

EARLY MACEDONIAN KINGDOM

470 BC to 355 BC

C-in-C, King mounted on horse as HC, L, with standard bearer @ 70 points or LMI, LTS Sh, or MI P, Sh, with standard bearer and trumpeter @ 60 points. 1 only.
Sub-General mounted on horse as HC, L, @ 50 points. Up to 3

Macedonian Nobles "Regular B" HC, JLS, @ 24 points per 3 figure element. Min 4 to 6 elements.
Macedonian or Paionian light cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 4 elements.
Mercenary Thracian cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 6 elements.

Macedonian Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 24 elements.
Macedonian levy "Irregular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Min 24 to 88 elements.
Macedonian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points per 2 figure element. Min 6 to 16 elements.
Macedonian archers "Irregular C" LI, B, @ 2 points per 2 figure element. Min 6 to 16 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 8 elements.
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.

Spartan Allies *Only one ally nation can be used at a time.*

Spartan Ally general on foot HI, LTS, Sh, with standard bearer and trumpeter @ 50 points. 1 only.
Spartiate Hoplites "Regular A" MI, LTS, Sh, @ 28 points per 4 figure element. Min 6 to 16 elements.
Periokoi Hoplites "Regular B" MI, LTS, Sh, @ 20 points per 4 figure element. Min 6 to 16 elements.
Helot slave Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 32 elements.
Mercenary Cretan archers "Regular C" LI, B, @ 6 points per 2 figure element. Up to 4 elements.
Mercenary Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 4 elements.

Thessalian Allies *Only one ally nation can be used at a time.*

Thessalian Greek Ally-General on horse as HC, JLS with standard bearer @ 60 points. 1 only.
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.
Thessalian cavalry "Regular C" LC, JLS, @ 12 points per 2 figure element. Min 2 to 16 elements.
Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 24 elements.
Extra to upgrade hoplites to HI, @ 8 points per element. Up to 8 elements.
Extra to upgrade tyrant's bodyguard to "Regular A", @ 8 points per element. Up to 4
Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 16 elements.
Hill tribes foot "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 12 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 24 elements.
Hamippoi "Irregular C" LI, Primary Swords. @ 4 points per 2 figure element. Up to 1 element per Thessalian 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.

Up to 18 regular command factors.

Up to 14 irregular command factors.

PHILLIPIC MACEDONIAN
359 BC to 336 BC

C-in-C, Phillip, mounted on horse as HC, L, with standard bearer @ 70 points or LMI, LTS Sh, or MI P, Sh, with standard bearer and trumpeter @ 60 points. 1 only.
Sub-General mounted on horse as HC, L, @ 50 points. Up to 3

Companions "Regular A" HC, L, @ 30 points per 3 figure element. Min 4 to 12 elements.
Prodromoi "Regular B" LC, L, @ 14 points per 2 figure element. Up to 5 elements.

Thessalians "Regular B" LC, JLS, @ 14 points per 2 figure element. Min 4 to 10 elements.
OR

Thessalians "Regular B" MC, JLS, @ 21 points per 3 figure element. Min 3 to 6 elements.
Extra to upgrade Thessalian MC to HC, @ 6 points per element. All or none

Greek allied or mercenary cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Up to 6 elements.

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

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

Companions, Prodromoi, Thessalians and Thracians can fight in wedge.

Royal Guard Hypaspists "Regular B" LMI, LTS, Sh, @ 20 points per 4 figure element. Min 4 to 10 elements.

Phalangites "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 36 elements.

Replace phalangites P with JLS as "Regular C" LMI JLS Sh, assault troops, @ 4 points per 4 figure element. Up to 16 elements.

Agrianian, Illyrian or Thracian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points per 2 figure element. Min 6 to 18 elements.

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

Extra to upgrade all Agrianians to "Regular C", @ 2 points per element. Up to 10 elements.

Rhodian slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Up to 4 elements.

Cretan or Macedonian archers "Regular C" LI, B, @ 6 points per 2 figure element. Min 4 to 12 elements.

Extra to provide Cretans with Sh, @ 2 points per element. Up to 6 elements.

Greek mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 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 12 elements.

Extra to give Thracian 2HCW as well as JLS, @ 3 points per element. Any or all

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

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

Macedonian specialists "Regular C" LI, CB or SS, @ 3 points per 2 figure element. Up to 6 elements.

