

CREATING ARMIES

ARMY SIZE

A 2,800 point army created from these lists will be the same approximate size as a 2,000 point army created from a period supplement.

GENERALS

All armies should have a general, though this is not compulsory unless the army list specifies otherwise. This can be either a general character as listed, or a senior officer, who can be upgraded to make use of the *Army General* special rule for +50 points. This option can be particularly useful in games with a smaller points total.

UNIT LEADERS

Unless the list specifies otherwise, any formed unit may have a leader, standard bearer and musician at +5 points each. However *Light Infantry* units that choose to skirmish in an engagement may not make use of their standard bearer or musician for the duration, should they have them. Skirmish units may only have a leader.

SPECIAL RULES

Any special rule applying to the troops is written in italics, e.g. *Stubborn*.

ALLIES AND MERCENARIES

- Any troops listed as “Allies and Mercenaries” must obey the *Allies and Mercenaries (Unreliable)* special rule, unless the individual list states otherwise.
- Where an army is stated to be able to take allies from another list, then the allied contingent can include characters from that other list, including an army general if desired. That general has no effect on troops from the main “host” list.
- The host list determines the number of points available for allies and mercenaries, and may specify which troop types can be used. Other than this, the composition rules of the host list do not apply to the allied or mercenary contingent, for example, allied cavalry might be used with a host list that does not have a cavalry percentage in its composition parameters.
- Any compulsory units in the list used to provide the allied/mercenary contingent must be taken first, though if there are not enough points for all the compulsories the player may choose which to leave out.
- Any restrictions in the allied mercenary list construction, such as “upgrade every second unit” or “must be 2 of x for every 1 of y” apply to the allied/mercenary contingent.

- The global restriction on the use of war machines means that players may
- not take any war machines as part of an allied/mercenary contingent
- Other than the above the allied/mercenary list composition percentages do not apply to the allied/mercenary contingent selected.

The Allies and Mercenaries (Unreliable) rule applies to all troops taken from another list and using points from the Allies or Allies and Mercenaries percentages in the list composition parameters. It also applies to any unit in the main body of the list that are marked as being subject to the Allies and Mercenaries (Unreliable) rule. Being titled “Mercenary X” does not automatically make units subject to this rule.

WARHORSES

Some characters or troops types are indicated to be able to ride warhorses. Wherever this is shown, the profile of the warhorse will be as below, at a cost of 16 points before any modifications within the list.

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

CHARACTERS MOUNTED ON MODELS

When a character is mounted on a chariot or an elephant, both models will shoot and fight. For example an Egyptian Pharaoh mounted in a light chariot will have four shots (Pharaoh and chariot warrior, both firing twice) and four attacks (two from Pharaoh and two from the chariot warrior).

TROOP PROFILES

The movement rates shown in troop profiles include any necessary adjustment for the encumbrance of their standard equipment. You will need to adjust for the encumbrance of any optional equipment that you add.

ADDITIONAL RULES

Allies and Mercenaries (Unreliable)

This rule affects the start of turn.

Many armies include troops who, for various reasons, are less reliable or committed to the general’s cause than the majority. In most cases these will be allies whose loyalty lies with their own

commanders, or they may be mercenary troops who fight for pay. Many a misfortune has befallen the general who didn't pay his hirelings! A player fielding *Allies and Mercenaries* must throw a D6 for each such unit at the start of his first turn. On a throw of 2-6 the unit will move and fight normally without further difficulty. If a 1 is thrown, the unit refuses to obey the orders of the general, and will not move, nor shoot except at enemies charging it. It will fight as normal to defend itself if attacked. On subsequent turns the roll is repeated, until a result other than 1 is obtained.

Allies and Mercenaries cannot make use of the army general's leadership nor of the army battle standard. They still take panic tests if the army general dies, or if units not affected by the rule break and flee from combat.

The general or other characters may sometimes be allowed by the army list to join and lead these troops.

Bow (p.90)

Units armed with short or composite bows can use the Massed Missiles rule as explained on p45.

Cavalry or Camelry units armed with composite bows may shoot with them during a charge or counter-charge. Any unsaved wounds so caused are counted towards combat resolution, but do not cause the usual panic test for 25% shooting casualties. All normal shooting modifiers apply, including -1 shooting while moving and -1 for shooting at chargers.

Cavalry and Camelry also armed with any melee weapon other than a hand weapon may not shoot their bows while charging or countercharging, but if their unit is a combined formation with archers in the rear ranks, these may shoot using Combined Formation rule 4 even though moving.

