

ANCIENTS STRATEGY BATTLE GAME

Intro

Welcome to a simple project supplement for the Middle Earth Strategy Battle (ME:SBG) game produced by Games Workshop. To use this supplement you will still require the **Middle Earth Strategy Battle Game RuleBook** and its companion **Army books** for any additional special rules that would otherwise be listed in there.

The aim of Ancients Strategy Battle Game was to simply take the core mechanics from ME:SBG and with minor variations allow players to field ancient armies. You will find additional equipment listed below as well as any amendments to existing rules. Other than this each of the army lists function exactly how ME:SBG Rulebook describes with the exception of Mercenaries which are covered in their own section.

There is a huge range of miniatures available to wargamers for the ancients period but very few skirmish games to provide players a smooth transition from a few handfuls of models to the mass rank and file we are all used to. We have tried to include as many army lists in here to reflect most ancient forces you would typically see on the table. Of course depending on the reaction there is always room to include more.

We enjoyed the challenge of bringing these armies to a core system we truly love and hope others can enjoy them also.

Happy Gaming

Doug Williams & Chad Murphy

Additional Equipment and Amendments

Heavy Armour (Amendment) - Models equipped with Heavy Armour gain +2 Defence (or +1 if they already have Armour) and -1 Move (Mv).

Buckler (New) - Bucklers are Shields which provide +1 Defence to models whilst engaged in Melee. They have no benefits when the target of a ranged attack.

Sling (New) - Range 18", S3.

Ancient Bow (New) - Range 18", S2.

Additional Special Rules and Amendments

Skirmisher (New) - When a model with this rule, that has not moved previously this turn, is declared as the target of a Charge from an enemy model it may choose to Disengage. To do this the model with Skirmish must roll a D6 before the Charging model moves.

- On a '1' the model attempting to Disengage has failed to escape its attacker, cannot move, and counts as being Trapped if it loses the subsequent Duel.
- The result of a '2' to '5' allows the model to move up to half its Move value. It cannot move again this turn, it cannot make any ranged attacks in the Shooting phase, and if it is engaged in a Duel it must Shield.
- If the model scores a '6' it may move up to its maximum Move value, is allowed to make ranged attacks in the Shooting phase, and can fight as normal in a Duel.

A model that has attempted to, or has successfully, Disengaged cannot move again in the current Movement phase.

Once the reacting model completes its Disengage, the attacking model may now resolve its Charge. If the original target is no longer in range to be charged, the attacking model may redirect its Charge against another model in range, or make a normal Move action.

REPUBLICAN ROME (SPQR)

ARMY COMPOSITION

This army may include: Tribunes, Centurions, Triarii, Principes, Hastati, Velites, and Equites.

ARMY BONUS

Legion (Active)

Models with the Legion special rule have the **Elven made weapons** special rule per the Middle Earth Strategy Battle Game Rulebook. This represents the training and hand to hand superiority the roman legions held over their opponents whether it be physically or perhaps psychologically.

TRIBUNES

SPQR, Infantry, Hero - Hero of Valour

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	4	2	2	5		2	2	2		75

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Defence
- Heroic Channeling

OPTIONS	POINTS
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10
Horse (Model becomes Cavalry, and has 10" Mv)	10

SPECIAL RULES

- Legion

MAGICAL POWERS	Range	Casting
Aura of Command	-	4+

MANIPLE CENTURION

SPQR, Infantry, Hero - Hero of Fortitude.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	5/4+	4	4	2	2	5		2	1	1		50

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic March
- Heroic Strength

OPTIONS	POINTS
Spear (Support)	5
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10
Horse (Model becomes Cavalry, and has 10" Mv)	10

SPECIAL RULES

- Legion
 - Shieldwall.
-

ROMAN TRIARII

SPQR, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
5"	4/4+	3	6	1	1	5		12

WARGEAR

- Sword, Spear, Heavy Armour, Shield.

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25

SPECIAL RULES

- Fearless
 - Legion
 - Shieldwall.
-

ROMAN PRINCIPES

SPQR, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
5"	3/4+	3	6	1	1	4		9

WARGEAR

- Sword, Heavy Armour, Shield.

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25
Throwing Weapons (Range 6", S3)	2

SPECIAL RULES

- Legion
 - Shieldwall.
-

ROMAN HASTATI

SPQR, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	3		6

WARGEAR

- Sword, and Shield

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25
Armour (+1 Defence)	1
Throwing Weapons (Range 6", S3)	2

SPECIAL RULES

- Legion
 - Shieldwall
-

ROMAN VELITES

SPQR, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/4+	3	3	1	1	3		4

WARGEAR

- Sword, Throwing Spears.

OPTIONS	POINTS
Shield (+1 Defence)	1

EQUITES

SPQR, Cavalry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	5	1	1	3		12

WARGEAR

- Sword, Armour, Shield, Horse

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25
Heavy Armour (+1 Defence, -1Mv for Infantry)	1
Throwing Spears (Range 8", S3)	2
War Spear (Lance while mounted, Spear on foot)	1

EARLY IMPERIAL ROME (EIR)

ARMY COMPOSITION

This army may include: Tribune, Centurions, Praetorian Guards / Veteran Legionaries, Roman Legionaries, Roman Auxiliaries, and Roman Scorpion team.

ARMY BONUS

Legion (Active)

Models with the Legion special rule have the **Elven Made weapons** special rule per the ME SBG Rulebook. This represents the training and hand to hand superiority the roman legions held over their opponent

TRIBUNE

EIR, Infantry, Hero - Hero of Valour

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	4	2	2	5		2	2	2		75

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Defence
- Heroic Channeling

OPTIONS	POINTS
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10
Horse (Model becomes Cavalry, and has 10" Mv)	10

SPECIAL RULES

- Legion

MAGICAL POWERS	Range	Casting
Aura of Command	-	4+

CENTURION

EIR, Infantry, Hero - Hero of Fortitude.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	5/4+	4	4	2	2	5		2	1	1		50

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic March
- Heroic Strength

OPTIONS	POINTS
Spear (Support)	2 pts
Shield (+1 Defence)	5 pts
Armour (+1 Defence)	5 pts
Heavy Armour (+2 Defence, -1Mv for Infantry)	10 pts
Horse (Model becomes Cavalry, and has 10" Mv)	10 pts

SPECIAL RULES

- Legion
 - Shieldwall.
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PRAETORIAN GUARD / VETERAN LEGIONARY

EIR, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
5"	4/4+	3	6	1	1	5		14

WARGEAR

- Sword, Heavy Armour, Shield.

