



Warhammer Ancient Battles Errata

On the following pages you will find clarifications and additions to the game rules found in Warhammer Ancient Battles and these supersede duplicated rules in the following publications: Armies of Antiquity, Chariot Wars, Fall of the West, Shieldwall, El Cid, Alexander the Great, Armies of Chivalry, Spartacus, Byzantium – Beyond the Golden Gate and Hannibal and the Punic Wars.

ARMY BREAK POINT

Instead of fighting a battle for a specified number of turns, fight the battle until one side or the other has been broken. An army is broken when it has a quarter or less of its starting number of models left alive at the end of any player's turn. For example, if your army started with 100 models it would be broken if there were 25 or less models left in play at the end of a player's turn. Round any fractions down.

Models with more than one wound, chariots or elephants and their crew, and characters riding horses or other mounts all count as a single model for this purpose. Models that are fleeing are counted as being 'alive' until they have left the table. It is possible for two armies to break if both sides suffer casualties in the same player's turn. In this case both sides break on the same turn.

The game ends once one or both sides has broken. Work out who would have won the battle using the victory conditions for the scenario being played. If you broke your opponent and won the scenario being played, you have won a decisive and clear-cut victory that will be studied by military historians throughout the ages. Any other result means that revisionist historians will attempt to prove that either you or your opponent was the real winner of the battle (and you'll argue with your opponent who the real winner was too!)

(This was originally printed in Armies of Antiquity, and is reprinted here for the convenience of gamers who do not have that publication.)

USING THE ARMY LISTS

The army lists in Warhammer Ancient Battles supplements are used in the same way as the Roman and Barbarian lists in Warhammer Ancient Battles itself. In addition, the following instructions apply.

(Using the army lists: p 113)

UNIT SIZE & COMPOSITION

The minimum size for a regiment or unit is five infantry or cavalry models, or three chariot models unless otherwise stated. There is no upper limit. One model, or one crewman for chariots, in each unit may be upgraded to a Leader (+5 pts), one to a

Standard Bearer (+5 pts), and another to a Musician (+5 pts) unless otherwise stated. Note that Elephants and War Engines may not have Leaders, Standard Bearers or Musicians.

What You See Is What You Get

Unless your opponent agrees otherwise, the miniatures you use must show the options you take from the army list; for example, if you want your Greek army to have Skirmishers armed with slings and bucklers, then models of Greek Skirmishers armed with slings and bucklers must represent them.

If it's hard to tell what a model is meant to be equipped with (eg, is it heavy or light armour?) then a certain amount of leeway should be allowed. If in doubt just let history be your guide and you won't go wrong.

Multiple Troop Types

Some of the entries in the army lists include more than one troop type. When you pick a unit from an entry, all the models chosen for the unit must be of the same type and armed the same way, unless the army list specifically allows you to field combined or mixed units of troops and weaponry.

15mm Armies and Base Sizes

The Warhammer Ancient Battle rules don't specify what scale of miniature to use, and as long as both sides use the same scale you can use any size of figure you like. Figures can be based up using any method you want, again as long as both players use the same system. If you've got figures based in multiple-figure elements then all you will need to do is come up with some system of recording individual casualties on a multiple base, but this really isn't difficult and won't stop you playing.

Figure & Ground Scale

Figure and ground scales are not specified by the Warhammer Ancient Battles rules, so you can count each model as one man, ten men, whatever you like! For example, you could field a 1:1 scale Roman army based on a Cohors Equites, or organise a Roman legion on a 1:20 scale, so that a cohort is represented by 20-24 models. Each army is 'legal' as far as the lists are concerned, and can happily fight each other.

UNITS & PSYCHOLOGY

Units of less than five models, and unattached characters, that lose a round of close combat are broken automatically and cannot use any Psychology rules (eg, Stubborn) to stand. This also applies to units that are normally immune to Break tests and represents a depleted unit being overwhelmed.

(Units reduced to less than 5: p 34)

For a unit to be affected by a Psychology rule (eg, Hatred) from a character, that character must be in the front rank of the unit, or engaged in close combat as part of that unit if they are moved to fight in response to a flank or rear attack. Characters with psychology effects located elsewhere in the unit do not inspire the unit and the psychology has no effect.

