ANCIENTMASTER

LEG·X

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CONTENTS

INTRODUCTION

Warmaster is a quick paced game that is not only well suited for Fantasy gaming, but also for fighting battles of the antique. To provide easy access I provided some army lists. Miniatures of any scale can be used as long as they are mounted on bases of about 40 x 20 mm for infantry and 20 x 40 mm for all other troop types.

All army lists are built from a set of standard units.

Please note that those standard units are necessarily a simplification. Sometimes troops are represented by a type of standard unit that does not fit the types description. This is usually done to ensure relative fighting strength.

THE RULES

Characters & Mounts
Special Troop types
Infantry
Cavalry
Chariots
Monsters & Warmachines

I prepared the following army lists for your convenience:

Please remember that the lists can not really be historically correct. Especially the min and max. number of units can never cover the real possibilities. Feel free to adjust the lists as you see fit.

THE ARMY LISTS

German armies
Armies of Alexander
Indian armies
Ancient Greek armies
Armies of the Trojan War
Persian armies
Egyptian armies
Republican Roman armies
Carthagian armies
Imperial Roman armies
Briton armies
Gallic army

The lists are also available as an army generator application called Am.

SPECIAL RULES

CHARACTERS & MOUNTS

GENERALS

The commander of the army this can be a General or a chieftain or whoever managed to get the job. There are three types of Generals the difference being the command value and resulting from that the points value.

Type	Attacks	Command	Points
Gen	+2	10	170
Gen	+2	9	125
Gen	+2	8	95

Because even a command 10 General can be accompanied by two heroes, his cost is increased to 170 compared to the 155 for a command 10 Warmaster General.

HERO

Any subordinate leader usually an officer or lesser chieftain.

Type	Attacks	Command	Points
Hero	+1	8	80
Hero	+1	7	45

SHAMANS

Shamans are known in may tribal communities. They are responsible for spiritual guidance and they are respected if not feared by their kinsmen.

Type	Attacks	Command	Points
Wizard	+0	8	80
Wizard	+0	7	45

Shamans are wizards in all respects, but can not cast spells. The shamans are able to work the troops into frenzy. For that reason a shaman adds +1 to every stand of the unit he is with.

CHARIOT MOUNT

Many leaders prefer to ride a chariot instead of having to ride on horse back or (shocking) to walk.

Type	Attacks	Command	Points
Chariot Mount	+1	-	+10

ELEPHANT MOUNT

Some leaders can ride to war on an Elephant. And usually they do if they can. While there is a distinction between African and Indian Elephants for Elephant units, there is none for Elephant mounts.
Elephant mounts cause terror.

Type	Attacks	Command	Points
Monstrous Mount	+3	-	90

UNIT TYPES

SKIRMISHERS

Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.
Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

WARBAND

Warbands are less well organized and trained than regular units. Especially strong is the effect of numbers and success and casualties on the units morale.
If all units of a brigade are classified as Warband and the brigade consists of at least 3 units, the brigades command value is increased by 1. Remember: a command roll of 11 or 12 is always a failure.
If a Warband has to roll for drive backs without losing a stand, the unit rolls 1 dice less than usual. If a Warband has to roll for drive backs after losing at least one stand, the unit has to roll 1 dice more than usual.
Each stand of a Warband gets +2 attacks instead of the usual +1 when the Warband pursues. Each stand of a Warband looses 1 attack when the Warband fights an pursuing enemy (i.e. the Warband retreated).

PHALANX

The Phalanx is a dense formation of pike equipped troops. The formation is very strong to the front which looks like a hedgehog, but rather vulnerable to flank attacks. Please note that the unit does not have

to be in Phalanx formation and that some of the rules are used only if the unit is in Phalanx formation.

The unit automatically adapts the Phalanx when the unit ends it's move in column formation.

Units trained in using the Phalanx may make full moves only when evading, being driven back or retreating or, when it started and ended the movement in column formation, did not change it's facing and did not move more than half it's forward movement to the sides (I.e a unit moving 15 cm ahead, may not move more than 7.5 cm to the left or right). Against the standard rules this limitation is also used for charges.

A unit that started a charge in phalanx does not have to bring as many stands into contact with the enemy as possible, but can opt to stay in phalanx formation, but the movement restrictions apply.

If the unit is in Phalanx than any stand that would (using the standard rules) support another stand of the same unit will not support that stand, but will attack the front stand's enemy just as if they were in contact. The front stand can not receive support by the second rank attacker, but the second rank attacker can be supported as it counts as fighting. (I.e. a charging (3 stand) unit in Phalanx would have 6 attacks plus 1 support.

Cavalry will not charge the front of a unit in Phalanx formation.

Infantry can not charge the front of a unit in Phalanx formation by initiative only if given orders.

TESTUDO

Roman Legionaries can form a Testudo. The Legionaries at the front, back and sides hold their shields to the outside and the Legionaries in the center raise their shields above the heads. This formation provided improved protection against shooting attacks.

A unit in column formation can form a Testudo by passing a command test. The unit will not move, but form the Testudo. The unit stays in Testudo formation until it charges (so stand and shoot is resolved as if in open), it is charged, enters fortified or dense terrain or abandons the column.

A unit in Testudo formation treats all shooting attacks as if the unit would be in defended terrain. A fortified unit or units in dense terrain can not form a Testudo.

SHIELDWALL

A unit in open terrain can form a shieldwall.

To adopt the shieldwall formation the unit has to pass an ordinary command test just as if the unit would be ordered to move. But instead of moving the unit forms the shieldwall. The unit stays in shieldwall formation until it moves for whatever reason (drive back, retreat, initiative or commanded move, making way, etc.).

All attacks (close combat and shooting) that cross the front edge of the stands in shieldwall formation get a -1 to hit penalty. (I.e. An attack hits on a 5+ instead of 4+).

CAMELS

Some cavalry units are equipped with camels instead of horses. Camels are cheaper and can carry heavier armoured riders. But more important in game terms is that horses unaccustomed to camels will be terrified by them. All units (friend and foe) equipped with horses (i.e. cavalry, chariots) are subject to terror by units (i.e. not characters riding camels) equipped with camels.