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25
Horse (Model becomes Cavalry, and has 10" Mv)	10
War Spear (Lance while mounted, Spear on foot) (may only be selected if model has the cavalry rule)	1
Throwing Weapons (Range 6", S3)	2

SPECIAL RULES

- Bodyguard
 - Legion
 - Shieldwall.
-

ROMAN LEGIONARY

EIR, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
5"	4/4+	3	6	1	1	4		12

WARGEAR

- Sword, Heavy Armour, Shield.

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25
Throwing Weapons (Range 6", S3)	2

SPECIAL RULES

- Legion
 - Shieldwall.
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ROMAN AUXILIARIES

EIR, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
5"	3/4+	3	5	1	1	3		7

WARGEAR

- Sword, Heavy Armour.

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25
Horse (Model becomes Cavalry, and has 10" Mv)	5
Ancient Bows (18" Range, S2)	1
Shield (+1 Defence)	1
Spear (Support)	1
Throwing Spears (Range 8", S3) (May not be selected if also carrying Spears)	2

ROMAN SCORPION BOLT THROWER

EIR, Siege Engine.

Siege Engine	Strength	Defence	Wounds		PTS
Scorpion Bolt Thrower	(7)	10	3		40

Crew

A Roman Scorpion Bolt Thrower is a small siege engine and is crewed by two Legionaries with heavy armour and sword. One of the crew is automatically the siege Veteran. All crew members have the EIR, Infantry, and Warrior keywords.

MV	F	S	D	A	W	C
5"	3/4+	3	5	1	1	3

WARGEAR

- Sword, Heavy Armour.

SPECIAL RULES

- Short Range - A Roman Scorpion Bolt Thrower only fire 24" rather than 48".

GREEK CITY-STATES

ARMY COMPOSITION

Strategos (General), Lochagos (Captain),
Hoplites, Veteran Hoplites, Spartans, Peltasts
(Javelins), Psiloi (Levy Missile Troops),
Prodromoi (Light Cavalry).

HELLENIC SHIELDWALL

Models equipped with Shields that are in base
contact with a friendly faction model also
equipped with a Shield gain +1 Defence.

STRATEGOS

Hero, Greek, Infantry, Warrior - Hero of Valour.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	5/4+	4	4	3	2	5		3	1	2		75

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Defence

OPTIONS	POINTS
Spear (Support)	5
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10
Throwing Spears (Range 8", S3)	10
Horse (Model becomes Cavalry, and has 10" Mv)	10
Blood of Heroes (Counts as a Banner for friendly Greeks within 3")	25

SPECIAL RULES

- Hellenic Shieldwall.
- Blood of Heroes

LOCHAGOS

Hero, Greek, Infantry, Warrior - Hero of Fortitude.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	5/4+	4	4	2	2	5		2	1	1		55

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic March
- Heroic Defence

OPTIONS	POINTS
Spear (Support)	5
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1 Mv for Infantry)	10
Throwing Spears (Range 8", S3)	10
Horse (Model becomes Cavalry, and has 10" Mv)	10
Blood of Heroes (Counts as a Banner for friendly Greeks within 3")	25

SPECIAL RULES

- Hellenic Shieldwall.
 - Blood of Heroes
-

SPARTAN HOPLITES

Greek, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
5"	4/5+	4	6	1	1	5		16

WARGEAR

- Spear, Heavy Armour, Shield.

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30

SPECIAL RULES

- Hellenic Shieldwall
 - Fearless
-

HOPLITES

Greek, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/5+	3	4	1	1	3		7

WARGEAR

- Sword, and Shield.

OPTIONS	POINTS
Spear (Support)	1
Armour (+1 Defence)	1
Heavy Armour (+2 Defence, -1 Mv for Infantry)	2
War Horn (Friendly models on the battlefield gain +1 Courage)	30

SPECIAL RULES

- Hellenic Shieldwall.

VETERAN HOPLITES

Greek, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	4/5+	3	4	1	1	4		10

WARGEAR

- Sword, and Shield.

OPTIONS	POINTS
Spear (Support)	1
Armour (+1 Defence)	1
Heavy Armour (+2 Defence, -1Mv for Infantry)	2
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Bodyguard (Automatically pass Courage tests while Leader is alive)	2

SPECIAL RULES

- Hellenic Shieldwall.
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PELTASTS

Greek, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/4+	3	4	1	1	3		5

WARGEAR

- Sword, Throwing Spears, and Shield.

OPTIONS	POINTS
Skirmisher	1

PSILOI

Greek, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/4+	3	3	1	1	2		4

WARGEAR

- Dagger, Ancient Bow (18" Range, S2).

OPTIONS	POINTS
Exchange Ancient Bow for a Sling (18" Range, S3)	1

PRODROMOI

Greek, Cavalry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	3		12

WARGEAR

Sword, Throwing Spears, Shield, Horse.

OPTIONS	POINTS
Exchange Throwing Spears for War Spears.	Free
Armour (+1 Defence)	1

ACHAEMENID PERSIA (Persian)

ARMY COMPOSITION

This army may include: Persian Warlord, Persian Captain, Taskmaster, Immortals, Cavalryman, Persian Levy and War Elephant.

ARMY BONUS

Our Arrows Will Blot Out The Sun - An Achaemenid Persian army may have $\frac{2}{3}$ of its warriors armed with bows.

