

HORDES & HEROES

# ANCIENTS

## ARMY LISTS



For the Fast Play, Hex Based Ancient & Medieval Rules from Kallistra  
EPIC BATTLES IN THE ANCIENT ERA



# HORDES & HEROES

## Imperial Roman Army



This Imperial Roman army comprises of 2 Generals, 5 units of Legionaries, 2 units of Auxiliary Cavalry, 2 units of Auxiliary Archers, plus 2 units of Auxiliary Cavalry, and 1 unit of 3 x Field Ballistae.  
(12 units plus 2 Generals with a points value of 157.)

## Dacian Army



This Dacian army, comprises of 2 Generals, 2 units of Dacian Light Cavalry, 2 units of Sarmatian Cavalry, 6 units of Warriors formed into 4 x 6 stand hordes, 1 unit of Falxmen, 1 unit of Skirmishers and 1 unit of Archers.  
(13 units plus 2 Generals with a points value of 167).

## Ancient British Army



This Ancient British army, comprises of 1 General, 1 Hero General plus 8 units of Warrior Hordes (formed into 4 hordes of 6 stands and 2 units of 4 stands), 2 units of Fanatics, 1 unit of Skirmishers, 1 unit of Light Cavalry and 2 units of Chariots.  
(14 units plus 1 General and 1 Hero General with a points value of 158).



# HORDES & HEROES

## ANCIENTS ARMY LISTS

### CONTENTS

INTRODUCTION.....	4
ORGANISING AN ARMY.....	5
ANCIENT BRITISH.....	6
ARCHEMENID PERSIAN.....	7
ASSYRIAN.....	7
BYZANTINE C6 <sup>TH</sup> / C7 <sup>TH</sup> .....	8
CARTHAGINIAN.....	8
DACIAN.....	9
EGYPTIAN NEW KINGDOM.....	10
GAULS.....	10
GERMAN - EARLY.....	11
GREEK.....	12
HITTITE.....	12
HUNS.....	13
INDIAN.....	13
IMPERIAL ROMAN.....	14
LATE ROMAN.....	15
MACEDONIAN GREEK.....	15
PARTHIAN.....	16
PICTISH.....	17
PHYRIC SUCCESSOR.....	18
REPUBLICAN ROMAN.....	19
SASSANID PERSIAN.....	20
VANDAL.....	20
OPEN ARMY STATISTICS TABLE.....	21
ARMY COMPOSITION TABLE.....	22
A CLOSING NOTE.....	23



# ANCIENTS ARMY LISTS

## Introduction

These army lists are intended for use with Hordes and Heroes Ancients & Medieval rules. They are designed to enable any historical army to be represented on the table top, in a miniature game, up to an agreed point value. We have endeavoured to make the lists as flexible as the historical sources which were consulted would permit. This is in full recognition of the fact that the exact composition of any ancient army, and how and why it performed as it did in battle, will always be a prime subject for contentious debate. Different sources of historical information can often be very contradictory and will continue to change as new evidence is uncovered. In recognition of this, these army lists have been compiled to enable enjoyable games to be played using ancient forces from different parts of the world, extending in some cases, over many centuries.

The points system used to calculate troop values is entirely open and explicit, which means that it is very easy for gamers to change and customise units and armies to suit their individual preferences and requirements for their own games. The armies as stated in the lists can be modified to reflect particular dates, time periods, campaigns, battles etc. The 'standard' armies as listed here, therefore, will hopefully be simply regarded as a suitable reference for choosing armies for enjoyable evening or weekend games and competition and tournament play.

## Choosing Army size

Armies can be constructed to any agreed points value with your opponent. An army of 150 points per side will provide for a small game usually lasting little over an hour. A 250 point army, per side, would be suitable for a game lasting a whole evening. For very large multi-player games using a combination of different allied armies, comprising of many different commands, lasting a whole day, armies of 1000 points and more can be pitted against each other.

## Generals and Hero Generals

The maximum ratio of Generals and Hero Generals in any army is 1 in 5 (Generals : Combat units). The smallest force that can be fielded is therefore 5 units of troops plus 1 General or Hero General. An army consisting of 15 combat units can have 3 generals, 20 units can have 4 generals etc.

## Points Cost of Generals and Hero Generals

Generals and Hero Generals with a 'standard' command move of 3 hexes, and command range of 3 hexes, cost 10 points and 15 points respectively. Some historical armies have generals and troops which exhibited remarkable command and control characteristics in very challenging circumstances and terrain. These Generals have increased characteristics and additional points cost. For the same reason some armies can have a higher proportion of Hero Generals than others. Generals of armies that are entirely composed of infantry have reduced command and control ranges and points cost.

