

EARLY HOPLITE GREEK 700 BC to 450 BC

An army including Spartans must have a Spartan C-in-C.

An army including Thebans must include a Theban ally general. If Thessalian nobles or more than 4 elements of Thessalians are used it must have a Thessalian ally general, and if Athenians are used it must have an Athenian ally general.

An allied general must control a minimum of at least 6 hoplite elements or 6 cavalry elements.

C-in-C mounted on horse as HI, LTS, JLS, if used by hoplites, Sh, with standard and trumpeter @ 70 points or on foot HI, LTS, Sh, with standard and trumpeter @ 60 points, 1 only.

An army including any Spartans must have a Spartan C-in-C.

Spartan Sub-General on foot as HI, LTS, Sh, with standard and trumpeter @ 40 points. Up to 2
Greek Ally General mounted on horse as HC, LTS, JLS, if used by hoplites, Sh, with standard and trumpeter @ 60 points or on foot HI, LTS, Sh, with standard and trumpeter @ 50 points. Up to 4.
Thessalian Ally-General mounted on horse as HC, JLS, with standard bearer @ 60 points. Up to 1
Generals should normally accompany a unit of their own type and nationality and fight in its front rank.

Thessalian nobles "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 2 elements.

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

Thessalian horsemen can fight in wedge.

Theban cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Up to 4 elements.

Other Greek cavalry "Irregular C" MC, JLS, @ 18 points per 3 figure element. Up to 4 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 8 elements.

Hoplites "Regular C" HI, LTS, Sh, @ 24 points per 4 figure element. Min 18 to 80 elements.

Extra to give hoplites JLS or upgrade Spartan hoplites to "Regular B", Spartiates, @ 4 points per element. Up to 46 elements.

If any hoplites have JLS, Thracians and HC cannot be used and LI cannot have shields.

Spartan Kings Guard Hoplites "Regular A" Spartiates HI, LTS, Sh, @ 36 points per 4 figure element. Up to 6 elements.

Extra to make hoplites mounted infantry, @ 8 points per element. Up to 6 elements.

At least half the Spartan hoplites present must be Spartiates classed as "Regular B", the rest as other Periokoi classed as "Regular C".

Helot slave javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Up to 60 elements.

(May only be used if Spartan Hoplites are used and then must be fielded on a 3 helot to 2 spear elements proportion, or not used at all.)

Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 18

Extra to upgrade Athenian archers to "Regular C", @ 2 points per element. Up to 6 elements.

Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 3 to 24 elements.

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

Extra to give javelinmen or slingers Sh, @ 2 points per element. Up to 24 elements.

Thracians "Irregular C" LMI, all JLS, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 6 elements.

Up to 16 regular command factors.

Up to 14 irregular command factors.

LATER HOPLITE GREEK 450 BC to 275 BC

ATHENIAN

Athenian C-in-C mounted on horse as HC, JLS, with standard bearer @ 70 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 60 points. 1 only.

Athenian Ally General mounted on horse as HC, JLS, with standard bearer @ 60 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 50 points. Up to 2.

Greek Ally-General on foot as HI, LTS, Sh, @ 50 points. Up to 2

Greek Ally-General on horse as HC, JLS @ 60 points. Up to 1

Athenian or allied cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 8 elements.

Extra to upgrade Athenian cavalry from HC to EHC, @ 6 points per element. Up to 2 elements.

OR

Athenian or allied cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 4 to 12 elements.

Athenian prodromoi lancers "Regular C" LC, L, @ 12 points per 2 figure element. Up to 5 elements.

Athenian mercenary horse archers "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 5 elements.

Thracian mercenary cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 5 elements.

Thracian cavalry can fight in wedge.

Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 18 to 60 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.

Extra to upgrade MI hoplites with Ekdromoi skirmisher ability @ 4 points per element. Up to 1 element per 6 hoplite elements.

Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 20 elements.

Or

Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 16 elements.

Extra to upgrade some peltasts to "Regular B", as Iphicratian @ 4 points per element. Up to 6

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

Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 12 elements.

Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 120 elements.

Hamippoi "Irregular C" LI, Swords. @ 4 points per 2 figure element. Up to 1 element per cavalry element, and must be attached.

Extra to give Cretans, slingers or javelinmen Sh, @ 2 points per element. Any or all

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

Thracians "Irregular C" LMI, all JLS Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 15 elements.