PERSIAN WARLORD

Persian, Infantry, Hero - **Hero of Valour**

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	4	3	2	4		2	3	1		75

WARGEAR

- Sword, Axe, or Mace

HEROIC ACTIONS

- Heroic Strength
- Heroic Strike

OPTIONS	POINTS
War Spear (Lance, if mounted. Spear, on foot)	5
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10
Throwing Spears (Range 8", S3)	5
Horse (Model becomes Cavalry, and has 10" Mv)	10

SPELLS

Name	Range	Casting
Compel / Command	12"	4+

PERSIAN CAPTAIN

Persian, Infantry, Hero - Hero of Fortitude.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	4	2	2	3		2	1	1		40

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic March
- Heroic Strength
- Heroic Accuracy

OPTIONS	POINTS
War Spear (Lance, if mounted. Spear, on foot)	5
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10
Ancient Bow (18" Range, S2)	5
Horse (Model becomes Cavalry, and has 10" Mv)	10

SPECIAL RULES

- Expert Rider
-

PERSIAN TASKMASTER

Persian, Infantry, Hero - Hero of Fortitude.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/5+	3	3	2	2	3		1	1	1		45

WARGEAR

- Sword and Whip

HEROIC ACTIONS

- Heroic March

OPTIONS	POINTS
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10
Horse (Model becomes Cavalry, and has 10" Mv)	10

SPECIAL RULES

- **Whip of the Masters (Active)** - Each time a friendly **Hero** model within 6" of the taskmaster from the same army list, including the taskmaster itself, attempts a Heroic Move, Heroic March or Heroic Shoot, roll a D6. On a 4+, they may call the declared Heroic Action without expending Might.
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PERSIAN IMMORTAL

Persian, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	4/4+	3	5	1	1	3		7

WARGEAR

- Sword, Spear, Armour, Shield

OPTIONS	POINTS
Heavy Armour (+1 Defence, -1 Mv for Infantry)	1
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25

SPECIAL RULES

- Bodyguard
-

PERSIAN CAVALRY (ASABARI)

Persian, Cavalry, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	3		12

WARGEAR

- Sword, Armour, Horse.

OPTIONS	POINTS
War Spear (Lance, if mounted. Spear, on foot)	1
Throwing Spears (Range 8", S3) - May not be selected if also carrying a War Spear.	2
Ancient Bows (18" Range, S2) - Cannot be taken if armed with a War Spear.	1
Shield (+1 Defence)	1
Heavy Armour (+1 Defence, -1 Mv for Infantry)	1
Banner (3" Range)	25
War Horn (+1 Courage for friendly faction models on the battlefield)	30

SPECIAL RULES

- Expert Rider.
-

PERSIAN CATAPHRACTS

Persian, Cavalry, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	4/4+	3	4	1	1	3		18

WARGEAR

- Sword, Lance, Heavy Armour, Armoured Horse.

OPTIONS	POINTS
Shield (+1 Defence)	1
Banner (3" Range)	25
War Horn (+1 Courage for friendly faction models on the battlefield)	30

SPECIAL RULES

Expert Rider.

PERSIAN LEVY

Persian, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/4+	3	4	1	1	2		5

WARGEAR

- Sword, Armour

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25
Ancient Bows (18" Range, S2) - Cannot be taken if armed with a Spear.	1
Shield (+1 Defence) - Cannot be taken if armed with an Ancient Bow.	1
Spear (Support)	1
Spara (See below)	2

SPECIAL RULES

- **Spara (Passive)** - This giant wicker shield provides the bearer +3 Defence, so long as the bearer is not Engaged in combat with another model. The bearer may use the rules for shielding, and retains +1 defence when engaged in combat.
 - **Backstabbers (Active)**- +1 on to Wound rolls when making Strikes against a Trapped model.
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PERSIAN WAR ELEPHANT

Persian, War Beast, Warrior.

Mv	F	S	D	A	W	C		PTS
8"	6/5+	6	6	3	3	4		90

WARGEAR

- Tusks, Spears (Howdah)

OPTIONS	POINTS
Throwing Spears (3 Attacks, Range 8", S3)	10
Armour (+1 Defence)	5

SPECIAL RULES

- **Terror (Passive)** - Models wanting to Charge this model must pass a Courage test. If the test is failed the model does not Charge and may not move at all.
 - **War Beast** - (See page 80 and 81 of the ME:SBG Rules Manual)
 - **Trample** - When a War Elephant Tramples, it will inflict two S6 hits.
 - **Irresistible Force** - If a War Beast ends a trample in base contact with an enemy model, and wins the ensuing combat, then all enemy models involved in the fight are knocked prone.
 - **Immovable Object** - Cannot be knocked prone, cannot be hurled, and never counts as trapped.
 - **Stampede!** - Each time the War Beast suffers a wound, it must make a Courage test. If it fails, the opposing player may move the War Beast in its next Move phase exactly as if it were one of their models. If this move takes it off the table then it is removed as a casualty. At the end of a Move phase in which a War Beast stampedes, it will revert back to being under the control of its controlling player.
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MACEDONIAN EMPIRE

ARMY COMPOSITION

Chiliarch (General), Pentakosiarch (Captain), Hypaspists, Pezhetairoi, Companion Cavalry, Peltasts (Javelins), Prodromoi (Light Cavalry).

Phalanx (Active)

Models can use pikes and shields at the same time without penalty. Furthermore, should a model on foot with this special rule lose a duel

roll, up to two other models that also have the phalanx special rule can make way instead of one.

Foot Companion (Active)

Infantry models armed with Pikes, whilst in base contact with two or more non-prone models with this special rule that are also armed with a pike, gains a bonus of +1 to its Fight.

CHILIARCH

Hero, Macedonian, Infantry, Warrior - Hero of Valour.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	5/4+	4	4	3	2	5		2	2	2		75

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic Strike
- Heroic Challenge

OPTIONS	POINTS
War Spear (Lance while mounted, Spear on foot)	5
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1 Mv for Infantry)	10
Horse (Model becomes Cavalry, and has 10" Mv)	10

SPECIAL RULES

- **Master of Battle (5+) (Active)** - Pg 105.
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PENTAKOSIARCH

Hero, Macedonian, Infantry, Warrior - Hero of Fortitude.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	5/4+	4	4	2	2	5		2	1	1		50

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic March
- Heroic Challenge

OPTIONS	POINTS
War Spear (Lance while mounted, Spear on foot)	5 pts
Shield (+1 Defence)	5 pts
Armour (+1 Defence)	5 pts
Heavy Armour (+2 Defence, -1Mv for Infantry)	10 pts
Horse (Model becomes Cavalry, and has 10" Mv)	10 pts

HYPASPISTS

Macedonian, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	4/3+	3	4	1	1	4		12

WARGEAR

- Sword, and Shield.

