with shields and javelins.

Arab Camels. Regardless of army size – one unit of Eastern Cavalry can be upgraded to an Arab Camel unit at no additional cost. The desert tribes were accomplished raiders from Syria to Arabia – riders are armed with bows and can carry javelins, shields and swords in addition.

Armenian Cataphracts. An eastern army can include Armenian Cataphracts with the stats and costs shown – note that this is an additional entry and not an upgrade to an existing entry. Armenia was a sometime ally of the Romans during these years, taking Rome's side during the war against Pontus for example. They are heavily armoured and carry a long lance (kontos).

Numidian Cavalry. An African army can include Numidian Cavalry with the stats and costs shown – note that this is an additional entry and not an upgrade to an existing entry. Numidians fought for the Romans in all theatres – but these specifically represent the masses of less reliable tribesmen characteristic of forces in North Africa. They are armed with javelins and small shields.

Numidian Infantry. An African army can include Numidian Infantry with the stats and costs shown – note that this is an additional entry and not an upgrade to an existing entry. Numidians fought for the Romans in all theatres – but these specifically represent the masses of less reliable tribesmen characteristic of forces fighting in North Africa. They are armed with javelins and small shields or else bows.

Numidian Elephant. An African army can include Numidian Elephants with the stats and costs shown – note that this is an additional entry and not an upgrade to an existing entry. Because relatively few animals were employed by the Romans, Numidian Elephants are represented by units of a single stand.

MEROE

This list represents the armies of the kingdom of Meroe at the height of its power in 3rd and 2nd Centuries BC when its influence extended from the third cataract of the Nile to somewhat southwards of the sixth cataract and modern Khartoum. The same list might reasonably cover the whole of Meroitic history, from the establishment of the capital at Meroe shortly before 300 BC until its destruction by the King of Axum at around 350 AD. Meroe lay at the edge of the Hellenistic world and latterly Roman Egypt – the Romans fought a short war against Meroe in the time of Augustus during which the northern capital and religious centre of Napata was razed by a Roman army.

Kush was the name the Egyptians gave to the region south of the first cataract of the Nile. The same region later came to be known as Nubia. Both 'Kushite' and 'Nubian' (and occasionally Ethiopian) are descriptive terms used somewhat imprecisely to refer to the ancient cultures and peoples of what is now southern Egypt and the northern part of the Sudan. The origins of Meroitic civilisation are intimately bound with the history of ancient Egypt. The Nile valley served as a corridor for north-south trade from the earliest times when Kush was known as a source of ivory, hides, carnelian (a decorative stone also used for arrowheads), gold and slaves. In the Egyptian New Kingdom, Kush as far as the fourth cataract became a province of Egypt and was even settled by Egyptians, so the area became heavily Egyptian in character as a result. In the 8th Century BC, after a period of anarchy, Nubia and Egypt were united under a Kushitic Pharaoh (the XXVth or so-called Ethiopian Dynasty). When the kingdom came under pressure from Assyrian invaders, and later from the Persians, the Pharaoh retreated at first to Napata in northern Kush and later to the southern capital of Meroe near the sixth cataract. The resulting kingdom of Meroe can be thought of as an Egyptian successor state – preserving many aspects of Egyptian culture including its hieroglyphic script, artistic style, and religion.

The land about Meroe was known in classical literature as the 'Island of Meroe' but it was not an island as such. The city itself was situated on the east bank of the Nile. The term 'Island' describes the area of land between the Nile to the west, the river Atbara to the north, and the Blue Nile to the south. This region was wetter and much more fertile and productive than it is now. Pliny the Elder reports that the grass in the vicinity of Meroe 'becomes of a greener and fresher colour, and that there is some slight appearance of forests, as also traces of the rhinoceros and elephant.'



Meroe became an important city because it was able to control trade between Africa and Ptolemaic Egypt and later with the Romans. The introduction of the camel at about this time enabled new trade routes to develop across the deserts. The position of Meroe at the junction of several river and caravan routes gave it access to both African and Red Sea trade. All kinds of exotic goods flowed northwards via Meroe from the south and east. Strabo the Greek geographer lists many of them, including rare woods, different kinds of spices and oils, animal skins and, of course, living animals. Elephants were apparently hunted for food, but they were also herded and trained and sent to serve in the armies of the Ptolemies. Meroe was also known as a source of gold and copper, and as a centre of iron production. Heaps of iron slag are still visible amongst the ruins. An impressive degree of craftsmanship is also evident in the production of such articles as pottery, jewellery, and cloth. The people largely survived by raising cattle and crops such as millet and barley. Sophisticated irrigation was indicated by the remains of what are taken to be giant canals, sustained a population much greater than that of later times. There was also plenty of game including cheetah and antelope as well as elephants and rhinos.

The rulers of Meroe built characteristic pyramids, most of which were plundered by 19th Century treasure hunters. Napata, in the north, had been the original capital as well as the site of the royal necropolis and the most important temples. It remained an important religious centre even when the capital was moved south. However, in the middle of the 3rd Century, a king called Arkamani (probably the Ergamenes described by the Greek Diodorus) overthrew the power of the priests and abolished traditions that had previously given the priesthood power over Meroitic kings. Arkamani was the first king to be buried in Meroe. These distinct tombs are decorated in the style of ancient Egypt, depicting scenes that are typically Egyptian in character. The Egyptian gods continued to be worshipped as well as a singularly Meroitic deity, the warlike lion-headed Apedemak. He may be a lion for Amun and was often identified with the moon. Apedemak is sometimes depicted riding upon an elephant. Temples to his honour were built in all the surrounding towns, but the most impressive remain at Naga and Musawwarat. The temple at Naga contains a relief showing the royal couple Katakamani and her Queen Amanitore paying homage to Apedemak. The role of the queen appears to have been very important in the succession. Queens were frequently portrayed as the sole or most important ruler.

From the 2nd Century BC, the old Egyptian hieroglyphs were superseded by an alphabet of 23 letters based on the Greek. The new alphabet was used to write what people believe to have been the native tongue of the Nubians. It is likely that the Egyptian language had enjoyed a certain prestige prior to this time – perhaps as the language of court and temple. The shift away from Egyptian probably signifies a shift away from the Egyptian language at least at court if not in liturgy. This native Meroitic language has become the subject of much debate among linguists because it is quite unlike anything else known from the area. The script can be read in so far as values can be ascribed to letters, but the language remains unintelligible and consequently we are unable to read monumental inscriptions or records from these

The people of Kush were portrayed by the Egyptians as dark skinned and probably resembled the inhabitant of the same part of the Sudan to this day. Representations of the Meroitic kings and queens clearly show people of African appearance. The lithe and elegant figures of Egyptian art came to be replaced with representations of queens who were massively proportioned and often depicted in the

process of brutally dispatching their enemies. Kings and queens also appear with conspicuous facial scars. Both scars and a large physical size were regarded as marks of physical beauty amongst the people of central Africa. This perhaps gives some idea of how much Meroitic civilisation had absorbed influences from both north and south, or at least how strong African influences were amongst its ruling families.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Warriors	Infantry	3	-	3	-	-	3	2/-	35	*1
Archers	Infantry	2	30	3	-	-	3	4/-	40	*1
Skirmishers	Infantry	1	15	3	-	-	3	2/-	30	*2
Cavalry	Cavalry	3	-	3	6+	-	3	-/1	70	-
Camels	Cavalry	1	15	3	6+	-	3	-/1	60	*2,3
Elephant	Elephant	4	15	3	5+	-	1	-/1	50	*4
General	General	+2	-	-	-	8	1	1	100	-
Chieftains	Subordinate	+1	-	-	-	7	1	-/4	30	-

OPTIONS

The following options are available to the Meroitic army. See the accompanying descriptions for details.

Guard Archers	Infantry	3	30	3	-	-	3	-/1	+10	*1
Elephant Mount	Mount	+2	-	-	-	-	1	1	+30	-
Portents	Re-roll General's Command	-	-	-	-	-	-	1	+10	-

SPECIAL RULES

*1 Warband; *2 Skirmish; *3 Camels; *4 Elephant

Warriors. Although one might imagine Meroitic warriors to have been influenced by the Hellenistic and, later, Roman traditions, there seems little evidence of it. Both archaeology and sculptural evidence suggests an appearance similar to earlier Egyptian troops. Strabo rather pointedly describes a massive and disorderly army of Nubians encountered by the Romans as 'badly armed' with large shields made of rawhide as well as a mix of axes, spears and swords.

Archers. Archers were important troops and might be armed with close fighting weapons in addition to their bows – axes, sword, and spears. Consequently, they have been given stats as bow-armed fighting formations rather than skirmishers and have been accorded warband status like other warriors.

Skirmishers. Skirmishing units can be armed with bows or javelins. Such troops are likely to have been subjects or allies of one kind or another. They might include desert nomads such as the rather numerous and powerful Blemmye of the eastern deserts, or the Nobades of the western deserts (assuming these were not the natives of northern Nubia, as some scholars believe, but an intrusive people).

Cavalry. These riders are armed with spears and carry shields and have been accorded the status of medium cavalry rather than a skirmishing role. The usefulness of such troops in the Nile valley must have been limited.

Camels. These represent camel borne nomads and their inclusion is largely hypothetical – such troops represent contingents of otherwise enemy peoples such as the Blemmye who are probably to be identified with the modern Beja – in Meroitic times they occupied the eastern desert and raided the northern part of Nubia and Roman Egypt. They are armed with bows.

Elephant. Although elephants featured prominently in Meroitic art (and possibly diet) the evidence that they fought in battle is slight. However, the kingdom is contemporary with Hellenistic armies that used elephants, and provided elephants for the Ptolemies – so it is likely that some use was made of the creatures. Note that this is a unit of one elephant.

Guard Archers. Archers were an important part of the army and we have taken the liberty of introducing an elite bow armed unit to represent guard – archers are sometimes portrayed with other arms too – and we have interpreted one such as representative of a guard or inner retinue.

Elephant Mount. The General can be mounted on an elephant at a cost of +30 points.

Portents. This is an optional upgrade for the army's General and costs +10 points. The General can take the Portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

NUMIDIAN

This list represents armies of the Numidian kingdoms from the beginning of the second Punic War when rivals aligned themselves with either Rome or Carthage, until the rebellion of Tacfarinas during the reign of Tiberius. The same list might reasonably cover the later rebellion against Roman rule in 45 AD suppressed by the future Emperor Servius Sulpicius Galba. The army list therefore stretches to about 250 years – from 219 BC - 45 AD – though there is no reason to believe immediately preceding Numidian armies to have been much different.

In the early centuries BC, the land of the Numidians encompassed the area of North Africa lying around and to the west of Carthage and southwards as far as the Sahara desert. In Roman times, the term came to be used of a restricted area corresponding to the northern part of modern Algeria. The same or closely related peoples were native to the north-western coast of Africa, all the way from the Atlantic to Egypt. The Numidians were the same people known in more recent times as Berbers, whose descendants still live in the same part of the world, notably Morocco, Algeria, Tunisia and Libya.

At the start of the second Punic War, there were three different Numidian kingdoms based upon three large tribal confederacies, namely the Massyli and the Masaesyli of Numidia proper and the Mauri of Mauritania. They were all courted and dominated by their most powerful neighbour Carthage. The war with Rome gave these native kingdoms the opportunity to assert their independence and cultivate powerful allies. Syphax, king of the Masaesyli of western Numidia, began as an ally of Rome but was persuaded by the Carthaginians to switch sides – though notably not until the Romans had trained some of his infantry. Masinissa, son of Gaia, the king of the eastern Massyli of eastern Numidia, fought successfully for the Carthaginians in Spain during the early years of the war but swapped sides in 206 BC and subsequently supported the Roman invasion of Africa.

Masinissa was something of a visionary as well as a highly cultured and cosmopolitan individual, having been raised and educated in Carthage where his father had sent him as a hostage. Following his father's death, he found himself embroiled in a civil war against the rebel Massylian chieftain, Mazaetullus, who was championed by both Syphax and the Carthaginians. When the Romans invaded Africa, Masinissa was quick to align his interests with those of Rome – as a result of which Numidia subsequently fell under the sway of the Romans and Masinissa became a client king. For the remainder of his long life, he strove to forge a nation from the wandering Numidian tribes and townships with their populations of mixed Punic descent. Outside of the coastal cities, the vast majority of Numidians still lived as nomadic pastoralists. Masinissa encouraged the tribesmen to settle into villages and irrigate land after the manner of the Carthaginians. He invited immigrant Greeks and Italians to live in the emerging towns. Numidia became a prosperous kingdom and faithful ally of Rome, an important supplier of grain, and an increasingly civilised land. The third Punic War

occurred when the Romans came to the aid of their ally against the Carthaginians who were, not unreasonably, resisting Numidian encroachment upon their remaining territory. The Romans' real motivation may well have been to stem the growing power of Numidia itself. After the destruction of Carthage, the Romans established the province – effectively blocking further Numidian expansion.

Further conflicts between Rome and Numidia were invariably the result of civil wars either between rival Numidian factions or between rival Roman interests. The most dangerous of these conflicts was the war against Jugurtha, the grandson of Masinissa. He had inherited a third of the kingdom along with his two step-brothers, but soon appropriated the whole despite protestations from the Romans. Jugurtha was an ambitious and brave warrior who had helped the Romans in Spain and fought at the siege of Numantia. His naked ambition and heavy-handed attempts to buy influence eventually turned the Roman against him. Roman armies found the Numidians difficult opponents who would rarely engage in a pitched battle preferring to make good their escape when things turned against them. Bribery and betrayal influenced the course of the war as much as actual battles. Jugurtha was eventually betrayed to the Roman commander Sulla while attending peace negotiations arranged by Jugurtha's ally Bocchus, King of Mauritania.

Numidian armies were composed almost entirely of lightly-armed and highly mobile troops fighting in a loosely-defined mass. Bodies of men would approach the enemy and discharge missiles, often causing wounds to men and horses but few actual casualties. When in charge they would quickly disperse leaving their opponents frustrated and exhausted. When forced to stand, they would use their superior numbers to work around the back and sides of enemy formations if possible. It is an army that depends very much on skirmishing. However, Numidian troops were hardly of the most determined nature – whole armies would head back to their homes without a second thought if defeated. Numidians were more used to raiding and banditry than pitched battle but this cannot have been wholly the case. When Jugurtha recruited a new army from the savage Guetulians of the far south, he is described as having them keep formation, obey orders, and follow the movement of the standards. However, it is telling to learn that Jugurtha's most trusted troops were deserters from the Roman army – principally because they had no choice but to fight!

TACTICS

Because the majority of your troops are worth so few points, the Numidian army tends to be large. This can be a problem as it also has poor commanders. Make sure you have as many chieftains as you need and consider taking the Jugurtha upgrade to give the army some mobility. Your frontage will usually be greater than your opponent's – and can be effective to exploit this by sending contingents around the enemy's flanks. However, beware of the 'quarter' units penalty for skirmishing armies as this will limit the ability of the General to direct scattered forces (see the Skirmishing Armies rule p88).

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Infantry	Infantry	3	-	3	-	-	3	-/4	35	-
Archers	Infantry	2	30	3	-	-	3	-/4	40	-
Skirmishers	Infantry	1	15	3	-	-	3	4/-	30	*1
Mounted skirmishers	Cavalry	1	15	3	-	-	3	4/-	40	*1
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/4	60	*1
Elephants	Elephant	4	15	3	5+	-	3	-/2	150	*2
General	General	+2	-	-	-	8	1	1	100	-
Chieftain	Subordinate	+1	-	-	-	7	1	-/4	30	-

OPTIONS

The following options are available to the Numidian army. See the accompanying descriptions for details.

Armoured Infantry	Infantry	3	-	3	6+	-	3	All or None	+10	-
Armoured Cavalry	Cavalry	3	-	3	5+	-	3	-/1 max	+20	-
Jugurtha	General	+2	-	-	-	8/9	1	1	+20	-

SPECIAL RULES

*1 Skirmish; *2 Elephants

Infantry. These are troops trained in a regular fashion – perhaps by Roman or Punic advisers or in imitation of regular infantry. Such units were raised in an attempt to provide infantry capable of standing in a battleline, but they were always few in number and relatively ineffective. Such troops would probably have been armed with spears and swords as that was the tradition amongst comparable Carthaginian units. They would be equipped with shields, something like those used by contemporary Romans. Syphax had Roman trained units, whilst Jugurtha's army included Italian deserters and he may have attempted to train similar units of natives. During the Roman Civil Wars, Juba trained units to fight in the Roman manner. Tacitus describes how the Numidian leader, Tacfarinas, organised troops into 'regular battalions and standards' during his rebellion in the reign of Tiberius.

Archers. The Numidians fought best from a distance – bowmen were doubtless mixed amongst other skirmishing troops as often as not but we have generously given these the distinction of a formed body.

Skirmishers. These represent the great mass of Numidian infantry armed with javelins and small hide shields, generally unarmoured and without helmets but doubtless weighed down by whatever arms they could plunder. Numidians also fought with slings and bows – and probably presented something of a varied appearance – it would seem entirely appropriate to mix differently armed models into the same units to create an undifferentiated horde.

Mounted Skirmishers. Numidian cavalry were employed by both Romans and Carthaginians during the Punic wars and later by the Romans well into Imperial times. They rode small nimble ponies, often without a bridle. They would avoid close fighting, preferring to rain javelins down upon their enemies instead.

Light Cavalry. These represent the retainers of Nubian chieftains and have been accorded Light Cavalry status to give them superior combat abilities. Roman deserters who fought for Jugurtha can also be included in this category (corresponding to Roman Light Cavalry from the Roman Republican list).

Elephants. The Numidians fielded substantial numbers of elephants at times – although not all Numidian armies necessarily included the beasts. Jugurtha unleashed them unsuccessfully upon a Roman encampment whilst Juba deployed 60 elephants against Caesar at the Battle of Thapsus (faced by determined archery, they stampeded through their own troops and did much to lose the battle).

Jugurtha. This is an optional upgrade for the army's General and costs +20 points. The army's General can be upgraded to Jugurtha with a Command value of 9 until such time as he rolls an 11 or 12 when issuing an order. Once an order is failed and an 11 or 12 rolled, Jugurtha's Command stat reverts to 8. Jugurtha was a cunning and determined commander, and although command-control cannot be said to be a strong point of Numidian armies, it seems only right just to acknowledge his military capability.

Armoured Infantry. Infantry units can be upgraded to armoured infantry – all such units must be upgraded or none. This costs +10 points per unit. Roman deserters in Jugurtha's army would probably have worn armour, whilst Juba's Roman style infantry may have been armoured too – this option takes account of such troops.

Armoured Cavalry. Regardless of army size, one unit of Light Cavalry can be upgraded to Armoured Cavalry with stats as shown at a total cost of +20 points. King Juba had a bodyguard of cavalry recruited from Gauls and Spaniards who were most likely armoured. It is reasonable to conjecture that similarly armoured household troops were maintained by Masinissa and his successors – Numidian kings were hardly short of money as Jugurtha's (mostly successful) attempts to bribe the Roman senate demonstrate.

PALMYRA

This army list represents the armies of Septimius Odenathus (Odenath) in his capacity as *dux Romanorum* and *restitutor totius Orientis*, and of his wife Zenobia (Bat-Zabbai) in rebellion against the Emperor Aurelian. The list therefore covers the anarchic years from 259 AD following the death of Valerian at Carrhae, after which Odenathus took up arms in support of the Emperor Gallienus, ending with the capture of the city of Palmyra by Aurelian in 273 AD.

Palmyra lay in an oasis in the Syrian Desert. The surrounding land supported a population of settled agriculturists as well as nomadic Arabs. The city's wealth and power derived from its position along the east-west trade route known as the Silk Road. In the early centuries AD, the preferred route for trade was by sea to the Persian Gulf, up the Euphrates, overland by camel to Palmyra and hence westward to the Mediterranean coast. Along with precious Chinese silk came spices and other luxuries from the Far East and India.

Palmyra formed the most easterly part of Roman Syria, well beyond effective Roman control and consequently enjoyed a large degree of autonomy. In the eyes of the Romans at least, its people were typically Syrian with their profusion of strange gods and love of luxurious living. The city's domain stretched as far as the Euphrates River which was the boundary between Rome and Persia. The city's merchants were established throughout the near east. The Palmyrene language has been found on inscriptions as distant as the mouth of the Indus, at Coptos in Egypt (a nexus point for trade via the Red Sea) and Merv in Turkmenistan (another important nexus point along the Silk Road). It was a variant of the Aramaic commonly spoken throughout Syria and much of the near east.

Palmyra's rise to military power is the story of Septimius Odenathus and his successor and second wife Zenobia – regent to their son Vaballathus (Wahballath). During the middle of the 3rd Century AD, the Roman Empire suffered a period of anarchy known as the 'Crisis of the Third Century'. This was prompted by civil wars, invasions, and collapse of the money economy. Over mere decades, a fragmented empire was ruled by between 20 and 25 emperors – even the number is debateable. The west was invaded by Germans, the east by Sassanid Persians, and the north by Dacians, Sarmatians and Goths. Imperial authority collapsed and local commanders were left to fight the invaders. In the west the provinces of Gaul, Britain and Spain broke away to form the Gallic Empire under the rebel Postumus. In the east, the Sassanid Persians pillaged the eastern provinces of Syria and Cappadocia, captured Antioch and reached the shores of the Mediterranean.

Valerian's attempt to meet the Persians ended with disaster at the Battle of Carrhae. With Valerian gone, the eastern empire erupted into rebellion led by a pretender called Macrianus who had the support of the eastern legions. He was joined by his sons Macrianus Minor and Quietus, together with Valerian's former prefect Callistus.

Valerian's own son and co-Emperor Gallienus defeated Macrianus's army as it marched westward, whilst Quietus and Callistus were defeated at Emesa by forces hurriedly assembled by Odenathus of Palmyra. From this time Odenathus gained effective control of the eastern Empire. He took the war into Persia and recaptured Roman easternmost territories including Edessa, Nisibis and Carrhae. He probably brought Armenia back under Roman control at the same time. Odenathus' army reached as far as Ctesiphon where they besieged the Persian capital. He was about to lead his forces westward into Cappadocia against invading Goths when he was murdered by his own nephew.

Odenathus would probably have made his own bid for the throne when the time was right – his wife proved too cautious. With the death of Gallienus, and shortly afterwards that of his successor Claudius Gothicus, the Roman empire appeared to be disintegrating. In response Zenobia extended Palmyrene control over the Roman east. By 270 AD, her domain stretched from Egypt to Ancyra in Asia Minor and encompassed the eastern third of the Roman Empire including Antioch its capital. Zenobia presented herself as the Queen of a ruling dynasty, claiming descent from the Ptolemies of Egypt. She surrounded herself with leading philosophers and writers after the fashion of a Hellenistic court.

Zenobia's military strength proved illusionary. The Emperor Aurelian, having stabilised his northern borders, turned his legions to the rebellious east. In a methodical campaign of reconquest, he met and defeated Palmyrene forces outside Antioch. The Roman cavalry avoided the heavily armed enemy cataphracts until they became exhausted, whereupon the Romans turned round and destroyed them. Zenobia's army made a further stand at Emesa where the cataphracts put the opposing horsemen to rout, only to be set upon and defeated by the Roman infantry. Following each defeat, Zenobia's allies drifted away, and after Emesa, there was only the formality of a siege to endure. Tradition has it Aurelian was merciful to the defeated queen – Zenobia was taken as a captive to Rome and spent her remaining days in pampered exile.

We know relatively little about the forces available to Odenathus and his queen. The core of those forces would have been drawn from Palmyra whose people were already famous as archers in Roman service. Zosimus writing centuries later but probably using older sources makes much of Palmyra's cataphract cavalry. It would be surprising if large numbers of Arab tribes did not add to the strength to this army – although many Arab tribes opposed Zenobia and later fought for Aurelian. There is no reason to doubt that Odenathus' army included remnants of the Syrian legions and Roman auxiliary forces, but whether any of these went on to fight against Rome is anyone's guess. Armenians would also have fought as allies, but were probably the first to abandon the cause once things started to go badly. The list that follows is inevitably speculative and is taken as representative of Palmyra's forces at their height.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Cataphracts	Cavalry	3	-	3	4+	-	3	3/-	125	*1,2
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/4	60	*3
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/-	40	*3
Arab Camels	Cavalry	1	15	3	6+	-	3	-/1	60	*3,4
Infantry	Infantry	3	-	3	6+	-	3	-/-	45	-
Legionaries	Infantry	3	-	3	5+	-	3	-/4	60	-
Archers	Infantry	2	30	3	-	-	3	2/-	40	-
Skirmishers	Infantry	1	15	3	-	-	3	-/4	30	*3
General	General	+2	-	-	-	8	1	1	100	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Palmyran army. See the accompanying descriptions for details.

Guard Cavalry	Cavalry	4	-	3	4+	-	3	1	+10	*1,2
Odenathus	General	+2	-	-	-	8/9	1	1	+15	-

SPECIAL RULES

*1 Shock; *2 Slow; *3 Skirmish; *4 Camels

Cataphracts. Palmyrene heavy cavalry were extremely heavily armoured with both horses and men wearing mail or scale coats. Riders were armed with long lances but don't appear to have carried bows. These extremely heavy horsemen formed the mounted nobility of other contemporary near-eastern forces such as the Sassanids. Armenian, Syrian, and possibly even Parthian/Persian cavalry could also have fought for Palmyra.

Light Cavalry. These cavalry have been included to represent spear or javelin armed cavalry. Many of these would have been recruited hurriedly to meet the emergency after Carrhae. They are typical of near-eastern mobile, missile-armed cavalry, and would have included Palmyrenes, other Syrians, Arabs, and Armenians. The same category could also be used to represent surviving regular Roman light cavalry units.

Mounted Skirmishers. These cavalry carry bows or javelins and include Arabs and other very lightly armed skirmishers including any surviving units of skirmishing Roman cavalry such as Moors.

Camels. The camel was an exceptionally important animal and is often depicted on the grave stèle of Palmyrene merchants. Camel-borne troops include caravan guards but most Arab tribes could feasibly field cavalry mounted in this way. They are likely to be armed with bows and javelins.

Infantry. This category is intended to cover Roman auxiliary troops as well as locally recruited infantry from Syria, Armenia, or any of the subject territories under Zenobia such as Asia Minor and Egypt. These would typically be spearmen with shields, helmets and some at least would have worn mail armour.

Legionaries. It's entirely speculative how much of Rome's legionary army survived the disasters at Carrhae and Macrianus' revolt to fight under Odenathus. We have included a core of Roman troops, however, the category might equally well represent the best and most heavily armed Syrian infantry. By the mid 3rd Century, the eastern legions lacked the discipline of earlier times – Zenobia's infantry certainly failed to put up much of a fight against Aurelian's troops. Quartering troops in cities was said to cause the soldiers to go soft! Note that the Roman Legion rule does not apply to such units.

Archers. Archers make up a significant proportion of the army. The Romans recruited archers from Palmyra, whilst the tradition of archery was strong throughout Syria and the near east. Armenians also fielded large numbers of archers.

Skirmishers. These are typical lightly armed skirmishers raised from the desert tribes or from the territories that lay under Palmyra's control. They include troops armed with javelins and shields, bows, and slings.

Guard Cavalry. Regardless of army size, a single unit of Cataphracts can be upgraded to Guard Cavalry with stats as shown at a cost of +10 points.

Odenathus. This is an optional upgrade for the army's General and costs +15 points. The General can be upgraded to represent Odenathus. Odenathus has a standard Command value of 8, but counts as having a value of 9 for the first order he issues each turn. This bonus applies each turn but only to Odenathus' first order – subsequent orders are issued with a Command value of 8.

SARMATIANS

The Sarmatians were a nomadic people who lived along the northern part of the Black Sea coast, westward into the north European plain between the 3rd Century BC and 4th Centuries AD. They originated in central Asia before migrating westward, displacing or assimilating earlier nomadic tribes known to the Greeks as Scythians. It seems more than likely that Scythians and Sarmatians were closely related groups of tribes, and it's entirely reasonable to take the view that the two names became largely synonymous with the latter name eventually ousting the former.

The Sarmatians were a horse-rearing nomadic people living much like later better known nomads such as the Huns. They travelled over the steppes in covered wagons, following the grazing with the seasons. Each year they would return to their tribal centres to bury their dead and doubtless to busy themselves with trade, religious duties, and preparation for war. Sarmatian tribes recorded by ancient historians include the Roxolani and Jazyges who lived to the north of the Danube, and the Alans who were the last of the Sarmatian tribes to move westward. Other Sarmatians settled along the Black Sea coast in the Crimea region. The Sarmatians easily subjugated local settled and civilised peoples – such as Goths and Slavs in the Danube basin, and the Greco-Scythian populations of the Black Sea coast.

Over the centuries, the Sarmatians allied with and fought wars against Greeks, Dacians, Romans, and Goths. In the 2nd Century AD, the Jazyges and Roxolani dominated the lands north of the Danube and caused the Romans much trouble – on one occasion destroying a Roman legion sent against them. The King of the Jazyges, who was called Zanticus, eventually made peace with Marcus Aurelius, under the terms of which 8,000 Sarmatian cavalry were drafted into the Roman army – 5,500 of these armoured cavalry were promptly dispatched to the cold, damp north of England where they served on Hadrian's Wall amongst other places. Some have speculated that stories of King Arthur owe something to these unlikely immigrants – for the 'sword in the stone' is an image found in Sarmatian art and has interesting parallels with the Arthurian legend.

In the 4th Century, the Sarmatians were themselves swept away by new nomadic invaders such as the Huns and Bulgars. Some must have joined with the Huns. Others were settled within the Roman Empire. The western Alans joined with the Vandals during the migration period and settled amongst them in Spain. At this time 'Alans' becomes a general term for all Sarmatians and the name 'Sarmatian' falls from use – just to confuse things further. None of these westward migrants survive as recognisable populations today. However, there remain half a million people in the Caucasus who speak the 'Ossetic' tongue which some believe to be the only surviving remnant of the Sarmatian language.