Units subject to frenzy cannot flee or fire & flee as a charge reaction.
(Hatred and frenzy: p 52)

CHARACTERS

Characters in Chariots and on Elephants

In some army lists, characters have the option to ride in a chariot or on an elephant. If the option is taken, then the character and his mount move together throughout the battle.

They may be freely shot at because the shots are being directed at the model itself.

Rather than counting the character as one of the crew, the character and his mount are treated separately. Roll to hit normally for missile fire, but then roll again for each hit to see if it hit the character or the mount; on a roll of 1-4 the mount is hit, on a roll of 5-6 the crew is hit. Any characters amongst the crew will be hit if any 6s occur on the random roll. If there are no additional crew, then the character is hit on a 5 or 6 as normal. In hand-to-hand combat an enemy model in base contact with a chariot mounted character can choose to either attack it or the character.

Characters on elephants are randomised in the same way as missile hits.

Characters mounted in a chariot with a shield bearer, or riding elephants with a howdah may add +2 to their basic armour save. In any other circumstances they add +1 to their armour save.

The character may only dismount and fight on foot if his mount is killed or destroyed, and only then if a suitable model on foot is available to represent him. If no model is available and the mount is slain then the character is removed also. If the character is slain, the mount may continue to fight where appropriate.

(Chariots: p 57 & Elephants: p 61)

Characters and close combat

Should they lose a round of close combat, unattached characters will automatically break and flee but may attempt to rally as normal. If a character is attached to a unit reduced to less than five models in total, and the unit flees as the result of losing in close combat or a failed Panic test, the unit cannot rally. The character flees with the unit and cannot rally in this instance as he is swept away in the retreat.

A character may not join a unit that is engaged in close combat. The character may charge into the combat though if a valid charge can be performed.

A character may not charge an enemy in the rear if he starts his move in the front of it.
(This is a clarification to a statement on page 41 of the WAB rules).

Characters fighting in challenges retain the armour save benefits from any mount and any special formation benefits such as phalanx or shieldwall.

(Characters: p 41 & p 42)

WARBANDS LEADERSHIP & WARBAND PSYCHOLOGY

If a unit with Warband Psychology is joined by a character who does not have Warband Psychology, the unit must use either its own Ld or the character's. It cannot use the character's Ld and add on the Warband rank bonus.

WARBAND LEADERSHIP VALUES

Characters, infantry and cavalry subject to Warband Rule 1 may count a rank bonus of up to 3, which may be used to achieve a maximum Leadership of 10 (Light troops count up to two ranks). If they have no rank bonus for whatever reason, then this Leadership benefit is lost. Exception: Elephant combat results P154

(Warbands: p 53)

MOVEMENT & MANOEUVRE MOVEMENT RATES

In all cases for both mounted and dismounted troops, unless stated otherwise, the Movement value is listed giving the unencumbered rate. Players must deduct the applicable movement penalties for armour and barding.

(Movement rate: p 14)

Movement

All troops able to turn or make a formation change for free (such as drilled), count as having moved for the purpose of firing missiles, forming shieldwall, etc.

REFORMING

Movement of models

A unit of troops can reform during its Movement phase so long as it is not in close combat, and is otherwise free to move as it wishes. The player declares the unit is reforming and regroups it into a new formation. Keeping the centre point of the unit the same, arrange the unit into a new formation of as many ranks as you please, facing whichever direction you wish, so long as none of the models in the unit move more than twice their Move rate (ie, a Barbarian warrior with Move 5 can move up to 10"). Should this occur, the desired formation cannot be completed, and the unit must assume a formation to conform with the movement distances available.

Character models, Standard Bearers and Musicians must still be placed in the front rank of the unit as normal.

(Reforming: p 16)

Reforming during or after a move

Some troops (such as Andalusian horsemen from El Cid and open order troops in Armies of Chivalry) have special abilities that allow them to reform during or after making a move.

The reform move must be included in their normal move allowance. They have more flexibility in creating a new formation and should reform around any Leader, Standard or Musician. If none is available, select a suitably heroic looking model before moving any models.