Mounted troops also armed with thrusting spear, kontos or lance may not shoot their bows while charging or countercharging, but if their unit is a *Combined Formation* with archers in the rear ranks, these may shoot using *Combined Formation rule 4* even though moving.

This shooting takes place at short range unless the target flees, or the charge fails, and after shooting by the defenders. Eligible charging units that charge the flank or rear of an engaged unit may shoot but any hits are distributed between both sides following the normal rules for shooting into a combat.

Units can use massed archer to fire at a charger but skirmishing models must have line of sight.

Characters (page 79)

Characters do not take panic tests due to having fleeing friends within 4" at the start of the move.

Combined Units

Some armies form composite units with a superior troop type at the front and inferior types filling out the rear ranks. The individual army list will indicate the proportions of the two types allowable. So long as at least half the front rank figures are of the superior type, the superior leadership and saving throw applies to the whole unit. Every second missile casualty scored on the unit removes a superior figure; in combat enemy troops in base contact with the superior type must fight against them, but surplus casualties are "carried over" to the other figures.

Different Weapons

This rule affects Combat.

Some units may have figures armed with a variety of weapons. The normal rules apply to each weapon- so double handed axe men will hit after all other figures have struck, figures armed with throwing weapons in the second rank may strike in the first round of combat, etc. As a result of the different weapons some figures may have different armour saves than others. In close combat always use the saving throw of the majority of the front rank, when resolving missile fire use the Saving roll of the majority of the figures. Usually the owner of the unit decides which figures to remove as casualties, but the other player may elect to make attacks against specific figures if he wishes.

Mixed Armour

This rule affects combat and shooting

In some formations, the front ranks were better equipped than the rear ones, so part of the unit may wear armour while the rest does not. When shot at, such a unit uses the saving throw of the better armoured troops, so long as at least half of the front rank is so equipped, while casualties are removed from the rear ranks. In combat blows are struck against the figure in contact with the striker, and the appropriate save used.

Mixed Weapons

This rule affects Combat.

Troops armed with mixed weapons may re-roll any failed to hit rolls once in the first round of combat. Mixed weapons are defined as being armed with a hand weapon, such as a sword, axe or short

spear, and javelins, so they may shoot with these in the Shooting phase.

Riding Horses

This rule affects movement

Units with this special rule arrive on the battlefield mounted, and then dismount to fight. There is no need to model the horses unless you wish to do so. Units *Riding Horses* may make an additional move of up to 8" as a *Special Deployment* move. The horses are then taken to the rear and take no further part in the battle. Units *Riding Camels* make an additional move of up to 6" as a *Special Deployment* move, and the *Tethered Camels* rule then applies.

Shock Cavalry

Some cavalry were notably more effective than others when charging into contact. This might be due to superior training and weapon skill, or pure élan. To reflect this, troops designated as *Shock Cavalry* gain a +1 rank bonus for a complete rank after the first in combat resolution, in a turn in which they charged or counter-charged.

Special Deployment

Troops with this rule, which automatically includes all Nomad Cavalry, may make a free double-pace or march move at the start of the game, at the same time skirmishers take their optional 4" move.

Stakes

Only formed units may place stakes. Stakes can be placed when a unit is deployed on the table to its front only (place an appropriate marker in front of the unit). Only the unit that places the stakes can benefit from them. Stakes give the following benefits:

- A unit equipped with stakes may make a free 4" move after deployment is complete and then place their stakes, if the stakes were not deployed during deployment. If not placed at the beginning of turn 1 the stakes are lost.
- Mounted models fighting against the front of a unit with stakes suffers a -2 to hit modifier; and lose all bonus related to a charge (the strength bonus of their weapon due to a charge, or ferocious charge).
- If a unit is subject to Warband psychology it can ignore warband rule 1 as long as it remains behind their stakes.

Stakes are lost if the unit that placed them moves out of contact with the stakes for any reason. If the stakes are lost the marker is removed from the game.

Stealth

This rule affects Movement.

Troops with *Stealth* may move through difficult ground, such as woods, and obstacles at a normal pace even if formed. However, stealthy units do not retain combat rank bonuses if fighting in difficult ground or across obstacles. Stealthy units must still be able to see their foe before charging, may not march move, and must pay normal movement costs and combat penalties while charging in difficult ground or across obstacles.

Strategem

This rule affects Deployment.

A character with this special rule may do one of the following, as indicated in his list entry. If both generals have this ability, they cancel each other out and the rule does not apply.

