Liber Militum:

Antiquity

A supplement for

Liber Militum: Tercios

Fan made supplement to play battles in ancient times
with the ruleset Liber Militum: Tercios

Version 1.2. (2020)

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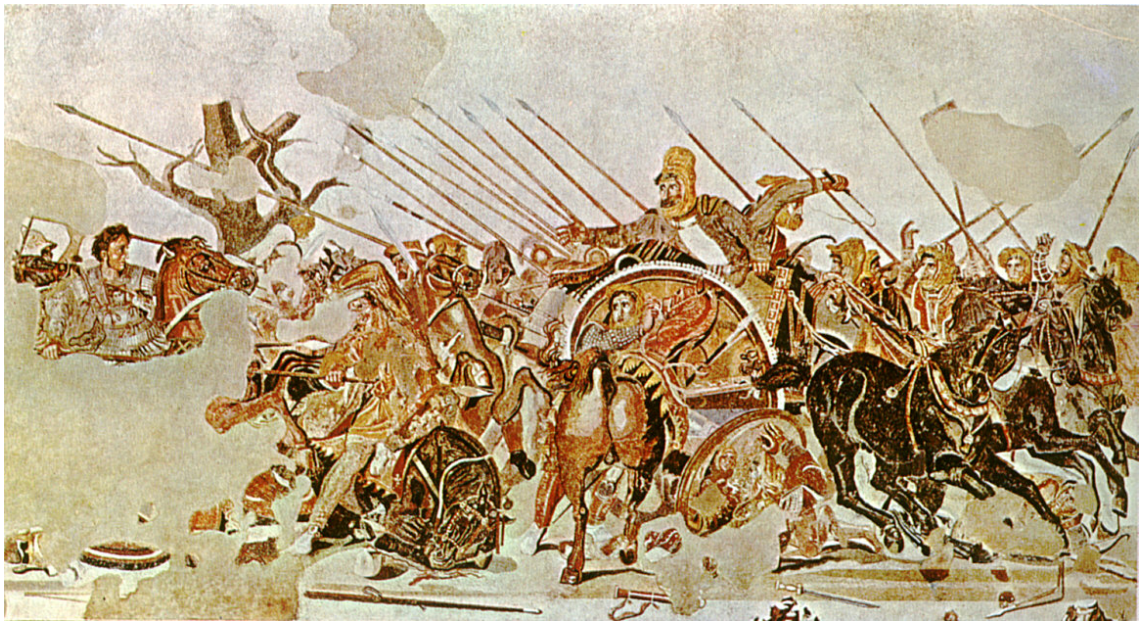

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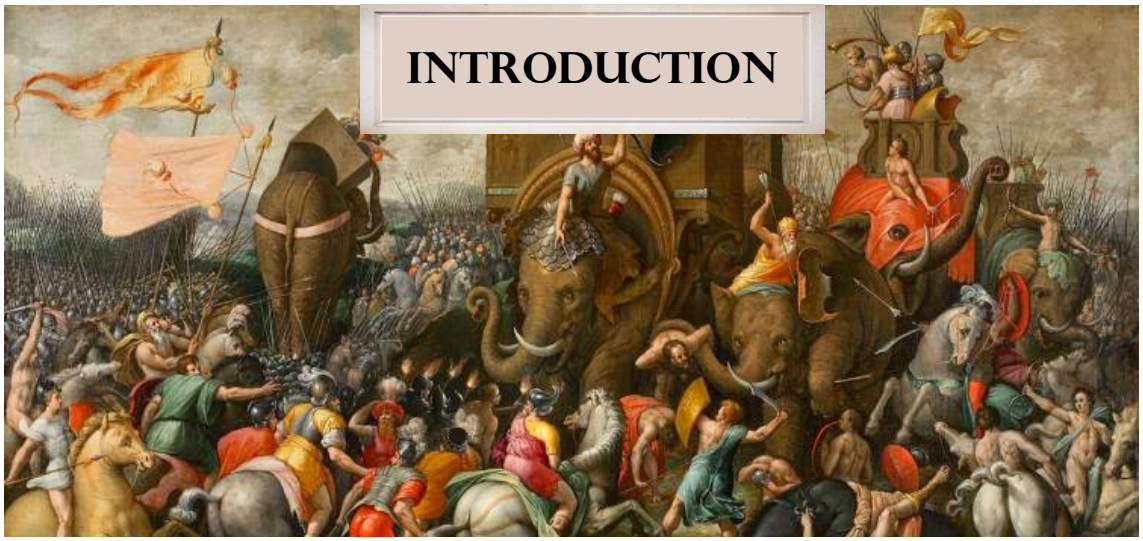

INTRODUCTION

This supplement is born from my peculiar enthusiasm and appreciation for the game system created by **The Kraken released** entitled, **Liber Militum: Tercios** and their **Kingdoms** supplement, with which we can move easily, have lot of fun and especially with very dynamic for the battlefields of the seventeenth century.

I have a large collection of figures from classical antiquity and the medieval period and for a long time I was looking for a rules that adapted to my taste and style of play but that never ended up appearing. Therefore, I decided to embark on this project with which I try as faithfully as possible to the original game system created by **The Kraken Released**, to adapt the most iconic armies of classical antiquity.

In this supplement "fan made" and completely with free distribution, you will find a list of the most common troops of the time adapting their game values in the best possible way that I have been able to recreate and a list of army lists with the most iconic civilizations of antiquity with at least one historical opponent for each, such as late Achaemenid Persians for the Alexandrian Macedonian army or Parthians (Eastern Nomads) for the Imperial Romans.

- THE GAME

To play with this supplement it is strictly necessary to have a copy of the basic rulebook of **Liber Militum: Tercios** and its **Kingdoms** supplement, since without them it will be impossible for you to understand the rules described here and their operation. (It's also another fantastic age to play).

Provided that the contrary is not described, the rules and equipment of this supplement will work in exactly the same way as in the original rulebooks previously described, as well as the orders cards and their respective types of activations / reactions or the rules for the elements of scenery and terrain.

- A BIT OF HISTORY

Greco-Persian wars

The Greco-Persian wars were one of the first large-scale conflicts in the classical world. For decades and different dynasties they faced the Achaemenid Persian Empire and various coalitions of city-states of the Hellenic world in Greece. They began after the so-called "Ionic Revolt" of the Greek cities in Anatolia and approximately covered from 492 BC. until 478 B.C. dividing into different stages. Highlights the battle of Thermopylae in 480 BC. or Platea in 479 B.C. during the second Greco-Persian war.

Peloponnesian Wars

They were a very important military conflict in ancient Greece, which divided and confronted most of the Hellenic city-states into two groups. The Delos League headed by the city-state of Athens and the Peloponnese League, headed by Sparta. This conflict was divided into three different phases that lasted approximately from 431 B.C. to 404 B.C. The battle of Leuctra (371 BC) even if it was already the conflict, faced the city of Thebes and Sparta and marks after the Theban victory the end of Sparta's military power in the region and to some extent the end of this era of history.

The Conquest of Persia

After the consolidation of Macedonian power in Greece, Thrace or Illyria carried out by King Philip II and after his mysterious death just when he was preparing the invasion of the Achaemenid Persia, his successor, his son Alexander known as Alexander the Great began a gigantic campaign military in order to carry out the Macedonian plan of conquest of Persia. This conflict extended elements of the Hellenic culture throughout the East, reaching classical India and generating, after Alexander's death, a political map full of conflicts derived from his problematic succession. The battle of Issus in 333 B.C. or Gaugamela's in 331 B.C. They were the most important conflicts of the campaign.

Punic Wars

They are known as Punic Wars to the series of armed conflicts divided into three phases that confronted the greatest powers of the Mediterranean at the time, Rome and Carthage. They were carried out at different stages between the years 264 BC. and 146 B.C. The battle of Cannas on 216 B.C. or the battle of Zama between the great generals Hannibal Barca and a young Public Cornelius Scipio in 202 BC. during the second Punic war were important conflicts of the period. Finally, the victory of Rome over Carthage defined the future of the entire Mediterranean during the next centuries.

