

# KINGS OF WAR



**ROME RISING**  
**HISTORICAL ANCIENT**  
**COMBAT**

Version  
1.0

# Kings of War Historical Ancient Combat ROME RISING!

**This Supplement is not published by Mantic Games.**

Kings of War and all associated logos are property of Mantic Games and are used without permission. No challenge to Mantic's intellectual property is intended.

This set of rules was made possible thanks to Mantic Games and their excellent Kings of War rule set. To use this supplement, you must have a copy of the Kings of War rule set, which is available from the Mantic Games website.

<http://www.manticgames.com/Hobby/Gaming.html>



Written by Neldoreth of An Hour of Wolves and Shattered Shields.

<http://www.houofwolves.org>

Last Updated: April 6, 2011  
Update Notes: Update the *Barbarian!* rule.

## Introduction

Mantic Games' free Kings of War miniature game rules are one of the best, streamlined yet tactically deep fantasy miniature games out there. So why not make a historical version? This supplement aims to do that. You will need a copy of the free Kings of War rules to use this supplement.

The rise of Rome is a very popular period in miniature wargaming. Rome's military expansion that started with a republic and ended as an empire captivates many miniature gamers: it's either the rank-and-file Roman armies or their barbarian enemies. As such, this supplement will cover late Republican and Early Imperial Rome and her enemies.

## The Armies

Specifically, this supplement covers the period of Roman expansion including the Republican Roman armies after Marius' reforms up to Middle Imperial Rome. Certainly it could be used to field earlier or later armies with a little tweaking as well.

It also covers pretty much all of Rome's enemies for the period. Using a single generic barbarian list it's possible to field all of Rome's enemies that used mass units of foot warriors to crush their enemies, including: Celtic, Germanic, Dacian, Caledonian, Picts, Goths, and Franks. It can also be used to field Roman enemies that used light cavalry including Alan and Middle-eastern armies.

Inspired by the simplified yet tactically deep army lists released by Mantic Games so far, the lists will present a generic collection of units for all armies represented. Players may think that it's

not specific enough, but it will allow you to get past the fiddly details and get into game play.

## Unit Sizes

The Kings of War unit sizes are represented by the number of figures that make them up in Mantic publications. Since that represents a unit footprint based on Mantic Games' available products those definitions will not work for this historical supplement.

Therefore unit sizes will be standardized here using the measurement of the frontage or width and the depth of the units.

Units come in three sizes: troops, regiments, and hordes. Along with unit sizes are the unit types, which include infantry, cavalry, heroes, and war engines. A unit's size or footprint is represented as:

Unit Type	Figures	Width	Depth
Hero	1	20-25mm	20-25mm
War Engine	1	40-60mm	40-60mm
Hero in Chariot	1	60mm	100mm
Infantry Troop	6 - 10	100mm	30-40mm
Infantry Regiment	16 - 20	100mm	60-80mm
Infantry Horde	32 - 40	200mm	60-80mm
Cavalry Troop	4 - 5	120mm	40-50mm
Cavalry Regiment	8 - 10	120mm	80-100mm
Chariot Troop	1 model	60mm	80-100mm
Chariot Regiment	2 models	120mm	80-100mm

## Special Rules

Most special rules used in this supplement are the same as those used in the Kings of War rule set, and are defined there. However there are some special rules that are specific to the historical lists and will be defined here.

### **Expertly Trained**

*Expertly Trained troops represent professional soldiers of the toughest mettle. They are masters of war and will no doubt bring about the building of an empire!*

Whenever the unit rolls dice to hit to damage it can re-roll one of the dice that failed to hit or damage. Also if that unit begins a turn wavering it rolls a single die. On a result of 4 or more it ignores the wavering effects and can act normally that turn

### **Barbarian!**

*Barbarians were both fearless and ferocious when they charged. They could often shatter their enemies by weight of force; Unfortunately, they were often difficult to control as well.*

The unit must charge if it can, and it will always charge the closest enemy unit. The unit will always move D6 inches straight ahead when carrying out its **Regroup!** move when an opponent is routed after a melee. Finally, if an enemy unit that is the same size or smaller has more casualty markers than the *Barbarian!* unit when it would take a nerve test, the enemy unit will automatically route; However, if the enemy unit has an inspiring hero within 6", the unit makes a Nerve Test as normal, except using the following outcomes: 9 or less - the unit is wavering, 10 or more - the unit will route.

