

GALATIANS

280 BC to 198 BC

Galatian Invasion of Macedonia

Galatian C-in-C, Brennus, mounted on horse as HC, JLS, Sh, or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points, or on foot as HI, JLS, Sh, with standard bearer and carnyx player. @ 60 points. 1 only. (Bold)

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 carnyx player. @ 50 points. Up to 4

Two-horse light chariots with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points per model. Up to 12 models.

Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Min 3 to 14 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 20 to 56 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.

Paeonian Allies

*Minimums marked * apply if any Paeonian allies are fielded.*

Paeonian Ally-General mounted on horse as LC, JLS, with standard bearer @ 60 points. *1 only.

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

War dogs, 4 dogs and "Irregular A" LMI handler @ 45 points per element. Up to 2 elements.

A wardog unit is treated in all respects as a four horse heavy chariot, but moves as LMI.

Paeonian Hypaspists "Irregular B" LMI, LTS, JLS, Sh, @ 15 points per 3 figure element. Up to 6 elements.

Paeonian Warriors, "Irregular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Min *24 to 68 elements.

Paeonian archers "Irregular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Paeonian slingers "Irregular C" LI, S, @ 6 points per 2 figure element. Up to 12 elements.

Paeonian javelinmen "Irregular C" LI, JLS, Sh, @ 8 points per 2 figure element. Up to 16 elements.

Up to 28 irregular command factors

Galatian Invasion of Greece

Galatian C-in-C, Brennus, mounted on horse as HC, JLS, Sh, or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points, or on foot as HI, JLS, Sh, with standard bearer and carnyx player. @ 60 points. 1 only.

Galatian Ally-General mounted on horse as HC, JLS, Sh, @ 60 points 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 carnyx player. @ 50 points. Up to 4

Two-horse light chariots with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points per model. Up to 12 models.

Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Min 3 to 14 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 20 to 56 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.

Thessalian and Aenianian Greek allies

Minimums apply only if any Greek allies are used.

Greek Ally-General mounted on horse as HC, JLS, with standard bearer @ 70 points. *1 only.

Thessalian Greek cavalry "Regular B" LC @ 14 points per 2 figure element. Min *2 to 6 elements.

Or

Thessalian Greek cavalry "Regular B" MC, JLS, @ 21 points per 3 figure element. Min *2 to 4 elements.

Extra to upgrade Thessalian medium cavalry to "Regular A" bodyguard, @ 3 points per element. Up to 2 elements.

Extra to upgrade Thessalian medium cavalry to HC, @ 6 points per element. Any or all

Thessalian cavalry can fight in wedge.

Aenianian Greek skirmishers "Regular C" LI JLS, Sh, @ 8 points per 2 figure element. Min *6 to 12 elements.

Or

Aenianian Greek hillmen "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 8 elements.

Or

Thessalian Greek Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 8 elements.

The maximum number of Greek skirmisher, hillmen and peltast elements combined must not exceed 12 elements.

Aenianian Greek slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Min *3 to 6 elements.

Up to 6 regular command factors

Up to 18 irregular command factors

Galatian Kingdom of Tylis

Galatian C-in-C, mounted on horse as HC, JLS, Sh, or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points, or on foot as HI, JLS, Sh, with standard bearer and carnyx player. @ 60 points. 1 only.

Galatian Ally-General mounted on horse as HC, JLS, Sh, @ 60 points 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 carnyx player. @ 50 points. Up to 4

Two-horse light chariots with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points per model. Up to 12 models.

Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Min 3 to 14 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 20 to 56 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.

Thracian subject tribes

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

Thracian Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 3 elements.

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

Thracian horse archers "Irregular B" LC, B, @ 10 points per 2 figure element. Up to 8 elements.

Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 36 elements.

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

Thracian Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 6 elements.

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

Paeonian Allies

*Minimums marked * apply if any Paeonian allies are fielded.*

Paeonian Ally-General mounted on horse as LC, JLS, with standard bearer @ 60 points. *1 only.

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

War dogs, 4 dogs and "Irregular A" LMI handler @ 45 points per element. Up to 2 elements.

A wardog unit is treated in all respects as a four horse heavy chariot, but moves as LMI.

Paeonian Hypaspists "Irregular B" LMI, LTS, JLS, Sh, @ 15 points per (3 fig) element. Up to 6 elements.

Paeonian Warriors, "Irregular C" LMI, JLS, Sh, @ 12 points per (3 fig) element. Min *24 to 68 elements.

Paeonian archers "Irregular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Paeonian slingers "Irregular C" LI, S, @ 6 points per 2 figure element. Up to 12 elements.

Paeonian javelinmen "Irregular C" LI, JLS, Sh, @ 8 points per 2 figure element. Up to 16 elements.

Coastal Greek allies

Minimums apply only if any Greek allies are used.

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

Greek cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Up to 2 elements.

Greek light cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Up to 6 elements.

Extra to give LC Sh, @ 4 points per element, as Tarantines. Up to 6 elements.

Greek hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 12 elements.

Greek skirmishers "Regular C" LI JLS, Sh, @ 8 points per 2 figure element. Min *6 to 12 elements.

Greek Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 8 elements.

Greek slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Min *3 to 6 elements.

Up to 8 regular command factors

Up to 26 irregular command factors

Galatians in Asia (Tolistobogii, Tectosagi and Trocmi) 278 BC to 189 BC.

Galatian C-in-C, mounted on horse as HC, JLS, Sh, or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 80 points, or on foot as HI, JLS, Sh, with standard bearer and carnyx player. @ 60 points. 1 only.

Galatian Ally-General mounted on horse as HC, JLS, Sh, @ 60 points 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 carnyx player. @ 50 points. Up to 4

Two-horse light chariots with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points per model. Up to 12 models.

Cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Min 3 to 14 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 20 to 56 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.

Four-horse scythed heavy chariots with "Irregular A" crew of unarmed driver, @ 24 points. Up to 4

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

Cappadocian or Paphlagonian subjects and allies

Cappadocian or Paphlagonian Ally-General mounted on horse as LC, JLS, Sh, @ 60 points. 1 only.

Cappadocian or Paphlagonian ally light cavalry "Irregular C" LC, JLS, Sh, @ 10 points per 2 figure element. Up to 12 elements.

Cappadocian or Paphlagonian ally infantry "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 12 elements.

Up to 24 irregular command factors