## Points Cost of Generals and Hero Generals

Command Move	Command Range	General	Hero General
2	2	8	13
3	3	10	15
4	4	12	17

## Table Size and Terrain Layout.

For armies of 150 points, a gaming area of 1.2 metres by 0.9 metres (4ft x 3ft) would be ideal (one box of Hexon terrain boards). 250 point armies or larger are better accommodated on gaming areas of 1.8m x 1.2m (6ft x 4ft). The size, type and distribution of terrain features will be dependent very much upon the part of the world being represented. A selection of terrain layouts of different sizes are available to download from the Kallistra web site.

## Collecting and Constructing Ancient Armies

Collecting and painting miniatures to create armies is a very rewarding part of the hobby. Small scale figures enable you to create the mass effect of lots of troops on the table top.

Larger scales, such as 28mm, work just as well with the H&H System, with 1 or 2 figures represented on a single base and 4 or 8 figures making up a 4 stand unit. There is opportunity to create bodies of troops that are multi-purpose - a horde of peasants can be used in many armies, as can warriors, armoured heavy cavalry, horse archers, or peasant bowmen etc. This is a great advantage over large figure scales where every last detail of clothing and equipment can be more easily scrutinised. Rather than painting and basing a whole new army, you are able to mix and match different troops from your collection to create a whole range of different armies which correspond with the H&H lists.

There is a growing range of ancient miniatures available on the Kallistra website: [www.kallistra.co.uk](http://www.kallistra.co.uk)

There are vast ranges of ancient miniatures produced by a host of different manufacturers in a wide variety of different scales which are suitable for use with the Hordes & Heroes rules system.

## Rules Support

On the Kallistra website you will find lots of useful information about painting and basing miniatures. There are lots of examples of armies containing a wide range of troop types and points values. There is also a Frequently Asked Questions section and a Quick Reference Sheet generator.

On the Kallistra forum you'll find many battle reports using the H&H game system and lots photographs.



# ORGANISING AN ARMY

The army lists contain maximum and minimum percentages of the various troop types from which an army can be composed. We have deliberately made the troop proportions as generous and flexible as possible without risking the wrath of too many historians. The options within each list should enable gamers to construct an army to suite their style of play and personal preferences for employing offensive or defensive tactics or both.

The Points Value of any unit is calculated as detailed below:-

**Unit Class + Speed + H to H Combat + Shooting +**

**Armour Protection + Evade + Flee = Points Value**

All troop types e.g., infantry, mounted, artillery, hordes etc., are given a classification from A (the best!), to E (the worst!). This allows for differentiation between highly motivated, well armed and armoured professionals, and very reluctant, poorly equipped peasant levies. The vast majority of troops fall into the B, C or D class, with only the very best and worst qualifying for A or E status respectively. (A=5 points, E=1 point)

The speed of movement attributed to different types of units are all given in hexes. These are tactical speeds and not physical speeds (maximum 5 hexes, minimum 1 hex).

The Combat Factor is the strength of the unit in hand-to-hand combat, plus where applicable, an Impact Bonus, in brackets. This bonus can be used when first making contact with an enemy unit and in each subsequent round of hand-to-hand combat, until a Static Combat, (SC), is formed. E.g. 4(+2). The Impact Factor is not included in the Points Value.

The Shooting Factor for missile troops is given in brackets after the troop type. Shooters have a shooting factor of 5+, 6+, 7+ or 8+, which costs 4 points, 3 points, 2 points and 1 point respectively. The 'C' and 'G' indicate crossbow and gunpowder weapons.

Artillery and large missile throwers are allocated Points Values per unit of 2 or 3 stands appropriate to their range and effect. (Normally 6, 8 or 10 points per unit.)

## Characteristics

**A1, A2** - The Armour Value is the protection against missile weapons (excluding artillery/trebuchets), afforded by the use of a shield and or body armour, and includes horse armour and pavisses. Where A1=1 point, A2=2 points.

**HT** - A 'Hard Target' or 'Hard Cover', is a wooden protective screen, stone wall or a war wagon etc.

**G** - Gun Powder Weapon, negates the effect of A1 and A2 personal armour and reduces pavisses from A2 to A1.

**C** - Crossbows, reduces personal armour protection from A2 down to A1 and A1 down to 0.

**H** - Hordes (H) and Aggressive hordes (AH), which have special Command and Control requirements qualify for a -1 off their points total per unit.

**E1, E2** - Unit can evade 1 or 2 hexes respectively, when contacted by an enemy unit. (1 or 2 points respectively.)

**F** - Flee, the unit has the option of carrying out a voluntary flee move when contacted by an enemy unit. (1 point)

**S** - Shield Wall, negates the requirement of units to follow-up or recoil in response to combat outcome caused by shooting or hand-to-hand combat when forming part of a shield wall.

