

## Appendix A: Army Lists

BAR includes a set of 6 Army List as part of the core rules which allow you to play with 6 common armies. They will also be revised in future army list supplements. By looking at these list and using the army list creation charts you will be able to also develop your own list. If you wish you are certainly welcome to submit your list for review and possible inclusion in future published supplements. To that end we have provided all the necessary forms both in the rules and online at our website. [www.battlestandard.com](http://www.battlestandard.com).

We picked these lists because they cover a wide range of times and some of the most popular armies. They are also very good armies for

beginners and veteran gamers alike. These six armies have a lot of flavor and tactical challenges. Enjoy them, talk about them and give us feed back that we can use to improve them in the future supplement releases.

In order to use and understand the Army List you will need a few things to guide you. A list of abbreviations used with in the list, some specific reminders concerning rules and how they effect your army list values and copies of the general weapons, armor and special warrior charts. These are all available in the Army Creation section of the rules. You will find that as your choose different options for weapons and armor you will need to subtract one value and add

### Abbreviations

Troop Types	Abbrv	Armor Types	Abbrv	Weapons	Abbrv
Close Order Infantry	<b>COI</b>	Super Heavy Armor	<b>SHA</b>	Mixed hand weapons	<b>HW</b>
Regular Order Infantry	<b>ROI</b>	Heavy Armor	<b>HA</b>	Gladius	<b>G</b>
Loose Order Infantry	<b>LOI</b>	Medium Armor	<b>MA</b>	Throwing weapons	<b>TW</b>
Close Order Cavalry	<b>COC</b>	Light Armor	<b>LA</b>	Two handed weapons	<b>THW</b>
Regular Order Cavalry	<b>ROC</b>	Super light Armor	<b>SLA</b>	Halberd	<b>H</b>
Loose Order cavalry	<b>LOC</b>	Partial Barding	<b>PB</b>	Standard spear	<b>StdS</b>
Scythed Chariots	<b>Sch</b>	Full barding	<b>FB</b>	Long thrusting spear	<b>LTS</b>
Regular chariots	<b>Rch</b>	Large shield	<b>LSh</b>	Throwing spear	<b>TS</b>
Loose Order chariots	<b>LOch</b>	Shield	<b>Sh</b>	Heavy throwing spear	<b>HTS</b>
Unarmored elephant	<b>UAEL</b>	Buckler	<b>B</b>	Pilum	<b>P</b>
Armored elephant	<b>AEL</b>			Kontos	<b>K</b>
Regular Order Camels	<b>RO-Cam</b>			Lance	<b>L</b>
Loose Order Camels	<b>LOCam</b>			Pike	<b>Pike</b>
				Javelin	<b>J</b>
				Darts	<b>D</b>
				Short bow	<b>SB</b>
				Composite bow	<b>CB</b>
				Longbow	<b>LB</b>
				Crossbow	<b>Xbow</b>
				Nomad bow	<b>NB</b>
				Sling	<b>S</b>
				Staff sling	<b>SS</b>

another to the BCR, BBR or CAR value for the troop type. It is all very easy.

You will also need to have a copy of the unit records provided here and online to record your final selections. From these you will compile your final army list.

### Adjusting Ratings

When making changes to the weapons, armor or special status of units in the army list you must adjust the rating appropriately. You can do this by subtracting the rating of the weapon or armor being replaced and then adding the new rating in its place. The ratings in question will always be the BCR, BBR or CAR. Moral is not factored into any of the troop types in the army list with the exception of Elephants and Warmachines.

There are some adjustments that happen as a result of special rules. You need to pay attention to this as you change options for the troop type. Examples of such hidden adjustments would be Javelins for Loose Order Troops and Veteran and Elite Warrior status. We have tried to point these out for each troop type in the list but it is always wise to double check.

### Using the Morale Multiplier

After choosing all of your options and adding or subtracting their cost from the listed Base Cost you then decide which morale best suites your troop type. Multiply the Base Cost by the multiplier listed with the morale in the army list. This will give you the final cost per figure for the

troop type. This is the last thing you do in figuring out the troop cost. If you do it at any other point your troop will have the wrong final value.

### Creating the Unit

After you have your finale value for troop cost you multiply that number by the number of figures in the unit. This is the cost of the unit. Be sure to add the Battlestandard cost if you have one and if the unit has a commander assigned directly to it add his cost as well.

### Recording the Unit

You should now record your unit on one of the unit records provided for you in the rules. You can also download digital copies of the records online at [www.battlestandard.com](http://www.battlestandard.com) .It is this record you will use to play.

### Final Thoughts

Creating your army is the most difficult thing you will do in BAR. The reason for this is to allow you a lot of flexibility in representing your army accurately or to your wishes. It also provides you with every bit of information you need to play the unit. By doing this you will be able to play your games much faster than if you had to constantly refer back for basic information on your unit. In the end you will see just how worth while the effort was.

# Phillipian / Alexandrian Macedonian Army

## 355 B.C – 330 B.C.

This Army List represents the Macedonians Army from the time of Phillips reforms until the death of Darius during Alexander's reign. The Phillipian / Alexandrian Army is one of the most disproportionately powerful armies in the history of warfare. For nearly 3 generation virtually no army that was not built on the same lines could stand in battle against one of these Pike armed killing machines. So long as you protect your flanks and keep the enemy to your front you are nearly undefeatable while commanding this army. However that power comes at a price. This is one expensive army to field. The cost is representative of the power the pike has on the battlefield and the training necessary for those that use it.

### Special Rules

This army uses the Pike and Long Thruster rules. It also is able to field the Companions of Alexander as Heavy Shock Cavalry with out the need for barding. This is a great advantage but never forget they do not have that extra protection. Alexander commonly fielded light troops around his cavalry to protect them from ballistic fire while he closed on the enemy. You might want to consider doing the same.

### Army and Unit Battlestandards

The army has a Battlestandard that does not cost any additional points. The Army Battlestandard can be carried by a cavalryman or with in an infantry unit. All units within 12" of the army battle standard can re-roll any failed morale check once. If the army battle standard is attached to a unit, the unit is immune to all morale checks. If the battle standard is attached to a unit, it is subject to the same chance of being killed as described in the rules for attached generals. If you lose the battle standard, all units in the army must make an immediate morale check. The Army Battlestandard always accompanies the Army General so if it is in a unit the General must be attached.

All units in the army may buy Battlestandards at the cost of 25 points per unit. The unit Battlestandard is carried by one of the figures in the unit but does not interfere with the figure's ability to fight. Any unit can have a standard if the point cost is paid. Unit standards give units a +1 to their combat results (CVT). If a unit losses its standard, you must make a roll using the standard loss table. This can result in the unit being frenzied in the next round of combat or immediately taking a morale check. If a unit has a battle standard use rules for general losses.

## The Kings and Army Generals

### Phillip II

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Elite General	8/5	4	+2	500

**Special Rules-** Phillip is able to use the "Caesar is Watching" rule as an Elite General.

### Alexander the Great

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Elite General	8/5	4	+3	600

**Special Rules-** Alexander is able to use the "Caesar is Watching" rule as an Elite General.

**Parmenion**

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Senior General	7/3	3	None	325

**Antipater or Any Other Senior Macedonian General**

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Senior General	5/3	3	none	300

**All Other Generals and Nobles**

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
General	4/3	2	none	250

## Cavalry Units

**Companion Cavalry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	7	3	5/4	Drilled	12"	40 Points

**Weapons-** Kontos, Hand Weapons, Medium Armor

Special Morale	X1.85	Upgrade to Hero Unit	+10
Elite Morale	X1.6	Upgrade to Heavy Armor	+1

**Special-** Elite Warriors, Heavy Shock Cavalry, Kontos Rules, May use cavalry Wedge.

**Thessalian Cavalry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	6	3	5/4	Drilled	12"	25 Points

**Weapons-** Kontos, Hand Weapons, Medium Armor

Elite Morale	X1.6	Upgrade to Elite Warrior	+3
Veteran Morale	X1.45	Replace Kontos with Javelin	-1
		Downgrade armor to SLA	-2

**Special-** Veteran Warrior. May upgrade to Elite if they purchase equivalent morale. May fight in Loose Order as skirmishers with "Approach and Shoot" rule if Javelin armed with +1 BBR. Add 2" to movement if in Loose Order. May use Cavalry Wedge.