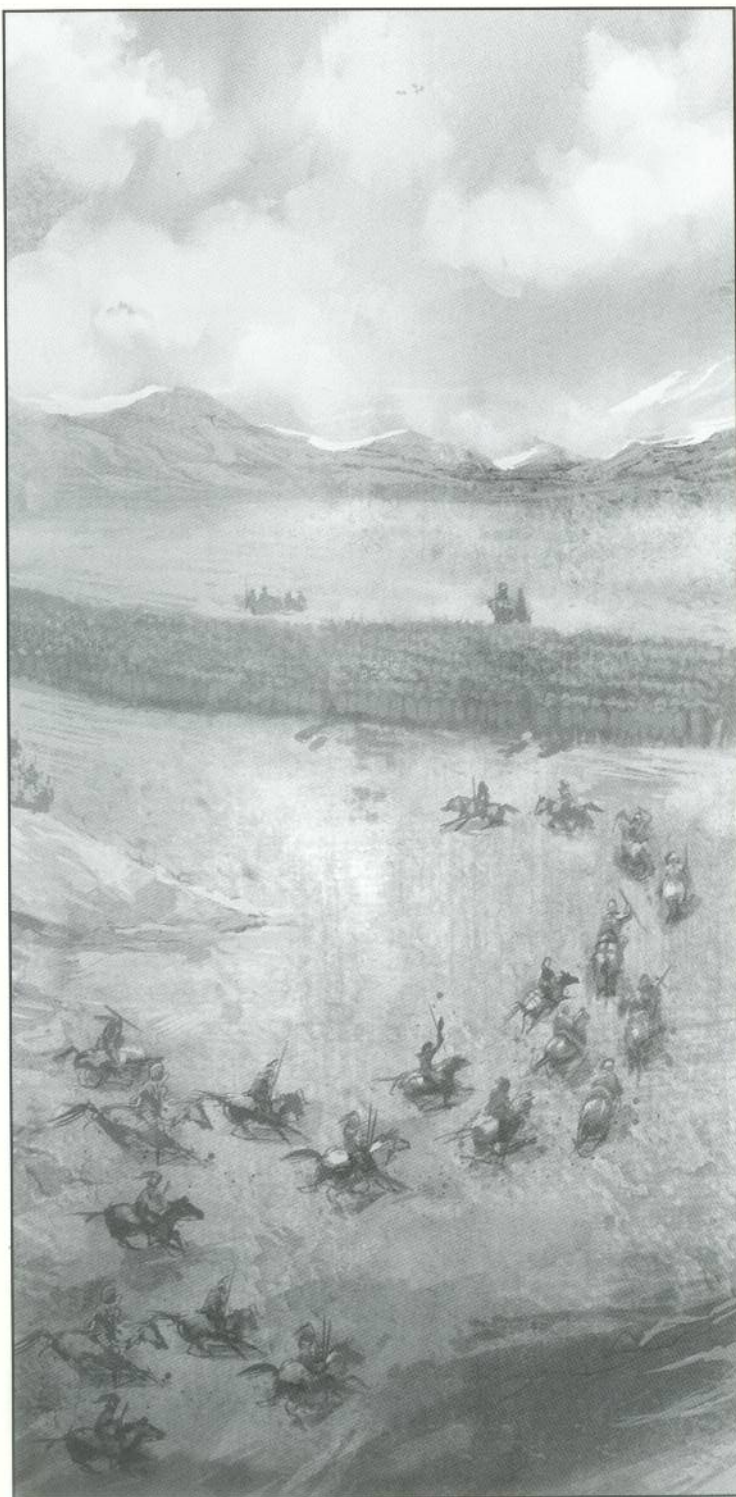
TACTICS

This is an unusually limited army being comprised entirely or almost entirely of cavalry, although we have stretched a point to include subject and allied infantry. The common Sarmatian cavalryman has been accorded both 'shock' and 'warband' status in order to create the hard-hitting but easily contained warrior of the Roman imagination – this may be something of an overstatement but it serves to distinguish this army from other cavalry based nomads. That leaves but one sensible choice for the aspiring Sarmatian – which is to engage quickly and in mass whilst keeping the more dangerous enemy units at bay with light troops.

The Sarmatians fought as cavalry, any infantry component of a Sarmatian force coming from subject peoples of uncertain enthusiasm or from allies such as the Dacians or Marcommani. There is no reason to believe that Sarmatian warriors were uniformly or equally equipped: probably each wore what armour he could afford or what he could obtain by pillage (to Roman eyes the Sarmatians were as much brigands and bandits as warriors!). Trajan's Column, erected to celebrate that Emperor's victory in Dacia, depicts Sarmatian cavalrymen fighting as allies of the Dacians. These are shown covered in close fitting scale armour, and even their horses are protected in the same way. Pausanias describes an example placed as a votive offering in Athens as made of split hooves, forming a coat the appearance of which he likens to that of a pine cone. Other possible materials could be leather or horn. Pausanias denies that the Sarmatians had iron in any form and even gives them spearpoints and arrow heads of bone and wood – this is probably an exaggeration but suggests that metal armour at least was rare. Although their armour was neither as heavy nor as resilient as that of the Romans, it probably gave these nomads the edge in warfare with other nomadic horse archers. Some warriors fought without armour altogether, probably the younger or poorer members of society, and later on the Alans fought unarmoured out of preference.

The usual weapon for a Sarmatian cavalryman was the long lance gripped in two hands (which Roman writers call a 'kontos'). A bow was carried but was not as important as with lighter skirmishing cavalry and was usually ignored in the mad rush to get to grips with the enemy. Amongst the Black Sea Sarmatians, the bow was eventually dispensed with altogether. In combat, the lance was braced across the rider's thigh as he charged. As the lance was held in two hands no shield was carried. Roman writers describe the Sarmatians as headstrong warriors whose only tactic was a headlong rush at the first opportunity – although this suspiciously conforms to the usual Roman expectations of barbarians and might well be something of a simplification.

The army list that follows represents a force typical of western Sarmatians of the later 2nd Century AD – it is nominally the army of the Jaxyges and Roxalani led by King Zanticus. However, provision has been made to field an army of Black Sea Sarmatians, who differed somewhat from their western cousins, and whose subject forces could include natives of the Crimean towns. The composition of these armies is inevitably speculative to some degree. This is especially so for the Black Sea Sarmatians where the role of foot soldiers from the towns can only be guessed at. The Alans' main contribution to history came as allies of the Vandals. By this time, the Alans had become a light cavalry force armed with javelins – hence they are not really covered by this list except as integral parts of the western Sarmatians who fought the Romans in the 2nd Century.



Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Heavy Cavalry	Cavalry	3	15	3	5+	-	3	4/-	115	*1,2
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/4	60	*3
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/-	40	*3
Subject Archers	Infantry	1	30	2	-	-	3	-/2	15	*4
Subject Infantry	Infantry	2	-	2	-	-	3	-/4	15	*4
General	General	+2	-	-	-	8	1	1	100	-
Chieftain	Subordinate	+1	-	-	-	8	1	-/1	40	-
Chieftain	Subordinate	+1	-	-	-	7	1	-/2	30	-

OPTIONS

The following options are available to the Sarmatian army. See the accompanying descriptions for details.

Noble Cavalry	Cavalry	4	15	3	4+	-	3	-/1 max	+20	*1,2,5
Portents	Re-roll General's Command	-	-	-	-	-	-	1	+10	-

OPTIONS FOR ALLIANCE WITH MARCOMANNI

The Sarmatians formed an alliance with a German tribe called the Marcomanni, and it was as part of this alliance that they successfully fought against the Romans, destroying an entire Legion and supposedly taking 100,000 people into bondage. If this option is chosen, no Subject Archers and Subject Infantry can be taken, and Marcomanni Infantry must be included as shown by the min/max values below.

Marcomanni Archers	Infantry	2	30	3	-	-	3	-/4	40	*2
Marcomanni Infantry	Infantry	3	-	3	-	-	3	4/8	35	*2

OPTIONS FOR BLACK SEA SARMATIANS

This is a somewhat speculative adaptation for Black Sea Sarmatians that incorporates infantry militia units from the towns of the Black Sea coast and troops drawn from the agricultural regions already settled by Greeks and Scythians. If this option is chosen, no Subject Archers and Subject Infantry can be taken, and Black Sea Infantry must be included with the min/max values shown.

Black Sea Infantry	Infantry	3	-	3	6+	-	3	4/8	45	-
Black Sea Heavy Inf	Infantry	3	-	3	5+	-	3	-/1 max	60	-
Black Sea Light Inf	Infantry	2	15	3	6+	-	3	-/2	40	*3
Black Sea Heavy Cav	Cavalry	3	-	3	5+	-	3	Any	-5	*1, 2

SPECIAL RULES

*1 Shock; *2 Warband; *3 Skirmish; *4 Unreliable; *5 Slow



Heavy Cavalry. The majority of Sarmatians fought as heavy cavalry – armoured cavalry with long lances and bows. The degree of armour varied a great deal as did the material it was made from, often leather or horn rather than metal. Horses were often armoured in the same fashion

Light Cavalry. These cavalry have been included to represent the less well armoured but still close fighting Alans. The chances are that other Sarmatian tribes also included such troops, perhaps poorer members of the tribe or the retainers of aristocratic warriors, but Alans were noted for fighting in this way. They carry bows and javelins or spears.

Mounted Skirmishers. These cavalry carry bows or javelins – they represent young or poor warriors but perform a vital role both as scouts and as fighting troops. They wear no armour at all.

Subject Archers. These are archers from the tribes held in thrall by the Sarmatians – principally Goths or Slavs from the Danube Basin and regions to the immediate north. We interpret these as unenthusiastic if not outright rebellious troops.

Subject Infantry. These are warriors armed with spears and shields in the same mould as German tribes of the west – as with the archers, these are Goths or possibly Slavs. Slavs were also known to favour axes as close combat weapons and one account places axes, possibly woodsman's axes, in the hand of subject infantry fighting for the Sarmatians. Regardless of weapons carried – units employ them with the stats shown.



Noble Cavalry. Regardless of army size, a single Heavy Cavalry unit can be upgraded to Noble Cavalry with stats as shown at a cost of +20 points. This unit represents the best armed and equipped of the King's retinue or the personal followers of a great and wealthy noble – consequently, they have been given elite stats, better armour and 'Slow' status to reflect both physical protection and natural resilience.

Portents. This is an optional upgrade for the army's General and costs +10 points. The player can take the Portents once before the battle. This allows the General to re-roll once failed Command test once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

Marcomanni Archers/Infantry. This option covers independent German allies and is intended to represent the alliance with the Marcomanni. Germans are armed with spears and javelins, some carrying swords and a few equipped with helmets but otherwise they are unarmoured. They have long or round shields. Archers substitute bows for other equipment. The 'warband' rule applies to both infantry and archers.

Black Sea Infantry/Light Infantry. In a Black Sea Sarmatian army, foot troops would come from the towns and cities of the Crimea. Their infantry are armed with spears and shields and would probably wear mail coats or similar armour as well as helmets. Light Infantry are armed with javelins, spears and small light shields. These units represent settled peoples from the agricultural regions of the northern coasts of the Black Sea and are of mixed origin – chiefly Scythian and Greek.

Black Sea Heavy Infantry. In a Black Sea Sarmatian army, a single unit of heavy infantry can be fielded regardless of army size. Such a unit either represents better armoured and equipped townsfolk or possibly dismounted cavalymen – they are armed in a similar fashion to other Black Sea infantry but with somewhat better equipment and greater martial spirit.

Black Sea Heavy Cavalry. In a Black Sea Sarmatian army, any Heavy Cavalry units can be downgraded to Black Sea Heavy Cavalry – these have the same stats as other Sarmatian Heavy Cavalry but no bows. This costs -5 points per unit. Note that units do not have to be re-categorised in this way – any or all Sarmatian heavy cavalry in a Black Sea army can continue to carry bows should you wish.

THE ARABS – CONQUEST OF ISLAM

This list represents the early armies of Islam extending from the time of Mohammed and the Patriarchs and ending with the civil wars that brought down the Umayyads in the east. As such it covers the years of tribal conflict in the 620s AD through to the rise of the Persian based Abbasids in the 750s AD. During this period of over 100 years, Arab armies fought major battles against each other, the Byzantines, Persians, Visigoths, and Franks.

Although for the most part as barren during antiquity as it is today, the ancient Arabian peninsula was not without established urban communities. The most notable of these belonged to the people known to historians as 'Sabaeans' – a term deriving from the city of Saba (biblical Sheba) but used to describe the cities and kingdoms of the southern coast (principally modern Yemen). Although the lands of the Sabaeans were less arid than the rest of Arabia and even supported limited agriculture, the region's wealth was based on trade in locally produced spices as well as the luxuries of Africa and the east. From the 4th Century AD onwards, commerce between India, Africa and Europe was increasingly concentrated through these coastal cities. Caravans of camels carried goods northwards through desert lands inhabited by the Sabaean's Arab neighbours. As a result, many desert-dwelling Arabs settled into the towns that developed along the caravan routes. These were invariably in places where water could be had or where routes converged. Mecca, with its deep well and age-old sanctuary, grew into the most important of these towns laying, as it did, where two main trade routes converged – one leading northwards to the Mediterranean and one eastwards to Persia.

In these relatively new Arab settlements, the people remained closely connected to their tribal roots and fellow 'bedawi' (desert dwellers – or Bedouin). Although they might live in towns or make their living from trade, it was still their tribe that formed the basis for social organisation and law, and to which they looked for protection against their enemies. Regardless of whether they were sedentary or nomadic, Arabs still owed their loyalty to their tribal sheik leaders. Each sheik was the head of a network of extended families and clans. These tribal loyalties extended beyond the borders of Arabia itself – into the deserts of Syria and Egypt, wherever the Arabs roamed or settled.

Before the Conquest period, the Arabs had never been united in their interests or purposes – or indeed in their religion. Although they had their native gods, some tribes had become Christians whilst others had embraced Judaism. The normal state of affairs was one of feuding and rivalry, with the powerful Persians, Byzantines and Sabaeans allying with, pacifying or placating neighbouring tribes to further their own interests. By Mohammed's time, the powers of Persia to the east, the Byzantine Empire to the north and west, and the Sabaeans to the south were at an all time low ebb. Southern Arabia was in a period of anarchy following an Ethiopian invasion, whilst the Persians and Byzantines had come to the end of a long and destructive war that had destabilised and impoverished both empires.

The achievement of early Islam was to weld these scattered Arab tribes together and endow them with a common aim, purpose and identity. The Arab culture of family

obligations, exercised through a network of tribal sheiks, enabled vast forces to be assembled very quickly. Religious fervour provided the motivation for conquest. Much is often made of the weakness of the Arabs' foes – notably of the enfeebled Persians and over committed Byzantines. Wars between the two had certainly engendered distrust and exhaustion amongst the ordinary people of the near east, many of whom were only too pleased to swap the crushing burden of Byzantine taxation for the relatively benign rule of the Arabs. Nor were the conquerors intolerant of the Christians, Jews and Zoroastrians who they came to rule over in Palestine, Syria, Egypt and Mesopotamia. To many ordinary people, an Arab peace must have seemed infinitely preferable to the old Byzantine/Persian war.

The first four Caliphs are known as the Patriarchal Caliphs – the direct successors and contemporaries of Mohammed chosen by the leaders of the most powerful tribes. It was during their time that the first and most spectacular conquests were made. In 636 AD, the Byzantines were defeated at the Battle of Yarmuk, and Syria and Palestine fell to the Arabs. In 637 AD, the Persians were defeated at Qadisiya following which Mesopotamia, Armenia and western Persia were brought under Arab rule. By 642 AD, Egypt and Libya were also under Arab control, and in 652 AD, Sicily was raided. The last of the Patriarchal Caliphs was Ali the son-in-law of the prophet and one of his original followers. Ali was also a traditionalist who championed the egalitarian principles of Islam which he felt had been compromised in the years following the prophet's death. This did not sit well with the powerful mercantile Ummayya clan to which the previous Caliph Uthman had belonged, many of whose members now held influential positions within the government of the empire. The Umayyads refused to accept Ali as Caliph and so started a civil war between the different factions that was to end in 661 AD with the accession of the hereditary Ummayyad dynasty.

By embracing the old Byzantine administrative institutions, the Umayyads sought to stabilise and govern their lands most effectively. This was hugely unpopular with purists amongst the faithful, many of whom regarded the Umayyads as secular materialists at best and corrupt heretics at worst. However, it was largely due to their efforts that the early conquests were consolidated and then extended. Al-Walid, who ruled from 705 AD, added new lands to the east and west. His armies reached as far as the Indus in 710 AD, conquered North Africa, and had wrested control of Spain from the Visigoths by 716 AD. Constantinople was besieged in 717 AD but the city's defences proved too great a challenge for Arab siegecraft. Arab armies penetrated as far as southern France before being defeated at the Battle of Tours in 732 AD. Rapid expansion brought problems of its own such as the growing influence of non-Arabs and the incorporation of foreign converts into the army. During the invasion of Spain, most of the army was made up of Moors or Berbers. Growing unrest amongst non-Arab Muslims combined with dissatisfaction amongst traditionalist Arabs led to further civil wars and the establishment of the Abbasid Caliphate based in Persia.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Warrior	Infantry	3	-	3	-	-	3	2/-	35	-
Archers	Infantry	2	30	3	-	-	3	2/-	40	-
Skirmishers	Infantry	1	15	3	-	-	3	-/4	30	*1
Cavalry	Cavalry	3	-	3	5+	-	3	-/2	80	-
Bedouins	Cavalry	3	-	3	6+	-	3	-/4	70	-
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/4	40	*1
Camels	Cavalry	1	15	3	6+	-	3	-/1	60	*1,2
General	General	+2	-	-	-	9	1	1	125	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-
Chieftain	Subordinate	+1	-	-	-	8	1	-/2	40	-

OPTIONS

The following options are available to the Arab army. See the accompanying descriptions for details.

Mutatawwi'a	Infantry	4	-	3	-	-	3	Up to Half	+10	-
Spearmen	Infantry	3	-	3	6+	-	3	Up to Half	+10	-
Heavy Cavalry	Cavalry	3	-	3	5+	-	3	Any	+30	*3
Portents	Re-roll General's Command	-	-	-	-	-	-	1	+10	-

SPECIAL RULES

*1 Skirmish; *2 Camels; *3 Shock

Warriors. Swords were the favoured weapons of Arab tribesmen and the south of Arabia was famous for the quality of its blades. Protection takes the form of a round shield – armour of any kind was less common although use was made of equipment looted from defeated enemies.

Archers. Bowmen formed an important part of the Arab armies.

Skirmishers. These are units of Arab bowmen or slingers fighting as skirmishers – javelins were not typically weapons of the Arab tribes, but are associated with the southern Sabaeans.

Cavalry. These cavalrymen represent the best equipped units including those with some armour of Persian or Byzantine style – or alternatively troops who have equipped themselves with armour from defeated enemies. They carry spears and shields.

Bedouin cavalry. These represent lightly armed and equipped cavalrymen. A few individuals would doubtless wear armour of varying styles and origin, but most are protected by nothing but a shield. They are armed with spears.

Mounted Skirmishers. These units represent mounted troops armed with javelins or bows and fighting as skirmishers.

Camels. Camels were vital to the movement of goods and armies. They were not especially useful in a battle itself, but some Arabs fought from camel back with javelins, spears or bows. Some dismounted to shoot or fight, resuming their mounts to avoid contact with the enemy – such units are still considered to be skirmishing cavalry but can be modelled to incorporate warriors on foot should you wish.

Mutatawwi'a. Up to half the Warrior units can be upgraded to Mutatawwi'a with stats as shown at a cost of +10 points per unit. Mutatawwi'a just means 'volunteers' and the name is used here to represent the most highly motivated of the Islamic troops, intoxicated with religious zeal and giddy with promises of heavenly reward. Such units were not always Arabs – some of the most zealous warriors were Persian converts to Islam, many of whom were instrumental in the civil wars that overthrew the Umayyads.

Spearmen. Up to half the Warrior units can be upgraded to Spearmen at a cost of +10 points per unit. These closely formed units of spear-armed and potentially armoured troops began to appear as converts in the near east.

Heavy Cavalry. Any Cavalry units can be upgraded to shock Heavy Cavalry with stats as shown and the 'shock' special rule. Although Arab cavalry primarily relied upon speed and manoeuvre to gain the upper hand rather than a coordinated charge, this option has been included to put units on a comparable stance to contemporary opponents as seems appropriate for such renowned horsemen.

Portents. This is an optional upgrade for the army's General and costs +10 points. The General can contemplate the will of Allah before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

ARTHURIAN BRITISH

This list covers British armies of the 5th-6th centuries following the withdrawal of the Roman military and the subsequent expulsion of civil administration shortly afterwards. Archaeologists refer to this as the sub-Roman or early medieval period of British history, but in the popular imagination it will be forever associated with the legend of King Arthur. We have therefore borrowed the name of Arthur for our army – although it should be noted that the list itself owes nothing to medieval romance – the alternative name of ‘Sub-Roman British’ may be employed by those cold-hearted enough to disapprove.

“Vortigern ruled in Britain and during his rule in Britain he was under pressure, from fear of the Picts and the Scots, and of a Roman invasion, and, not least, from dread of Ambrosius.”

Nennius (9th Century)

When describing events of the 5th and 6th centuries, it is difficult to separate fact from fiction. Even our earliest sources appear less than objective in this respect. Religious divisions between Pelagian Christians and the Church in Rome colour the surviving records of later writers who were inevitably associated with the Roman Church. At the beginning of the 5th Century, Pelagius’ teachings had taken root amongst the native Celtic Church (Pelagius himself was a Briton or possibly a Scot). Some historians have suggested that the poor reputation of Vortigern, the first name to emerge as ruler of Britain following the Roman withdrawal, may owe something to the taint of this famous religious divide. In truth we know very little for certain: even the name Vortigern may be a title rather than a name (equating to High King). Bede, writing some hundreds of years after the event, describes how Vortigern, beset by invaders and rivals, invited the Saxon mercenaries Hengest and Horsa to occupy and defend the east of Britain as allies. Traditional dates for this key event have become the subject of much academic wrangling, but we may safely ascribe it to the first half of the 5th Century. In fact, excavations of late Roman burials suggest that troops of Germanic origin formed part of the garrisons of these islands in earlier times, and it seems quite possible that immigration from the continent had been going on in one form or another for some years.

During the 5th Century, the Roman government of Britain broke down to be replaced by native kingdoms led by former Roman citizens of some standing – probably by local Roman officials in the first instance. Towns declined and were eventually abandoned, and the native British population dwindled under the influence of plague, war, and emigration. The British kingdoms came under pressure from Scots invaders in the west, Picts in the north, and Saxon settlement in the east – or more accurately from Frisians, Jutes, Angles, Franks and Saxons, all of whom were simply ‘Saxons’ to the Britons. In 446 AD, Gildas records a British plea for help from the military leader of the Western Roman Empire (actually called Aetius but here named as Agitius).

“To Agitius, thrice consul, the groans of the Britons... the barbarians drive us to the sea, the sea drives us to the barbarians, between these two means of death we are either killed or drowned.”

Gildas (6th Century)

Amongst all the British kings of the later 5th Century, Gildas singles out Ambrosius Aurelianus for praise, describing how he raised armies and fought valiantly against the Saxons. Of the other kings, he has nothing good to say at all but he goes to the trouble of naming them as Constantine of Devon and Cornwall, Aurelius Caninus, Vortipor of Pembrokeshire, Ceneglasus, and the enigmatically titled Maglocunus Dragon of the Isle who ruled over Anglesey. Ambrosius Aurelianus might have been the victor of the famous Battle of Mount Badon which took place about the year 500 AD (Gildas neglects to tell us whether this was so). Later tradition ascribes the victory to Arthur himself. Mount Badon was a significant battle in which the Saxons were defeated and brought in check for a generation – at least according to Gildas’ somewhat narrow perspective on events. In fact the Saxons continued to expand their domains and establish new kingdoms in Britain. The kingdom of the West Saxons was founded in 519 AD under Cerdic, and Mercia was founded in 584 AD. The Britons declined under Saxon pressure and internal dissension, whilst many no doubt sought sanctuary in Brittany as did a large number of Celtic monks in the middle of the century.

“Men went to Catraeth with a war-cry, speedy steeds and dark armour and shields,

Spear-shafts held high and spear-points sharp-edged, and glittering coats-of-mail and swords.

He led the way, he thrust through armies, five companies fell before his blades.

Rhufawn Hir gave gold to the altar, and a rich reward to the minstrel.”

Y Gododdin (7th Century)

If we know little of the people of these times, we know even less about their armies. Ironically, we are on safer ground with the Saxons as they were considerate enough to bury warriors complete with swords, shields, and spears. Conventional wisdom provides the Britons with armoured cavalry after the fashion of Roman troops of the late 4th Century; no material evidence remains to confirm this. Armour is mentioned frequently in the epic poem *Y Gododdin* that commemorates the heroic death of three hundred riders from Din Eidyn at the Battle of Catraeth. This reference to ‘Lluric’ (derived from the Latin *Lorica*) is often translated as ‘mail-coat’ but could equally well refer to leather or other kinds of armour as to mail. The *Y Gododdin* itself is of uncertain composition, probably dating to the early 7th Century, and in any case, the earliest manuscript is 13th Century. Of contemporary helmets only two examples survive, both from Saxon graves, including the Saxon Sutton Hoo helmet (of late Roman type highly decorated). The other example is of ‘spanglehelm’ construction. It is worth bearing in mind that armour is attested from continental contexts including the homelands of the Saxons. The appearance and importance of British infantry is unknown, but some at least must have fought in defence of towns and fortifications. Consequently, the army described here is highly conjectural and has been put together to conform to surviving evidence as well as prevalent views amongst military historians and re-enactors.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Spearmen	Infantry	3	-	3	-	-	3	4/-	35	-
Archers	Infantry	2	30	3	-	-	3	-/1	40	-
Saxons	Infantry	3	-	3	6+	-	3	-/4	35	*1,2
Skirmishers	Infantry	1	15	3	-	-	3	-/2	30	*3
Cavalry	Cavalry	3	-	3	5+	-	3	2/4	80	
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/2	40	*3
General	General	+2	-	-	-	9	1	1	125	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Arthurian army. See the accompanying descriptions for details.

Shock Cavalry	Cavalry	3	-	3	5+	-	3	Any	+30	*4
Armoured Spearmen	Infantry	3	-	3	6+	-	3	-/4	+10	-
Arthur	General	+3	-	-	-	9	1	1	+20	-

SPECIAL RULES

*1 Warband; *2 Unreliable; *3 Skirmish; *4 Shock

Spearmen. Infantry are assumed to be bondsmen or citizens fighting in defence of a town or fortification. They carry shields, probably round or oval like those of the Roman legions. They are armed with spears that might be thrust or thrown, and a few could have swords in addition. We have assumed they are relatively poorly equipped, but have given them full fighting stats to reflect what must have been a state of habitual warfare. An upgrade is provided to represent better equipped warriors fighting on foot.

Archers. These are unarmoured bow armed troops. Such troops were relatively few in number and don't seem to have formed a significant part of armies on either side.

Saxons. These units represent mercenary Saxons but could also represent Irish (which is to say Scots) or even mercenary contingents of British warbands. These units have been given 'warband' status but are treated as 'unreliable' – this should not prove too much of a handicap as the army has generally good Command values.

Skirmishers. These are British infantry units fighting as skirmishers with shield and javelins or, alternatively, with bows. Such troops are made up of contingents of young warriors, untrained or relatively poor citizens, or they could be troops employed as raiders, ambushers or scouting parties.

Cavalry. These are the companions of the King's household – his personal warrior band or 'comitatus', probably including his close kin as well as warriors from far and wide attracted to his halls by his reputation as a war leader. They fight as cavalry and wear armour of some kind – possibly comparable to that of later Roman cavalry. They carry shields, spears,

and long swords. Such evidence as we have suggests the spears were thrown at close range and cavalymen fought hand-to-hand with swords. We have chosen to represent these units without the 'shock' ability – but units can be upgraded as noted below.

Mounted Skirmishers. We have added these units to represent poorer or younger warriors, the mounted retainers of richer warriors, or such cavalry as would prove useful in the hilly terrain of the west and north. They might equally well represent small bands of mounted warriors engaged upon scouting or raiding.

Shock Cavalry. Any units of Cavalry can be upgraded to Shock Cavalry at a cost of +30 points per unit. This option has been included to allow for harder hitting cavalry units more consistent with contemporary continental cavalry and late Roman units. This is really an option of interpretation rather than one of type.

Armoured Spearmen. Up to four units of Spearmen per 1,000 points can be upgraded to Armoured Spearmen with stats as shown. This costs +10 points per unit and represents either better-equipped or trained infantry in the mould of later Roman units, or it could also represent aristocratic warriors fighting dismounted.

Arthur. This is an optional upgrade for the army's General and costs +20 points. The General represents an heroic warlord such as Arthur or Ambrosius Aurelianus. If the army is led by an 'Arthur' then a further +1 is added to the result of all combat engagements where either the General or any Leader are included in the engagement. Note that this bonus adds to the total result for the engagement in the same way as, for example, a single supporting stand.

BULGARS

This list is chiefly modelled on the armies of the early 9th Century and the battles of Khan Krum. However, it will serve well enough to represent the armies of the Western or Danubian Bulgars and their Slavic subjects from the 7th Century to the annexation of their lands by the Byzantines at the beginning of the 11th Century. The army begins with the establishment of the Bulgar state when Byzantine Emperor Constantine IV ceded land to Khan Subigi Asparukh, land already occupied by a confederation of Slavic tribes who subsequently found themselves in the domain of the Bulgars.

The Bulgars were originally a nomadic people whose various tribes were therefore free to move over a broad area of the steppes. The particular Bulgars who were to give their name to modern Bulgaria were only one portion of that scattered people. Their cousins lived in the Volga valley and are known as the Turanian Bulgars (or Black or Volga Bulgars) whilst others lived as far to the east as the Sea of Azov. The Bulgars may well have been of mixed descent – Turkic, Altaic and Iranian – and the very word Bulgar might mean something like ‘mixed’ – though this is largely conjectural. The Bulgar Khans later traced their origins to the great Hun Khan Attila, claiming descent from Ernakh, the third of Attila’s sons and Khan of the Utigur tribe – this tradition probably owes more to folklore than fact. Either way, it seems reasonable to assume the Bulgars were swept westward as part of the Hun incursions into Europe in the 4th and 5th centuries. It’s quite possible that some Bulgars had entered north-eastern Europe even earlier. On the whole, ancient writers didn’t always distinguish between the large number of similar nomadic tribes that formed the Hunnic horde.

The rampages of Attila led to widespread re-settlement throughout Europe, including the southward migration of Slavs in the Ukraine and German tribes previously settled north of the Danube. As a result of these movements, the Goths sought refuge within the borders of the Roman Empire. Slavs and various allied and rival nomadic tribes, including Bulgars, took over their lands. Following the break up of Attila’s horde, his sons fought amongst themselves, the various nomad tribes fought each other, and the Slavs fought as allies or subjects of whichever tribes held sway over them at the time. Numerous and living a settled agricultural lifestyle, the Slavs were by no means without power or influence, but they usually ended up as the subjects of nomadic masters whether willingly or otherwise. In 681 AD, having made a treaty with the Byzantines, Khan Subigi Asparukh established his capital at Pliska, marking the beginning of the Bulgar state south of the Danube.

It is probably correct to picture the early Bulgars as essentially similar in appearance and manner to the Huns: horse-riding nomads, pastoralists, and skilled riders proficient with the bow and javelins. Before their conversion to Christianity, they worshipped the spirits of nature and their religious leaders were shamans. The Bulgars still lived in something like this manner when Pliska was founded. Their capital originally took the form of a huge walled camp in a plain, filled with tents, with

plenty of space for warehouses, stores, temples and the Khan’s palace. However, as the years went on, many Bulgars adopted civilised ways, some Khans travelling to Constantinople where they were impressed by the potential rewards of a settled existence. Some of the Bulgars remained staunchly attached to their old ways, others sought to put down roots and establish a nation more like those of the Byzantines and Franks. On the whole, territorial constraints and the temptations of a civilised life meant that over time, the Bulgars became increasingly settled.

