

Vol I WM Ancients Army Lists V2.1

EARLY ASSYRIAN 1400 BC to 745 BC

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GEN9	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Chariots	HYCT		4	3	5	3	2/6	110	
Cavalry	ORCV		3	3	5	3	2/4	90	
Mixed Bow & Spear	HYBW		3/1	3	6	3	3/8	70	
Asharittu	INFY		3	3	6	3	4/-	45	
Hupshu	LXIN		3	3	0	3	4/-	35	
Levy Archers	LGIN		3/1	3	0	3	-/8	40	

EARLY HEBREW 1250 BC to 1000 BC

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GEN10	10	2				1	175	*1
General	GEN9	9	2				1	125	*1
Officer	HERO	8	1				-/2	80	
Royal Champion	EINF		4	3	6	3	-/1	60	Elite
Simeonites or Ephraimites	INFY		3	3	6	3	5/10	45	
Benjaminite Archers	LGIN		3/1	3	-	3	3/-	40	
Benjaminite Slingers	LGIN		3/1	3	-	3	3/-	40	
Issachar Scouts	SKIN		2/1	3	-	3	3/10	40	RG15SHARSKIR

*1 - May choose either a Command 9 or a Command 10 General

PHILISTINE AND LATE CANAANITE 1200 BC to 1000 BC

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GEN9	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Chariot	LBCT		2/1	3	6	3	2/5	70	NOCT
Spearmen	INFY		3	3	6	3	8/-	45	
Skirmishers	SKIN		2/1	3	-	3	5/10	40	RG15SHARSKIR
Chariot Mounts	CHMO		1				-/3	10	

NEW BABYLONIAN AND ALLIES 1140 BC to 540 BC

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GEN9	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Light Chariots	LBCT		2/1	3	6	3	1/4	70	NOCT
Heavy Chariots	HYCT		4	3	5	3	1/4	110	*1
Cavalry	ORCV		3	3	5	3	2/5	90	
Skythian Cavalry	SKCV		2/1	3	-	3	1/5	70	SHARSKIR
Chaldean Spearman	INFY		3	3	6	3	3/10	45	
Archers	BOWM		3/1	3	-	3	4/-	55	
Greek Mercenaries	PHAL		2	3	6	3	-/4	55	PHAL
Chariot Mounts	CHMO		1				-/3	10	

*1 You may have Light Chariots or Heavy Chariots, but not both.

NEW ASSYRIAN EMPIRE 745 BC to 610 BC

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GEN9	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Chariots	HYCT		5	3	5	3	-/2	125	Elite
Chariots	HYCT		4	3	5	3	2/4	110	
Cavalry	ORCV		3	3	5	3	2/4	90	
Qurubuti	HYCV		3	3	4	3	-/4	110	
Mixed Bow & Spear	HYBW		3/1	3	6	3	3/8	70	
Aux. Infantry	INFY		3	3	6	3	4/10	45	
Slingers	SKIN		2/1	3	0	3	4/-	40	RG15SHARSKIR
Dikut Mati	LGIN		3/1	3	0	3	4/8	40	
Chariot Mounts	CHMO		1				-/3	10	

PARTHIAN 250 BC to 225 AD

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GEN9	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Cataphracts	SHCV		3	3	4	3	4/10	120	+1 Attack in Open
Horse Arches	SKHA		2/1	3	0	3	6/20	70	SHARSKIR
Cataphract Camels	SHCV		3	3	4	3	-/3	150	Camel

HUNNIC 374 AD to 466 AD

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GEN9	9	2				1	125	
Chieftain	HERO	8	1				-/1	80	
Lesser Chieftain	LSHE	7	1				-/2	45	
Hun Nobles	ORCV		3	3	5	3	-/3	90	
Hun Lt. Cavalry	SKCV		2/1	3	0	3	6/-	65	RG15SHARSKIR
Gepids	ORCV		3	3	5	3	-/4	90	
Ostrogoths	ORCV		3	3	5	3	-/4	90	
Thuringians	INFY		3	3	6	3	-/10	50	WARB
Rugian /Heruls	INFY		3	3	6	3	-/10	50	WARB
Burgundians	INFY		3	3	6	3	-/10	50	WARB
Archers	SKIN		2/1	3	0	3	-/10	40	RG15SHARSKIR

Note: Hunnic cavalry may not receive orders from a Lesser Chieftain.