**Prodromoi**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	6	3	4/2	Drilled	12"	23 Points

**Weapons-** Kontos, hand Weapons, SLA

Veteran Morale	X1.45	Give Shield if Javelin armed	+3
Remove Veteran Warrior	-5	Upgrade to LA	+1
		Replace Kontos with Javelin	-1

**Special-** Veteran Warriors, Kontos Rule. Unit may change into Loose order with +2' Movement and +2 BBR if Javelin armed.

**Paionian, Hippakontistai or Thracian Light Cavalry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOC	4	5	2/2	Undrilled	14"	15 Points

**Weapons-** Javelin, Hand Weapons, Shield

Militia Morale	X1.2	Upgrade to SLA	+3
Levy Morale	X.9	Remove Shield	-3

**Special-** Can only fight in Loose Order Skirmish. Can use the "Approach and Move" rule.

## Infantry Units

**Phalangites**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
COI	5	2	6/5	Drilled	5"	26 Points

**Weapons-** Pike, Light Armor, Hand Weapons, Shield

Veteran Morale	X1.45	Upgrade Armor to MA	+1
Regular Morale	X1.3	Downgrade Armor to SLA	-1
Levy Morale	X.9	Remove Armor on Levy	-4
		Replace Pike with LTS	-3

## Battlestandard Ancients Rules

### Hypaspist

Order	BCR	BBR	CAR	Training	Movement	Base Cost
COI	6	4	7/6	Drilled	5"	26 Points

**Weapons-** LTS, Large Shield, Hand Weapons, Medium Armor

Elite Warriors	X1.6	Downgrade Armor to LA	-1
Veteran Morale	X1.45	Replace LTS with Javelin	-5
Upgrade to Elite Warrior	+8	Replace LTS with Pike	+3
Upgrade to Veteran	+5	Replace LS with Shield	-1
Purchase Elite Skirmish rating	+6		

**Special-** To have Elite or Veteran Warrior status they must have equivalent morale. May exchange LTS for Pike but must downgrade Large Shield to Shield. Hypaspist may fight as LOI skirmishers with either LTS or Javelin with +1 BBR. May only have Elite Warrior status in Phillipian army. May use grounded shields rules unless Pike armed.

### Greek Mercenaries

Order	BCR	BBR	CAR	Training	Movement	Base Cost
COI	6	2	6/5	Trained	5"	22 Points

**Weapons-** Hand Weapons, LTS, Light Armor, Large Shield

Veteran Morale	X1.45	Upgrade Armor to MA	+1
Regular Morale	X1.3	Downgrade Armor to SLA	-1
Upgrade to Veteran Warrior	+5		

**Special-** LTS Rules. Must have Veteran Morale to have Veteran Warrior status. May not purchase in a Phillipian Army. May use the Grounded Shield Rules.

### Thracian Infantry

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROI	5	4	5/3	Tribal	6"	18 Points

**Weapons-** THW, SLA, Shield, Javelins

Veteran Morale	X1.45	Replace THW with LTS	+4
Regular Morale	X1.3	Remove Warband status	-4
Militia Morale	X1.2		

**Special-** Warband. May fight as skirmishers with +1 BBR.

**Agrianian, Illyrian, Thracian Peltast**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOI	3	6	5/3	Tribal	7"	12 Points

**Weapons-** Hand Weapons, Javelins, SLA, Shield

Militia Morale	X1.2	Downgrade armor to none	-3
Levy Morale	X.9		

**Special-** May use "Approach and Shoot" rule.

**Macedonian Archers**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOI	3	6	None	Undrilled	7"	8 Points

**Weapons-** Hand Weapons, Short Bows

Regular Morale	X1.3	Upgrade to Cretan with CB	+1
Militia Morale	X1.2	Upgrade to buckler with Cretan	+2
Levy Morale	X.9	Upgrade to Elite Skirmishers	+6

**Special-** Only one unit can be bought as Cretans. Only Cretans can be upgraded to Elite Skirmishers.

**Rhodian Slingers**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOI	3	6	None	Undrilled	7"	8 Points

**Weapons-** Sling, Hand Weapons

Militia Morale	X1.2	Replace Sling w/Staff Sling	+1
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**Special-** Sling and Staff Sling special rules

**Special Units****Direct Fire War Machines**

Type	BBR	Range	Cost
Heavy	6	60"	125
Light	6	36"	75

**Indirect Fire War Machine**

Type	BBR	Range	Cost
Medium	6	48"	125
Light	6	36"	75

## Late Achaemenid Persian Army 401 B.C.–330 B.C.

This Late Achaemenid Persian army is based on a profile that runs from the revolt of Cyrus the Younger to the fall of Darius III. It can be used to form any of the armies that would have fought during this time period. This later period for the Persians is of great interest because it reflects the changing military attitude and the incorporation of many Western—particularly Greek—weapons and formations. The period ends abruptly with Alexander's conquest before these reforms are fully implemented into the structure of Persian and Satrapal society.

Units such as the Kardaka and even the newly formed Royal Guard reflect a philosophy that is far closer to that of Greek Hoplites than any of the previous Persian formations. This changing profile also served to ease Alexander's job of incorporating Persians into the army his father had created and after his death into the Successor forces.

Persian armies generally fielded a battle line that was intended to face the enemy but also had large numbers of Levy and Satrapal forces that would be massed far to the rear near the baggage area. It was required by the great King that these forces be raised and be present for battles as a show of loyalty. However they rarely ever fought in anything but local uprising and even revolts against the Persians themselves. In large set piece battle they can exploit victory but in defeat they will flee the field at the first sign of trouble. The Army list does not endeavor to represent these troops and it is certainly not necessary to field these Levy troops. You can do so by downgrading the morale of some troop types if you wish.

### Special Rules for the Army

The Persians have a couple of special rules and abilities. First is the use of the Pavise by some troops. This is represented as a Large Shield rating against ballistic attacks but does not serve to provide any protection in close combat. You can represent a row of Pavise by mounting separate shields in rows on bases that can be placed in front of the unit using the device. Generally the pavise is of use only to bow armed units.

The Persians also have a special rule concerning the Royal Guard Infantry or Royal Guard Cavalry removing the Great King from the battlefield if

he is threatened. This mandate seems to have come to the fore after Cyrus the Younger charged his bodyguard straight at his brother the Great King Artaxerxes II. Cyrus nearly succeeded in killing his brother but instead lost his own life and the battle that he was winning at the time of his charge. It was this maneuver that Alexander would use repeatedly to defeat Darius III. He knew that if the King was driven, or dragged, from the field that the Persian army would collapse. Even in battles such as Issus, where the Macedonians were close to defeat, Alexander's successfully placing the King in danger prompted the Guard to remove Darius III from the field and turn the course of battle.

To this end we have a rule concerning the Guard and the King. If the King is on the field and he is charged by an enemy unit or is attached to a unit that just lost close combat then the Guard will, if 18" or closer to the King, immediately charge the threatening enemy using the rules for fanatics. In the extended movement of the same turn the king must begin making charge move directly toward his table edge. Once the King has left the table all units must check morale as if he were killed. If the Guard is not 18" or closer to the King he will not flee from the field but will behave exactly as any other general.