OPTIONS	POINTS
Throwing Spears (Range 8", S3) - Cannot be taken if armed with a Spear or Pike.	2
Spear (Support)	1
Pike (Support & Pike Support)	2
Armour (+1 Defence)	1
Heavy Armour (+2 Defence, -1 Mv for Infantry)	2
War Horn (Friendly models on the battlefield gain +1 Courage)	30

SPECIAL RULES

- **Bodyguard.**
 - **Phalanx.**
 - **Elite** - Before the game begins choose one of the following Special Rules for each Hypaspist:
Foot Companion (*Pike armed models only*), **Shieldwall** (*Must be equipped with Shields*), or **Skirmisher** (*Must be armed with Throwing Spears, cannot have Heavy Armour*).
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PEZHETAIROI FOOT COMPANIONS

Macedonian, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	3		8

WARGEAR

- Pike, and Shield

OPTIONS	POINTS
Armour (+1 Defence)	1
Heavy Armour (+2 Defence, -1 Mv for Infantry)	2
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25

SPECIAL RULES

- Phalanx
 - Foot Companion.
-

COMPANION CAVALRY

Macedonian, Cavalry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	4/4+	3	4	1	1	4		15

WARGEAR

- Sword, Lance, Armour, Horse

OPTIONS	POINTS
Heavy Armour (+1 Defence, -1 Mv for Infantry)	1
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25

SPECIAL RULES

- Bodyguard
 - Expert Rider
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PELTASTS

Macedonian, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/4+	3	4	1	1	3		5

WARGEAR

- Sword, Throwing Spears, and Shield.
-

PRODROMOI

Macedonian, Cavalry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	3		12

WARGEAR

- Sword, Throwing Spears, Shield, Horse.

OPTIONS	POINTS
Exchange Throwing Spears for War Spears.	Free
Armour (+1 Defence)	1

MACEDONIAN WAR ELEPHANT

Macedonian, War Beast, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	6/5+	6	6	3	3	3		90

WARGEAR

- Tusks, Spears (Howdah).

OPTIONS	POINTS
Throwing Spears (3 Attacks, Range 8", S3)	10
Armour (+1 Defence)	5

SPECIAL RULES

- **Terror (Passive)** - Models wanting to Charge this model must pass a Courage test. If the test is failed the model does not Charge and may not move at all.
 - **War Beast** - (See page 80 and 81 of the ME:SBG Rules Manual)
 - **Trample** - When a War Elephant Tramples, it will inflict two S6 hits.
 - **Irresistible Force** - If a War Beast ends a trample in base contact with an enemy model, and wins the ensuing combat, then all enemy models involved in the fight are knocked prone.
 - **Immovable Object** - Cannot be knocked prone, cannot be hurled, and never counts as trapped.
 - **Stampede!** - Each time the War Beast suffers a wound, it must make a Courage test. If it fails, the opposing player may move the War Beast in its next Move phase exactly as if it were one of their models. If this move takes it off the table then it is removed as a casualty. At the end of a Move phase in which a War Beast stampedes, it will revert back to being under the control of its controlling player.
-

CELTS (Britons, Gauls, and Germans)

ARMY COMPOSITION

Chieftain, Noble, Druid, Warriors, Tribesman, Skyclad Warriors, Cavalry, Chariots, Skirmishers, War Dogs.

ARMY BONUS

Ferocious Charge! - Celtic models with Ferocious Charge gain +1 to their Fight value when they make a successful charge against an enemy model.

CHIEFTAIN

Hero, Celt, Infantry - **Hero of Valour.**

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	4	4	2	4		4	1	1		75

WEAPONS

- Sword.

HEROIC ACTIONS

- Heroic Strike.
- Heroic Challenge.
- Heroic Strength.

OPTIONS	POINTS
Spear (Support)	2
Double Handed Weapon (+1 to wound)	5
Throwing Spears (8" range, S3)	2
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1 Mv for Infantry)	10
Shield (+1 Defence)	5
Horse (Model becomes Cavalry, and Mv 10")	10

SPECIAL RULES

- **Ferocious Charge!** - Celtic models with Ferocious Charge gain +1 to their Fight value when they make a successful charge against an enemy model.
-

NOBLE

Hero, Man, Celt, Infantry - Hero of Fortitude.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	4	3	2	4		3	0	1		55

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic March.
- Heroic Strength.

OPTIONS	POINTS
Spear (Support)	2
Double Handed Weapon (+1 to wound)	5
Throwing Spears (8" range, S3)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1 Mv for Infantry)	10
Shield (+1 Defence)	5
Horse (Model becomes Cavalry, and Mv 10")	10

SPECIAL RULES

- **Ferocious Charge!** - Celtic models with Ferocious Charge gain +1 to their Fight value when they make a successful charge against an enemy model.
-

DRUID

Hero, Man, Celt, Infantry - Minor Hero.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	2/4+	3	3	1	2	6		1	3	1		50

WARGEAR

- Staff, and Dagger.

HEROIC ACTIONS

- Heroic Channelling

OPTIONS	POINTS
Spear (Support)	2 pts
Armour (+1 Defence)	5 pts
Horse (Model becomes Cavalry, and Mv 10")	10 pts

SPECIAL RULES

- **Harbinger of Evil** - An enemy model within 12" of this model suffers a -1 penalty to its Courage. This is not cumulative with other such penalties.
- **Woodland Creature** - An Infantry model with this special rule may move through woods and forests that are classified as difficult terrain as if they are open ground.

MAGICAL POWERS	CAST
Aura of Dismay	5+
Fury	3+

WARRIORS

Man, Celt, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	4		7

WARGEAR

- Sword, and Shield.

OPTIONS	POINTS
Spear (Support)	1
Throwing Spears (8" Range, S3)	2
Armour (+1 Defence)	1
Banner (3" Range)	25
War Horn (+1 Courage to friendly models on the battlefield)	30

SPECIAL RULES

- **Ferocious Charge** - Celtic models with Ferocious Charge gain +1 to their Fight value when they make a successful charge against an enemy model.
-

TRIBESMAN

Man, Celt, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/4+	3	3	1	1	3		4

WARGEAR

- Sword.

OPTIONS	POINTS
Spear (Support)	1
Throwing Spears (8" Range, S3)	2
Ancient Bow (18" Range, S2) - Cannot be taken if armed with a Spear.	1
Sling (18" Range, S3) - Cannot be taken if armed with a Spear.	2
Shield (+1 Defence)	1

SPECIAL RULES

- **Ferocious Charge** - Celtic models with Ferocious Charge gain +1 to their Fight value when they make a successful charge against an enemy model.
- **Woodland Creature** - An Infantry model with this special rule may move through woods and forests that are classified as difficult terrain as if they are open ground.