Arab Conquest 7th – 10th Century

This army covers the forces of the Prophet Mohammed and his successors.

This army is a contemporary of the Nikophorean Byzantines.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				0/1	125	
Officer	HERO	8	1				-/2	80	
Med. Cavalry	ORCV		3	3	5	3	-/2	90	
Lt. Cavalry	LGCV		3/1	3	6	3	4/-	80	
Camel Scouts	LXCV		3	3	6	3	-/1	105	CAML
Spearmen	INFY		3	3	6	3	4/-	50	WARB
Archers	BOWM		3/1	3	-	3	4/-	55	
Javelinmen	SKIN		3/1	3	-	3	-/4	40	RG15SHARSKIR
Slings	SKIN		2/1	3	-	3	-/2	40	RG15SHARSKIR

Note: Use Camel rules.

Christian Nubian

This army list represents the three Christian kingdoms of Sudan that were in existence from 550 AD to 1550 AD. They are a contemporary of the Arab armies list.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Med. Cavalry	ORCV		3	3	5	3	1/2	90	
Mounted Warriors	ORCV		3	3	5	3	3/6	120	CAML
Camel Scouts	LGCV		3/1	3	6	3	-/2	110	CAML
Spearmen	INFY		3	3	6	3	3/-	50	WARB
Archers	BOWM		3/1	3	-	3	2/-	55	
Javelinmen	LGIN		3/1	3	-	3	-/4	40	

Nikophorean Byzantine 963 AD – 1042 AD

This army represents the Byzantine forces of the Nikophoras Phokas. The army is characterized by high quality cavalry, sometimes supported by cataphracts on the flanks and a smaller contingent of infantry. The infantry provided a safe haven for the cavalry to regroup.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Kataphractoï	HYCV		3	3	4	3	-/2	110	
Tagmatic Cavalry	HYHA		3/1	3	5	3	4/8	100	
Hyperkerastoi	SKCV		2/1	3	-	3	-/1	65	
Skutatoï	HYBW		3/1	3	6	3	2/6	70	
Akontistai	SKBW		3/1	3	-	3	-/4	55	
Skirmishers	SKIN		2/1	3	-	3	-/4	40	RG15SHARSKIR
Varangians	EINF		4	3	6	3	-/2	60	Elite

Notes: Use Skirmisher rules.

Vikings 7th – 8th Century

This list represents the Vikings during their early "raider" period as opposed to later periods when they fought over the lands that they occupied.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Huscarls	HYIN		3	3	5	3	2/4	70	SHLD
Warriors	INFY		3	3	6	3	10/-	45	
Archers	BOWM		3/1	3	-	3	-/2	55	
Skirmishers	SKIN		2/1	3	-	3	-/4	40	RG15SHARSKIR
Berserkers	FANI		5	3	-	3	-/1	75	

Anglo-Danish

This list covers the resident Anglo-Danes and is a contemporary of the Norman army that invaded England. This list can also be used for later Viking armies of the 9th century. In this case, the Fyrd nomenclature is replaced with Bondi.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Huscarls	HYIN		3	3	5	3	2/4	70	SHLD
Select Fyrd	INFY		3	3	6	3	4/-	55	SHLDI
Great Fyrd	LXIN		3	3	-	3	4/-	45	SHLD
Archers	SKIN		2/1	3	-	3	-/2	55	RG15SHARSKIR
Slingers	SKIN		2/1	3	-	3	-/2	55	RG15SHARSKIR
Javelinmen	SKIN		2/1	3	-	3	-/2	55	RG15SHARSKIR

Khmer 800 AD to 1350 AD

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GEN9	9	2				1	125	
Chieftain	HERO	8	1				-/2	80	
Elephant	INEL		6/1	4	5	1	1/2	100	*1
Lt. Chariot	LGCT		2/1	3	6	3	-/1	65	RG15NOCT
Maiden Guard Cavalry	HYCV		3	3	4	3	-/2	125	Elite
Cavalry	HYCV		3	3	4	3	-/2	110	
Maiden Foot Guard	EINF		4	3	6	3	-/2	60	Elite
Uniformed Infantry	INFY		3	3	6	3	5/-	45	
Javelinmen	SKIN		2/1	3	0	3	2/-	40	RG15SHARSKIR
Archers	LGIN		3/1	3	0	3	2/-	40	RG15
Elephant Mount	ELMO		3				-/3	90	*1

*1 – Use Elephant rules.