Khan Krum Strashny (the terrible!) was one of the most ambitious and successful of the Bulgar Khans. He strove to unite all the lands occupied by Slavs and Bulgars under his rule – forming an eastern equivalent to the empire of Charlemagne in the west. In his time, the borders were expanded northwards into lands controlled by the Avars. Khan Krum also conquered territory to the south and west, in the process subjugating neighbouring Slavic tribes and possibly the remnants of earlier inhabitants of the region such as Thracians. The prospect of having such an aggressive and powerful northerly neighbour caused the Byzantines some alarm. Emperor Nicephorus I led an army against the Khan. In 811 AD the Byzantines captured Pliska and slaughtered its inhabitants, but the Bulgars responded by trapping and destroying the Byzantine army at the Vurbitza Pass. This was the greatest defeat for the Empire in some four hundred years. The Emperor was killed along with many of his commanders. Khan Krum celebrated by having the Emperor’s skull bound in silver and turned into a drinking cup.

Khan Krum’s enduring success was to establish a code of laws that drew all his people into a unified state. His son Khan Omurtag built upon his father’s work, took a Slavic wife, and gave his sons Slavic names. Over the following century, the Bulgars gradually ceased to exist as a separate ethnic group, as they took their Khan’s lead in adopting Slavic language and culture. They adopted Christianity under Boris Michail in the mid-9th Century, and the capital was moved to Preslav – a city built as a centre of Christian learning. The old capital of Pliska was seen as tainted by its association with paganism. Bulgar Khans became Tzars, and the nation adopted many of the traits of the civilised Byzantines. Such traits included a Slavic alphabet adapted from the Greek, and an independent form of Christian worship modelled on that in Constantinople. Tzar Simeon, the son of Boris, was educated in Constantinople. He attempted to unite Bulgaria and Byzantium under one throne and very nearly succeeded. The rulers of the following century did not prove as strong as Simeon, and Bulgaria was eventually defeated by the soldier-Emperor Basil II Bulgaroctonus (Bulgar Basher!). Bulgaria was occupied between 1018-1186 and became a western province of the Byzantine empire, but its distinct character as a nation had already been so well established that ‘Bulgaria’ would eventually reassert its existence and survive to become one of the modern nations of eastern Europe.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Slav Warriors	Infantry	3	-	3	6+	-	3	4/-	45	-
Archers	Infantry	2	30	3	-	-	3	-/4	40	-
Skirmishers	Infantry	1	15	3	-	-	3	-/2	30	*1
Noble Bulgars	Cavalry	3	-	3	5+	-	3	-/4	110	*2
Bulgars	Cavalry	2	15	3	6+	-	3	2/-	60	*1
General	General	+2	-	-	-	8	1	1	100	-
Chieftain	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Bulgar army. See the accompanying descriptions for details.

Bow Armed Noble	Cavalry	3	15	3	5+	-	3	Any	+5	*2
Khan Krum	General	+2	-	-	-	8	1	1	+25	-

SPECIAL RULES

*1 Skirmish; *2 Shock

Slav Warriors. The Slavs mostly fought with spears and shields, they were also renowned for carrying axes either as sidearms or large axes swung with both hands. Armour was not common even in the later part of the period covered – but they have been given the Armour value common to most close fighting European tribes of the time. Such troops were less fragile than earlier tribal warriors even if they were little better equipped.

Archers. The Bulgar armies include Slav archers – these would be much like the Goths who had inhabited the same area previously and otherwise similar to Frankish archers in the west. The Byzantines recorded that the Slavs used poisoned arrows.

Skirmishers. These would be young or poor Slavs armed with lighter shields and javelins. They would not be expected to fight in a mass along with the better armed warriors.

Noble Bulgars. Although we have described these armoured horsemen as Bulgars, they would also include the better off amongst the Slavs, and all the more so after the time of Khan Krum. The Bulgars effectively ceased to exist as a distinctive ethnic group during the 9th Century. These horsemen carry shields and stout spears, and wear helmets and body armour. Some might also carry bows – and provision has been made for this in the separate upgrade. This category of armoured lancers might also include Avars – who were assimilated into the Bulgarian empire by the conquests of Khan Krum.

Bulgars. The early Bulgars were armed and probably appeared much like the Huns: armed with bows, javelins, and small shields they were equipped for skirmishing and for fighting at close quarters. These horsemen are their later descendants – more likely to wear armour or carry spears, but essentially light horse armed with javelins and bows. Towards the end of the 9th Century, when the Bulgars converted to Christianity, Tsar Simeon colluded with the Pechenegs to defeat the Magyars who were in turn allied to his enemies the Byzantines. Pechenegs were also armed in a very similar way to early Bulgars and can therefore be included in this category.

Bows Armed Nobles. Any Noble Bulgar units can be fielded with bows with the modified stat line as shown. This costs +5 points per unit. It's not certain whether the more heavily armed units would have carried bows or whether they would have been armed only with a lance – the option is included to represent such units. It is possible that bows would have fallen out of use with the more heavily armed cavalry, but in the earlier years of the Bulgarian state, it is likely that bows would have been carried by all Bulgars.

Khan Krum. This is an optional upgrade for the army's General and costs +25 points. If Khan Krum is your general then you can add +1 to the Command value of every commander in your army – but only during one turn. You must declare you are using the special ability at the start of one of your Command phases, and all Commanders get the +1 bonus for that turn. This goes some way to represent the advantage of unexpected ambush enjoyed by the Khan's forces as they harried the unfortunate Byzantine army of Emperor Nicephorus I.

TACTICS

The Bulgar army is represented by Slavic infantry and Bulgar cavalry – so it presents a good mixed force that can be tailored to meet any foe. The infantry are not especially strong fighters, but are steadier than earlier Celtic and Germanic types, if lacking the training, discipline and heavy equipment of their Byzantine opponents. The Bulgar light horse give the army the mass-skirmishing potential of the Huns whilst its nobles provide useful heavy cavalry.



THE CAROLINGIAN FRANKS

Charlemagne reigned as King of the Franks between 768 AD and 814 AD, and was undoubtedly the greatest and best known of the Frankish rulers. This army list represents armies from Charlemagne's time until the Frankish empire finally broke apart at the death of Charles the Fat in 888 AD. During these years, the army changed from the largely infantry force of earlier times to a mixed force of horse and foot with increasing emphasis upon cavalry as time wore on. The list also makes provision for armies from the preceding decades of the 8th Century, when Charles Martel led the Franks to victory over an Islamic army at the Battle of Tours in 732 AD.

Charlemagne inherited the throne from his father Pippin the Younger. Pippin, also known as Pippin the Short, was the first of the Carolingian kings and the son of Charles Martel from whose name the title 'Carolingian' derives. Pippin was Mayor of the Palace of the western Frankish Kingdom of Austrasia as was his father before him. At the time, power was divided between the king and the mayor, but Pippin, with the support of the Pope, decided to oust the reigning king and take the throne for himself. This unfortunate monarch was Childeric the Idiot, an ineffective puppet previously placed on the throne by Pippin himself. Having first solicited the blessing of the Pope, Pippin garnered the support of the Frankish nobility and was duly elected king in Childeric's stead. His first act was to go to war against the Lombards. As the Lombards were enemies of the Pope, this might be regarded as due payment for papal support during Pippin's move upon the throne. The Lombards were soundly defeated. During the following years, Pippin drove the Moors from France and absorbed Aquitaine into the Frankish kingdom. When Charlemagne inherited the throne, he therefore came into possession of a substantial and powerful empire as well as the will and means to expand it further still.

In fact, Charlemagne did not at first inherit the whole Frankish kingdom, as the custom of the Franks was to divide the realm between the surviving sons of the dead king. Thus Pippin's empire was divided between Charlemagne and his brother Carloman. Charlemagne came into possession of the whole kingdom with his brother's death only three years later. This tradition of dividing the kingdom between a king's heirs was to lead to the ultimate division of the Frankish empire, and was the cause of considerable conflict between rival Frankish kingdoms after Charlemagne's death. Indeed, the principle opponent for a Frankish army might justly be considered to be another Frankish army!

Charlemagne reigned for a relatively long time. He reformed the coinage, reorganised the kingdom into counties, and was a great supporter of the church in the west. He was crowned Emperor in the year 800 AD – the first of the Holy Roman Emperors – and the title passed down through succeeding Carolingian rulers. Charlemagne also patronised chroniclers and historians, thus ensuring a place in history that properly reflects his many great deeds! The Frankish realm was expanded by

conquest. In northern Italy, the Lombards were defeated once more and their kingdom was absorbed into the Frankish crown in the year 774 AD. In the north, Charlemagne conquered Saxony, extending his realm beyond the boundaries of the old Roman Empire. The pagan Saxons were forcibly and bloodily converted to Christianity by the pious warlord. In the south he dreamed of conquering Spain but never succeeded in doing so despite briefly capturing Barcelona and Pamplona whose walls he tore down. It was during the retreat from Spain that Roland was famously slain in a battle against the Basques and not, as often portrayed in later times, against the Moors.

After Charlemagne's death, the empire passed into the hands of Louis the Pious – Charlemagne's only surviving legitimate heir. Louis's reign saw rebellions amongst his own kinfolk and subsequently civil wars between his heirs. This led to the Treaty of Verdun in 843 AD which divided the Frankish kingdom into three parts: the western portion that would later become France, the eastern portion that would form Germany, and a central portion that lay between them, extending through the Low Countries, Lorraine, Alsace, Burgundy, Provence and northern Italy. The arrangement did not lead to peace. The various rulers and their descendants continued to fight over possession of the various Frankish territories. The empire was almost re-united for a brief period under the rule of Charles the Fat, King of the west Franks, who succeeded to the throne of Italy with the abdication of one brother and to the throne of east Francia with the death of another. However, typically this was not to last for long, and the empire finally fell apart thanks to the usual in-fighting between rival claimants. After 888 AD, the Franks were divided forever into what would later evolve into the modern nations of France, Germany, and Italy.

As well as the endless internal squabbling, Charlemagne's successors continued to fight enemies along their borders. Their foes included the armies of Muslim Spain both in Italy and the western borders, the Wends (a general term for the adjoining Slavic tribes such as the Sorbs), other Germanic tribes to the east such as Saxons and Frisians, and nordic raiders, notably the Danes, along the North Sea coast. Charlemagne's campaigns also brought Frankish armies into conflict with the Avars in central Europe, and later Carolingian armies encountered the Magyars in their stead. The Vikings besieged Paris for two years in the reign of Charles the Fat and continued to trouble the northern coast for many decades thereafter.

In addition to the main list, we have included options that allow for the mostly infantry armies of Charles Martel and of Odo of Aquitaine, which fought the invading Moorish armies. It could arguably be used in favour of the main list to represent the armies of Pippin the Younger and the early reign of Charlemagne.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Spearmen	Infantry	3	-	3	6+	-	3	2/-	50	*1
Archers	Infantry	2	30	3	-	-	3	-/2	40	-
Skirmishers	Infantry	1	15	3	-	-	3	-/1	30	*2
Caballari	Cavalry	3	-	3	5+	-	3	2/-	110	*3
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/1	60	*2
General	General	+2	-	-	-	8	1	1	100	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Carolingian Frank army. See the accompanying descriptions for details.

Guard Cavalry	Cavalry	4	-	4	5+	-	3	-/1 max	+20	*3
Dismounted Cavalry	Infantry	3	-	3	5+	-	3	Any	-45	*1
Charlemagne	General	+2	-	-	-	9	1	1	+35	-

OPTIONS FOR EARLY 8th CENTURY

No Caballari can be included in an early 8th Century army nor any options in respect of them. Instead 'non shock' heavy cavalry can be included as shown. In such an army, the minimum for infantry spearmen is also increased to 8 as shown.

Frankish Cavalry	Cavalry	3	-	3	5+	-	3	-/2	80	-
Spearmen	Infantry	3	-	3	6+	-	3	8/-	50	*1

SPECIAL RULES

*1 Shieldwall; *2 Skirmish; *3 Shock

Spearmen. All free landowning Franks were liable to serve as part of the general muster – very small landowners banding together to equip one of their number. This was a very similar system to the Saxon Select Fyrd. Every man provided his own arms and armour so there would have been little uniformity beyond the obligatory spear and shield. Body armour was rare – surviving illustrations of armoured warriors on foot may well represent dismounted cavalymen. Subject tribes such as Saxons, Swabians and Bavarians were also liable to provide troops and they would be equipped in the same fashion.

Archers. Bows are included amongst the obligatory weapons of the Caballari in some sources – but it is assumed these are intended for use by the knight's retainers rather than the Caballari themselves. Either way – the Franks employed bowmen in small numbers – these would be unarmoured and carry only light arms such as a short bladed sword.

Skirmishers. Infantry units fighting as skirmishers with shields and javelins. Generally speaking, these would be young warriors or possibly servants and low ranking retainers of the Caballari. Alternatively, they could come from the ranks of subjects such as Bretons or Gascons. Staff slings (large slings leveraged with a wooden handle) are mentioned as included amongst baggage – men so equipped would also be included in this category.

Caballari. Frankish cavalry are called Caballari – the term designating direct vassals of the King. They represent the richest and most influential of the Frankish nobility. They are typically equipped with mail or scale armour, helmets, shields and spears. The Franks started as infantry, but soon took to mounted warfare and became increasingly proficient. Initially they fought with javelins and short spears, but soon replaced these with longer spears or lances. They learned to charge home aggressively where earlier they had fought with missiles from a distance.

Light Cavalry. The richest of the Caballari brought their own retainers. These would be added to the infantry or would fight as light cavalry. These riders wear no armour but carry a shield and fight with javelins, spears or lances. Although we have assumed no mounted warriors carry bows, those who wish to take a contrary view are welcome to include Frankish horse archer units in this category.

Guard Cavalry. Regardless of the army size, one unit of Caballari can be upgraded to Guard cavalry with stats as shown. This costs +20 points. Frankish kings maintained a personal band of retainers. These troops are sometimes shown in manuscript illustrations in Roman style dress – this may well be artistic license. However, the Carolingians did take their role as restorers of the Roman Empire seriously – so who knows?

Dismounted Cavalry. Any Caballari units can be replaced with dismounted cavalry – basically nobles fighting as heavy infantry units. This cost -45 points per unit or a total of 65 points per unit rather than 110 points for mounted Caballari. Caballari would sometimes dismount to fight when the occasion demanded – such troops would be more heavily armoured than standard infantry. The tactic of dismounting to fight declined once the Franks became more effective cavalry – leading a Byzantine commentator to claim that the Franks didn't even know how to fight on foot!

Frankish Cavalry. Before Charlemagne's time, the Franks fought almost exclusively on foot and cavalry did not charge home aggressively. These units represent earlier cavalry – they wear helmets and carry shields, most wear mail or scale armour, and they are armed with either javelins or spears.

Charlemagne. This is an optional upgrade for the army's General and costs +35 points. Charlemagne has a Command value of 9. Charlemagne can re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and Charlemagne can continue giving further orders if you wish. Note – this is Command 9 combined with the standard 'Portent' rule.

CELTIC IRELAND

This list describes the warriors of Iron Age Ireland during the centuries before the Viking invasions. The Irish Celts were essentially similar to the people of Britain and, to a degree, Gaul and much of the rest of Western Europe. Unlike most of those other Celts, but in common with those living in the northern portion of the British Isles, the Irish were never brought under the Roman yoke. They continued to live their own fiercely independent way of life right up until large scale Viking immigration in the Christian era.

Ireland was home to an agricultural society of subsistence farmers – planting crops and raising herds of cattle. The vast majority of ordinary people were tied to the land and to their chieftain's domain or 'tuath'. There were hundreds of these petty kingdoms, with the greater ruling over the lesser, and the greatest of all ruling over one of the five traditional kingdoms of Ulster, Connacht, Leinster, Midhe, and Munster. Each of these great kings was called the Ri Ruirech – the King of Over-Kings. By long-standing arrangement, the King of Midhe was accorded the title of the High King of all Ireland and his capitol was at Tara in the modern county of Meath. These powerful kings lived in fortified settlements, which undoubtedly looked much like the earlier hillforts of mainland Britain.

The Irish belonged to many different tribes. Some of these were more recent newcomers to the island than others, but essentially all shared a common Celtic tongue and way of life. Amongst them was a large tribal group called Scots who lived in the northern part of Ireland. In late Roman times one of these tribes, the Dal Riada, settled en masse along the north-western coast of Britain. These immigrants gradually expanded their rule over all of what would therefore become known as Scotland. There were many other tribes too – as well as confederations of related tribes – and as members of a tribe tended to be grouped together geographically, there was some correlation between the tuath, the larger kingdoms, and tribal areas.

Ordinary folk were bound to their tuath and the land, but smiths, poets, and druids formed a class of respected artisans who enjoyed considerably more freedom. The most privileged of all were the warrior aristocracy – the fighting men of the tuath – who spent their time in heroic competition with their neighbours, raiding for cattle, fighting duels and taking heads. Sometimes they would assemble into larger raiding forces under the command of a powerful king. Their deeds have come down to us today in the form of legends, including the well-known Red Branch Cycle and the Fenian Cycle. These stories tell of warrior societies and mighty heroes, of a warrior's pride and honour, of feuds and vengeance, and of the romance of ancient Ireland.

The most celebrated Irish hero of these days is Cuchullain – the Hound of Ulster – of whom many stories were recorded in the Middle Ages. Cuchullain's most famous deed was to single-handedly hold back the army of Connacht led by his friend and rival Ferdiad. At first Cuchullain was reluctant to fight his old comrade, but after the usual fine speeches recalling their shared youth – the two set about each other unrelentingly for four

whole days. Much to Cuchullain's sorrow he eventually triumphed and slew Ferdiad before collapsing from exhaustion! Like all true heroes, Cuchullain was to die in battle, whereupon, with spear in hand and shield upon his arm, his body propped against a rock, his corpse alone proved sufficiently terrifying to rout his enemies.

Cuchullain stood before the Druids in the Hall of Heroes and cried, "I care not whether I die tomorrow or next year, if only my deeds live after me".

Both Cuchullain and Ferdiad belonged to warrior bands or lodges. These were an important feature of Irish armies. A warband could be little more than a band of brigands, but it could also be something comparable to King Arthur's Knights of the Round Table. A comparison to Arthur is sometimes made with the great Irish leader Finn MacCool. Finn MacCool imposed his noble ideals upon the greatest of all these warrior bands – the Fianna. The Fianna formed the bodyguard of the High King Cormac MacArt. Before Finn's time the Fianna had a poor reputation amongst the common folk. Its warriors acted as if they were above the law, and abused their position to lord it over their inferiors. Finn instigated a code of honour and they became champions and protectors of the people as well as proud exponents of the warrior ideal. It is sometimes said of Finn MacCool that he did not die, but lies sleeping, ready to come to the aid of Ireland in times of need – another resemblance to the story of Arthur.

After the Romans abandoned Britain and left its inhabitants to fend for themselves, the Irish raided the west coast of the British Isles extensively. Some eventually came to settle and three kingdoms were established in Britain. Dal Riada was the most northerly of these. The others were in Cornwall and southern Wales. These last two lasted only about a hundred years, after which they were reconquered by the Britons, but Dal Riada grew in power and became the basis for modern Scotland.

'The power of the Irish over the Britons was great, and they had divided Britain between them into estates... and the Irish lived as much east of the sea as they did in Ireland.'

*Cormac of Casbel writing in 908 A.D.
of the Irish Kingdoms in Britain*

This army is not essentially very different from that of the Britons prior to the Roman invasion – as you would expect from a land culturally comparable if not exactly contiguous. The list makes some allowance for the heroic tradition in order to give the Irish a distinct character. One of the most interesting elements in the army takes the form of its chariotry. Chariots seem to have survived amongst the Irish long after they had fallen out of use elsewhere in the Celtic world. Perhaps this was due to the poor quality of local horseflesh – small, stocky ponies – maybe it was just insularity that allowed the chariot and the heroic warrior to survive unchecked by developments elsewhere. Undoubtedly the availability of horses and armour improved throughout the period, but we have chosen to model the army in such a way as to emphasise its earlier heroic qualities, prior to the introduction of Christianity, and before the appearance of cavalry after the Viking invasions.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Fianna	Infantry	4	-	3	6+	-	3	-/2	55	*1
Warriors	Infantry	3	-	3	-	-	3	4/-	35	*1
Skirmishers	Infantry	1	15	3	-	-	3	-/8	30	*1,2
Elite Chariots	Chariots	3	15	3	6+	-	3	-/1	90	*1
Chariots	Chariots	2	15	3	6+	-	3	-/4	80	*1
General	General	+2	-	-	-	8	1	1	100	-
Chieftain	Subordinate	+1	-	-	-	7	1	-/4	30	-

OPTIONS

The following options are available to the Celtic Ireland army. See the accompanying descriptions for details.

Chariot Mount	Mount	+1	-	-	-	-	1	-/-	+10	-
Warlord	Subordinate	+2	-	-	-	7	1	Any	+10	-
Portents	Re-roll General's command	-	-	-	-	-	1	1	+10	-

SPECIAL RULES

*1 Warband; *2 Skirmish

Fianna. These represent the greatest and most famous of the warrior bands – we have called them Fianna after the mighty warriors of the Fenian cycle of stories – but they shall stand for the dominant warriors of their age. These would be the best equipped of the Irish warriors, but still unlikely to wear armour except, perhaps, for a helmet. A stout shield, spear and sword would be most likely. They have been given their Armour value to reflect their persistence, courage, and faith in Druidic protection as much as any physical equipment.

Warriors. These are the ordinary tribal warriors who make up the bulk of the army – equipped with spears, javelins and shields. Some would carry swords – but not necessarily all would do so.

Skirmishers. Young or impoverished warriors armed with javelins and slings – such units can also include war hounds if you feel so inclined.

Elite Chariots. These represent the best of the Irish warriors mounted as charioteers. The chariots provide mobility for troops who would typically fight on foot – mounting and dismounting as the occasion demanded – both harassing the enemy and forming into bodies where the fighting was fiercest. Both to emphasise their heroic quality and to draw a distinction between what would otherwise be a very similar Briton list, the chariots have not been given the usual ability to skirmish but have been given Warband status instead – the points value has been left the same as other light chariots – warband being considered a considerable asset for such units.



Chariots. All charioteers are, of course, 'elite' in a sense that they represent the highest status Irish warriors and the same general comments apply to these as to the above. They differ only in having the standard stat line.

Chariot Mounts. Any commanders can have chariot mounts at a cost of +10 points per commander.

Warlord. Any Chieftains can be upgraded to Warlord with the stats shown at a cost of +10 points per Warlord.

Portents. This is an optional upgrade for the army's General and costs +10 points. The General can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

TACTICS

Success is down to the effective use of the powerful Irish chariots. Irish chariots have been given warband status instead of the usual skirmish rule. This is intended to emphasise how they worked as platforms for heroic combatants, serving as a means of delivering the fiercest warriors into combat. Note that chariot charges are intended to represent bodies of warriors being delivered into battle rather than the chariots actually ramming into the enemy! The best of the chariots have been accorded an extra Attack to further emphasise their aggressive role. These are limited in number so make the most of them. Unlike the Britons, Irish chariots don't skirmish – so the army is vulnerable to cavalry – but that does not seem inappropriate. Chariots did not remain in use long once the Irish were confronted with other armies. The Irish army's character is quite different from that of the Britons, which it otherwise resembles, but this better reflects the surviving stories of Irish warfare and makes for an interesting and unique choice of army.

THE RUS

This list represents the armies of the Rus from the time of the Varangian adventurer Rurik until the era of the Princes and the large-scale adoption of cavalry. Strictly speaking, the list covers the period from about 880 AD when Oleg founded the Kievan Rus, to 1054 and the end of the reign of Yaroslav the Wise. During these years, the Rus fought each other a great deal, as well as the Byzantines, Bulgars, and nomads such as Magyars and Pechenegs whom they otherwise employed or allied with.

The Slavs did not adopt writing until relatively late so the chief source for their early history comes from archaeology and comparative linguistics. Historians suggest that Slavs can be identified as early as the mid-2nd millennium BC occupying what is now Poland and Czechoslovakia as well as parts of Belarus and the western Ukraine. Later, Slavic tribes began to expand eastwards and northwards, becoming the dominant people in the north European plain by the 6th Century AD. By this time they had divided into culturally distinct groups. It is a particular group of 'East Slavs' living between the Baltic and Black Sea who would become known as Rus. The origin of the word 'Rus' is disputed. Slavic scholars favour a local derivation, ie, they argue that this is what these East Slavs had always called themselves. Given the predominance of the element in names for rivers, places, and people, this explanation is likely to be true.

Although the Slavs came under the domination of different peoples in turn (principally the Scythians, Goths, Huns, Avars and Magyars) none of these appear to have left much mark upon them. Perhaps this was simply because they were so numerous and their occasional conquerors so few – or maybe because their way of life was so well suited to the native rivers and forests.

At some time in the 5th Century, the region's extensive river systems developed into a major trading route between Scandinavia and Byzantium. From that time onwards, river-borne trade was to be an important and lucrative source of wealth that the Slavs would both promote and control. The city of Kiev probably started out as a fortress regulating passage through the Dneiper River, exacting taxes on boats travelling to and from Constantinople. Other cities were established all along the route and these cities became the foundation of various states thereafter.

The origin of the Rus state is traditionally traced to a Varangian called Rurik. The term Varangian comes from the Old Norse *Væringjar* and is rendered as *Varyags* or *Variags* in Slavic languages. The same term was sometimes used indiscriminately by both Slavs and Byzantines to describe the English and Germans as well as Scandinavians. It describes a class of Scandinavian warrior merchant-adventurers, principally from Sweden and Jutland. These warriors engaged in river-borne piracy, hired out as mercenaries, set themselves up as armed traders, and exacted tribute from (and sometimes took direct control of) settled tribes that they encountered. A Varangian leader who established himself as a local warlord would encourage others to join him, and with his retinue of tough professional fighters, he would expand his domination over the local population as well as rival Scandinavians. Slavic communities may well have been glad of the protection of a powerful Varangian warlord, if

only against others of his kind. This appears to have been how Rurik became the ruler of a settlement by Lake Ladoga (on the Russian/Finnish border) and later of Novgorod. In the time of his successor Oleg, the Rus of Novgorod took over the city of Kiev from rival Varangians and established what is generally known as the Kievan-Rus state.

Rus armies are distinguished by a combination of Slav levy – known as the *Polk* – and professional Scandinavian Varangians. A warlord's own retinue acted as his permanent bodyguard and formed the core of his armies in times of war. This household retinue is known as the *Druzhina*. To start with, the *Druzhina* was formed exclusively from Varangians, but later it comprised the Slav nobility and itinerant professional warriors of various kinds. Originally, both Varangians and Slavs fought on foot, but gradually the *Druzhina* evolved into a mounted arm. Rus armies were never strong in cavalry though usually relying on mercenaries. These took the shape of nomadic horse-riding peoples such as the Magyars, Pechenegs, Bulgars and Turks. Over time the Slavs absorbed their Scandinavian warrior-rulers and the distinction between the two ceased to be important – this was probably accelerated by the adoption of Christianity in the later 10th Century – supplanting the earlier and different pagan traditions.

The greatest of the early Princes of Rus was Svyatoslav who reigned from the early 960s. He was a warrior in the true Varangian tradition, inured to hardship, indifferent to danger, and driven by the prospect of plunder and conquest. Svyatoslav's father Prince Igor was killed whilst Svyatoslav was an infant. Igor's formidable wife Olga ruled Kiev until her son was ready to take the throne. Although his early years remain a mystery, Svyatoslav was probably not slow to stamp his authority over the naturally quarrelsome Rus. He defeated the Khazars who had previously exacted tribute from the Rus, and fought and conquered the Volga Bulgars in the east. The young Prince thereby created a state that stretched from the Volga to the Danube – the largest in Europe. This impressive and powerful Rus Prince was persuaded by the Byzantine Emperor Nicephorus to attack the Danubian Bulgars. Doubtless lured by huge bribes, he was happy to comply. The Bulgars were beaten and the Bulgarian King's sons captured. To the frustration of the Byzantines Svyatoslav resolved to expand his domain southward across the Danube rather than retire northwards. The Rus overran large portions of Thrace and threatened Constantinople. In 969 AD, Svyatoslav established his new capital at Pereyaslevets in Bulgaria. It was left to a new Byzantine Emperor, John Tzimiskes, to gather an army and try to repel the Rus. In the resultant campaign, the Rus were pushed back until Svyatoslav found himself besieged in the stronghold of Drista on the Danube. After 65 days of valiant resistance and several attempted but fruitless sallies, the Rus leader finally accepted defeat. Safe passage was negotiated and the starving, defeated, but unbowed army withdrew northwards. Sadly, exposed to the predations of winter and the attentions of the Pechenegs, the last pagan Prince of Kiev did not survive the journey home. Tipped off by the Byzantines, the Pechenegs ambushed and killed Svyatoslav and his retinue. The mighty warrior's skull ended up as a drinking cup in the hands of the Pecheneg Khan.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Varangians	Infantry	4	-	3	5+	-	3	1/4	75	*1
Polk	Infantry	3	-	3	6+	-	3	4/-	50	*1,2
Archers	Infantry	2	30	3	-	-	3	-/4	40	-
Skirmishers	Infantry	1	15	3	-	-	3	-/4	30	*3
Druzhina	Cavalry	4	-	3	5+	-	3	-/1	120	*4
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/2	60	*3
General	General	+2	-	-	-	8	1	1	100	-
Chieftain	Subordinate	+1	-	-	-	7	1	-/4	30	-

OPTIONS

The following upgrade is available to the Rus army. See the accompanying description for details.

Svyatoslav	General	+2	-	-	-	8	1	-/1	+25	-
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SPECIAL RULES

*1 Shieldwall; *2 Warband; *3 Skirmish; *4 Shock

Varangians. The Varangians provide the core of the Rus army – professional warriors from Scandinavia, well equipped with mail coats, helmets, shields, axes, and swords. Spears were sometimes carried as well as lighter spears or javelins to throw as the battlelines clashed. Also known as Varyags, Variags, or Varjazi – the similarity to Viking may not be entirely coincidental.

Polk. This is the general levy that could extend to the whole adult male population but was generally confined to the towns. Troops could be armed with bows but the majority were equipped with spears and rectangular shields, lacking body armour and probably going without helmets for the most part. The Polk was notorious for attacking enthusiastically but running off equally enthusiastically when things turned against them.

Archers. Hunting provided an important food source so the bow was a common weapon. The levy produced archers as well as spearmen and we have formed these into separate units.

Skirmishers. Skirmishers would be provided by bowmen but could also include troops armed with javelins fighting in a dispersed formation and without shields.