Extra to give Thracians 2HCW in addition to JLS, @ 3 points per element. Up to 5 elements.

Up to 16 regular command factors.

Up to 12 irregular command factors.

SPARTA

Spartan King C-in-C mounted on horse as HC, JLS, with standard bearer @ 70 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 60 points. 1 only.

Second Spartan King Ally General mounted on horse as HC, JLS, @ 70 points or on foot HI, LTS, Sh, with standard and trumpeter @ 60 points. 1 only.

Spartan Sub-General on foot as HI, LTS, Sh, with standard and trumpeter @ 40 points, or mounted on horse as HC, JLS, @ 50 points. Up to 2

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

Spartan Kings Guard Hoplites "Regular A" Spartiates HI, LTS, Sh, @ 36 points per 4 figure element. If used then Min 3 /Max 3 elements *per King fielded. (Can be combined)*

Spartiate Hoplites "Regular A" MI, LTS, Sh, @ 28 points per 4 figure element. Min 18 to 32 elements.

Periokoi Hoplites "Regular B" MI, LTS, Sh, @ 20 points per 4 figure element. Min 18 to 32 elements.

Helot slave Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 60 elements. Skiritai "Regular C" LI, Swords. @ 8 points per 2 figure element. Up to 8 elements or Up to 1 element per Spartan cavalry element and must be attached.

Mercenary Cretan archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Mercenary Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 12 elements.

Mercenary Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Up to 120 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.

Mercenary Thracian peltasts "Irregular C" LMI, 1/2 JLS, 1/2 JLS or LTS, Sh, @ 9 points per 3 figure element. Up to 16 elements.

Extra to give Thracians 2HCW in addition to JLS, @ 3 points per element. Up to 6 elements.

Mercenary Thracian mercenary cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 6 elements.

Thracian cavalry can fight in wedge.

Greek Allies

Greek Ally-General on foot as HI, LTS, Sh, with standard and trumpeter @ 50 points, or as HC, JLS, @ 60 points. Up to 2

Greek Ally Cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Min 2 to 6 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 6 elements.

OR

Greek Ally Cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 4 to 10 elements.

Greek Hamippoi "Regular C" LI, Swords. @ 8 points per 2 figure element. Up to 1 element per Greek cavalry element and must be attached.

Allied Greek Hoplites "Regular C" MI, LTS, Sh, @ 16 points per element. Up to 30 elements.

Allied Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 10 elements.

Or

Allied Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

If Any Greek allies are used, a Greek Ally general must command them.

Paphlagonian Allies

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

Paphlagonian cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 10 elements.

Paphlagonian foot "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 6 elements.

Spithridates Persian deserters "Irregular C" HC, JLS, @ 18 points per 3 figure element. Up to 2 elements.

Paphlagonians were employed by the Spartan King Agesilaus in Asia. They cannot be used unless all the army's generals are Spartans and a Paphlagonian Ally General must command them.

Syracusan Allies

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

Syracusan Ally Cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Up to 2 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 2 elements.

Syracusan Gauls "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. *Min 6 to 16 elements.

Syracusan Spaniards "Irregular C" LMI, HTW, Sh, @ 9 points per 3 figure element. *Min 6 to 16 elements.

*Minimums marked * apply only if **any** Syracusan figures are used and a Syracusan Ally General must command them.*

Up to 16 regular command factors.

Up to 12 irregular command factors.

THEBAN HEGEMONY

Theban C-in-C mounted on horse as HC, JLS, with standard bearer @ 70 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 60 points. 1 only.

Theban Sub-General mounted on horse as HC, JLS, with standard bearer @ 50 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 40 points. Up to 3.

Boeotian Ally General mounted on horse as HC, JLS, with standard bearer @ 60 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 50 points. Up to 2.

Boeotian cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 8 elements.

Extra to upgrade HC to Theban "Regular B", @ 3 points per element. Up to 4 elements.

Boeotian cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 4 to 12 elements.

Hamippoi "Regular C" LI, Primary Swords. @ 6 points per 2 figure element. Up to 1 element per cavalry element, and must be attached.

Thracian mercenary cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 6

Thracian cavalry can fight in wedge

Theban Sacred Band Hoplites "Regular A" MI, LTS, Sh, @ 24 points per 4 figure element. Min 6 elements.

Extra to upgrade Sacred Band hoplites to HI, @ 8 points per element. Up to 6 elements.