ELEPHANTS

Elephants cause terror.

If a Elephant is driven back or retreats into any stand it will not wait for the soldiers to make way it will run them down in panic. Before the unit makes way or denies to make way or before the Elephant is stopped or killed by an blocking enemy stand or combat the Elephant will attack that stand. It is resolved as 3 normal close combat attacks. The wounds inflicted are added to any other wounds that have been or will be inflicted that phase (combat or shooting). If this happens in the shooting phase the wounds inflicted count towards the wounds for determining the number of stands lost (as said before), but do not add dices the ones rolled for drive back.

CHARIOT RUNNERS

Infantry trained to ride on and fight along chariots. If a brigade consists of at least as many chariot stands as chariot runner stands, than the movement of the chariot runners is increased to 30 cm. The movement increase is only granted if the units still form a brigade (with at least one chariot stand per runner stand) at the end of the movement (This is only relevant if the brigade or parts of the brigade charge).

INFANTRY

SUPER HEAVY INFANTRY

Infantry trained to fight in close formation. Completely clad in metal armour, like an medieval knight on foot. (DBM Bl(S), WHA Sv 3+ or 4+)

Type	Attacks	Hits	Save	Size	Points
Inf	3	3	4+	3	75

HEAVY INFANTRY

Infantry trained to fight in close formation. Partially protected by metal or horn armour usually also equipped with a shield, like Roman legionaries. (DBM Bl(O), WHA Sv 4+)

Type	Attacks	Hits	Save	Size	Points
Inf	3	3	5+	3	60

INFANTRY

Infantry trained to fight in close formation. Protected by some kind of armour probably in combination with a shield, the standard infantry. (DBM Bl(I) / Bl (F), WHA Sv 5+ or 6+)

Type	Attacks	Hits	Save	Size	Points
Inf	3	3	6+	3	45

UNARMOURED INFANTRY

Tribal infantry and other unprotected infantry. (DBM Ax(I)), WHA Sv 6+ or none, no ranged weapons)

Type	Attacks	Hits	Save	Size	Points
Inf	3	3	0	3	35

LIGHT INFANTRY

Infantry trained to fight in close formation as well as in loose formation. Wears only light or no armour and is equipped with short ranged missile weapons. (DBM Ax(O), Ax(S), WHA Sv 6+ or none and/or classified as light infantry, equipped with short range missile weapons)

Type	Attacks	Hits	Save	Size	Points
Inf	3/1	3	0	3	40

Range 15 cm.

SKIRMISHING INFANTRY

Infantry fighting in open formation. Light or no armour and probably equipped with shields. Mainly armed with short ranged weapons like javelins they try to avoid close combat. Their increased mobility gives them a 15 cm shooting attack even while most other javelin equipped infantry does not get a shooting attack. For balance reasons their attack value is 2 even if some could have an attack value of 3 justified by equipment and training. (DBM Ax(I) / Ps(I) / Ps(O), WHA Sv 6+ or none, Skirmisher, sling, javelin)

Type	Attacks	Hits	Save	Size	Points
Inf	2/1	3	0	3	40

Range 15 cm. Shoot all round.

HEAVY PHALANGITE INFANTRY

Some units are equipped with pikes and trained in a very dense formation called Phalanx. The Attack value of 2 might seem rather low, but it represents the problems, the Phalanx encounters, when attacked from the flank or when not deployed in Phalanx formation. Also a single Phalanx might not look very strong, but a brigade of Phalanxes is a formidable fighting force. (DBM Sp(S), WHA Sv 4+ or 5+, Pikes and or Phalanx)

Type	Attacks	Hits	Save	Size	Points
Inf	2	3	5+	3	70

PHALANGITE INFANTRY

Some units are equipped with pikes and trained in a very dense formation called Phalanx. The Attack value of 2 might seem rather low, but it represents the problems, the Phalanx encounters, when attacked from the flank or when not deployed in Phalanx formation. Also a single Phalanx might not look very strong, but a brigade of Phalanxes is a formidable fighting force. (DBM Sp(O), WHA Sv 5+ or 6+ or none, Pikes and or Phalanx)

Type	Attacks	Hits	Save	Size	Points
Inf	2	3	6+	3	55

HEAVY BOWMEN

Infantry trained to fire volleys using bows or crossbows. Protected by some kind of armour probably in combination with a shield. Comparable to Bw(S) or an archers with 5+ save in WHA. (DBM Bw(S), WHA Sv 4+ or 5+, bow, crossbow)

Type	Attacks	Hits	Save	Size	Points
Inf	3/1	3	6+	3	70

BOWMEN

Infantry trained to fire volleys using bows or crossbows. Lightly or not protected by armour probably in combination with a shield. Comparable to Bw(O), Bw(F) or an archers with 6+ save or less in WHA. (DBM Bw(O), WHA Sv 5+ or 6+ or none, bow or crossbow)

Type	Attacks	Hits	Save	Size	Points
Inf	3/1	3	0	3	55

SKIRMISHING BOWMEN

Bowmen harassing the enemy from a distance. For balance reasons their attack value is 2 even if some could have an attack value of 3 justified by equipment and training. Ps(S) / Ps(O), WHA Sv 6+ or none, Skirmisher, bow)

Type	Attacks	Hits	Save	Size	Points
Inf	2/1	3	0	3	55

Shoot all around.

ELITE

Some units are especially powerful. Those units have the usual profile, but each stand gains 1 additional close combat attack. This attack costs 15 points for a unit of three stands. DBM some troops of Superior quality might get Elite status. WHA WS 5 or natural S5, probably also S4,WS4.

WARBAND

Any unit can be classified as Warband. A Warband unit has it's point cost increased by 5. (DBM Wb(any), WHA Warband special rule)

TESTUDO

Roman Legionaries are trained to form a Testudo, a formation that grants additional protection against missile fire. The unit's points cost is increased by 5.