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

10 mina stone-thrower with "Regular C" crew of 3, @ 30 points. Up to 1 model.

Up to 24 regular command factors.

Up to 8 irregular command factors.

ALEXANDRIAN MACEDONIAN
336 BC to 327 BC

C-in-C, Phillip, mounted on horse as HC, L, with standard bearer @ 70 points. 1 only.
Sub-General mounted on horse as HC, L, @ 50 points. Up to 3

Companions "Regular A" HC, L, @ 30 points per 3 figure element. Min 4 to 12 elements.
Prodromoi "Regular B" LC, L, @ 14 points per 2 figure element. Up to 5 elements.

Thessalians "Regular B" LC, JLS, @ 14 points per 2 figure element. Min 4 to 10 elements.
OR

Thessalians "Regular B" MC, JLS, @ 21 points per 3 figure element. Min 3 to 6 elements.
Extra to upgrade Thessalian MC to HC, @ 6 points per element. All or none

Greek allied or mercenary cavalry "Regular C" HC, JLS, @ 24 points per 3 figure element. Up to 6 elements.

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

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

Companions, Prodromoi, Thessalians and Thracians can fight in wedge.

Royal Guard Hypaspists "Regular B" LMI, LTS, Sh, @ 20 points per 4 figure element. Min 4 to 10 elements.

Phalangites "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 36 elements.

Replace phalangites P with JLS as "Regular C" LMI JLS Sh, assault troops, @ 4 points per 4 figure element. Up to 16 elements.

Greek allied subject Hoplites "Regular D" MI, LTS, Sh, @ 12 points per 4 figure element. Up to 12 elements.

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

Agrianian, Illyrian or Thracian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points per 2 figure element.
Min 6 to 18 elements.

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

Extra to upgrade all Agrianians to "Regular C", @ 2 points per element. Up to 10 elements.

Rhodian slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Up to 4 elements.

Cretan or Macedonian archers "Regular C" LI, B, @ 6 points per 2 figure element. Min 4 to 12 elements.

Extra to provide Cretans with Sh, @ 2 points per element. Up to 6 elements.

Greek mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 16 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 Thracian 2HCW as well as JLS, @ 3 points per element. Any or all

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 8 elements.

Macedonian specialists "Regular C" LI, CB or SS, @ 3 points per 2 figure element. Up to 6 elements.

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

10 mina stone-thrower with "Regular C" crew of 3, @ 30 points. Up to 1 model.

Up to 24 regular command factors.

Up to 8 irregular command factors.

ALEXANDRIAN MACEDONIAN EXPEDITIONARY FORCES

355 BC to 327 BC

This list covers the frequent expeditionary columns led by Alexander the Great during his final conquest of the Persian Empire, away from his main field army.

C-in-C mounted on horse as HC, L, with standard bearer @ 70 points. 1 only.

Sub-General mounted on horse as HC, L, @ 50 points. Up to 3

Companions "Regular A" HC, L, @ 30 points per 3 figure element. Min 4 to 16 elements.

Prodromoi "Regular B" LC, L, @ 14 points per 2 figure element. Up to 8 elements.

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

Companions and Prodromoi can fight in wedge.

Royal Guard Hypaspists "Regular B" LMI, LTS, Sh, @ 20 points per 4 figure element. Min 4 to 24 elements.

Phalangites "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 36 elements.

OR

Replace Phalangites P with JLS as "Regular C" LMI, JLS, Sh, assault troops, @ 4 points per element.

Min 6 to 36 elements.

Agrianian, Illyrian or Thracian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points per 2 figure element. Min 6 to 18 elements.

Cretan or Macedonian archers "Regular C" LI, B, @ 6 points per 2 figure element. Min 4 to 16 elements.

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

Up to 16 regular command factors.

Up to 4 irregular command factors.