Troop Type	Class A, B, C, D, E, Horde	Speed	H-to-H Combat	Shooting (5+)4, (6+)3 (7+)2, (8+)1	Characteristics	Total Points
Greek Hopolites	4 (B)	1CR	5(+4)	-	A2S	12
Skirmishers (8+)	3 (C)	2R	1	(8+)1	E2	9
Dacian Warriors (Horde)	3 (CH), Horde -1	2R	4(+1)	-	A1H	9
Imperial Roman Heavy Cavalry	4 (B)	3CR	5(+1)	-	A1	13
Parthian Horse Archers (6+)	4 (B)	5R	2	(6+)3	E2F	17

Artillery	Short Range	Long Range	Number of Stands	Points Cost
Field Ballista	1-3 hex 8+(H) 10+(2H)	4hex 9+(H) 11+(2H)	2	8
Siege Ballista	1-3 hex 7+(H) 10+(2H)	4hex 8+(H) 10 (2H)	2	10

Artillery and large missile throwers are allocated Points Values per unit of 2 or 3 stands appropriate to their range and effect. (Normally 6, 8 or 10 points per unit.)

Additional details can be found within each specific Army List.



# ANCIENT BRITISH

ANCIENT BRITISH	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Warriors (Horde)	CH	2R	3	A1H	4	8	30	80	CE-01, 02, 03, 04
Fanatics (Horde)	BH	2R	5	AH	4	10	-	20	CE-10
Skirmishers (8+)	C	2R	1	E2	4	9	-	30	CE-09, CE-11, CE-13
Slingers (7+)	C	1CR	2	E1	4	9	-	20	CE-11, CE-13
Light Cavalry (8+)	C	4R	2	E2F	4	13	-	20	CE-08
Light Chariots (7+)	C	4R	3(+2)	E2FA1	3	14	-	30	CE-15

## British Ancients

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (1 or 1 in 3 Generals), 15 points.

[Product Code CE-05]

3 x 4 stand warrior and fanatic hordes can be combined into 2 x 6 stand hordes.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

Chariots can shoot in any direction without changing point of facing. They can shoot on first combat with an enemy unit **before** the first combat phase.



CE-02  
Warriors Standing



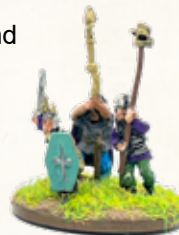
CE-15  
Chariots



CE-10  
Fanatics



CE-05  
Command



CE-08  
Light Cavalry



CE-09  
Javelin and Skirmishers



# ARCHEMENID PERSIAN

ARCHEMENID PERSIAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Infantry	C	1CR	3	A1	4	8	20	80	
Greek Hopolites	C	1CR	5(+4)	A2S	4	11	-	10	
Militia Infantry	D	1CR	2	-	4	5	-	20	
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	
Archers (6+)	C	1CR	2	-	4	9	-	40	
Elite Infantry	A	1CR	5(+1)	A1S	4	12	-	10	
Heavy Cavalry	B	3CR	5(+1)	A2	4	14	-	20	
Light Cavalry (8+)	B	4R	3	A1E2F	4	16	-	20	
Chariots Light (7+)	B	4R	3(+2)	A1E2F	3	15	-	10	
Sythian Cavalry (6+)	B	4R	2	E2F	4	16	-	20	

## Archemenid Persian

Generals (Command Move 3, Command Range 3), 10 points.  
Hero Generals (1 or 1 in 3), 15 points.

Greek Hopolites and Persian elite infantry can form a shield wall(S).

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

Chariots can shoot in any direction without changing point of facing. They can shoot on first combat with an enemy unit **before** the first combat phase.

# ASSYRIAN

ASSYRIAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Spearmen	B	1CR	3(+1)	A1	4	9	20	-	
Archers (6+)	C	1CR	2	A1	4	10	10	-	
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	
Cavalry (8+)	B	4R	3(+1)	E2FA1	4	16	-	20	
Chariots (6+)	B	2CR	5(+3)	A2	3	14	10	40	

## Assyrian

Generals (Command Move 3, Command Range 3), 10 points.  
Hero General (1 or 1 in 3 Generals), 15 points.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

Chariots can shoot in any direction without changing point of facing. They can shoot on first combat with an enemy unit **before** the first combat phase.



# BYZANTINE C6<sup>TH</sup>/ C7<sup>TH</sup>

BYZANTINE 6 <sup>TH</sup> /7 <sup>TH</sup> CENTURY Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Spearmen	B	1CR	4(+1)	A2S	4	11	20	-	
Archers (6+)	B	1CR	2	-	4	10	-	30	
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	
Heavy Cavalry	B	3CR	4(+2)	A1	4	12	20	50	
Cataphracts	A	3CR	6(+4)	A2	4	16	-	10	
Light Cavalry (8+)	C	4R	2	E2F	4	13	-	20	

## 6<sup>th</sup>/7<sup>th</sup> Century Byzantine

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 Generals), 15 points.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

Byzantine spearmen can form a shield wall (S).