Theban Hoplites "Regular B" MI, LTS, Sh, @ 20 points per 4 figure element. Min 18 to 32 elements.

Boeotian Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 18 to 32 elements.

Extra to upgrade Boeotian hoplites to "Regular B", @ 4 points per element. All or none

Extra to upgrade hoplites with Ekdromoi skirmisher ability @ 4 points per element. Up to 1 element per six hoplite elements.

Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 20 elements.

Or

Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 16 elements.

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

Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 12 elements.

Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 120 elements.

Extra to give Cretans, slingers or javelinmen Sh, @ 2 points per element. Any or all

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

Thracians "Irregular C" LMI, 1/2 JLS, 1/2 JLS or LTS, Sh, @ 9 points per 3 figure element. Up to 15 elements.

Extra to give Thracians 2HCW in addition to JLS, @ 3 points per element. Up to 5 elements.

Greek City State allies

Greek Ally-General mounted on horse as HC, JLS, @ 60 points or on foot HI, LTS, Sh, @ 50 points. Up to 2.

Greek Ally Cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Min 2 to 6 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 6 elements.

OR

Greek Ally Cavalry "Regular C" LC, JLS, @ 12 points per 3 figure element. Min 4 to 10 elements.

Allied Greek Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 30 elements.

Allied Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 12 elements.

Or

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

If Any Greek allies are used, a Greek Ally general must command them.

Up to 16 regular command factors.
Up to 12 irregular command factors.

PHOKIAN

C-in-C mounted on horse as HC, JLS, with standard bearer @ 70 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 60 points, 1 only.

Phokian Sub-General on foot as HI, LTS, Sh, with standard and trumpeter @ 40 points, or mounted on horse as HC, JLS, @ 50 points. Up to 2

Phokian or other Greek Ally-General Ally General mounted on horse as HC, JLS, @ 60 points or on foot HI, LTS, Sh, with standard and trumpeter @ 50 points. Up to 4.

Greek Ally Cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Min 2 to 6 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 6 elements.

Extra to upgrade Theban HC to "Regular B", @ 3 points per element. Up to 4 elements.

OR

Greek Ally Cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 4 to 10 elements.

Thracian mercenary cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 6 elements.

Thracian cavalry can fight in wedge.

Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 18 to 60 elements.

Extra to upgrade hoplites to HI, @ 8 points per element. Up to 8 elements.

Extra to upgrade a tyrant's bodyguard to "Regular A", @ 8 points per element. Up to 8 elements.

Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 20 elements.

Or

Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 16 elements.

Aetolian and Hill tribes foot "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 10 elements.

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

Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 12 elements.

Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 120 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.

Thracians "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 15 elements.

Extra to give Thracians 2HCW in addition to JLS, @ 3 points per element. Up to 5 elements.

Phokian 10 mina stone-thrower with "Regular C" crew of 3, @ 30 points per model. Up to 6* models.

**Note: For each stone thrower model used there must also be a minimum of 6 LI elements used.*

Up to 16 regular command factors.

Up to 12 irregular command factors.

THESSALIAN

C-in-C mounted on horse as HC, JLS, with standard bearer @ 70 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 60 points, 1 only.

Thessalian Ally-General on foot as HI, LTS, Sh, with standard and trumpeter @ 50 points, or on horse as HC, JLS @ 60 points. Up to 3

Thessalian cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 2 to 16 elements.

Thessalian cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade Thessalian HC to "Regular B", @ 3 points per element. Up to 8 elements.

Thracian mercenary cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 4 elements.

Thracian cavalry can fight in wedge.

Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 10 to 40 elements.

Extra to upgrade hoplites to HI, @ 8 points per element. Up to 8 elements.

Extra to upgrade a tyrant's bodyguard to "Regular A", @ 8 points per element. Up to 4

Extra to upgrade MI hoplites with Ekdromoi skirmisher ability @ 4 points per element. Up to 1 element per 6 hoplite elements.

Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 36 elements.

Or

Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 28 elements.

Hill tribes foot "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 20 elements.

Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 24 elements.

Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 120 elements.

Hamippoi "Irregular C" LI, Swords. @ 4 points per 2 figure element. Up to 1 element per Greek cavalry element, and must be attached.

Extra to give slingers or javelinmen Sh, @ 2 points per element. Any or all

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

Thracians "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 12 elements.

Extra to give Thracians 2HCW in addition to JLS, @ 3 points per element. Up to 6 elements.

Up to 16 regular command factors.

Up to 12 irregular command factors.