ALEXANDRIAN IMPERIAL MACEDONIAN
327 BC to 323 BC

C-in-C mounted on horse as HC, L, with standard bearer @ 70 points or LMI LTS Sh, or MI P, Sh, with standard bearer and trumpeter @ 60 points. 1 only.
Sub-General mounted on horse as HC, L, @ 50 points. Up to 3

Companions "Regular A" HC, L, @ 30 points per 3 figure element. Min 4 to 16 elements.
Thessalians "Regular B" LC, JLS, @ 14 points per 2 figure element. Up to 4 elements.
OR

Thessalians "Regular B" MC, JLS, @ 21 points per 3 figure element. Up to 3 elements.
Extra to upgrade Thessalian MC to HC, @ 6 points per element. All or none
Thracian cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 10 elements.
Companions, Thessalians and Thracians can fight in wedge.

Hippakontistai, Arachosians and Paropamisadae "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 10 elements.
Bactrians and Sogdians "Irregular C" LC, JLS, B, @ 10 points per 2 figure element. Up to 12 elements.
Skythians "Irregular C" LC, B, @ 8 points per 2 figure element. Up to 6 elements.

Royal Guard Hypaspists "Regular B" LMI, LTS, Sh, @ 20 points per 4 figure element. Min 4 to 10 elements.
Phalangites "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 48 elements.
Replace phalangites P with JLS as "Regular C" LMI JLS Sh, assault troops, @ 4 points per element. Up to 16 elements.
Persian Phalangites, "Regular D" MI, P, Sh, @ 12 points per 4 figure element. Up to 18 elements.
Persian Phalanx archers, "Regular D" MI, B, @ 8 points per 4 figure element. Up to 36 elements.
Greek mercenary Hoplites "Regular C" MI, LTS, Sh, @ 16 points per element. Up to 8 elements.

Agrianian, Illyrian or Thracian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points per 2 figure element. Min 6 to 12 elements.
Agrianian slingers "Irregular C" LI, S, Sh, @ 6 points per 2 figure element. Up to 4 elements.
Extra to upgrade all Agrianians to "Regular C", @ 2 points per element. Up to 10 elements.
Cretan or Macedonian archers "Regular C" LI, B, @ 6 points per 2 figure element. Min 4 to 12 elements.
Extra to provide Cretans with Sh, @ 2 points per element. Up to 6 elements.
Macedonian specialists "Regular C" LI, CB or SS, @ 3 points per 2 figure element. Up to 6 elements.
Persian skirmishers, "Irregular C" LI, S, Sh, or JLS Sh, @ 6 points per 2 figure element. Up to 18 elements.
Persian skirmishers, "Irregular C" LI, B, or JLS Sh, @ 4 points per 2 figure element. Up to 12 elements.

Greek mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Up to 16 elements.
Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 8 elements.
Extra to give Thracian 2HCW as well as JLS, @ 3 points per element. Any or all

Elephant with "Irregular C" crew seated astride of Indian driver with JLS and Macedonian with P, @ 40 Points. Up to 3.
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points. Up to 2 models.
10 mina stone-thrower with "Regular C" crew of 4, @ 30 points. Up to 1 model.

Indian Allies

Indian Ally general with JLS mounted astride elephant with "Irregular B" crew of driver with JLS, @ 80 points. *1 only.

Indian ally Elephants with "Irregular B" crew sitting astride of driver with JLS and 2 JLS / B, riders, @ 48 points. Min *2 to 6 models.

Indian ally four horse chariots with "Irregular B" crew of 4 JLS and 2 LB, @ 54 points per model. Up to 6 models.

Indian cavalry "Irregular C" MC, JLS, Sh, @ 21 points per 3 figure element. Min *3 to 8 elements.

Indian warriors "Irregular C" MI, LB, 2HCW, @ 12 points per 4 figure element. Min *6 to 12 elements.

Indian warriors "Irregular C" MI, JLS, 2HCW, @ 16 points per 4 figure element. Min *4 to 6 elements

**Minimums apply if any Indian allies are used.*

Up to 24 regular command factors.

Up to 9 irregular command factors.

MACEDONIAN EARLY SUCCESSOR REGENCY

The Regency - Queen Olympias, Philip III Arrhidaeus and Polyperchon 323 BC to 316 BC

C-in-C mounted on horse as HC, L, with standard bearer, @ 70 points or LMI LTS Sh, or MI P, Sh, with standard bearer and trumpeter @ 60 points. 1 only.

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

Macedonian Agema guard cavalry "Regular A" HC, JLS, Sh, @ 36 points per 3 figure element. Min 2 elements.