### Army and Unit Battlestandards

The army has a Battlestandard that does not cost any additional points. The Army Battlestandard can be carried by a cavalryman in the Royal Guard or in a separate, Regular (4 horse) Chariot for 50 points. All units within 12" of the Army Battlestandard can re-roll any failed morale check once. If the Army Battlestandard is attached to a unit, the unit is immune to all morale checks. If the Battlestandard is attached to a unit, it is subject to the same chance of being killed as described in the rules for attached generals. If you lose the Battlestandard, all units in the army must make an immediate morale check. The Army Battlestandard always accompanies the Army General.

All units in the army may buy Battlestandards at the cost of 25 points per unit. The unit Battlestandard is carried by one of the figures in



the unit but does not interfere with the figures ability to fight. Any unit can have a standard if the point cost is paid. Unit standards give units a +1 to their combat results (CVT). If a unit loses its standard, you must make a roll using the

standard loss table. This can result in the unit being frenzied in the next round of combat or immediately taking a morale check. If a unit has a Battlestandard use rules for general losses.

## The King, Satraps, and Generals

### Persian "Great Kings"

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
General	5/2	3	None	300

May be placed in a Regular (4 horse) Chariot for 50 points or on horse for free.

### Cyrus "The Younger"

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Elite General/ Warlord	6/2	5	+1	375

Rides a partially barded Horse at no cost.

### Greek Mercenary Generals

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Elite General/ Warlord	7/4	3	+1	350

Rides a horse at no cost or can be on foot as part of a unit.

### Satrapal Governor

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Sub-General	3/2	2	None	250

May be placed in a Regular (4 horse) Chariot

### Darius III

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
General	5/2	5	+1	350

May be placed in a Regular (4 horse) Chariot for 50 points or on horse for free.

## Cavalry Units

### Royal Guard Cavalry (Kings Bodyguard)

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	4	5	6/5	Drilled	12"	22 Points

**Weapons-** LTS, Hand Weapons, Medium Armor, Large Shield

Elite Morale	X1.6	Upgrade to HA	+1
Veteran Morale	X1.45	Replace Large Shield with Sh	-1
Upgrade to Veteran Warrior	+5	Remove Shield	-3
Add Composite Bow	+5		

**Special-** If unit uses Bow it loses the Shield rating for the turn. Royal Guard can escort the army Battlestandard. If any enemy unit charges the King or a unit he is attached to loses combat, the bodyguard will fight using the fanatic rules to drive off the enemy unit and remove the king from the field of battle.

### Persian Kinsmen and Royal Guard Cavalry

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	5	5	5/4	Drilled	12"	25 Points

**Weapons-** Throwing Spear, Hand Weapons, Medium Armor

Special Morale (Kinsmen only)	X1.85	Heavy Armor for Guard	+1
Elite Morale	X1.6	Partial Barding for Guard	+8
Veteran Morale	X1.45	Heavy Shock for Guard	+12
Elite Warrior for Kinsmen	+3	Replace TS with Kontos	+2
Add Composite Bow (CB)	+5	Hero Unit for Kinsmen	+10

**Special-** Guard and Kinsmen come as Veteran Warriors. Kinsmen only may upgrade to Elite Warriors if they purchase Elite Morale. Only Guard can buy Heavy Shock Cavalry rating if they fulfill armor requirements. Royal Guard can escort the army Battlestandard. If any enemy unit charges the King or a unit he is attached to loses combat, the bodyguard will fight using the fanatic rules to drive off the enemy unit and remove the King from the field of battle.

### Persian Colonial Cavalry

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	4	5	5/3	Tribal	12"	19 Points

**Weapons-** Throwing Spear, Hand Weapons, SLA

Militia Morale	X1.2	Remove SLA	-3
Levy Morale	X.9		

**Allied Cataphract Cavalry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	4	5	5/4	Trained	10"	40 Points

**Weapons-**

Veteran Morale (Bactrian, Scythians)	X1.45	Regular Morale	X1.3
CB for Bactrian or Scythian	+5	Militia Morale	X1.2
Remove Shock Rating	-12	Remove TS	-4
Kontos for Armenian or Kappdokian	+3		

**Special-** Heavy Shock Cavalry. Bactrian and Scythians can upgrade to Composite Bow and operate in Loose Order or Regular Order.

**Allied Light Cavalry (Bactrian, Skythian)**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOC	2	6	3/1	Tribal	14"	17 Points

**Weapons-** Composite Bow, Hand Weapons, SLA

Regular Morale	X1.3	Replace Bow with Javelin	-3
Levy Morale	X.9	Upgrade to Elite Skirmishers (Scythian)	+6

**Special-** May use Nomad rules if armed with the Nomad Bow

## Infantry Units

**Persian Regular Infantry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROI	4	5	5/3	Undrilled	6"	15 Points

**Weapons-** Throwing Spear, Hand Weapons, SLA, Shield

Militia Morale	X1.2	Add Composite Bow rear rank or all	+5
Levy Morale	X.9	Upgrade to LA	+1
		Replace shield with Pavise	Even

**Special-** Persian Infantry may use Mixed Units rules with Archers. Archers may fire from front and fall back to rear for close combat. Unit may also be fielded as all Composite Bow with Pavise. Pavise provides large Shield protection for BBR attacks but no protection in Hand to hand.

## Battlestandard Ancients Rules

### Persian Kardaka

Order	BCR	BBR	CAR	Training	Movement	Base Cost
COI	6	3	5/5	Trained	5"	20 Points

**Weapons-** LTS, Hand Weapons, LA, Large Shield

Regular Morale	X1.3	Downgrade armor to SLA	-1
Militia morale	X1.2	Downgrade to Shield	-1
Replace LTS with Javelin	-5	Remove all Armor	-4
Replace LTS with CB	-2	Remove Shield	-3

**Special-** May fight as skirmish peltast with +2 BBR, -2BCR and +2 movement. If Javelin armed add +1 to Peltast. If fighting in Loose Order they may still reform into COI. If using CB the unit loses its shield rating for the turn.

### Persian Satrapal Levy and Allies

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROI	4	4	2/2	Un-trained	6"	9 Points

**Weapons-** Spear, Javelin, Hand Weapons, Shield

Militia Morale	X1.2	Replace Javelin with CB	+3
Levy Morale	X.9	Upgrade to SLA	+3
Peasant Morale	X.75	Remove Shield	-3

**Special-** May be fielded as mass bow units.

### Greek Mercenaries

Order	BCR	BBR	CAR	Training	Movement	Base Cost
COI	6	2	6/5	Trained	5"	22 Points

**Weapons-** Hand Weapons, LTS, Light Armor, Large Shield

Veteran Morale	X1.45	Upgrade Armor to MA	+1
Regular Morale	X1.3	Downgrade Armor to SLA	-1
Upgrade to Veteran Warrior	+5		

**Special-** LTS Rules. Must have Veteran Morale to have Veteran Warrior status. May use the Grounded Shield Rules.

**Egyptian, Ionian or Carian Hoplites**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROI	5	3	5/3	Undrilled	6"	18 Points

**Weapons-** LTS, Hand Weapons, SLA, Shield

Militia Morale	X1.2	Remove SLA	-3
Levy Morale	X.9	Replace LTS with Javelin	-5
		Replace LTS with Spear	-7

**Special-** None

**Lykian or Thracian Infantry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROI	5	3	2/2	Tribal	6"	15 Points

**Weapons-** THW, Shield

Regular Morale	X1.3	Replace THW with LTS	+4
Militia Morale	X1.2	Replace THW with Javelin	-1

**Special-** Warband. Can operate as either ROI or LOI as Peltast if Javelin armed.

**Persian Light Infantry Takabara or Cretans**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOI	3	6	2/2	Tribal	7"	8 Points

**Weapons-** Javelins, Hand Weapons, Shield

Militia Morale	X1.2	Replace Javelin for CB	+3
Levy Morale	X.9	Regular Morale if Cretan	X1.3
Remove Shield	-3	Buckler for Cretan	+2
Replace javelin for Sling	+2	Elite Skirmishers for Cretans	+6

**Special-** Javelin armed troops may use "Approach and Shoot" rule.

**Cavalry Units****Scythed Chariot**

Scythed Chariot	Use Special Rules	100 Points
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# Roman Marian / Caesarian Army

## 100B.C. – 25 B.C.

This List covers the Republican Roman Army from the time of the Marian reforms until the defeat of Antony by Octavian. This is a great period that includes battle against the Numidians, Spanish, Celts, Gauls, Germans, Macedonians, Illyrians, Kingdoms of Asia Minor and the Tigris Euphrates River Valley and Egypt. All of this and some of the most vicious Civil Wars the world has ever know. With possible commanders like Marius, Sulla, Pompey and Caesar how can you not love this army.