REFORMING IN COMBAT

This rule was originally found in Armies of Antiquity and has since been removed from the game.

DISENGAGING

When a unit disengages, it moves away from the enemy unit it is in contact with in a straight line, and ends up with its rear facing the enemy unit. Units fighting to more than one facing (eg, front & flank) may not disengage.

(Disengaging from hand-to-hand combat: p 37)

LIGHT CHARIOTS

Light chariots are not skirmishers, even though they move in a similar way and unengaged models can move into an ongoing combat the same as skirmishers. They are treated as a formed unit otherwise and all chariots are affected by psychology in the same way as cavalry.

(Moving chariots: p 58)

TERRAIN

Every wargamer's terrain is different and it is impossible to write rules to cater for every terrain feature.

We recommend that before deploying your army when using a pre-set terrain table, or before placing terrain when not using a pre-set terrain table, that you agree with your opponent the effects of terrain on the game. Consider specifically the effects that missile fire and difficult ground have on skirmishers and light troop types.

Please note that event organisers may have already adopted specific rules for consistency during their event, so ensure you are aware of them.

(Terrain: p 17)

DIFFICULT TERRAIN

Difficult terrain slows skirmishing mounted troops' movement in the same way as it affects most formed units.

(Light troops: p 54)

COPSES OF TREES OR ORCHARDS

Copses and orchards are classified as difficult terrain for movement of formed units of troops, chariots, etc. All skirmishing troop types are unaffected.

Copses and orchards do not block line of sight, but all shooting through or at targets within the copse or orchard suffer a -1 to hit. In order to define copses and orchards, we suggest trees are spaced well apart, and pathways or well-trodden routes between the trees are shown along with other features.

This terrain type is also very useful for representing ruined Greek style temples and other partially damaged buildings or ruins. Formed units can use a 'snaking column' through this terrain by following any paths with no reduction in movement (see page 20 of the WAB rules).

A similar terrain feature for groups of rocks, areas covered with brush or shrubs, etc, to represent 'open' difficult ground could also be used at the discretion of players. Typically, we would recommend this terrain type for games involving 25mm or greater scales.

CHARGING CHARGING CAVALRY COUNTER CHARGES

This is a new charge response that may only be taken by cavalry units charged to the front by enemy cavalry. The unit counts as charging for the purposes of using its weapons (ie, it gets +1S if it has thrusting spears, etc). Cavalry with a move of less than 6" (eg, Heavily armoured Cataphracts) may not counter charge. Note that the unit does not move, and does not count as charging for deciding who strikes first. Also note that cavalry may not counter charge infantry (just try not to let them get close enough to charge in the first place!). The unit also counts as charging for the purposes of Ferocious Charge and Warband rules.

Note: The term Cavalry may also apply to Camelry and Light Chariots in this instance.
(Charge responses: p 12)

MANOEUVRE & ALIGNMENT

Although you only declare a charge against one unit, during a charge it is permissible to contact more than one unit. Often as not, this occurs when you make any free alignment move after contact is made. Sometimes this will create a result in favour of the charger, sometimes it won't!

(Charging: p 18)

This may create unusual situations where players will need to improvise and use common sense. We have provided some examples here as guidance to show the general intent of the rules. Diagrams 150.1, 150.2 & 150.3 show a cavalry unit charging at Roman infantry unit A, and by virtue of the free wheel contacts the flank of another unit. All units are then aligned. Opposite: Diagrams 151.1, 151.2 & 151.3 show different examples of a Barbarian unit charging straight forward and contacting two units.

Redirecting a charge Once your charge has been declared, and the direction of the charge established, your opponent may choose to flee. Should your charging unit have sufficient charge move to contact another unit in the charge direction, then it may do so.
(Redirecting a charge: p 19)

Charging Skirmisher Units When charging skirmishers with a formed unit, move the charging unit in the normal fashion for moving a charge. Once contact is made with any skirmishing models, the charging unit may align as normal, or may hold in its initial contact position. In either case, any skirmishing models within half an inch of the front of the charging unit may be brought into the combat but the others will be left out of the combat. The rules for 'engaged skirmishers' apply in subsequent rounds.