DIONYSIAN SYRACUSAN

Dionysius I 405 BC to 367 BC

Dionysius II 367 BC to 357 BC and 346 BC to 344 BC

Tyrant Dionysius, C-in-C mounted on horse as HC, JLS, with standard bearer @ 70 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 60 points. 1 only.

Syracusan or Mercenary Sub-General mounted on horse as HC, JLS, Sh if used by HC, @ 50 points, or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 40 points. Up to 3.

Cavalry

Syracusan Greek noble cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Min 2 to 4 elements.

Tyrant mercenary Greek cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Min 2 to 4 elements.

Extra to give Greek heavy cavalry Sh, @ 6 points per element. Any or all

Syracusan Greek cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 4 to 16 elements.

Extra to give Greek light cavalry Sh, @ 4 points per element. Any or all

Campanian cavalry "Regular B" MC, JLS, @ 21 points per 3 figure element. Up to 4 elements.

Sikel cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 4 elements.

Infantry

Tyrants Mercenary bodyguard "Regular B" HI, LTS, Sh, @ 28 points per 4 figure element. Up to 6 elements.

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

Syracusan subject hoplites "Regular D" MI, LTS, Sh, @ 12 points per 4 figure element. Min 8 to 20 elements.

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

Campanian hoplite mercenaries "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 6 elements.

Samnite mercenaries "Regular C" LMI, JLS, Sh, @ 16 points per 3 figure element. Up to 10 elements.

Extra to upgrade Samnites to LHI. @ 8 points per element. Any or all.

Etruscan mercenaries "Regular C" HI, All LTS Sh, or ½ LTS and ½ HTW, Sh, or all HTW, Sh, @ 24 points per 4 figure element. Up to 6 elements.

Illyrian mercenaries "Irregular B" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 8 elements.

Extra to give Illyrians LTS in addition, @ 3 points per element. Up to 12 elements.

Mercenary Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 12 elements.

OR

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

Light Infantry

Archers "Regular C" LI, B, @ 6 points per 2 figure element. 4 to 12 elements.

Slingers "Regular C" LI, S, @ 6 points per 2 figure element. Up to 12 elements.

Javelinmen "Regular C" LI, JLS, @ 6 points per 2 figure element. Up to 12 elements.

Extra to give javelinmen, slingers or Cretan archers Sh, @ 2 points per element. Any or all.

Gastrophetoi "Regular C" LI, CB, @ 6 points per 2 figure element. Up to 12 elements.

Auxiliaries

Thracians "Irregular C" LMI, 1/2 JLS, 1/2 JLS or LTS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Extra to give Thracians 2HCW in addition to JLS, @ 3 points per element. Any or all.

Gauls "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 16 elements.
Ligurians or Sikels "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 10 elements.
Spaniards "Irregular C" LMI, HTW, Sh, @ 9 points per 3 figure element. Up to 16 elements.

Specials

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points per model. Up to 8 models.

Up to 16 regular command factors.

Up to 10 irregular command factors.

TIMOLEON SYRACUSAN 344 BC to 330 BC

Corinthian C-in-C (Timoleon) mounted on horse as HC, JLS, with standard bearer @ 70 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 60 points. 1 only.

Corinthian Sub-General mounted on horse as HC, JLS, @ 50 points, or on foot as HI, LTS, Sh, with standard and trumpeter @ 40 points. 1 only.

Corinthian Companion Band Hoplites "Regular A" MI, LTS, Sh, @ 24 points per 4 figure element. Min 6 elements.

Extra to upgrade Companion Band hoplites to HI, @ 8 points per element. Up to 6 elements.

Timoleons mercenary Greek Hoplites "Regular B" MI, LTS, Sh, @ 20 points per 4 figure element. Min 8 to 18 elements.

Timoleons mercenary Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 12 elements.

Timoleons mercenary Cretan archers "Regular C" LI, B, Sh, @ 8 points per 2 figure element. Up to 6 elements.

Syracusan Democrat allies

Syracusan Democrat Ally General mounted on horse as HC, JLS, @ 60 points or on foot HI, LTS, Sh, @ 50 points. Compulsory if any Democrat forces used. Up to 2.

Syracusan noble cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 8 elements.

Syracusan light cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 4 to 12 elements.

Syracusan Hamippoi "Regular C" LI, Primary Swords. @ 6 points per 2 figure element. Up to 1 element per cavalry element, and must be attached.