The range of quality and potential allies for this army is fantastic. You can field everything from Legionaries to Phalangites in the army.

### Special Rules

The Romans can use Pilum/Gladius rules allowing them that devastating first punch when they engage in Close Combat.

They may also use Shieldwall as a representation of the Turtle formation and Grounded Shields as a defensive formation.

You may also choose to field Praetorians. Praetorian units are allowed to make an extra 5" move toward the battle line each turn. This means you can move 5", finish all of your other moves and then make a second 5" movement. If you take the second 5" move you do not move again in extended movement. You can also declare a charge, move your 5" bonus movement and then check for the charge. If you make the charge you will charge normally receiving the full base plus charge bonus movement. This allows an exception to the visible enemy rule when declaring charges. The enemy does not have to be in your LOS when you declare the charge but must be after your initial "Praetorian" 5" move. Otherwise your unit suffers a disorder penalty.

There are many different troop types available to the Roman. However there are some restrictions you must pay attention to. You cannot field some western and eastern empire units in the same army. Those units are noted in the list so pay attention.

### Army and Unit Battlestandards

The army has a Battlestandard in the form of a silver eagle that does not cost any additional points. The Army Battlestandard can be carried by a cavalryman or with in an infantry unit. All units within 12" of the army battle standard can re-roll any failed morale check once. If the army battle standard is attached to a unit, the unit is immune to all morale checks. If the battle standard is attached to a unit, it is subject to the same chance of being killed as described in the rules for attached generals. If you lose the Battlestandard, all units in the army must make an immediate morale check. The Army Battlestandard always accompanies the Army General so if it is in a unit the General must be attached.

All units in the army may buy Battlestandards at the cost of 25 points per unit. The unit Battlestandard is carried by one of the figures in the unit but does not interfere with the figures ability to fight. Any unit can have a standard if the point cost is paid. Unit standards give units a +1 to their combat results (CVT). If a unit losses its standard, you must make a roll using the standard loss table. This can result in the unit being frenzied in the next round of combat or immediately taking a morale check. If a unit has a battle standard use rules for general losses.

## Roman Generals

### Marius

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Elite General	8/5	4	+2	500

**Special Rules-** Marius is not eligible to use the "Caesar is watching rule".

**Sulla**

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Elite General	8/5	4	+2	500

**Special Rules-** Sulla is able to use the "Caesar is Watching" rule as an Elite General.

**Pompey the Great**

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Elite General	8/5	4	+2	500
General	5/3	3	None	250

**Special Rules-** Pompey is not eligible to use the "Caesar is watching rule". After Caesars return from Gaul Pompey Loses his Elite General status and fights the rest of his career as merely a General.

**Crassus**

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
General	5/3	3	None	250

**Sertorius**

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Superior General	8/5	4	+1	400

**Special Rules-** If commanding Spanish units they will use the "Caesar is watching rule".

**Caesar**

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Elite General	8/5	4	+2	500

**Special Rules-** Caesar of course is able to use the "Caesar is Watching" rule as an Elite General.

**Antony**

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
General	4/3	3	None	200

**Octavian**

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
General	5/4	4	None	275

## Battlestandard Ancients Rules

### Senatorial General or Commander

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
General	5/4	4	None	275

### Tribune

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Tribunes	3/1	2	None	200

### Legate

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Legates	2	X	None	150

## Cavalry Units

### Macedonian Cavalry

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	5	4	7/6	Trained	12"	23 Points

### Weapons-Throwing Spear, Shield, Heavy Armor

Veteran Morale	X1.45	Replace TS with Kontos	-1
Regular Morale	X1.3	Remove Shield	-3

**Special-**If using Kontos the shield may not be used in combat.

### German and Gallic Cavalry

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	4	5	5/4	Tribal	12"	24 Points

### Weapons-Throwing Spear, Light Armor, Shield, Hand Weapons

Veteran Morale	X1.45	Upgrade Armor to MA	+1
Regular morale	X1.3	Remove Warband	-4
Militia Morale	X1.2	Upgrade to Veteran Warrior as General's Bodyguard	+5
Add Javelin	+2		

**Special-**Warband. Can upgrade to Veteran Warrior if Veteran Morale.



**Asia Minor Allied Cavalry (Eastern Empire Only)**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	5	3	3/2	Trained	12"	17 Points

**Weapons**-Kontos, Light Armor, Hand Weapons

Militia Morale	X1.2	Replace Kontos with TS	+1
Levy Morale	X.9	Upgrade Armor to MA	+1
Heavy Shock Cavalry	+12	Upgrade Armor to HA	+2
Add Shield	+3	Upgrade to Partial Barding	+8
Replace Kontos with Javelin	-1		

**Special**-Cannot use Shield with Kontos. Must have Heavy Armor and Partial Barding to purchase Heavy Shock Cavalry.

**Cataphract (Eastern Empire Only)**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
COC	6	5	6/5	Trained	10"	41 Points

**Weapons**-Kontos, Heavy Armor, hand Weapons, Full Barding

Regular Morale	X1.3	Replace Kontos with TS	+1
Militia Morale	X1.2	Add Shield if Armed w/ TS	+3
Remove Shock Status	-12	Add Composite Bow	+5
Downgrade barding to partial	-2		

**Special**-Heavy Shock Cavalry.

**Eastern Light Cavalry (Eastern Empire Only)**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOC	4	6	3/1	Tribal	14"	18 Points

**Weapons**-SLA, Nomad bow, Hand Weapons

Elite Morale	X1.6	Upgrade to LA	+1
Veteran Morale	X1.45	Exchange Bo for Javelin	-4
Regular morale	X1.3	Add Shield if Javelin Armed	+3
Militia Morale	X1.2	Upgrade to Nomad Cavalry	+8

**Special**-May use "Approach and Shoot" rule if Javelin armed. May use Nomad rules if upgraded and using Nomad Bow. May only have one unit of Nomads in the army. Eastern Light Cavalry cannot be used in Western Armies.

**Numidian Light Cavalry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOC	4	5	2/2	Tribal	14"	14 Points

**Weapons-**Hand Weapons, Shield, Javelin

Veteran Morale	X1.45	Regular Morale	X1.3
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**Special-**May use "Approach and Shoot" rule.