Syrian Wars

The Syrian wars were the series of conflicts that confronted the Seleucid empire against the Ptolemaic dynasty of Egypt during different stages between the 274 and 168 BC. approximately. And later between the Seleucid Empire and the republic of Rome also called the War of Antiochus or Roman-Syria between the 192 and 188 B.C. The battle of magnesia fought during the year 190 BC between the consular army of Lucius Cornelius Scipio and King Seleucid Antiochus III is the most important event of this conflict and marks the end of the Seleucid control in the Middle East.

The Gallic War

A military conflict between the Roman proconsul Julius Caesar and the Gallic tribes between 58 and 51 B.C. This is a very important conflict for history since, apart from notably extending the area of Roman influence in Europe, it marked the definitive change of the Roman government system from the republican to the imperial. The battle or siege of Alesia was the greatest conflict of this war, fought over the capital of the Gaul tribe of the Mandubians in 52 BC. and so deeply wounded the whole of the alliance of Gallic tribes that they could never recover. The leader of the gallic resistance, Vercingetorix was captured after the surrender of the city and taken to Rome to finally die in 46 BC after the triumphal parade in the city where victory was celebrated in Gaul.

Parthian Wars

They were a series of conflicts and campaigns carried out between 66 BC. and 217 A.D. that faced the Roman Empire and the Parthian Empire, although they began before Rome was proclaimed an empire. The most important battle is without a doubt, The Battle of Carrhae in the year 53 B.C. which ended with one of the most resounding defeats in the history of Rome. There were extended periods of peace and finally it ended with the control of the Middle East under Parthian hands.

NEW RULES

In this supplement new types of troops are added, which in general mostly derive from original troops of the Liber Militum: Tercios rules. To help us represent some of the peculiarities of the classical troops of classical antiquity, some new special rules are included.

- New rules

Camels: The camel cavalry was something very exceptional and considered exotic in ancient times. Its function used to be that of the middle cavalry and although its progress was slower than that of the horses, they complemented it with an amazing mobility over the dunes and its effectiveness against the horses.

The cavalry mounted on Camels moves 6” and has the **Light** rule on desert and rocky ground. In addition, the cavalry that faces melee to a unit mounted on camels suffers a decrease (-) to combat.

Chariots: The chariots were one of the first weapons with some engineering used during the conflicts of the Biblical period. Although its use was significantly reduced during classical antiquity.

Chariots are considered Cavalry, but they only have the **Pursuit** rule. For the purposes of movement, cars consider any terrain element that slows down, such as **difficult** or **very difficult** terrain, **Impassable**.

Elephants: Elephants are a very peculiar type of troop of the period, usually linked to powerful charges and terrible disruptions. Elephants are considered cavalry but only have the **Pursuit** rule. In addition, they have the following rules, **Impetuous** and **No Escape** from the basic rulebook of **Liber Militum: Tercios** and also with the **Slow** and **Impact** rules of this supplement.

Elephants were also recognized for their superiority fighting cavalry or their clear inferiority against light troops. The cavalry that faces an elephant melee suffers a decrease (-) to combat and infantry with the **Light** or **Skirmisher**s rules achieve an increase (+) to both combat and firing when attacking an Elephant unit.

Impact: Some troops have a really devastating power when they charge. Troops with **Impact** consider their attacks during the phase of resisting enemy damage (Not during the attack roll against enemy defense) as if they were Artillery attacks whenever they receive an order of Attack! Therefore, the enemy will resist damage at +6 instead of the usual +5. This ability has no effect on enemies with the **Open order** rule.

Slow: These types of troops are so heavy or their formation is so deep that even in forced march their progress is slow and tedious.

These troops only get an increase (+) to the movement when they use the order: Run!.

Shield wall: Some formations with large shields such as the Persian Spara or the medieval paves large shield used to arrange them in an extensive frontal line to cover themselves with the enemy missiles.

The formations with this rule are considered **Covered** (Courage (+) against shots against its front side). This special rule is lost for the rest of the game at the time the unit suffers a **retreat** result in a close combat. As long as they have the rule and are not **Disordered**. The unit will be considered **Slow**.

Phalanx: Formations of antiquity such as the Greek hoplites or the Macedonian phalanx, or also all-medieval troops such as the Saxons or the Vikings used to form a wall of shields and spears or compact pikes while marching into combat.

A unit with this rule and that is not **Disordered**, is considered **Protected** (Courage (+) in melee) and **Covered** (Courage (+) against shots) whenever they fight for their front side and provided they have not received an order of, Assault! When these formations were thrown into the load the formation used to break. In addition, the unit will be considered **Slow**.

REACTIONS - Shooting
(Change in the original rule)

Fire!: Unlike the original **Liber Militum**: **Tercios** rulebook, in this supplement it is allowed to react by firing with all weapons (javelins, slings, bows ...) but the increase will never be received for firing as a reaction. (Since they are still not firearms).

- New armament

The new types of troops included in this supplement represent troops from a period much earlier than the **Liber Militum: Tercios** rulebook, so it is necessary to include rules for new types of weapons. Provided that it is not indicated otherwise in this supplement, the usual rules of the regulations of **Liber Militum: Tercios** and its **Kingdoms** supplement will be followed.

Melee weapons

Rhomphaia/Falx: These weapons were terribly powerful, used mainly by Thracians and Dacians. They were able to split a shield in half and against a disorganized enemy they could cause real carnage. Rhompaia and Falx are considered **Halberds** for game purposes.

Shooting weapons

Heavy javelin: Some civilizations developed heavier types of javelin with more powerful counterweights such as the Iberian soliferreum or the Roman Pilum. These weapons were especially effective against very tight formations and were mainly used to disorganize them and break their formation before an assault or during their assault. Whenever heavy javelins are fired at units without the **Open Order** rule and that they are not **Disordered**, an increase to fire is obtained (even as a reaction).

Slings: The slings are one of the most common firing weapons of antiquity and in spite of themselves, they are usually very undervalued in most systems and wargames to play in the period of antiquity. The slings threw projectiles specially prepared and created for use and only in case of extreme need did they use common stones as projectiles. The slings at short distances were terribly powerful and could easily cross shields. The slings have a range of 12 "but when they shoot at 6" or less they get an increase to the shot.

RESIST DAMAGE - Shot And get "disordered"
(Change in the original rule)

In order to improve the dynamics of play in this supplement, to represent that the shots in antiquity usually caused more disorder than real casualties and finally as a result of the necessary (And historical) need for absence of artillery. The rule to be **Disordered** before shooting is modified as follows.

During the "Resist damage" phase of Salvo and unlike the original **Liber Militum: Tercios** rulebook, if we do not obtain at least one result of +5 or higher, the unit will be **Disordered**. Although we have resisted all the damage of the shot.

THE ARMY

The games of Tercios: Antiquity work in the same way as in the original rules of Liber Militum: Tercios. Players choose a historical faction or civilization and make their army list according to a number of points previously determined by both players.

The **traits** and **virtues** of the commanders are the same as in the original rules, the military terminology must be adapted in an appropriate manner for the period of antiquity and the cost in point of the commanders, both army and regiments the same as well.

- The organization chart

The own list of each army determines the organization chart (s) available when making our army. These are the same as those described in the basic book, called:

- Standard army chart
- Companies chart
- Mounted army chart

Each army list has a list of available troops to include in each regiment or battle group, specifying what type of unit it represents in the game.

Below, and as a general reminder, there is a summary example of each type of organization chart, although they have been selected from the official books of **Liber Militum: Tercios** and **Kingdoms**.

STANDARD ARMY CHART:

Compulsory: CinC and 1 Foot regiment.

Options:

- Elite unit
- Up to 4 Foot Regiments.
- Up to 3 Horse Regiments.
- Up to 2 Artillery Batteries.
- Up to 1 Battle groups.
- Up to 2 Special Regiments.
- Up to 1 Allied Regiment.

0-1 Elite: Choose it among units marked on the army list:

Élite +15 puntos
Additional Discipline point +10pts

COMPANIES CHART:

Compulsory: CinC and 2 Battle Groups.

Options:

- Up to 6 Battle Groups.
- Up to 3 Horse Regiments.
- Up to 2 Foot Regiments.
- Up to 1 Artillery Battery.
- Up to 1 Special Regiments.
- Up to 1 Allied Regiment.

MOUNTED ARMY CHART:

Compulsory: CinC and 2 Horse Regiments.

