Intro
These lists are intended to be used with Impetus wargames rules, second edition.
The aim of these lists is to compose balanced armies for pick up games. If you recreate historical battles then they can be used as a useful guide, but costs of Units and minima and maxima should be ignored in most cases.

Budget
The ideal budget for a standard game is 400 pts with 300 pts as a fast and cheaper alternative.
For bigger battles, lasting more than 3 hours, you can use 500 or more points budgets. Mind that List Total points average is 1000 so if you field armies with 800 pts budget or more you may consider to double minima and maxima to have enough choice.

Large Units
Large Units can be created only if allowed in the specific list. Mind that the rear rank of a Large Unit cannot have a VBU higher than 4.

Allies
Some lists feature an Allied Contingent. An Allied Contingent must form a Command on its own, so these troops cannot be combined with other in the lists in the same Command.
Unless stated differently in the army list, only one Allied Contingent is allowed.

Hoplon special rule
Troops with Hoplon special rule use the column for Mounted on the Charge Bonus/Pursuing table when they charge or pursue.

Roman artillery special rule
Roman armies with this special rule (see lists) can attach Artillery Units to the Legionary Units instead of deploying them apart. Each Artillery Unit can be “splitted” and attached to 5 legionary Units. A stationary legionary Unit with attached artillery can shoot 1 die at up 12H or 2 dice at up 8H. No other modifiers are applied.
Each Legionary Unit has one single shot, so place a marker (or a ballista/scorpio model) in each Legionary Unit supported by artillery and remove it after the first fire. This shot can be used also as a Reaction fire. Attached artillery can also be used as Defensive fire (2 dice) if the artillery didn't shoot before. Calculate this roll before any other (e.g. pilum).

How to read the lists
Each list has 9 columns
1) Minima and maxima allowed for that troop (eg 2-8, that is you can field from 2 to 8 Units)
2) Troop name (eg Legionaries, Warband, Archers…)
3) Troop type (eg CM, CL, FP…)
4) VBU (see rulebook par 2.3). In case of Large Unit the first number is for the front Unit and the second after the slash is for the rear rank Units.
5) I (Impetus bonus, see rulebook par. 2.3)
6) D (Discipline, see rulebook par. 2.3)
7) VD (Demoralization value, see rulebook par. 2.3). In case of Large Unit the first number is for the front Unit and the second is for the rear rank Units.
8) Weapons (eg short bow B or pilum) and special (eg Impetuous or Camel)
9) Cost of each Unit. In case of Large Unit the first number is for the front Unit and the second after the slash is the reduced cost for the rear rank Units.

For movement rates of each Unit see the rulebook (par 5.1)
In the first column instead of minima and maxima values you can find these notations

(0) minima-maxima
In this case these troops are not compulsory but if use them the minima must be respected
Example
0(4)-12 Phalangites FP 4 1 C 1 Pike 12/9
If you field Phalangites then you must field at least 4 Units.

Up 1/3 : up to 1/3 of preceding line.
Example
8-24 Archers T 3 0 C 1 Short bow A 8
up 1/3 Regular Archers T 4 0 B 1 Short bow A 16
In this case up to 1/3 of 24, so up to 8, can be Regular Archers. You can field only Regular Archers as the minimum is 8.

Up 1/4D : up to 1/4 of deployed preceding line
Example
8-24 Archers T 3 0 C 1 Short bow A 8
up 1/4D Regular Archers T 4 0 B 1 Short bow A 16
In this case if you field 12 Archers, 3 of them can be upgraded to Regular Archers with VBU 4 and D=B. If you field 14 archers, still maximum 3 of them can be upgraded. If you field 16, then you can upgrade up to 4.

Up 1/C: up to 1 for each Command
You can field such a troop type no more than once per command. That troop must also stay in its Command. If you have 4 Comands these Units will stay each in their Command and will not be combined together in the same Command.