## Infantry Units

**Legionaries**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
COI	6	5	6/6	Drilled	5"	27 points

**Weapons-**Pilum, Gladius, Medium Armor, Large Shield

Elite Morale	X1.6	Elite Warrior	+8
Veteran morale	X1.45	Veteran Warrior	+5
Regular Morale	X1.3	Downgrade MA to LA	-1
Militia Morale	X1.2	Downgrade MA to SLA	-2
Levy Morale	X.9	Add Javelin	+2
Praetorian	+4	Add Slings	+4
Drilled to Trained	-2	Replace Pilum with LTS	+1
Drilled to Undrilled	-3		

**Special-**Praetorian unit may make an extra 5" movement toward the battleline each turn. Only 25% of points may be spent on Praetorians unless fielding a Praetorian Legion with only Italian or Romans units. Elite and Veteran Warrior status must also include the equivalent morale. Units that are Levy morale may have no more than LA and must be undrilled. Legionaries with morale of Veteran or higher may form shieldwall or use grounded shields. Veteran morale or higher Legionaries may deploy in skirmish formation as Loose Order with a +1 to BBR or +2 if javelin armed.

**Spanish Scutarii (Western Empire Only)**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROI	5	6	5/3	Tribal	5"	17 points

**Weapons-**SLA, HTW, Shield, Hand Weapons

Regular Morale	X1.2	Upgrade to LA	+1
Militia Morale	X1.3	Replace HTW with Javelin	-4

**+ Special-** May not be in armies with Eastern Empire troops.

**Illyrian or Thracian Allied Infantry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROI	4	4	5/3	Tribal	6"	17 points

**Weapons-**Hand Weapons, Shield, Javelins, SLA

Regular Morale	X1.3	Replace Javelin with THW	+1
Militia Morale	X1.2	Replace Javelin with LTS	+5
Upgrade to LA	+1	Replace Javelin with SS	-2

**Special-**Warband. Only Illyrians may upgrade to LTS. Only Thracians can have THW.

**Asia Minor Allied Phalangites (Eastern Empire Only)**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
COI	5	2	5/4	Trained	5"	24 points

**Weapons-**LA, Hand Weapons, Shield, Pike

Militia Morale	X1.2	Upgrade to MA	+1
Levy Morale	X.9	Replace Pike with LTS	-3
Upgrade to HA	+2		

**Special-**Can only be fielded with Eastern Armies. No more than 50% of Battle Line units can be Allied Phalangites unless the entire army is fielded as an Allied Kingdom army.

**Italian or Greek Peltast**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOI	3	6	5/3	Undrilled	7"	12 Points

**Weapons-**

Veteran Morale	X1.45	Upgrade to LA	+1
Regular Morale	X1.3	Upgrade Italians to LS	+1
Militia Morale	X1.2		

**Special-**May use the "Approach and Shoot" rule. May form the unit and fight in close combat as regular order infantry.

## Battlestandard Ancients Rules

### Cretan Archers

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOI	3	6	2/1	Trained	7"	18 Points

**Weapons-**Composite Bow, Buckler, Hand Weapons

Veteran Morale	X1.45	Downgrade Elite Skirmishers	-6
Regular Morale	X1.3	Upgrade to SLA	+3

**Special-**Elite Skirmishers

### Auxiliary Light Infantry Javelinmen

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOI	3	6	5/3	Undrilled	7"	12 Points

**Weapons-**SLA, Shield, Hand Weapons, Javelin

Militia Morale	X1.2	Exchange Javelin for Sling	+2
Levy Morale	X.9	Downgrade to No Armor	-3
Upgrade to LA	+1	Remove Shield	-3

**Special-**May us the "Approach and Shoot" rule if using Javelin. If not using Javelin remove the javelin +1 bonus to BBR.

### Eastern Auxiliary Archers (Eastern Empire Only)

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOI	3	6	3/2	Undrilled	7"	13 Points

**Weapons-**Composite Bow, Light Armor, hand Weapons

Veteran Morale	X1.45	Remove Armor	-4
Regular Morale	X1.3	Downgrade to SLA	-1
Militia Morale	X1.2	Buy Pavise	+4

**Special-**May purchase Pavise which may be used as a large shield while using Bow. May not be used in Western Armies until 1<sup>st</sup> Century A.D.

**Gallic Auxiliary Infantry (Western Empire Only)**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROI	4	5	5/3	Tribal	6"	16 Points

**Weapons**-Throwing Spear, SLA, Hand Weapons, Large Shield

Regular Morale	X1.3	Upgrade to Fanatics	+8
Militia Morale	X1.2	Upgrade Armor to LA	+1
Levy Morale	X.9	Upgrade Armor to MA	+2

**Special**-Warband. May have mixed armor in the unit.

## Special Units

### Direct Fire War Machines

Type	BBR	Range	Cost
Heavy	6	60"	125
Medium	6	48"	100
Light	6	36"	75

### Indirect Fire War Machine

Type	BBR	Range	Cost
Heavy	6	60"	160
Medium	6	48"	125
Light	6	36"	75

## Celtic/Gallic Barbarian Army

### 200 B.C. – 49 B.C.

This army represents the largely Gallic armies that were fighting the Roman Republic until they were finally pacified in Caesars Gallic campaign. The list can also be used for Gallic armies fighting German Invaders, against each other during Gallic Civil Wars and to represent the British Celtic forces opposing Caesar during his brief invasion of Britain. This list could also be used for the 1<sup>st</sup> century B.C. invasion of Northern Italy by largely Germanic armies that had heavy Celtic influences.

### Special Rules for the Army List

This army uses Warband, Fanatic and Berserker Rules. If you field a wholly British Army you can use Light Chariots.

### Army and Unit Battlestandards

The army has a Battlestandard that does not cost any additional points. The Army Battlestandard can be carried by a cavalryman or within an infantry unit. All units within 12" of

the army battle standard can re-roll any failed morale check once. If the army battle standard is attached to a unit, the unit is immune to all morale checks. If the battle standard is attached to a unit, it is subject to the same chance of being killed as described in the rules for attached generals. If you lose the battle standard, all units in the army must make an immediate morale check. The Army Battlestandard always accompanies the Army General so if it is in a unit the General must be attached.

All units in the army may buy Battlestandards at the cost of 25 points per unit. The unit Battlestandard is carried by one of the figures in the unit but does not interfere with the figures ability to fight. Any unit can have a standard if the point cost is paid. Unit standards give units a +1 to their combat results (CVT). If a unit loses its standard, you must make a roll using the standard loss table. This can result in the unit being frenzied in the next round of combat or immediately taking a morale check. If a unit has a battle standard use rules for general losses.

## Celtic Warlords, Kings and Chieftains

### Vercingetorix

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Elite General/Warlord	8/5	4	+2	500

### Tribal Kings

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Warlords	5/3	3	+1	300

### Noble Warlord

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Senior Chieftain	4/3	2	None	250

**Lesser Nobles and Tribal Chiefs**

Commanders	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Chieftain	3	X	None	150

**Cavalry Units****Gallic Cavalry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	4	5	5/4	Tribal	12"	24 Points

**Weapons**-Throwing Spear, Light Armor, Shield, Hand Weapons

Veteran Morale	X1.45	Upgrade Armor to MA	+1
Regular morale	X1.3	Remove Warband	-4
Militia Morale	X1.2	Upgrade to Veteran Warrior as General's Bodyguard	+5
Add Javelin	+2		

**Celtic Light Cavalry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOC	4	5	2/2	Tribal	14"	14 Points

**Weapons**-Hand Weapons, Shield, Javelin

Regular morale	X1.3	Upgrade to SLA	+3
Militia Morale	X1.2	Replace Javelin with TS	+2

**Special**-May use "Approach and Shoot" rule if Javelin armed. May be used as a formed or Skirmish unit. If formed it is -1 to its BBR but can engage in combat with other formed units.