Druzhina. The Druzhina is the bodyguard of a Prince or noble and originally it would have been formed from Varangian infantry. From the middle of the 10th Century, the Druzhina evolved into a mounted arm equipped with mail coats, shields, helmets and lances. Druzhina came to include Slavs, Magyars, Pechenegs and other itinerant warriors.

Light Cavalry. Cavalry only became a significant part of Rus armies from the 10th Century and would typically be mercenaries or allies such as Magyars, Bulgars, Alans, Pechenegs, or Turks – all typical horse riding nomads armed with bows and javelins much like the earlier Huns.

Svyatoslav. This is an optional upgrade for the army's General and costs 25 points. The General can be upgraded to Svyatoslav Igorovich, the last pagan Prince of the Rus. The General is allowed to re-roll one failed Command roll once during the battle. Take the Command test again. If successful, the order is issued, the General can continue giving further orders and his Command value is increased to 9 until such time as he fails to give an order, after which his Command value reverts to 8.



THEMATIC BYZANTINE

This list covers the armies of the mid-period Byzantine Empire from the establishment of the thematic system in the 7th Century to its dissolution at the start of the 11th Century. As such the list follows the same format as the Warhammer Ancient Battles Supplement – *Byzantium Beyond the Golden Gate*. It is an era that sees the Byzantines fighting enemies as diverse as the Bulgars, Arabs, Rus, and Normans, in days when the Empire still extended over all of Anatolia and also included significant territories in Italy.

Byzantium, the former name of Constantinople, is the term modern historians use to refer to the later history of the eastern Roman Empire. Greek was then the language of common usage, and during these years, Latin was finally abandoned even at court and amongst the Roman aristocracy. Constantinople was therefore the capital of a Greek speaking world, the centre of the Orthodox Christian church, and the seat of classical learning. The Byzantines referred to themselves as Romaioi, the Greek form of Romans. They called their empire Basileia Romaion, a direct translation of the Latin Imperium Romanorum.

During the 7th Century, following years of expensive and exhausting wars against the Persians, the great and conquering Emperor Heraclius initiated a system of important military reforms. Heraclius and his successors settled soldiers and their families onto land in return for military service – thereby creating a force of trained men ready to meet invaders. These settlers were organised into administrative and defensive regions called 'themes'. Each of these themes was governed by a military leader called a Strategos. In effect, a theme was an area under military jurisdiction that formed an autonomous fighting body.

Before the institution of this system, powerful generals had often turned against the Emperor, but by dividing power between smaller citizen-armies, the threat was diminished. Most importantly, because the soldiers were self-supporting, providing their own arms and mounts, the cost of thematic forces was far less than that of professional troops or fickle mercenaries. Settling people from outlying regions within the new themes brought land previously depopulated due to war and plague back into productive use. Although these troops were only 'part-time' soldiers, they were compelled to train to a high standard and were well led and equipped compared to their enemies. The fighting ability of thematic units was high to begin with. Only in the armies of the later 10th and 11th centuries did the quality of thematic troops start to decline as immediate threats diminished and the empire expanded its borders beyond the territory of the original themes.



There were initially four themes extending over what would today be much of modern Turkey, to which was added a fifth to supply men for the navy. The total number of themes was gradually expanded to 28. As well as creating new themes in conquered territories, the original large themes were broken into smaller ones. Most of these troops fought as heavy cavalymen and thematic armies were predominantly made up of mounted forces – but they also included infantry and light troops. At the end of the Thematic period, once the quality of the thematic troops themselves had begun to decline, more emphasis was placed on infantry, professional soldiers and mercenaries.

The thematic troops were supported by a core of professional regiments or 'tagmata' (simply meaning 'regiment'.) These were based in Constantinople and formed part of the city's guard as well as a permanent standing army. Tagmatic forces could be used to augment local troops where necessary, and they enabled Emperors to assemble large armies for wars of conquest. These were highly prestigious formations whose officers often came from the highest ranks of the Byzantine aristocracy. The four most famous of the Tagmata were the Scolai (Schools), the Excubitoi (Watchmen), the Arithmoi (Numbers), and the Hikanatoi (Worthies). As time wore on, the number of Tagmata increased, and they became more lavishly equipped until they were by far the most important part of the army. Right at the end of the period covered by this list the Tagmata included the famous Varangoi – the Varangian Guard formed of fierce Scandinavians and Rus armed with double-handed axes.

The Byzantines fought intermittently against the Arabs in the east and against the Bulgars in the west. They also fought each other – not for nothing do we have the phrase 'Byzantine politics' – the history of Byzantium is one long role-call of usurping Emperors and pretenders. Religious divisions dogged the stability of the empire throughout much of this period. A series of incompetent, insane, religiously obsessed, and sadistic Emperors wasted the empire's resources in internal struggles and vengeful purges – but despite these recurrent set-backs, the era saw the Byzantine Empire reach its height, recovering territory in the near east, and thwarting numerous attempts by the Arabs to destroy it. For anyone who wants to put together an army of this age there is plenty of easily available and highly readable background history. The careers of Emperors like Justinian II Rhinotmetus (Cut Nose) and Basil II Bulgaroktonos (Bulgar Slayer) outdo mere fiction in terms of invention and adventure.

TACTICS

With fine cavalry in abundance, as well as good infantry and allies to make up the numbers, there is little lacking in this army. Any battle plan should be built around the cavalry as they form a compulsory element, otherwise this is a flexible force that can be tailored to meet any opponent. The potential for fielding elite units makes this an extremely hard-hitting army – all the more so as these include shock cavalry. The only down side is that the army is likely to be small as most troops are expensive. The later thematic option with downgraded troops, although included for the sake of completeness, might be interesting to fight as a 'rebellion' against another similar force but will otherwise be hard to win with.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Kontaratoi	Infantry	3	-	3	5+	-	3	-/4	60	-
Psiloi	Infantry	1	15	3	-	-	3	-/2	30	*1
Allied Infantry	Infantry	3	-	3	6+	-	3	-/2	35	*2
Allied Archers	Infantry	2	30	3	-	-	3	-/2	30	*2
Kavallaroi	Cavalry	3	-	3	5+	-	3	3/-	110	*3
Light Kavallaroi	Cavalry	2	15	3	6+	-	3	-/1	60	*1
Allied Light Cavalry	Cavalry	2	15	3	6+	-	3	-/1	50	*1,2
Allied Heavy Cavalry	Cavalry	3	-	3	5+	-	3	-/1	100	*2,3
Domestikos	General	+2	-	-	-	9	1	1	125	-
Leader	Leader	+1	-	-	-	8	1	-/2	80	-

OPTIONS

The following options are available to the Thematic Byzantine army. See the accompanying descriptions for details.

Extremely Heavy Inf	Infantry	3	-	3	4+	-	3	Any	+15	*4
Elite Kavallaroi	Cavalry	4	-	3	5+	-	3	-/1	+10	*3
Portents	Re-roll General's Command	-	-	-	-	-	1	+10	-	-

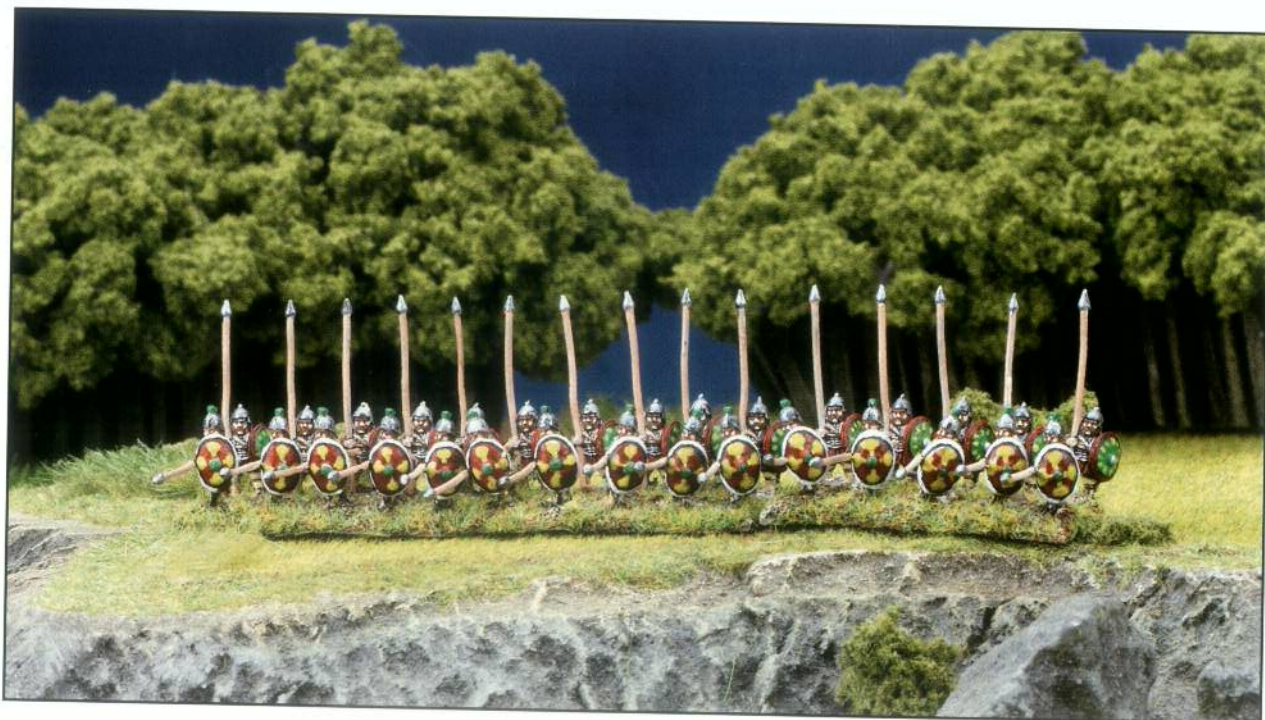
OPTIONS FOR TAGMATIC ARMIES

These additional upgrades are available for armies of the later 9th and 10th centuries as Tagmatic troops came to the fore and new conquests were added to the Empire. Note that a Tagmatic army must include at least four units of Kontaratoi per 1,000 points and can include more (min/max becomes 4/- for Kontaratoi) as shown below. These can be upgraded to Extremely Heavy Infantry as the standard option. The maximum Elite Kavallaroi is also increased to half the total. The Thematic Decline downgrade can be applied to Kontaratoi and Kavallaroi units as explained in the accompanying description.

Kontaratoi	Infantry	3	-	3	5+	-	3	4/-	60	-
Elite Kavallaroi	Cavalry	4	-	3	5+	-	3	Up to Half	+10	*3
Kataphraktoi	Cavalry	4	-	3	4+	-	3	-/1 max	+25	*3,4
Rus	Infantry	3	-	3	6+	-	3	All or None	+15	*5
Varangians	Infantry	4	-	3	5+	-	3	-/1 max	+15	*5
Thematic Decline	Inf/Cav	2	-	3	5+	-	3	Any	-10	-

SPECIAL RULES

*1 Skirmish; *2 Unreliable; *3 Shock; *4 Slow; *5 Shieldwall



Kontaratoi. Byzantine heavy infantry are called Kontaratoi (the 'Kontos' is a heavy spear about 12' long). The majority of men in each unit wear heavy mail armour reinforced with plates and splints, they are armed with the long spear from which their name derives. A large round or, from the mid-10th Century, almond or kite-shaped shield is also carried. In a typical formation, the front ranks are the most heavily armoured, whilst the rearmost ranks are lightly armoured carrying small shields (bucklers) and bows or javelins instead of the long spear. These troops shoot over the heads of those in front once the battle lines clash. Units of Kontaratoi have been given stats for Heavy Infantry – but can be upgraded to Extremely Heavy Infantry as noted below. Missile armed models can be included in the rear ranks of stands if desired – but remember that their effect is rolled into the unit's stat as shown – they have no ranged shot.

Psiloi. This is the Greek term for skirmishers. These include javelinmen, slingers, staff-slingers, and bowmen who can be armed with the 'solenarion' – an attachable arrow guide that enables the bow to shoot small darts that are especially difficult to see in flight. All of these units are represented as 'skirmishers'. In battle these units are intended to skirmish ahead of the infantry formations, retiring behind or through them as the enemy approach.

Allied Infantry. The Byzantine emperors formed and broke alliances with bewildering regularity – some Emperors owed their thrones to the support of foreign rulers and their armies. Before the ascent of the Macedonian dynasty (867 AD), such troops would most likely have been Slavs fighting as part of an allied Bulgar force. From the time of the Macedonian dynasty onwards, the Byzantines warred against the Bulgars in a shaky alliance together with the Rus. These units represent allied infantry of all kinds – but for the most part were Bulgars in the earlier years and Rus later on.

Allied Archers. Although the Byzantines had archers of their own, these formed small bodies of skirmishers or fought as part of the Kontaratoi. These allied archers represent Bulgar or Rus infantry fighting as allies and mercenaries as described above. The Bulgars were noted for their archers.

Kavallaroi. The main part of the Byzantine army comprises heavy cavalry armed with a lance called a Kontarion (a shorter and lighter version of the Kontos). As with the infantry, it is usual for units to comprise both heavily armoured men in the front ranks and more lightly armoured riders with bows at the rear. These bowmen contribute their fire to the mêlée by shooting over the heads of their comrades – their efforts have been incorporated into the combat stat as shown. This arrangement can be represented on a 20mm frontage by placing fully armoured lance armed riders in the front and bow armed models behind.

Light Kavallaroi. Byzantine forces included few units of trained, regular light cavalry, but these were none-the-less essential for scouting roles and to engage enemy light cavalry. In battle they carry lances or javelins, and a proportion of each unit can also be armed with bows instead. Regardless of how they are represented, all Light Kavallaroi units have the stat as shown. These light cavalry were called Trapezitai – from which our word 'trapeze' comes, perhaps suggesting something about their agility!

Allied Light Cavalry. This category covers allies and mercenaries such as Khazars, Bulgars, Alans and (towards the end of the period) Pechenegs. These were predominantly lightly armed horse-riding peoples in the same mould as the earlier Huns. They are armed with bows and some carry javelins or light spears and small shields in addition. They are rated as Unreliable.

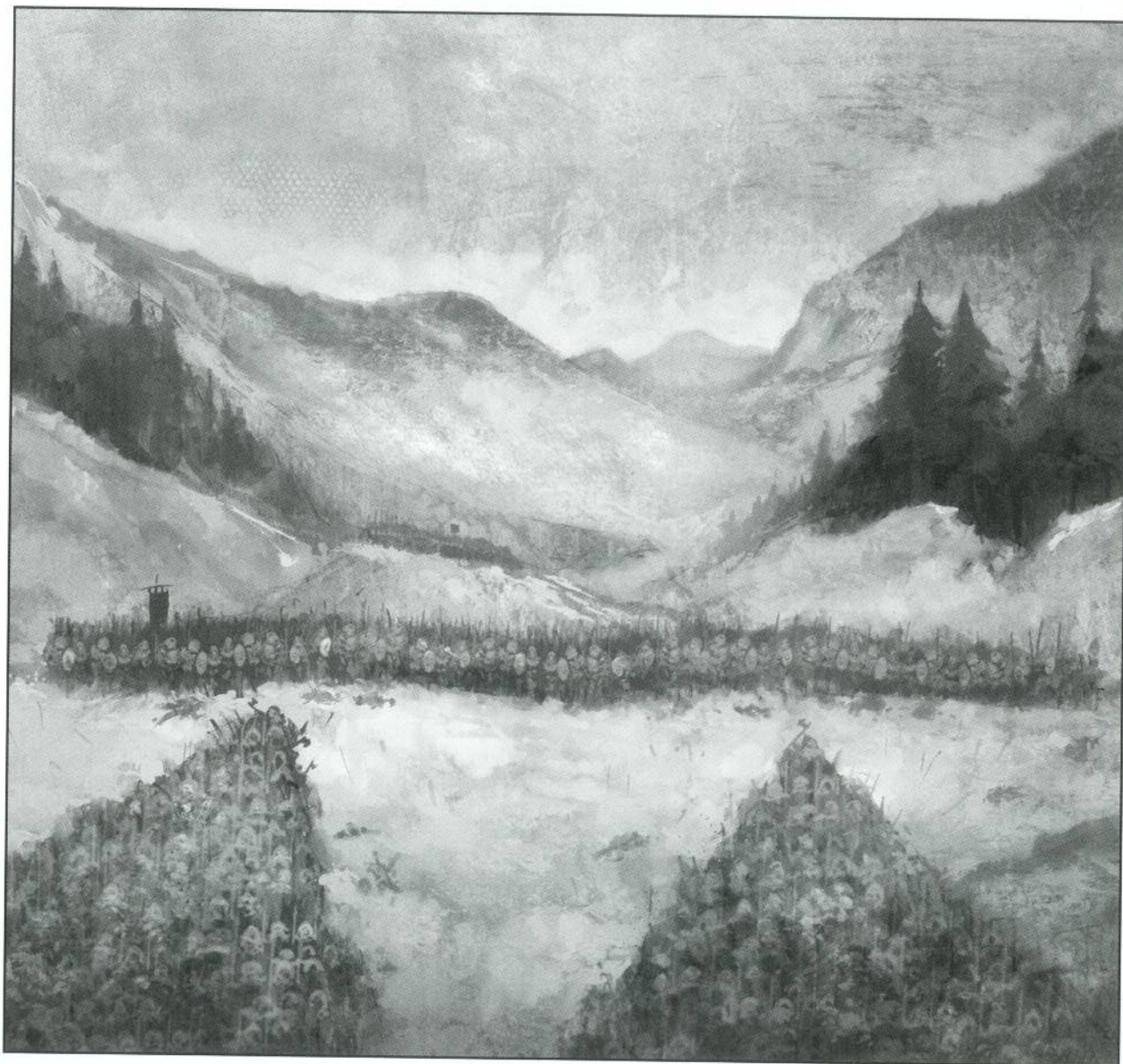
Allied Heavy Cavalry. This category covers hard-charging lance armed allied cavalry such as Georgians and Armenians. The Byzantines politicked with the Armenian rulers who fought as allies against the Persians during the campaign of Basil II in the early 11th Century – briefly bringing Armenia into the Byzantine empire. Armenians could also fight as allied infantry or archers in such an army. Alternatively, this category can be used to represent heavily armed units of allied or mercenary Khazars, Bulgars, Alans or Pechenegs. All these units are rated as Unreliable.

Extremely Heavy Infantry. Any Kontaratoi units can be upgraded to Extremely Heavy Infantry with the stats as shown – this costs 15 points per unit. This accounts for more heavily equipped infantry units, and reflects the theoretical levels of equipment for such troops.

Elite Kavallaroi. Kavallaroi can be upgraded to Elite Kavallaroi with stats as shown – this cost +10 points per unit. Up to one unit per 1,000 points can be upgraded in the earlier army, and up to half the total number of Kavallaroi units in a later army. These represent the best thematic troops of the earlier period, and the better trained and equipped tagmata of the later period.

Portents. This is an optional upgrade for the army's General and costs +10 points. The General entrusts the fate of his army into the hands of God (being careful to parade appropriate icons or otherwise depending on the current theological mood). This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.





Kataphractoï. Regardless of army size, a maximum of one Kavallaroi unit can be upgraded to Kataphractoï with stats as shown – this costs 25 points. The Kataphractoï are the very heavy armoured Tagmatic formation of the late 10th and 11th centuries. They comprise very heavily armoured men riding armoured horses, otherwise consisting of lancers and bowmen as already described.

Rus. All Allied Infantry can be upgraded to Rus with the Shieldwall rule at a cost of +15 points per unit. Either all allied infantry must be upgraded to Rus or none. Note that you don't have to upgrade units just because you wish to field units representing Rus – but you must either upgrade all Allied Infantry units or none.

Varangians. Regardless of army size, one unit of Kontaratoi can be upgraded to Varangian Guard with stats as shown and the Shieldwall rule at a total cost of 15 points per unit. Varangians count as one of the compulsory Kontaratoi units in a later army. Note that Varangians cannot also be upgraded to Extremely Heavy Infantry.

Thematic Decline. From the mid 10th Century, the quality of thematic troops declined and the tagmata become the most important part of the army. To represent this, any Kontaratoi or Kavallaroi units that are not otherwise upgraded can be downgraded to represent poor quality thematic troops. Such troops have a reduced stat as shown whether infantry or cavalry, namely -1 Attack, but are otherwise standard for their type. They cost 10 points less per unit. Downgraded infantry cannot be counted toward the compulsory four Kontaratoi in a Tagmatic army unless all Kontaratoi and Kavallaroi units are so downgraded. If all such troops are downgraded, the army represents a later poor quality muster of thematic troops with no tagmatic forces present.

VISIGOTHS

This list represents the armies of the Visigoths whose Empire once stretched from the Loire to the Straits of Gibraltar and covered much of what is now southern France and Spain. The Visigoth kingdom begins in the year 475 AD when King Euric established an independent kingdom and ends with the conquest of Spain by the Moors in 711 AD. However, earlier Gothic armies can reasonably be represented using the same list and suitable options have been included to allow this for those wishing to do so.

The Goths were a Germanic people thought to have originated in southern Scandinavia before migrating through central Europe and settling around the Black Sea coast during the early centuries BC. In the late 4th Century AD, Goths living to the immediate north of the Danube sought refuge within the Roman Empire in order to escape from the Huns. Once settled on Roman territory, they found themselves so badly treated by the local authorities that they soon rebelled, winning a decisive battle against a Roman army commanded by the Emperor Valens at Adrianople in 378 AD. During the uneasy peace that followed, the Goths became allies in the pay of the Romans. Following the death of the Emperor Theodosius and the accompanying disintegration of Roman power, Alaric, King of the Goths, led his warriors on a spree of destruction through Greece before marching upon Italy where he sacked Rome in 410 AD.

To appease the Goths, and possibly to get them as far away from Italy as possible, the timid and feckless Emperor Honorius granted them a large portion of southern Gaul to settle as 'foederati' – which is to say as allies controlling a region on behalf of Rome. In 418 AD, the Goths established their capital at Toulouse. It is these Goths of the west who came to be known as Visigoths – or 'western Goths'. The term was first coined in the 6th Century by Cassiodorus, a Roman administrator in the service of Theoderic the Great. Theoderic was both King of the Ostrogoths and regent of the Visigoths. Scholars of Teutonic etymology identify the Visigoths with a far older tribal confederation known as the Thervings, and the Ostrogoths with another confederation called the Grutung. In general usage, both Visigoths and Ostrogoths continued to be known simply as Goths. With the fall of the Roman Empire in the west, the Visigoth realm became an independent kingdom under Euric, a leader whose fame amongst his people was second only to that of Alaric himself.

The Visigoths were not content to remain within the territory allotted to them, and they soon spread southwards across the Pyrenees. By 429 AD, they had taken control of Roman Hispania from the Vandals and Alans who had settled there in the early years of the 5th Century. By the time of Euric's death, the Visigoths controlled southern Gaul, including the region of Mediterranean coast known as Septimania. They also controlled all of the Iberian Peninsula barring the extreme western regions controlled by the Suevi and Basques. By the year 500 AD, the Visigoth kingdom was the largest and most powerful of the Roman successor states in the west. Apart from Septimania, the Visigoth's possessions in Gaul were lost to the Franks following the Battle of Vouille in 507 AD. Subsequently, the Visigoth's capital was moved first to Barcelona and then to Toledo. Parts of southern Spain were subsequently lost to

the Byzantines in the middle of the 6th Century. The Visigoths remained powerful despite these setbacks. In 584 AD, King Leovigild defeated and absorbed the kingdom of Suevi – another Roman successor state founded by German foederati at the beginning of the 5th Century. When the Visigoths first moved into Hispania they captured a substantial fleet, and as a result they became an influential power by sea as well as by land. A Visigoth fleet found itself in the employ of the Britons in the 6th Century.

The settlement of the Goths in Gaul and Hispania did not displace the local Roman population, who appear to have simply exchanged one set of masters for another. The Goths were relatively few in number. The Gothic warrior aristocracy and the native Romans kept largely to themselves. Different laws applied to the different populations – common German law for Goths and Roman law for the rest. Marriage between the two populations was forbidden. Rulers and natives were further divided by religion – the Goths were Arian Christians and the natives Catholics.

From the time of their reestablishment in Hispania, the Visigoths presided over a culture and economy in serious decline: mining ceased and even the locations of mines were forgotten, the Roman irrigation systems were abandoned, roads and bridges fell into disuse, and by the time of the Arab conquests, many cities stood at least partially abandoned. This may not have been entirely the fault of the Visigoths: some modern commentators have pointed to a change in climate that led to increasingly arid conditions. Outbreaks of plague caused devastation amongst populations already depleted by a series of poor harvests. Whatever their culpability, the Visigoths failed to nurture the lands they had won by force of arms. They remained an aloof warrior aristocracy amongst a population that regarded them as ignorant, brutish, and illiterate. It is perhaps significant that compared to other Germanic languages that of the Goths has left little written record and no modern descendants.

The Visigoth army relied upon heavy cavalry formed of mounted nobles and their warbands. These personal bands (*fideles* in the Latin) were traditionally raised from the boldest and hardiest of their people regardless of social standing. Serving in a noble's warband was a means of gaining freedom and a footing amongst the lesser ranks of the nobility. This regard for deeds over merely inherited status was typical of other German peoples. The heavy cavalry were supported by a levy of troops both foot and mounted. Each member of the nobility was obliged to bring along a portion of his slaves and freemen, and those freemen in turn were obliged to bring a portion of their own slaves. 'Slaves' may be a slightly misleading term in this context (although it is the term most often encountered in translation). It might be more appropriate to think of these ordinary troops as 'serfs' or 'bondsmen'. At least some warriors would have been Hispano-Romans rather than Visigoths, especially where the contingents were levied in towns ruled over by Visigoth governors.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Warriors	Infantry	3	-	3	6+	-	3	6/-	45	-
Archers	Infantry	2	30	3	-	-	3	-/4	40	-
Skirmishers	Infantry	1	15	3	-	-	3	-/4	30	*1
Heavy Cavalry	Cavalry	3	-	3	5+	-	3	1/4	110	*2
Light Cavalry	Cavalry	2	15	3	6+	-	3	-/4	60	*1
General	General	+2	-	-	-	8	1	1	100	-
Chieftain	Subordinate	+1	-	-	-	7	1	-/4	30	-

OPTIONS

The following options are available to the Visigoth army. See the accompanying descriptions for details.

Fideles	Cavalry	4	-	3	5+	-	3	-/1 max	+10	*2
Gardingi	Cavalry	3	-	3	6+	-	3	Any	+10	-
Portents	Re-roll General's Command	-	-	-	-	-	-	1	+10	-

OPTION FOR EARLY VISIGOTHS

These additional upgrades are available for armies prior to the establishment of the Visigoth kingdom and can be used to represent the army of Alaric or the earlier Goth army that defeated the Romans at Adrianople. An early Visigoth army cannot include units of Warriors or Heavy Cavalry – instead it must include units of Warband and Warband Cavalry as noted below.

Warband	Infantry	3	-	3	6+	-	3	8/-	45	*3
Warband Cavalry	Cavalry	3	-	3	5+	-	3	1/4	110	*2,3
Encampment	Special	-	-	-	-	-	-	-/1 max	50	*4
Womenfolk	Infantry	2	-	4	-	-	3	See text	Free	-

SPECIAL RULES

*1 Skirmish; *2 Shock; *3 Warband; *4 Encampment



Warriors. According to the army laws of King Wamba, most men were expected to serve with spear, shield, sword and 'scrama' (the single-edged knife) or else bows. The basic unit of levy was the thiufa – possibly each city or township provided a single thiufa. It is led by an officer called a thiufadus.

Archers. As mentioned above, the levy also provided bowmen. Though the majority of infantry carried spears, the bow was part of the Goths' arsenal from earliest times.

Skirmishers. These would be made up of the most lightly armed 'slaves' including slingers, archers, and probably spears or javelins. Such units could be mixed – incorporating differently armed individuals into a band.

Heavy Cavalry. These form the most important if not the most numerous part of the army. They come from the nobility and their bodyguards – the bucellarii. They wear armour, probably mail for the most part, and helmets. They are armed with lances and carry shields. Visigoths were not known for their tactical subtlety – their main aim is to find the enemy and charge!

Cavalry. These lighter cavalry come from the lower ranks of the nobility, of which one class, known as the gardingi, also served as officers in the foot regiments. Such troops may have been raised as part of the general levy. They are armed with javelins and spears – and have consequently been given a role as light cavalry. They carry a shield but lack armour.

Fideles. Regardless of the army size, one unit of Heavy Cavalry can be upgraded to Fideles. This costs +10 points. The Fideles are the king's own bodyguard comprising household troops and 'royal slaves' of noted valour. Although 'bodyguard' they have been given elite stats (ie, +1A) as Visigoths were notably aggressive rather than steadfast.

Gardingi. Any Light Cavalry units can be upgraded to Medium Cavalry 'Gardingi' at a cost of +10 points per unit. Such units have stats as shown and cannot skirmish. This option has been added to allow the more lightly armed cavalry to fight more aggressively without adding to the proportion of cavalry in the army. They would be armed as for other light cavalry but could forego javelins, possibly substituting a degree of body armour.

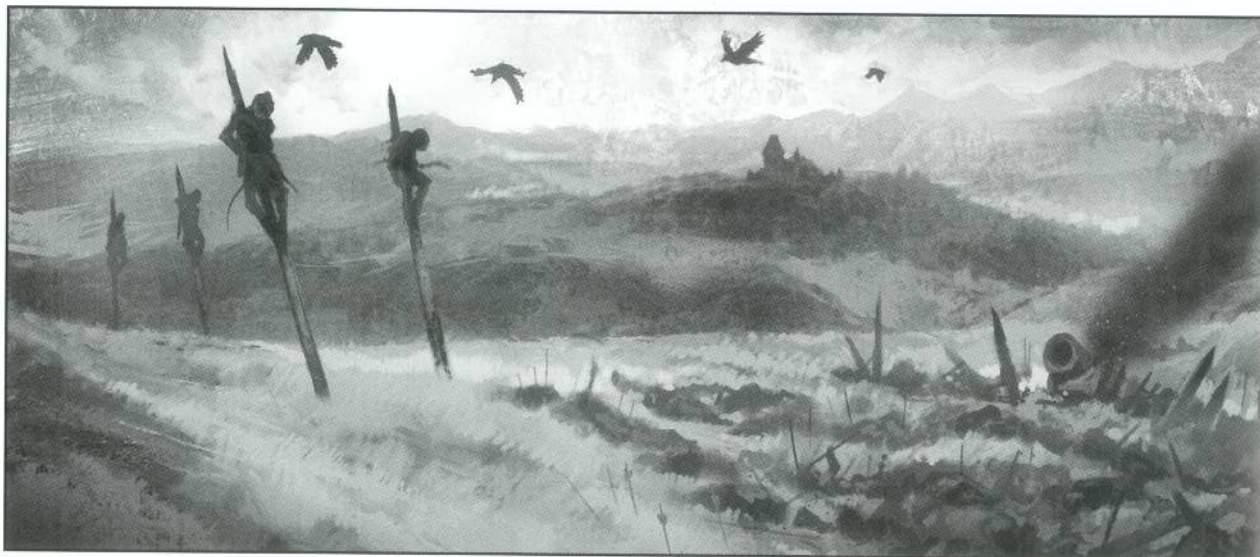
Portents. This is an optional upgrade for the army's General and costs +10 points. The player can take the Portents once before the battle. This allows the General to re-roll one failed Command test once during the battle. Take the Command test again – if successful the order is issued and the General can continue giving further orders if you wish.