(Light troops: p 54)

Note: This clarification has been introduced to give formed units an advantage over skirmishing troops.

SHOOTING SKIRMISHING UNITS

A unit of skirmishers cannot be shot through; they are treated like a formed unit for this purpose. This is an expansion of the Dividing Shots rule on page 23. You are obliged to shoot at one target because all your troops can shoot at them, while not all of them will

be able to sight the enemy unit behind. A skirmish unit may not be charged through to reach another target; it is treated like a formed unit for this purpose. It must be the target of the charge, even if the models could move through the skirmisher unit to get at the target behind. The above rules apply to both friendly and enemy models and units, unless some other special rule, such as Chariot Runners from Chariot Wars applies. Units can still see through skirmisher units, however, skirmishing units do not block vision unless individual models are directly in the way of one another (for example, a single character model is directly behind a skirmisher model). Therefore it might be possible for a unit behind a unit of skirmishers to also declare a charge if the skirmishers are also charging themselves. In the unlikely event that a unit of skirmishers loses unit coherency, then other models or units may shoot or charge through the gap.

LINE OF SIGHT FOR SKIRMISHERS

Line of sight rules apply to skirmishing models, and care should be taken when moving models and determining which can shoot. Model bases obstruct line of sight and fire arcs apply to skirmishers in the same unit (see pg 9). This applies even when skirmishers are firing from or at elevated positions, and space between bases and a valid fire arc are still necessary to fire.

(Light troops: p 54)

SHOOTING & ELEVATED POSITIONS

Currently, all models in a unit on an elevated position can shoot, and be targeted by all models in a unit which is shooting at them as they can see and be seen by all. As this makes shooting from hills too powerful, apply the rules for Massed Archery (page 23 of the WAB rules) to all missile weapons for these situations when using formed units.

(Elevated positions: p 22)

MOVING CREWS

Crew models aboard elephants, chariots and war-wagons that move are subject to the -1 to hit modifier for moving unless stated for the weapon itself or other special rules. The 'to hit modifier' chart on page 24 is incorrect.

(Weapons used from Chariots: p 60, Weapons from Elephants: p 63)

HEAVY/SCYTHED CHARIOTS

Heavy Chariots and Scythed Chariots are NOT large targets (+1 to hit) when shot at. However, War Wagons ARE a large target. The To Hit Modifier chart on page 24 is incorrect. Heavy and Scythed Chariots in hand-to-hand combat may charge the front of a phalanx. Impact hits are added to the hits caused by the crew. As these are resolved at the same time for wounds, that will dictate any weapon and 'who strikes first' priority.

(Heavy/scythed chariots: p 59)

HAND-TO-HAND COMBAT WEAPONS

Weapons that can be used to fight in two or more ranks only do so to the frontal facing of the unit. Models in corner-to-corner contact to their front and models in the second rank behind them may also fight if they are appropriately armed. Units composed of identically armed figures, with multiple weapon choices, must all fight with the same weapon in any given round of combat, unless stated otherwise. Bows: All references to

bows in the lists refer to composite bows unless stated otherwise. Javelins: Have a Strength of 3, and not 'as thrower". Darts: These are treated as javelins with a range of 12" and a Strength of 2.
(Weapons: p 45- p 49)

SKIRMISHING UNITS

The following applies to all units in skirmish formation: Units that charge the flank or rear of an enemy do not cause a Panic test, and do not negate rank bonuses for Combat Results. Units attacking from the flank or rear do gain the applicable +1 or +2 Combat Result. Units do not gain the combat bonuses for unit standards and may not use any Musicians in a roll-off.

(Results: p 33, Skirmishers: p 56)

RANK BONUS & DIFFICULT TERRAIN

A unit that is in clear ground and fighting an enemy unit that is located within difficult ground will only lose any rank bonus if models in the unit are in direct contact with enemy models that are located in the difficult ground. For the purposes of this rule, hills and fords count as clear terrain and do not negate a unit's rank bonus unless stated or agreed otherwise beforehand. Units fighting across obstacles do not count any rank bonus.