## Infantry Units

### Tribal Warriors

Order	BCR	BBR	CAR	Training	Move- ment	Base Cost
ROI	4	3	5/3	Tribal	6"	15 Points

### Weapons-Standard Spear, Hand Weapons, Shield, SLA, Warband

Veteran Morale	X1.4 5	Upgrade to MA for Nobles	+2
Regular Morale	X1.3	Replace SS with TS	+4
Levy Morale	X.9	Replace HW with THW	+3
Cost for each Berserker	+8	Remove Warband from Levy	-4
Upgrade Nobles to trained	+1	Upgrade to Veteran Warrior	+5

**Special:** Warband. May field mixed unit with front rank as armored Nobles. May field one unit in each army as completely Nobles, other units may have only front rank nobles. Nobles only may be Veteran Warriors if they purchase Veteran Morale and only the 100% Noble unit may be trained. One figure in 8 may be fielded as Berserker/Fanatics within units. One unit per army may be fielded

### Light Infantry

Order	BCR	BBR	CAR	Training	Move- ment	Base Cost
LOI	3	6	2/2	Tribal	6"	9 Points

### Weapons-Hand Weapons, Shield, Javelin

Veteran Morale	X1. 45	Upgrade to SLA	+3
Regular Morale	X1. 3	Replace Javelin with Sling	+2
Levy Morale	X.9	Replace Javelin with SB	+2
		Remove Shield	-3



## Special Units

### British Light Chariot

Order	BCR	BBR	CAR	Training	Move- ment	Base Cost
LOCH	4	6	5/3	Tribal	14"	41 Points

**Weapons**-Hand Weapons, 2 Crew 2 Horses, Javelin, SLA, Shield

Elite Morale	X1.6	Replace Javelin with SB	+3
Veteran Morale	X1.4 5	Add SLA to Driver	+3
Regular Morale	X1.3	Upgrade to Veteran Warrior	+5

**Special**-Only the fighting crewman is armored unless upgraded. Horses get a CAR of 2/2 and unarmored crew get a CAR of 2/2. Unit fights as LOC but is not subject to rules for destruction that normal Loose Order troops are subject to. Unit takes Ballistic fire as unarmored cavalry. If the unit

# Norman Conquest 1066 A.D.

This Norman list is for use primarily as William "The Bastard's" Conquest Army. It can be used to form a Byzantine Mercenary or Norman Client army. It could also be used as an Early Crusader list with only a little modification by the player.

The Norman Conquest army is one of the most powerful armies available in the time range covered by BAR. It includes extremely powerful cavalry with some very good heavily armored infantry. When factoring in the mixed unit capabilities the Normans bring from their Byzantine experience you have one tough army. It is a great army for the beginner because it is not too expensive to build and is very forgiving to play.

## Special Rules

The Norman Knight unit get the Heavy Shock rating without having to also place Partial Barding on the horses. This is because of their fantastic martial abilities and reputation for ferociousness they had acquired in the service of Byzantium. There is even recorded one instance where after a falling out with their Byzantine paymasters they literally rode through the entire Byzantine army laying low everyone before them as they made good their escape from service. These are not guys to mess around with. Considering just how good the Saxons under Alfred were perhaps no others could have had such success.

The Normans may also operate mixed units. This means either bowmen or even crossbowmen can operate with infantry units. They can fire their weapons from the front ranks and fall back to the rear when close combat is near. Read the rules on mixed units for more information.

The Norman Knights and Milites also have a special attack that is unusual but recorded as having been used at Hasting. That is closing on formed infantry that failed to be sufficiently scared by their charge and throwing their Kontos into the formation in an attempt to

cause it to disorder so they can close and attack. If this attack succeeds in disordering the infantry the cavalry may immediately resume its charge and close to combat with the infantry or they can retreat back to their battle line to rearm as they did historically. Once the knights have thrown their Kontos one time they must return to the battle line to rearm or they will have to fight with Hand Weapons only.

## Army and Unit Battlestandards

The army has a Battlestandard in the form of a Special banner given to William by the Pope that does not cost any additional points. The Army Battlestandard must be carried by the unit to which William is attached.. All units within 12" of the army battle standard can re-roll any failed morale check once. If the army battle standard is attached to a unit, the unit is immune to all morale checks. If the battle standard is attached to a unit, it is subject to the same chance of being killed as described in the rules for attached generals. If you lose the Battlestandard, all units in the army must make an immediate morale check. The Army Battlestandard always accompanies the Army General so if it is in a unit the General must be attached.

All units in the army may buy Battlestandards at the cost of 25 points per unit. The unit Battlestandard is carried by one of the figures in the unit but does not interfere with the figures ability to fight. Any unit can have a standard if the point cost is paid. Unit standards give units a +1 to their combat results (CVT). If a unit losses its standard, you must make a roll using the standard loss table. This can result in the unit being frenzied in the next round of combat or immediately taking a morale check. If a unit has a battle standard use rules for general losses.

## Commanders

### Duke William "The Bastard"

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Superior General	8/5	4	+1	400

### Vassal Lord or Count

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
General	5/3	3	+1	300

### Bishop Oddo

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Sub-General	3/2	2	None	250

### Mercenary General

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
General	5/3	3	None	275

### Subordinate Commander

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Sub-General	3/2	2	None	250

## Cavalry Units

### Mounted Norman Knights

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	6	6	8/7	Drilled	12"	41 Points

**Weapons-** Kontos, Hand Weapons, Heavy Armor, Shield

Elite Morale	X1.6	Downgrade Armor to MA	-1
Veteran Morale	X1.45	Add Partial Barding if Byzantine Merc	+10

**Special-** Veteran Warrior. Count as Heavy Shock Cavalry with no barding. Can throw Kontos but must return to the Battle Line to regain Kontos as primary weapon. Otherwise they will fight with Hand Weapons.

**Mounted Milites (Breton Sergeants)**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	6	6	7/6	Trained	12"	31 Points

**Weapons-** Kontos, Hand Weapons, Medium Armor, Shield

Veteran Morale	X1.45	Upgrade armor to HA	+1
Regular Morale	X1.3	Downgrade to LA	-1
Remove Veteran Warrior	-5	Replace Kontos with TS	+1

**Special-** Veteran Warriors. Can throw Kontos but must return to the Battle Line to regain Kontos as primary weapon. Otherwise they will fight with Hand Weapons.

**Norman Light Cavalry (Pueri)**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOC	4	5	5/3	Trained	14"	20 Points

**Weapons-**

Regular Morale	X1.3	Add Javelin	=2
Militia Morale	1.2	Remove SLA	-3
Replace TS with Kontos	-1	Remove Shield	-3

**Special-** May fight as formed cavalry with +1 BCR or as Loose Order Skirmishers. If Javelin armed the may use "Approach and Shoot" rule.

**Norman Light Infantry (Coloni)**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
LOI	3	6	2/2	Undrilled	7"	9 Points

**Weapons-** Javelin, Hand Weapon, Shield

Militia Morale	X1.2	Add SLA	+3
Levy Morale	X.9	Replace Javelin with Sling	+2
Replace Javelin with SB	+2	Remove Shield	-3

**Special-** Shield must be removed if armed with Sling or Bow. May use "Approach and Shoot" rule if javelin armed.

## Infantry Units

### Dismounted Knights

Order	BCR	BBR	CAR	Training	Move- ment	Base Cost
COI	6	2	8/7	Trained	5"	28 Points

**Weapons-** LTS, Hand Weapons, Heavy Armor, Shield

Veteran Morale	X1.4 5	Remove LTS	-7
Regular Morale	X1.3	Downgrade Armor to MA	-1
Remove Veteran Warrior	-5	Downgrade Armor to LA	-2

### Norman Infantry

Order	BCR	BBR	CAR	Training	Move- ment	Base Cost
COI	6	2	5/3	Trained	5"	20 Points

**Weapons-** LTS, Hand Weapons, SLA, Shield

### Norman Levy Infantry (Leberi)

Order	BCR	BBR	CAR	Training	Move- ment	Base Cost
ROI	4	3	2/2	Undrilled	6"	8 Points

**Weapons-** Spear, Hand Weapon, Shield

Militia Morale	X1. 2	Add LTS	+7
Levy Morale	X.9		

**Mercenary Infantry**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROI	5	3	5/3	Trained	6"	19 Points

**Weapons-**LTS, Hand Weapon, SLA, Shield

Veteran Morale	X1.45	Replace all or part of unit w/SB	-2
Regular Morale	X1.3	Replace all or part with Xbow	-1
Remove LTS	-7		

**Special-** May form Shieldwall. May be formed as a mixed unit.

## Late Saxon 1066 A.D.

The Late Saxon Army of the English is truly a great army. With Harold at its head it successfully held off one invasion attempt to the North by Harold Hardrada by destroying his army and then turned and marched half the length of Britain in 2 ½ weeks to fight off Williams invasion at the Battle of Hastings. It is only by the narrowest of margins that Harold failed. He was a great commander who inspired nearly superhuman efforts from his army. His army itself is made up a class system of warriors whose martial skills were just outstanding.

