

Commands & Colors ANCIENTS



Army Lists and 'Scenario X'
By Don Clarke
Version 8

Commands and Colours Ancients 'Scenario X' and Army Lists

Introduction

The aim of *Scenario X* is to provide more enjoyment for players of the Commands and Colours Ancients game once they have explored all of the historical scenarios available. It allows for the quick match up of two armies chosen by the players using historically appropriate force compositions, and using appropriate blocks from those available. These rules have formed the basis of several popular themed tournaments.

Version 8.0 adds all of the special rules and new unit types from all of the expansions up to and including expansion 3. It also adds the option to deploy the second leader after command cards have been drawn and seen. There have also been some small amendments to the Barbarian armies to ensure they conform to the official interpretation of their troop types.

To fight a *Scenario X* battle both players simply choose an army from the army lists, then follow the simple deployment procedure given below.

About the Army Lists

Each entry consists of an army number and name (with an indication of location or origin in brackets), its active dates, its home terrain, its initiative factor, the army numbers of some plausible historical enemies, links to informative historical articles, special rules, and its composition in CCA unit types (list of abbreviations below).

EI = elephant	HC = heavy cavalry
HCh = heavy chariot	LCh = light chariot
Beh = Barbarian chariot	LCB = light bow cavalry
MC = medium cavalry	MCm = medium camelry
LC = light cavalry	HI = heavy infantry
MI = medium infantry	War = warriors
Aux = auxilia	Bow = light bow infantry
LI = light infantry	WM = war machine

The word 'or' between types means any combination of the two types may be used. If types are grouped by brackets all units in the brackets must be used if any are used. '(G)' means a general is attached to this unit.

Optional Rules

1. ARMY SPECIAL RULES: Special rules, where an army has them, add historical depth and flavour. However, if players feel they are unbalancing they may be considered optional.

2. SECOND LEADER DEPLOYS AFTER COMMAND CARD DRAW: See deployment rules.

3. THREE-RANGE MISSILE-CAPABLE UNIT RESTRICTION: Some players find armies with a high number of 3-range, missile-capable units to be overly powerful, or to distort the normal pattern of the game in an undesirable way. As an optional 'fix' army choice may be limited to those that field no more than 4 units capable of 3-hex ranged combat.

Deployment Procedure

1. Both players roll a die and add the score to their army's initiative factor. If initiative is tied then no terrain is deployed, and the players should dice to decide who will be the attacker/ defender for purposes of troop deployment - go to step 4 and continue (skip steps 2 and 3). Otherwise, the side with the higher total initiative is the attacker and the other side the defender for all purposes - go to step 2 and continue.
2. Each army has a home terrain type. According to their home terrain type the defender now places compulsory terrain, plus as many of the optional terrain hexes as they wish, anywhere on the board - see 'Placing Terrain' below. Note that rivers must start at the board edge. They may be any length and may stop anywhere. They are fordable along their entire length.
3. Roll a die. The attacker gets to choose which long side to set up on with a roll of green, blue, or red. On any other roll the defender chooses.
4. The defender now deploys their troops within two hexes of their base edge, placing a second general with any one of their units (optionally, the second general may be deployed after the drawing of command cards). Light troops and leaders may deploy within three hexes of the base edge. Additionally, if a town hex is on the board the defender may deploy any infantry unit from their army in that hex regardless of where the town is.
5. The attacker then sets up on the opposite board edge following the rules in step 4, but may not deploy infantry into vacant town hexes beyond their deployment area.

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- The defender may now redeploy any two units to anywhere within two hexes (three hexes for light troops) of their own base edge. For this purpose a leader counts as a unit.
- Both sides receive 5 cards. The attacker draws first.
- Victory is 6 banners, and the attacker begins.

Placing Terrain Hexes (NOTE: Town hexes are played as Fortified Camp hexes.)