Options:

- Elite unit
- Up to 6 Horse formations.
- Up to 2 Battle Groups.
- Up to 2 Foot formations.
- Up to 1 Artillery Battery.
- Up to 1 Special Regiments.
- Up to 1 Allied Regiment.

0-1 Elite: Choose it among units marked on the army list:

Elite +15 puntos
Additional Discipline point +10pts

- Regiments

The army charts of the Infantry Regiments (p. 49), Battle Groups or companies (p. 54), Horse Regiments (p. 56), Artillery Batteries (p. 61) and their distribution of troops are located in the Basic book of **Liber Militum: Tercios** and they are used exactly the same with the exception that the **requirements** are not taken into account.

For the chart of the Special Regiments, the chart of the Dragon Regiment (p. 31) described in the **Kingdoms** supplement must be used, replacing the dragons with the types of special units available on the army list. These must meet the requirement of being exactly the same type in each Special Regiment

Foot regiment.
- 1 Commander.
- 2 a 4 Formations.
- 0 a 2 Companies.

Battle group.
- 1 Commander.
- 2 a 4 Companies.

Horse Regiment.
- 1 Commander.
- 1 a 4 Horse Formations.
- 0 a 2 Companies*.

***Nota:** The light infantry (Shot) and the skirmishers automatically earn the rule **Commanded shot** for free.

Special Regiment
- 1 Commander.
- 1 a 2 Special troops.

Artillery batteries
- 1 Artillery battery (Commander).
- 0 a 1 Company.

The Allied Regiments follow the usual rules described in **Kingdoms** (p. 6) and should be chosen from the selection of troops or lists of allied armies available on our main army list. In addition, all troops can become **Mercenaries** with a reduction of -10 points on their cost.

- Minimum and maximum.

The minimum and maximum restrictions of each type of unit apply **ONLY for each regiment**. Not for the whole army.

The **minimum** of inclusions by regiment such as, for example, Roman Legionaries (+2), means that, **IN THE CASE** OF INCLUDING A UNIT of this type in this regiment, at least two units of legionaries must be included at least.

The same applies to the maximum of inclusions per regiment, such as the Thessalian/Greek Cavalry (0-2). That in the case of being included in a regiment they can never exceed two units per regiment.

- Troop values

Below you will find a list with the values of each type of unit in the game. Since, for example, heavy infantry is a generic concept and with the exception of some custom addition in the army list, all heavy infantry will use the same table of values.

- ARMY LISTS

The lists included in this supplement are divided into 4 different historical periods:

1- **Greco-Persian War**
   a. Achaemenid Persians (Early).
   b. Classical Greeks.
2- **The Conquest of Persia**
   a. Achaemenid Persians (Late).
   b. Macedonian. Alexandrians.
3- **Punic Wars**
   a. Alexander successors.
   b. Republican Roman.
   c. Carthaginians.
   d. Barbarians.
4- **Parthian Wars**
   a. Imperial Romans.
   b. East Nomads.

Some troops have extra options that they can add for the cost indicated in points to the base options included in the original values of the units described below.

- Artillery

The artillery should agree by mutual agreement between both players whether to use it or not.

Actually, in history it was not common to see artillery pieces in pitched battles. Normally it was used for sieges or in defenses of strategic places like river crossings. In addition, the function for which the artillery is devised in **Liber Militum: Tercios**, which is really disorganizing the enemy, is not what the artillery possessed in ancient times.

BATTLE LINES – Activation
(Change in the original rule)

Unlike the original period of the **Liber Militum: Tercios** rules, in ancient times the formations used to move along extensive battle lines, advancing more or less steadily and evenly. To avoid the strange sensation of advancing online by alternating player activation and to represent this tactic of antiquity, the following general rule will be used in this supplement.

All Medium and Heavy infantry troops of the same regiment that are in contact with one of its sides (even if it is a corner) will be considered to have the **Brigade** rule. Being able to receive only one order to activate part or all of the battle line at the same time as the rule itself indicates.

During the activation by movement we will try to facilitate the cohesion or the contact of the units, sliding them if necessary up to 1" in order to maintain the contact in the event that the player wishes.

INFANTERY FORMATIONS

The middle infantry represents troops who fought worse, poorer or slightly less equipped and were generally available in less dense formation of troops. Roman auxiliaries, Persian archers or Barbarian Warbands such as the Gaul infantry are an example of middle infantry in the game.

LEVY				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	4	Infantry	4	Javelins
Melee	2	Cavalry	4	
Shoot	2	Salvo	4	**RULES**
Discipline	2	Artillery	3	-
Courage	3			
Stamina	4			
OPTIONS:				
Mob: Melee 3 and impetuous…….				+10 points
Large: Stamina 5…….				+15 points
Equipped: Melee 3 y Courage 4..				+25 points
Obedients: Discipline 3…….				+10 points
				POINTS 50

MEDIUM INFANTRY				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	5	Infantry	4	
Melee	3	Cavalry	4	
Shoot	0	Salvo	4	**RULES**
Discipline	3	Artillery	4	Light
Courage	3			
Stamina	4			
OPTIONS:				
Veterans: Discipline 4 ……..				+10 points
Mercenaries……				-5 points
+ Javelins (Shoot 3)……				+5 points
				POINTS 65

MEDIUM INFANTRY (SHOT)				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	5	Infantry	3	Bows
Melee	3	Cavalry	3	
Shoot	4	Salvo	4	**RULES**
Discipline	3	Artillery	4	Light
Courage	3			
Stamina	4			
OPTIONS:				
Veterans: Discipline 4 …….				+10 points
Mercenaries……				-5 points
				POINTS 75

MEDIUM INFANTRY (WARBAND)				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	5	Infantry	4	-
Melee	4	Cavalry	4	
Shoot	0	Salvo	4	**RULES**
Discipline	3	Artillery	4	Large Impetuous Frenzied
Courage	3			
Stamina	4			
OPTIONS:				
Light……				+5 points
Mercenaries……				-5 points
+ Javelin (Shoot 3)……				+5 points
				POINTS 70

Heavy infantry represents better equipped and more densely distributed formations on the battlefield. These have a greater combat capacity and usually have adequate military training, although their mobility is reduced.

Troops such as Roman legionaries, Carthaginian African spearmen, Greek hoplites or the Macedonian phalanx are the perfect epitome of heavy infantry.

HEAVY INFANTRY				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	4	Infantry	4	-
Melee	4	Cavalry	4	
Shoot	0	Salvo	4	**RULES**
Discipline	4	Artillery	4	-
Courage	4			
Stamina	4			
OPTIONS:				
Raw: Discipline 3……				- 10 points
Veterans: Discipline 5…..…..				+10 points
Hesitant: Courage 3……				-15 points
				POINTS 115

HEAVY INFANTRY (SPEARMEN)				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	4	Infantry	4	-
Melee	4	Cavalry	5	
Shoot	0	Salvo	4	**RULES**
Discipline	4	Artillery	3	
Courage	4			
Stamina	4			
OPTIONS:				
Raw: Discipline 3……				-10 points
Veterans: Discipline 5 ……...				+10 points
Hesitant: Courage 3……				-15 points
				POINTS 100

HEAVY INFANTRY (PIKEMEN)				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	4	Infantry	4	Pikes
Melee	4	Cavalry	5	
Shoot	0	Salvo	4	**RULES**
Discipline	4	Artillery	3	-
Courage	4			
Stamina	4			
OPTIONS:				
Raw: Discipline 3……				-10 points
Veterans: Discipline 5…..…..				+10 points
Hesitant: Courage 3……				-15 points
				POINTS 105

COMPANIES (Battle Groups)

Light infantry represents the troops that were generally used to occupy and fight in the most rugged terrain. They fought with little or no armor and their tactics were based mainly on bullying with missile weapons and the destruction of the enemy's own light troops. The Peltasts, the Greek Psiloi or the Balearic slingers are examples of each type of light infantry in the game.