This list is based on the army Harold fought with in 1066. It is very flexible and like its Norman counter part is a point expensive army to field. It is very forgiving and makes an excellent and forgiving first army although its lack of quality cavalry makes it less flexible than some armies.

### Special Rules

The Saxons can use Shieldwall and can mix any of its infantry troop types with any other in mixed units. This ability can make some very dangerous combinations with ballistic weapons and high quality infantry ready to step to the front ranks to fight in close combat situations. It also has excellent leadership. You must be careful however because ½ of its infantry is warband and will charge at its enemies unless stopped by direct leadership within the unit. Refer to the warband rules as you build the army. If your unit is mixed and warband elements are in the front rank when an enemy approaches the unit will all behave as warband with the front rank charging after the enemy.

If Harold is killed in battle the Huscarls and any unit they are a part of will fight as fanatics until

they lose a round of combat. At that point they will automatically break and flee the field.

### Army and Unit Battlestandards

The army has a Battlestandard that does not cost any additional points. The Army Battlestandard must be carried by the unit to which Harold is attached or must accompany him at all times. All units within 12" of the army battle standard can re-roll any failed morale check once. If the army battle standard is attached to a unit, the unit is immune to all morale checks. If the battle standard is attached to a unit, it is subject to the same chance of being killed as described in the rules for attached generals. If you lose the Battlestandard, all units in the army must make an immediate morale check. The Army Battlestandard always accompanies the Army General so if it is in a unit the General must be attached.

All units in the army may buy Battlestandards at the cost of 25 points per unit. The unit Battlestandard is carried by one of the figures in the unit but does not interfere with the figures ability to fight. Any unit can have a standard if the point cost is paid. Unit standards give units a +1 to their combat results (CVT). If a unit loses its standard, you must make a roll using the standard loss table. This can result in the unit being frenzied in the next round of combat or immediately taking a morale check. If a unit has a battle standard use rules for general losses.

## King and Commanders

### King Harold of Wessex

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Elite General	8/5	4	+2	500

**Special Rules-** Harold is able to use the "Caesar is Watching" rule as an Elite General.

## Battlestandard Ancients Rules

### Earl

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Warlord	5/3	3	+1	300

### Ealdormen, Bishop or Abbot

Commander	Unit Command Rating (UCR)	Leader Command Rating (LCR)	Initiative Bonus	Cost
Chieftain	3	X	None	150

## Cavalry Units

### Mounted Thegns

Order	BCR	BBR	CAR	Training	Movement	Base Cost
ROC	4	5	6/5	Trained	12"	26 Points

**Weapons-** Throwing Spear, Hand Weapons, Medium Armor, Shield

Veteran Morale	X1.45	Downgrade MA to LA	-1
Regular Morale	X1.3	Downgrade LA to SLA	-2
Replace TS with Kontos	-1	Remove Shield	-3

**Special-** Warband. May fight as Loose Order Skirmish cav. If in SLA and Javelin armed they may use "Approach and Shoot" rule.

## Infantry Units

### Huscarls

Order	BCR	BBR	CAR	Training	Movement	Base Cost
COI	7	4	7/6	Drilled	5"	30 Points

**Weapons-** THW, Throwing Weapons, Shield

Elite Morale	X1.6	Replace THW with LTS	+4
Veteran Morale	X1.45	Downgrade from Veteran Warrior	-5

**Special-** Veteran Warriors. May use Shieldwall. May fight as a mixed unit.



**Thegns**

Order	BCR	BBR	CAR	Training	Movement	Base Cost
COI	5	2	6/5	Trained	5"	19 Points

**Weapons-** Spear, Hand Weapons, Medium Armor, Shield

Veteran Morale	X1.45	Add Javelin	+2
Regular Morale	X1.3	Downgrade Armor to LA	-1
Replace Spear with LTS	+7		

**Special-** Shieldwall. Can fight as a mixed unit.

**Ceorls**

Order	BCR	BBR	CAR	Training	Move- ment	Base Cost
COI	5	2	5/4	Trained	5"	18 Points

**Weapons-** Spear, Hand Weapons, Light Armor, Shield

**Gebur Infantry**

Order	BCR	BBR	CAR	Training	Move- ment	Base Cost
COI	5	2	5/3	Trained	5"	17 Points

**Weapons-** Javelin, Hand Weapons, Shield

Regular Morale	X1.3	Replace Javelin with SB	+4
Militia Morale	X1.2	Replace Javelin with Sling	+4
Levy Morale	X.9	Remove Shield from Bowmen	-3
Replace Javelin with LTS		Remove SLA	-3

**Special-** Warband, May use Shieldwall. May fight as a mixed unit. If Javelin, Sling or Bow armed Geburs may deploy in Loose Order at will with +1 BBR, +2 if Javelin armed. May use "Approach and

## Appendix B: Frequently Asked Questions

**Q1. If a routed unit is forced to move two full moves backwards and is required to pass through (around, over) a friendly unit. What happens to that unit?**

A1. The unit it passes through is immediately considered disordered until the routing unit clears it. Once it clears the unit immediately reorders.

**Q2. The war bands have no armor, many are naked men painted blue in Regular order. (We had a long discussion on whether they should be close order or regular order, however since pretty much every other rule set puts them in what would be regular order we put them in regular order.)**

A2. This would generally be correct. Be sure you put armored nobles in the front rank. You do not have too but it would have been very common for any of the non-British Celts. It would be less likely if they were Germanics.

**Q3. If you have one "real" charge and the others are fakes, how many total markers may you place?**

A3. Four. Two just for being there, One that is real and one you qualify for as the result of the real one.

**Q4. What sort (if any) pre-measuring is allowed?**

A4. You may not pre-measure charges but can measure ballistic fire.

**Q5. What are the "victory conditions"?**

A5. In general the obvious defeat of your opponent but there will scenarios included in either the rules or online and in future supplements. Other than that simply follow the victory condition guidelines in the rules.

**Q6. For Setup (both were Aggressive by the way) does one side set-up completely first? Or do you alternate units?**

A6. It is a dice roll with your initiative bonuses added. If both players have the same initiative bonuses than roll one dice with the loser setting up one unit followed by the winner setting up a unit until both armies are deployed.

**Q7. When Charged, a unit first has to test, but later it seems that Skirmishers might be able to chose "Fire & Flee" as a response without testing -- which is correct?**

A7. Skirmishers never check for being charged. It is understood that formed troops will destroy them if caught so they will always flee with the option of firing if they fulfill the requirements for doing so.

**Q8. Are skirmishing troops an exception to that initial Charge Test?**

A8. Yes.

