








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	Perfect Match		Some unit substitutions		Some army variant(s)		Add another set's blocks		Blocks required for adding
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	<i>Requires Roman (grey) blocks from Base Game <u>and</u> Expansion No. 3.</i>
	<i>Requires Roman (red) blocks from Expansions Nos. 2 <u>and</u> 3.</i>

Each ScenarioX Army is listed along with symbols indicating which C&C:A blocks can be used to build the army. Additional notes will explain what unit substitutions are required, or if blocks need to be borrowed from other sets to complete the army.

Notes for a specific block set will show the block set in **bold** (**R1**, **Ca**, etc.). The abbreviations are explained at the bottom of every page.

Many ScenarioX armies have more than one 'variation' because you have your choice of which units to use. Notes will refer to these variations by using *italics*; for example, a note may show that the **Gr** blocks can be used for the *8 Auxilia* variation of an army only.

ScenarioX is the excellent work of Don Clarke.
Thanks to Alessandro Crespi of CCAncestors.Net.
And of course... [GMT Games!](#)






R1 Rome (Grey) • **Ca** Carthage • **Gr** Greece • **EK** Eastern Kingdoms • **R2** Rome (Red) • **Ba** Barbarians • **R1+** Rome (Grey), Base + Exp 3 • **R2+** Rome (Red), Base + Exp 3

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						Notes
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01. Egyptian 3000BC							All: Add Lt Sling blocks for Lt Bow.
02. Egyptian 1639BC							All: If needed, add Lt Sling blocks for Lt Bow, use Lt Chariot blocks for Hvy Chariot.
03. New Kingdom Egyptian							EK: Use Lt Cavalry blocks for Lt Chariot or use Ba Lt Chariot blocks. Gr: Use Ba Lt Chariot blocks.
04. Nubian							EK: Use all Lt Infantry blocks to complete army.
05. Bedouin							Ba: Use Med Cavalry blocks for Camel. R1: 4-6 <i>Auxilia</i> ; use Med Cav blocks for Camel, use Hvy Chariot blocks for Lt Chariot. R2: 4-5 <i>Auxilia</i> , no <i>Chariot</i> ; use Med Cav blocks for Camel.
06. Sea Peoples							All: If needed, use Hvy Chariot blocks for Lt Chariot or use Ba Lt Chariot blocks.
07. Philistine							Ba: Use Warrior blocks for Hvy Infantry. Ca/Gr/EK: Use Hvy Chariot for Light Chariot.
08. Hyksos							Gr/EK/R2: Use Lt Cavalry blocks for Lt Chariot.
09. Hittite Empire							Ba: Use Hvy Infantry or Hvy Chariot blocks from another set. R1/Ca/Gr/EK/R2: Use Ba Lt Chariot blocks.
10. Middle Assyrian							R1/Gr/EK/R2/Ba: Use Chariot blocks from other armies or use Lt/Hvy Cavalry blocks for Chariots.
11. Neo-Assyrian							Ca/Gr/EK: Use Hvy Cavalry blocks for Chariots or use Chariot blocks from another set.






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






















































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	Perfect Match		Some unit substitutions		Some army variant(s)		Add another set's blocks		Blocks required for adding
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							Notes
12. Phrygian							Ba: If needed, add Auxilia blocks from another set.
13. Illyrian							All: Add Auxilia blocks from another set.
14. Thracian							R1/EK/Ba: 6 <i>Auxilia only</i> , or add Auxilia blocks from another set. Ca/R2: Add Auxilia blocks from another set.
15. Hittite Old							R1/R2: Use Lt Cavalry blocks for Lt Chariot, or use Ba Lt Chariot blocks.
16a. TW Mycenaean							Ba: <i>No Hvy Infantry</i> , or add Hvy Infantry blocks from another set. R1: <i>No Lt Chariot</i> , or use Lt Cavalry for Lt Chariot, or use Ba Lt Chariot blocks. EK: <i>No Warrior</i> , use Lt Cavalry for Lt Chariot, or use Warrior blocks from another set.
16b. TW Trojan							Ca/EK/R2: Use Lt Cavalry blocks for Lt Chariot or use Ba Lt Chariot blocks. R1: Use Ba Lt Chariot blocks. Ba: <i>No Hvy Infantry</i> , or add Hvy Infantry blocks from another set.
17. Minoan							R1: Add Ca/Gr/EK Hvy Chariot blocks or Ba Lt Chariot blocks. Ca/Gr/EK: Add Lt Bow/Sling for Lt Infantry; add Hvy Chariot blocks or Ba Lt Chariot blocks.
18a. DA Geo Grk 1340BC							R1/Ca/Gr/EK/R2: If needed, add Ba Lt Chariot blocks. Ba: Add Hvy Infantry blocks from another set.
18b. DA Geo Grk 900BC							R1/Ca/Gr/EK/R2: Add Auxilia blocks from another set and add Ba Lt Chariot blocks.
18c. DA Geo Grk 724BC							R1/Ca/Gr/EK/R2: Add Auxilia blocks from another set.
19. Skythian							EK: 4 <i>Lt Cavalry</i> and 4 <i>Lt Bow Cavalry only</i> , or 7 <i>Lt Cavalry</i> , add R1/Ca/Ba Lt Cavalry blocks. 7 <i>Lt Bow Cavalry</i> requires extra blocks.
20a. EHG Thessalian							