LIGHT INFANTRY				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	5	Infantry	4	Javelins
Melee	2	Cavalry	4	
Shoot	3	Salvo	4	**RULES**
Discipline	3	Artillery	4	Light
Courage	3			Vanguard
Stamina	3			Evasion
OPTIONS:				
Veterans: Discipline 4 ……..				+10 points
Aggressive: Melee 3 and Frenzied				+5 points
Skirmishers: Courage 2 and Open Order……				-10 points
Mercenaries……..……..				-5 points
				POINTS 55

LIGHT INFANTRY (SHOT)				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	5	Infantry	3	Bows or Slings
Melee	2	Cavalry	3	
Shoot	3	Salvo	4	**RULES**
Discipline	3	Artillery	4	Light
Courage	3			Evasion
Stamina	2			
OPTIONS:				
Veterans: Discipline 4 …….				+10 points
Skirmishers: Courage 2 and Open Order……				-10 points
Mercenaries……..……..				-5 points
				POINTS 50

SKIRMISHERS				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	5	Infantry	3	Javelins
Melee	2	Cavalry	3	**RULES**
Shoot	3	Salvo	4	Vanguard
Discipline	3	Artillery	4	Skirmishers
Courage	2			Extended arc of fire
Stamina	2			Open order
				Evasion
OPTIONS:				
Veterans: Discipline 4 …….				+10 points
Ambush……				+5 points
Mercenaries……..……..				-5 points
+ Bows or Slings ……..				+5 points
				POINTS 50

SPECIAL TROOPS (*Dragoons*)

The special regiments are unique and singular formations whose number is usually limited and their inclusion an exception or an important acquisition for the army. Its uses are very varied depending on the type of unit, but troops such as Galatian light chariots, Persian scythed chariots or Carthaginian elephants would be included in this group.

In general, these types of troops are considered cavalry but they have many notable exceptions so it is advisable to read their rules carefully before incorporating them.

LIGHT CHARIOTS				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	8	Infantry	4	Javelin
Melee	3	Cavalry	3	
Shoot	2	Salvo	3	**RULES**
Discipline	3	Artillery	4	Chariots Caracole
Courage	3			
Stamina	2			
OPTIONS:				
Large: Shoot and Stamina 3… +Bows..……				+20 points +5 points
				POINTS 45

SCYTHED CHARIOT				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	6	Infantry	4	-
Melee	2	Cavalry	4	
Shoot	0	Salvo	3	**RULES**
Discipline	3	Artillery	4	Chariots Impact No escape Slow
Courage	2			
Stamina	1			
OPTIONS:				
				POINTS 80

ELEPHANTS				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	6	Infantry	4	Javelin
Melee	3	Cavalry	5	
Shoot	2	Salvo	3	**RULES**
Discipline	3	Artillery	3	Elephants
Courage	4			
Stamina	3			
OPTIONS:				
Herd: Melee 4 and Stamina 4…. **Tower:** Extended arc of fire…… +Bows……..				+40 points +5 points +5 points
				POINTS 110

HORSE FORMATIONS

The cavalry did not usually have a very prominent role in ancient times, generally being used for harassment, supply capture, persecution of enemy troops in retreat or to threaten the flanks of the enemy. That is why their number is always lower than that of the infantry except for some notable civilizations such as the Scythians or the Parthians. The Greek Thessalian cavalry, the Persian nobles, the Companions of Alexander or the Seleucid Catafracts are examples of cavalry.

LIGHT CAVALRY				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	8	Infantry	4	Javelins
Melee	3	Cavalry	3	
Shoot	2	Salvo	4	**R RULES**
Discipline	2	Artillery	5	Light
Courage	3			Vanguard
Stamina	2			Extended arc of fire
				Open order
OPTIONS:				
Veterans: Discipline 3……				+10 points
Mercenaries…….……				-10 points
Caracole……..……				+5 points
+Bows……				+5 points
				POINTS 65

LIGHT CAVALRY (NOMAD)				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	8	Infantry	4	Bows
Melee	3	Cavalry	3	
Shoot	3	Salvo	4	**RULES**
Discipline	2	Artillery	5	Light
Courage	2			Harassers
Stamina	2			Extended arc of fire
				Open order
OPTIONS:				
Veterans: Discipline 3 …..……				+10 points
East horsemen: Speed 9…….				+5 points
Mercenaries…….				-5 points
+Javelins……..				+5 points
				POINTS 65

MEDIUM CAVALRY				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	8	Infantry	4	-
Melee	3	Cavalry	4	
Shoot	0	Salvo	3	**RULES**
Discipline	3	Artillery	4	-
Courage	3			
Stamina	3			
OPTIONS:				
Veterans: Discipline 4 …..…				+10 points
Mercenaries…….……				-10 points
+ Javelins (Shoot 2) ……				+5 points
				POINTS 70

MEDIUM CAVALRY (MIXED)				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	8	Infantry	4	Bows
Melee	3	Cavalry	4	
Shoot	3	Salvo	3	**RULES**
Discipline	3	Artillery	4	-
Courage	3			
Stamina	3			
OPTIONS:				
Veterans: Discipline 4 ……..				+10 points
Lighteneds: Speed 9 and Stamina 2…….				-10 points
Mercenaries…….……				-10 points
				POINTS 80

HEAVY CAVALRY				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	8	Infantry	4	-
Melee	4	Cavalry	4	
Shoot	0	Salvo	3	**RULES**
Discipline	3	Artillery	4	-
Courage	4			
Stamina	3			
OPTIONS:				
Large: Stamina 4……..				+10 points
Veterans: Discipline 4 ……..……				+10 points
Fearless: Melee 5 and Impetuous…				+20 points
+ Lances ……				+5 points
				POINTS 95

CATAPHRACTS				
VALUES		**DEFENCE**		**WEAPONRY**
Speed	6	Infantry	4	Heavy lances
Melee	4	Cavalry	4	
Shoot	0	Salvo	3	**RULES**
Discipline	3	Artillery	4	Heavy cavalry
Courage	5			
Stamina	3			
OPTIONS:				
Large: Stamina 4……..				+10 points
Veterans: Discipline 4 ……				+10 points
				POINTS 125

ARTILLERY BATTERIES

Artillery in ancient times used to be used only in cases of siege, but for many players of antiquity it is a very precious and valued table item. So although its use in pitched battles is not recommended, rules for its use are included.

The rules for the artillery of antiquity work exactly the same as in the original rules only that some of their options are restricted since they were not habitual or directly did not exist.

Light artillery generically represents scorpions, generally used by Roman legions. The middle artillery represents larger scorpions called by the Romans, Ballista, and which was basically a gigantic crossbow. Finally, heavy artillery represents catapults and other artillery pieces larger than the Ballista and that generally fired missiles parabolically.

LIGHT ARTILLERY	Scorpion			
VALUES		**DEFENCE**		**WEAPONRY**
Speed	2	Infantry	3	Light Gun
Melee	2	Cavalry	3	
Shoot	1	Salvo	4	**RULES**
Discipline	3	Artillery	4	-
Courage	2			
Stamina	1			
OPTIONS:				
Veteran Crew: Discipline 4……				+5 points
				POINTS 60

MEDIUM ARTILLERY	Ballista			
VALUES		**DEFENCE**		**WEAPONRY**
Speed	0	Infantry	3	Medium Gun
Melee	2	Cavalry	3	
Shoot	1	Salvo	4	**RULES**
Discipline	3	Artillery	4	-
Courage	2			
Stamina	1			
OPTIONS:				
Veteran Crew: Discipline 4……				+5 points
Fortified……				+10 points
				POINTS 70

HEAVY ARTILLERY	Catapult			
VALUES		**DEFENCE**		**WEAPONRY**
Speed	0	Infantry	3	Heavy Gun
Melee	2	Cavalry	3	
Shoot	1	Salvo	4	**RULES**
Discipline	3	Artillery	4	Mortar
Courage	2			
Stamina	1			
OPTIONS:				
Veteran Crew: Discipline 4……				+5 points
Fortified……				+10 points
				POINTS 90

ACHAEMENID PERSIANS (EARLY)

(550 – 420 BC)

ARMY CHART: Standard Army or Mounted Army

The Achaemenid dynasty takes power from the area of Ansan thanks to the Elamite decline, now known as Persis. The empire began to spread thanks to Cyrus II the great, first Persian emperor, who conquered the Medes in 550 BC. and later all near east and Asia Minor. Cyrus treated those subdued with benevolence and respect, freeing even from their captivity the Jews in Babylon. His son Cambises will take Egypt and it would not be until Darius I, when the Achaemenid dynasty began the war against the Greek city-states or Greco-Persian wars, named after the Greeks considered the Medes and Persians as the same civilization. The decline of the Achaemenid Persia begins with this war, after the defeat of Darius I in Marathon in 490 BC. or that of his son Xerxes I in Thermopylae in 480 BC. and later in Salamis or Platea. The empire was plunged into chaos. The following Persian kings must deal with rebellions and internal conspiracies.