SHIELDWALL

Some troops are trained to form a Shieldwall for defense. The unit's points cost will be increased by 10. (DBM Sp(any), WHA Shieldwall special rule)

CAVALRY

SUPER HEAVY CAVALRY

Shock cavalry trained to fight in close formations. Completely clad in metal armour with barded horses. Equipped with lance and shield relying on armour and impact, not on speed or maneuverability. French knights or heavy cataphracts (if there is something like an heavy cataphract). (DBM Kn(S), WHA WS 4-5, Sv 2+)

Type	Attacks	Hits	Save	Size	Points
Cht	3	3	4+	3	120

HEAVY CAVALRY

Cavalry trained to fight in close formations. Heavily armoured with barded horses. Using lances (kontos, spears etc.) and shield. Cataphracts and the knight as we know and love them. (DBM Kn(O), WHA Sv 2+ or 3+)

Type	Attacks	Hits	Save	Size	Points
Cav	3	3	4+	3	110

CAVALRY

Armoured cavalry, but the horses have no barding. Often armed only with mace or sword, some with lance. Some might have javelins, but they will not be effective enough (in game terms) to gain an ranged attack. (DBM Kn(I), WHA Sv 3+ or 4+)

Type	Attacks	Hits	Save	Size	Points
Cav	3	3	5+	3	90

LIGHT CAVALRY

Cavalry trained to harass the enemy as well as get in to combat with an already weakened enemy. Only lightly armoured, if armoured at all. Usually equipped with javelin, shield and some kind of close combat weapon. (DBM Kn(F) / LH(O) / Cv(I), WHA Sv 5+ or 6+, javelin, short bow)

Type	Attacks	Hits	Save	Size	Points
Cht	3/1	3	6+	3	80

Range 15 cm.

SKIRMISHING CAVALRY

Cavalry fighting in open formations. Light or no armour and probably equipped with shields. Mainly armed with short ranged weapons like javelins they try to avoid close combat. Their increased mobility gives them a 15 cm shooting attack even while most other javelin equipped infantry does not get a shooting attack. For balance reasons their attack value is 2 even if some could have an attack value of 3 justified by equipment and training. (DBM LH(F) / LH(I), WHA Sv 5+ or 6+, Skirmishers, short bow, javelin)

Type	Attacks	Hits	Save	Size	Points
Cav	2/1	3	0	3	65

Range 15 cm. Shoot all round.

HEAVY HORSE ARCHERS

Cavalry trained to fire bows from horseback as well as to charge the enemy. Protected by medium to heavy armour. (DBM Cv(S), WHA Sv 3+ or 4+, bow, short bow)

Type	Attacks	Hits	Save	Size	Points
Cav	3/1	3	5+	3	100

HORSE ARCHERS

Cavalry trained to fire bows from horseback as well as to charge the enemy. Protected by light to medium armour. (DBM Cv(O), WHA Sv 5+ or 6+, bow, short bow

Type	Attacks	Hits	Save	Size	Points
Cav	3/1	3	6+	3	85

SKIRMISHING HORSE ARCHERS

Bowmen harassing the enemy from a distance. For balance reasons their attack value is 2 even if some could have an attack value of 3 justified by equipment and training. (DBM LH(S), WHA Sv 5+ or 6+ Skirmishers, bow, short bow)

Type	Attacks	Hits	Save	Size	Points
Cav	2/1	3	0	3	70

Shoot all round.

WARHOUNDS

Dogs trained to fight, and their handlers.

Type	Attacks	Hits	Save	Size	Points
Cav	2	3	0	3	30

ELITE

Some units are especially powerful. Those units have the usual profile, but each stand gains 1 additional attack. This attack costs 15 points for a unit of three stands. DBM some troops of Superior quality might

get Elite status. WHA WS 5 or natural S5, probably also S4,WS4.

CAMELRY

Some units are equipped with camels instead of horses. A unit of camelry is 10 points more expensive than it's horse equipped counter part. (DBM Cm(any), WHA troops riding camels)

WARBAND

Any unit can be classified as Warband. A Warband unit has it's point cost increased by 5. (DBM Wb(any), WHA Warband special rule)

CHARIOTS

HEAVY CHARIOT

The Rolls Royce of chariots or better the caterpillar of chariots. 4 horses, scythes and 4 or more crew (DBM Kn(S), WHA no equivalent.)

Type	Attacks	Hits	Save	Size	Points
Cht	4	3	5	3	110

CHARIOT

Designed for combat not as a weapon platform, but to go in and fight. 2 horses or 4 horses, driver plus one or two fighters and scythes. (DBM Kn(O), WHA heavy chariot)

Type	Attacks	Hits	Save	Size	Points
Cht	3	3	5	3	95

CHARIOT WITH BOWMEN

The chariot with additional bowmen. Close combat and fire support united in a single troop type. 2 horses or or 4 horses, driver plus bowman and fighter or 2 bowmen. Probably also equipped with scythes. (DBM Kn(O), WHA heavy chariot) (DBM Cv(O), WHA heavy chariot, bows)

Type	Attacks	Hits	Save	Size	Points
Cht	3/1	3	5+	3	110

LIGHT CHARIOT

Used as a platform for short ranged weapons or to transport chariot runners. 2 horses driver and probably a fighter. Armed with javelins. (DBM Cv(I), WHA light chariot, javelins)

Type	Attacks	Hits	Save	Size	Points
Cht	2/1	3	6+	3	65

Range 15 cm. A light chariot does not get the +1 for chariot/monster charging in the open.

LIGHT CHARIOT WITH BOWMEN

Used as a platform for long ranged weapons or to transport chariot runners. 2 horses, driver and probably a bowman. Armed with bow(s). (DBM Cv(O) / Cv(I), WHA light chariot, bow)

Type	Attacks	Hits	Save	Size	Points
Cht	2/1	3	6+	3	70

A light chariot does not get the +1 for chariot/monster charging in the open.