Up “#”: up to “#” of preceding line
Example
1-3 Greek cavalry CM 5 2 B 2 23
up 1 Thessalian Nobles CM 6 3 B 2 30
HOW TO USE THE LISTS

You can upgrade one Greek cavalry to Thessalian Nobles. As the Minima is 1 then you can field only 1 Thessalian Nobles and no other Greek Cavalry. Or you can field 1 or 2 Greek cavalry and 1 Thessalian Nobles or even 3 Greek Cavalry and no Thessalian Nobles.

or : of preceding line
In this case you can take any quantities of the troops in the 2 lines
Example
0-3 Cretans S 3 0 B 1 Short bow B 13
Or Archers S 2 0 B 1 Short bow B 11
In this case you can field up to 3 Cretans and no generic Archers or up to 2 Cretans and 1 generic Archers or 1 Cretans and up 2 generic archers or only generic archers.

or ALL : of preceding line
In this case All Units must be the same
Example
0-3 Cretans S 3 0 B 1 Short bow B 13
or ALL Archers S 2 0 B 1 Short bow B 11
You can take or ALL Cretans or ALL Archers.

1/FP : 1 for each preceding FP
You can take as many of these troops as FP fielded.

+ : of preceding line
This is used for compulsory supporting troops, that must be taken in equal number of the troops they support.
Example
1-10 Ashsharitu FL 5 2 B 2 19
+ Supporting Archers T 3 0 B 1 Short bow A 13
If you take 4 Ashsharitu then you have to take 4 Supporting archers and form Large Units.

In this case
3-6 Sparabara FP 4 1 B 1 Pavise 16
or Sparabara T 4 1 B 1 Short bow A 19
+ Sparabara T 4 0 B 1 Short bow A 16
Sparabara FP or T must be supported by Sparabara T, eg you can choose FP or T as front rank.

Other examples:
Foot forming Large Units can have different upgrades.

Example 1
6-20 Hoplites FP 5/4 2 B 2/1 Long Spear/Hoplon 23/14
In this case you all Hoplites are with VBU 5 but if you form Large Units then the rear rank is VBU 4

Example 2
6-30 Hoplites FP 4 2 B 1 Long Spear/Hoplon 18/14
up 1/2D Hoplites (front rank) FP 5 2 B 2 Long Spear/Hoplon 23
In this case you can have the upgrade only for front ranks of Large Units. If you don't form Large Units then all Hoplites are VBU=4. But you can also have Large Units with VBU=4 + 4 and ignore the upgrade, of course.
## 0.1. Imaginary Empire 2000-200 BC