GAESATAE

Man, Celt, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	2	1	4		10

WARGEAR

- Sword, and Shield.

OPTIONS	POINTS
Spear (Support)	1
Throwing Spears (8" Range, S3)	2

SPECIAL RULES

- **Ferocious Charge** - Celtic models with Ferocious Charge gain +1 to their Fight value when they make a successful charge against an enemy model.
- **Mindless Killers (Naked Fanatics)** - Any Gaesatae that starts its move at least 6" away from a friendly Hero must make a Courage test. If the test is failed, they will be driven into a bloodthirsty rampage, and will charge the nearest enemy model. If there are no enemy models within range, it will charge the nearest friendly model instead.

Any Gaesatae may choose to fail this test. When driven into a bloodthirsty rampage, Gaesatae gain a bonus of +1 to any To Wound rolls and do not need to make Courage tests for charging Terror-causing models.

WARRIOR HORSEMEN

Man, Celt, Cavalry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	3	1	1	4		11

WARGEAR

- Sword, and Horse (Mv 10").

OPTIONS	POINTS
War Spear (Lance while mounted, Spear on foot)	2
Throwing Spears (Range 8", S3)	2
Shield (+1 Defence)	1
Armour (+1 Defence)	1
Banner	25
War Horn (+1 Courage to friendly Celts on the battlefield)	30

SPECIAL RULES

- **Ferocious Charge** - Celtic models with Ferocious Charge gain +1 to their Fight value when they make a successful charge against an enemy model.

CARTHAGE

ARMY COMPOSITION

General, Lieutenant, African Veterans, Citizen Levy, Liby-Phoenecian Spearmen, Libyan Javelinmen, Iberian Scutarii, Iberian Caetrati, Iberian Horsemen, Celt Warriors, Celt Horsemen, Numidian Warriors, Samnite Warriors, Mercenary Hoplites, Cretan Archers, Balearic Slingers, War Elephant.

ARMY BONUS

Iron Fist

Before players roll for Priority at the beginning of the game the Carthaginian player must roll a D6. On the result of a 1-2 all models without the Carthaginian keyword in the army gain +1 Courage. On a 3-4 all models gain +2 Courage, and on a 5-6 all models gain +3 Courage.

This Courage bonus is only applied while the Leader of the Army is alive and on the battlefield. If the Leader is killed, the Army counts as Broken even if it is not below 50% of its starting strength.

Mercenary Army

A Carthaginian army cannot have more than 50% of its points total from the following models - General, Lieutenant, African Veterans, and Citizen Levy. The remaining 50% of the army must be made up of Mercenary models.

GENERAL

Carthaginian, Leader, Cavalry.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	5/4+	4	5	2	2	4		2	1	3		70

WARGEAR

- Sword, Armour, Horse.

HEROIC ABILITIES

- Heroic Strength.
- Heroic Defence.

OPTIONS	POINTS
War Spear (Lance when Cavalry, Spear when Infantry)	5
Throwing Spears (8" Range, S3)	10
Shield (+1 Defence)	5
Heavy Armour (+1 Defence, -1 Mv for Infantry)	10

LIEUTENANT

Carthaginian, Leader, Infantry.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	5	2	2	4		2	0	2		45

WARGEAR

- Sword, Armour.

HEROIC ABILITIES

- Heroic March

OPTIONS	POINTS
War Spear (Lance when Cavalry, Spear when Infantry)	5
Throwing Spears (8" Range, S3)	10
Shield (+1 Defence)	5
Heavy Armour (+1 Defence, -1 Mv for Infantry)	10
Horse (Mv10", becomes Cavalry)	5

AFRICAN VETERANS

Carthaginian, Warrior, Infantry.

Mv	F	S	D	A	W	C		PTS
6"	4/4+	3	5	1	1	5		10

WARGEAR

- Sword, Armour, Shield.

OPTIONS	POINTS
Spear (Support)	1
War Spear (Lance if Cavalry, Spear when Infantry)	2
Heavy Armour (+1 Defence, -1 Mv for Infantry)	1
Banner (3")	25
War Horn (+1 Courage to all friendly models on the battlefield)	30
Horse (Mv10", becomes Cavalry)	5

SPECIAL RULES

- **Ancient Enemies (SPQR & EIR)** - Reroll 1's to wound when fighting in combat against models with the keyword listed.
 - **Bodyguard.**
-

CITIZEN LEVY

Carthaginian, Warrior, Infantry.

Mv	F	S	D	A	W	C		PTS
6"	2/5+	3	4	1	1	3		5

WARGEAR

- Spear, Shield.

OPTIONS	POINTS
Banner (3")	25
War Horn (+1 Courage to all friendly models on the battlefield)	30

LIBY-PHOENECIANS

Carthaginian, Warrior, Infantry.

Mv	F	S	D	A	W	C		PTS
6"	3/5+	3	5	1	1	4		7

WARGEAR

- Sword, Armour, Shield.

OPTIONS	POINTS
Spear (Support)	1
Heavy Armour (+1 Defence, -1 Mv for Infantry)	1
Banner (3")	25
War Horn (+1 Courage to all friendly models on the battlefield)	30

SPECIAL RULES

- **Ancient Enemies (SPQR & EIR)** - Reroll 1's to wound when fighting in combat against models with the keyword listed.
 - **Shieldwall.**
-

LIBYAN JAVELINMEN

Mercenary, Warrior, Infantry.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	3	1	1	2		7

WARGEAR

- Sword, Throwing Spears, Bucklers.
-

IBERIAN SCUTARII

Mercenary, Iberian, Warrior, Infantry.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	2		9

WARGEAR

- Sword, Shield, Throwing Weapon (6" Range, S3).

OPTIONS	POINTS
Armour (+1 Defence)	1
Banner (3")	25
War Horn (+1 Courage to all friendly models on the battlefield)	30

SPECIAL RULES

- **Soliferrum** - Ranged attacks made with Throwing Weapons from models with this rule gain +1 to wound if they move during the previous movement phase.
 - **Mountain Dweller (Active)** - Reroll any Jump, Leap, and Climb tests. May move through rocky areas classified as difficult terrain as if they were open ground.
-

IBERIAN CAETRATI

Mercenary, Iberian, Warrior, Infantry.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	3	1	1	2		8

WARGEAR

- Sword, Throwing Spears, Bucklers.