Early Samurai 9th - 12th Century

Early Samurai warfare can be characterized as a clash among heroes, similar to the Trojan war. It would take the rude awakening brought on by the Mongolian invasions of the 1300's to break the Japanese from their insular nature.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				0/2	80	
Warrior Priest	SHAM	8	0				0/1	45	
Ft. Samurai	INFY		3	3	6	3	-/-	45	
Hvy Samurai	HYBW		3/1	3	6	3	2/-	70	
Mt Samurai	ORHA		3/1	3	6	3	-/-	85	
Ashigeru	LXIN		3	3	-	3	2/-	35	
Warrior Monks	FANI		5	3	-	3	-/1	75	Fanatic

Note: A Warrior priest must be purchased in order to field a Warrior Monk unit. The Warrior Monk units may only be brigaded with other Warrior Monks.

Normans 900 AD – 1074 AD

This list typifies Norman armies up to and including the conquest of England.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Bishop	SHAM	7	0				-/1	45	See notes
Milites	HYCV		3	3	4	3	4/-	110	
Lt. Cavalry	LGCV		3/1	3	6	3	-/2	80	
Archers	BOWM		3/1	3	-	3	-/4	55	
Spearmen	INFY		3	3	6	3	-/6	45	

Bishop: command range of 20cm. Adds +1 attack to each stand if attached to a unit.

Mongol Conquest 12th – 13th Century

The Mongols were arguably one of the most effective armies in history. Characterized as “hordes” of horsemen overwhelming their opponent, in reality, most Mongolian forces were outnumbered. The Mongols were characterized by their extremely disciplined troops, superior command and control, and extremely effective logistics.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
Khan	GN10	10	2				0/1	170	See notes
General	GN09	9	2				0/1	125	See notes
Officer	HERO	8	1				0/2	80	
Lt. Cavalry	SKHA		2/1	3	-	3	6/-	70	
Md. Cavalry	ORHA		3/1	3	6	3	2/-	85	
Heavy Lancer	HYHA		3/1	3	5	3	-/2	100	
Levy Troops	LXIN		3	3	-	3	-/4	35	
Archers	BOWM		3/1	3	-	3	-/2	55	
Catapult	STON		1/3	3	-	1	-/1	75	See notes

Note: You may have a Khan or a general, but not both.
Catapults have a range of 60cm and ignore armour.

Tuareg 12th – 17th Century

The Tuareg are nomadic tribesman that populate the Sahara desert. The Tuareg tribes frequently interfered in conflicts associated with the Sudan. This listed was created because it represents an extreme and will provide an interesting opponent for other armies.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Camel Warriors	ORCV		3	3	5	3	6/-	120	CAML
Camel Scouts	SKCV		2/1	3	-	3	-/1	95	CAML
Ft. Warriors	INFY		3	3	6	3	-/8	50	WARB
Skirmishers	SKIN		2/1	3	-	3	-/4	40	RG15SHARSKIR

Teutonic Knights

This list represents the German Orders that conducted the Northern Crusades in the Baltic areas of Europe.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Ritterbruder	ESHC		4	3	4	3	2/5	125	ELITE
Crusading Knights	HYCV		3	3	4	3	-/4	110	
Knechte	LGCV		3/1	3	6	3	2/6	80	
Turcopolen	SKCV		2/1	3	-	3	1/4	65	RG15SHARSKIR
Crossbowmen	BOWM		3/1	3	-	3	2/4	55	
Spearmen	INFY		3	3	6	3	1/2	45	
Levy	LXIN		3	3	-	3	-/8	35	

Crusaders

This list is intended to cover both the Early and Late Crusades. The primary difference will be reflected in the figures used.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Military Orders	ESCV		4	3	4	3	-/1	125	ELITE
Knights	HYCV		3	3	4	3	/8	110	
Turcopolen	SKCV		2/1	3	-	3	-/2	65	RG15SHARSKIR
Crossbowmen	BOWM		3/1	3	-	3	3/8	55	
Spearmen	INFY		3	3	6	3	3/8	45	
Pilgrims	LXIN		3	3	-	3	-/8	35	

