

BITHYNIAN 435 BC – 74 BC

Early Bithynian

CinC mounted on horse as HC, JLS, with standard bearer @ 70 points. 1 only.
Sub-General mounted on horse as HC, JLS, with standard bearer @ 50 points. Up to 3.

Bithynian Thracian noble cavalry, "Irregular B" HC, JLS, @ 21 points per (3) element. Min 2 to 4 elements.

Bithynian Thracian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per 2 figure element. Min 4 to 8 elements.

Bithynian Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per element. Up to 104 elements.

Bithynian Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Bithynian Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6. Up to 16 elements.

Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.

Allied Satrapal Persian cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 4 elements.

Mercenary European Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per element. Up to 16 elements.

Extra to give only JLS armed peltast 2HCW, @ 3 points per element. Up to half per unit.

Coastal Greek ally hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 8 elements.

Galatian allies

Minimums apply if any Galatians are used and then the Galatian ally general is compulsory. Galatian allies cannot be used with Persian ally cavalry.

Galatian Ally-General mounted on horse as HC, JLS, Sh, or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 70 points, or on foot as HI, JLS, Sh, with standard bearer and charioteer. @ 50 points. 1 only.

Two-horse light chariots with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points per model. Up to 6 models.

Four-horse scythed heavy chariots with "Irregular A" crew of unarmed driver, @ 24 points. Up to 2

There must always be at least twice as many light chariots than scythed chariots.

Galatian noble Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Min 3 to 9 elements.

Extra to upgrade cavalry to HC, @ 6 points per element. Up to ¼

Warriors "Irregular C" MI, JLS, Sh, @ 12 points per 4 figure element. Min 10 to 28 elements.

Extra to upgrade warriors to HI with captured armour, @ 8 points per element. Up to 6 elements.

Extra to upgrade MI, but not HI, warriors to "Irregular A", @ 8 points per element. Any or all

Skirmishers "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 6 elements.

Up to 18 regular command factors.

Up to 26 irregular command factors.

Up to 3 irregular command factors to provide Bithynian cavalry units with a detachment of "Irregular C" light infantry javelinmen.

Later Bithynian

CinC mounted on horse as HC, JLS, with standard bearer @ 70 points. 1 only.

Sub-General mounted on horse as HC, JLS, with standard bearer @ 50 points. Up to 3.

Bithynian noble cavalry, "Regular B" HC, JLS, @ 24 points per (3) element. Min 2 to 4 elements.

Bithynian cavalry "Regular C" LC, JLS, Sh, @ 14 points per 2 figure element. Min 4 to 8 elements.

Bithynian Thuriophoroi "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Min 6 to 12 elements.

Bithynian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per element. Up to 80 elements.

Bithynian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Bithynian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 16 elements.

Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.

Mercenary European Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per element. Up to 26 elements.

Extra to give only JLS armed peltast 2HCW, @ 3 points per element. Up to half per unit.

Galatian mercenary Sub-General, on foot as LMI, JLS, Sh, with standard bearer and carnyx player. @ 50 points. 1 only. *(Always Rash)*

Galatian warrior mercenaries "Irregular A" MI, JLS, Sh, @ 20 points per 4 figure element. Up to 12 elements.

Paphlagonian allies

Minimums apply if any Paphlagonians are used and then the Paphlagonian ally general is compulsory.

Paphlagonian Ally-general mounted on horse as LC, JLS, with standard bearer @ 60 points. Min 1 only.

Paphlagonian cavalry "Irregular C" LC, JLS, Sh, @ 12 points per 2 figure element. Min 6 to 12 elements.

Paphlagonian warriors "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Min 4 to 12 elements.

Paphlagonian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Min 4 to 8 elements.

Up to 12 regular command factors.

Up to 26 irregular command factors.