ELITE TROOOPS:

To choose between Immortals or Persian Guard

FOOT REGIMENTS.

Immortals (0-2)
- Medium infantry
+ **Immortal Guard:** Melee 4…… +10 points
+ **Spara:** Shieldwall……..…..... +10 points
+ **Large:** Shoot 4 and Large rule *(only if equipped with Bow)*……+10 points
+ Bows (Shoot 3)……..…..…….. +10 points

Sparabara (+2)
- Medium infantry
+ **Spara:** Shieldwall……..… +10 points
+ **Large:** Shoot 4 and Large rule *(only if equipped with Bow)*……+10 points
+ Bows (Shoot 3)……..…. +10 points

Assyrians and Chaldeans
- Medium infantry

Ionian and Lydian Hoplites (0-1)
- Heavy infantry (Spearmen)
+ **Hoplites phalanx:** Phalanx...…..… +15 points
+ Mercenaries……..…..…….. -10 points

Medes archers
- Medium infantry (Shot)
+ **Large:** Shoot 4 and Large rule …+10 points

Slaves and Levies
- Levy

BATTLE GROUP

Armenians, Lydians, Libyans, Misians...
- Light infantry or Skirmishers

Thracians
- Light infantry
+ Rhomphaia……. +5 points

Arabs o Scythians
- Light infantry (Shot)

HORSE REGIMENTS

Persian Guard
- Heavy cavalry
+ Bows (Shot 2)……..…. +5 points

Median and Persian Cavalry
- Medium cavalry (Mixed)

Aracossians and Parapamisos
- Light cavalry

Scythians and Bactrians
- Light cavalry (Nomad)

Bedouin Explorers
- Medium cavalry
+Camels…….……..……. +0 points

ARTILLERY BATTERIES

Scorpion
- Light artillery

SPECIAL REGIMENTS

Scythed chariots
- Scythed chariots

GREEK ALLIES

Greek cavalry (0-2)
- Medium cavalry

Greek hoplites (+2)
- Heavy infantry (Spearmen)
+ **Hoplite Phalanx:** Phalanx……..… +15 points

Peltasts or Psiloi
- Light infantry or Skirmishers

CLASSICAL GREEKS
(680 – 275 BC)
ARMY CHART: Standard army

The Greeks of the classical period were not subject to a single government, but were divided into different city-states with their own independent government. The main fighter was the Hoplite, heavily protected and who fought in a closed formation known as the Phalanx.

The city-states were not always allied, there were many wars among them generally led by the cities of Athens and Sparta, among which the Peloponnesian wars stand out.

Sparta was known for his superior training and elite troops but his military supremacy ends in the battle of Leuctra in 371 BC. with the powerful new Theban formation of General Epaminondas. And finally, from 275 B.C. All Greek cities would change their tactics by adopting the Macedonian phalanx model.

ELITE TROOPS

To choose between Hoplites o Sacred band

FOOT REGIMENTS

Sacred band (0-1)
- Heavy infantry (Spearmen)
+ **Hoplites Phalanx:** Phalanx…..… +15 points
+ **Heavy:** Melee and courage 5..….. +45 points

Greek Hoplites (+2)
- Heavy infantry (Spearmen)
+ **Hoplites Phalanx:** Phalanx…..… +15 points

Peltast in closed order
- Medium infantry

Levies
- Levy
+ Phalanx……..……. +15 points

BATTLE GROUP

Peltast or Psiloi
- Light infantry or Skirmishers

Thracians
- Light infantry or Skirmishers
+ Rhomphaia……. +5 points

Greek archers
- Light infantry (Shot)
+ **Cretans:** Bow (Shoot 4)…… +10 points

HORSE REGIMENT

Thesalian or Greek Cavalry (0-2)
- Medium cavalry

Athenians, Paphlagonians or Thracians
- Light cavalry

ARTILLERY BATTERY

Greek catapult
- Medium artillery

THRACIANS ALLIES

Nobles Warriors or Sarmatians
- Heavy cavalry

Scythians
- Light cavalry (Nomad)

Lowland warriors
- Medium infantry (Warband)
+ Rhomphaia……..……. +5 points

Highland warriors
- Light infantry or Skirmishers
+ Rhomphaia……..……...……. +5 points

ACHAEMENID PERSIANS (LATE)
(420 – 329 BC)
ARMY CHART: Standard army

Around 420 B.C. the army of the Achaemenids is reorganized and the Sparabara infantry and the Immortals disappear and cease to be part of the backbone of the army. Unlike the glorious past times, the cavalry gradually ignores the use of arches and regularly the army base begins to be based on Greek mercenaries. The Achaemenid empire has been mired for years in turbulent internal wars and especially in a war of succession when Alexander begins the invasion of Asia Minor in 334 BC. The first defeat in the Granicus was a major shock to a once glorious empire. But the subsequent defeats of Issus or Gaugamela in 332 BC. they would make clear the inability of the Achaemenids to face this new enemy. Alexander the Great would enter Babylon in 331 B.C. and the last emperor Darius III, disappeared after his escape from Gaugamela, appears assassinated by his own generals giving end to the dynasty.

ELITE TROOPS
To choose between Apple carriers "Melophoroi" or Persian Guard

FOOT REGIMENTS
Apple carriers "Melophoroi" (0-1)
- Heavy infantry (Spearmen)
+ **Reinforced:** Shoot 4 and Large *(only if equipped with Bows*…… +10 points
+ Bows (Shoot 3)……..…...+10 points

Kardakes (+2)
- Heavy infantry (Spearmen)
+ Bows (Shoot 3)……..…...+10 points

Persians, Carians or Egyptians
- Medium infantry

Greek mercenaries or Ionians (+2)
- Heavy infantry (Spearmen)
+ **Hoplite phalanx:** Phalanx…… +15 points
+ Mercenaries……..…….. -10 points

Babylonian archers or Mardians
- Medium infantry (Shot)
+ **Large:** Shoot 5 and Large……..... +10 points

Chalybes and Levies
- Levy

BATTLE GROUPS
Persian, Greeks or tribe peltasts
- Light infantry or Skirmishers

Thracians
- Light infantry
+ Rhomphaia……. +5 points

Persian archers
- Light infantry (Shot)

HORSE REGIMENTS
Persian Guard
- Heavy cavalry
+ **Semi-bard**: Courage 5 and Speed 6.…+25 pts

Persian, Medians, Armenian or Indian cavalry
- Medium cavalry
- Medium cavalry (Mixed)

Paphlagonians
- Light cavalry

Scythians, Parthians or Bactrians
- Light cavalry (Nmad)

ARTILLERY BATTERY
Scorpion
- Light artillery

Ballista
- Medium artillery

SPECIAL REGIMENTS
Scythed chariots
- Scythed chariot

Indian elephant (0-1)
- Elephants

SAKA ALLIES
To choose between the army list **East Nomads "Scythians".**

ALEXANDRIAN MACEDONIANS
(330 – 320 BC)
ARMY CHART: Standard army

After the important military reform of the Greek Hoplite phalanx to the Macedonian phalanx system devised by King Philip II, Alexander the Great embarks on the conquest of Persia and the entire Middle East.

His army includes more and more Persian soldiers, light cavalry and even Elephants. Reaching India and winning battles such as that of the Hydaspes (326 BC) until finally finding death in 323 BC in Babylon after his withdrawal from India and his dream of world conquest.