# CARTHAGINIAN

CARTHAGINIAN Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Heavy Infantry	B	1CR	5(+1)	A2S	4	12	-	20	
Subject Infantry	C	1CR	3(+1)	A1S	4	8	10	40	
Skirmishers (8+)	C	2R	1	E2	4	9	10	30	
Gauls (Horde)	CH	2R	3	A1HS	4	8	-	30	
Light Cavalry (8+)	C	4R	2	E2FA1	4	14	-	30	
Heavy Cavalry	B	3CR	4(+1)	A2	4	13	-	20	
Numidian Cavalry (8+)	D	4R	1	E2F	4	11	-	30	
Elephants (7+)	C	3R	8(+2)	A1	2	13	-	10	

## Carthaginian

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 Generals), 15 points.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

Heavy infantry, subject infantry and Gauls can all form a shield wall (S).

**Elephant rule:** Elephants units can shoot in any direction on first contact. When elephants are forced to **recoil** or **flee** they move only 1-hex in any one of 6 directions dictated by a D6. Any enemy or friendly unit is automatically displaced and becomes disrupted. The elephant will continue this action in each of its sides movement phase until eliminated or no longer disrupted.



# DACIAN

DACIAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
<b>Command Move 3</b> <b>Command Range 3</b>									
Dacian Cavalry (8+)	B	4R	3	E2FA1	4	16	-	30	DC-04
Sarmation Cavalry (6+)	B	3CR	5(+4)	A2	4	17	-	20	DC-05
Warriors (Horde)	CH	2R	4(+1)	A1H	4	9	20	50	DC-01
Falxmen (Horde)	CH	2R	6(+2)	H	4	10	-	20	DC-02
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	CE-09
Archers (7+)	C	1CR	2	-	4	8	-	30	DC-03
Ballistae	C	1R	0	HF	3	8	-	10	DC-06

Artillery	Short Range	Long Range
Ballistae	1-3 hex 8+(H) 10+(2H)	4hex 9+(H) 11+(2H)

## Dacian

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (1 or 1 in 3 Generals), 15 points.

[Product Code DC-07]

Warriors and Falxmen Hordes can combine 3 x 4 stand units to form 2 units of 6 stands.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

Field Ballista can shoot over own troops in contact with its front face hex on level ground.



DC-01  
Warriors



DE-06  
Scorpion Ballistae



DC-03  
Archers



DC-07  
Command



DC-04  
Light Cavalry



DC-05  
Sarmatian Cavalry



# EGYPTIAN NEW KINGDOM

EGYPTIAN NEW KINGDOM Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Spearmen	C	1CR	3	A1	4	8	10	-	
Archers (7+)	C	2R	1	E1	4	9	10	-	
Skirmishers (8+)	C	2R	1	E2	4	9	-	30	
Light Chariots (6+)	B	4R	3(+2)	E2FA1	3	16	20	80	

## Egyptian New Kingdom

Generals (Command Move 3, Command Range 3), 10 points.  
Hero General (1 or 1 in 3 Generals), 15 points.

Chariots can shoot in any direction without changing point of facing. They can shoot on first combat with an enemy unit **before** the first combat phase.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

# GAULS

GAULS Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Warrior (Horde)	CH	2R	3	A1H	4	8	20	70	CE-01, CE-02, CE-03, CE-04
Elite Warriors (Horde)	AH	1CR	5(+1)	A2H	4	12	-	10	CE-01, CE-02, CE-03, CE-04
Skirmishers (8+)	C	2R	1	E2	4	9	-	30	CE-09
Archers (7+)	C	1CR	2	-	4	8	-	20	CE-12, CE-14
Armoured Cavalry	B	3CR	4(+1)	A2	4	13	-	20	CE-06
Light Cavalry (8+)	C	4R	2	E2F	4	13	-	20	CE-07, CE-08
Light Chariots (7+)	C	4R	3(+2)	E2FA1	3	14	-	10	CE-15

## Gauls

Generals (Command Move 3, Command Range 3), 10 points.  
Hero General (1 or 1 in 3 Generals), 15 points.

[Product Code CE-05]

3 x 4 stand warrior hordes can be combined into 2 x 6 stand hordes.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

Chariots can shoot in any direction without changing point of facing. They can shoot on first combat with an enemy unit **before** the first combat phase.



CE-15  
Chariots



# GERMAN - EARLY

GERMAN EARLY	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Warriors (Horde)	CH	2R	3	A1H	4	8	20	60	CE-01, CE-02, CE-03, CE-04
Body Guards	A	1CR	5(+1)	A2	4	13	-	10	810
Archers (7+)	C	1CR	2	-	4	8	-	30	CE-12, CE-14
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	CE-09, CE-11, CE-13
Armoured Cavalry	B	3CR	5(+1)	A2	4	14	-	30	CE-06
Light Cavalry (8+)	C	4R	2	E2F	4	13	-	20	CE-07
Light Chariots (7+)	C	4R	3(+2)	A1E2F	3	14	-	10	CE-15
Sarmation Cavalry (6+)	B	3CR	5(+4)	A2	4	17	-	10	DC-05

## Early German

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (Maximum 1 in 3), 15 points.

[Product Code CE-05]

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

Chariots can shoot in any direction without changing point of facing. They can shoot on first combat with an enemy unit **before** the first combat phase.