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>VBU</th>
<th>I</th>
<th>D</th>
<th>VD</th>
<th>Weapon/Special</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-4 Heavy Chariots</td>
<td>CGP</td>
<td>6</td>
<td>4</td>
<td>B</td>
<td>3</td>
<td>Various</td>
<td>30</td>
</tr>
<tr>
<td>or ALL Light Chariots</td>
<td>CGL</td>
<td>5</td>
<td>2</td>
<td>B</td>
<td>3</td>
<td>Various</td>
<td>24</td>
</tr>
<tr>
<td>2-6 Cavalry</td>
<td>CM</td>
<td>5</td>
<td>2</td>
<td>B</td>
<td>2</td>
<td>Comp. Bow C</td>
<td>26</td>
</tr>
<tr>
<td>up 1/3 Elite Cavalry</td>
<td>CM</td>
<td>6</td>
<td>2</td>
<td>B</td>
<td>3</td>
<td>Comp. Bow C</td>
<td>32</td>
</tr>
<tr>
<td>up 1/C Battle Cars</td>
<td>CGP</td>
<td>6</td>
<td>3</td>
<td>B</td>
<td>3</td>
<td></td>
<td>26</td>
</tr>
<tr>
<td>or Dismounted Crew</td>
<td>S</td>
<td>3</td>
<td>2</td>
<td>B</td>
<td>1</td>
<td>Various</td>
<td>17</td>
</tr>
<tr>
<td>0-2 Scouts</td>
<td>CL</td>
<td>3</td>
<td>1</td>
<td>C</td>
<td>1</td>
<td>Javelin</td>
<td>14</td>
</tr>
<tr>
<td>up 1/C Guards</td>
<td>FL</td>
<td>5</td>
<td>3</td>
<td>B</td>
<td>2</td>
<td></td>
<td>20</td>
</tr>
<tr>
<td>0(4)-8 Household Spearmen</td>
<td>FP</td>
<td>5/4</td>
<td>1</td>
<td>B</td>
<td>2/1</td>
<td>Long Spear</td>
<td>22/13</td>
</tr>
<tr>
<td>+ Supporting Archers</td>
<td>T</td>
<td>2</td>
<td>0</td>
<td>B</td>
<td>1</td>
<td>Short bow A</td>
<td>11</td>
</tr>
<tr>
<td>0-10 Retinue Foot</td>
<td>FL</td>
<td>5</td>
<td>3</td>
<td>C</td>
<td>2</td>
<td></td>
<td>15</td>
</tr>
<tr>
<td>8-24 Militia Spearmen</td>
<td>FP</td>
<td>4</td>
<td>1</td>
<td>C</td>
<td>1</td>
<td>Long Spear</td>
<td>12/9</td>
</tr>
<tr>
<td>Up 1/2D Militia Spearmen</td>
<td>FP</td>
<td>5</td>
<td>1</td>
<td>C</td>
<td>2</td>
<td>Long Spear</td>
<td>17</td>
</tr>
<tr>
<td>0-4 Warriors</td>
<td>FL</td>
<td>4</td>
<td>4</td>
<td>C</td>
<td>1</td>
<td>Impetuous</td>
<td>10/8</td>
</tr>
<tr>
<td>2-10 Slingers</td>
<td>S</td>
<td>2</td>
<td>0</td>
<td>C</td>
<td>1</td>
<td>Sling</td>
<td>7</td>
</tr>
<tr>
<td>0-12 Javelinmen</td>
<td>S</td>
<td>2</td>
<td>0</td>
<td>C</td>
<td>1</td>
<td>Javelin</td>
<td>5</td>
</tr>
<tr>
<td>or Archers</td>
<td>S</td>
<td>2</td>
<td>0</td>
<td>B</td>
<td>1</td>
<td>Short bow B</td>
<td>11</td>
</tr>
<tr>
<td>After 225 BC replace Militia Spearmen with</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2-8 Pikemen</td>
<td>FP</td>
<td>5/4</td>
<td>2</td>
<td>B</td>
<td>2/1</td>
<td>Pike</td>
<td>23/14</td>
</tr>
</tbody>
</table>

### FANTASY ALLIED CONTINGENT

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>VBU</th>
<th>I</th>
<th>D</th>
<th>VD</th>
<th>Weapon/Special</th>
<th>Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-2</td>
<td>Chariots</td>
<td>CGL</td>
<td>5</td>
<td>2</td>
<td>B</td>
<td>2</td>
<td>Various</td>
</tr>
<tr>
<td>2-8</td>
<td>Foot</td>
<td>FL</td>
<td>4</td>
<td>2</td>
<td>C</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>4-8</td>
<td>Archers</td>
<td>T</td>
<td>3</td>
<td>0</td>
<td>C</td>
<td>1</td>
<td>Short bow A</td>
</tr>
<tr>
<td>0-3</td>
<td>Javelinmen</td>
<td>S</td>
<td>2</td>
<td>0</td>
<td>B</td>
<td>1</td>
<td>Javelin</td>
</tr>
</tbody>
</table>

### Notes & Options

This is the list of an imaginary army to show how most of options can be combined in a list.

Battle Cars cannot be used with Light Chariots. Household Spearmen can form Large Units with other Household Spearmen or with Supporting Archers. Militia Spearmen, Warriors and Pikemen can form Large Units (same type).