ELITE TROOPS

To choose between Hypaspists or Companions

FOOT REGIMENTS

Hypaspists (0-1)
- Heavy infantry (Spearmen)
+ **Heavy:** Melee and Courage 5…... +45 points
+ **Hoplite phalanx:** Phalanx……. +15 points

Macedonian Phalangites (+2)
- Heavy infantry (Pikemen)
+ **Macedonian Phalanx:** Phalanx… +15 points

Greek hoplites (0-2)
- Heavy infantry (Spearmen)
+ **Hoplite phalanx:** Phalanx…… +15 points
+ Mercenaries……..…….. -10 points

Persian Phalangites *(After 324 BC)*
- Heavy infantry (Pikemen)
+ Mercenaries……..…….. -10 points
+ Bows (Shoot 3)……..…+10 points

Persian archers *(After 324 BC)*
- Medium infantry (Shot)
+ Mercenaries……..…….. -10 points

BATTLE GROUPS

Thracians
- Light infantry
+ Rhomphaia…….……. +5 points

Agrianians and Psiloi
- Light infantry or skirmishers

Macedonian or Greek archers
- Light infantry (Shot)
+ Cretans: Bow (Shoot 4)…… +10 points

HORSE REGIMENTS

Companions
- Heavy cavalry
+ Royal guards: Speed 7, Melee and Discipline 5…….…….+30 points

Hippakontistai
- Light cavalry

Sogdians, Scythians and Bactrians
- Light cavalry (Nomad)

Persian cavalry *(After 324 BC*
- Medium cavalry
- Medium cavalry (Mixed)

ARTILLERY BATTERY

Scorpion
- Light artillery

Ballista
- Medium artillery

SPECIAL REGIMENT

Indian elephant (0-1)
- Elephants

GREEK ALLIES

Choose between the army list **Classical Greeks.**

THRACIANS ALLIES

Choose between the army list **Classical Greeks.**

ALEXANDER'S SUCCESSORS

(323 – 281 BC)

(Late Macedonians 320-168 BC),
(Seleucids 320-64 BC) y (Ptolemaics 320-30 BC)
ARMY CHART: Standard army

After Alexander's death, no one really thought about dividing their territories, first because Alexander had legal heirs and secondly because of his great loyalty to the dynasty. But years later, his generals, also known as Diadochi began a series of wars between them in order to gain control of the rest of the empire's territories.

Before beginning these wars, the Diadochi divided the territories of Alexander like Persian satrapies, governed independently by each one of them. Ptolemy received Egypt, the richest and most populated satrapy, ambitioned by many, establishing there the last Egyptian dynasty of classical antiquity that would end with the death of Cleopatra VII. Antigonus I Monophthalmus stayed with the territories of Phrygia, where he already ruled from 33 BC. and added the territories of Lycia and Pamphylia. Lysimachus received Thrace, Leonato received the Helespontic Phrygian. Peithon received Mede, Peucestas received the rich territory of Persis. Philotas remained in Cilicia. Archon received Babylon, Asandro received Caria in Asia Minor. Antropates, was one of the few Asian rulers who held his post, ruling Antropatene and finally, Eumenes received Cappadocia and Paphlagonia on the condition that he conquered them. Since none of these territories was really conquered by Alexander.

The beginning of the first war between the Diácodos would begin after the diversion by Ptolemy of the funeral convoy of Alexander the Great towards Egypt, with all the symbolic value that such an action possessed. In addition to its immediate annexation of Cyrene.

ELITE TROOPS

To choose between Argyraspides or Xystophoroi

FOOT REGIMENTS

Argyraspides (0-1)
- Heavy infantry (Pikemen)
+ **Macedonian Phalanx:** Phalanx… +15 points

Phalangites (+2)
- Heavy infantry (Pikemen)
+ **Macedonian Phalanx:** Phalanx… +15 points

Thureophoroi or Thorakitai
(After 280 BC)
- Medium infantry

Nubian or Galatian Warriors
- Medium infantry (Warband)

Imitation of Legionaries ***(After 167 BC)***
- Heavy infantry
+ **Pilum:** Heavy javelin (Shoot 3)… +5 points

GRUPOS DE BATALLA

Thracians ***(Only Late Macedonians)***
- Light infantry
+ Rhomphaia……..……. +5 points

Peltasts and Psiloi
- Light infantry or Skirmishers

Greek, Babylonians and Nubians archers
- Light infantry (Shot)
+ Cretans: Bow (Shoot 4)…… +10 points

HORSE CAVALRY

Xystophoroi or Agema
- Heavy cavalry
+ Royal guards: Speed 7, Melee and Discipline 5……..…….+30 points

Cataphracts ***(After 205 BC)***
(Only Seleucids)
- Cataphracts

Greek cavalry
(Only Late Macedonians)
- Medium cavalry

Illyrians, Etholians, Nubians, Asian Cavalry or Numidians
- Light cavalry

Sogdians, Scythians and Bactrians
- Light cavalry (Nomad)

Beduins ***(Only Ptolemaics)***
- Medium cavalry
+ Camels……..……..…….…. +0 points
- Medium cavalry (Mixed)
+ Camels……..……..…….…. +0 points

ARTILLERY BATTERY

Scorpion
- Light artillery

Ballista
- Medium artillery

SPECIAL REGIMENTS

Scythed chariots ***(Only Seleucids)***
- Scythed chariot

Indian elephant ***(Only Seleucids and Ptolemaics)***
- Elephants
+ Armoured ***(Only Seleucids)*****:**
Courage 5……+20 points

THRACIANS ALLIES ***(Only Late Macedonians)***

Choose between the army list **Classical Greeks**

GALATIANS ALLIES ***(Only Seleucids)***

Choose between the army list **Barbarians "Gauls".**

REPUBLICAN ROMANS
(275 – 105 BC)
ARMY CHART: Standard army

After the military reform of Camilo, the Roman army was divided into four combat lines and the main unit of the Roman legion became the maniple and began to divide the legion into four battle lines, Velites, Hastati, Princes and Triarii. This military unit would remain until the end of the second century B.C. until the reform of the consul Gaius Marius and the conversion to the Cohort after the wars against the Cimbrias and the Teutons.

The Roman Republic fought against many important civilizations throughout the Mediterranean, highlighting King Pirro's army, the Seleucids and, of course, the Carthaginians. The Punic wars are without a doubt the most important military campaigns in the history of the republic. Public Cornelius Scipio, the African, was one of the most important generals of this conflict, finally defeating the military genius Hannibal in the battle of Zama in 202 BC.

ELITE TROOPS
To choose between Triarii or Roman cavalry

REGIMIENTOS DE INFANTERÍA.
Triarii (0-1)
- Heavy infantry (Spearmen)
+ **Maniple:** Open order…..…….…….. +5 points

Hastati y Princeps (+2)
- Heavy infantry
+ **Pilum:** Heavy javelin (Shoot 3)….. +5 points
+ **Maniple:** Open order…..……..... +5 points

Italian allies: Extraordinarii (0-2)
- Medium infantry

Gaul warriors (0-1)
- Medium infantry (Warband)

Hispanic Scutarii (0-1)
- Medium infantry
+ **Soliferrum:** Heavy javelin (Shoot 3)….+5 pts

BATTLE GROUPS
Velites
- Light infantry

Auxiliary Archers and Siracusan Slingers
- Light infantry (Shot)
+ Cretans: Bow (Shoot 4)…… +10 points

Auxiliary skirmishers and Ligurian
- Skirmishers

HORSE REGIMENTS
Roman and Gaul cavalry
- Medium cavalry

Numidian or Illyrian cavalry (0-1)
- Light cavalry

ARTILLERY BATTERY
Scorpion
- Light artillery

Ballista
- Medium artillery

SPECIAL REGIMENTS
African elephants *(After 202 BC)*
- Elephants

HISPANIC ALLIES
Choose between the army list **Barbarians** "**Hispanics".**

GAUL ALLIES
Choose between the army list **Barbarians** "**Gauls".**

CARTHAGINIANS
(275 – 146 BC)
ARMY CHART: Standard army

The great Carthage was a city founded by the Phoenicians in North Africa. After becoming independent it extended its influence throughout the region, invading territories of Hispania, the Balearic Islands or Corsica. Carthage disputed Sicily for centuries, first against the Greeks and the Syracusans and later against the invasion of Pirro, king of Epirus and against Rome. The Punic wars had begun.

The cause of the conflict was mainly commercial and political control over the Mediterranean Sea. Faced with the impossibility of advancing through the Mediterranean, General Hannibal crosses the Pyrenees and the Alps reaching Italy and infringing great defeats on the Roman Republic. Finally, after the lack of supplies and troops, and after the invasion of Carthage by Rome, Hannibal withdraws from Italy thus ending the greatest opportunity to conquer Rome of the entire classical era. Rome destroys Carthage by consuming it to ashes in 146 B.C.