SPECIAL RULES

- **Mountain Dweller (Active)** - Reroll any Jump, Leap, and Climb tests. May move through rocky areas classified as difficult terrain as if they were open ground.
 - **Skirmishers.**
-

IBERIAN HORSEMEN

Mercenary, Iberian, Warrior, Cavalry.

Mv	F	S	D	A	W	C		PTS
6"	4/4+	3	5	1	1	2		15

WARGEAR

- Sword, Throwing Weapons (6" Range, S3), Armour, Shield, Horse.

OPTIONS	POINTS
Banner (3")	25
War Horn (+1 Courage to all friendly models on the battlefield)	30

SPECIAL RULES

- Soliferrum** - Ranged attacks made with Throwing Weapons from models with this rule gain +1 to wound if they moved during the previous movement phase.
 - Expert Rider.**
-

CELT WARRIORS

Mercenary, Celt, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	2		8

WARGEAR

- Sword, Armour, and Shield.

OPTIONS	POINTS
Spear (Support)	1
Throwing Spears (8" Range, S3)	2
Heavy Armour (+1 Defence, -1 Mv for Infantry)	1
Banner (3" Range)	25

SPECIAL RULES

- Ferocious Charge** - Celtic models with Ferocious Charge gain +1 to their Fight value when they make a successful charge against an enemy model.

CELT WARRIOR HORSEMEN

Mercenary, Celt, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	3	1	1	2		11

WARGEAR

- Sword, and Horse (Mv 10").

OPTIONS	POINTS
War Spear (Lance while mounted, Spear on foot)	2
Throwing Spears (Range 8", S3)	2
Shield (+1 Defence)	1
Armour (+1 Defence)	1
Banner	25
War Horn (+1 Courage to friendly Celts on the battlefield)	30

SPECIAL RULES

- **Ferocious Charge** - Celtic models with Ferocious Charge gain +1 to their Fight value when they make a successful charge against an enemy model.
-

NUMIDIAN WARRIOR

Mercenary, Numidian, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/3+	3	4	1	1	2		9

WARGEAR

- Sword, Throwing Spears, and Shield.

OPTIONS	PTS
Horse (Model becomes Cavalry, and has 10" Mv)	5

SPECIAL RULES

- Skirmishers
 - Expert rider
 - Swift Movement
-

CRETAN ARCHERS

Mercenary, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/3+	3	3	1	1	2		8

WARGEAR

Dagger, Ancient Bow, Buckler

OPTIONS	PTS
Armour (+1 Defence)	1

SPECIAL RULES

- **Huntsman (Active)** - Cretan Archers are masters of the hunt and as such can move with their targets. Cretan Archers do not suffer the -1 to hit penalty for shooting if the model has moved during the turn.
-

BALEARIC SLINGERS

Mercenary, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/3+	3	3	1	1	2		6

WARGEAR

- Dagger, Sling.

OPTIONS	PTS
Buckler (+1 Defence in Melee)	1

SPECIAL RULES

- **Right Between the Eyes (Active)** - Deadly accurate with a stone marked with insults Balearic slingers may re-roll their in the way rolls similar to a heroic accuracy.
 - **Skirmishers**
-

AFRICAN WAR ELEPHANT

Carthaginian, War Beast, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	6/5+	6	6	3	3	3		90

WARGEAR

- Tusks, Spears (Howdah).

OPTIONS	POINTS
Throwing Spears (3 Attacks, Range 8", S3)	10
Armour (+1 Defence)	5

SPECIAL RULES

- **Terror (Passive)** - Models wanting to Charge this model must pass a Courage test. If the test is failed the model does not Charge and may not move at all.
- **War Beast** - (See page 80 and 81 of the ME:SBG Rules Manual)
- **Trample** - When a War Elephant Tramples, it will inflict two S6 hits.
- **Irresistible Force** - If a War Beast ends a trample in base contact with an enemy model, and wins the ensuing combat, then all enemy models involved in the fight are knocked prone.
- **Immovable Object** - Cannot be knocked prone, cannot be hurled, and never counts as trapped.
- **Stampede!** - Each time the War Beast suffers a wound, it must make a Courage test. If it fails, the opposing player may move the War Beast in its next Move phase exactly as if it were one of their models. If this move takes it off the table then it is removed as a casualty. At the end of a Move phase in which a War Beast stampedes, it will revert back to being under the control of its controlling player.

ETRUSCANS

ARMY COMPOSITION

This army may include: Etruscan Warlord, Etruscan Captain, 1st Class Citizen Warriors, 2nd Class Citizen Warriors, 3rd class Citizen Warriors, 4th Class Citizen Warriors, Etruscan Equetes.

ARMY BONUS

Fall in front of the standards or around them (Passive)

Models with the Etruscan key word automatically pass all Courage tests if within 6" of a another Etruscan model with a Banner.

ETRUSCAN WARLORD

Etruscan, Infantry, Hero - Hero of Valour

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	5/4+	4	4	2	3	5		3	2	1		75

WARGEAR

- Sword

HEROIC ACTIONS

- Heroic Strike
- Heroic Defence

OPTIONS	POINTS
Spear (Support)	5
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10

SPECIAL RULES

- **Fall in Front of the Standards or Around Them (Passive)**
- **Shieldwall**

ETRUSCAN CAPTAIN

Etruscan, Infantry, Hero - Hero of Fortitude.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	4	2	2	4		2	1	1		50

WARGEAR

- Sword

HEROIC ACTIONS

- Heroic March
- Heroic Defence

OPTIONS	POINTS
Spear (Support)	5
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10

SPECIAL RULES

- Fall in Front of the Standards or Around Them (Passive)
 - Shieldwall
-

1ST CLASS CITIZEN WARRIOR

Etruscan, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
5"	4/4+	3	6	1	1	4		11

WARGEAR

- Sword, Spear, Heavy Armour, Shield.

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25

SPECIAL RULES

- Fall in Front of the Standards or Around Them (Passive)
 - Shieldwall
-

2ND CLASS CITIZEN WARRIOR

Etruscan, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	6	1	1	3		8

WARGEAR

- Sword, Spear, Armour, Shield.