(Terrain: p 17, Results: p33)

Elephant combat results Elephants negate a unit's rank bonus only. They do not negate the phalanx ability or a warband's rank bonus for the purpose of Leadership tests.

(Combat results: p 62)

OVERRUN

Sometimes, a powerful unit is capable of smashing through an enemy in a single round of close combat. In such cases, the thundering charge of the victorious unit will sweep it forward as it cuts down its enemies. This is represented by the Overrun rule. This rule prevents individuals and small units from stopping a unit of charging Knights in its tracks, for example.

If all of a unit's opponents are slain in the first round of hand-to-hand combat (for that unit) then it is allowed to make an Overrun move as if it had broken its enemies. This will be 2D6" or 3D6" depending on the Movement value of the unit (like with fleeing and pursuit). The unit moves forwards in a direct line (ie, towards and through the position where the destroyed enemy unit was). Note that the victorious unit does not have to make the Overrun move – the player may elect to keep his troops stationary if he wishes.

Sometimes the Overrun move allows the unit to hit a fresh enemy unit. This is treated as if it were a new charge, and all the rules governing charges apply. In this case, the Overrunning unit has no choice in the matter, it must charge against the fresh enemy. The unexpectedly attacked unit can only respond to the charge by holding; any attempt to flee or stand & shoot is impossible. When moving an overrunning unit into contact with the enemy, the player must endeavour to bring as many models from the charging unit into combat as possible. This can usually be achieved by moving them straight forward,

but it will sometimes be necessary to wheel the unit slightly to face the enemy.

If the new enemy or the overrunning unit causes fear or terror, then take a test in accordance with the rules for Fear or Terror and abide by the results of the test.

Any resulting combat is worked out in the following turn. The overrunning troops are charging and so get all the usual benefits and bonuses, just as if they had charged that turn, even though their charge actually occurred during the Hand-to-Hand Combat phase of the previous turn. Assuming that overrunning troops do not encounter any fresh enemy, they move the distance indicated by their dice roll and thereafter are ready to fight normally. So, in their following turn, they may charge, march or move normally exactly like any other unit, and no penalty is imposed because of pursuing.

Should a unit flee from a charge, but is caught (and then destroyed in the Hand-to-Hand Combat phase), the charging unit gains no overrun benefit.

RALLYING

You should always attempt to rally fleeing troops.

(Rallying: p 11 & p 12)

FALLING BACK IN GOOD ORDER

Sometimes, units will be forced to fall back in good order. Units can do this under the following circumstances: Any combat where one side outnumbers the other by over 2:1 gives overwhelming odds to the side with the most models. If the side with overwhelming odds (calculated at the end of the combat) loses a combat and fails their Break test, they Fall Back in Good Order instead of fleeing (this is an 'easy to forget' special rule. If you forget that one of your units should have fallen back in good order rather than flee, that is your own silly fault and cannot be changed later in the battle!

Drilled troops, units in skirmish formation, and cavalry that lose a combat but pass their Break test may Fall Back in Good Order if they wish, instead of remaining in the combat.

The fall back move is made in the same way as when a unit flees, with the following exceptions:

1. Units falling back in good order don't cause friends within 12" to take a Panic test.
2. Units falling back in good order rally automatically at the end of the move and may immediately reform. However, if a unit is falling back from a lost combat in which it was fighting to the flank or rear, it cannot reform and remains with its original facing at the end of the fall back move. Thus, a flanked unit cannot fall back into a better position and continues to suffer all applicable penalties if contacted by pursuers. Unusual situations: It is impossible to cover in words all the situations that could occur on the tabletop in this instance. The important thing to achieve when falling back from a flank or rear charge (or both!) is that the falling back unit does not gain any advantages and players should be prepared to improvise (see pg 10 of the WAB rulebook) when repositioning units after this move.
3. Units falling back in good order may be pursued, but if caught they're not wiped out; instead the pursuing units count as having charged in the next Hand-to-Hand Combat

phase.

4. Units that Fall Back in Good Order are not allowed to declare a charge in their next turn. Apart from this, however, they may move and shoot normally.

5. A unit that falls back off the table is lost. 6. Units can Fall Back in Good Order from a First Charge or Ferocious Charge.