Warrior Hordes can combine 3 units of 4 stands to form 2 horde units of 6 stands.



CE-12  
Archers



CE-09  
Skirmishers



CE-08  
Light Cavalry



CE-05  
Command



DC-05  
Sarmation Cavalry



CE-02  
Warriors



# GREEK

GREEK	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Elite Hopolites	A	1CR	6(+4)	A2S	4	14	-	20	
Hopolites	B	1CR	5(+4)	A2S	4	12	-	60	
Archers (7+)	C	1CR	2	-	4	8	-	20	
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	
Cavalry	B	3CR	4(+1)	A1	4	12	-	15	
Light Cavalry (8+)	B	4CR	2	E2F	4	14	-	20	

## Greek

General (Command Move 3, Command Range 3), 10 points.  
Hero General (1 or 1 in 3 generals), 15 points.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

3 x Hopolite or Elite Hopolite units can be combined into 2 x 6 stand Hopolite or Elite Hopolite units, but their impact bonus remains (+4).

6 stand Hopolite and Elite Hopolite units cannot form column and therefore only move at a maximum of 1-hex. They can change back to 4 stand units in order to move in column formation.

# HITTITE

HITTITE	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Infantry	C	1CR	3	A1	4	8	40	-	
Archers (7+)	C	1CR	1	-	4	7	10	-	
Skirmishers (8+)	C	2R	1	E2	4	9	-	30	
Chariots (7+)	C	3R	4(+3)	E1A1	3	12	-	50	

## Hittite

Generals (Command Move 3, Command Range 3), 10 points.  
Hero General (1 or 1 in 3 Generals), 15 points.

Chariots can shoot in any direction without changing point of facing. They can shoot on first combat with an enemy unit **before** the first combat phase.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.



# HUNS

HUNS	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Guard Cavalry (6+)	A	4R	5(+4)	A2	4	19	-	10	
Cavalry (6+)	B	4R	3(+2)	E2FA1	4	18	40	-	
Infantry (Horde)	CH	2R	3	A1H	4	8	-	40	
Archers (6+)	C	1CR	1	-	4	8	-	20	
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	

## Huns

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 Generals), 15 points.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

# INDIAN

INDIAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Infantry	C	2R	3	-	4	8	20	50	
Archers (7+)	C	1CR	2	-	4	8	10	40	
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	
Cavalry	B	3CR	3(+2)	A1	4	11	10	40	
Chariots (7+)	B	3CR	4(+3)	A1	3	12	-	20	
Elephants (7+)	C	3R	8(+2)	A2	2	14	-	15	

## Indian

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 Generals), 15 points.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace. Chariots + Elephants can shoot on first contact with an enemy unit **before** the hand-to-hand combat phase.

Chariots can shoot in any direction without changing point of facing. They can shoot on first combat with an enemy unit **before** the first combat phase.

Elephants can shoot when first making contact with an enemy unit before the first hand-to-hand contact phase.

**Elephant rule:** Elephants units can shoot in any direction on first contact. When elephants are forced to **recoil** or **flee** they move only 1-hex in any one of 6 directions dictated by a D6. Any enemy or friendly unit is automatically displaced and becomes disrupted. The elephant will continue this action in each of its sides movement phase until eliminated or no longer disrupted.



# IMPERIAL ROMAN

IMPERIAL ROMAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
<b>Command Move 3</b> <b>Command Range 3</b>									
Elite Legionary (5+P)	A	1CR	6(+1)	A2S	4	15	-	10	IR-01, 02, 03, 04, 05, 06
Legionary (5+P)	B	1CR	5(+1)	A2S	4	13	30	70	IR-01, 02, 03, 04, 05, 06
Auxiliary Spearmen	C	1CR	4(+1)	A1S	4	9	-	50	IR-08, 09, 10
Auxiliary Archers (6+)	C	1CR	2	A1	4	10	-	30	IR-11, IR-12
Skirmishers (8+)	C	2R	1	E2	4	9	-	10	CE-09
Auxiliary Heavy Cavalry	B	3CR	5(+1)	A1	4	13	-	30	IR-13
Light Cavalry (8+)	C	4R	2	E2F	4	12	-	10	CE-07, CE-08
Field Ballista	C	1R	0	HF	3	8	}	20	IR-14
Siege Ballista	C	1R	0	HF	3	10			IR-15

Artillery	Short Range	Long Range
Field Ballista	1-3 hex 8+(H) 10+(2H)	4hex 9+(H) 11+(2H)
Siege Ballista	1-3 hex 7+(H) 10+(2H)	4hex 8+(H) 10+(2H)

## Imperial Roman 1<sup>st</sup>, 2<sup>nd</sup> Century

Generals (Command Move 3, Command Range 3), 10 points.

Hero Generals (1 or 1 in 3 Generals), 15 points.