CHARIOT RUNNER

Infantry trained to ride on and fight along the chariots. (DBM no equivalent, WHA chariot runners)

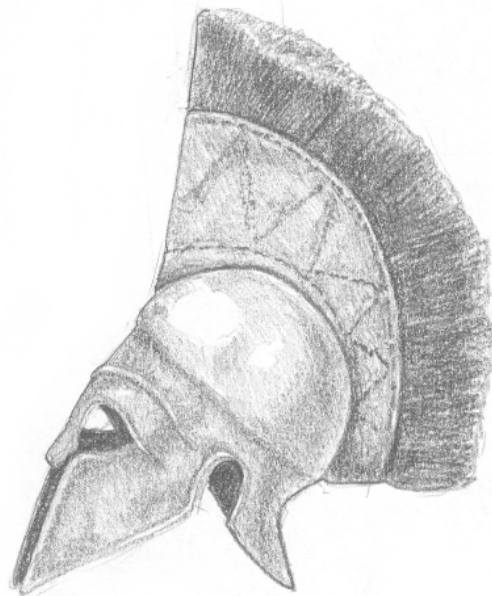| Type	Attacks	Hits	Save	Size	Points
Cht	3/1	3	0	3	40

Range 15 cm.

ELITE

Some units are especially powerful. Those units have the usual profile, but each stand gains 1 additional attack. This attack costs 15 points for a unit of three stands. DBM some troops of Superior quality might get Elite status. WHA WS 5 or natural S5, probably also S4,WS4.

WARBAND

Any unit can be classified as Warband. A Warband unit has it's point cost increased by 5. (DBM Wb(any), WHA Warband special rule)

MONSTERS & MACHINES

INDIAN ELEPHANT

The bigger elephant. (DBM El(S), WHA Indian Elephant, bows)

Type	Attacks	Hits	Save	Size	Points
Mon	6/1	4	5+	1	100

AFRICAN ELEPHANT

Bigger ears, but smaller elephant. (DBM El(I), WHA African Elephant, bows)

Type	Attacks	Hits	Save	Size	Points
Mon	5/1	4	5+	1	90

BALLISTA

The common "oversized spear" throwing machine. (DBM Art(O), WHA any kind of bolthrower)

Type	Attacks	Hits	Save	Size	Points
Art	1/1	3	0	2	65

Range 40 cm. Ignores armour. Will penetrate up to 3 stands which have to touch adding 1 attack each.

ONAGER

Not an wild donkey, but a stone thrower, big enough to make itself useful, but small enough so it can be used on the battle field. (DBM Art(S), WHA any kind of stone thrower.)

Type	Attacks	Hits	Save	Size	Points
Art	1/3	3	0	1	75

Range 60 cm. Ignores armour. Cannot stand and shoot.

ANCIENTMASTER ARMY LISTS

GERMAN ARMIES

Without too much military innovation at that time the army list is well suited to fight all kinds of Romans and Roman's adversaries. The Germans have a relatively high contingent of better (for Barbarians that is) Infantry and can have quite some cavalry. Also the use of archers sets them apart form other Barbarians.

GERMANIC ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Noble Warriors	Infantry	3	3	6+	-	3	2/4	50	*1
Warriors	Infantry	3	3	0	-	3	10/-	40	*1
Archers	Infantry	2/1	3	0	-	3	-/4	60	*1,2,3
Skirmishers	Infantry	2/1	3	0	-	3	2/6	45	*1,2,3,4
Cavalry	Cavalry	3	3	5+	-	3	-/4	95	*1
Light Cavalry	Cavalry	3/1	3	6+	-	3	-/2	85	*1,4
General	General	+2	-	-	8	1	1/1	95	-
Hero	Hero	+1	-	-	8	1	-/2	80	-
Chieftain	Hero	+1	-	-	7	1	-/2	45	-

Special Rules

1. Warbands are less well organized and trained than regular units. Especially strong is the effect of numbers and success and casualties on the units morale.
If all units of a brigade are classified as Warband and the brigade consists of at least 3 units, the brigades command value is increased by 1. Remember: a command roll of 11 or 12 is always a failed test.
If a Warband has to roll for drive backs without loosing a stand, the unit rolls 1 dice less than usual. If a Warband has to roll for drive backs after loosing at least one stand, the unit has to roll 1 dice more than usual.
Each stand of a Warband gets +2 attacks instead of the usual +1 when the Warband pursues. Each stand of a Warband looses 1 attack when the Warband fights an pursuing enemy (i.e. the Warband retreated).

2. The unit has a firing arc of 360 degrees.

3. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.
Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

4. The unit has a reduced range of 15cm, because of short ranged weapons.

ARMIES OF ALEXANDER

Alexander's father Philip II started the Macedonian hegemony and being a military genius Alexander was able to raise Macedonia to the world power of its time. This list represents armies from the time of the invasion of India until the death of Alexander. The early armies of his successors would also be recreated using this list.

If the army should be lead by one of Alexander's sub-commanders or successors a General with a command value of 9 (125 points) should be used instead of Alexander.

The heart of the army are still the Phalangites, but far from home losses have to be replaced by other local troop types. Not to mention troop types that Alexander learned to be effective.

ALEXANDER'S ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Guard Phalangites	Infantry	2	3	5+	-	3	-/1	70	*1
Phalangites	Infantry	3	3	6+	-	3	6/12	55	*1
Light Infantry	Infantry	3/1	3	0	-	3	-/8	40	*2
Skirmishers	Infantry	2/1	3	0	-	3	-/4	40	*2,3,4
Staff Slingers	Infantry	2/1	3	0	-	3	-/1	55	*3,4
Cavalry	Cavalry	3	3	5+	-	3	-/2	90	-
Light Cavalry	Cavalry	3/1	3	6+	-	3	2/4	80	*2
Elephant	Monster	6/1	4	5+	-	1	-/1	100	*5
Bolt Thrower	Artillery	1/1	2	-	-	2	-/1	75	*6
Alexander	General	+2	-	-	10	1	1/1	170	-
Officers	Hero	+1	-	-	8	1	-/2	80	-
Elephants	Monstrous Mount	+3	-	-	-	1	-/1	10	-

Special Rules

1. The Phalanx is a dense formation of pike equipped troops. The formation is very strong to the front which looks like a hedgehog, but rather vulnerable to flank attacks. Please note that the unit does not have to be in Phalanx formation and that some of the rules are used only if the unit is in Phalanx formation. The unit automatically adapts the Phalanx when the unit ends it's move in column formation.

