

**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 Bearers 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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