[Product Code IR-07]

Pilum (5+P) **Single use weapon.** Can be used only once on first contact with an enemy unit, at any point during the game. Cannot be used once a static combat, (SC), has formed but can be retained for use in a future first contact with an enemy unit. (Retention of the Pilum can be indicated by a single figure mounted on a base.)

Legionary units can recoil, displace or flee through other Legionary units without causing disruption to the unit being displaced or passed through.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

Field Ballista and Siege Ballista can shoot over a friendly unit in hex-to-hex contact, to the front, on level ground or twice the distance of any friendly unit if on elevated ground.



IR-01  
Legionaries with Sword



IR-13  
Auxiliary Cavalry



IR-11  
Auxiliary Archers



IR-09  
Auxiliary Standing with Spear



IR-11  
Auxiliary Archers



IR-14  
Field Ballista



# LATE ROMAN

LATE ROMAN  Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Guard Infantry	A	1CR	5(+1)	A2S	4	13	-	10	
Spearmen	B	1CR	4(+1)	A2S	4	11	30	-	
Archers (6+)	B	1CR	2	A1	4	11	-	30	
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	
Militia	C	1CR	3	A1	4	8	-	30	
Catspracts	B	3CR	6(+4)	A2	4	15	-	30	
Heavy Cavalry	C	3CR	5(+2)	A1	4	12	10	30	
Horse Archers (6+)	C	4R	2	E2F	4	15	-	20	

## Late Roman

Generals (Command Move 3, Command Range 3), 10 points.      Spearmen and Guard infantry can form shield wall(S).  
 Hero General (1 or 1 in 3 Generals), 15 points.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

# MACEDONIAN GREEK

MACEDONIAN GREEK  Command Move 3 Command Range 3	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Elite Phalangites	A	1CR	6(+4)	A2S	4	14	-	20	
Phalangites	B	1CR	5(+4)	A1S	4	11	20	50	
Hoplites	C	1CR	5(+4)	A1S	4	10	-	20	
Skirmishers (8+)	C	2R	1	E2	4	9	-	30	
Archers (6+)	C	1CR	2	-	4	9	-	30	
Guard Cavalry	A	3CR	5(+1)	A2	4	15	-	10	
Cavalry	B	3CR	4(+1)	A1	4	12	-	20	

## Macedonian Greek

Generals (Command Move 3, Command Range 3), 10 points.  
 Hero Generals ( 1 or 1 in 3), 15 points.

Macedonian Phalangite units are regarded as blocks of Pikemen. 3 x units of 4 stands can be combined into 2 x 6 stand units with the impact bonus increased to (+6). Phalangite and Hoplite units can form a shield wall (S).

3 x Hoplite units can be combined into 2 x 6 stand Hoplite units but their impact bonus remains (+4).

6 stand Hoplite and Phalangite units cannot form column and therefore only move at a maximum of 1-hex. They can change back to 4 stand units in order to move 2-hexes in column formation.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.



# PARTHIAN

<b>PARTHIAN</b>	<b>Troop Type</b>	<b>Movement + Column + Road</b>	<b>Hand-to-Hand Combat</b>	<b>Additional Characteristics</b>	<b>No. of Stands</b>	<b>Points Cost</b>	<b>Minimum %</b>	<b>Maximum %</b>	<b>Product Code</b>
<b>Command Move 4 Command Range 4</b>									
Cataphracts	B	3CR	6(+4)	A2	4	15	-	20	PA-02
Horse Archers (6+)	B	5R	2	E2F	4	17	30	60	PA-01
Camels (6+)	C	3R	4(+1)	A1	4	14	-	10	-
Subject Infantry	C	1CR	3	A1	4	8	-	30	PA-03
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	CE-09
Archers (6+)	C	1CR	2	-	4	9	-	30	PA-04

## Parthian

Generals (Command Move 4, Command Range 4), 12 points.

Hero General (Maximum 1 in 3), 17 points.

[Product Code PA-05]

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.



PE-01  
Horse Archers



PE-04  
Archers



CE-09  
Skirmishers



PA-02  
Heavy Cavalry



PA-05  
Command





# PICTISH

PICTISH	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Warriors (Horde)	CH	2R	3	A1H	4	8	20	80	CE-01, CE-02, CE-03, CE-04
Fanatics (Horde)	BH	2R	5	H	4	10	-	10	CE-10
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	CE-09, CE-11, CE-13
Archers (7+)	C	2R	1	E1	4	9	-	20	CE-12, CE-14
Light Cavalry (8+)	C	4R	2	E2F	4	13	-	20	CE-08
Light Chariot (8+)	C	4R	3(+1)	E2F	3	12	-	10	CE-15

## Pictish

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 Generals), 15 points.

[Product Code CE-05]

3 x 4 stand Warrior and Fanatic hordes can be combined into 2 x 6 stand hordes.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

Chariots can shoot in any direction without changing point of facing. They can shoot on first combat with an enemy unit **before** the first combat phase.



