

PALMYRA 260 – 273 CE

(version July 2012)

This army list covers the Syrian city of Palmyra following the Roman defeat at Edessa against the Sassanids in 259 CE. Following their success in support of the Romans against the Persians, Queen Zenobia rebelled and the city-state's forces were crushed by Aurelian and Palmyra was taken following a difficult siege in 272. The city was razed to the ground the following year after a further rebellion while Aurelian was campaigning in Dacia.

A Palmyran army must include a general and at least two units of Cataphracts and one of Archers.

Strategy Rating: 2

Climate: Arid

Special Rule: Palmyran cataphracts, light/scout cavalry are unaffected by the fear caused by camels.

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least 2 units of cataphracts and 1 of archers
May include up to 7 other core troop selections
- Support:** May include up to 4 support
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish:** May include up to 2 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** See allies section

COMMAND

A Palmyran army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
KING/ QUEEN/ GENERAL	9 + 2	9 + 2	+2	ARMY GENERAL, MOUNTED	60
GENERAL	8 + 1	8 + 1	+1		FREE

Upgrades: None

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
NOBLE	8 + 1	8 + 1	+1	NONE	55

Upgrades: May be mounted at a cost of 10 pts per model.

CORE

Players may select up to 10 units from the Core section and must select at least two units of Cataphracts and one of Archers as compulsory troops.

Cataphracts

Models per unit: 6-20

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	1	3	2+	4+	1	7	8	35

Weapons: Sword, Kontos
Armour: Super Heavy Armour, Full Metal Barding
Special Rules: Cataphracts
Upgrades: Up to one unit may be upgraded to Guards with a HTH score of 4 and DL 8 at a cost of 8 pts per model. It may not be greater in number than any other cataphract unit in the army.

Up to 4 units of Regular Archers

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	10	4+	1	3	N/A	4+	1	7	7	10

Weapons: Hand Weapon, Composite Bow
Armour: None
Special Rules: Expert Archers
Upgrades: May add shield upgrading ARM to 6 at a cost of 1 pt per model.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Support units may be chosen.

Light Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	6	4+	1	7	7	

Weapons: Hand Weapon, Javelins
Armour: None
Special Rules: Cantabrian Circle, Feigned Flight
Upgrades: May exchange javelins for composite bows at a cost of 1 pt per model. Javelin-armed troops may add shields (ARM 5+) at a cost of 2 pts per model.

Militia Infantry

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	6	4+	1	6	6	8

Weapons: Long Spear
Armour: Shield
Special Rules: Irregular
Upgrades: Every second unit may exchange spear and shield for composite bow at a cost of 1 pt per model.

Up to 1 unit of Palmyran Camelry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	15	4+	1	3	6	4+	1	6	6	17

Weapons: Hand Weapon, Javelins
 Armour: None
 Special Rules: Terrifying to horses
 Upgrades: May add shields, increasing ARM to 5+, at a cost of 2 pts per model.
 May add shields and light armour, increasing ARM to 4+, at a cost of 4 pts per model.
 May add composite bows at a cost of 2 pts per model.

Up to 1 unit of Armoured Camels

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	12	4+	1	3	2+	4+	1	6	8	36

Weapons: Sword, Kontos
 Armour: Super Heavy Armour, Full Metal Barding
 Special Rules: Cataphracts, Terrifying to horses
 Upgrades: None

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 2 Skirmish units may be chosen.

Up to 1 unit of Scout Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	4+	1	3	6	4+	1	6	6	26

Weapons: Hand Weapon, Composite Bow
 Armour: None
 Special Rules: Cantabrian Circle, Feigned Flight, Scouts
 Upgrades: None

Skirmishing Archers

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	3	N/A	4+	1	6	6	9

Weapons: Self Bow, Improvised Weapons
 Armour: None
 Special Rules: None
 Upgrades: May add a hand weapon and buckler, improving ARM to 6, at a cost of 1pt per model.

ALLIES

Variable percentages of the points available may be spent on troops from the Allies section. Armies may only select one of the following:

Early Arabs (up to 30%)

Middle Imperial Roman (up to 50%)