Units trained in using the Phalanx may make full moves only when evading, being driven back or retreating or, when it started and ended the movement in column formation, did not change it's facing and did not move more than half it's forward movement to the side. Against the standard rules this limitation is also used for charges.

A unit that started a charge in phalanx does not have to bring as many stands into contact with the enemy as possible, but can opt to stay in phalanx formation, but the movement restrictions apply.

If the unit is in Phalanx than any stand that would support another stand of the same unit will not support that stand, but will attack the front stand's enemy just as if they were in contact. The front stand can not receive support by the second rank attacker, but the second rank attacker can be supported as it counts as fighting.

Cavalry will not charge the front of a unit in Phalanx formation.

Infantry can not charge the front of a unit in Phalanx formation by initiative only if given orders.

2. The unit has a reduced range of 15cm, because of short ranged weapons.

3. The unit has a firing arc of 360 degrees.

4. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.

Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

5. Elephants cause terror. If a Elephant is driven back or retreats into any stand it will not wait for the soldiers to make way it will run them over in panic. Before the units makes way or denies to make way or before the Elephant is stopped or killed by an blocking enemy stand or combat the Elephant will attack that stand. It is resolved as 3 normal close combat attacks. The wounds inflicted are added to any other wounds that have been or will be inflicted that phase. If this happens in the shooting phase the wounds inflicted count towards the wounds for determining the number of stands lost (as said before), but do not add dices the ones rolled for drive back.

6. Range 40 cm. Ignores armour. Will penetrate through up to 3 stands which have to touch adding 1 attack each. Cannot use initiative to charge.

ARMIES OF INDIA

There can not be one army list for ancient India, as there are many regions different in culture, history and resources. This list allows some flexibility to cover different regions.

The outstanding features compared to other ancient list is the large number of archers and Elephants.
All Indian troops ignore terror caused by Elephants.

INDIAN ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Longbowmen	Infantry	3/1	3	0	-	3	4/10	60	*1
Swordsmen	Infantry	3	3	6+	-	3	-/6	50	*1
Javelinmen	Infantry	3/1	3	0	-	3	-/6	45	*1,2
Skirmishers	Infantry	2/1	3	0	-	3	-/3	40	*1,3,4
Cavalry	Cavalry	3	3	6+	-	3	2/4	80	*1
Chariots	Chariot	3	3	5+	-	3	-/3	95	-
Elephant	Monster	6/1	4	5+	-	1	1/3	100	*5
General	General	+2	-	-	8	1	1/1	95	-
Officer	Hero	+1	-	-	7	1	-/2	45	-
Guards Officer	Hero	+1	-	-	8	1	-/1	80	-
Elephant	Monstrous Mount	+3	-	-	-	1	-/1	90	*6
Chariot	Chariot Mount	+1	-	-	-	1	-/1	10	-

Special Rules

1. Warbands are less well organized and trained than regular units. Especially strong is the effect of numbers and success and casualties on the units morale.

If all units of a brigade are classified as Warband and the brigade consists of at least 3 units, the brigades command value is increased by 1. Remember: a command roll of 11 or 12 is always a failed test.

If a Warband has to roll for drive backs without loosing a stand, the unit rolls 1 dice less than usual. If a Warband has to roll for drive backs after loosing at least one stand, the unit has to roll 1 dice more than usual.

Each stand of a Warband gets +2 attacks instead of the usual +1 when the Warband pursues. Each stand of a Warband looses 1 attack when the Warband fights an pursuing enemy (i.e. the Warband retreated).

2. The unit has a reduced range of 15cm, because of short ranged weapons.

3. The unit has a firing arc of 360 degrees.

4. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.

Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

5. Elephants cause terror.

If a Elephant is driven back or retreats into any stand it will not wait for the soldiers to make way it will run them over in panic. Before the units makes way or denies to make way or before the Elephant is stopped or killed by an blocking enemy stand or combat the Elephant will attack that stand. It is resolved as 3 normal close combat attacks. The wounds inflicted are added to any other wounds that have been or will be inflicted that phase (combat or shooting). If this happens in the shooting phase the wounds inflicted count towards the wounds for determining the number of stands lost (as said before), but do not add dices the ones rolled for drive back.

6. When the mounted character joins a unit, the unit causes terror

ANCIENT GREEK ARMIES

The army list of the ancient city states. The Greek warriors with pike and large round shield forming the Phalanx is a picture we all see with our inner eyes when somebody talks about ancient warfare. And so it is not surprising that the Phalangites build the core of the ancient Greek army. Especially the cavalry is underdeveloped and even so called heavy cavalry is not really heavy.

GREEK ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Phalangites	Infantry	3	3	6+	-	3	7/-	55	*1
Peltasts	Infantry	3/1	3	0	-	3	-/8	40	*2
Skirmishers	Infantry	2/1	3	0	-	3	2/6	40	*2,3,4
Cretans	Infantry	2/1	3	0	-	3	-/2	55	*3,4
Heavy Cavalry	Cavalry	3	3	5+	-	3	1/1	90	-
Light Cavalry	Cavalry	3/1	3	6+	-	3	-/2	80	*2
General	General	+2	-	-	9	1	1/1	125	-
Hero	Hero	+1	-	-	8	1	-/2	80	-

Special Rules

1. The Phalanx is a dense formation of pike equipped troops. The formation is very strong to the front which looks like a hedgehog, but rather vulnerable to flank attacks. Please note that the unit does not have to be in Phalanx formation and that some of the rules are used only if the unit is in Phalanx formation. The unit automatically adapts the Phalanx when the unit ends it's move in column formation.

Units trained in using the Phalanx may make full moves only when evading, being driven back or retreating or, when it started and ended the movement in column formation, did not change it's facing and did not move more than half it's forward movement to the side. Against the standard rules this limitation is also used for charges.

A unit that started a charge in phalanx does not have to bring as many stands into contact with the enemy as possible, but can opt to stay in phalanx formation, but the movement restrictions apply.

If the unit is in Phalanx than any stand that would support another stand of the same unit will not support that stand, but will attack the front stand's enemy just as if they were in contact. The front stand can not receive support by the second rank attacker, but the second rank attacker can be supported as it counts as fighting.