ELITE TROOPS

To choose between African Spearmen or Punic cavalry

FOOT REGIMENTS

African Spearmen (+2)
- Heavy infantry (Spearmen)

Punic Militia
- Heavy infantry

Mercenary Greek hoplites (0-1)
(Before 235 BC)
- Heavy infantry (Spearmen)
+ **Hoplite phalanx:** Phalanx…… +15 points
+ Mercenaries……..…….. -10 points

Campanians and Italians (0-1)
- Medium infantry

Gauls warriors (0-2)
- Medium infantry (Warband)

Hispanic Scutarii (0-1)
- Medium infantry
+ **Soliferrum:** Heavy javelin (Shoot 3)….+5 pts

Celtiberian Scutarii (0-1) ***(Del 235 al 201 a.C.)***
- Heavy infantry
+ **Soliferrum:** Heavy javelin (Shoot 3)….+5 pts
+ Impetuoous and Frenzied……. +0 points

BATTLE GROUPS

Ligurians
- Light infantry

Auxiliary Archers and Siracusan Slingers
- Light infantry (Shot)
+ Cretans: Bow (Shoot 4)……..… +10 points
+ **Balearic:** Slings (Shoot 4)……..… +10 points

Numidians, Libyans and Hispanics
- Skirmishers

HORSE CAVALRY

Punic, Gaul or Hispanic cavalry
- Medium cavalry

Numidian or Hispanic cavalry
- Light cavalry

ARTILLERY BATTERY

Scorpion
- Light artillery

Ballista
- Medium artillery

SPECIAL REGIMENTS

African elephants
- Elephants

HISPANIC ALLIES

Choose between the army list **Barbarians "Hispanics".**

GAUL ALLIES

Choose between the army list **Barbarians "Gauls".**

BARBARIANS
(400 BC – 250 AC)
(Gauls 400-50 BC), (Galatians 280-25 BC), (Hispanics 240-20 BC) and (Germans 115 BC-250 AC)
ARMY CHART: Standard army and Companies Chart

This list represents the European peoples beyond the boundaries of the borders of the Roman Empire, known by it as "Barbarian Peoples." These encompassed a great amalgam of nations whose connection really was very scarce beyond religion. The Gauls were a Celtic people in northwestern Europe. They disappeared after the conquest of Gaius Julius Caesar but previously had a period of great expansion between the fourth and third centuries B.C. where they reached Rome, they invaded the Balkans, Athens and even arrived in Syria. From this expansion came the Galatians, who from Gaul settled in Asia Minor. The Hispanics were different tribal groups that inhabited the Iberian Peninsula and whose greatest military relevance took place as mercenaries during the Punic Wars. The Germans represent the tribes to the north beyond the Rhine and the Danube, such as the Cimbrians or the Teutons.

ELITE TROOPS

To choose between Noble cavalry or Germanic, Gaul or Hispanic cavalry

FOOT REGIMENTS

Barbarian warriors (+2)
- Medium infantry (Warband)

Ligurian, Caetrati or Batavian warriors
- Medium infantry
+ Impetuous and Frenzied…..……. +0 points

Militia, Women and Children
- Levy
+ Impetuous and Frenzied…..……. +0 points

Scutarii* Iberian-Lusitanian (0-1)
(Only Hispanics)
- Medium infantry
+ **Soliferrum:** Heavy javelin (Shoot 3)….+5 pts

Scutarii* Celtíberos (0-1) ***(Only Hispanics)***
- Heavy infantry
+ **Soliferrum:** Heavy javelin (Shoot 3)….+5 pts
+ Impetuous and Frenzied…..……. +0 points

Soldurii (0-2) ***(After 200 BC)***
(Only Germans and Gauls)
- Heavy infantry with "Impetuous" rule.

> **** Note:** You cannot mix Scutarii from different tribes in the same regiment.*

BATTLE GROUPS

Javelinmen
- Light infantry
+ **Soliferrum** ***(Only Hispanics)*****:** Heavy javelin……..…….+5 points

Archers and Slingers
- Light infantry (Shot)
+ **Balearic:** Slings (Shoot 4)……..… +10 points
(Only Hispanics and Gauls)

Skirmishers and Ligurians
- Skirmishers

HORSE REGIMENTS

Noble cavalry ***(Only Galatians and Germanics)***
- Heavy cavalry

Germanic, Gaul or Hispanic cavalry
- Medium cavalry
+ Impetuous and Frenzied…..……. +0 points

Explorers
- Light cavalry

Sarmatian Cavalry ***(Only Germans)***
- Heavy cavalry
+ **Bard**: Courage 5 and Speed 6…..…+25 points
+ Impetuous and Frenzied…..……. +0 points

SPECIAL REGIMENTS

Galatian chariots ***(Only Gauls and Galatians)***
- Light chariots

SELEUCID ALLIES ***(Only Galatians)***

Choose between the army list **Alexander's Successors "Seleucids".**

IMPERIAL ROMANS

(25 BC – 307 AC)

(Triumvirate or "Caesarians" 105-25 BC) and (High imperial 25 BC–193 AC)

ARMY CHART: Standard army

Although the period still republican is included after the reform of Gaius Marius in the system of the Roman army of the First Triumvirate and the subsequent civil war, this list focuses mainly on the Imperial era of Rome. Focused on the High Imperial period with the first Emperor Augustus until the government of Septimius Severus, but extending until the abdication of Diocletian and Maximilian, where the late Roman period would begin.

This is the most charismatic and well-known period in the military history of Rome, under territorial expansion at the hands of the Julius-Claudius dynasty or the Flavius and finally reaching its peak with the Trajan Emperor and the conquest of Dacia in 106 A.D.

ELITE TROOPS

To choose between Praetorians, Equites Alares, Singulares or Equites Catafractarii

FOOT REGIMENTS

Praetorians (0-1)
- Heavy infantry
+ **Pilum:** Heavy javelin (Shoot 3)….. +5 points
+ **Martial instruction:** Brigade…….... 0 points

Legionaries (+2)
- Heavy infantry
+ **Pilum:** Heavy javelin (Shoot 3)….. +5 points
+ **Martial instruction:** Brigade…….... 0 points

Auxiliary
- Medium infantry

Auxiliary archers
- Medium infantry (Shot)

BATTLE GROUPS

Light infantry
- Light infantry

Light bowmen and slingers
- Light infantry (Shot)

Auxiliary skirmishers
- Skirmishers

HORSE REGIMENTS

Singulares
- Heavy cavalry

Equites Alares
- Medium cavalry

Numid or Mauri cavalry (0-1)
- Light cavalry

Equites Cataphractarii *(After 100 AC)*
- Cataphracts

Sarmatian *(Western armies only)*
(Not in Britannia)
- Heavy cavalry
+ **Bard**: Courage 5 and Speed 6…..…+25 points
+ Impetuous and Frenzied…..……. +0 points

Equites Sagittarii *(Eastern armies only)*
- Light cavalry (Nomad)

Dromedarii *(Eastern armies only)*
- Light cavalry (Nomad)
+ Camels *(Compulsory)*…….……. +0 points

ARTILLERY BATTERY

Scorpion
- Light artillery

Ballista
- Medium artillery

Catapult
- Heavy artillery

EAST NOMADS
(750 BC – 375 AC)
(Scythians 750 BC-50 AC) and (Parthians 250 BC–224 AC)
ARMY CHART: Mounted army

Although this list brings together a large number of nomadic tribes and civilizations whose military spine was based on harassment on horseback with bows ending with heavy cavalry charges. We highlight the Scythians, which occupied a vast area that ran from Ukraine to Altai and included tribes such as the Cimmerians, the Sakas, the Sarmatians or the Huns on the border with China. On the other hand, the Parthians were more or less over the area of Iran. They became independent from the Seleucid Empire around 250 B.C. and they took advantage of the growing weakness of the Empire to take extensive territories east of Syria. From the 1st century B.C. the Parthians will become Rome's main enemy east of the Mediterranean, destroying the Roman army of Marcus Licinius Crassus at the Battle of Carrhae in 53 BC.