CE-02  
Warriors Standing



CE-12  
Archers



CE-05  
Command



CE-08  
Light Cavalry



CE-09  
Javelin and Skirmishers



# PHYRIC SUCCESSOR

PHYRIC SUCCESSOR	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Phalangites	B	1CR	5(+4)	A2S	4	12	40	-	
Archers (6+)	C	1CR	2	A1	4	10	-	30	
Light Infantry	C	2R	3	E1A1	4	10	-	30	
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	
Light Cavalry (8+)	C	4R	2	E2F	4	13	-	20	
Heavy Cavalry	B	3CR	5(+4)	A2	4	14	-	20	
Heavy Chariots	B	3CR	5(+3)	A2	3	13	-	10	
Camels (7+)	C	3R	4(+2)	A1	4	13	-	10	
Elephants (7+)	C	3R	8(+2)	A1	2	13	-	10	

## Phyric Successor

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 Generals), 15 points.

Phalangite units can form a shield wall (S).

Phalangite units are regarded as blocks of Pikemen. 3 x units of 4 stands can be combined into 2 x 6 stand units with the impact bonus increased to (+6).

6 stand Phalangite units cannot form column and therefore only move at a maximum of 1-hex. They can change back to 4 stand units in order to move 2-hexes in column formation.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

### Elephant rule:

Elephants units can shoot in any direction on first contact. When elephants are forced to **recoil** or **flee** they move only 1-hex in any one of 6 directions dictated by a D6. Any enemy or friendly unit is automatically displaced and becomes disrupted. The elephant will continue this action in each of its sides movement phase until eliminated or no longer disrupted.



# REPUBLICAN ROMAN

REPUBLICAN ROMAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Hastati (5+P)	B	1CR	4(+1)	A1S	4	11	10	-	
Princeps	B	1CR	4(+1)	A1S	4	10	10	-	
Triari	A	1CR	5(+1)	A2S	4	13	10	-	
Archers (6+)	C	1CR	2	A1	4	10	-	30	
Allied Spearmen	C	1CR	3	A1	4	8	-	30	
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	
Light Cavalry (8+)	C	4R	2	E2F	4	13	-	20	
Heavy Cavalry	B	3CR	4(+1)	A1	4	10	-	20	

## Republic Roman

Generals (Command Move 3, Command Range 3), 10 points.

Hero General (1 or 1 in 3 Generals), 15 points.

Hastati, Princeps and Triari should be fielded in equal numbers and can form a shield wall (S).

Pilum cost just 1 point as a single use weapon. Can use a single figure on a small base to signify the unit still has the pilum.

Pilum - Hastati units can choose to throw their pilum on first contact with an enemy, or alternatively use it as a close quarter weapon while retaining the option of throwing it in later new contact.

Units of Hastati, Princeps and Triari can flee through, recoil or displace each other without causing the displaced unit that has been passed through becoming disrupted.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.



# SASSANID PERSIAN

SASSANID PERSIAN	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 4 Command Range 4									
Cataphracts	B	3CR	6(+4)	A2	4	15	-	10	
Clibanarii (7+)	B	3CR	4(+2)	E2	4	15	10	40	
Horse Archers (6+)	C	5R	2	E2F	4	16	-	20	
Spears	C	1CR	3(+1)	A1	4	8	10	30	
Archers (6+)	C	1CR	2	A1	4	10	-	20	
Skirmishers (8+)	C	2R	1	E2	4	9	-	20	
Elephants (7+)	C	3R	8(+2)	A2	2	14	-	10	

## Sassanid Persian

Generals (Command Move 4, Command Range 4), 12 points.  
Hero General (Maximum 1 in 3), 17 points.

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.

### Elephant rule:

Elephants units can shoot in any direction on first contact. When elephants are forced to **recoil** or **flee** they move only 1-hex in any one of 6 directions dictated by a D6. Any enemy or friendly unit is automatically displaced and becomes disrupted. The elephant will continue this action in each of its sides movement phase until eliminated or no longer disrupted.

# VANDAL

VANDAL	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code
Command Move 3 Command Range 3									
Heavy Cavalry	B	3CR	5(+4)	A2	4	14	-	20	
Light Cavalry	B	4R	2	E2FA1	4	14	-	20	
Heavy Infantry	B	1CR	5(+1)	A2S	4	12	20	60	
Archers (6+)	C	1CR	2	A1	4	10	-	20	
Skirmishers (8+)	C	2R	1	E2	4	9	-	10	

## Vandal

Generals (Command Move 3, Command Range 3), 10 points.  
Hero Generals ( 1 or 1 in 3), 15 points.

Heavy Infantry can form a shield wall (S).

Skirmishers can evade through all other friendly units without causing disruption, but will disrupt units they displace.



# OPEN ARMY STATISTICS TABLE

Included in this army list publication are ancient army statistics for 22 armies. There are some blank army statistic composition tables below to enable you to construction of your own or alternative army statistics using the information on unit and army construction available at the front of this publication.