Warband. In an early Visigoth army, the fighting infantry are deemed to be Warband – wild and aggressive troops. Their Armour value has been left at 6+ to represent a greater proportion of armour and better unit cohesion than amongst other early Germans (better represented by the German list in *Warmaster Ancients*). Although this is a debatable allowance – it does enable us to field an army that is a transition between the earlier and later Germans and which provides a good match for contemporary Romans.

Warband Cavalry. All Heavy Cavalry in an early Visigoth army must be upgraded to Warband Cavalry with the standard Warband rule. This makes them exceptionally dangerous but reduces their staying power.

Encampment. The army can have an encampment formed from laagered wagons as used at the Battle of Adrianople. Only one encampment is permitted regardless of the size of the army. The encampment costs 50 points and counts as a 'troop' unit. The encampment must be positioned before either army is deployed, and must be placed wholly within the player's normal deployment zone or against the table edge if this is not possible. Other units can be placed inside the encampment during deployment if you wish.

Womenfolk. If an encampment is included, it can be upgraded to include a single unit of womenfolk. This costs nothing and does not count as a separate unit, instead it counts as part of the encampment. Womenfolk must be placed inside the encampment at the start of the battle and cannot move beyond it – any stands that are obliged to move outside the encampment for any reason are automatically removed as casualties.



QIN CHINA

This army is based upon that of the Qin kingdom during the final part of the Warring States period and the short Qin dynasty that followed. Most of the detail of this list is derived from the well-known Terracotta Army that forms part of the extensive tomb complex of the 'First Emperor of China' Qin Shi Huang. The same army is representative of Qin's rivals, the states of Han, Zhao, Wei, Chu, Yan and Qi. The Qin also fought the nomad tribes to the west – of which the Xiongnu were the largest and most powerful group. We take the adoption of Asiatic style cavalry by Zhao in 307 BC as our starting point and the collapse of the Qin dynasty in 206 BC as the end – succeeding armies would not necessarily have differed greatly.

During the Warring States period (zhanguo shidai) a multitude of small states vied for supremacy. Gradually minor states were absorbed into larger ones until only 'seven heroes' remained – the zhanguo qixion of Qin, Han, Zhao, Wei, Chu, Yan and Qi. The rulers of these states were, in theory at least, vassals of the house of Zhao, and were consequently called gong or 'dukes', but about this time, rulers began to proclaim their independence and styled themselves wang or 'kings'.

The Qin state's origins lay at the start of the 9th Century BC when the King of Zhao granted land to a local chieftain and horse-breeder – the ancestor of the Qin house. This unpromising land lay in the Wei valley in the west of China: a wild region that had the sole benefit of strong natural boundaries formed by mountains and rivers. To the west lived nomadic barbarians with which the early Qin readily intermarried. As a result, the rest of China saw the Qin as little better than barbarians themselves. This condescension did not stop the Qin lords renouncing their loyalty to Zhao and expanding their domains eastward at the expense of the ruling house. The Qin were soon recognised throughout China as a military power. In 350 BC they established their capital at Xianyang and in 325 BC, the Qin ruler adopted the title of king (wang) an open declaration that the independent state of Qin had been born.

The Warring States period was not just one of military conflict: arguments about the role of state and people raged as fiercely as any battle. Philosophers were not mere scholars but leading figures in society and often the de facto rulers of countries. Their ideas fundamentally affected the policies of kings and the lives of their subjects. The school of Confucius advocated social reform based on ethical principles, but such ideas, along with those of Moism and Daoism, proved ineffectual in an era of savage warfare. In the emerging state of Qin, the most influential scholars were the fa-jia or Legalists. Their teachings were based upon the strict application of law as well as limited rewards based upon merit rather than status. In theory it was a philosophy that treated all men equally regardless of birth, and which rewarded loyalty above all else. In practice it was a merciless creed that administered severe punishment for the slightest transgression. The principles of Legalism were partly drawn from the writings of the uncompromising

Lord Shang or Shang Yang. Lord Shang served as Chancellor to the Qin ruler Xiao in about 350 BC. Under his guidance Qin began the journey that would take it from a remote and culturally backward country to become the most powerful state in all of China.

'Sophistry and cleverness are an aid to lawlessness, Rites and music are symptoms of dissipation and license, Kindness and benevolence are the foster-mother of transgression, Employment and promotion are opportunities for the rapacity of the wicked.'

Book of Lord Shang

Shang Yang believed that the entire effort of the people should be devoted to building the power of the state either by agricultural labour or military service. He distrusted the nobility and did all he could to break their hold over ordinary people. He wanted uncompromising laws that applied to everyone equally, closely defining the peoples' rights and responsibilities. A book called the *Book of Lord Shang* is attributed to him. The severity of his punishments and pitiless application of them resulted in his being so abhorred by the people that he needed a bodyguard to protect him from their wrath. His methods made him many enemies and he was eventually driven from power and killed by one – Xiao's own son and successor, Huiwen.

The most important of Shang's laws concerned land reform. This effectively confiscated land from the aristocracy and gave it to former soldiers as a reward for military service. By such means, revised inheritance laws and punitive taxes, the power of the nobility was greatly reduced and that of the state massively increased. Food production was also encouraged to feed the burgeoning population and growing army. Shang's successors continued to build the power of the state in much the same way. Massive public works were undertaken by a population organised and directed along military lines: canals, irrigation works, roads and bridges were constructed in this manner. As a result, the country prospered.

'In an orderly country, punishments are numerous and rewards are rare.'

Book of Lord Shang

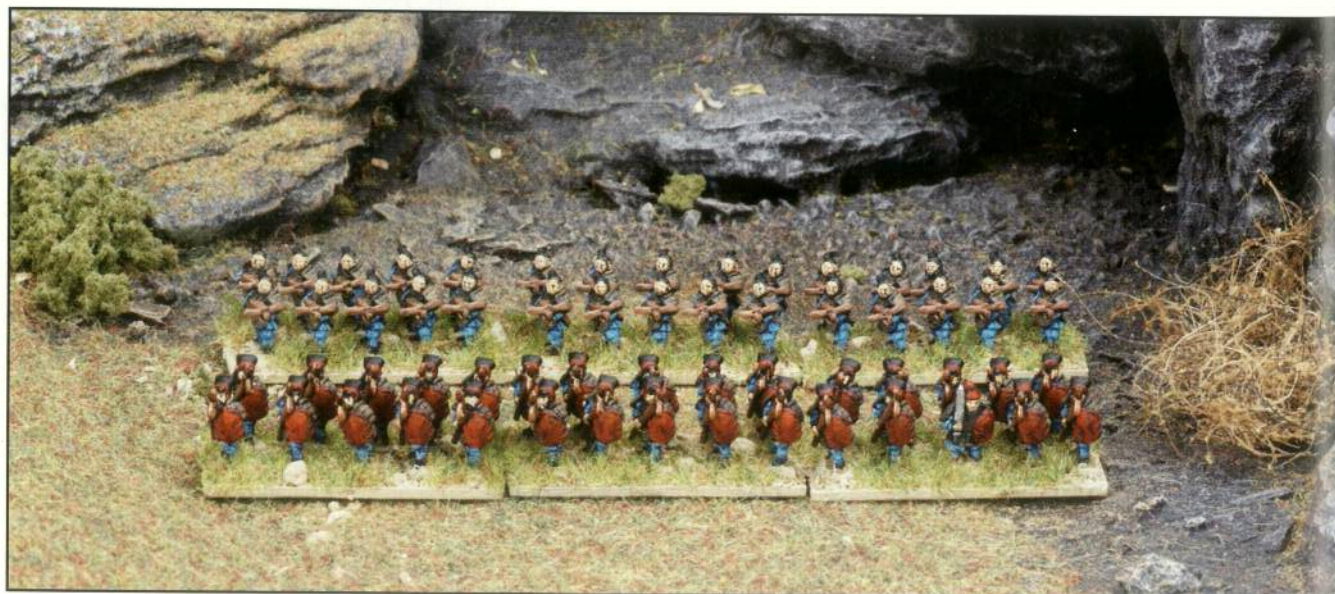
Ying Zheng, the future Qin Shi Huang, inherited the throne at the age of 13 in 246 BC. At first he was guided by his father's Chancellor Lu Buwei, who had done much to build Qin's spy network and prepare the country for the coming war. In the same year, the great Chengkuo canal was completed, linking the Ching and Lo rivers, and bringing over half a million acres of land into cultivation by means of a massive irrigation scheme. People from all over China were encouraged to come to the new area and settle. The result was to hugely increase grain production and population.

Ying Zheng soon engaged a new minister to run the country called Li Si. Li Si used the existing spy network to great effect, spreading dissension amongst the enemies of Qin. When Ying Zheng struck, his armies swiftly overcame all opposition. Han fell in 230 BC. Qin's great rival, the former ruling house of Zhao, fell in 228 BC after a series of evenly matched and bloody battles. In 225 BC, an army under Wang Ben was dispatched to besiege the capital of Wei, which fell after only three months. After an initial defeat at the hands of the Chu, the veteran general Wang Jian was granted a force of 600,000 men with which to overthrow Qin's southern rival. The Chu mobilised an army that was even larger and the resultant war was ferociously fought on both sides, but in 222 BC Wang Jian triumphed and Chu was subjugated. With the fall of the other major power in China, the smaller states of Yan and

Qi soon capitulated. In recognition of his status, Ying Zheng chose a new name for himself – Shi Huang Di – the First August Emperor – with the intention that his successors would follow the sequence with 'second', 'third' and so on. Once his dynasty was overthrown shortly after his death, the new Han rulers of China referred to him as Qin Shi Huang – adding Qin because he was King of Qin. This is the name by which this great uniter of China is generally known today – Qin Shi Huang – the First Emperor of China.

Note that the pinyin romanization Qin appears in the older Wade-Giles style as Ch'in: Qin and Ch'in are just different attempts to render the same Chinese name into Roman letters.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Guard	Infantry	4	-	3	6+	-	3	-/1	55	-
Spearmen	Infantry	3	-	3	6+	-	3	6/-	45	-
Archers	Infantry	2	30	3	6+	-	3	2/4	50	-
Impressed Troops	Infantry	2	-	2	-	-	3	-/8	20	-
Skirmishers	Infantry	1	15	3	-	-	3	-/4	30	*1
Cavalry	Cavalry	3	-	3	6+	-	3	-/2	70	-
Mounted Skirmishers	Cavalry	1	15	3	-	-	3	-/2	40	*1
Wu Hu Cavalry	Cavalry	2	15	3	6+	-	3	-/4	60	*1
Chariots	Chariots	4	15	4	5+	-	3	1/2	135	*2
General in Chariot	General	+3	-	-	-	9	1	1	135	-
Leader in Chariot	Leader	+2	-	-	-	8	1	-/2	90	-
OPTIONS										
The following options are available to the Qin army. See the accompanying descriptions for details.										
Fanatic	Infantry	4	-	3	-	-	3	-/1	Free	*3
Portents	Re-roll General's Command			-	-	-	1	-	+10	-
SPECIAL RULES										
*1 Skirmish; *2 Heavy Chariot; *3 Fanatic										



Guard. These are the best of the Qin army – the wei so. Such elite troops accompany the headquarters section in Pit 3 of the Terracotta Army. Their armour is more finely made than the ordinary infantry and might have been leather or bronze rather than iron. They are armed with swords and a mix of halberd-like weapons. Although few Qin soldiers carried shields, those of other states sometimes did so and the Terracotta Army has yielded at least one example. It would not be beyond the bounds of credibility to include shielded guards – if only to distinguish this unit from the masses.

Spearmen. The infantrymen of the Qin army wore coats of overlapping metal plates but, if the Terracotta Army is an accurate representation, did not carry shields or wear helmets. They were armed with swords and different kinds of polearm, the most common of which (ji) combines a normal spear blade with a similarly sized transverse blade. Qin troops were ferociously disciplined and well organised and their equipment was centrally produced to a uniform standard. The metal plated armour is usually described as iron, a view consistent with paint samples taken from the models themselves, but leather or bronze may have been used to.

Archers. The term 'archers' includes both bow and crossbow armed troops. It is possible that armoured archers were incorporated into tactical units and contributed their fire to close combat by firing overhead, but here we have given them the distinction of serving as regular missile armed formations. The Chinese crossbow was a very advanced weapon – its fittings were of cast bronze, a technique in which the Chinese excelled.

Impressed Troops. The Qin were not above impressing large numbers of convicts or 'Straw Dogs' (of which there seems to have been an inexhaustible supply). Prisoners of war could also be fielded in this way. It is hard to imagine them being armed with anything but the most rudimentary equipment – probably just a spear – but enemy units could have been incorporated wholesale, complete with their normal armament.

Skirmishers. Skirmishers could be armed with bows or crossbows, or with light spears. In Pit 1 of the Terracotta Army, troops armed in this way are positioned ahead of the rest of the army and along its flanks. They wear simple wrap-round tunics.

Cavalry. Pit 2 of the Terracotta Army contains both horsemen and chariots – the horsemen leading their mounts. Horses of the time were not especially large or strong, and this may have restricted the effectiveness of the mounted arm. Some of the cavalry wear armour similar in construction to that of the infantry, but lacking protection for the upper arms. Cavalry would also have carried swords and spears of a similar kind to the infantry. Although swords of the period were often bronze rather than iron, they were in no sense inferior – Chinese mastery of bronze working was such that it long continued to be favoured even when iron was available.

Mounted Skirmishers. The Chinese adopted horse-riding techniques from their steppe neighbours starting with the state of Zhao in 307 BC. This improved the effectiveness of Chinese cavalry immensely. These skirmishing cavalry units carry either bows or crossbows – the crossbows are probably smaller than those used by the equivalent infantry.

Wu Hu. Hu is the term used by the Chinese to describe barbarians in general. Wu Hu means the 'Five' Hu and refers to the five most notorious tribes of the north: the Xiongnu, Xianbei, Di, Qiang, and Jie – strictly speaking the term Wu Hu is anachronistic – it was not used until after the Warring States period although these or comparable barbarians were certainly about earlier. The Qin, and other states, hired barbarian horsemen in some number because horsemanship was not very well developed in China. The Qin fought against them and absorbed part of their territory and probably incorporated their cavalry into their own armies. The Xiongnu were the most numerous and the most powerful of these barbarians. Some people identify the Xiongnu with the Huns – whether this is so or not, they were certainly similar and they have been given typical steppe-nomad stats to reflect this. They are armed with bows and javelins or light spears, and they ride hardy steppe ponies.

Chariots. The Terracotta Army shows that chariots were still used in some number during the period and not simply as transports for commanders, bells and standards. The chariots have open wooden frames and are drawn by four horses. Each chariot has two fighting crew in addition to a driver. One crewman is armed with a crossbow and the other with a spear (ji). Note that these are heavy chariots as defined by the game and therefore have 40mm x 40mm bases as standard.

Chariot Borne Commanders. Note that both the army's General and Leaders are given chariots automatically – the bonus for these has been included in the stat line and their cost is included in the cost. This is not intended to stop ambitious players from constructing scenes of commanders on foot accompanied by their guards – but the stats and cost remain the same.

Fanatic. One unit of Spearmen per 1,000 points can be upgraded with stats as shown and the standard Fanatic rule. This is free. Some Qin soldiers are described as so keen to get to grips with the enemy that they threw aside their armour and advanced upon the enemy with swords in their enthusiasm for battle! This sounds uncharacteristically poetic. It is hard to imagine that the penalty for breaking ranks or losing equipment was anything short of death. None-the-less, we shall allow for the 'fanatic' option to reflect the tradition. Such units are best represented by unarmoured swordsmen if possible.

Portents. This is an optional upgrade for the army's General and costs +10 points. The General can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

CAMPAIGNS

Consider the bold strategy and high politics of mighty wars. Imagine a mosaic of nations battling for supremacy and survival. Picture grim armies as they rampage over the ruins of fallen empires. These are the kinds of things that stir the wildest ambitions of the tabletop general. Such is the essence of the wargames campaign!

Most gamers have probably participated in some kind of campaign at one time or another. These often involve detailed maps where players secretly position forces ready to defend their homeland or invade that of their neighbour. In a campaign of this sort, players plan their moves using counters or else they write orders that are interpreted by an umpire or some such arbiter. If rival forces clash, a battle is fought where they meet. The trouble with this kind of map-based campaign is that it is necessary to complete all the moves and fight all the battles before turns can progress. Inevitably, some players drop out or find they are unable to attend regularly, and consequently the campaign breaks down after a few turns have been played. Because of this inherent limitation, people have always explored other ways of playing campaigns either as a linked series of games or by using conventional tabletop battle results to drive an entirely separate map based game.

The basic principle of the system described here was evolved some years ago by the author and friends. Subsequently, ideas have been contributed by participants or happily adopted from other players' campaigns. The result has stood the test of time and adapts well to most types of tabletop wargame. Maps are avoided altogether and players are liberated to play each other as and when they wish. Victory is rewarded with conquered territories that entitle the victor to field more and better units in future games. Units that are victorious acquire bonuses that enhance their fighting abilities. The amount of territory held by each player serves as a measure of his status in the campaign and is used to establish the ultimate winner.

Players of Warhammer Ancient Battles (WAB) will recognise the format of this campaign system for at heart it is the same as that described in WAB but converted for use with Warmaster Ancients. I've taken the opportunity to update the rules and, of course, the various bonuses and special rules are applicable to the Warmaster Ancients game.

TYPES OF CAMPAIGN

The system can be used to moderate a one-day or weekend 'get together' between players with different armies, or a long-term session between historically matched armies, and, of course, anything inbetween. It can equally well be used for a tournament between players who would not routinely meet, or to provide a long-running background campaign between regular opponents.

Some of the charts provide for elements more appropriate for campaigns that are intended to last for a few weeks or longer – for example, the Events and Intrigues. For one-day gaming sessions, these are best ignored unless the players are already familiar with the campaign game. The same is true of the unit and commander bonus systems.

If you are intending to run a campaign over a number of weeks or longer, it's a good idea to get things underway by starting all the players at the same time. However, if this proves difficult, just start as many players as you can – latecomers can easily be introduced once the campaign is underway. The occasional guest can be enrolled in a long-term campaign for a game or two without further commitment – irregular participants may have to settle for the satisfaction of merely taking part rather than any chance of ultimate victory. It does not matter if players drop out of a long running campaign or if their roles are taken over by others – the rules are flexible enough to cope with such eventualities.

CHOOSING ARMIES

The campaign system is designed to serve whether the campaign is to work with strictly contemporary forces or if all kinds of ancient armies are allowed to mix regardless of historical precedent.

Armies are chosen to a standard points value from the standard army lists in the usual way. The army can be re-chosen for every battle if you like – so long as the armies are picked from the lists as you would for any ordinary battle.

We've found that it's better to play campaign battles at the small '1,000 point' size because this enables more games to be fought quickly, and this is often an advantage in a campaign. Games can be fought at any size the players want, and there is no need to play all games at the same size either. The territory and unit bonus rules both take 1,000 point 'small' games as a standard and can easily be adapted to suit different sizes as suggested.

ARRANGING BATTLES

Any player who is taking part in the campaign can play at any time against any other player who is also taking part. Alternatively, divide the players into teams, in which case players can only play members of the opposing teams eg, Greeks versus Persians. Team play allows for a more strictly historical approach should you be lucky enough to have sufficient players with suitably matched armies.

Any game between two players can be a campaign game if you wish. It doesn't matter especially if individual participants fight more games than others. Some players will naturally meet more frequently and have more opportunities to play. All campaign results are worked out as soon as each game is complete. We won't worry about how games are arranged – different circumstances will suggest how games can be organised – for now we'll take it as read that the players are ready to go.

TERRITORY

At the start of the campaign, each player randomly generates three territories from Table 1 – The Territory Table on page 70. Further Territory rolls are made at the completion of each game.

Note that the Territory table includes Intrigues and Events. These are not territories at all but special kinds of asset such as spies and courtiers, or natural events such as disasters and bumper harvests. These special results don't apply until the campaign is underway so ignore these when generating initial territories.

During the campaign, each player must keep a record of all the territories that he owns and of any Intrigues or Events that occur. Players can either write down all their territories on a sheet of paper – or they can make them up into file cards – both methods work perfectly well. File cards provide a more convenient way of resolving the pre-battle phase as described later, but in the heat of action it's often more practical just to scribble down the names of territories on a piece of paper.

GAINING TERRITORIES AND WINNING THE CAMPAIGN

Players who win games either take territories from their enemy or generate new ones. Successful players therefore acquire more territories. This isn't a huge advantage because of the way territories are used as described later, however, territories are important because they are used to determine overall campaign victory. All territories are allotted a nominal value for this purpose.

If you are playing a one-day competition, for example, one option is to say that the player with the most territory value at the end of the day wins – with draws decided by the total number of territories if necessary.

If you want a longer campaign, just play until one player has a specific number of territories or a total value, or fix a time limit and the winner is the player with the highest total value of territories once your time expires. Of course you don't have to ever end a campaign, you can just keep on going forever if you prefer, or play until it's commonly agreed you have an overall winner and everyone else concedes defeat.

PRE-BATTLE PHASE

Before a campaign battle, each player selects three of his territories – these represent both the advantage of resources held by that side and pre-battle manoeuvres of the army itself. Both players declare their three territories simultaneously, either by turning over their file cards or writing down their selection and revealing simultaneously.

What Territories Do

Most territories allow the player to add an extra unit to his army at no additional cost. Although this sounds too good to be true, the type and value of these reinforcements is restricted depending on the type of territory. Extra units do allow the army to exceed its normal min/max limitations – this provision is especially useful for one-day campaigns as it allows games to proceed rapidly without having to worry about changing army lists between games. Extra units must be taken into account for the army's Withdraw level, and their points values count towards the enemy's final score if they are destroyed or reduced to one stand – exactly in the same way as other units. Some territories also specify deployment options for these reinforcing units.

Some territories boost the value of reinforcements from other territories. Expensive units can only be fielded in his way – ie, by using two territories together – obviously this serves to limit the total number of high value units that can be fielded from territories.

A single Intrigue can be substituted for one territory before a battle. So, you can go to battle with two territories and one Intrigue if you wish. However, you can't use more than one intrigue at a time. Intrigues often cancel out enemy territories as explained on the Intrigue table.

Different Size Games

In the rules above, it is stated that armies are reinforced from three territories. This is, of course, quite malleable – the number of territories can easily be reduced or increased as required. Adding large numbers of units will obviously make the games larger and therefore longer. If players have less time for a game, they can always agree to fight with fewer territories or to reduce the size of the army's points value as is convenient.

It is recommended that 1,000 point games are fought with three territories as already stated or fewer if players prefer. If games are fought with smaller or larger armies, we'd suggest adjusting the number of territories along these lines.

Points range	Territories
Less than 1,000	Up to 1 per full 400 points employed.
1,000 to 1,500	Up to 3 as described as standard.
Over 1,500 up to 2,000	Up to 4
Greater than 2,000	Up to 5

Bear in mind that 2,000 point and larger games fought with extra troops from territories will be huge battles and will take some time to fight to a satisfactory conclusion – a suitable climactic end to a campaign for those with really big armies!

CAMPAIGN PHASE

Once a battle is finished and the players have worked out their respective Victory points, both players go through a post-battle Campaign phase. In the Campaign phase, the players work out the distribution of new territory and allocation of army bonuses. Both players make any rolls and adjustments necessary. Once this is done, the players are ready to play their next campaign games.

TERRITORY ALLOCATION

The winner generates a new territory from Table 1 – The Territory Table. The winner can take either the new territory or any one of the territories used by his opponent for that game (ie, 1 of 3 in the default sized 1,000 point 'small' game). The winner chooses one of these territories and adds it to his own – his army has either conquered the enemy's territory or has occupied the disputed new territory. If the defeated player has lost a territory, he automatically takes the newly generated territory to replace it – his forces have been pushed back into less favourable territory by the victorious foe.

At the end of the post-battle phase the loser will therefore have the same number of territories in total as he started with, and the victor will have one more than he started with.

In the event of a draw, territory is not changed and no new territory is generated. Both players have exactly the same territories at the end of the game as they had at the beginning.

David and Goliath Games

Although both players always use three territories for each battle, a player with a large number of territories has a significant advantage, as he is likely to have better territories to choose from and may have accumulated significant unit bonuses. As things stand, consistently successful players will gain as much from beating consistently unsuccessful players as from more equally matched opponents. This is a common situation in club campaigns where the number of opponents is limited.

We came up with two rules to make things both a little tougher for the most successful generals and a little more encouraging for the less successful ones. These can be thought of as the result of political machinations and irregular warfare as a small, oppressed underdog nation resorts to underhand tactics in the face of its overbearing and lumbering neighbour.

Fractional territories. Where one player has twice the number of territories as his opponent, or more, victories will earn only fractional territories as follows.

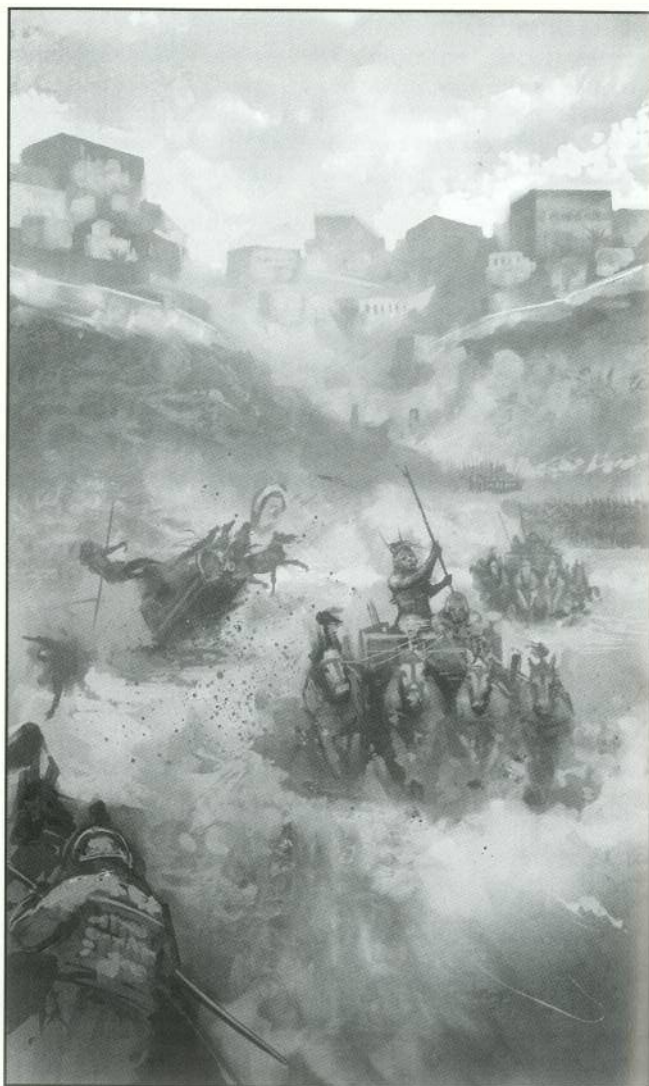
1. If a player has double the number of territories of his opponent, then any territory he wins counts as a 'half' territory.
2. If a player has three times the number of territories as his opponent, then any territory he wins counts as a 'third' territory.
3. And so on... four times a 'quarter', five times a 'fifth' ad infinitum. In practice, it is rarely necessary to go beyond a third, although this will depend on the size of your campaign.

Fractions of territories are of no value and cannot be used for a battle. If sufficient fractions are won to equal a whole territory then one fraction of territory must be converted into a proper territory, and the rest are discarded together with any excess. For example, if a player has won a 'half', a 'third', and another 'third' he picks one of the territories and discards the rest. Note that the player has to do this – he can't hang on to a fraction of territory if he can make a whole one out of it.

Intrigues and Events. Where one player has twice or more the number of territories as his opponent, his opponent will automatically earn bonus intrigues at the end of the battle. Roll a dice to determine how many and consult Table 2 – The Intrigue Table on page 74.

D6	Result
1-2	Roll one random Intrigue.
3-4	Roll two random Intrigues.
5-6	Roll two random Intrigues and choose a further one from the table.

In addition, where one player has twice or more the number of territories as his opponent, his opponent will automatically decide which of them is affected by any Event generated from Table 3 – The Events Table.



ARMY BONUSES

The army bonus rules provide a way of allocating special bonuses to troops and commanders. This makes it possible to improve the effectiveness of units in a more subtle way than by increasing their stat values. Because this is also a useful concept outside of the context of a campaign, points have been given to the bonuses so that players who wish to do so can incorporate them into their everyday gaming. Players who want to take advantage of these rules outside of a campaign must come to some mutual arrangement regarding their use. See the Unit Bonus Table on page 78 and the Command Bonus Table for details page 81.

The command bonuses are for the most part the same as the existing General upgrade options in the army lists. There are two ways of utilising these bonuses. The first is to forego all the special General upgrades in the standard lists and instead use only the campaign bonuses. The second is to allow players to purchase the option in their own list as normal, but to allow them to instead use any earned command bonuses for free.

The unit bonus rules and command bonus rules are an entirely optional part of the campaign and it is up to players whether to use them or adapt them as they see fit.

Earning Unit Bonuses

If a player wins a campaign game then he is entitled to upgrade one troop unit of his choice with one bonus generated from Table 4 – The Unit Bonus Table on page 78. Generate the bonus first and then allocate it to a unit in the army. The unit retains its bonus for all further battles in the campaign until it is destroyed. Once a unit is destroyed in a battle then its bonus is lost along with it. Bonuses can also be lost following an Event. A unit cannot be given more than one unit bonus at a time.

Earning Command Bonuses

If a player wins a campaign game and also forces the enemy army to withdraw then he earns a Command bonus. This is generated from Table 5 – The Command Bonus Table on page 81.

When a player earns a Command bonus he must make a note of it. A player does not have to use the bonus right away, and can continue collecting further bonuses including duplicates if he wishes. In a long running campaign it is a good idea to limit the total number of bonuses that a player can have – we'd suggest three – if a limit is set then players still roll for further bonuses and can decide which to keep and which to give up.

A player can use any one of his Command bonuses as a free upgrade for any battle, but only one Command upgrade can be used in an army in total (including any upgrade from your list if permitted). It is not allowed to have two, three or more Command upgrades in an army, even if several bonuses have been earned.

Once a Command bonus has been used for a battle, it is expended and cannot be used again. However, if a battle is won and would otherwise earn a Command bonus, the player can elect to retain the Command bonus expended rather than roll a new one. Bonuses can also be lost following an Event (see Events).