Coastal

compulsory – a fordable river any length

optional – one woods, one town, two hills of 1-2 connected hexes

Cultivated

compulsory – nothing

optional – one town, one hill, one wood, a fordable river any length

Wooded

compulsory – two woods of 1 hex

optional – one hill, two woods of 1-4 connected hexes

Hilly

compulsory – two hills of 1 hex

optional – one wood, one town, two hills of 1-4 connected hexes

Steppe/ Desert

compulsory – nothing

optional – two hills of 1-2 connected hexes

Tropical

compulsory – two woods of 1 hex

optional – two woods of 1-4 connected hexes, a fordable river any length

The Army Lists

1. Egyptian 3000-1640BC

Blocks: Persian; Initiative: 1; Home terrain: coastal; Enemies: 1, 4, 6, 8

1xHI (G), 5xBow, 1xHI, 1xMI, 1xMI or Bow, 1xAux or LI, 2xLI

Historical notes: www.fanaticus.org/DBA/armies/I2/index.html

2. Egyptian 1639-1543BC

Blocks: Persian; Initiative: 1; Home terrain: coastal; Enemies: 2, 4, 8

1xLCh or MC (G), 4xBow, 2xHI, 1xMI, 1xMI or Bow, 1xAux or LI, 2xLI

Historical notes: www.fanaticus.org/DBA/armies/I2/index.html

3. New Kingdom Egyptian 1543-1069BC

Blocks: Persian; Initiative: 2; Home terrain: coastal; Enemies: 6, 9, 4, 5, 7, 8, 67

1xLCh (G), 3xLCh, 1xHI, 2xMI, 3xBow, 1xBow or War, 1xLI

Historical notes: www.fanaticus.org/DBA/armies/I22/index.html

4. Nubian (Southern Egypt) 3000-1480BC

Blocks: Persian; Initiative: 1; Home terrain: desert; Enemies: 1, 2, 3, 4

1xBow (G), 2xWar, 9xLI or Bow

5. Bedouin (Arab desert nomads) 3000-312BC

Blocks: Persian; Initiative: 4; Home terrain: desert; Enemies: 6, 4, 8, 9, 7, 24

1xWar or Aux or LCh or MCm (G), 4xAux, 2xAux or MCm, 5x LI

6. Sea Peoples (mysterious Mediterranean seafaring raiders) 1208-1176BC

Blocks: Persian; Initiative: 4; Home terrain: coastal; Enemies: 4, 9, 67

1xLCh or HI (G), 2xHI, 4xMI, 3xAux, 2xLI

7. Philistine (western Israel) 1166-600BC

Blocks: Persian; Initiative: 4; Home terrain: cultivated; Enemies: 6, 4, 7

1xLCh (G), 1xLCh, 2xHI, 4xMI, 1xAux, 1xAux or Bow or LC, 2xLI

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8. Hyksos (lower Egypt) 1645-1350BC

Blocks: Persian; Initiative: 2; Home terrain: coastal; Enemies: 1, 2, 6, 4
1xLCh (G), 4x MI, 3xAux or LCh, 1xLI or Bow, 2xAux or LI, 1xLI

9. Hittite Empire (central Turkey) 1380-1180BC

Blocks: Persian; Initiative: 2; Home terrain: cultivated; Enemies: 3, 5, 6, 10, 16, 17, 9, 67
1xHCh or LCh (G), 2xHCh or LCh, 1xLCh, 2xHI, 4xMI, 2xLI

10. Middle Assyrian (middle east) 1365-745BC

Blocks: Persian; Initiative: 4; Home terrain: cultivated; Enemies: 6, 9, 12
1xHCh or LCh (G), 2xLCh, 1xLCh or HCh, 2xMI, 2xAux, 2xAux or Bow, 2xLI

11. Neo-Assyrian (middle east) 744-681BC

Blocks: Persian; Initiative: 4; Home terrain: cultivated; Enemies: 6, 12
1xHCh (G), 3xHCh, 2xMC, 2xAux, 4xLI

12. Phrygian (west-central Turkey) 800-676BC

Blocks: Persian; Initiative: 1; Home terrain: cultivated; Enemies: 10, 18, 19, 11, 14
1xLCh (G), 1xMC, 7xAux, 1xAux or Bow, 2xLI