Cavalry will not charge the front of a unit in Phalanx formation.

Infantry can not charge the front of a unit in Phalanx formation by initiative only if given orders.

2. The unit has a reduced range of 15cm, because of short ranged weapons.

3. The unit has a firing arc of 360 degrees.

4. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.

Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

ARMIES OF THE TROJAN WAR

Heroes everywhere, that's the Trojan war. And so is the army list. A General and 4 Heroes is more than any other army can have. At that time the Phalanx was not developed and the core of the army was formed by spearmen supported by different kind of light infantry and skirmishers. Cavalry was not used instead chariots roamed the battle field.

TROJAN WAR ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Tereta Spearmen	Infantry	3	3	6+	-	3	6/-	45	-
Archers	Infantry	3/1	3	0	-	3	1/4	55	-
Javelinmen	Infantry	3/1	3	0	-	3	1/4	40	*1
Slingers	Infantry	2/1	3	0	-	3	1/6	40	*1,2,3
Equata Chariotry	Chariot	2/1	3	6+	-	3	2/6	65	*1,4
General	General	+2	-	-	9	1	1/1	125	-
Hero	Hero	+1	-	-	8	1	-/4	80	-
Chariot	Chariot Mount	+1	-	-	-	1	-/2	10	-

Special Rules

1. The unit has a reduced range of 15cm, because of short ranged weapons.

2. The unit has a firing arc of 360 degrees.

3. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat. Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

4. A light chariot does not get the +1 for chariot/monster charging in the open.

PERSIAN ARMIES

If there is a Greek/Macedonian list there has to be a Persian list also. Very cavalry oriented the list still contains all kinds of infantry and even chariots and artillery. A nice list, if you want to have it all.

PERSIAN ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Immortals	Infantry	4	3	6+	-	3	-/1	60	-
Persian Infantry	Infantry	3	3	6+	-	3	-/-	45	-
Persian Archers	Infantry	3/1	3	0	-	3	-/6	55	-
Levy	Infantry	3	3	0	-	3	-/6	35	-
Light Infantry	Infantry	3/1	3	0	-	3	-/6	40	*1
Guard Cavalry	Cavalry	4	3	5+	-	3	-/1	105	-
Persian Cavalry	Cavalry	3/1	3	6+	-	3	4/-	80	*1
Shock Cavalry	Cavalry	3	3	5+	-	3	1/-	90	-
Skirmish Cavalry	Cavalry	2/1	3	0	-	3	2/-	65	*1,2,3
Chariot	Chariot	3	3	5+	-	3	-/1	95	-
Light Chariot	Chariot	3/1	3	6+	-	3	-/1	70	*4
Elephant	Monster	6/1	4	5+	-	1	-/1	100	*5
Bolt Thrower	Artillery	1/1	2	-	-	2	-/1	65	*6
General	General	+2	-	-	9	1	1/1	125	-
Hero	Hero	+1	-	-	8	1	-/2	80	-
Chariot	Chariot Mount	+1	-	-	-	1	-/1	10	-

Special Rules

1. The unit has a reduced range of 15cm, because of short ranged weapons.

2. The unit has a firing arc of 360 degrees.

3. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.
Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

4. A light chariot does not get the +1 for chariot/monster charging in the open.

5. Elephants cause terror.
If a Elephant is driven back or retreats into any stand it will not wait for the soldiers to make way it will run them over in panic. Before the units makes way or denies to make way or before the Elephant is stopped or killed by an blocking enemy stand or combat the Elephant will attack that stand. It is resolved as 3 normal close combat attacks. The wounds inflicted are added to any other wounds that have been or will be inflicted that phase (combat or shooting). If this happens in the shooting phase the wounds inflicted count towards the wounds for determining the number of stands lost (as said before), but do not add dices the ones rolled for drive back.

6. Range 40 cm. Ignores armour. Will penetrate through up to 3 stands which have to touch adding 1 attack each. Cannot use initiative to charge.

EGYPTIAN ARMIES

New kingdom area army list when Egyptians were Egyptians and not Greeks in disguise. Weight watchers will enjoy the army everything is light. Light chariots, light infantry and light cavalry are the theme of the army.

EGYPTIAN ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Hand to hand Fighters	Infantry	3	3	0	-	3	6/-	35	-
Archers	Infantry	3/1	3	0	-	3	4/-	55	-
Marines	Infantry	4	3	0	-	3	-/1	50	*1
Mercenary Infantry	Infantry	3/1	3	0	-	3	-/4	40	*1,2,3
Mercenary Skirmishers	Infantry	2/1	3	0	-	3	-/4	40	*1,2,3,4,5
Chariot Runners	Infantry	3/1	3	0	-	3	-/-	40	*1,6
Cavalry	Cavalry	2/1	3	0	-	3	-/1	70	*4,5
Chariots	Chariot	2/1	3	6+	-	3	1/4	70	*7
General	General	+2	-	-	8	1	1/1	95	-
Hero	Hero	+1	-	-	8	1	-/2	80	-
Chariot	Chariot Mount	+1	-	-	-	1	-/4	10	-

Special Rules

1. The unit has a reduced range of 15cm, because of short ranged weapons.

2. If the unit or the brigade is part of is given an command, than the command roll is penalized by 1.

3. Warbands are less well organized and trained than regular units. Especially strong is the effect of numbers and success and casualties on the units morale.

If all units of a brigade are classified as Warband and the brigade consists of at least 3 units, the brigades command value is increased by 1. Remember: a command roll of 11 or 12 is always a failed test.

If a Warband has to roll for drive backs without loosing a stand, the unit rolls 1 dice less than usual. If a Warband has to roll for drive backs after loosing at least one stand, the unit has to roll 1 dice more than usual.

Each stand of a Warband gets +2 attacks instead of the usual +1 when the Warband pursues. Each stand of a Warband looses 1 attack when the Warband fights an pursuing enemy (i.e. the Warband retreated).

4. The unit has a firing arc of 360 degrees.

5. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.

Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

6. Infantry trained to ride on and fight along chariots. If a brigade consists of at least as many chariot stands as chariot runner stands, than the movement of the chariot runners is increased to 30 cm. The movement increase is only granted if the units still form a brigade (with at least one chariot stand per runner stand) at the end of the movement (This is only relevant if the brigade or parts of the brigade charge).