Command Move Command Range	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code

Generals  
Hero Generals

Command Move Command Range	Troop Type	Movement + Column + Road	Hand-to-Hand Combat	Additional Characteristics	No. of Stands	Points Cost	Minimum %	Maximum %	Product Code

Generals  
Hero Generals



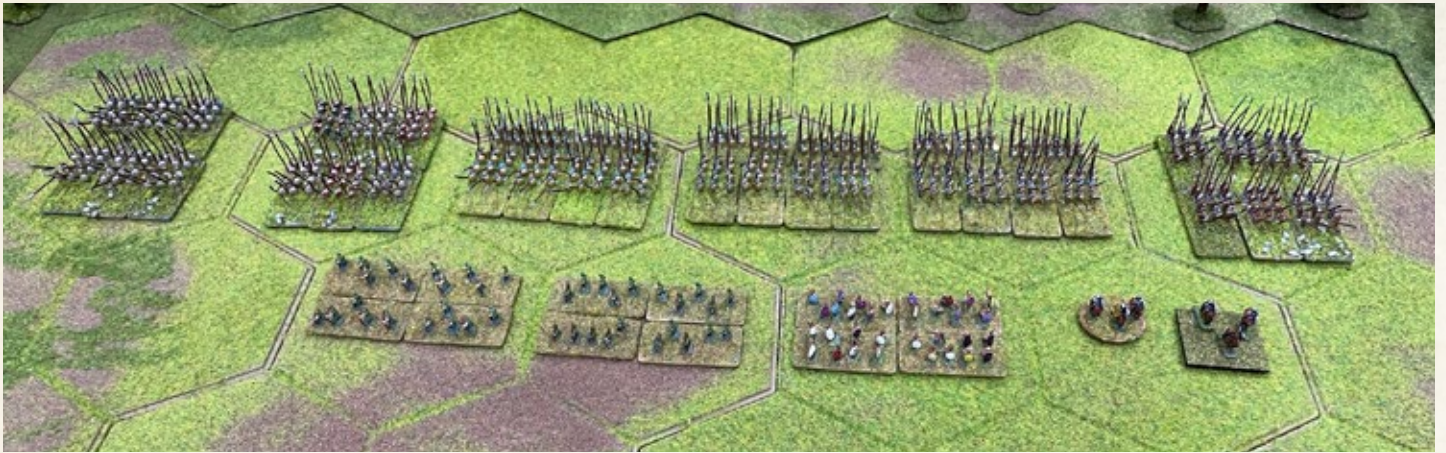




# A CLOSING NOTE

The 22 different armies which are currently listed can be easily modified and adapted to your own specific preferences or requirements, for use in a particular game, or to form part of a historical campaign. The armies can also be adapted to enable sieges and assaults on prepared defences to be undertaken. The details for this can be found in the Siege Warfare Supplement which contains specific information on modifying the listed armies in order to undertake sieges and assaults on castles, towns, fortifications, etc.

## ENJOY YOUR HORDES & HEROES ANCIENTS BATTLES



This 6mm Phyric Successor army, comprises 2 Generals, 9 units of Phalangites - formed into 6 pike blocks of 6 stands, 2 units of Archers and 1 unit of Skirmishers.  
*(12 units plus 2 Generals with a points value of 156.)*



This 12mm Gallic army, comprises 1 General and 1 Hero General, 6 units of Warriors, 2 units of Armoured Cavalry, 2 units of Skirmishers, 2 units of Archers, 2 units of Light Cavalry.  
*(14 plus 1 General and 1 Hero General with a points value of 152.)*

Author: Paul Kerrison

Design, photography and layout: Sally Kerrison

Hordes & Heroes Ancients Army Lists Figure painters  
Dave Mac, Tony Ellis and Paul Kerrison.



# HORDES & HEROES®

# ANCIENTS

## EPIC BATTLES IN THE ANCIENT ERA

Hordes and Heroes Ancients & Medieval is a fast play hex based game in which armies, large and small, do battle across the ancient and medieval world.



The rule system is easy to learn and yet sophisticated enough to enable a wide range of very different ancient and medieval armies to demonstrate characteristic strategies and tactics in movement, shooting and fighting hand-to-hand, to overcome their opponents and achieve a decisive victory.

As the commander you can; construct an army, implement tactics, take risks, guess your opponents intentions and formulate a plan of attack or defence.

Command your chosen army and face the challenge of your opponent in a truly absorbing and entertaining game that is easy to play, but more difficult to master.

[www.kallistra.co.uk](http://www.kallistra.co.uk)

E-mail: [info@kallistra.co.uk](mailto:info@kallistra.co.uk)

**Kallistra Ltd.**

P.O. BOX 6899, Mansfield, NG20 0NS. UK

For the Fast Play, Hex Based Ancients & Medieval Rules from Kallistra  
**EPIC BATTLES IN THE ANCIENT & MEDIEVAL ERA**

© Kallistra Limited 2022