(Fleeing: p 34)

Victory chart

Elephants rampaging or stampeding at the end of the game (but which are still on the table) give Victory points equivalent to half their regular points value. Dead elephants or elephants that have left the table give full victory points as normal.

(Victory chart: p 85)

Roman Army list

A unit cannot march or charge while maintaining a Testudo formation. If players do not have suitable modelled means of indicating the unit is in Testudo formation, they should indicate to their opponent at the start of each turn that the unit is remaining in Testudo formation.

(Testudo: p 120)

Elephants should cost 125 points, with an additional 8 points per crew.

(Elephants: p 125)

Barbarian Army list

Delete the Warrior on Foot line in the Chariot entry. It is not required and is not used.

The Warrior's attacks are included in the Chariot's characteristics.

(Chariot: p 129)

SPECIAL RULES & ABILITIES

The following rules are found in several supplements and the army lists that follow, and are included here for completeness.

FEROCIOUS CHARGE

The charge of some units, such as medieval knights, was renowned for its ferocity, and few could stand up to it. If a unit from the army is noted as having Ferocious Charge and wins the round of combat, their opponents automatically break, with no Leadership test being taken. Enemy units that normally ignore Break tests (such as Stubborn troops) must roll a D6. On a 1-3 they are broken anyway and on a 4-6 they hold. However, it may be possible for a unit to Fall Back in Good Order, so refer to those rules.

FEIGNED FLIGHT

If cavalry choose to flee or fire & flee as a charge reaction, they rally immediately at the end of their move, and may reform facing any direction. This means that should the charging enemy encounter them, the cavalry are not destroyed, and may instead fight in the Hand-to-Hand Combat phase. Their opponents still count as charging.

PARTHIAN SHOT

The unit may make a normal move immediately after shooting. This is only allowed in

the Shooting phase, is not a charge reaction and the unit may not march.

COMBINED FORMATION

Some units may mix troop types together, with typically archers taking up the rear ranks of the unit, shooting over the heads of the troops in front. Units that can do this are indicated in the relevant army list. This is represented as follows:

1. The archers lose their Light Troop status if applicable, and are treated as normal troops for the purposes of movement and rank bonuses.
2. The archers may shoot using the Massed Archery rules on page 23 of the WAB rulebook, as well as any special rules that may apply to that unit.
3. A unit may stand & shoot or fire & flee using massed archery.
4. All missile hits taken by the unit use the saving throw of the majority of models in the unit, at the time when the saving rolls are made. If numbers of models are equal, the best saving throw is used. Any models that fail their saving throw are removed from the unit in roughly equal proportions, eg, if a unit of 12 spearmen and 12 archers takes two casualties from missile fire, one of each model is removed. If a third casualty were inflicted, the owning player should choose which type of model to remove.
5. In close combat, hits on the unit should be taken by whichever models are in contact with enemy attackers, and armour saves taken as appropriate. If the attacker has a choice of attacking differently armoured models, then he should declare which he is attacking before throwing any dice.

OPTIONAL NEW RULES

The following rules should only be used with either your opponent's or event organisers' agreement prior to a game or event commencing. You will find more optional rules, ideas and community links on the Warhammer Historical website: www.warhammer-historical.com

Enemy within 8"

Reforming Unless drilled, a unit cannot reform if enemy are within 8" when they wish to perform the reform.

Rallying

When attempting to rally fleeing units, if non-fleeing enemy are within 8", apply the following: If the unit that wishes to rally outnumbers the total number of models in enemy units within 8", then take the Rally test as normal. If the unit that wishes to rally is outnumbered by the total number of models in enemy units within 8", then the Rally test is taken with a -1 modifier. If the unit that wishes to rally is outnumbered by the total number of models in enemy units within 8" by more than 2:1, then the Rally test is taken with a -2 modifier.



Chariot Wars Errata

Since being released a few issues needed tidying up for Chariot Wars, based on player feedback and these are included here. If there are more that need attention, they will be updated here.

New Kingdom Egyptian

- Army Standard Bearer has two wounds (this has already been changed in some copies).
- Chariots may shoot on the counter charge and are also equipped with hand weapons.
- Marines are equipped with hand weapons.