Syracusan hoplites "Regular D" MI, LTS, Sh, @ 12 points per 4 figure element. Min 8 to 24 elements.

Slingers "Irregular C" LI, S, @ 4 points per element. Up to 12 elements.

Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 40 elements.

Extra to give 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.

Gastrophetoi "Regular C" LI, CB, @ 6 points per 2 figure element. Up to 12 elements.

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

Sicilian Tyrant allies

Sicilian Tyrant Ally General mounted on horse as HC, JLS, @ 60 points or on foot HI, LTS, Sh, @ 50 points. Compulsory if any Tyrant forces used. Up to 2.

Tyrant mercenary Greek cavalry "Regular C" HC, JLS, @ 18 points per 3 figure element. Min 2 to 4 elements.

Extra to give Greek heavy cavalry Sh, @ 6 points per element. Any or all

Campanian cavalry "Regular B" MC, JLS, @ 21 points per 3 figure element. Up to 4 elements.

Sikel cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 6 elements.

Tyrants Mercenary bodyguard "Regular B" HI, LTS, Sh, @ 28 points per 4 figure element. Up to 6 elements.

Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 8 to 24 elements.

Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 10 elements.

Or

Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

Campanian hoplite mercenaries "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 6 elements.

Samnite mercenaries "Regular C" LMI, JLS, Sh, @ 16 points per 3 figure element. Up to 10 elements.

Extra to upgrade Samnites to LHI. @ 8 points per element. Any or all.

Etruscan mercenaries "Regular C" HI, All LTS Sh, or ½ LTS and ½ HTW, Sh, or all HTW, Sh, @ 24 points per 4 figure element. Up to 6 elements.

Illyrian mercenaries "Irregular B" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 8 elements.

Extra to give Illyrians LTS in addition, @ 3 points per element. Up to 12 elements.

Up to 16 regular command factors.

Up to 10 irregular command factors.

AGATHOCLEAN SYRACUSAN 317 to 289 BC

Tyrant Agathocles, C-in-C mounted on horse as HC, JLS, with standard bearer @ 70 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse as HC, JLS, Sh if used by HC, @ 50 points, or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 40 points. Up to 3.

Cavalry

Greek cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Min 3 to 8 elements.

Greek cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 4 to 16 elements.

Campanian cavalry "Regular B" MC, JLS, @ 21 points per 3 figure element. Up to 4 elements.

Numidian cavalry "Irregular D" LC, JLS, Sh, @ 10 points per 2 figure element. Up to 10 elements.

Extra to upgrade Numidian cavalry to "Regular C", @ 2 points per element. All or none.

Infantry

Mercenary bodyguard "Regular B" HI, LTS, Sh, @ 28 points per 4 figure element. Up to 6 elements.

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

Syracusan and allied hoplites "Regular D" MI, LTS, Sh, @ 12 points per 4 figure element. Min 8 to 20 elements.

Mercenary Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 10 elements.
OR

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

Samnite mercenaries "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 10 elements.

Extra to upgrade Samnites to LHI. Up to 1/2 each type @ 6 points per element.

Etruscan mercenaries "Regular C" HI, 1/2 LTS, 1/2 LTS or HTW, Sh, or all HTW, Sh, @ 24 points per 4 figure element. Up to 6 elements.

Light Infantry

Archers "Regular C" LI, B, @ 6 points per 2 figure element. Min 4 to 12 elements.

Slingers "Regular C" LI, S, @ 6 points per 2 figure element. Up to 12 elements.

Javelinmen "Regular C" LI, JLS, @ 6 points per 2 figure element. Up to 12 elements.

Extra to give javelinmen, slingers or Cretan archers Sh, @ 2 points per element. Any or all.

Auxiliaries

Thracians "Irregular C" LMI, all JLS, Sh, or 1/2 LTS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Extra to give Thracians 2HCW in addition to JLS, @ 3 points per element. Any or all.

Gallic warriors "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 16 elements.

Libyan Allies

Libyan Ally Chieftain, mounted in Libyan four-horse light chariot with "Irregular D" crew of unarmed driver and 1 with JLS, @ 70 points. Min 1 only.

Libyan four-horse light chariot with "Irregular D" crew of unarmed driver and 1 with JLS, @ 18 points per model. Min 4 to 25 models.

