

## **ILLYRIAN**

### **700 BC to 10 AD**

Illyrian C-in-C mounted on horse as HC, JLS, Sh, or LC, JLS, Sh if used by cavalry, with standard bearer, @ 70 points, or on foot as HI or LHI, JLS, Sh, with standard bearer and trumpeter @ 60 points. 1 only.

Illyrian Sub-General mounted on horse as HC JLS, Sh, or LC, JLS, Sh if used by cavalry @ 50 points, or on foot as LHI, JLS, Sh, @ 40 points. Up to 3

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

*Extra to give heavy cavalry Sh, @ 6 points per element. All or none*

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

*Extra to give light cavalry Sh, @ 4 points per element. All or none*

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

*Extra to give warriors LTS in addition, @ 3 points per element. Up to 1/2*

Slaves "Irregular D" LMI, JLS, Sh, @ 6 points per 3 figure element. Up to 80 elements.

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

Slave slingers "Irregular D" LI, S, @ 2 points per 2 figure element. Up to 12 elements.

Slave javelinmen "Irregular D" LI, JLS, @ 2 points per 2 figure element. Up to 16 elements.

*Extra to give LI Sh, @ 2 points per element. Up to 28 elements.*

*Extra to upgrade LI to "Irregular B" if assumed to be Illyrian rather than slave, @ 4 points per element. Up to 30 elements.*

### **Syracusan allies**

*Minimums marked \* apply if any Syracusan allies are fielded.*

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

Illyrians equipped by Syracuse as hoplites "Irregular B" MI, LTS, Sh, @ 16 points per 4 figure element. \*Min 6 elements.

Mercenary Gauls "Irregular A" LMI, JLS, Sh, @ 15 points per 3 figure element. Min \*6 to 20 elements.

Mercenary Spaniards "Irregular C" LMI, HTW, Sh, @ 9 points per 3 figure element. Min \*6 to 20 elements.

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

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

*Extra to give cretan archers Sh, 2 points per element. Any or all.*

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

*Extra to upgrade Greek HC to "Regular A", @ 6 points per element. Up to 2*

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

*Extra to give Italian LC Sh, @ 4 points per element, as Tarantines. 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.

Paonian 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 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.

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

Mercenary Galatian Warriors "Irregular C" MI, JLS, Sh, @ 12 points per 4 figure element. Up to 8 elements.

*Extra to upgrade Galatian warriors to "Irregular A", @ 2 points. Any or all*

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

*Paeonian and Syracusan allies may not be used together.*

Up to 6 regular command factors @ 10 points.

Up to 28 irregular command factors @ 25 points.