Only one unit of runners can be bought per unit of chariots.

7. A light chariot does not get the +1 for chariot/monster charging in the open.

REPUBLICAN ROMAN ARMIES

"Carthago delenda est" this is the army list to "make it so". Before the Marian reform the legionaries were divided in three types of legionaries, but in game terms there is not enough difference to justify different list entries. They are complemented by allied and mercenary infantry and cavalry. No fancy stuff, but the usage of the Manipel formation, sets the army apart from others.

REPUBLICAN ROME ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Legionaries	Infantry	3	3	6+	-	3	10/-	55	*1
Italian Spearmen	Infantry	3	3	0	-	3	-/8	35	-
Light Infantry	Infantry	3/1	3	0	-	3	-/6	40	*2
Skirmishers	Infantry	2/1	3	0+	-	3	-/4	40	*2,3,4
Cavalry	Cavalry	3	3	5+	-	3	-/4	90	-
Spanish Cavalry	Cavalry	3/1	3	6+	-	3	-/2	80	*2
General	General	+2	-	-	9	1	1/1	125	-
Hero	Hero	+1	-	-	8	1	-/2	80	-

Special Rules

1. The legionaries are trained to fight in Manipels supporting each other. A Manipel can allow another Manipel to move through when driven back or retreating instead of making way in the usual manner. The units still have to roll for confusion as if making way. If the moving unit does not have enough movement to physically move through it is moved as if it would have just enough movement to move through. Note that this may lead to a situation where an victorious unit can not pursue, because the unit retreated through a different unit and that now blocks line of sight. In this case the victorious unit is allowed to advance, as if it had destroyed the retreating unit.

2. The unit has a reduced range of 15cm, because of short ranged weapons.

3. The unit has a firing arc of 360 degrees.

4. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.
Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

CARTHAGIAN ARMIES

The Carthagian army has a mix of all kinds of troops, because of his high proportion of, Spanish and African allies. While most other armies have only one or two compulsory troop types, the Carthagian has 5.

CARTHAGIAN ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Heavy Infantry	Infantry	2	3	5+	-	3	3/-	55	*1
Light Infantry	Infantry	3	3	0	-	3	2/8	35	-
Africans	Infantry	3	3	6+	-	3	2/8	45	-
Skirmishers	Infantry	2/1	3	0	-	3	2/8	40	*2,3,4
Heavy Cavalry	Cavalry	3	3	5+	-	3	-/2	90	-
Light Cavalry	Cavalry	3/1	3	6+	-	3	1/4	80	*2
Elephants	Monster	5/1	4	5+	-	1	-/1	90	*5
General	General	+2	-	-	9	1	1/1	125	-
Hero	Hero	+1	-	-	8	1	-/2	80	-

Special Rules

1. The Phalanx is a dense formation of pike equipped troops. The formation is very strong to the front which looks like a hedgehog, but rather vulnerable to flank attacks. Please note that the unit does not have to be in Phalanx formation and that some of the rules are used only if the unit is in Phalanx formation.

The unit automatically adapts the Phalanx when the unit ends it's move in column formation.

Units trained in using the Phalanx may make full moves only when evading, being driven back or retreating or, when it started and ended the movement in column formation, did not change it's facing and did not move more than half it's forward movement to the sides (I.e a unit moving 15 cm ahead, may not move more than 7.5 cm to the left or right). Against the standard rules this limitation is also used for charges.

A unit that started a charge in phalanx does not have to bring as many stands into contact with the enemy as possible, but can opt to stay in phalanx formation, but the movement restrictions apply.

If the unit is in Phalanx than any stand that would (using the standard rules) support another stand of the same unit will not support that stand, but will attack the front stand's enemy just as if they were in contact. The front stand can not receive support by the second rank attacker, but the second rank attacker can be supported as it counts as fighting. (I.e. a charging (3 stand) unit in Phalanx would have 6 attacks plus 1 support.)

Cavalry will not charge the front of a unit in Phalanx formation.

Infantry can not charge the front of a unit in Phalanx formation by initiative only if given orders.

2. The unit has a reduced range of 15cm, because of short ranged weapons.

3. The unit has a firing arc of 360 degrees.

4. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.

Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

5. Elephants cause terror.

If a Elephant is driven back or retreats into any stand it will not wait for the soldiers to make way it will run them over in panic. Before the units makes way or denies to make way or before the Elephant is stopped or killed by an blocking enemy stand or combat the Elephant will attack that stand. It is resolved as 3 normal close combat attacks. The wounds inflicted are added to any other wounds that have been or will be inflicted that phase (combat or shooting). If this happens in the shooting phase the wounds inflicted count towards the wounds for determining the number of stands lost (as said before), but do not add dices the ones rolled for drive back.

IMPERIAL ROMAN ARMIES

Hollywood and Caesar define our understanding of the Imperial Roman Army. To the better or worse, I can not say. However our beloved Legionaries form the backbone of the army and the Imperial Roman is the only list that has Elite troops as part of it's compulsories. You also find some of the fancy stuff, like Elephants, Ballista and Onager. But no chariots as their use was restricted to sportive driving in and outside of the Circus Maximus.

IMPERIAL ROME ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Praetorian/Veteran	Infantry	4	3	5+	-	3	1/4	80	*1
Legionaries	Infantry	3	3	5+	-	3	7/-	65	*1
Archers	Infantry	3/1	3	0	-	3	-/4	55	-
Auxillia	Infantry	3	3	6+	-	3	-/8	45	-
Light Auxillia	Infantry	3/1	3	0	-	3	-/4	40	*2
Skirmishers	Infantry	2/1	3	0	-	3	-/4	40	*2,3,4
Auxillia Cavalry	Cavalry	3	3	5+	-	3	-/2	90	-
Auxillia Light Cavalry	Cavalry	3/1	3	6+	-	3	-/4	80	*2
Elephant	Monster	5/1	4	5+	-	1	-/1	90	*5
Ballista	Artillery	1/1	3	-	-	2	-/1	65	*6
Onager	Artillery	1/3	3	-	-	2	-/1	75	*7
General	General	+2	-	-	9	1	1/1	125	-
Hero	Hero	+1	-	-	8	1	-/2	80	-

Special Rules

1. Roman Legionaries can form a Testudo. The Legionaries at the front, back and sides hold their shields to the outside and the Legionaries in the center raise their shields above the heads. This formation provided improved protection against shooting attacks.
A unit in column formation can form a Testudo by passing a command test. The unit will not move, but form the Testudo. The unit stays in Testudo formation until it charges (so stand and shoot is resolved as if in open), it is charged, enters fortified or dense terrain or abandons the column.
A unit in Testudo formation treats all shooting attacks as if the unit would be in defended terrain. A fortified unit or units in dense terrain can not form a Testudo.