1. Place one additional terrain feature anywhere on the battlefield outside the enemy deployment zone, after choosing table sides.
2. Move up to two terrain pieces up to 6" each. This must be done before any units are deployed. Terrain pieces cannot be moved off the table.
3. May choose to take the first or second turn, in scenarios where a dice roll would normally determine which player goes first.

Wedge

This rule affects Movement and Combat

Wedge Formation

A *Wedge* may be adopted as a cavalry unit deploys. Forming or reforming a *Wedge* at other times (except in pursuit, see below) takes a full move. A *Wedge* has one model at the front, two in the second row, and one more in each further row, and up to 15 models maximum. There must be at least six models to count as a *Wedge*.

A *Wedge*'s frontal arc of sight is based on the third rank of figures (i.e. the first one that is 3 figures wide).

Figures in a *Wedge* do not gain a rank bonus in combat, even if it flattens out. *Note: the Wedge also represents those cavalry that formed up in diamond formations, though of course you can place your figures in a diamond with your opponent's consent.*

Wedge Movement and Manoeuvre

A *Wedge* does not turn or wheel, instead it pivots around a central point (at the join between the second and third rows) prior to and during movement (in a similar way to a wheel). It may pivot more than once during a move.

To pivot more than 90° at any one time, a unit must surrender a quarter of its movement allowance. *Wedges* that have the *Drilled*

ability may pivot more than 90° for no movement cost, to reflect their increased mobility.

A *Wedge* may pivot, and march move.

A *Wedge* may only pivot once before charging in order to bring more models into contact (again similar to a wheel).

Note that some models may gain extra movement from this pivoting system, this is one of the major advantages of being in *Wedge* formation!

Wedge Combat

When a *Wedge* charges or counter-charges, one model contacts the enemy unit. The model at the apex of the *Wedge* strikes the enemy and up to nine other models not in contact may attack as well. This represents the unit 'punching into' the enemy formation.

After the ten models in the *Wedge* strike, surviving enemy models that are actually in contact with the apex of the *Wedge* may then strike back. In addition to these, the total *Wedge* models that attacked are divided in half (rounding down fractions) and those many extra surviving defenders may strike back. Note it is often best to sum up how many enemy figures could potentially strike back before resolving the *Wedge*'s attacks, as this eliminates confusion if models are removed and the players forget how many were in contact.

Combats involving chariots or skirmishers are resolved in the same way. Thus a unit of five chariots struck by a ten model *Wedge* would fight back with all five models, if they survived. A unit of ten skirmishers would most likely only have a potential six models to fight back, as it is most likely that only one model would be in actual base contact.

Characters and a Wedge

A *Wedge* may contain a maximum of two characters. They must occupy the front two places. If a *Wedge* flattens out, characters on the contacted side must join in contact with the enemy, blocked characters will fall in behind temporarily. During subsequent turns, they will move into contact as normal. In the case of a challenge, the *Wedge* character remains where he is, and the other model is repositioned to a suitable place in its formation in order to take part.

Flattening out the Wedge

A *Wedge* will flatten out if it is charged in the front and cannot countercharge, and will always flatten out if charged in the flank or rear.

A *Wedge* that loses a round of hand-to-hand combat will always flatten out unless it chooses to Give Ground. A flattened out *Wedge* loses all *Wedge* benefits.

Charging skirmishers and units of less than five models will not flatten a *Wedge* but will move into full contact and engage the *Wedge* along its angled sides, attempting to get as many figures into contact as possible. In this case only models in the *Wedge* that are in actual base contact may fight.

A *Wedge* flattens out into a formation two ranks deep with equal numbers in each rank where possible (so a 15 figure *Wedge* flattens into two ranks of eight and seven).

It still faces in its original direction once flattened.

If a *Wedge* is charged in flank or rear while already in combat to the front, it will flatten forwards into the unit it is already in combat with, once the charging units have been moved into contact. This may result in some extra movement for the charging figures, which is acceptable.

If a flattened *Wedge* is ultimately victorious, the unit may reform back into *Wedge* as it pursues the enemy, without taking a leadership test, or if it chooses to avoid pursuit, may reform in the player's next turn, subject to the usual rules for reforming.

Unusual Situations

Because of the unusual angled frontage of a *Wedge* it is impossible to cover in words all the possible situations that can arise on the tabletop.

In the event of flattening out, the *Wedge* should never gain any unexpected bonuses and these should be ignored (such as flattening out into difficult terrain so to deny its charging opponent rank bonuses). At these times it may be more convenient to add an extra rank to the *Wedge*, or realign the units on the tabletop. It should be possible to resolve any situation if the players improvise using common sense and fairness.