Romanian Franks

Recognized from various sources as the best of the knight armies in their time, the Romanian Franks are presented here as a variation on the Crusader theme. The Romanian Franks also have a high number of missile and skirmish troops to support their knight charges.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Brother Knights	ESCV		4	3	4	3	-/2	125	ELITE
Knights	HYCV		3	3	4	3	3/8	110	
Greek Archontes	ORCV		3	3	5	3	-/2	90	
Archers	BOWM		3/1	3	-	3	-/5	55	
Spearmen	INFY		3	3	6	3	-/3	45	
Javelinmen	SKIN		2/1	3	-	3	-/5	40	RG15SHARSKIR
Archers	SKIN		2/1	3	-	3	-/4	40	RG15SHARSKIR

Scots Common Army 11th – 14th Century

This army is a contemporary of the Hundred Years War English armies of King Edward as commanded by Robert the Bruce.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Chieftain	LSHE	7	1				-/2	45	
Pikemen	PHAL		2	3	6	3	8/-	55	
Galwegian	INFY		3	3	6	3	-/8	50	WARB
Highland Warriors	HYBW		3/1	3	5	3	-/6	70	
Archers	LGIN		3/1	3	-	3	-/4	40	RG15
Scouts	SKIN		2/1	3	-	3	-/1	40	RG15SHARSKIR
Highland Rabble	LXIN		3	3	-	3	-/6	35	

Hundred Years War English 12th – 14th Century

This army represents the ascendancy of the English longbowmen as the primary troop type of the English. The HYW English through the clever use of terrain were able to score upset victories over the French at the battlefields of Crecy, Poitiers, and Agincourt.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Men-at-Arms	HYCV		3	3	4	3	1/3	110	Or
Men-at-Arms	SHIN		3	3	4	3	1/3	75	
Longbow	BOWM		3/1	3	-	3	6/-	55	
Billmen	INFY		3	3	6	3	-/4	45	
Irish Foot	SKIN		2/1	3	-	3	-/6	40	RG15SHARSKIR
Brigans	LXIN		3	3	-	3	-/3	35	

Medieval French

Historically recognized as the loser in the battles of Crecy, Poitiers, and Agincourt. The French nobility nonetheless, outmaneuvered the English from a strategically and only through poor execution at the tactical level allowed the continued existence of King Richard's forces on the continent.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Knights	SHCV		3	3	4	3	4/10	120	Additional attack as Chariot
Crossbowmen	BOWM		3/1	3	-	3	2/4	55	
Allied Crossbow	LGIN		2/1	3	-	3	-/8	40	RG15
Brigans	LXIN		3	3	-	3	3/9	35	
Levy	LXIN		3	3	-	3	-/8	35	

Malay 12th – 14th Century

Another exotic choice featuring Elephants, warband, and blowpipes. This is another very colourful army to model, which rewards the player who focuses on combined arms.

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Chieftain	HERO	7	1				-/2	45	
Elephant Mount	ELMO		1				-/3	90	
Elephants	ELPH		6/1	4	5	1	1/3	100	
Cavalry	LXCV		3	3	6	3	1/2	80	
Warriors	INFY		3	3	6	3	6/-	50	WARB
Archers	BOWM		3/1	3	-	3	4/10	55	
Blowpipes	SKIN		2/1	3	-	3	-/2	40	RG15SHARSKIR
Skirmishers	LXIN		3	3	-	3	-/8	35	

Aztecs

Hordes of infantry, dressed in extremely colourful costumes representing the warrior clans and the opportunity to model human sacrifices on your general stand. How could you refuse?

Name	Type	Cmd	Attacks	Hits	Save	Size	Min/Max	Pts	Notes
General	GN09	9	2				1	125	
Officer	HERO	8	1				-/2	80	
Chieftain	LSHE	7	1				-/2	45	
Warrior Priests	EINF		4	3	6	3	-/1	60	Elite
Cuachic Shock Troops	FANI		4	3	6	3	2/5	80	WARB
Suit Wearers	INFY		3	3	6	3	2/-	45	
Clan Warriors	LXIN		3	3	-	3	4/-	35	
Otomi	INFY		3	3	6	3	-/4	50	WARB
Skirmishers	SKIN		2/1	3	-	3	2/10	40	RG15SHARSKIR