Hammurabic Babylonia

- Chariots are equipped with hand weapons.

The Hittite Empire

- 3-Crew Chariots change strength profile to 3.

Trojan Wars

- Archers are 5 points each
- Spearmen can change equipment for no additional points cost rather than the +1 indicated.
- Spearmen/characters/chariots armed with javelin, light armour shield may shoot as they charge (in the same way as the Egyptian chariot). This reflects the many references to heroes and warriors throwing javelins in the Iliad.

Israelites

- The Ark is not automatically broken in combat. It takes a break test as normal.
- The automatic rally effect of the Ark happens as soon as a unit moves within 6" of the Ark. However, if a unit is broken and pursued and the pursuers roll higher, the fleeing unit is still destroyed even if its starts within 6" of the Ark.
- Midianite Arabs are Move 6.

Assyrian Empire

- Midianite Arabs are Move 6.
- Four Horse Heavy Chariots cost 70 points and do S4 Impact hits when charging.
- Greek or Lydian Hoplites use the updated Ancient Greek phalanx rule.
- Cavalry, Infantry and Chaldeans. The first rank of archers fire at full effect when in a mixed unit. The remainder use massed archery as normal.

ARMIES OF ANTIQUITY LISTS

Most Armies of Antiquity lists now have more comprehensive army lists in the relevant Warhammer Ancient Battles supplement and its unlikely we will reprint AoA in its existing format. For those army lists that do not yet have their own supplement (and they will, in time), the lists are found in the reprinted WAB rulebook. We took the opportunity to make a few small changes and clarifications, and have included them here for those who do not yet have the book.

Combined formations are explained on Page 156 of the new **WAB rulebook** or in the online WAB errata.

THE ACHAEMENID PERSIANS

ARMY COMPOSITION

May take allies from the Ancient Greek list.

SPECIAL RULES

SPARA

As long as the spara is set up then the unit counts as being behind hard cover to its front against missile fire, and behind a defended obstacle if attacked by opponents to their front in hand-to-hand combat and so neither side will benefit from any rank bonus.

COMBINED FORMATION

Where specified by the list, infantry with different weapons and equipment options may be combined to form a single regiment, with the archers making up the rear ranks.

Persian units typically consisted of a front rank of spara and rear ranks of bow.

PERSIAN TROOPS

PERSIAN INFANTRY

Special Rules: Combined Formation.

LEVY INFANTRY

Special Rules: Combined Formation.

SPECIAL TROOPS

CHARIOTS

Equipment: Light chariots have one crewman and a driver. Heavy chariots have 2 crewmen and a driver. War Wagons have 3 crewmen and a driver. Scythed Chariots have a driver. All Persian chariot crewmen count as having light armour and are armed with a bow.



ANCIENT GREEK

ANCIENT GREEK PHALANX

The Phalanx is renamed Ancient Greek Phalanx to differentiate it from Macedonian Phalanx (Page 5 of Alexander) and Mediaeval Phalanx (Page 7, Armies of Chivalry). In addition to the manoeuvres listed, an Ancient Greek Phalanx may also reform.

CHARACTERS

ARMY GENERAL 157 Points

Equipment: Armed with a hand weapon and large shield. The General may be given a thrusting spear at no additional cost. May have light armour (+2 pts), or heavy armour (+3 pts). **Special Rules:** May be upgraded to a Spartan General +25 points. Spartan Generals are drilled and stubborn.

PHALANX

HOPLITES

Special Rules: Up to one unit may be upgraded to a Sacred Band at a cost of +5 pts per model. The Sacred Band must have less models than any other Hoplite unit in the army. It is immune to psychology and will not break until less than 5 models. Spartans are drilled and stubborn (and the Toughness of 4 is not a typo!). All units fight in an Ancient Greek phalanx formation and must consist of at least 16 models to begin with.

SKIRMISHERS

Cretan 8 Points

Cretans must be armed with bows (+1 pt).



NOMADIC HORDES

ALLIES & MERCENARIES

HUMAN SHIELDS

They may not use the Army General or Standard Bearer's benefits.