13. Illyrian (Balkan peninsula) 700BC-10AD

Blocks: Greek; Initiative: 4; Home terrain: hilly; Enemies: 13, 14, 20, 21, 27, 31, 32, 33, 34, 37, 38, 40, 42, 50, 52, 57
1xLC (G), 8xAux, 1xAux or LI, 2xLI
Historical notes: www.fanaticus.org/DBA/armies/I47/index.html

14. Thracian (north-east Greece) 700BC-46AD

Blocks: Greek; Initiative: 1; Home terrain: hilly; Enemies: 18, 12, 19, 13, 14, 20, 21, 24
1xMC (G), 2xLC or Aux, 1xLC or LI, 6xAux, 2xLI
Historical notes: www.fanaticus.org/DBA/armies/I48.html

15. Hittite Old and Middle Kingdom (central Turkey) 1680-1380BC

Blocks: Persian; Initiative: 4; Home terrain: cultivated; Enemies: 17, 67
1xLCh (G), 1xLCh or MI, 1xMI, 6xMI, 3xLI

16. Trojan War: Later Mycenaean (Greece) and Trojan (north-west Turkey) 1250-350BC

Blocks: Greek; Initiative: 4; Home terrain: coastal; Enemies: 9, 16
Mycenaean: 1xLCh or HI (G), 3xLCh or MI, 4xAux, 2xAux or War or HI, 2xLI
Trojan: 1xLCh or HI (G), 3xLCh or MI, 5xAux, 1xMI, 2xLI

17. Minoan (Crete) and Early Mycenaean (Greece) 1600-1250BC

Blocks: Greek; Initiative: 2; Home terrain: coastal; Enemies: 9, 6
1xHCh(G), 2xHCh or LCh, 1xHCh or LCh or LI, 2xHI, 2xMI, 1xAux or LI, 3xLI

18. Dark Age and Geometric Greek 1160-650BC

Blocks: Greek; Initiative: 2; Home terrain: cultivated; Enemies: 18, 12, 19, 20
340-901BC: 1xLCh or War (G), 1xMC, 2xHI, 2xMI, 4xAux, 2xLI
900-725BC: 1xLCh or War or MC (G), 1xMC, 7xAux, 3xLI
724-650BC: 1xMC (G), 1xMC, 7xMI, 3xLI

19. Skythian (north-east of the Black Sea) 750BC-50AD

Blocks: Persian; Initiative: 4; Home terrain: steppe; Enemies: 12, 19, 11, 14, 24, 27, 28, 32, 33, 29
1xMC or HC (G), 4xLC, 4xLCB, (2xLI + 1xAux) or (3xLC or LCB)

20. Early Hoplite Greek 680-450BC

Blocks: Greek; Initiative: 2; Home terrain: Phokian/ Aitolian hilly, Italiot/ Siciliot coastal, Others cultivated; Enemies: 20, 13, 21, 14, 24, 25, 68
Thessalian: 1xMC or LC (G), 3xLC, 4xMI, 4xLI
Spartan/ Argive/ Early Athenian, Asiatic: 1xHI (G), 1xHI, 8xMI, 2xMI or LI
Later Athenian: 1xHI (G), 1xMC or LC or MI, 1xHI, 6xMI, 1xAux or MI, 1xLI or Bow, 1xLI
Phokian/ Aitolian: 1xHI (G), 3xMI, 8xLI
Italiot/ Siciliot: 1xMC (G), 1xMC or LC, 2xHI, 6xMI, 2xLI
Historical notes: www.fanaticus.org/DBA/armies/I52a.html

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21. Early Macedonian (northern Greece) 650-355B

Blocks: Greek; Initiative: 0; Home terrain: cultivated; Enemies: 13, 14, 20, 24, 27
1xHC (G), 1xHC, 2xMI or Aux, 6xAux, 2xLI