Extra to upgrade light chariot to heavy chariot by adding "Irregular D" crewman with JLS, @ 4 points. All or none

Extra to upgrade Libyan chariot fighting crewman to "Regular C", @ 1 point per crewman upgraded. All or none.

Libyan infantry "Irregular D" LI, JLS, Sh, @ 4 points per 2 figure element. Min 16 to 52 elements.

Minimums must be applied if any Libyan allies are used.

Kyrenian Greek Allies

Kyrenian Ally general (Ophelas), mounted on horse as HC, armed as Companions, with standard

bearer @ 60 points. 1 only.

Kyrenian four-horse light chariot with "Regular C" crew of unarmed driver and 1 with JLS, @ 19 points per model. Min 4 to 10 models.

Companions "Regular A" HC, L, @ 33 points per 3 figure element. Min 1 to 2 elements.

Athenian Allied or Greek mercenary cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Up to 3 elements.

Macedonian phalangites "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 4 to 8 elements.

Extra to upgrade phalangites from MI to HI, @ 8 points per element

Mercenary Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 6 elements.

Cretan mercenary Archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Extra to give Cretans Sh, @ 2 points per element. Any or all

Mercenary archers and slingers "Irregular D" LI, 1/2 B, 1/2 S, @ 2 points per 2 figure element. Up to 10 elements.

Athenian allied Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 4 to 8 elements.

Kyrenian Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 4 to 12 elements.

*Minimums marked ** must be applied if any Kyrenian allies are used.*

Up to 16 regular command factors.

Up to 10 irregular command factors.

ALLIANCE OF GREEK STATES

*Each nationality contributing at least 6 hoplite elements must include an Ally general, or if any Thebans, horse archers, "Regular B" peltasts or artillery figures are used.
If Spartans are fielded – the army CinC must be Spartan.*

Spartan contingent

Spartan King C-in-C mounted on horse as HC, JLS, with standard bearer @ 70 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 60 points, 1 only.

Spartan Sub-General on foot as HI, LTS, Sh, with standard and trumpeter @ 40 points, or mounted on horse as HC, JLS, @ 50 points. Up to 2

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

Spartan Kings Guard Hoplites "Regular A" Spartiates HI, LTS, Sh, @ 36 points per 4 figure element.
If used then Min 3 /Max 3 elements per King fielded. *(Can be combined)*

Spartiate Hoplites "Regular A" MI, LTS, Sh, @ 28 points per 4 figure element. Min 18 to 32 elements.

Periokoi Hoplites "Regular B" MI, LTS, Sh, @ 20 points per 4 figure element. Min 18 to 32 elements.

Helot slave Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 60 elements.

Athenian contingent

Athenian Ally-General on horse as HC, JLS @ 60 points. Up to 1

Athenian or allied cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 8 elements.

Extra to upgrade Athenian cavalry from HC to EHC, @ 6 points per element. Up to 2 elements.

OR

Athenian or allied cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 4 to 12 elements.

Athenian prodromoi lancers "Regular C" LC, L, @ 12 points per 2 figure element. Up to 5 elements.

Athenian mercenary horse archers "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 5 elements.

Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 16 to 60 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.

Extra to upgrade MI hoplites with Ekdromoi skirmisher ability @ 4 points per element. Up to 1 element per 6 hoplite elements.

Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 20 elements.

Or

Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 16 elements.

Extra to upgrade some peltasts to "Regular B", as Iphicratian @ 4 points per element. Up to 6 elements.

Theban contingent

Theban Ally-General on horse as HC, JLS @ 60 points. Up to 1

Boeotian cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Min 2. Up to 8 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 8 elements.

Extra to upgrade HC to Theban "Regular B", @ 3 points per element. Up to 4 elements.

OR

Boeotian cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 4 to 12 elements.

Theban Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 6 to 24

Extra to upgrade Theban hoplites to "Regular A" Sacred Band, @ 8 points per element. Up to 4

Extra to upgrade other Boeotian hoplites to "Regular B", @ 4 points per element. All or none

Extra to upgrade MI hoplites with Ekdromoi skirmisher ability @ 4 points per element. Up to 1 element per

6 hoplite elements.

Thessalian contingent

Thessalian Greek Ally-General on horse as HC, JLS @ 60 points. Up to 1

Thessalian cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 2 to 16 elements.

Thessalian cavalry "Regular C" HC, JLS, @ 18 points per 2 figure element. Min 2 to 8 elements.

Extra to upgrade Thessalian HC to "Regular B", @ 3 points per element. Up to 8 elements.

