

BACTRIAN GREEK SUCCESSOR

250 BC to 30 BC

C-in-C mounted on horse and equipped as Agema, with standard bearer @ 70 points. 1 only.
Sub-General mounted on horse and equipped as Agema, @ 50 points. Up to 3

Agema guard cavalry "Regular A" HC, JLS or L, B, @ 36 points per 3 figure element. Min 2 to 4 elements.

Cleruch and Iranian noble Cavalry "Regular B" HC, L, B, @ 33 points per 3 figure element. Min 4 to 30 elements.

Extra to upgrade "Regular B" HC to EHC, @ 6 points per element. Up to ½

Bactrian light cavalry "Irregular C" LC, JLS, B, @ 10 points per 2 figure element. Up to 12 elements.

Arachosian or similar light cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 12 elements.

Mercenary Saka horse archers "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 6 elements.

Bactrian camelry Arab camelry "Regular D" LCm, B, or JLS, @ 14 points per 2 figure element. Up to 3 elements.

Extra to give JLS armed camel riders Sh, @ 4 points per element.

Phalanx "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 24 elements.

Pisidian colonists and peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 8 elements.

Cretans "Regular C" LI, B, Sh, @ 8 points per 2 figure element. Up to 6 elements.

Bactrian, Sogdian and Gandarian Hillmen "Irregular C" LMI, JLS, B, Sh, @ 12 points per 3 figure element. Up to 8 elements.

Bactrian, Sogdian and Gandarian Hillmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 10 elements.

Bactrian, Sogdian and Gandarian Hillmen "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 8 elements.

Shaven-headed Kamboja "Irregular C" LMI, 2HCW, JLS, Sh, @ 12 points per 3 figure element. Up to 4 elements.

Elephants with "Irregular C" crew of driver with JLS astride and 2 in tower with JLS, @ 45 points per model. Min 2 to 6 models.

Heavy bolt-shooter with "Regular C" crew of 3 figures, @ 30 points per model. Up to 2 models.

Indian allies

Minimums apply if any Indian allies are used, and the Indian ally general is then compulsory.

Indian Ally-General with LB, JLS, in howdah on elephant with "Irregular B" crew of unarmed driver astride and unarmed man with umbrella PA standard, @ 80 points. Min 1

Indian cavalry "Irregular C" MC, JLS, Sh, @ 21 points per 3 figure element. Min 2 to 14 elements.

Indian archers "Irregular C" MI, LB, 2HCW, @ 12 points per 4 figure element. Min 6 to 26 elements.

Indian javelinmen "Irregular C" MI, JLS, 2HCW, Sh, @ 16 points per 4 figure element. Min 4 to 8 elements.

Indian elephants with "Irregular B" crew astride of unarmed driver, 1 with JLS, and 1 with JLS or LB, @ 42 points per model. Min 2 to 4 models.

Extra to give all elephant drivers and umbrella man JLS, @ 6 points per model. All or none

Indian four-horse chariots with "Irregular B" crew of 2 drivers with JLS, 2 with LB, 2 with JLS, @ 54 points per model. Min 1 to 2 models.

Saka allies

Minimums apply if any Saka allies are used, and the Saka ally general is then compulsory.

Saka Ally-General mounted on horse as EHC, L, with standard bearer @ 60 points. Min 1

Saka nobles "Irregular B" EHC, L, @ 27 points per 3 figure element. Min 3 to 6 elements.

Saka horse archers "Irregular C" LC, B, @ 8 points per 2 figure element. Min 8 to 26 elements.

Saka can fight in wedge.

Up to 10 regular command factors.

Up to 16 irregular command factors.