22. Early Roman 650-578BC

Blocks: Roman; Initiative: 2; Home terrain: cultivated; Enemies: 20, 22, 68, 69
1xMC (G), 2xHI, 8xMI, 1xLI

23. Tullian Roman 578-400BC

Blocks: Roman; Initiative: 4; Home terrain: cultivated; Enemies: 22, 68, 69
1xMC or HI (G), 1xMC, 2xHI, 5xMI, 1xAux or LI, 2xLI

24. Early Achaemenid Persian (Turkey and east past the Caspian sea) 550-420BC

Blocks: Persian; Initiative: 4; Home terrain: cultivated; Enemies: 6, 19, 14, 20, 21, 26, 27
1xLCh or MC (G), 1xHCh or MC, 1xLC, 2xBow, 3xBow or Aux, 1xAux or MCm, 1xMI Immortals*, 2xLI
*Special: *The Immortals special rule is in effect for this unit (exp.1, P.17).*

25. Early Carthaginian (Tunis, North Africa) 550-275BC

Blocks: Carthaginian; Initiative: 4; Home terrain: coastal; Enemies: 20, 27, 29, 33, 37
1xHCh or MC (G), 1x HCh, 1xMC, 1xHI Sacred Band*, 4xMI, 1xLC or Aux, 1xAux or War, 2xLI
*Special: *Carthaginian Sacred Band rules are in effect for this unit (exp.1, P.5)*
Historical Notes: <http://fanaticus.org/DBA/armies/dba31ab.html>

26. Classical Indian 500BC-545AD

Blocks: Persian; Initiative: 0; Home terrain: tropical; Enemies: 19 24, 26, 33, 29, 43, 66
1xMC (G), 1xMC, 3xEl, 2xHCh or LCh or Bow, 1xMI or Bow or LI, 4xBow or Aux

27. Later Hoplite Greek 450-275BC

Blocks: Greek; Initiative: Spartan 4, Athenian 2, Others 1; Home terrain: Italiot/ Siciliot/ Athenian – coastal, Aitolian/ Akarnanian – hilly, Others – cultivated; Enemies: 13, 14, 21, 24, 27, 28, 29, 32, 33, 34, 37, 41
1xHI (G), 1xMC or WM, 1xMC or LC, 1xHI, 4xMI, 1xMI or Aux, 1xAux, 2xLI
Special: If Theban, one of the MI units may be designated Sacred Band. Theban Sacred Band rules are in effect for this unit (exp.1, P.13).
Historical notes: www.fanaticus.org/DBA/armies/dba32.html

28. Later Achaemenid Persian (Turkey and east past the Caspian sea) 420-329BC

Blocks: Persian; Initiative: 1; Home terrain: cultivated; Enemies: 6, 19, 27, 28, 32
1xLCh or MC (G), 2xMC, 2xLC or LCB, 1xHCh or LI, 2xLI or Bow, 1xMI Immortals*, 3xMI or Aux
*Special: *The Immortals special rule is in effect for this unit (exp.1, P.17).*

29. Syracusan (east Sicily) 410-210BC

Blocks: Greek; Initiative: 4; Home terrain: coastal; Enemies: 25, 27, 37, 39, 40
1xMC or HI (G), 1xLC, 1xHI, 5xMI, 1xMI or War, 1xAux or MC, 1xAux or WM, 1xLI
Historical notes: www.fanaticus.org/DBA/armies/I109.html

30. Camillan Roman 400-275BC

Blocks: Roman; Initiative: 1; Home terrain: cultivated; Enemies: 22, 27, 31, 37, 68, 69
1xMC (G), 1xMC, 2xHI, 4xMI, 1xAux, 3xLI

31. Gallic (France and Belgium) 400-50BC

Blocks: Barbarian; Initiative: 4 until 225BC, then 0; Home terrain: cultivated; Enemies: 13, 14, 22, 30, 31, 39, 40, 44, 45, 50, 52, 68, 69
1xWar or BCh (G), 2xBCh or MC, 8xWar, 1xLI