Other Greek contingents

Greek Ally-General on foot as HI, LTS, Sh, with standard and trumpeter @ 50 points, or as HC, JLS, @ 60 points. Up to 2

Greek city state allied cavalry "Regular C" MC, JLS, @ 18 points per 3 figure element. Min 2 to 8 elements.

Extra to upgrade MC to HC, @ 6 points per element. Up to 8 elements.

OR

Greek city state allied cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 4 to 12 elements.

Allied Greek Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 30 elements.

Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 20 elements.

Or

Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 16 elements.

Phokian 10 mina stone-thrower with "Regular C" crew of 3, @ 30 points per model. Up to 6 models.

For each stone thrower model used there must also be a minimum of 6 LI elements also used.

Aetolian and Hill tribes foot "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 20 elements.

Mercenaries

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

Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 12 elements.

Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Up to 120 elements.

Hamippoi "Regular C" LI, Swords. @ 8 points per 2 figure element. Up to 1 element per Greek cavalry element, and must be attached.

Extra to give Cretans, slingers or javelinmen Sh, @ 2 points per element. Any or all

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

Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 16 elements.

Extra to give Thracians 2HCW in addition to JLS, @ 3 points per element. Up to 6 elements.

Thracian cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 6 elements.

Thracian cavalry can fight in wedge.

Up to 16 regular command factors.

Up to 12 irregular command factors.

**GREEK MERCENARY
401 BC - 312 BC**

The "10,000" mercenary army 400 BC

Greek Mercenary general, Xenophon, on foot as HI, LTS, Sh, with standard and trumpeter, @ 60 points.
(Bold)

Greek Mercenary Ally-General on foot as HI, LTS, Sh, with standard and trumpeter, @ 50 points. Up to 3

Xenophon's improvised cavalry, "Regular C" MC, JLS, @ 18 points per 3 figure element. Up to 2 elements.

Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 18 to 64 elements.

Extra to upgrade MI hoplites with Ekdromoi skirmisher ability @ 4 points per element. Up to 1 element per 6 hoplite elements.

Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 6 elements.

Slingers "Regular C" LI, S, @ 6 points per 2 figure element. Up to 3 elements.

Cretan archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 4 elements.

Extra to give Cretans Sh, @ 2 points per element. Any or all

Camp follower and servants equipped as javelinmen "Irregular D" LI, JLS, @ 2 points per 2 figure element. Up to 12 elements.

Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 8 elements.

Rebel Mossynoeci Allies

Mossynoeci Ally general, on foot as LMI, LTS, 2HCW & JLS, Sh, with standard and trumpeter, @ 50 points. 1 only.

Mossynoeci warriors, "Irregular B" LMI, LTS, 2HCW & JLS, Sh, @ 18 points per 3 figure element. Up to 12 elements.

Up to 20 regular command factors.

Up to 6 irregular command factors.

Philon's Revolt 323 BC

Greek C-in-C, Philon, mounted on horse as HC, JLS, with standard bearer @ 70 points or on foot HI, LTS, Sh, with standard bearer and trumpeter @ 60 points, 1 only.

Greek Mercenary Sub-General mounted on horse as HC, JLS, Sh if used by HC, @ 50 points. Up to 2.

Persian Ally-General HC, JLS, with standard bearer @ 60 points. 1 only, compulsory if any Satrapal troops used.

Mercenary Greek cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Min 2 to 6 elements.

Extra to give Greek heavy cavalry Sh, @ 6 points per element. Any or all

Satrapal cavalry "Irregular C" HC, JLS, @ 18 points per 3 figure element. Up to 6 elements.

Asiatic Cavalry "Irregular C" LC, JLS, 8 points per 2 figure element. Up to 20 elements.

Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 8 to 48 elements.

Mercenary Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 24 elements

Greek mercenary archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 6 elements.

Greek mercenary slingers "Regular C" LI, S, @ 6 points per 2 figure element. Up to 6 elements.

Greek mercenary javelinmen "Regular C" LI, JLS, @ 6 points per 2 figure element. Up to 12 elements.

Extra to give javelinmen, slingers or Cretan archers Sh, @ 2 points per element. Any or all.

Asiatic skirmishers "Irregular C" LI, ½ B, Sh, ½ S, Sh, 6 points per 2 figure element. Up to 36 elements.

Up to 18 regular command factors.

Up to 10 irregular command factors.