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25
Replace Spear with Throwing Spears (Range 8", S3)	1
Replace Spear with hand a half Axe	0

SPECIAL RULES

- Fall in Front of the Standards or Around Them (Passive)

3RD CLASS CITIZEN WARRIOR

Etruscan, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	3		8

WARGEAR

- Sword, Shield and Throwing Spears

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25

SPECIAL RULES

- Fall in Front of the Standards or Around Them (Passive)
-

4TH CLASS CITIZEN WARRIOR

Etruscan, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/4+	3	3	1	1	3		4

WARGEAR

- Dagger, Throwing Spears

OPTIONS	POINTS
Shield (+1 Defence)	1

SPECIAL RULES

- Skirmishers
-

ETRUSCAN EQUITES

Man, Etruscan, Cavalry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	3	1	1	4		14

WARGEAR

- Sword, Shield, Throwing Spears and Horse (Mv 10").

OPTIONS	POINTS
War Spear (Lance while mounted, Spear on foot)	2
Armour (+1 Defence)	1
Heavy Armour (+2 Defence)	2

SPECIAL RULES

SAMNITES

ARMY COMPOSITION

This army may include: Samnite Warlord, Samnite Captain, Samnite Noble Warriors, Hirpinian Warriors, Lucanian Warriors, Samnite Warriors, Italian skirmishers, Samnite Equetes.

ARMY BONUS

Italian Tribes of the Mountains

Models with the Samnite key word all have the Mountain Dweller special rule.

SAMNITE WARLORD

Samnite, Infantry, Hero - **Hero of Valour**

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	5/4+	4	4	3	2	4		3	1	2		70

WARGEAR

- Sword

HEROIC ACTIONS

- Heroic Strike
- Heroic Strength

OPTIONS	POINTS
Spear (Support)	5
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10

SPECIAL RULES

- **Mountain Dweller**

SAMNITE CAPTAIN

Samnite, Infantry, Hero - **Hero of Fortitude.**

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	4	2	2	4		2	1	1		45

WARGEAR

- Sword

HEROIC ACTIONS

- Heroic March
- Strength

OPTIONS	POINTS
Spear (Support)	5
Shield (+1 Defence)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10

SPECIAL RULES

- Mountain Dweller
-

SAMNITE NOBLE WARRIOR

Samnite, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	4/4+	3	5	1	1	4		8

WARGEAR

- Sword, Armour, Shield.

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25
Spear (Support)	1
Throwing Weapons (6" Range, S3)	2
Heavy Armour (+1 Defence, -1 Mv)	1

SPECIAL RULES

- Mountain Dweller
-

HIRPINIAN WARRIOR

Samnite, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	5	1	1	4		10

WARGEAR

- Sword, Armour, Shield

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25

SPECIAL RULES

- **Ferocious Brawlers (Active)** - If a Hirpinian Warrior is outnumbered during a fight, then it gains a bonus of +1 to its attack value. Models that are supporting count as in the fight for working out if a model is outnumbered.
 - **Mountain Dweller**
-

LUCANIAN WARRIOR

Samnite, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	4	5	1	1	4		9

WARGEAR

- Sword, Armour, Shield

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25

SPECIAL RULES

- **Mountain Dweller**
-

SAMNITE WARRIOR

Samnite, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	3		6

WARGEAR

- Sword, Shield

OPTIONS	POINTS
War Horn (Friendly models on the battlefield gain +1 Courage)	30
Banner (3" Range)	25
Throwing Weapon (6" Range, S3)	2

SPECIAL RULES

- Mountain Dweller
-

ITALIAN SKIRMISHERS

Samnite, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/4+	3	3	1	1	2		5

WARGEAR

- Dagger, Throwing Spears

OPTIONS	POINTS
Shield (+1 Defence)	1
Sling (Rng 18" S3)	1

SPECIAL RULES

- Skirmishers
- Mountain Dweller

SAMNITE EQUITES

Man, Samnite, Cavalry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	3	1	1	4		14

WARGEAR

- Sword, Shield, Throwing Spears and Horse (Mv 10").

OPTIONS	POINTS
War Spear (Lance while mounted, Spear on foot)	2
Armour (+1 Defence)	1
Heavy Armour (+2 Defence)	2

SPECIAL RULES

DACIANS & SARMATIANS

ARMY COMPOSITION

Dacian Warlord , Sarmatian Warlord, Noble,
Dacian Nobles, Sarmatian Cataphracts, Dacian
Falxman, Sarmatian Light cavalry, Dacian
Tribesman.

ARMY BONUS

Powerful Alliance

If the majority of your force is Sarmatian all
Samaritan models have +1 Courage. If the
majority of your force is Dacian all Dacian
models receive **Ferocious Charge**.

DACIAN WARLORD

Hero, Dacian, Infantry - Hero of Valour.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	4	3	2	4		3	2	1		75

WEAPONS

- Sword.

HEROIC ACTIONS

- Heroic Strike.
- Heroic Challenge.
- Heroic Strength.

OPTIONS	POINTS
Spear (Support)	2
Hand and a Half Sword	5
Throwing Spears (8" range, S3)	2
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1 Mv for Infantry)	10
Shield (+1 Defence)	5

SPECIAL RULES

SARMATIAN WARLORD

Hero, Samartian, Infantry - Hero of Valour.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	5/4+	4	4	3	2	5		2	2	2		80

WEAPONS

- Sword.

HEROIC ACTIONS

- Heroic Strike.
- Heroic Challenge.

OPTIONS	POINTS
Spear (Support)	2
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1 Mv for Infantry)	10
Shield (+1 Defence)	5
Horse (Model becomes Cavalry, and Mv 10")	10
Armoured Horse (Horse with +1 Defence)	15

SPECIAL RULES

- **Inspiring Bravado** - Sarmatian warlords stand fast is 12" rather than 6"
- **Expert Rider**
- **Horselord**

DACIAN OR SARMATIAN NOBLE CAPTAIN

Hero, Man, Dacia & Samartia, Infantry - Hero of Fortitude.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/4+	4	4	2	2	4		2	1	1		55

WARGEAR

- Sword.

HEROIC ACTIONS

- Heroic March.
- Heroic Strength.

OPTIONS	POINTS
Spear (Support)	2
Double Handed Weapon (+1 to wound)	5
Throwing Spears (8" range, S3)	5
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1 Mv for Infantry)	10
Shield (+1 Defence)	5
Horse (Model becomes Cavalry, and Mv 10")	10
Armoured Horse (Horse with +1 Defence)	15

SPECIAL RULES

- Expert Rider
-

DACIAN NOBLES

Man, Dacia & Samartia, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	4/4+	3	4	1	1	4		8

WARGEAR

- Sword, and Shield.