32. Alexandrian Macedonian (north Greece) 355-320BC

Blocks: Greek; Initiative: 4; Home terrain: cultivated; Enemies: 6, 19, 13, 14, 27, 28
1xMC Companions* (G), 1xMC or Bow, 1xLC, 1xAux, 4xHI, 2xMI, 1xLI, 1xMI or Aux or LI or WM
*Special: *The Companions special rule is in effect for this unit (exp.1, P.16). Also, the Alexander rule may be in effect at the choice of the Alexandrian player – one of the Alexandrian generals is designated Alexander upon deployment (exp.1, P.16).*

33. Alexandrian Imperial (north Greece, Turkey, Persia and east) 328-320BC

Blocks: Greek; Initiative: 4; Home terrain: cultivated; Enemies: 19, 13, 14, 25, 26, 27

1xMC Companions* (G), 1xHC, 1xLC, 4xHI, 2xMI, 1xEl or WM, 1xAux or LI, 1xLI

*Special: *The Companions special rule is in effect for this unit (exp.1, P.16). Also, the Alexander rule may be in effect at the choice of the Alexandrian player – one of the Alexandrian generals is designated Alexander upon deployment (exp.1, P.16).*

34. Successor (Diadochus) (other Hellenistic Successors to Alexander: Laomedon, Philotas, Peithon, Antigonos, Asander, Menander, Lysimachus, Leonnatus, Neoptolemus, Antipater, and Craterus) - north Greece, Turkey, Persia, and east) 320-260BC

Blocks: Greek; Initiative: 4; Home terrain: cultivated; Enemies: 6, 13, 14, 27, 34, 29, 36, 37, 41, 38

1xHI or HC Companions* (G), 1xMC, 1xEl or LC or Aux or WM, 2xHI, 2xMI, 2xMI or Aux, 2xLI or Bow, 1xAux or War

*Special: *The Companions special rule is in effect for this unit (exp.1, P.16). Also, if Eumenid, one of the heavy infantry units may be designated Silver Shields. The Silver Shields special rule is in effect for this unit (exp.1, P.22).*

Historical Notes (Eumenid): <http://www.ne.jp/asahi/luke/ueda-sarson/EumenidDBM.html>

35. Seleucid (Hellenistic successor to Alexander - east Greece, Syria, Persia) 320-83BC

Blocks: Persian; Initiative: 2; Home terrain: cultivated; Enemies: 6, 19, 14, 26, 34, 29, 36, 40, 42, 43, 46

1xHC Companions* (G), 1xHC, 2xHI, 2xMI, 1xLC, 1xHCh or MCm, 1xEl, 1xAux, 2xLI

*Special: *The Companions special rule is in effect for this unit (exp.1, P.16).*

36. Ptolemaic (Hellenistic successor to Alexander - Egypt) 320-30BC

Blocks: Persian; Initiative: 1; Home terrain: coastal; Enemies: 34, 29, 36, 52, 56

1xHC Companions* (G), 1xMC or LC, 1xLC, 2xHI, 2xMI, 2xMI or Aux, 1xEl or War, 1xAux, 1xLI

*Special: *The Companions special rule is in effect for this unit (exp.1, P.16).*

37. Pyrrhic (southern Albania, northern Greece) 300-272BC

Blocks: Greek; Initiative: 4; Home terrain: cultivated; Enemies: 13, 25, 27, 29, 30, 34, 38

1xHC or MC (G), 1xMC or LC, 2xHI, 2xMI, 2xMI or Aux, 1xEl or MI or War, 1x Aux or LI, 1xLC or LI, 1xBow

38. Hellenistic Greek 275-146BC

Blocks: Greek; Initiative: 0; Home terrain: cultivated; Enemies: 13, 34, 37, 38, 40, 42

1xHI (G), 2xHI, 3xMI, 1xMC or Aux, 1xLC or Aux, 2xAux, 2xLI

39. Later Carthaginian (Tunis, North Africa) 275-146BC

Blocks: Carthaginian; Initiative: 4; Home terrain: coastal; Enemies: 29, 31, 40, 44, 45, 49