USING A MAP

The system described does not require a map, but many players do like to have a visual representation of the lands they are fighting over and the territories they control. Curiously, this is most true in short one or two day events where the pace of action can be quite furious and the sense of competition keen!

It is possible to provide a map that will serve to indicate how many territories each player or team holds, and which therefore serves as a 'score board' displaying the status of the rival armies. To do this you will need a hex type map sufficiently large enough so that the maximum number of hexes a player or team could theoretically control can be added to each domain without encroaching upon its neighbours. Placing all the initial territories at least two clear hexes away from each other allows for seven territories each and therefore allows for up to four games (three initial territories + four wins). In practice, it is a simple matter to space the starter territories a little further apart in the 'crowded' centre of the map and this will easily suffice for five or six games as it is unlikely all six neighbours will consistently win all of their games.

Coloured markers of some kind can be used to indicate possession of a hex, and the proportion of the map controlled by each player or team will function as a visual representation of the number of territories held. It is not strictly necessary that the map terrain corresponds to the descriptions of terrain held by each player; the map is simply serving as a visual indicator of the quantity of territories held. A quick glance at the map between games will therefore give all concerned an immediate overview of how well each team or player is doing.

NAMING TERRITORIES

Territories are described in a very generic way on the Territory table so they can be universally applied. However, there is no reason not to give territories specific names and identities. Alexander the Great, Caesar, Seleucus and the like were not above naming places after themselves, their friends, relatives, and pets. The precedent is firmly established!

Speaking for myself – I've never been able to resist giving names to the territories – not just 'City' but the City of Ludinium, not just 'Mountains' but the forbidding uplands of Axiatos, and so forth. If other players' territories fall into my hands they naturally become part of my cultural sphere, so I feel perfectly entitled to rename them if I so wish. Of course, I might choose to retain an original name or merely tweak it, just to remind everyone of my glorious conquest! Territories often change hands several times, by giving each territory a specific name it helps to maintain a sense that battles are fought over actual places.

THE CAMPAIGN TABLES

The following tables have been gathered together for ease of reference and to make the rest of the text more convenient to read.

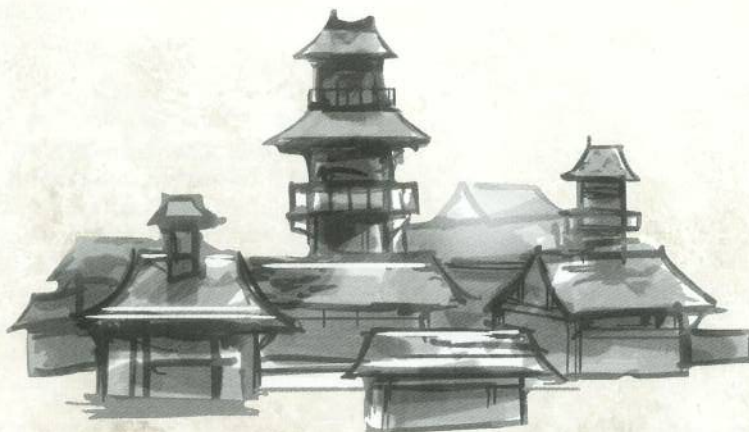
TABLE 1 – THE TERRITORY TABLE

At the start of the campaign each player generates three random territories from this table. Intrigues and Events are never included at the start of the campaign – so if you generate one of these just ignore the result and roll again. A player's initial territory cannot include more than one territory that is any of Port, City or Mines – if you generate more than one such territory discard the excess and roll again. Subsequently, at the end of each battle, the victor generates a further territory, and this is distributed as described for the Campaign phase on page 68.

To randomly generate a territory you will need two differently coloured ten-sided dice – one representing tens and the other units. Roll them together and read the result – eg, red (tens) 8 black (units) 7 = 87. This is often referred to as a 'D100' roll ie, as a random roll of between 1 and 100 with '00' representing 100. If you don't have a ten-sided dice you can use playing cards – remove the picture cards and cut the deck twice.

Note: If you are using the standard army lists, it is generally impossible to generate a territory that can't be used. However, taking into account self-imposed restrictions or home-made army lists, should you get stuck with a territory that you are unable to use, you can exchange it for another randomly generated territory.

D100	TERRITORY	CAMPAIGN VALUE
01-10	Mountains	30
11-20	Forests	40
21-30	Wastes	45
31-35	Plains	40
36-43	Mountain Pass	45
44-52	River Crossing	45
53-60	Farmlands	60
61-68	Town	70
69-76	Pasture	80
77-81	City	90
82-85	Port	90
86-90	Mines	100
91-94	Fortress	60
95-97	Intrigues	n/a
98-00	Events	n/a





MOUNTAINS

These inhospitable regions provide tough mountaineers – such hardy individuals come from tribes of goat-herders and other pastoralists. They are often expert slingers or experienced javelin armed fighters accustomed to seeing off wild animals and hostile raiders. Examples include troops from the Armenian uplands, the Zagros mountains, and the highlands of Central Greece.

Entitles you to field for free one unit of skirmishing infantry worth up to 30 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

FORESTS

Forested regions provide hardened woodsmen and hunters – these are often experienced archers or tough, adaptable infantry. Examples include Slavs from the lands of the Rus and the tribes of central Germany.

Entitles you to field for free one unit of infantry archers worth up to 40 points, or one unit of skirmishing infantry worth up to 40 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

WASTES

Wastes encompass generally unproductive regions of all kinds such as deserts, heaths, moors and bogs. Such regions provide little in the way of troops except for the armed guards of traders, and travellers forced to endure the predations of bandits and rebels. Examples include cavarán guards from the trade routes across the Syrian desert.

Entitles you to field for free one unit of the cheapest non-skirmishing infantry on your list worth up to 45 points or one unit of Camels worth up to 60 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

PLAINS

A large expanse of plain is ideal for grazing and rearing horses for cavalry or chariot mounts. As well as the extensive steppes of Asia and central Europe, examples include the smaller but still important Thessalian plain in Greece and the Macedonian plain further north.

Entitles you to field for free one unit of skirmishing cavalry worth up to 40 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest troops on the list instead.

MOUNTAIN PASS

A mountain pass facilitates moving a body of troops rapidly or in such a way that they can appear where the enemy least expects. Examples include the Iron Gates where Trajan forced his army through in the face of the Dacian army, and the Cilician Gates through the Taurus Mountains through which Alexander moved his army unopposed.

Entitles you to field for free one unit of infantry or cavalry worth up to 45 points.

Also entitles you to deploy your chosen unit, plus up to two other troop units and one commander, on the side edge of the table up to 10cm from the edge, on your own half of the table up to 10cm from the mid-point between you and your opponent's half of the table (see diagram). These units can be deployed either at the start of the game or at the start of your first turn once both sides have deployed.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest troops on the list instead.

RIVER CROSSING

A river crossing enables troops to move round the enemy and appear where he least expects. For example, the passage over the Medway where Plautius was able to outflank and distract the Britons by swimming his Batavians across to attack the British chariots.

Entitles you to field for free one unit of infantry worth up to 45 points.

Also entitles you to deploy your chosen unit, plus up to two other troop units and one commander, on the side edge of the table up to 10cm from the edge, on your own half of the table up to 10cm from the mid-point between you and your opponent's half of the table (see diagram). These units can be deployed either at the start of the game or at the start of your first turn once both sides have deployed.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

FARMLANDS

These regions support dense populations of hardy agriculturists and provide the ideal recruiting grounds for well-drilled close fighting infantry. Greek Hoplites and the legions of Republican Rome both came from the land-owning farmer class.

Entitles you to field for free one unit of non-skirmishing infantry worth up to 60 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

TOWN

Towns provide the basis for trade and administration, generating wealth and order amongst the surrounding province. Trade and industry are centred in towns – these tradesmen can be marshalled into a militia when required but rarely make good troops.

Entitles you to field for free two identical units of the cheapest non-skirmishing infantry on your list.

These units must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

THE CAMPAIGN TABLES

The following tables have been gathered together for ease of reference and to make the rest of the text more convenient to read.

TABLE 1 – THE TERRITORY TABLE

At the start of the campaign each player generates three random territories from this table. Intrigues and Events are never included at the start of the campaign – so if you generate one of these just ignore the result and roll again. A player's initial territory cannot include more than one territory that is any of Port, City or Mines – if you generate more than one such territory discard the excess and roll again. Subsequently, at the end of each battle, the victor generates a further territory, and this is distributed as described for the Campaign phase on page 68.

To randomly generate a territory you will need two differently coloured ten-sided dice – one representing tens and the other units. Roll them together and read the result – eg, red (tens) 8 black (units) 7 = 87. This is often referred to as a 'D100' roll ie, as a random roll of between 1 and 100 with '00' representing 100. If you don't have a ten-sided dice you can use playing cards – remove the picture cards and cut the deck twice.

Note: If you are using the standard army lists, it is generally impossible to generate a territory that can't be used. However, taking into account self-imposed restrictions or home-made army lists, should you get stuck with a territory that you are unable to use, you can exchange it for another randomly generated territory.

D100	TERRITORY	CAMPAIGN VALUE
01-10	Mountains	30
11-20	Forests	40
21-30	Wastes	45
31-35	Plains	40
36-43	Mountain Pass	45
44-52	River Crossing	45
53-60	Farmlands	60
61-68	Town	70
69-76	Pasture	80
77-81	City	90
82-85	Port	90
86-90	Mines	100
91-94	Fortress	60
95-97	Intrigues	n/a
98-00	Events	n/a





MOUNTAINS

These inhospitable regions provide tough mountaineers – such hardy individuals come from tribes of goat-herders and other pastoralists. They are often expert slingers or experienced javelin armed fighters accustomed to seeing off wild animals and hostile raiders. Examples include troops from the Armenian uplands, the Zagros mountains, and the highlands of Central Greece.

Entitles you to field for free one unit of skirmishing infantry worth up to 30 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

FORESTS

Forested regions provide hardened woodsmen and hunters – these are often experienced archers or tough, adaptable infantry. Examples include Slavs from the lands of the Rus and the tribes of central Germany.

Entitles you to field for free one unit of infantry archers worth up to 40 points, or one unit of skirmishing infantry worth up to 40 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

WASTES

Wastes encompass generally unproductive regions of all kinds such as deserts, heaths, moors and bogs. Such regions provide little in the way of troops except for the armed guards of traders, and travellers forced to endure the predations of bandits and rebels. Examples include caravan guards from the trade routes across the Syrian desert.

Entitles you to field for free one unit of the cheapest non-skirmishing infantry on your list worth up to 45 points or one unit of Camels worth up to 60 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

PLAINS

A large expanse of plain is ideal for grazing and rearing horses for cavalry or chariot mounts. As well as the extensive steppes of Asia and central Europe, examples include the smaller but still important Thessalian plain in Greece and the Macedonian plain further north.

Entitles you to field for free one unit of skirmishing cavalry worth up to 40 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest troops on the list instead.

MOUNTAIN PASS

A mountain pass facilitates moving a body of troops rapidly or in such a way that they can appear where the enemy least expects. Examples include the Iron Gates where Trajan forced his army through in the face of the Dacian army, and the Cilician Gates through the Taurus Mountains through which Alexander moved his army unopposed.

Entitles you to field for free one unit of infantry or cavalry worth up to 45 points.

Also entitles you to deploy your chosen unit, plus up to two other troop units and one commander, on the side edge of the table up to 10cm from the edge, on your own half of the table up to 10cm from the mid-point between you and your opponent's half of the table (see diagram). These units can be deployed either at the start of the game or at the start of your first turn once both sides have deployed.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest troops on the list instead.

RIVER CROSSING

A river crossing enables troops to move round the enemy and appear where he least expects. For example, the passage over the Medway where Plautius was able to outflank and distract the Britons by swimming his Batavians across to attack the British chariots.

Entitles you to field for free one unit of infantry worth up to 45 points.

Also entitles you to deploy your chosen unit, plus up to two other troop units and one commander, on the side edge of the table up to 10cm from the edge, on your own half of the table up to 10cm from the mid-point between you and your opponent's half of the table (see diagram). These units can be deployed either at the start of the game or at the start of your first turn once both sides have deployed.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

FARMLANDS

These regions support dense populations of hardy agriculturists and provide the ideal recruiting grounds for well-drilled close fighting infantry. Greek Hoplites and the legions of Republican Rome both came from the land-owning farmer class.

Entitles you to field for free one unit of non-skirmishing infantry worth up to 60 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

TOWN

Towns provide the basis for trade and administration, generating wealth and order amongst the surrounding province. Trade and industry are centred in towns – these tradesmen can be marshalled into a militia when required but rarely make good troops.

Entitles you to field for free two identical units of the cheapest non-skirmishing infantry on your list.

These units must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest infantry on the list instead.

PASTURE

Lush green pastures are ideal for raising cattle and horses. From the ranks of pastoralists come fierce cavalry – often the nobility of their race. Examples of armies sustained by rich pasturage include the Parthians and the Sarmatians.

Entitles you to field for free one unit of chariots or non-skirmishing cavalry worth up to 80 points.

This unit must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest troops on the list instead.

CITY

The city is the focus of commerce and government over a wide region and home to the industries that clothe, feed, and arm the forces at your command.

When combined with another territory, the City increases the stated maximum points value of one freely entitled unit to 125 points – the unit must be of the type described for the territory but the maximum points value is raised to 125 points.

This unit must be chosen from your list. If your army does not include such troops then there is no point combining these territories. You can't combine the City with a territory that entitles you to a unit of the 'cheapest' troops of any type (eg, Town).

PORT

Ports bring ships from far distant countries – ships carrying all kinds of exotic luxuries and wealth beyond the dreams of avarice. Thanks to the revenues of taxation and mercantile activity you are able to equip your troops in the most extravagant manner! In addition, ships are able to transport your forces overseas, landing them at strategic points along enemy coasts.

When combined with another territory, the Port increases the stated maximum points value of one freely entitled unit to 125 points – the unit must be of the type described for the territory but the maximum points value is raised to 125 points.

Also entitles you to deploy your chosen unit, plus up to two other troop units and one commander, on the side edge of the table up to 10cm from the edge, on your own half of the table up to 10cm from the mid-point between you and your opponent's half of the table (see diagram). These units can be deployed either at the start of the game or at the start of your first turn once both sides have deployed.

This unit must be chosen from your list. If your army does not include such troops then there is no point combining these territories. You can't combine the Port with a territory that entitles you to a unit of the 'cheapest' troops of any type (eg, Town).



MINES

Control of vital silver or gold bearing mines funded the military might of ancient rulers and led others into wars of conquest – with such wealth it is possible to recruit, equip and train troops to the highest standards.

When combined with another two territories, Mines increase the stated maximum points value of one freely entitled unit from each territory to 110 points each – the units must be of the types described for their territories but the maximum points value is raised to 110 points.

These units must be chosen from your list. If your army does not include such troops then there is no point combining these territories. You can't combine the Mine with territories that entitle you to units of the 'cheapest' troops of any type (eg, Town).

FORTRESS

Fortifications are often built in remote or hostile places to house garrisons or maintain a careful watch on neighbours. Examples include the Egyptian forts built in Nubia and the extensive fortifications of Hadrian's Wall and the Great Wall of China.

A fortress offers a choice of bonus. Either it entitles you to field for free one unit of skirmishing cavalry or skirmishing infantry worth up to 60 points. This represents patrolling troops from nearby fortresses. Or it entitles you to construct a small fortress up to 16cm x 16cm and deploy it in your half of the table at the start of the game. A fortress must be garrisoned by at least one unit of non-skirmishing infantry when the army deploys.

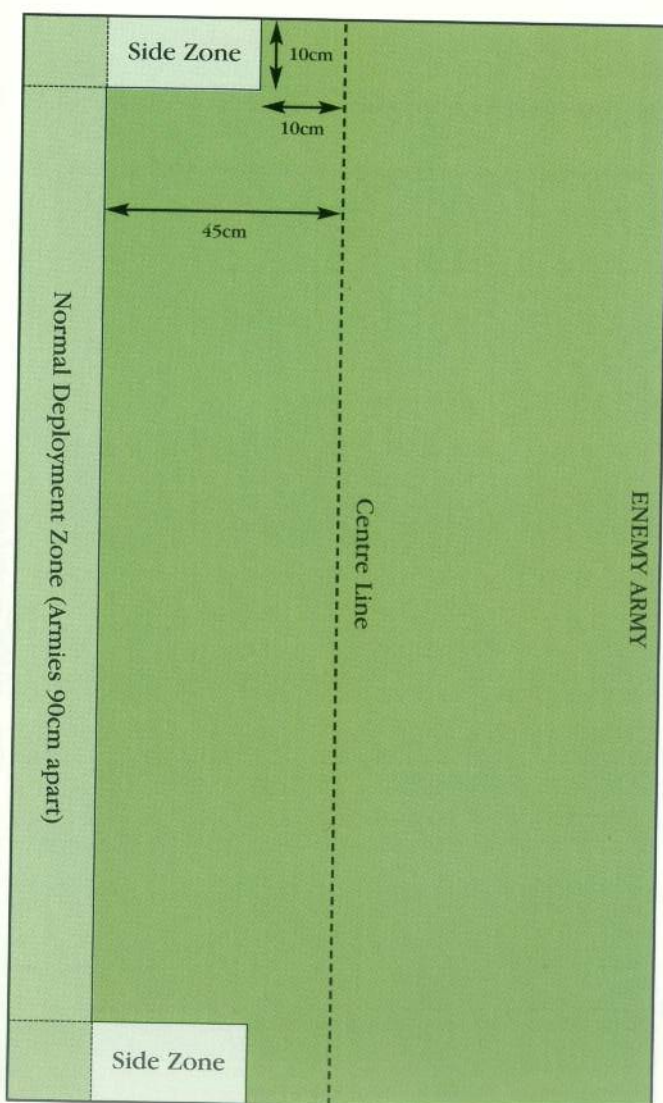
If a free unit is chosen it must be chosen from your list. If your army does not include such troops then you can field one unit of the cheapest troops on the list instead.

INTRIGUES

Intrigues are an optional part of the campaign rules. If you roll an intrigue then you need to roll an intrigue from the separate Intrigue table and another territory from this table. Ignore further intrigues or events – re-roll until you get a territory.

EVENTS

Events are an optional part of the campaign rules. If you roll an event then you need to roll an event from the separate Event table and another territory from this table. Ignore further intrigues or events – re-roll until you get a territory.



TERRITORY SIDE EDGE DEPLOYMENTS

The Mountain Pass, River Crossing, and Port territories allow a player to deploy units along one of the side edges either when the army deploys before the battle, or at the start of the player's first turn. This is particularly useful if you have the second turn as it allows you to make an allowance for your enemy's deployment and first turn.

When troops are deployed in this way, the player must still inform his opponent that the troops are part of his army and that they will deploy as described.

The diagram opposite illustrates the standard deployment zones and the extra side zones. A territory allows the player to deploy the unit/s described into one side zone – left or right. Of course, if two such territories are used, the player could deploy onto both zones.

A unit deployed at the start of the first turn is treated exactly as any unit already on the table. It can use its initiative to charge an enemy for example, or it can be given orders and moved in the usual way.



TABLE 2 – THE INTRIGUE TABLE

Intrigues are an entirely optional part of the campaign system and are best suited to longer running campaigns. Intrigues represent spies and plots of various kinds. Some intrigues cancel out territories – ie, they are essentially ‘spoilers’ – others give a player’s army a bonus or impose a penalty on the enemy. Intrigues that penalise the enemy during play are chance based, so their effectiveness can vary and is never strictly predictable.

If an intrigue is generated in the Campaign phase then it is randomly allocated to one of the players – roll a dice to decide which player gets the intrigue. The player who gains the intrigue makes a note of it as he would for new territory.

One intrigue, and one only, can be used instead of a territory in the pre-battle phase. A player can therefore take an intrigue and two territories into a battle rather than three territories.

If a player uses an intrigue and loses or draws the subsequent battle, the intrigue is automatically lost for good. If a player uses an intrigue and wins the battle then he retains the intrigue and can use it again if he wishes. The exception is where both sides field spy rings – in which case they cancel each other out and both are lost as noted in the chart.

D100	INTRIGUE
01-50	Spy Ring
51-75	Sneaky Saboteurs
76-78	Master Spy
79-80	Foreign Ambassadors
81-84	Renegade Troops
85-88	Treacherous Guides
89-92	Hidden Assassins
93-96	Wily Courtiers
97-00	Traitors in your Midst



SPY RING

A spy in the enemy camp is the most common and amongst the most useful of intrigues. Spies are used to ferret out enemy intrigues and negate the value of enemy territories.

Spy Rings are always worked out before other intrigues.

If both players field a spy then they cancel each other out and are both discarded immediately – they are not returned to the players and both sides lose their spies.

If one player fields a spy and the other player fields a different intrigue, then the spy cancels and destroys the enemy intrigue. The intrigue is lost and the spy is retained but has no further effect in the forthcoming game.

If one player fields a spy and the other fields only territories, then the spy negates one fielded territory chosen by the player whose territory it is. Both the spy and territory are retained by their respective players, but the territory's bonus is not used for that battle. For example, the enemy has a Plain, a City, and a River Crossing – the Spy negates one territory chosen by the enemy – the enemy player decides to lose the Plain and gives up its bonus unit.

SNEAKY SABOTEURS

A saboteur can poison or misdirect supplies and reinforcements and is amongst the most effective of intrigues so long as he isn't uncovered by enemy spies.

A saboteur negates the value of one enemy territory chosen by the saboteur.

Cancelled territories are retained but are not used in the forthcoming battle.

MASTER SPY

The Master Spy is the ultimate agent – but vulnerable to the activities of enemy spies.

A Master Spy negates two enemy territories. The first is chosen by the Master Spy and the second by the other player.

Cancelled territories are retained but are not used in the forthcoming battle.

FOREIGN AMBASSADORS

Ambassadors to foreign courts are amongst the bravest of men – it was not unknown for ancient rulers to slay them out of hand if they failed to please. The efforts of your self-sacrificing ambassadors can help to negotiate better terms with enemies and cement alliances.

If you field Ambassadors and win the battle, then in addition to the usual territory allocation, you can swap any one of your territories for one of your enemy's territories. Note you are not limited to the territories used for the battle – you can swap any territory for any other.

RENEGADE TROOPS

Your agents have sown the seeds of discontent amongst an enemy contingent, playing upon racial differences, rivalries with the army or court, or some other bone of contention. Renegades are not reliable, but if you can turn one of your enemy's most powerful units, it can seriously upset his battle plans.

Once the armies have deployed, nominate any enemy unit as 'renegades'. Any order given to that unit and any brigade of which it is a part suffers a -3 Command penalty. This penalty applies until the unit is issued a successful order.

TREACHEROUS GUIDES

You have befriended local tribesmen winning them over to your cause with tactful diplomacy, skillful argument and large amounts of money. Unaware of his predicament, the enemy finds part of his army led away from the battlefield by its guides. This tactic is chancy as troops may soon realise they are being duped, but if successful it deprives the enemy of both troops and leadership.

Before he has deployed the enemy player must roll a D3 (1-2=1, 3-4=2, 5-6=3) and select that many units from his army. He must then select one of his commanders. This force does not deploy at his table edge. Instead the player must roll a dice at the start of each of his following turns to see if it turns up. On turn 2 the force arrives on a 6, on turn 3 it arrives on a 5 or 6, and on turn 4 the force arrives on a 4, 5 or 6. If the force has not arrived already, it does so automatically at the start of turn 5. The force deploys on the player's own base edge at the start of the turn it arrives and can make a normal move that turn, including using initiative if any enemy are within sight. Units cannot be deployed so they touch enemies.

HIDDEN ASSASSINS

Assassins are rightly feared – whether armed with blades or poisons, they are dedicated killers without thought of their own lives.

The Assassin can attempt to kill the enemy army's General or one other commander – Generals are better guarded so killing them is harder. The Assassin nominates his target and the player rolls a dice. A score of 3, 4, 5 or 6 is required to kill the General, a score of 2, 3, 4, 5, or 6 is required to kill any other commander. An assassinated General or commander is immediately replaced by the next most senior man from amongst his staff – so the player still fields the General or commander in his army. However, the replacement has a command penalty of -1 compared to his predecessor until such time as he issues a successful order on the roll of a double (eg, double 1, double 2, and so on).

WILY COURTIER

The army is accompanied by a careerist courtier from the heart of the imperial court.

Entitles you to field for free one commander of the cheapest type from your list. This commander has a Command value that is established when he attempts his first order. He begins with the standard Command value for his type. If he makes his first order successfully and rolls a double, he adds +1 to his Command value. If he fails his first order and rolls a double, he deducts -1 from his Command value. Otherwise his value is standard for his type.

The commander unit must be chosen from your list. Note the commander cannot be given a mount or any other upgrade – he must be of the minimum value allowed by the list. Wily Courtiers allow you to field more commanders than would normally be allowed by the list.

TRAITORS IN YOUR MIDST

Your agents have succeeded in fermenting discontent amongst rival factions in your enemy's camp.

A Traitor cancels out one randomly determined of the opposing player's fielded territories – nominate the first territory 1-2, the second 3-4, and the third 5-6 then roll a dice to decide which territory is affected. Adjust the roll for different numbers of territories as required.

Cancelled territories are retained but are not used in the forthcoming battle.

TABLE 3 – THE EVENTS TABLE

Events are an entirely optional part of the campaign in the same way as intrigues. Like intrigues they are best suited to long running campaigns. Events represent natural disasters and bounties, as well as social and civil events such as uprisings or discoveries. These mostly affect the earned unit and command bonuses described elsewhere.

If an event is generated in the Campaign phase then it is randomly allocated to one of the players – roll a dice to decide which player gets the event. The effect of the event is worked out immediately. Events are never retained – they are worked out immediately and any adjustments are made to the player's army, territories, or intrigues. If you generate an event that cannot affect you then ignore it – do not roll again – eg, if you generate an Armed Rebellion but have no units with bonuses.

D100	EVENT
01-05	Armed Rebellion
06-13	Civil Uprising
14-21	Famine
22-29	Land Reforms
30-34	Mighty Construction
35-39	Palace Coups
40-47	Plague in the Camp
48-59	Political Dissent
60-64	Rampaging Barbarians
65-74	Refugees from Afar
75-85	Religious Uprising
86-95	Renegade Intellectuals
96-00	The Wrath of God!



ARMED REBELLION

Rebellion grips your army as rival factions clash over who will rule the land.

All units bonuses accumulated so far are lost.

CIVIL UPRISING

Troops are diverted to deal with a civil uprising, leaving your army deprived of its best troops.

Half the unit bonuses that you have earned so far are lost – you can choose which units lose their bonuses. Round any odd numbers down.

FAMINE

Famine stalks the land – your people starve and lands are laid waste – wanderers leave your domain in search of new lands.

Lose one territory of your choice – if you have less than three territories in total, generate a random territory to replace it.

LAND REFORMS

Necessary land reforms cause dissent amongst your ruling class and pass power into the hands of the people.

Take the unit bonus from the bonused unit in your army that has the highest points value and give it to the non-bonused unit with the lowest points value.

MIGHTY CONSTRUCTION

The people complete an ambitious engineering project such as a canal, roadway, irrigation project or monument.

Generate a free random territory from the Territory table.

PALACE COUPS

Trouble at the top rocks your domain and draws experienced commanders into factional fighting.

All command bonuses earned so far are lost.

PLAGUE IN THE CAMP

Plague runs through your camp killing many of your best troops and leaving survivors unfit for service.

For each unit that has an earned bonus roll a D6. On a roll of 1, 2 or 3 the bonus is lost. On a roll of 4, 5 or 6 the bonus is retained.

POLITICAL DISSENT

Petty rivalries amongst your governing classes erupt into a struggle for power.

Lose one Command bonus from those accumulated so far – you can choose which.

RAMPAGING BARBARIANS

Hordes of rampaging barbarians sweep through your realm leaving a trail of devastation and ruin!

Lose half of your accumulated Command bonuses and half of your unit bonuses – rounding down in each case. You can choose which bonuses to lose.

REFUGEES FROM AFAR

Political refugees arrive at court begging asylum – they bring the secrets of their people and valuable information about your enemy.

Chose any one unit or command bonus from the army you have just played – the enemy loses the bonus and you gain it.

RELIGIOUS UPRISING

Your people march onto the streets in a wave of religious hysteria that spreads to the army itself.

Lose one unit bonus from those accumulated so far – you can choose which.

RENEGADE INTELLECTUALS

A band of itinerant philosophers arrives at court – they bring unexpected learning from distant countries.

Chose any one unit or command bonus for free.

THE WRATH OF GOD!

Earthquakes, volcanoes, storms and titanic floods lash your realm causing mass devastation.

If you have a city, port or mine then you lose one of these territories – you can chose which. If you do not have one of these territories then lose one other territory of your choice. If you have less than three territories in total, generate a random territory to replace it.

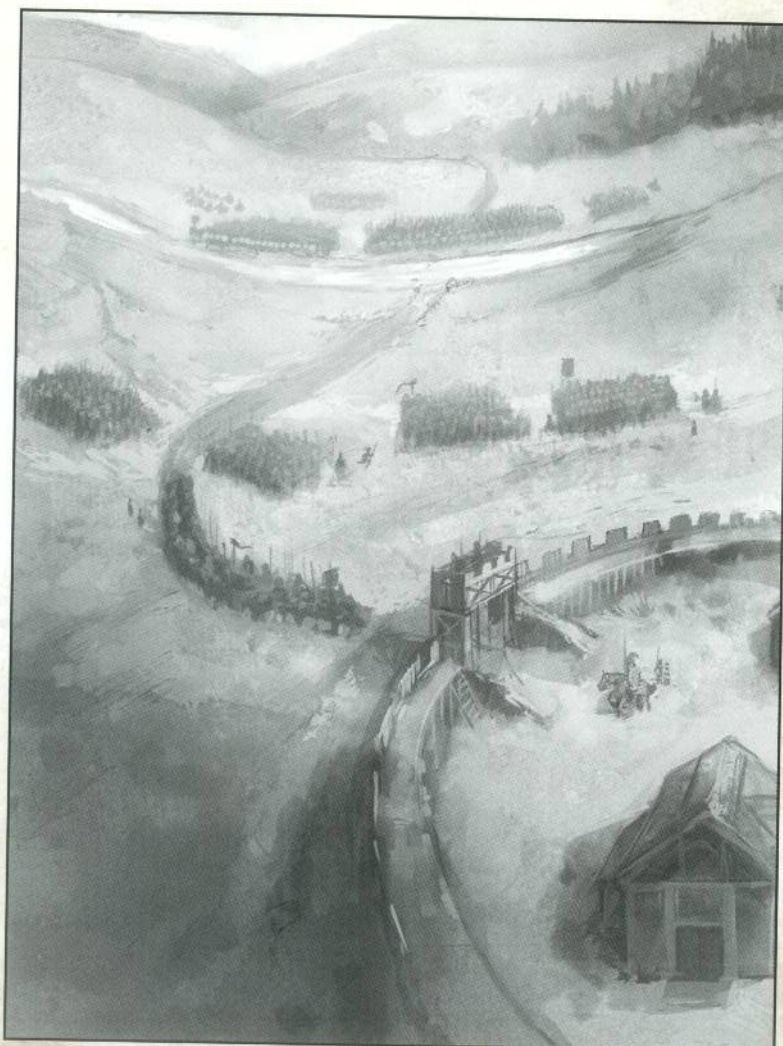


TABLE 4 – THE UNIT BONUS TABLE

Unit bonuses are an optional part of the campaign game. They make provision for units gaining special abilities over time, and as such are best suited to long running campaigns.