ELITE TROOPS
To choose between Catafracts or Noble cavalry

FOOT REGIMENTS
Tribal Militia
- Medium infantry

Elamite archers *(From 147 BC to 205 AD.)*
- Medium infantry (Shot)

Levies
- Levy

BATTLE GROUPS
Montain tribes
- Light infantry

Parthian archers and slingers on foot
- Light infantry (Shot)

Skirmishers
- Skirmishers

HORSE REGIMENTS
Cataphracts *(Only Parthians)*
- Cataphracts
+ Royal Guard: Melee and Discipline 5+35 pts
+ Camels ……..……..……. +0 points

Saka Nobles *(After 250 BC)*
(Only Scythians)
- Cataphracts

Noble Cavalry *(Only Scythians)*
- Heavy cavalry
+ **Bard**: Courage 5 and Speed 6……+25 points
+ Impetuous and Frenzied…..……. +0 points
+ Bows (Shoot 3) **(*Before 300 AC*)**…+10points

Horse archers (+2)
- Light cavalry (Nomad)
- Medium cavalry (Mixed)

SPECIAL REGIMENTS
Elephants *(Only Parthians)* (0-1)
- Elephants

Troops Reference Sheet

	Speed	Melee	Shoot	Discipline	Courage	Stamina	DEFENCE Infantry	Cavalry	Salvo	Artillery	Rules
Levy	**4**	**2**	**2**	**2**	**3**	**4**	**4**	**4**	**4**	**3**	
+ Mob	-	**3**	-	-	-	-					Impetuous
+ Large	-	-	-	-	-	**5**					
+ Equiped	-	**3**	-	-	**4**	-					
+ Obedients	-	-	-	**3**	-	-					
Medium Infantry	**5**	**3**	**0**	**3**	**3**	**4**	**4**	**4**	**4**	**4**	Light
+ Veterans	-	-	-	**4**	-	-					
Medium Infantry (Shot)	**5**	**3**	**4**	**3**	**3**	**4**	**3**	**3**	**4**	**4**	Light
+ Veterans	-	-	-	**4**	-	-					
Medium Infantry (Warband)	**5**	**4**	**0**	**3**	**3**	**4**	**4**	**4**	**4**	**4**	Large, Impetuous and Frenzied
Heavy Infantry	**4**	**4**	**0**	**4**	**4**	**4**	**4**	**4**	**4**	**4**	
+ Raw	-	-	-	**3**	-	-					
+ Veterans	-	-	-	**5**	-	-					
+ Hesitant	-	-	-	-	**3**	-					
Heavy Infantry (Spearmen)	**4**	**4**	**0**	**4**	**4**	**4**	**4**	**5**	**4**	**3**	
+ Raw	-	-	-	**3**	-	-					
+ Veterans	-	-	-	**5**	-	-					
+ Hesitant	-	-	-	-	**3**	-					
Heavy Infantry (Pikemen)	**4**	**4**	**0**	**4**	**4**	**4**	**4**	**5**	**4**	**3**	
+ Raw	-	-	-	**3**	-	-					
+ Veterans	-	-	-	**5**	-	-					
+ Hesitant	-	-	-	-	**3**	-					
Light Infantry	**5**	**2**	**3**	**3**	**3**	**3**	**4**	**4**	**4**	**4**	Light, Vanguard and Evasion
+ Veterans	-	-	-	**4**	-	-					
+ Aggressive	-	**3**	-	-	-	-					Frenzied
+ Skirmishers	-	-	-	-	**2**	-					Open Order
Light Infantry (Shot)	**5**	**2**	**3**	**3**	**3**	**2**	**3**	**3**	**4**	**4**	Light and Evasion
+ Veterans	-	-	-	**4**	-	-					
+ Skirmishers	-	-	-	-	**2**	-					Open Order
Skirmishers	**5**	**2**	**3**	**3**	**2**	**2**	**3**	**3**	**4**	**4**	Vanguard, Skirmishers, Extended arc of fire, Open order and Evasion
+ Veterans	-	-	-	**4**	-	-					
Light Chariots	**8**	**3**	**2**	**3**	**3**	**2**	**4**	**3**	**3**	**4**	Chariots and Caracole
+ Large	-	-	**3**	-	-	**3**					
Sythed Chariot	**6**	**2**	**0**	**3**	**2**	**1**	**4**	**4**	**3**	**4**	Chariots, Impact, No escape and Slow
Elephants	**6**	**3**	**2**	**3**	**4**	**3**	**4**	**5**	**3**	**3**	Elephants
+ Herd	-	**4**	-	-	-	**4**					
+ Tower	-	-	-	-	-	-					Extended arc of fire

	Speed	Melee	Shoot	Discipline	Courage	Stamina	DEFENCE Infantry	Cavalry	Salvo	Artillery	Rules
Light Cavalry	**8**	**3**	**2**	**2**	**3**	**2**	**4**	**3**	**4**	**5**	Light, Vanguard, Extended arc of fire and Open Order
+ Veterans	-	-	-	**4**	-	-					
Light Cavalry (Nomad)	**8**	**3**	**3**	**2**	**2**	**2**	**4**	**3**	**4**	**5**	Light, Harassers, Extended arc of fire and Open order
+ Veterans	-	-	-	**3**	-	-					
+ East horsemen	**9**	-	-	-	-	-					
Medium Cavalry	**8**	**3**	**0**	**3**	**3**	**3**	**4**	**4**	**3**	**4**	
+ Veterans	-	-	-	**4**	-	-					
+ Javelins	-	-	**2**	-	-	-					
Medium Cavalry (Mixed)	**8**	**3**	**3**	**3**	**3**	**3**	**4**	**4**	**3**	**4**	
+ Veterans	-	-	-	**4**	-	-					
+ Lighteneds	**9**	-	-	-	-	**2**					
Heavy Cavalry	**8**	**4**	**0**	**3**	**4**	**3**	**4**	**4**	**3**	**4**	
+ Large	-	-	-	-	-	**4**					
+ Veterans	-	-	-	**4**	-	-					
+ Fearless	-	**5**	-	-	-	-					Impetuous
Cataphracts	**6**	**4**	**0**	**3**	**5**	**3**	**4**	**4**	**3**	**4**	Heavy cavalry
+ Large	-	-	-	-	-	**4**					
+ Veterans	-	-	-	**4**	-	-					
Light Artillery	**2**	**2**	**1**	**3**	**2**	**1**	**3**	**3**	**4**	**4**	
+ Veterans	-	-	-	**4**	-	-					
Medium Artillery	**0**	**2**	**1**	**3**	**2**	**1**	**3**	**3**	**4**	**4**	
+ Veterans	-	-	-	**4**	-	-					
Heavy Artillery	**0**	**2**	**1**	**3**	**2**	**1**	**3**	**3**	**4**	**4**	Mortar
+ Veterans	-	-	-	**4**	-	-					

NEW RULES

Camels: Camels cavalry moves 6” and has the **Light** rule on desert and rocky ground. Enemy cavalry suffers a decrease (-) to combat against Camels.

Chariots: Chariots are considered Cavalry, but only have the **Pursuit** rule. They can’t move through **difficult** or **very difficult** terrain.

Elephants: Elephants are considered cavalry but only have the **Pursuit** rule. They have the following rules, **Impetuous** and **No Escape** from the original rulebook and also **Slow** and **Impact** rules of this supplement. Enemy cavalry suffers a decrease (-) to combat against Elephants and infantry with the **Light** or **Skirmisher**s rules achieve an increase (+) to both combat and shooting when attacking an Elephant unit.

Impact: Consider their attacks during the phase of resisting enemy damage in melee as if they were Artillery attacks whenever they receive an order of Attack!. Has no effect on units with the **Open order**.

Slow: Only get an increase (+) to the movement when they use the order: Run!.

Shield wall: Considered **Covered** against shots against its front side). This special rule is lost for the rest of the game at the time the unit suffers a **retreat** result in a close combat. As long as they have the rule and are not **Disordered**. The unit is also **Slow**.

Phalanx: The unit as long as isn't **Disordered**, is considered **Protected** in melee) and **Covered** whenever they fight for their front side and provided they have not received an order of, Assault!. In addition, the unit will be considered **Slow**.

NEW WEAPONS

Rhomphaia/Falx: Are considered **Halberds**.

Heavy javelin: Whenever heavy javelins are fired at units without the **Open Order** rule and that they are not **Disordered**, an increase to fire is obtained (even as a reaction).

Slings: The slings have a range of 12 "but when they shoot at 6" or less they get an increase to the shot.