### **Army Composition**

There are only two army composition rules in Kings of War: for every regiment-sized unit or larger you can have one hero and for every regiment-sized unit or larger you can have one war engine. The same rules apply to army composition in this book.

Despite the official army composition rules, you may want to field proper period armies. The following sections provide details on how to field Roman and Barbarian armies as they were.

### **Roman Army Composition**

This section will provide guidelines for Marian Roman armies (late Roman Republic after Marius' reforms) and Early Imperial Roman armies.

#### **Marian Roman Armies**

Armies of the late Roman Republic after Marius' reforms focused on Legionaries in chain mail. Roman armies did recruit allies from conquered lands as well including light and heavy cavalry, auxiliary units, and skirmishers. Cavalry and skirmishers during this period often wore their traditional war gear and could be represented as Celtic or Germanic warriors, among others. Auxiliaries could be in their traditional war gear or using more typically Roman kit.

70-75% of the units in your army, not including heroes, must be legionary units.

25-30% of the units in your army, not including heroes, can be made up of cavalry, skirmishers, auxiliaries, or Light Cavalry.

Marian Roman armies cannot field any war engines. You may have as many heroes as you have regiment-sized or larger units.

#### **Early Imperial Roman Armies**

As Rome expanded more and more auxiliary and cavalry units were employed in her armies. War gear for Legionaries shifted to segmented armour, and the infantry and cavalry warriors of conquered lands adopted Roman uniforms.

33-40% of the units in your army, not including heroes or war engines, must be legionary units.

10-25% of the units in your army, not including heroes or war engines, must be cavalry.

33% of the units in your army, not including heroes or war engines, must be auxiliary units.

10-20% of the units in your army, not including heroes or war engines, may be made up of Light Cavalry, bowmen, or skirmishing units.

Imperial Roman armies can field war engines. You may have as many heroes as you have regiment-sized or larger units.

### **Barbarian Army Composition**

This section will provide guidelines for Barbarian armies that clashed with Rome. It is not an exhaustive list, so feel free to develop your own.

#### **Celtic Chariot Armies**

This list may be used to field armies that employed chariots against the might of an expanding Rome. These include Celtic armies such as those of early Gaul and Ancient Britain as well as the Caledonians and Ancient Irish.

15-33% of the units in your army, not including heroes, must be chariot units.

50% of the units in your army, not including heroes, must be Noble or Barbarian warriors.

0-33% of the units in your army, not including heroes, may be Medium Cavalry.

0-33% of the units in your army, not including heroes, may be barbarian Light Cavalry.

15-20% of the units in your army, not including heroes, should be skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

#### **Germanic Infantry Armies**

This list may be used to field armies that employed primarily large numbers of barbarian foot troops that charged Roman lines and either broke them or were eventually worn down and defeated. This includes Germanic tribes such as the Cimbri, Teutones, Batavi, and others as well as later Gauls.

10-20% of the units in your army, not including heroes, may be Medium Cavalry.

70% of the units in your army, not including heroes, must be Noble or Barbarian warriors.

10-20% of the units in your army, not including heroes, may be made up of Light Cavalry or skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

#### **Light Cavalry Armies**

This list may be used to field armies primarily made up of mounted warriors who fought in loose and fast-moving formations. This includes the Alans and the early Middle-eastern horse tribes.

25-33% of the units in your army, not including heroes, must be Medium Cavalry.

50-75% of the units in your army, not including heroes, must be Light Cavalry.