OPTIONS	POINTS
Spear (Support)	1
Throwing Spears (8" Range, S3)	2
Armour (+1 Defence)	1
Heavy Armour (+2 Defence, -1 Mv)	2
Banner (3" Range)	25
War Horn (+1 Courage to friendly models on the battlefield)	30

SPECIAL RULES

SARMATIAN CATAPHRACTS

Man, Dacia & Samartia, Cavalry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	4/4+	3	5	1	1	4		17

WARGEAR

- Sword, Lance, Heavy Armour and Armoured Horse (Mv 10").

OPTIONS	POINTS
Banner	25
War Horn (+1 Courage to friendly Celts on the battlefield)	30

SPECIAL RULES

- Expert Rider
-

DACIAN FALXMAN

Man, Dacia & Samartia, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	3		8

WARGEAR

- Two-handed Sword, and Shield.

OPTIONS	POINTS
Armour (+1 Defence)	1

SPECIAL RULES

- Burly
-

SARMATIAN LIGHT CAVALRY

Man, Celt, Cavalry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	3	1	1	4		12

WARGEAR

- Sword, Bow and Horse (Mv 10").

OPTIONS	POINTS
War Spear (Lance while mounted, Spear on foot)	2
Shield (+1 Defence)	1

SPECIAL RULES

- Expert Rider
-

DACIAN TRIBESMAN

Man, Dacia & Samartia, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/4+	3	3	1	1	3		4

WARGEAR

- Sword.

OPTIONS	POINTS
Spear (Support)	1
Throwing Spears (8" Range, S3)	2
Ancient Bow (18" Range, S2) - Cannot be taken if armed with a Spear.	1
Sling (18" Range, S3) - Cannot be taken if armed with a Spear.	2
Shield (+1 Defence)	1

SPECIAL RULES

MERCENARIES

ARMY COMPOSITION

Mercenaries do not follow the normal Army composition rules described in the ME SBG book. Instead they may be added to armies as a separate warband. To do this they must be lead by a Quarter Master or a single model in the warband upgraded to an Officer. This will be described in each unit profile.

The Officer is a **Minor Hero**.

Mercenaries may not make up more than one third of your force (similar to bows).

MERCENARY QUARTERMASTER

Mercenary, Infantry, Hero - Hero of fortitude.

Mv	F	S	D	A	W	C		M	W	F		PTS
6"	4/5+	3	3	2	2	3		1	1	1		40

WARGEAR

Sword

HEROIC ACTIONS

- Heroic March.

OPTIONS	PTS
Armour (+1 Defence)	5
Heavy Armour (+2 Defence, -1Mv for Infantry)	10
Horse (Model becomes Cavalry, and has 10" Mv)	10

SPECIAL RULES

MERCENARY HOPLITES

Mercenary, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/5+	3	4	1	1	2		7

WARGEAR

- Sword, and Shield.

OPTIONS	POINTS
Spear (Support)	1
Armour (+1 Defence)	1
Heavy Armour (+2 Defence, -1 Mv for Infantry)	2
Upgrade to Officer (gains 1 Attack, 1 Might and 1 Fate) (only one per warband)	15

SPECIAL RULES

- Shieldwall.
-

CRETAN ARCHERS

Mercenary, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	2/3+	3	3	1	1	2		8

WARGEAR

Dagger, Ancient Bow, Buckler

OPTIONS	PTS
Armour (+1 Defence)	1
Upgrade to Officer (gains 1 Attack, 1 Might and 1 Fate) (only one per warband)	15

SPECIAL RULES

- **Huntsman (Active)** - Cretan Archers are masters of the hunt and as such can move with their targets. Cretan Archers do not suffer the -1 to hit penalty for shooting if the model has moved during the turn.
-

THRACIAN WARRIOR

Mercenary, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/4+	3	4	1	1	3		7

WARGEAR

- Sword, Throwing Spears, and Shield.

OPTIONS	PTS
Armour (+1 Defence)	1
Rhomphaia (2 Handed weapon - +1 to wound, but -1 to your Duel roll)	1
Upgrade to Officer (gains 1 Attack, 1 Might and 1 Fate) (only one per warband)	15

SPECIAL RULES

- Skirmishers
-

NUMIDIAN WARRIOR

Mercenary, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/3+	3	4	1	1	3		7

WARGEAR

- Sword, Throwing Spears, and Shield.

OPTIONS	PTS
Horse (Model becomes Cavalry, and has 10" Mv)	5
Upgrade to Officer (gains 1 Attack, 1 Might and 1 Fate) (only one per warband)	15

SPECIAL RULES

- Skirmishers
 - Expert rider
 - Swift Movement
-

BALEARIC SLINGERS

Mercenary, Infantry, Warrior.

Mv	F	S	D	A	W	C		PTS
6"	3/3+	3	3	1	1	3		6

WARGEAR

- Dagger, Sling

OPTIONS	PTS
Buckler	1
Upgrade to Officer (gains 1 Attack, 1 Might and 1 Fate) (only one per warband)	15

SPECIAL RULES

- **Right Between the Eyes (Active)** - Deadly accurate with a stone marked with insults Balearic slingers may re-roll their in the way rolls similar to a heroic accuracy.
 - **Skirmishers**
-

Ally Matrix

ARMY	SPQR	EIR	Greece	Persia	Macedon	Gauls/ Celts/ Germans	Carthage	Etruscans	Samnites	Dacians & Sarmatians
SPQR		I	P	I	P	G	I	G	G	P
EIR	I		P	I	I	G	I	I	I	I
Greece	P	P		I	G	I	P	I	I	I
Persia	I	I	I		I	P	I	I	I	I
Macedon	P	I	G	I		P	I	I	I	I
Gauls/Celts/ Germans	I	I	I	I	I		I	P	P	G
Carthage	I	I	I	I	I	G		G	G	P
Etruscans	I	I	I	I	I	G	P		G	P
Samnites	I	I	I	I	I	G	P	G		P
Dacians & Sarmatians	I	I	I	I	I	G	I	P	P	

Good - May take up to 50% in your army. Still allows you to use Army bonus rules.

Poor - May only take up to 25%. May not use Army bonus rules.

Impossible - cannot take any units from these army lists.