R1 Rome (Grey) • Ca Carthage • Gr Greece • EK Eastern Kingdoms • R2 Rome (Red) • Ba Barbarians • R1+ Rome (Grey), Base + Exp 3 • R2+ Rome (Red), Base + Exp 3

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
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



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

















































20b. EHG Spr/Arg/Eath/As							R1/R2: If needed, use Warrior blocks for Med Infantry. Ba: Use Warrior blocks for Med Infantry.
20c. EHG Later Athenian							Gr/EK: Add Warrior blocks for Med Infantry.
20d. EHG Phokian/Aitolian							All: Add Lt Bow/Sling blocks for Lt Infantry.
20e. EHG Italiot/Siciliot							All: Add Lt Bow/Sling blocks for Lt Infantry.
21. Early Macedonian							All: Add Auxilia blocks from another set.
22. Early Roman							
23. Tullian Roman							
24. Early Achaem. Persian							Gr: If needed, add Lt Sling blocks for Lt Bow. <i>Lt Chariot</i> , use Ba Lt Chariot blocks.
25. Early Carthaginian							R1: <i>1 Hvy Chariot only</i> , or use Hvy Chariot blocks from another set.
26. Classical Indian							EK: Add Lt Sling blocks for Lt Bow. <i>7 Lt Bow</i> , use blocks from another set. <i>Lt Chariot</i> , use Ba Lt Chariot blocks or use Lt Cavalry blocks.
27a. LHG Spartan							EK: If needed, add Hvy War Machine blocks from another set.
27b. LHG Athenian							EK: If needed, add Hvy War Machine blocks from another set.

R1 Rome (Grey) • Ca Carthage • Gr Greece • EK Eastern Kingdoms • R2 Rome (Red) • Ba Barbarians • R1+ Rome (Grey), Base + Exp 3 • R2+ Rome (Red), Base + Exp 3

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						Notes
28. Late Achaem. Persian						EK/Gr: <i>Lt Chariot</i> , use Ba Lt Chariot blocks.
29. Syracusan						EK: If needed, use Hvy War Machine blocks from another set.
30. Camillan Roman						
31. Gallic						R1+/R2+: Use Ba Lt Chariot blocks, use Med Infantry blocks for Warrior.
32. Alexandrian Maced.						Ca/EK: If needed, use Hvy War Machine blocks from another set.
33. Alexandrian Imperial						Ca/EK: If needed, use Hvy War Machine blocks from another set.
34. Successor (Diadochus)						Ca/R1/Gr/EK: If needed, use Hvy War Machine blocks from another set. Ca: If needed, add Lt Sling blocks for Lt Bow.
35. Seleucis						Ca/EK: <i>Camel</i> , use Med Cavalry blocks, or use Gr Camel blocks.
36. Ptolemaic						
37. Pyrrhic						R2: If no Exp 3, add Hvy Cavalry blocks from another set. Ca: <i>2-4 Med Infantry only</i> , or add Med Infantry blocks from another set.
38. Hellenistic Greek						R2: If no Exp 3, add Hvy Cavalry blocks from another set.
39. Later Carthaginian						R1/Gr/EK: Use Ca/Ba Warrior blocks.