Generate the bonus randomly and then choose a unit in your army to receive it. Note that a points value is provided for optional use in non-campaign games – it is not used in the campaign itself. There is no obligation to use a bonus if you'd prefer not to do so, but you must allocate them to units as they are generated – you can't save them up 'for later'.

A unit cannot be given more than one bonus at a time. Once a bonus has been allocated to a unit, it can only be lost if the unit is destroyed or if an Event roll indicates the loss of a bonus.

D100	UNIT BONUS	POINTS
01-05	Best	5
06-10	Bold.	20
11-15	Brave	10
16-20	Conquerors	15
21-25	Courageous	10
26-30	Fearless	5
31-35	First.	15
36-40	Foremost	25
41-45	Fortunate.	20
46-50	Gallant.	10
51-55	Loyal	25
56-60	Mighty	5
61-65	Steadfast.	5
66-70	Strong	10
71-75	Swift	25
76-80	Tough	15
81-85	Undefeated	20
86-90	Valiant	10
91-95	Vanquishers	15
96-00	Victorious	10



Best

The unit can make one extra Attack in every round of combat. Note that this is 1 Attack for the whole unit and not one per stand – the Attack can be allocated to any stand in the unit and is worked out exactly as its other Attacks.

Bonus Attack per round.

Bold

If the unit has at least one stand left at the end of a round of combat then the unit automatically recovers 1 Hit from any Hits it is carrying over. If the unit is not carrying over any Hits then there is no effect. For example, the unit suffers 5 Hits, one stand is removed (3 Hits) and 2 Hits are carried over – one carried over Hit is recovered and therefore only 1 Hit is carried over into the next round. Combat results are not affected – the Hit is only recovered once results have been worked out.

Recover 1 carry-over Hit per round.

Brave

Ignore the usual Enemy Close modifier and Exposed Flank or Rear modifier when issuing the unit orders. It doesn't matter if the enemy are within 20cm even if they are in the unit's flank or rear zone – no Command penalty is applied for it (rulebook p16 – Command Penalties). Note that this bonus doesn't apply if the unit is given a brigade order unless all of the brigaded units are Brave.

Ignore penalties for enemy when issuing orders.

Conquerors

If the unit wins a combat and pursues its enemy, the usual pursuit and pursuit distance bonuses are all doubled – ie, pursuit less than 3cm is +2 rather than +1, pursuit 3-5cm is +4 rather than +2, and so on.

Double pursuit bonuses.

Courageous

If the unit is defeated in close combat then it will not retreat but must stand its ground instead. The unit does not move and a pursuing enemy gets no bonuses for pursuit or pursuit distance in the following round. Note that friendly units from the same combat must retreat as normal, and stands that are forced to retreat through the courageous unit will be destroyed (Blocked Retreat – rulebook p53).

Always stands ground if defeated in combat.

Fearless

The unit is never affected by the -1 Attack modifier for fighting Elephants or other terrifying enemy, the -1 Attack modifier for having enemy fighting to its own side or rear, or the -1 Attack modifier for confusion (p46 of the rulebook – Attack Modifiers).

Ignore combat penalties for terror, enemy to the side/rear, and confusion.

First

Once during the battle, the unit can make a move that is 10cm greater than it would otherwise be allowed. Eg, an infantry unit could move up to 30cm in a line or column formation, a cavalry unit could move up to 40cm.

One use 10cm move bonus.

Foremost

The unit will always obey the first order it is given in the Command phase barring the roll of a 12. Make the Command test as usual and any roll of 2-11 equals a pass. Note that this doesn't apply if the unit is given a brigade order unless all of the brigaded units have the Foremost bonus.

Obeys first order on anything but a 12.

Fortunate

In its first turn of close combat, the unit's Armour value is increased by +1 to a maximum value of 4+. If the unit has an Armour value of '0' it can still be increased to a value of 6+. This bonus applies for the entire Close Combat phase including any Advance. Note that although called 'fortunate', treat the bonus as an Armour save – eg, it is still negated by Artillery hits.

Armour value +1 in the first turn of combat.

Gallant

The last stand in the unit is given bonus Hits. This bonus is only activated once the unit is reduced to a single stand – it is activated automatically once the other stands are removed even if casualties caused would otherwise remove the last stand as well. The last stand has +3 Hits value – ie, if its Hits value is 3 it is now 6. This bonus can only be given to an infantry or cavalry unit of three stands – eg, not to an elephant!

Last stand gets +3 Hits.

Loyal

The unit will always obey any order given to it if it is within 20cm of the General when the order is given barring the roll of a 12. It doesn't matter which commander gives the order – only that the General is within 20cm. Make the Command test as usual and any roll of 2-11 equals a pass. Note that this doesn't apply if the unit is given a brigade order unless all of the brigaded units have the Loyal ability and are within 20cm of the General.

Obeys order on anything but 12 if General is within 20cm.

Mighty

When rolling Attacks in close combat any roll of a 6 equals a 'mighty' hit – mighty hits cannot be saved by Armour saving throws. Note that mighty hits can be saved by a Maniple save.

Close combat Attack rolls of 6 cannot be saved.

Steadfast

In close combat engagements, the unit is allowed to re-roll one failed Armour saving throw in each round of combat. A unit must have an Armour value of at least 6+ to be Steadfast.

Re-roll 1 Armour save per round.

Strong

The unit adds a +1 Attack bonus to each stand in the first round of the first combat engagement fought during the battle. Note that this bonus only applies during the very first round of combat as described.

+1A to stat in the first round of first combat.

Swift

Ignore the usual distance modifier when issuing the unit orders. The commander must still be within the standard range to give an order – but no penalties are applied for distance (rulebook p16 Command Penalties). Note that this doesn't apply if the unit is given a brigade order unless all of the brigaded units have the Swift ability

Ignore distance modifier for orders.

Tough

In close combat engagements the unit is allowed to re-roll any failed Armour saving throws on a 6. Note that re-rolls are always 6 regardless of the unit's own Armour value. A unit must have an Armour value of at least 6+ to have the Tough bonus. Note that in the case of the Maniple save, it is acceptable to add the Tough re-rolls to any Maniple saves and take all these bonus saves at once – the Maniple roll is not strictly speaking a 're-roll' so the two rules both apply.

Re-roll Armour saves on a 6+.

Undefeated

The unit's Armour value is increased by +1 to a maximum value of 4+ up until such time as the unit loses a stand. If the unit has an Armour value of '0' it can still be increased to a value of 6+. This bonus applies until the unit loses a stand – the bonus is then lost for subsequent rounds and the Armour value reverts to normal. This bonus can only be applied to infantry or cavalry, eg, not to an elephant.

Armour value +1 until a stand is lost.

Valiant

The unit can re-roll all of its Attack dice rolls in one round of combat once during the battle – all the Attacks must be re-rolled including successful ones. All the Attacks are re-rolled and the result stands regardless of whether it is better or worse than the original roll!

Re-roll all Attack dice – one use.

Vanquishers

The unit gets bonus Attacks during its first round of combat if it charges – the bonus Attacks apply only during the first round of the ensuing combat and are additional to any other bonus Attacks that might apply. If the unit does not charge into its first combat then no bonus applies. Roll a dice – the score indicates the number of bonus Attacks (1-6). Attacks are allocated to the unit's stands as evenly as possible up to a maximum of +2 Attacks per stand.

D6 Bonus Attacks during first charge.

Victorious

In close combat engagements, the unit can add +1 to the combat resolution for its side once during the battle. This works exactly as if the unit had an extra stand supporting or had scored an extra hit. It is up to the player when to use this bonus – but it can only be used once per battle and can only be used if the unit is still alive when calculating the combat result.

+1 to combat result – one use



TABLE 5 – THE COMMAND BONUS TABLE

Command bonuses are an optional part of the campaign game. They make provision for commanders gaining special abilities over time, and as such are best suited to long running campaigns.

Generate the bonus randomly and make a note of it. If it is a bonus you are unable to use, roll again until you get a result you can use – some bonuses have a restriction on the maximum Command value which means they are of no use to armies with Generals with a Command value of 9.

The bonuses are based on the Command upgrades in the main lists apart from a couple of examples that have been added to balance the charts. The original sources have been indicated for reference. The original upgrades have been renamed and some conditional bonuses redefined so they can be applied universally. We have not tried to provide consistent points values that work with all armies – as some bonuses are hugely advantageous for some armies and practically useless for others. The points given here are the same as those in the main army lists for the equivalent General upgrades.

Note that points values are not used in the campaign itself – but they have been included for players who may wish to use them for other games. It is suggested that players wishing to do this come to some mutual arrangement with their opponent, as the bonuses are really designed to work with specific armies and can be surprisingly advantageous when applied to others!

D100	COMMAND BONUS	POINTS
01-03	Administrative Genius (Scipio)	25
04-06	Ambusher (Virato)	25
07-09	Beloved Commander (Leonidas)	20
10-12	Confident (Poros)	15
13-15	Cunning Tactician (Caracticus)	25
16-18	Determined (Pyrrhus)	25
19-21	Disciplinarian (Rameses)	10
22-24	Dictator (Dictator)	10
25-27	Divinely Inspired (Ashurbanipal)	15
28-30	Driven by Success (Svyatoslav)	25
31-33	Empire Builder (Xerxes)	25
34-36	Great Commander (Jugurtha)	20
37-39	Great Leader (Vercingetorix)	25
40-42	Hero	10 per Upgrade
43-45	Inspirational Commander (Hermann)	25
46-48	Invader (William)	20
49-51	Manic General	Free
52-54	Methodical (Odenathus)	15
55-57	Military Genius (Hannibal)	25
58-60	Opportunist (Suren)	15
61-63	Overlord (Attila)	15
64-79	Portents (Portents)	10
80-82	Strategist (Harold)	10
83-85	Terrifying (Alexander)	25
86-88	Unblooded	Free
89-91	Warlord (Arthur)	20
92-94	Warrior King (Charlemagne)	35
95-97	Waylayer (Khan Krum)	25
98-00	Zealous (Judah Macabee)	25



Administrative Genius (Scipio)

The General is a great administrator who demands a high level of efficiency from his staff. If the General is an Administrative Genius then any failed command from a leader or subordinate can be re-rolled until such time as a re-roll is failed. Once a re-roll is failed, the bonus is ended and no more re-rolls are allowed. A leader or subordinate can only make a maximum of one re-roll each in each turn.

Re-roll leader/subordinate command until a re-roll is failed.

Ambusher (Viriato)

In the opposing player's turn, in his Command phase, you can spring an 'ambush' after any successful Command roll made by the enemy General. The opposing player can't make any more Command rolls that turn after the ambush has been sprung – even if the opposing General would otherwise be entitled to re-rolls. The ambush rule can only be used once during the game – so choose your moment carefully!

Stop enemy Command phase after any successful order.

Beloved Commander (Leonidas)

The General is a beloved commander whose men would follow him anywhere and willingly die by his side. He has a +1 Attack stat and any unit the General fights with increases its Armour stat by 1 up to a maximum of 4+. Units with no Armour become 6+.

+1 Attack and unit increases Armour by 1 (to 4+ max).

Confident (Poros)

A confident General has a Command value one higher than normal (up to a maximum of 9) until such time as he fails to give an order. Once the General fails to give an order his Command value reverts to normal.

Command value +1 until an order is failed (max 9).

Cunning Tactician (Caracticus)

Choose one troop type in your army – this must be a type that has a max value of 4 or less (four or fewer units per 1,000 points). Units of that type cause *terror* in the enemy until such time as one unit is destroyed (rulebook p46 – Attack Modifiers).

Chosen unit type causes terror until unit is destroyed.

Determined (Pyrrhus)

A determined General adds +1 to the number of units that must be lost before the army withdraws. For example, an army of 16 core units will normally withdraw once eight are destroyed – with a Determined General the army won't withdraw until nine units have been lost.

Add +1 to withdraw number.

Disciplinarian (Rameses)

If the General is a Disciplinarian, all Commanders ignore the -1 Command penalty for Unreliable troops if the General is within 20cm of the unit receiving the order. In the case of a brigade order, all Unreliable units must be within 20cm of the General to avoid the penalty.

Ignore -1 penalty for Unreliable troops if within 20cm.

Dictator (Dictator!)

The General can be upgraded to Dictator. The Dictator can re-roll any of his own failed Command tests once per turn. If the re-roll is failed, the Dictator's Command value drops by 1 – eg, from 9 to 8. Armies are nothing if not fickle and the popularity of the Dictator is based upon his success! Once he has failed a re-roll, the Dictator can continue to make one re-roll each turn as before, but each time he fails, his Command value drops a further 1.

Re-roll failed orders – Command drops by -1 per re-roll failed.

Divinely Inspired (Ashurbanipal)

The General carries the favour of his gods and the supreme confidence of his warriors. Once in each turn, you can intervene in any one combat engagement as follows. When your units roll for Attacks, you can immediately re-roll one dice again – picking out a miss and re-rolling it. Only one intervention is allowed in each turn.

Re-roll one failed Attack dice in one combat per turn.

Driven by Success (Svyatoslav)

The General is allowed to re-roll one failed Command roll once during the battle. Take the Command test again. If successful, the order is issued, the General can continue giving further orders and has a Command value of +1 (up to a maximum of 10) up until such time as he fails to give an order.

Re-roll Command once – if successful +1 Command until failed (max 10).

Empire Builder (Xerxes)

The General demands fealty from the enemy army. Before the game, roll a D6 and deduct 2 down to a minimum score of 1. This indicates the number of enemy troop units affected (between 1 and 4). These units are considered to be Unreliable until such time as one of your own 'core' units has been destroyed. The opposing player picks which of his own units are affected – these must be units that are not normally Unreliable.

D6-2 (min 1) units become Unreliable.





Great Commander (Jugurtha)

The army's General is a Great Commander and adds 1 to his Command value up to a maximum value of 9 until such time as he rolls an 11 or 12 when issuing an order. Once an order is failed and an 11 or 12 rolled, the General's Command stat reverts to normal.

+1 Command (max 9) until an 11 or 12 is rolled.

Great Leader (Vercingetorix)

All leaders and subordinates within 20cm of the General can give orders using the General's own Command value.

Leaders/subordinates use General's Command if within 20cm.

Hero

This bonus allows the player to upgrade one subordinate or leader per 1,000 points to a 'Hero' at a cost of +10 points each. Note that Generals cannot be Heroes. A Hero has an Attack stat of +3.

Subordinate/leader Attack stat increased to +3.

Inspirational Commander (Hermann)

The General is an inspirational leader capable of driving his troops to feats of valour. All non-skirmishing units that have a Min value of 1 or more on their list roll one extra Attack dice in the first round of every combat engagement when they charge. Note this is just one dice per unit and not one dice per stand. The bonus dice can be allocated to any stand in the unit.

Bonus Attack dice when units charge.

Invader (William)

This allows the General to re-roll one failed Command roll once during the battle with a +1 bonus to his Command value up to a maximum of 10. Take the Command test again – if successful, the order is issued and the General can continue giving further orders with his standard Command value if you wish. Note – this is 'Portents' with a +1 bonus.

Portents re-roll with +1 bonus (max 10).

Manic General

The General's abilities are wayward and unpredictable – moments of manic genius are as likely to be followed up with dark despondency and pessimism. If the General rolls a double 1 when issuing an order then his Command value rises by 1 up to a maximum of 10. If he rolls double 6, his Command value falls by 1 down to a minimum of 6.

Double 1s add +1 Command (max 10), double 6s deduct -1 Command (min 6).

Methodical (Odenathus)

The General counts as having a Command value of +1 for the first order he issues each turn, up to a maximum value of 9. This bonus applies each turn but only to the General's first order – subsequent orders are issued with a standard Command value.

First order per turn issued with +1 bonus (max 9).

Military Genius (Hannibal)

The General is a Military Genius and his Command stat counts as 1 higher than normal up to a maximum of 10 until such time as he rolls an 11 or 12 when issuing an order. Once an order is failed and an 11 or 12 rolled, the General's Command stat reverts to normal.

+1 Command (max 10) until an 11 or 12 is rolled.

Opportunist (Suren)

If at the start of your own Command phase you have destroyed more enemy units than you have lost yourself, then the General has a +1 Command value bonus up to a maximum value of 9.

+1 Command if more enemy units destroyed (max 9).

Overlord (Attila)

With an Overlord as your General, a single failed Command roll by any commander can be re-rolled once during the battle. This is like Portents but applies to all commanders and not just to the General.

Re-roll Command once for any commander.

Portents (Portents)

The General can take the portents before the battle. This allows the General to re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish.

Re-roll Command once.

Strategist (Harold)

All commanders in the army have a Command value of 10 in the first turn of the game. The bonus only applies in the first turn – thereafter all commanders have standard values.

Command is 10 in the first turn.

Terrifying (Alexander)

The General is simply terrifying! If the General joins a unit then the unit becomes 'terrifying' in the same way as an elephant unit and the standard combat penalty applies (rulebook p46 – Attack Modifiers).

Unit with General is terrifying.



Unblooded

The General is a young and as yet untried member of the royal household, court favourite, or political appointment without prior military experience. His Command value is one less than normal for a General of his army. However, if he issues an order successfully and scores a double his Command rises by 1, and will continue to rise by a further 1 each time a successful order is issued on a double up to a maximum value of 10.

-1 Command, +1 per successful double (max 10).

Warlord (Arthur)

The General represents a heroic Warlord. If the army is led by a Warlord then a further +1 is added to the result of all combat engagements where any commander is included in the engagement. Note that this bonus adds to the total result for the engagement in the same way as, for example, a single supporting stand.

Add +1 to combat results if a Commander is fighting.

Warrior King (Charlemagne)

The Warrior King has a Command value one higher than his standard stat up to a maximum value of 9. In addition, the Warrior King can re-roll one failed Command roll once during the battle. Take the Command test again – if successful, the order is issued and the General can continue giving further orders if you wish. Note – Warrior King is Portents combined with a fixed Command bonus.

+1 Command (max 9) with Portent.

Waylayer (Khan Krum)

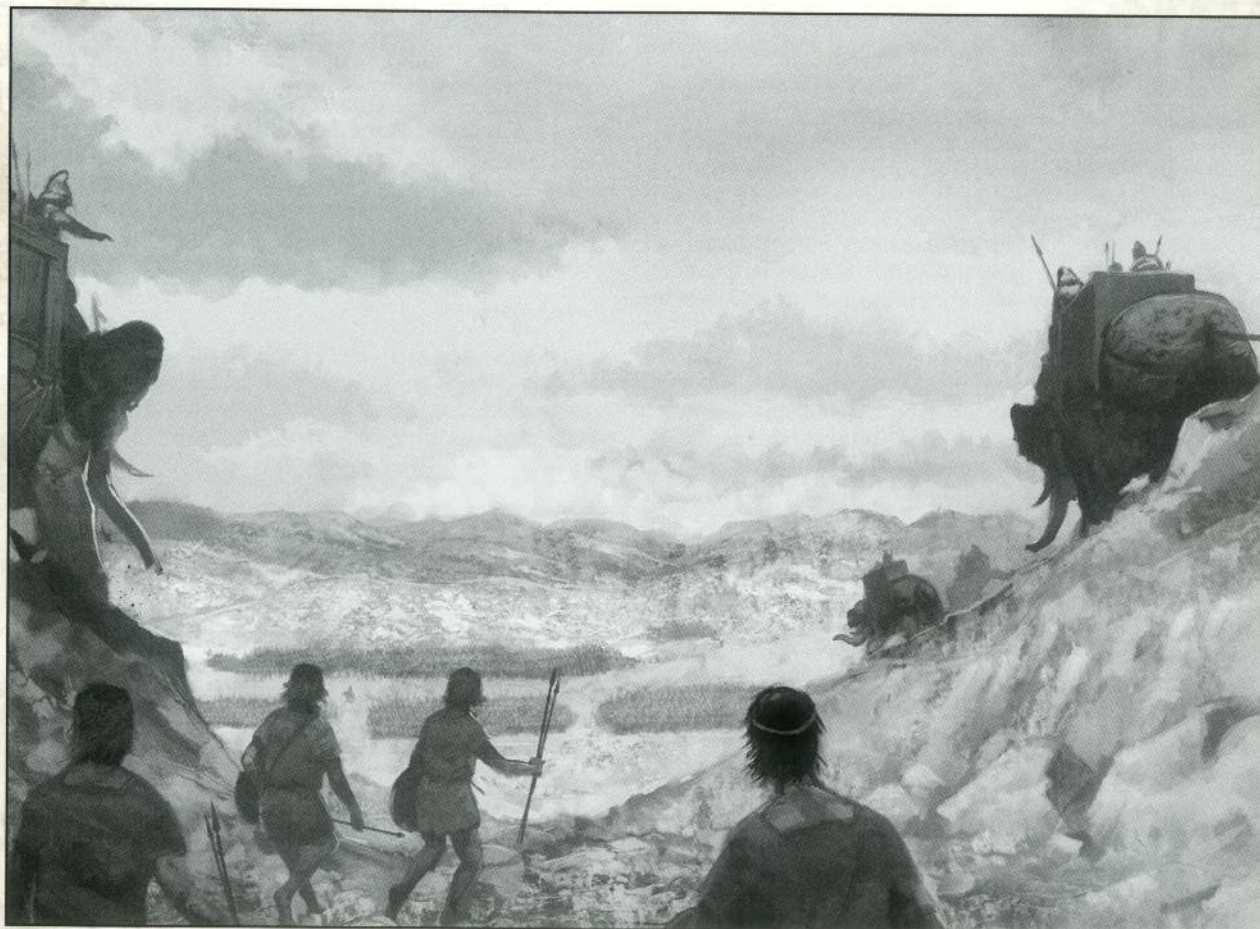
If your General is a Waylayer then you can add +1 to the command value of every commander in your army – but only during one turn and up to a maximum value of 10. You must declare you are using the special ability at the start of one of your Command phases, and all Commanders get the +1 bonus for that turn. This goes some way to represent the advantage of an unexpected ambush.

+1 to all Command values in one turn (max 10).

Zealous (Judah Maccabee)

The General represents an inspirational Zealous religious leader. If any commander fails to give an order to a unit that is within 20cm of the General then the dice can be re-rolled – if the re-roll is successful the order is given and further orders can be issued by the same commander exactly as if the order had been successful in the first place. The re-roll applies to orders given by the General himself as well as by other commanders. Any number of re-rolls are possible, even from the same commander, but note that (as always) a re-roll can never be re-rolled... there is no such thing as a re-re-roll in any circumstances!

Re-roll any failed orders for units within 20cm of General.



WARMASTER ANCIENTS RULES ADDITIONS

This section includes additions to the Warmaster Ancients rules set and is followed by a short list of corrections to the rulebook itself. The additions include special rules needed to flesh out the new armies contained in this book, as well as further additions to the broader game rules themselves. In the case of the latter, the intent has been to address problems that players have encountered whilst keeping changes to a minimum.

As well as outlining each new rule where necessary, a commentary has been included to explain the thinking behind it and hopefully this will help to put things into context.

1. Skirmishers – 5cm minimum clearance for evades

The minimum distance a unit must move when it evades is changed from 1cm to 5cm and this affects all references and rules for evades. The main rule is paragraph 3 of 'The Evade' on p 24 and repeated in amended form below.

Evading units must finish their move at least 5cm from both any enemy and any units engaged in combat whether friends or foes. If unable to comply, units cannot evade.

Comment. This change obliges skirmishers to move at least 5cm from their chargers when they evade and therefore creates more room between the lines for further manoeuvre. This change was felt necessary to address the situation where evaders leave a gap of only 1cm, creating a position where their frontage is blocked to further charges. The 5cm minimum gap has been proposed by a number of players and strikes me as eminently sensible – I thank them for the suggestion!

2. Skirmishers – Evades from close range become subject to chance

This new rule properly belongs on page 25 of the rulebook under the heading 'Skirmishers Evading a Charge' after the second paragraph.

If a non-skirmishing charger has a movement rate that is greater than that of its skirmisher target, and begins its charge within 20cm, then the skirmishing unit must shoot and score at least 1 hit before Armour saves to evade. If a skirmish unit fails to score at least one hit, it cannot evade. If the same charger begins its move within 10cm then two hits must be scored for the unit to evade.

If a non-skirmishing charger has a move rate that is equal to that of its skirmisher target, and begins its charge within 10cm, the skirmishing unit must shoot and score at least one hit before Armour saves to evade. If a skirmish unit fails to score at least one hit, it cannot evade.

Comment. This rule is intended to address concerns about skirmisher effectiveness against formed units and especially skirmishing infantry against units of cavalry. Note that the distance rule (10cm or 20cm) is the distance at the start of the charger's move whether that is an initiative move or a move resulting from an order.

3. Elephants – Deploying units as individual elephant stands

The natural habitat of this extended pachydermalogical addition to the rules is the Special Rules section under Elephants on p124.

If an army list has elephant units of three stands then these can instead be fielded as three separate units of one stand each – this is entirely up to the player but must be established before the game begins. If an army includes more than one unit of elephants then all must be fielded in the same way – either as individuals or as units of three. If a unit is divided then each stand subsequently counts as an individual unit in all respects. The Victory points value of each elephant stand is 1/3 that given for the full unit of three rounded up to the nearest five (70 pts for standard Indian and 50 pts for standard African elephant). The army's withdrawal point must be increased concomitantly, counting each elephant stand as a unit.

The following rules apply to all elephant units of one stand. This includes units of three stands that have been divided into separate units and units of three stands reduced in size to one stand due to casualties.

Elephants can be included as part of a brigade order without adding to the size of the brigade if there is at least one infantry unit in the brigade for each elephant, and, there are no chariots, cavalry or camels in the brigade. For example, a brigade could consist of four elephants and four infantry units and would count as four units. Three elephants and two infantry would count as three units – two infantry with two elephants counting as two plus an extra elephant. One elephant, one infantry, and one cavalry counts as three units because the brigade includes cavalry and therefore the elephant can't be included for 'free'.

Up to four individual elephants can also be given a brigade order if they form a 'screen' of elephant stands separated by gaps of no more than 4cm between each elephant. Gaps between elephants must be clear gaps without any intervening troops or terrain that the elephants could not cross. Elephant screen brigades cannot include other types of troops. Although referred to as a 'screen', this is also a useful way of grouping elephants that have become dispersed following combat.

Individual elephant stands do not receive the +1 charge bonus for 'Elephant charging against enemy in the open'. Henceforth, this bonus only applies to undivided units of at least two elephants and represents the mass charge of a large number of beasts. Note that the bonus does not apply where two or more separate elephants happen to be positioned next to each other (if you want the bonus use big elephant herds and deploy them as whole units). This does mean that a unit of three elephants reduced to a single elephant foregoes the charge bonus (and having lost all his friends you can't blame him, can you!).

Elephants brigaded with Warband infantry do not affect the Warband's command bonus so long as there is at least one infantry unit for each elephant in the brigade.

Note that as per the regular rules, elephant units of three stands that have been reduced to a single model still have an associated Command penalty of -2 (-1 per stand lost). This only applies to multi-stand units – it does not apply to elephants that have been divided into separate units of one stand.

Comment. These rules allow elephants to be deployed as screens or to bolster infantry formations and have the advantage of being relatively simple.

4. Phalanx versus mounted – Additional rule for phalanx

This additional rule belongs in the Special Rule section for the Phalanx on p126 and has been added to the end of the special rules as number '8'.

A phalanx stand counts as a 'defended' enemy to cavalry, elephants, and chariots charging to its front so long as the stand is not also engaged to its side or rear.

Comment. As a defended target, chargers receive no charge bonuses and require 5+ to hit. Many players have had trouble getting to grips with the phalanx, feeling that the base width alone is not sufficiently representative of the phalanx's ability to see off the unwelcome attentions of mounted troops, elephants and chariots. This change will not make up for lack of support, exposed flanks, or neglecting your skirmisher lines – but it will put some back-bone into phalanx based armies.

5. The Phalanx – revised rules for 40mm basing

This lengthy section gives further rules regarding the phalanx with the 40mm frontage – its homeland lies in the darker recesses of Appendix 2 on page 138.

A number of players have requested that the rules take fuller account of pike or sarissa armed phalangites based to the 40mm edge on a 40mm x 20mm base, mostly because this is a more amenable basing for 15mm models. The following new rules section has therefore been devised to meet this need.

If the phalanx is based to the 40mm edge then ignore the standard phalanx rules, including those cited throughout the rulebook, and apply the following rules instead.

1. The phalanx is a cumbersome and relatively inflexible formation. To represent this, a phalanx moves at normal infantry pace of 20cm in the Command phase only if it is in either a line or column formation and if the unit moves either directly forward or charges. In all other formations or situations, including during evades, the phalanx moves at half pace (10cm).
2. Non-measured and fixed moves that take place outside the Command phase – such as advances, drive backs, pursuits and fall backs are worked out exactly like other troops.
3. The phalanx based to the 40mm edge receives the usual 'shock' modifier of +1 Attack when charging and pursuing (ie, +2 total for charging or pursuing rather than +1).
4. A phalanx that is in a column formation at the start of a charge move can remain in column as it moves into combat. The first stand is moved in the usual way and remaining stands are placed directly behind. The unit does not have to form a conventional battleline and subsequent stands do not have to maximise frontage as they normally would. This is up to the player – units can form a conventional battleline if the player prefers. This is an exception to the usual rules for forming battlelines and enables the phalanx to fight in a deep formation as befitting its armament.

5. A phalanx stand can be supported by any infantry stand positioned to its side edge in the same way as any other infantry stand. A phalanx stand cannot be supported from behind at all – instead a phalanx stand that would otherwise support from behind adds its basic Attack value to the stand in front. The rearward stand can be from the same or a different unit – it does not matter which. Thus a charging phalanx stand with a rear 'supporting' phalanx stand charges with 3 Attacks + 1 Attack for charging + 1 Attack 40mm base charging modifier + 3 Attacks for 'supporting phalanx'. Note that the supporting phalanx modifier is the stand's basic Attacks value and no further Attack modifiers are applied to this bonus either positive or negative.
6. A phalanx stand can support other infantry stands placed alongside it, but can neither support such stands from behind nor add Attacks to non-phalanx infantry stands when placed behind them.
7. A phalanx stand striking to its side or rear has an Attacks value of 0. Rearward 'supporting' stands cannot add their Attacks to such stands. Note that units that would otherwise not strike at all are still entitled to a single 'Last Ditch' dice roll on behalf of the whole unit.
8. Phalanx units treat all dense terrain as impenetrable – woods, broken/marshy ground, steep hills/slopes, woods/tall scrub, and villages/built-up areas.
9. Phalanx troops cannot be given ladders to facilitate attacks upon fortified units on ramparts. Note that phalanx stands based to the long edge can be placed on ramparts (as they will fit!) but they cannot benefit from a rearward 'supporting' phalanx as described above.
10. A phalanx stand counts as a 'defended' enemy to cavalry, elephants, and chariots charging to its front so long as the stand is not also engaged to its side or rear.