ALLIES

A Nomadic Hordes army may have allies drawn from one of the following lists: Barbarian, Chinese or Indian from Alexander the Great.



ANCIENT CHINESE

CHARIOTS

Heavy Chariot 68 Points

MISSILE THROWERS

May replace bow with crossbow (+2 pt).



SAMURAI

WEAPONS & EQUIPMENT

Katana: A character or Samurai armed with a katana (Samurai sword) counts as having a buckler as well, because the katana (Samurai sword) can be used to parry.

SAMURAI

Samurai Cavalry 35 Points

Samurai Infantry 20 Points

Special Rules: Honourable and stubborn. Light Infantry.

INFANTRY

ASHIGARU

Wakato. Leadership 5



ARABS AND SARACENS

SPECIAL RULES.

Combined Formations Where specified by the list, archers may be combined with other infantry to form a single regiment, with the archers making up the rear ranks of the unit and up to 50% of the total number of models in the unit.

INFANTRY ARAB OR SUDANESE SPEARMEN

Special Rules: Combined Formation; may include archers.

ARAB OR SUDANESE ARCHERS

Special Rules: Light Infantry. Alternatively, Combined Formation; may be included in a unit of spearmen of the same origin.



CRUSADERS

SPECIAL RULES

Mixed Order

The combined formation rule in AoA for the Crusaders list is renamed Mixed Order, to avoid confusion. All references in the AoA Crusader army list to Combined Formation refer now to Mixed Order.

Mixed Order

Where specified by the list, crossbowmen may be combined with other infantry to form a single regiment, with the crossbowmen initially making up the front rank(s) of the unit. When entering close combat, the player controlling the unit may choose one of two options: the crossbowmen may remain in the front rank(s), allowing them to stand and shoot against a charging enemy; in this case, spear-armed figures in the second rank may fight in close combat. Alternatively, the crossbowmen may retire to the rear rank(s); this prohibits them from shooting, but allows up to two full ranks of spearmen, or one rank of other infantry, to fight in close combat. A unit in which the crossbowmen have retired to the rear may bring them forward again by spending an entire turn reforming.

CHARACTERS

ARMY GENERAL

Special Rules: Army General. Ferocious Charge if mounted and accompanying Mounted Knights and Sergeants.

ARMY BATTLE STANDARD

Special Rules: Army Standard Bearer. Ferocious Charge if mounted and accompanying Mounted Knights and Sergeants.

ALLIES

Crusader armies may use allied troops from the Arab & Saracen lists and the Late Byzantine lists from Byzantium: Beyond the Golden Gate supplement.

**BARBARIAN TRIBES****The Germans**

German noble cavalry can not be equipped with light armour and so reduce their points value by 2 points.

German barbarian warriors, barbarian noble cavalry, and barbarian cavalry are stubborn, as described in the psychology rules in the Warhammer Ancient Battles rulebook. This increases their points value by +2 point. Characters points cost should be increased by +15 points.

STAND IN ARMIES

The army lists in this book and our range of supplements cover the most famous armies of the ancient world, but there are quite a few less common ancient armies included in the ranges of figure manufacturers. Fortunately it is quite easy to use the army lists included here to 'stand in' for a proper army list for other armies, as long as you are willing to do a bit of research for yourself. In a nutshell, all you have to do is take a similar army list from this book and change the names of the entries in that list to the names of the troop types in the army you want to use.

For example, Ancient Tibetan armies are popular with some players, I understand, but do not have their own army list. However, you can quite easily use either the Chinese, Sassanid (from Byzantium: Beyond the Golden Gate) or Nomadic Hordes lists to 'stand-in' for a proper Tibetan list. It goes without saying that you would not take troops that are included in the original army list but were not used in the new army you want to collect (ie, you would not take the elephants from the Sassanids list for a Tibetan army!). When using a stand-in list, all of the original list restrictions and special rules apply. In addition, you must limit yourself to using just one list; for example, you could not pick a Tibetan army by mixing and matching entries from the Chinese, Sassanid and Nomadic Hordes lists – you would have to pick one of them as being the most suitable and stick with it!

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