

## 2 Points

Bow Levy  
Rabble  
Horde

## 3 Points

Light Foot  
Light Spear  
Skirmishers  
Warband

Artillery  
Heavy Foot  
Pikes  
War Wagons  
Warriors

Bad Horse  
Battle Taxi

## 4 Points

Archers  
Raiders

Elite Foot  
Pavisiers  
Spear

Chariots  
Elite Cavalry  
Horse Bow  
Javelin Cav  
Knights

Cataphracts  
Elephants

## 8 Points (Camp)

### Victory Conditions

1. Loss of 16 pts + more
2. Sacking element removed  
but not counted as lost