1xMC (G), 1xLC, 1xHI, 2xMI, 1xAux, 3xWar or LI or Aux, 1xEl or MC, 1xEl or LC, 1xLI

Historical Notes: <http://fanaticus.org/DBA/armies/dba31ab.html>

40. Polybian Roman 275-105BC

Blocks: Roman; Initiative: 1 before 202BC then 4; Home terrain: cultivated; Enemies: 13, 14, 27, 29, 31, 29, 41, 38, 39, 42, 44, 45, 49, 47, 48

1xMC (G), 1xMC, 2xHI, 6xMI, 2xLI

Special: Roman Tactical Flexibility rules are in effect against all enemy heavy infantry (exp.1, P.29).

Historical notes: www.fanaticus.org/DBA/armies/I133.html

41. Galatian (north-west Spain) 280-25BC

Blocks: Barbarian; Initiative: 4 before 189BC, then 1; Home terrain: cultivated; Enemies: 14, 27, 34, 29, 40, 51, 52

1xBCh or War or MC (G), 1xBCh or MC, 1xMC, 6xWar, 2xMI or War, 1xLI

42. Later Macedonian (northern Greece) 260-148BC

Blocks: Greek; Initiative: 1; Home terrain: cultivated; Enemies: 13, 14, 29, 38, 40

1xMC (G), 1xLC, 2xHI, 4xMI, 2xAux, 1xAux or War or LI, 1xLI

43. Parthian (south of the Caspian Sea) 250BC-225AD

Blocks: Persian; Initiative: 2; Home terrain: steppe until 126BC then cultivated; Enemies: 19, 26, 29, 43, 47, 51, 52, 56, 57, 61

1xHC (G), 1xHC, 2xHC or LC or Bow, 1xHC or LC or Aux, 3xLC, 4xLCB

Historical notes: www.fanaticus.org/DBA/armies/I137/index.html

44. Iberian (Spain) 240-20BC

Blocks: Barbarian; Initiative: 0; Home terrain: cultivated; Enemies: 31, 39, 40, 44, 45, 50, 52

1xMC (G), 1xLC, 6xAux, 4xLI

45. Celtiberian (Celtic north-central Spain) 240-20BC

Blocks: Barbarian; Initiative: 0; Home terrain: hilly; Enemies: 31, 39, 40, 44, 45, 50, 52
1xMC (G), 1xLC, 6xWar, 4xLI

46. Maccabean Jewish (rebels against the Seleucids – Israel) 64-104BC

Blocks: Persian; Initiative: 1; Home terrain: hilly; Enemies: 29
1xHC (G), 2xLC, 4xAux or (2xHI + 2xMI), 2xAux, 3xLI
Historical notes: www.fanaticus.org/DBA/armies/I143/index.html

47. Commagene (breakaway Seleucid state – south-east Turkey) 163BC-72AD

Blocks: Persian; Initiative: 1; Home terrain: hilly; Enemies: 29, 40, 43, 52, 57, 59
1HC or HI (G), 1xHC or HI, 2xLC or LCB, 2xHI, 4xBow, 1xBow or Aux or LI, 1xLI
Historical notes: www.fanaticus.org/DBA/armies/I144.html

48. Spartacus' Slave Revolt (Italy) 74-71BC

Blocks: Roman; Initiative: 0; Home terrain: cultivated; Enemies: 52
1xMC or MI (G), 4xMI, 4xWar, 1xAux, 2xLI
Special: The Rolling Fire rule (exp.2, P.4) is in effect for this army if defending.