**Q9. Do Battle Line units need to test for Routing Skirmishers?**

A9. No

**Q10. Do Counter-charging units get the +1 factor for Charging?**

A10. Yes

**Q11. Do Cavalry units get "rank bonuses" for CVT?**

A11. Yes

**Q12. Can the winner of a round of combat (when recoiling foe) expand on his follow-up?**

A12. Yes, up to 50% of their frontage

**Q13. When a Warband is within 8" it's charge is triggered -- but what if the unit that triggers it is already in combat?**

A13. It is still triggered. Those pesky warbands really like to fight. Make sure to buy chieftains if you wish to keep control of them.

**Q14. When a warband auto charges but does not reach its target does it Disorder the Warband?**

A14. Yes

**Q15. Does charging through Skirmishers Disorder a Battle Line unit?**

A15. No.

**Q16. What happens to Skirmishers when they are charged through by friendly units?**

A16. Nothing. They just flow around and through the unit.

**Q17. We had a Warband Charging another Warband . . . but the first Warband was Counter-Charged by Cavalry. What are the mechanics of this event?**

A17. The warbands roll for their bonus movement and begin making their movement to contact. Once the counter-charger (term is changing to opportunity charger) is triggered do this. If both units are infantry each will move at exactly the same speed as they close on their respective targets. If one is cavalry it will move 2" for every inch moved by the infantry unit. Both units are subject to the rules for failing to contact and the unit being opportunity charged cannot change its original target or alter its course to it.

**Q18. Can a player counter-charge if the charging unit fails its morale?**

A18. No, this is no different than posturing to lure a charge. The simulation to handle that is in the placement of charge markers. Once one of the players is designated to make charges (reveal their markers) this mechanic has been done. I can understand a logical desire for this but I could not find a way to allow it with out diminishing other aspects of the game. However the target does not have to make a check if the unit fails to charge.

**Q19. What happens when a disordered unit is disordered again?**

A19. Nothing unless the unit was dropped a level of order on the moral check table. In that case they would be routed. If it was a non combat related disorder they just stay the way they were. At one time I considered multiple levels of order but quickly dropped that idea as far to cumbersome.

**Q20. Defense posture seems strange, surely it would be better to say that atleast 25% of your units cannot move?**

A20. It is intended only as a reflection of an army committed to receiving its opponents attack. At the beginning of any turn you can change your posture at will to any level you wish. If this was not clear I need to make it more so.

**Q21. Can disordered units shoot?**

A21. Yes they can shoot and no there is not a negative. The only units this impact are formed troops as loose order troops are always considered disordered by nature of their formation. If I made it a negative to shooting I would then have to write an exclusion for skirmishers and since our playtest have not had many issues with formed troops firing disordered I decided not too. I can go into this and the my thought behind it more if you wish.

**Q22. What does 'immune' mean in morale tests?**

A22. They will pass any morale check they are required to take.

**Q23. What happens when two immune units charge one another?**

A23. It is ugly. Think the Theban Sacred Band fighting Alexander leading the Companions. Before becoming concerned generally an army will only have one immune unit because the Army Battlestandard is with it. Most armies do not have units with heroic status.

**Q24. A Roman Legion Cohort has a Scorpio attached and is charged by warband.**

SCO

RRRRRRRRSCO RRRRRRRR

RRRRRRRR RRRRRRRR

WWWWWWWWWWWWWW

WWWWWWWWWWWWWW

WWWWWWWWWWWWWW

WWWWWWWWWWWWWW

**During the warband's charge when does the Scorpio fire?**

A24. The Scorpio fires using the supporting fire rules exactly as any other unit.

**Q25. Can war machines attach to units?**

A25. No

**Q26. During the close combat phase, how does the Scorpio unit effect combat?**

A26. It cannot fire into existing close combat. It can fire at other unengaged targets only or in support of a unit that is being charged.

## Appendix C: Profile Worksheets and Army List Creation Worksheet

The following worksheets are available for your convenience if you decide that you want to record statistics for your army or to create your own army list. For more information about using these worksheets, see the chapter titled *Assembling your Army*.

### **Army Profile Worksheets**

The Army Profile Worksheets are used to record statistics about the army you play in a game. This worksheet is used help you determine the point value of your army, help you keep track of your commanders, troop types, and special units or weapons.

### **Army List Creation Worksheets**

The Army List Creation Worksheets are used to help you create a new army list if you decide not to use a list in the rules or one of the supplements. These lists help you build your army using the charts in the chapter titled *Creating Your Own Army List and Units*.

You begin with “Naked Guy” then add armor, training, weapons, and more. Just follow the steps to create your army.

## Army Form Generals

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

## Army Form Battle Line Units

Unit Name					Figure Number	
Training	Special		Weapon		Armor	Shield
Type-	BCR	BBR	CAR	Morale	Movement	Point Cost
Notes						

Unit Name					Figure Number	
Training	Special		Weapon		Armor	Shield
Type-	BCR	BBR	CAR	Morale	Movement	Point Cost
Notes						

Unit Name					Figure Number	
Training	Special		Weapon		Armor	Shield
Type-	BCR	BBR	CAR	Morale	Movement	Point Cost
Notes						

Unit Name					Figure Number	
Training	Special		Weapon		Armor	Shield
Type-	BCR	BBR	CAR	Morale	Movement	Point Cost
Notes						

Permission is given to freely copy this worksheet.

## Army Form War Machines

Name						
Type		Range	BBR	CAR	Movement	Cost
Crew	Type	BCR	BBR	CAR	Movement	Cost
Notes						

Name						
Type		Range	BBR	CAR	Movement	Cost
Crew	Type	BCR	BBR	CAR	Movement	Cost
Notes						

Name						
Type		Range	BBR	CAR	Movement	Cost
Crew	Type	BCR	BBR	CAR	Movement	Cost
Notes						

Name						
Type		Range	BBR	CAR	Movement	Cost
Crew	Type	BCR	BBR	CAR	Movement	Cost
Notes						

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## Army List Template - Commanders

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

Name				
Type	UCR	LCR	Initiative Bonus	Points
Notes				

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## Warrior Creation Worksheet

This worksheet is just a form to add up the values. Use the Army creation system at the rear of the rules for generating the list.

	Training	Order	Warrior	Armor + Shield		Weapon	Spe- cial	Morale	Total Cost
<b>Rating</b>									
<b>Cost</b>									

	Training	Order	Warrior	Armor + Shield		Weapon	Spe- cial	Morale	Total Cost
<b>Rating</b>									
<b>Cost</b>									

	Training	Order	Warrior	Armor + Shield		Weapon	Spe- cial	Morale	Total Cost
<b>Rating</b>									
<b>Cost</b>									

	Training	Order	Warrior	Armor + Shield		Weapon	Spe- cial	Morale	Total Cost
<b>Rating</b>									
<b>Cost</b>									

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## Army List Template - Units

Order	BCR	BBR	CAR	Training	Movement	Base Cost

Weapons-


Special-

Order	BCR	BBR	CAR	Training	Movement	Base Cost

Weapons-


Special-

Order	BCR	BBR	CAR	Training	Movement	Base Cost

Weapons-


Special-

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## Army List Template - Warmachines

Name						
Type		Range	BBR	CAR	Movement	Cost
Crew	Type	BCR	BBR	CAR	Movement	Cost
Notes						

Name						
Type		Range	BBR	CAR	Movement	Cost
Crew	Type	BCR	BBR	CAR	Movement	Cost
Notes						

Name						
Type		Range	BBR	CAR	Movement	Cost
Crew	Type	BCR	BBR	CAR	Movement	Cost
Notes						

Name						
Type		Range	BBR	CAR	Movement	Cost
Crew	Type	BCR	BBR	CAR	Movement	Cost
Notes						

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