0-25% of the units in your army, not including heroes, may be skirmishers.

You may have as many heroes as you have regiment-sized or larger units.

# ROMANS

## LEGIONARIES

### LEGIONARY TROOP Cost: 85 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	3+	-	5+	10	3

**Special:** *Expertly Trained*. Can have banner (+10 pts), musician (+5 pts).

### LEGIONARY REGIMENT Cost: 160 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	3+	-	5+	10	6

**Special:** *Expertly Trained*. Can have banner (+15 pts), musician (+10 pts).

### LEGIONARY HORDE Cost: 300 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	3+	-	5+	10	13

**Special:** *Expertly Trained*. Can have banner (+20 pts), musician (+15 pts).

## AUXILIARIES

### AUXILIARY TROOP Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	4+	-	4+	10	3

**Special:** Can have banner (+10 pts), musician (+5 pts).

### AUXILIARY REGIMENT Cost: 110 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	4+	-	4+	10	6

**Special:** Can have banner (+15 pts), musician (+10 pts). Can take spears (+15 pts) and gain the *Phalanx* special rule.

### AUXILIARY HORDE Cost: 210 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	4+	-	4+	20	13

**Special:** Can have banner (+20 pts), musician (+15 pts). Can take spears (+25 pts) and gain the *Phalanx* special rule.

## MEDIUM CAVALRY

### MEDIUM CAVALRY TROOP Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
Cavalry	9	4+	-	4+	8	3

**Special:** Can have banner (+15 pts), musician (+10 pts). Crushing Strength (1).

### MEDIUM CAVALRY REGIMENT Cost: 130 pts

Type	Sp	Me	Ra	De	At	Ne
Cavalry	9	4+	-	4+	16	6

**Special:** Can have banner (+20 pts), musician (+15 pts). Crushing Strength (1).

## SKIRMISHERS

### SKIRMISHER TROOP Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	7	5+	4+	3+	10	3

**Special:** *Nimble*. Javelins. Can take bows for +20 pts. Can have musician (+5 pts).

## LIGHT CAVALRY

### LIGHT CAVALRY TROOP Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Cavalry	10	5+	4+	4+	8	3

**Special:** Javelins. *Nimble*. Can have banner (+15 pts), musician (+10 pts).

### LIGHT CAVALRY REGIMENT Cost: 170 pts

Type	Sp	Me	Ra	De	At	Ne
Cavalry	10	5+	4+	4+	16	6

**Special:** Javelins. *Nimble*. Can have banner (+20 pts), musician (+15 pts).

## WAR ENGINES

### SCORPIO Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
War Eng	5	-	4+	4+	6	2

**Special:** Piercing(2).

## HEROS & COMMANDERS

### ARMY GENERAL Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
Hero	5	3+	-	5+	4	6

**Special:** Crushing Strength(1), *Inspiring*, *Individual*. If you have a unit of Medium Cavalry in your army, you may mount the general on a horse, granting Crushing Strength (2) and +4 Speed (+40 pts).