49. Numidian (eastern Algeria) or Early Moorish (Muslim west Africa, Spain, Portugal) 215BC-25AD

Blocks: Persian; Initiative: 1; Home terrain: hilly; Enemies: 39, 40, 49, 52, 57
1MC or LC (G), 4xLC, 5xLI or Aux, 1xLI or El, 1xLI or Aux or MI
Historical notes: www.fanaticus.org/DBA/armies/I140-57.html

50. Early German 115BC-250AD

Blocks: Barbarian; Initiative: 4; Home terrain: wooded; Enemies: 13, 31, 44, 45, 50, 52, 57, 61, 63
1xMC or War (G), 2xWar or MC, 1xMI, 6xWar, 1xAux, 1xLI

51. Mithridatic (Mithridates VI, King of Pontus, was one of Rome's most formidable enemies - eastern Turkey) 110-47BC

Blocks: Persian; Initiative: 4; Home terrain: cultivated; Enemies: 19, 41, 43, 52
1xMC (G), 1xHC or MC or LC, 1xLCB, 1xHCh or MI, 2xHI, 2xMI, 1xAux or War or HCh, 2xAux or LI, 1xLI

52. Marian Roman 105-25BC

Blocks: Roman; Initiative: 4; Home terrain: cultivated; Enemies: 13, 14, 31, 36, 41, 43, 44, 45, 49, 47, 48, 50, 51, 52, 53
1xMC or HI (G), 1xMC or LC, 2xHI, 6xMI, 1xAux or LI, 1xLI
Special: The Marius Legions rule is in effect from 105-59BC (exp.3, P.4). The Julian Legions rule is in effect from 58-25BC (exp.3, P.4). From 58-44BC the Julius Caesar rule may be in effect at the choice of the Marian Roman player – one of the Roman generals is designated Julius Caesar upon deployment (exp.3, P.5).
Historical notes: www.fanaticus.org/DBA/armies/I149.html

53. Ancient British 55BC-75AD

Blocks: Barbarian; Initiative: 0; Home terrain: cultivated; Enemies: 52, 53, 54, 57, 60
1xBCh or War (G), 2xLC, 3xBCh or LI or War, 3xWar, 1xWar or Aux, 1xWar or LI, 1xLI

54. Scots-Irish (Celtic Scottish and Irish tribes, e.g. Scotti) 55BC-846AD

Blocks: Barbarian; Initiative: 4; Home terrain: coastal; Enemies: 53, 54, 57, 60, 61, 64, 65
1xBCh or Aux or War (G), 6xAux, 2xLI, 2xAux or BCh, 1xAux or War or BCh

55. Hasmonean Jewish (Jewish kingdom founded after successful Maccabean revolution - Israel) 103-63BC

Blocks: Persian; Initiative: 1; Home terrain: hilly; Enemies: 29, 55
1xHC (G), 1xLC, 4xAux or (2xHI + 2xMI), 1xAux, 5xLI

56. Late Judaean (Israel) 63BC-6AD

Blocks: Persian; Initiative: 1; Home terrain: hilly; Enemies: 36, 43, 52, 56, 57
1xHC or Aux (G), 1xMC or LC, 4xAux or MI, 1xAux, 5xLI

57. Early Imperial Roman 25BC-197AD

Blocks: Roman; Initiative: 4; Home terrain: cultivated; Enemies: 13, 14, 43, 49, 47, 50, 56, 53, 54, 57, 58, 59, 60, 61
1xMC or HI (G), 1xMC, 1xMC or LC or Bow or LI, 2xHI, 2xMI, 4xAux, 1xWM
Special: The Marius Legions rule (exp.3, P.4) is in effect for the Roman player.

58. Later Moorish (Muslim north-west Africa, Spain, Portugal) 10-696AD

Blocks: Persian; Initiative: 1; Home terrain: hilly; Enemies: 57, 61, 65
1xLC or MC (G), 5xLC, 6xLI

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59. Jewish Revolts (rebellion against Rome - Israel) 66-135AD

Blocks: Barbarian; Initiative: 1; Home terrain: hilly; Enemies: 47, 57, 59

1xAux or War (G), 2xWar, 6xAux or War, 3xLI

Historical notes: www.fanaticus.org/DBA/armies/II59/index.html

60. Caledonian (Scottish highlands) 75-210AD

Blocks: Barbarian; Initiative: 1; Home terrain: cultivated; Enemies: 53, 54, 57, 61

