

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