### SENIOR OFFICER Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Hero	5	3+	-	5+	3	4

**Special:** Crushing Strength(1), *Inspiring*, *Individual*.

### JUNIOR OFFICER Cost: 50 pts

Type	Sp	Me	Ra	De	At	Ne
Hero	5	4+	-	5+	2	3

**Special:** Crushing Strength(1), *Individual*.

### ARMY STANDARD BEARER Cost: 30 pts

Type	Sp	Me	Ra	De	At	Ne
Hero	5	4+	-	4+	1	2

**Special:** *Inspiring*, *Individual*.

## BARBARIANS

### NOBLE WARRIORS

#### NOBLES TROOP Cost: 60 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	4+	-	4+	10	3

**Special:** *Barbarians!* Can have banner (+10 pts), musician (+5 pts).

#### NOBLES REGIMENT Cost: 110 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	4+	-	4+	10	6

**Special:** *Barbarians!* Can have banner (+15 pts), musician (+10 pts).

#### NOBLES HORDE Cost: 210 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	3+	-	5+	20	13

**Special:** *Barbarians!* Can have banner (+20 pts), musician (+15 pts).

### WARRIORS

#### WARRIORS TROOP Cost: 45 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	4+	-	3+	10	1

**Special:** *Barbarians!* Can have banner (+10 pts), musician (+5 pts).

#### WARRIORS REGIMENT Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	4+	-	3+	10	4

**Special:** *Barbarians!* Can have banner (+15 pts), musician (+10 pts).

#### WARRIORS HORDE Cost: 150 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	5	3+	-	3+	20	11

**Special:** *Barbarians!* Can have banner (+20 pts), musician (+15 pts).

### SKIRMISHERS

#### SKIRMISHER TROOP Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
Infantry	7	5+	4+	3+	10	3

**Special:** *Nimble.* Javelins. Can take bows for +20 pts. Can have musician (+5 pts).

### MEDIUM CAVALRY

#### MEDIUM CAVALRY TROOP Cost: 70 pts

Type	Sp	Me	Ra	De	At	Ne
Cavalry	9	4+	-	4+	8	3

**Special:** Can have banner (+15 pts), musician (+10 pts). Crushing Strength (1).

#### MEDIUM CAVALRY REGIMENT Cost: 130 pts

Type	Sp	Me	Ra	De	At	Ne
Cavalry	9	4+	-	4+	16	6

**Special:** Can have banner (+20 pts), musician (+15 pts). Crushing Strength (1).

## LIGHT CAVALRY

#### LIGHT CAVALRY TROOP Cost: 90 pts

Type	Sp	Me	Ra	De	At	Ne
Cavalry	10	5+	4+	4+	8	3

**Special:** Javelins. *Nimble.* Can replace Javelins with Bows for +20pts. Can have banner (+15 pts), musician (+10 pts).

#### LIGHT CAVALRY REGIMENT Cost: 170 pts

Type	Sp	Me	Ra	De	At	Ne
Cavalry	10	5+	4+	4+	16	6

**Special:** Javelins. *Nimble.* Can replace Javelins with Bows for +40pts. Can have banner (+20 pts), musician (+15 pts).

## CHARIOTS

#### CHARIOT TROOP Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Chariot	9	4+	-	5+	8	3

**Special:** Crushing Strength(1), *Nimble.* Can have banner (+15 pts), musician (+10 pts).

#### CHARIOT REGIMENT Cost: 150 pts

Type	Sp	Me	Ra	De	At	Ne
Chariots	9	4+	-	5+	16	6

**Special:** Crushing Strength(1). Can have banner (+20 pts), musician (+15 pts).

## HEROS & COMMANDERS

#### WARLORD IN CHARIOT Cost: 200 pts

Type	Sp	Me	Ra	De	At	Ne
Hero	9	3+	-	5+	8	6

**Special:** Crushing Strength(1), *Inspiring, Individual.*

#### WARLORD Cost: 120 pts

Type	Sp	Me	Ra	De	At	Ne
Hero	5	3+	-	5+	4	6

**Special:** Crushing Strength(1), *Inspiring, Individual.* If you have a unit of Medium Cavalry in your army, you may mount the general on a horse, granting Crushing Strength (2) and +4 Speed (+40 pts).

#### CHIEFTAIN Cost: 80 pts

Type	Sp	Me	Ra	De	At	Ne
Hero	5	3+	-	5+	3	4

**Special:** Crushing Strength(1), *Inspiring, Individual.*

#### PETTY CHIEFTAIN Cost: 50 pts

Type	Sp	Me	Ra	De	At	Ne
Hero	5	4+	-	5+	2	3

**Special:** Crushing Strength(1), *Individual.*

#### ARMY STANDARD BEARER Cost: 30 pts

Type	Sp	Me	Ra	De	At	Ne
Hero	5	4+	-	4+	1	2

**Special:** *Inspiring, Individual.*