2. The unit has a reduced range of 15cm, because of short ranged weapons.

3. The unit has a firing arc of 360 degrees.

4. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.
Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

5. Elephants cause terror.
If a Elephant is driven back or retreats into any stand it will not wait for the soldiers to make way it will run them over in panic. Before the units makes way or denies to make way or before the Elephant is stopped or killed by an blocking enemy stand or combat the Elephant will attack that stand. It is resolved as 3 normal close combat attacks. The wounds inflicted are added to any other wounds that have been or will be inflicted that phase (combat or shooting). If this happens in the shooting phase the wounds inflicted count towards the wounds for determining the number of stands lost (as said before), but do not add dices the ones rolled for drive back.

6. Range 40 cm. Ignores armour. Will penetrate through up to 3 stands which have to touch adding 1 attack each. Cannot use initiative to charge.

7. Range 60 cm. Ignores armour. Cannot stand and shoot.

BRITON ARMIES

The Britons list covers the time of the Roman invasion and some centuries before and after. Just another Barbarian list the Britons have all the usual Barbarian stuff and ... Fanatics.

BRITON ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Warriors	Infantry	3	3	0	-	3	8/-	40	*1
Fanatics	Infantry	5	3	0	-	3	-/1	75	*1,2
Javelinmen	Infantry	3/1	3	0	-	3	-/10	45	*1,3
Skirmishers	Infantry	2/1	3	0	-	3	-/8	45	*1,3,4,5
Cavalry	Cavalry	3/1	3	6+	-	3	2/4	85	*1,3
Chariots	Chariot	2	3	5+	-	3	-/6	80	-
General	General	+2	-	-	8	1	1	95	-
Chieftain	Hero	+1	-	-	7	1	-/2	45	-
Shaman	Wizard	+0	-	-	8	1	-/1	80	*6
Chariot	Chariot Mount	+1	-	-	-	1	-/2	10	-

Special Rules

1. Warbands are less well organized and trained than regular units. Especially strong is the effect of numbers and success and casualties on the units morale.

If all units of a brigade are classified as Warband and the brigade consists of at least 3 units, the brigades command value is increased by 1. Remember: a command roll of 11 or 12 is always a failed test.

If a Warband has to roll for drive backs without loosing a stand, the unit rolls 1 dice less than usual. If a Warband has to roll for drive backs after loosing at least one stand, the unit has to roll 1 dice more than usual.

Each stand of a Warband gets +2 attacks instead of the usual +1 when the Warband pursues. Each stand of a Warband looses 1 attack when the Warband fights an pursuing enemy (i.e. the Warband retreated).

2. Fanatics Ignore terror. Have to charge on initiative. Cannot be driven back. Whenever possible they must pursue and advance in combat.

3. The unit has a reduced range of 15cm, because of short ranged weapons.

4. The unit has a firing arc of 360 degrees.

5. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.
Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.

6. Shamans are wizards in all respects, but can not cast spells. The shamans are able to work the troops into frenzy. For that reason a shaman adds +1 to every stand of the unit he is with.

GALLIC ARMIES

This Gallic list is well suited as opponent for the Imperial and Republican Romans. A basic Barbarian army list that can also be used to represent other Barbarians.

GALLIC ARMY SELECTOR

Troops	Type	Attack	Hits	Armour	Command	Unit Size	Min/Max	Points Per Unit	Special
Bodyguard	Infantry	4	3	6+	-	3	-/2	65	*1
Warriors	Infantry	3	3	0	-	3	9/-	40	*1
Javelin Men	Infantry	3/1	3	0	-	3	3/6	45	*1,2
Skirmishers	Infantry	2/1	3	0	-	3	-/4	45	*1,2,3,4
Noble Cavalry	Cavalry	3	3	5+	-	3	-/3	95	*1
Chariots	Chariot	2	3	5+	-	3	1/4	80	-
General	General	+2	-	-	8	1	1/1	95	-
Hero	Hero	+1	-	-	7	1	-/2	45	-
Chieftain	Hero	+1	-	-	7	1	-/2	45	-
Chariot	Chariot Mount	+1	-	-	-	1	-/2	10	-

Special Rules

1. Warbands are less well organized and trained than regular units. Especially strong is the effect of numbers and success and casualties on the units morale.

If all units of a brigade are classified as Warband and the brigade consists of at least 3 units, the brigades command value is increased by 1. Remember: a command roll of 11 or 12 is always a failed test.

If a Warband has to roll for drive backs without loosing a stand, the unit rolls 1 dice less than usual. If a Warband has to roll for drive backs after loosing at least one stand, the unit has to roll 1 dice more than usual.

Each stand of a Warband gets +2 attacks instead of the usual +1 when the Warband pursues. Each stand of a Warband looses 1 attack when the Warband fights an pursuing enemy (i.e. the Warband retreated).

2. The unit has a reduced range of 15cm, because of short ranged weapons.

3. The unit has a firing arc of 360 degrees.

5. Skirmishers are used to harass the enemy with missile fire, but stay out of close combat.

Skirmishers are allowed to shoot before they move. They can shoot even before they move on initiative. When they shoot before they move they can not shoot in the shooting phase. The drive back is still resolved at the end of the ordinary shooting phase. When a unit that has been shot at by skirmishers is charged, it will not be driven back, but has still to roll the appropriate number of dices to see if it is confused.