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								Notes	
40. Polybian Roman									
41. Galatian									
42. Later Macedonian									
43. Parthian								EK: If needed, use Ca Lt/Hvy Cavalry blocks. Ca: Use EK Lt Bow Cavalry, Lt Bow, and Hvy Cavlary blocks.	
44. Iberian									
45. Celtiberian									R1/Gr/EK/R2: Add Med Infantry blocks for Warrior.
46. Maccabean Jewish									Ca/Gr: 2 <i>Auxilia</i> only.
47. Commagene									EK: If needed, add Lt Sling for Lt Bow. Gr: Use Hvy Chariot for Hvy Cavalry, add Lt Sling as Lt Bow.
48. Spartacus's Revolt									R1: If you do not have Expansion 3, add Gr Warrior blocks. EK: Add Ca Warrior blocks.
49. Numidian									Ca: If needed, add Lt Bow/Lt Sling blocks for Lt Infantry. EK: Add Lt Bow/Lt Sling blocks for Lt Infantry. If needed, add Lt Bow Cavalry blocks for Lt Cavalry.
50. Early German									R1+: Use Hvy Infantry blocks for Warrior.
51. Mithridatic									






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



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52. Marian Roman							
53. Ancient British							
54. Scots/Irish							Ba: 6-7 <i>Auxilia</i> only. For more, add blocks from another set. EK: 6 <i>Auxilia</i> only, use Lt Cavalry blocks for Lt Chariot; or add blocks from another set. Ca: Add <i>Auxilia</i> blocks from another set.
55. Hasmonean Jewish							Ca/Gr: Add Lt Sling blocks for Lt Infantry.
56. Late Judean							EK: Add Lt Sling blocks for Lt Infantry. Ba: <i>No Hvy Cavalry</i> , or use Hvy Cavalry blocks from another set.
57. Early Imperial Roman							EK: Use R1/Gr/R2 Hvy War Machine blocks.
58. Later Moorish							Ca: Add Lt Sling blocks for Lt Infantry. EK: Add Lt Bow Cavalry blocks for Lt Cavalry.
59. Jewish Revolts							R2: Use Med Infantry blocks for Warrior, add <i>Auxilia</i> blocks from another set. R1+/R2+: 1-6 <i>Auxilia</i> only, use Med Infantry blocks for Warrior.
60. Caledonian							R1/R2: Use Med Infantry blocks for Warrior, use Lt Cavalry blocks for Lt Chariot.
61. Middle Imperial Roman							Ca/EK: If needed, use R1/Gr/R2 Hvy War Machine blocks.
62. Visigothic							Ba: Use Ca/EK Hvy Cavalry blocks. R1+/R2+: Use Med Infantry blocks for Warrior.
63. Vandal							Ba: Use R1/Ca/Gr/EK Hvy Cavalry blocks. R1+/R2+: Use Med Infantry blocks for Warrior.






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








































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64. Pictish							R1/Ca/EK: Use Hvy Chariot blocks for Lt Chariot.
65. Late Imperial Roman							R1/R2: If no Expansion 3, <i>0-1 Hvy Cavalry (R1)</i> or <i>no Hvy Cavalry (R2)</i> . Ca/EK: Use R1/Gr/R2 Hvy War Machine blocks.
66. Hunnic							Ca: Add Lt Cav blocks from another set. EK: <i>6-8 Lt Cavalry only</i> , add Lt Bow Cav blocks for Lt Cav, add Med Infantry blocks for Warrior.
67. Mitanni							R1/Ca/Gr/EK/R2: Use Ba Lt Chariot blocks.
68a. Etruscan Latin							Ca/Gr/EK: If needed, add Warrior blocks for Med Infantry.
68b. Umbrian							Ca/R2: <i>5 Auxilia only</i> .
69. Samnite							R1: <i>6 Auxilia only</i> , or add blocks from another set. Ba: <i>4 Med Infantry, no Hvy Infantry only</i> , or add blocks from another set. Gr: <i>4 Auxilia only</i> , or add blocks from another set.
70. Dacian							Gr/EK: Use Med Infantry blocks for Warrior, or use Ba Warrior blocks.

R1 Rome (Grey) • **Ca** Carthage • **Gr** Greece • **EK** Eastern Kingdoms • **R2** Rome (Red) • **Ba** Barbarians • **R1+** Rome (Grey), Base + Exp 3 • **R2+** Rome (Red), Base + Exp 3

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