1xBCh or War (G), 2xBCh, 8xWar, 1xWar or LI

61. Middle Imperial Roman 193-324AD

Blocks: Roman; Initiative: 1; Home terrain: cultivated; Enemies: 43, 50, 54, 57, 58, 60, 61, 62, 63, 64, 65

1xMC (G), 1xMC or HC, 1xLC, 1xMI Legio Lanciarii*, 2xHI, 1xMI, 3xAux, 1xAux or Bow or LI, 1xWM or LC

*Special: *The Julian Legions rule is in effect for this elite, javalin equipped unit (exp.3, P.4). The Marius Legions rule (exp.3, P.4) is in effect for the rest of the army.*

Historical notes: www.fanaticus.org/DBA/armies/II64/index.html

62. Visigothic (south-east Germany) 200-419AD

Blocks: Barbarian; Initiative: 4; Home terrain: cultivated; Enemies: 61, 62, 63, 65, 66

1War or HC (G), 1xHC, 7xWar, 1xWar or LC, 2xLI

Historical notes: www.fanaticus.org/DBA/armies/II65a.html

63. Vandal (east Germany) 200-442AD

Blocks: Barbarian; Initiative: 4; Home terrain: cultivated; Enemies: 50, 61, 62, 65

1xHC, 9xWar, 1xLC or LI, 1xLI

Historical notes: www.fanaticus.org/DBA/armies/II66.html

64. Pictish (central and northern Scotland, descendants of the Caledonians) 211-499AD

Blocks: Barbarian; Initiative: 4; Home terrain: coastal; Enemies: 54, 61, 64, 65

1xBCh (G), 2xLC, 5xAux, 1xWar or MI, 3xLI

65. Late Imperial Roman 307-425AD

Blocks: Roman; Initiative: 1; Home terrain: cultivated; Enemies: 54, 58, 61, 62, 63, 64, 65, 66

1xMC (G), 1xMC or HC, 2xLC, 1xMI or HC, 2xHI, 2xAux, 2xLI, 1xAux or HC or WM or MI

Special: The Marius Legions rule (exp.3, P.4) is in effect for the Roman player prior to 378AD (the battle of Adrianople).

66. Hunnic (central Asia, and invading Europe) 356-533AD

Blocks: Persian; Initiative: 4; Home terrain: steppe; Enemies: 26, 62, 65, 66

1xMC or LC (G), 6xLC, 1x HC or LC, 2xWar or LC, 1xLI or LC, 1xBow or LC

Historical notes: www.fanaticus.org/DBA/armies/II80a/index.html

67. Mitanni (Syria) 1600-1250BC

Blocks: Persian; Initiative: 4; Home terrain: cultivated; Enemies: 6, 15, 4, 9

1xLCh (G), 5xLCh, 2xAux or MI, 1xLI or Bow, 2xAux or LI, 1xLI

68. Etruscan/ Latin/ Umbrian (Italy) 650-290BC

Blocks: Roman; Initiative: 2; Home terrain: cultivated; Enemies: 20, 22, 23, 30, 31, 69

1xLCh, or MC (G), 1xMC or MI or Aux, 1xMC or MI, 2xHI, 3xMI (3xAux if Umbrian), 2xMI or LI (2xAux if Umbrian), 2xLI

Note: The Umbrian army must take the bracketed options. The bracketed options are not available to other armies.

69. Samnite (southern Italian highlands) 650-272BC

Blocks: Roman; Initiative: 3; Home terrain: hilly; Enemies: 22,23,30,31,68

1xMC (G), 1xMC or MI, 2xHI (the Devoted) or MI or War, 2xMI or Aux, 4xAux, 1xAux or LI, 1xLI.

Historical notes: <http://games.groups.yahoo.com/group/ancientsresults/files/SCENARIO%20X/Historical%20Notes/> and

<http://www.fanaticus.org/DBA/armies/dba30c.html>

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www.fanaticus.org/

Contributors

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