

BLACK SEA STATES

Black Sea alliance against Lysimachus

Greek C-in-C mounted on horse as HC, JLS, and standard bearer with JLS @ 70 points 1 only.
Greek Sub-General mounted on horse as HC, JLS, @ 50 points, or on foot as HI, LTS, Sh, @ 40 points. Up to 2

Black Sea Greek Cavalry "Regular C" MC, JLS, @ 18 points per element. Up to 3 elements.
Extra to upgrade MC to HC, @ 6 points per element. Up to 6 elements.

OR

Black Sea Greek Cavalry "Regular C" LC, JLS, @ 12 points per element. Min 4 to 4 elements.

Hoplites "Regular C" MI, LTS, Sh, @ 16 points per element. Min 18. Up to 24 elements.
Extra to upgrade Generals bodyguard Hoplites to "Regular A", @ 8 points per element. Up to 6 elements.
Extra to upgrade hoplites to HI, @ 8 points per element. Up to 10 elements.

Mercenary Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per element. Up to 8 elements.
Extra to give peltasts LTS as well, @ 3 points per element. All or none

Mercenary Cretan archers "Regular C" LI, B, @ 6 points per element. Up to 6 elements.

Black Sea Greek Slingers "Irregular C" LI, S, @ 4 points per element. Up to 6 elements.

Black Sea Greek Javelinmen "Irregular C" LI, JLS, @ 4 points per element. Min 6. Up to 12 elements.
Extra to give Cretans, slingers or javelinmen Sh, @ 2 points per element. Any or all

Extra to upgrade slingers or javelinmen to "Regular C", @ 2 points per element. Up to 18 elements.

Thracian Allies

Thracian Ally General mounted on horse with standard bearer as HC, JLS, @ 60 points. *1 only.

Thracian Getai Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. *Min 3 elements.

Thracian Getai cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 24 elements.

Thracian Getai horse archers "Irregular B" LC, B, @ 10 points per 2 figure element. Up to 24 elements.

Thracian peltasts "Irregular C" LMI, JLS, Sh, @ 9 points per element. Min *12 to 32 elements.
Extra to give peltast 2HCW, @ 3 points per element. Any or all.

Thracian Slingers "Irregular C" LI, S, @ 4 points per element. Up to 8 elements.

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

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

Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 12 elements.

**Minimums marked apply if ANY Thracian allies are used.*

Scythian allies

Scythian ally general, on horse with standard bearer with PA standard, as EHC, JLS, B, @ 75 points. **1 only.

Scythians "Irregular B" EHC, JLS, B, @ 30 points per (3) element. Up to 6 elements.

Scythian horse archers "Irregular C" LC, B, @ 8 points per (2) element. Up to 50 elements.

***Minimums marked apply if ANY Scythian allies are used.*

Up to 16 regular command factors

Up to 20 irregular command factors