Comment. I have taken the principle of a second rank fighting and applied it as a modifier to the stand in contact. The reason for this is simply that the rules define contact as the criteria for attacking – ie, if you touch, you fight – so resolving additional attacks as a bonus through the contacting stand doesn't throw up so many contradictions as allowing the second rank to fight. Together with the standard 40mm bonus for charges/pursuit, this amounts to the same number of Attacks over the 40mm frontage as a narrow based stand. The long basing makes the phalanx less vulnerable to flanking when retreating as rear ranks can be removed rather than edge stands – the advantage of this depends upon the overall size of the formation. I've added a rule to the effect that a phalanx cannot support or add an attack bonus to other infantry from the rear. This is simply to oblige the phalanx to fight as a block rather than hide behind other units.

6. Hamippoi – Rules for combined infantry/cavalry units

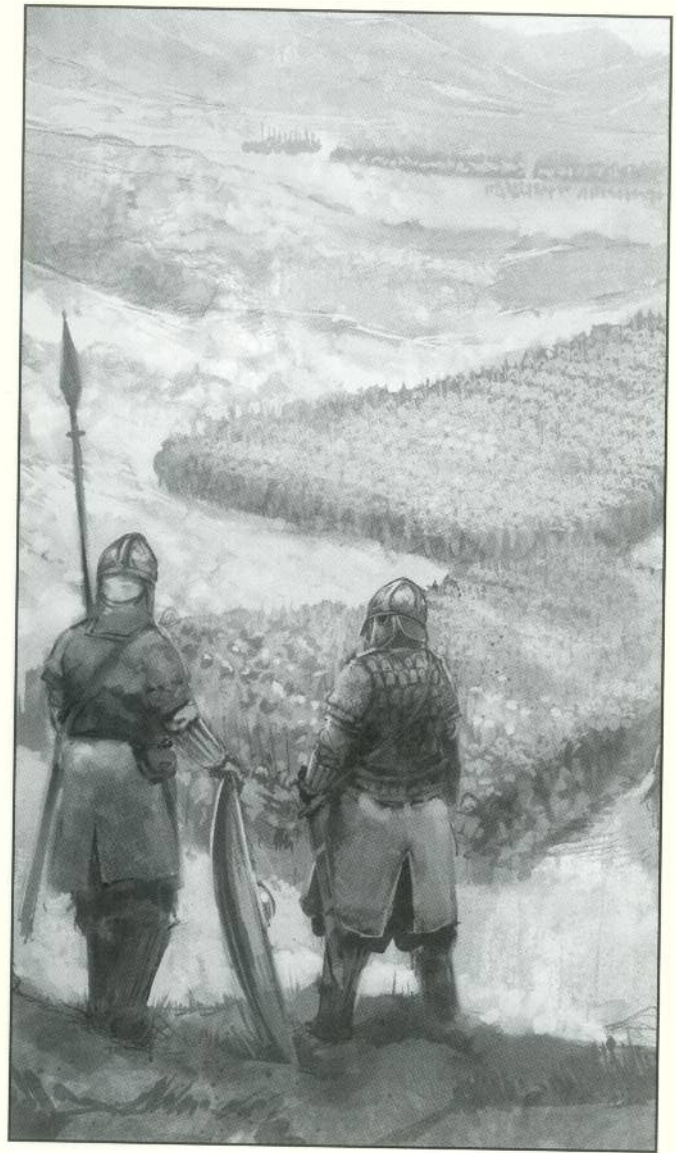
This is a new Special Rule and belongs in that section somewhere between pages 124 and 125.

Some armies deployed skirmishing infantry together with cavalry, mixing the two together in such a way that the combined formation effectively fought as one. In most cases, such formations were ad hoc affairs that can be represented perfectly well by placing cavalry and infantry units next to each other. In a few particular cases, the new Special Rule 'Hamippoi' applies, allowing infantry and cavalry units to function in a co-ordinated way that emphasises this tactic. Examples of infantry that fought in this manner include Spanish skirmishers, and the Greek Hamippoi whose title gives us the name of the rule. Hamippoi is Greek for 'With Horse' and no more than a descriptive title of infantry skirmishers who have been placed 'with horse' to fight alongside them.

1. If a Hamippoi unit is touching a friendly cavalry unit and both are included in a brigade order, the Hamippoi's movement is increased to that of the cavalry unit. A cavalry unit can 'carry' only one Hamippoi unit in this way. The Hamippoi and cavalry must end the move touching – they must even touch where possible if one or other charges during the move (see comment below).
2. Hamippoi infantry are allowed to pursue retreating enemy cavalry and chariots so long as friendly cavalry are also pursuing as part of the same combat. Infantry are normally forbidden from pursuing cavalry and chariots, but in the case of Hamippoi, they can do so as part of a pursuit involving cavalry.
3. If Hamippoi infantry are positioned so that they touch a friendly unit of cavalry that is engaged in combat, then they are considered to be part of the same combat engagement even where they are not touching any enemy. Specifically this means they are included when calculating retreat distances, will fall back if required, can stand, pursue and advance if victorious, and must retreat if defeated. If unable to pursue into contact with retreating enemy, they can still pursue so long as they can move into touch with pursuing friendly cavalry.

The Hamippoi rule adds +10 to the cost of a standard infantry skirmish unit.

Note that there is no obligation for Hamippoi infantry units to remain in touch with cavalry units throughout the game. However, they will need to be touching to exploit their special abilities as described above.



Comment. This addresses the use of combined arms in the ancient world over and above that of simply including foot and mounted troops in the same brigade. The rule is an extension of that for Chariot Runners. Note that Hamippoi and accompanying cavalry are sometimes forced to separate as they charge because of the charge positioning rules – and therefore complete their moves not touching even though they are obliged to do so – this is fine so long as both units finish their moves in the same combat engagement (this also applies to Chariot Runners who share the same non sequitur).



7. Charging enemy in the side – the ‘Envelop’ rule

This is an addendum to the rules for positioning charging troops and belongs under the section ‘Exceptions to the Charge Rules’ on pages 28 and 29.

The ‘envelop’ rule applies when a unit is charged in the side – it represents a unit’s inability to turn enough troops quickly enough to avoid being enveloped by an enemy charge. The rule allows chargers to bring stands that are not touching into contact with the enemy by moving these stands into contact in a similar way to a pursuit. The reason for adding this rule is to avoid situations where it is otherwise disadvantageous to charge a unit in the side because only a single stand can touch: for example, if a long based cavalry unit charges an infantry unit from the flank.

When a unit charges an enemy unit from the flank and contacts only against the side of an enemy stand or stands, then any charging stands that would not otherwise touch the enemy when forming a battleline are allowed to make a further move into contact with the charged enemy unit as described for a pursuit. Stands must have sufficient move distance remaining from their charge move to make the envelopment move and must also be able to pursue against that enemy troop type.

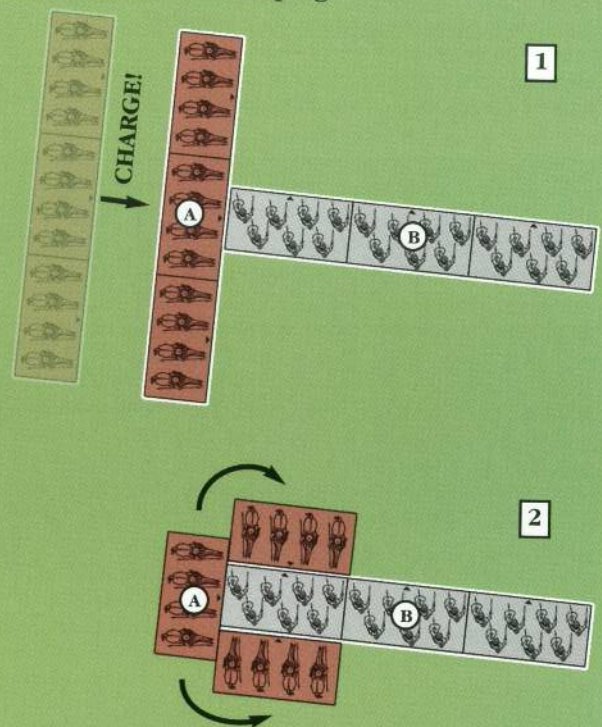
This is called an ‘enveloping charge’ and it is entirely up to the charger whether to envelop or form a conventional battleline. Each stand enveloping in this way must move so that its front or front corner contacts the charged enemy unit, otherwise these stands can be positioned as the player wishes so long as they remain in formation. Enveloping stands can contact other enemy units and therefore bring them into the combat, but they must also contact the charged unit either to their front edge or front corner as described. Note that this is comparable to a normal pursuit move in most respects – the enveloping charge effectively combines a charge and pursuit into a single move.

If enemy skirmishers choose to evade from a charge then work out the resultant shooting and any evade first. Where the enemy evades successfully, contact is broken and the envelopment is therefore impossible.

If chargers are infantry with supporting chargers then move both the charging and supporting units and work out any shooting and evades first. If the enemy does not evade, make the envelopment with the charger. Supporting units remain in their battleline and do not move.

Comment. The enveloping move is best broken into two separate moves – at least until you are familiar with how it works. First make the usual charge and form a battleline exactly as for a normal charge move. Then make the enveloping move with each stand that is not touching an enemy. Remember to include the distance moved during the envelopment as part of each stand’s movement. This means that units charging from extreme range may not be able to envelop their enemy. Bear in mind that only stands that are not touching an enemy when the battleline is formed are allowed to envelop – stands already touching corner to corner are touching and cannot envelop.

Diagram 88.1 – Enveloping



1. Unit of Cavalry charges enemy infantry in the side. Form a battleline as usual.

2. Cavalry overlap using stands that are not touching.

Note that an envelopment can potentially bring charging stands into the firing arc of enemy stands that have not already shot at the charger. Where this is the case, such stands can shoot. However, there is no obligation for chargers to overlap to a unit’s front and expose themselves to missile fire if they can avoid it.

8. Skirmishing Armies – The skirmishing army conundrum considered and resolved.

This rule concerns armies that are composed mostly of skirmishers and its rightful place is on page 71 of the rulebook under its own section ‘Skirmishing Armies’.

If an army is made up of more skirmishing units than non-skirmishing units then it is considered to be a ‘skirmishing army’.

In a skirmishing army, all troop units count as core units for purposes of calculating when the army withdraws, including skirmishers with no Armour value, which do not count as core units in other armies.

Once a skirmishing army has lost a quarter or more of its units, a Command penalty of -1 is applied to all orders issued over a range of 20cm. This represents a loss of cohesion as such armies gradually dissolve away.

Comment. This addresses the question of the Withdraw point for armies composed of skirmishers and note that the definition of such armies includes all skirmishers (not just those without Armour values). The introduction of a Command penalty for skirmishing armies is intended to make them more fragile and rewards opponents who are willing to take the fight to the enemy.

9. Encampment – A new special rule for such

This is a new Special Rule and belongs in that section on page 124.

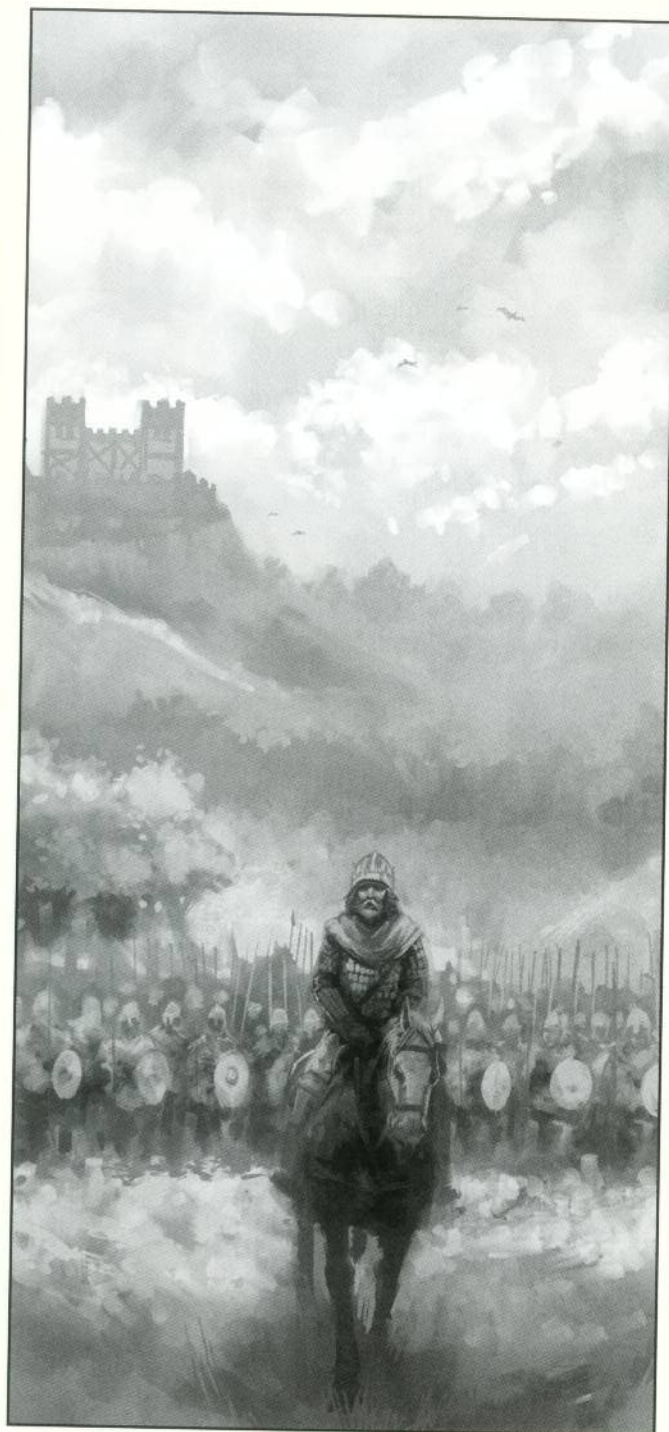
Some armies can include an encampment on the battlefield, principally migrating barbarian tribes, such as the Goths at Adrianople. This takes the form of a wagon laager – a rough circle or square of wagons and temporary defences such as plashing, stakes, etc.

The encampment is considered to be terrain. Essentially it is treated as an area of ground much as a wood or village. To represent the encampment you will need some method of marking a square base area 16cm x 16cm. A single large card base is the most obvious way, but separate smaller bases may be more convenient, or you could simply mark out the area by placing model wagons around the periphery. Either way, position suitable wagon models within the area to denote the encampment. It is helpful, although not essential, if wagon models can be removed to allow stands to move within the area in the same way as for model trees or buildings.

The encampment is treated as a village/built up area except that the whole area is also deemed to be 'road or track'. This means that cavalry in column formation can move inside or traverse the encampment, but they do not benefit from defended status whilst inside. Cavalry units charging an enemy inside an encampment still form a battleline, but must be in column formation at the start of their move in order to enter. Note that the enemy will count as defended and no charge bonuses will therefore apply. See p32 and p33 of the *Warmaster Ancients* rulebook for rules governing village/built up areas and roads and tracks.

An encampment costs points (usually 50 points) and is considered to be a 'troop unit' for purposes of calculating withdraw numbers and working out which side wins. The encampment is destroyed if, at the end of any phase, it has enemy troops within it and no friendly troops. An encampment is either wholly intact or wholly destroyed.

Comment. I've included this rule for the sake of the Gothic option in the Visigoth list and found that treating the encampment as terrain was the most effective and least cumbersome way of doing things.

**10. Attila – Revised rule for notorious nomadic nasty**

This is a change to the Hun army list on p118.

***5** (15 points) Upgrade General to Attila. If the General is Attila then a single failed Command roll by any commander can be re-rolled once during the battle. This is like Portents but applies to all commanders and not just the General.

Comment. Many players have commented that the original Attila rule allows far too many Unreliable warbands troops to be fielded whilst avoiding the usual Command penalty for Unreliable units. I agree and have therefore taken the liberty of making this arbitrary change.

CORRECTIONS

I don't intend to go through every single spelling mistake, grammatical error or incorrect reference, as by and large these don't have much bearing on the game. The following corrections are worthy of note. I'd recommend that players either make an appropriate amendment in their rulebook or jot these corrections down onto a separate sheet of paper.

Pg 37 Number of Shots. This is not so much a correction as a clarification. Note that a missile stand typically has one shot and one shot = one dice rolled. Some stands have more than one shot: two shots = two dice rolled, three shots = three dice rolled, and so on. In fact only heavy artillery has multiple shots. Were we to add more weapons of a similar kind, it can readily be imagined they too would have multiple shots.

Pg 60 Advance. The question arises 'Can an advancing unit carry a supporting unit in the same way as a supporting charge (pg 50)?'. The answer to this is yes – a unit that advances is effectively 'charging' – an advance is a particular kind of charge made in the Combat phase – and the advancing unit can carry a supporting charge in the same way as described for chargers.

Pg 83 Hittite Army List. More Chariot Mount upgrades are allowed than commanders – this is a mistake – the maximum number allowed should be two per 1,000 points the same as the Egyptian list.

Pg 85 Assyrian Army List. The brackets in the upgrades have shifted at some point during the mysterious ritual of reprographics – they should encompass the three Qurubuti units – ie, all three units are upgraded for +30 points as explained in the text.

Pg 93 Late Achaemenid Persian Army List. The commentary on the Heavy Cavalry suggests that these units should have the 'shock' special rule – this is a mistake. Persian Heavy Cavalry fight on the long edge and are not 'shock'. Note also that the Scythed Chariot has the 'Scythed Chariot' special rule and not the 'Heavy Chariot' rule as indicated.

Pg 96 Indian Army List. The points value of the Elephant Mount upgrade is prohibitive at 90 points and should be 30 points. This should properly apply to all Elephant mounted commanders.

Pg 118 Hun Army List. The points value of the Ally Cavalry is given at 80 but should be 70 for an Unreliable unit (a -10 modifier is normally applied for such troops and I see no reason not to apply it here).

Pg 135 Cavalry – Paragraph About Camels. Although it is claimed that 10 points are deducted for Camel units in fact they are usually costed the same as equivalent cavalry, ie, 60 pts for light camelry.

Pg 96 INDIAN HEAVY CHARIOTS

As several enthusiasts of the ancient Indian army have kindly pointed out, it was somewhat remiss to include only light two-horse chariots as part of the original Indian list in Warmaster Ancients (p96). Larger four-horse (or more) chariots are certainly attested by ancient authors including Curtius and Megasthenes – whilst the Arthashastra makes mention of a variety of carts, wagons, chariots and wheeled vehicles of different sizes (not necessarily all military). Whilst we didn't have space to completely revise the Indian list in this volume, the following additional entry takes into account the use of heavy chariots in these armies.

Troop	Type	Attack	Range	Hits	Armour	Command	Unit Size	Min/Max	Points	Note
Heavy Chariots	Chariots	4	15	4	5+	-	3	-/3	135	*6

SPECIAL RULES

*6 Heavy Chariots

Heavy Chariots. Large chariots drawn by four or more animals with multiple crew, some armed with a mixture of bows, javelins, swords and shields.





Arabs clash with Sassanid Persians at a frontier oasis. These clashes escalated to full scale battles and rapidly brought about the downfall of the Persian Empire.

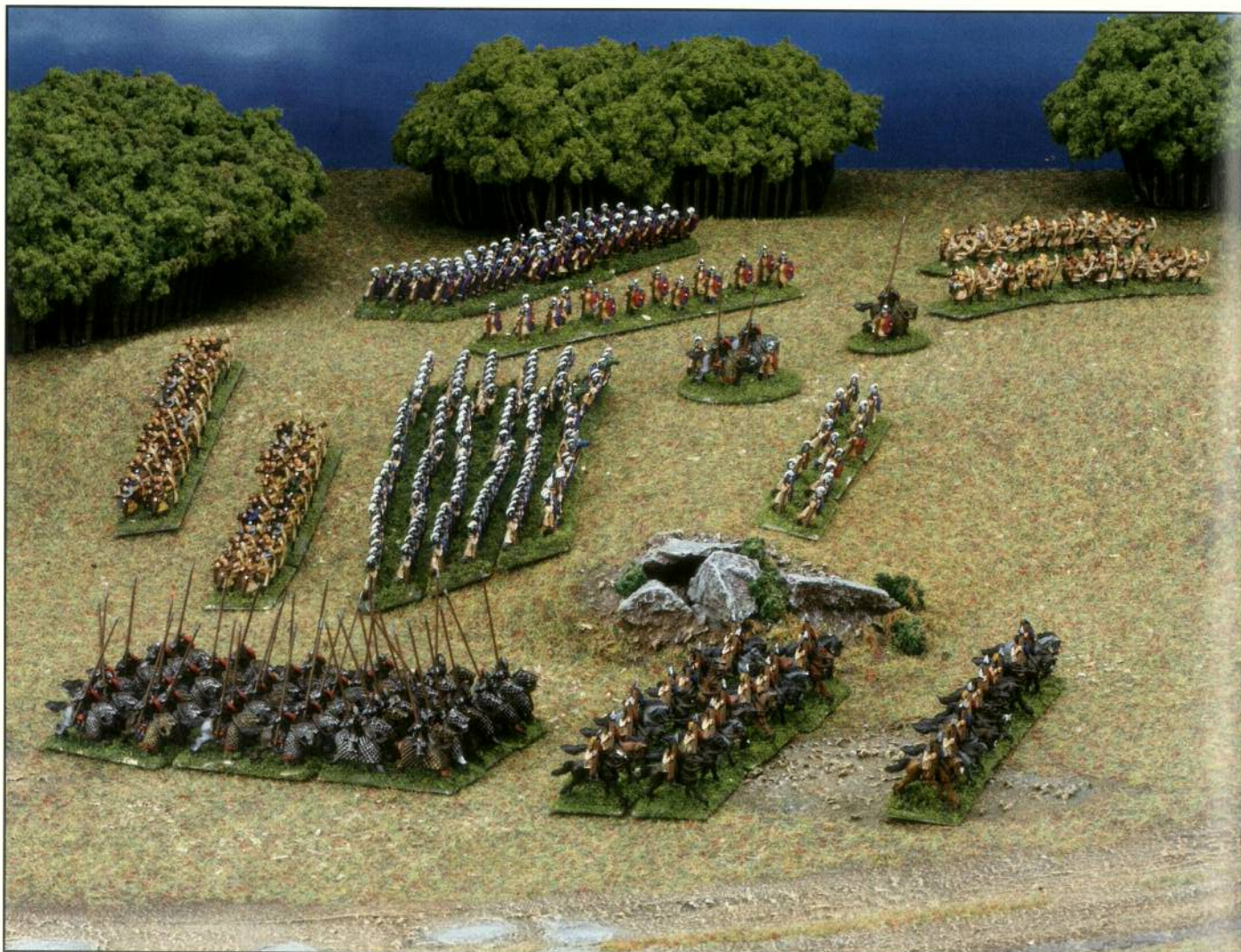


Late Romans defend against a ravaging Hunnic army.

These two enemies are well matched with plenty of powerful cavalry and, in the case of the Romans, solid infantry.

The Huns are a mostly mounted force and their main strength is their ability to skirmish en masse.

The Romans can counter this with cavalry of their own, including heavily armoured cataphracts.







Whilst generally, Warmaster Ancient Armies are painted for mass effect, it is also possible to paint 10mm miniatures to a high standard as these examples of Norman and Frankish troops show.





Paul Griffin painted up these Arab miniatures and mounted them on a scenic base. As you can see, Paul went "over and above" and added bow strings to the archers!



An Arab Conquest army arrayed for battle

MANUFACTURERS

The Warmaster Ancients game was inspired by the visual spectacle of massed units of model warriors battling on the tabletop. In recent years, many manufacturers have added 10mm-12mm sized models to their ranges alongside the more common larger sizes usually associated with tabletop wargaming. These ranges have been substantially expanded since the publication of the original Warmaster Ancients game, with the promise of more to come in the future. Sculptors have risen to the challenge, and the general standard of design has blossomed to previously unimaginable levels. Whilst an individual 10mm high may never have quite the singular appeal of his larger brethren, as a mass these miniature gems acquire an awe-inspiring quality of their own.

This is a list of manufacturers of 10mm-12mm scale Ancient and Early Medieval models together with a few notes on the ranges offered. All the manufacturers have their own web sites, which will, no doubt, have up to the minute information on ranges and prices.

The following three manufacturers are predominately featured throughout this book and have been kind enough to supply us with sample models and help prepare painted examples for photography.

Magister Militum

www.Magistermilitum.com

The Magister Militum range continues to grow almost day-by-day and it is well worth checking out the web site for a full list. The models are moulded as individual pieces and troopers stand 10mm-11mm on average. The range includes some cracking general and commander models that are nothing short of little masterpieces!

Old Glory

www.Oldgloryminiatures.com/www.Oldgloryuk.com in the UK.

Old Glory Grand Scale models are 10mm-12mm – slightly chunkier in style – cleanly sculpted and nice to paint. Most infantry are moulded in strips 25mm wide – these can be cut and reassembled with a little effort to fill out a 40mm strip should you wish to do so. Skirmish and lighter troops are moulded on paired bases that can be easily separated. Cavalry are moulded individually – some with separate horse and rider. Note that some models have hands that require drilling for wire spears. Old Glory also has some nice looking buildings and fortifications of their web site

Steve Barber Models

www.sbarber-models.clara.net

Steve's 10mm range includes Romans, Germans, Numidians, and Sumerians – all nicely sculpted and well proportioned. Models are individually moulded with a variety of poses. Size is comparable to the Magister Militum range.

The following companies have additional products featured manufacture suitable ranges:

Pendraken

www.Pendraken.co.uk

One of the oldest established manufacturers of 10mm models, Pendraken has recently expanded its ranges and added so tempting army deals. The company's web site is well worth check for recent releases.

Irregular

www.Irregularminiatures.co.uk

Long established 10mm manufacturer with some more unusual ranges such as medieval Chinese and Arabs.

AIM (Armies In Miniature)

www.Minifigs.com.

The AIM range is sold by Tom Dye's Games Figures Incorporated GFI – Minifigs in the USA. Check out the web site for Tom's account of his plans for developing the range, some nice pics of his Greek and details on ranges and army deals.

Kallistra

www.Kallistra.co.uk

No Ancients at time of writing but nice Hundred Years War range.

JR Miniatures

www.jrminiatures.net

A range of 10mm buildings and walls.

Timecast

www.timecastmodels.co.uk

A range of buildings covering near eastern and southern Europe; subjects in 12mm/10mm and 6mm – nice trees too.

Woodland Scenics

www.woodlandscenics.com

Well known manufacturers of model railway scenics including some very pleasing trees ideal for 10mm/12mm (equates to 'N' gauge).

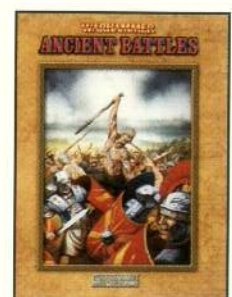
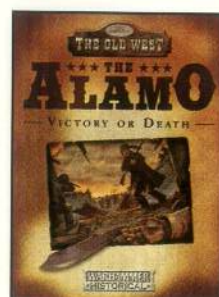
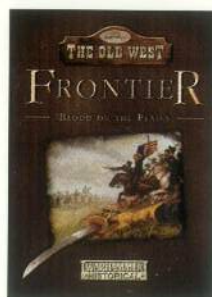
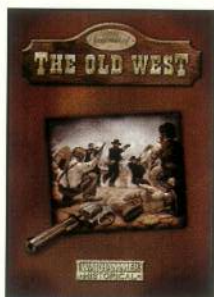
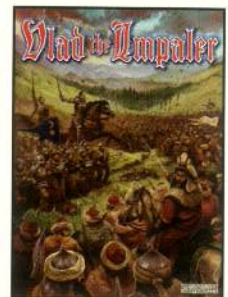
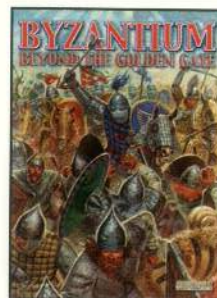
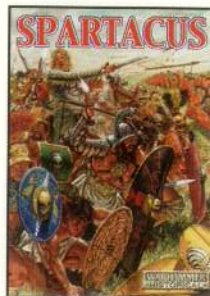
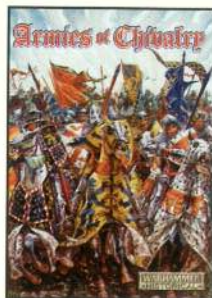
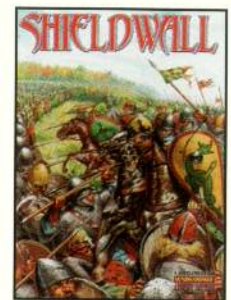
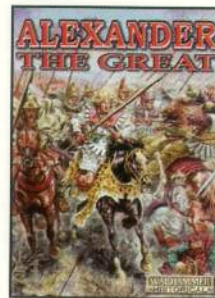
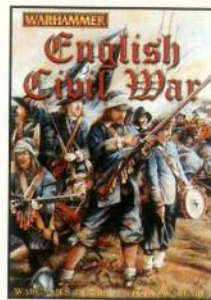
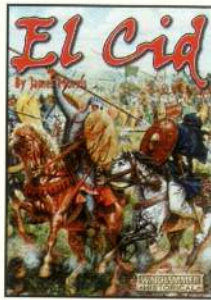
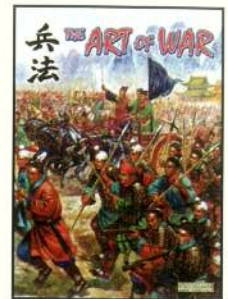
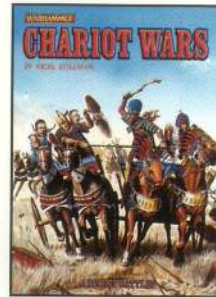
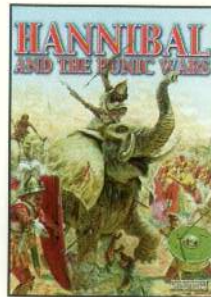
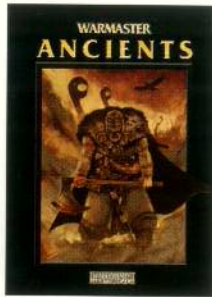
Baccus

www.baccus6mm.com

Pete Berry stubbornly makes only 6mm models but he makes a awful lot and does it awfully well – if you want the ultimate mass look then Baccus offers a large and growing range. The Baccus web site is worth checking out for general information on small scale modelling and painting which is as applicable to 10mm as to 6mm



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WARMASTER® ANCIENT ARMIES

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