Macedonian Companions "Regular B" HC, L, @ 27 points per 3 figure element. Min 2 to 4 elements.

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

Extra to upgrade "Regular C" Greek cavalry to "Regular B" as Thessalians, @ 3 points per element. Up to 4 elements.

Greek light cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 3 elements.

Extra to upgrade Greek mercenary LC to "Regular C", @ 4 points per element. All or none

Agema, Companion and Thessalian cavalry can fight in wedge.

Illyrian cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 6 elements.

Thracian Noble cavalry "Irregular B" HC, JLS, Sh, @ 27 points per 3 figure element. Up to 4 elements.

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

Macedonian, Thessalian and Thracian cavalry can fight in wedge.

Macedonian veteran phalangites "Regular B" MI, P, Sh, @ 20 points per 4 figure element. Up to 12 elements.

Extra to upgrade Macedonian veteran phalangites to HI, @ 8 points per element. All or none

Infirm, home service or mercenary phalangites "Regular C" MI, P, Sh, @ 16 points per element. Up to 12 elements.

Newly recruited or disaffected phalangites "Regular D" MI, P, Sh, @ 12 points per element. Up to 12 elements.

Mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Min 12 to 24 elements.

Allied hoplites "Regular C" MI, LTS, Sh, @ 16 points per element. Up to 6 elements.

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

Extra to give archers Sh, as Cretans, @ 2 points per element. Up to 6 elements.

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 6 to 12 elements.

Slings "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Up to 6 elements.

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

Extra to give Thracian 2HCW as well as JLS, @ 3 points per element. Any or all

Aetolian allies

Minimums apply if any Aetolians are used.

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

Aetolian cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Min 3 to 6 elements.

Aetolian foot "Irregular C" LMI JLS, Sh, @ 9 points per 3 figure element. Min 6 to 16 elements.

Elephants with "Irregular C" crew astride of Indian driver with JLS and Macedonian with P, @ 40 points per model. Up to 4 models.

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points per model. Up to 2 models.
10 mina stone-thrower with "Regular C" crew of 4, @ 35 points per model. Up to 2 models.

Up to 22 regular command factors.
Up to 12 irregular command factors.

MACEDONIAN EARLY SUCCESSOR CASSANDRIAN
Cassander 316 BC to 296 BC

C-in-C, Cassander, mounted on horse as HC, L, with standard bearer, @ 70 points. 1 only.
Sub-General mounted on horse as HC, JLS, Sh, @ 50 points. Up to 3

Macedonian Agema guard cavalry "Regular A" HC, JLS, Sh, @ 36 points per 3 figure element. Min 2 elements.

Macedonian Companions "Regular B" HC, L, @ 27 points per 3 figure element. Min 2 to 4 elements.

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

Extra to upgrade "Regular C" Greek cavalry to "Regular B" as Thessalians, @ 3 points per element. Up to 4 elements.

Greek light cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 3 elements.

Extra to upgrade Greek mercenary LC to "Regular C", @ 4 points per element. All or none Agema, Companion and Thessalian cavalry can fight in wedge.

Illyrian cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 6 elements.

Thracian Noble cavalry "Irregular B" HC. JLS, Sh, @ 27 points per 3 figure element. Up to 4 elements.

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

Macedonian, Thessalian and Thracian cavalry can fight in wedge.

Macedonian veteran phalangites "Regular B" MI, P, Sh, @ 20 points per 4 figure element. Up to 12 elements.

Extra to upgrade Macedonian veteran phalangites to HI, @ 8 points per element. All or none

Infirm, home service or mercenary phalangites "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Up to 12 elements.

Newly recruited or disaffected phalangites "Regular D" MI, P, Sh, @ 12 points per 4 figure element. Up to 12 elements.

Mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Min 12 to 24 elements.

Allied hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Up to 6 elements.

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

Extra to give archers Sh, as Cretans, @ 2 points per element. Up to 6 elements.

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 6 to 12 elements.

Slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Up to 6 elements.

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

Extra to give Thracian 2HCW as well as JLS, @ 3 points per element. Any or all

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

10 mina stone-thrower with "Regular C" crew of 4, @ 35 points per model. Up to 2 models.

Caltrops to cover frontage of 4 close formation figures, @ 4 points each. Up to 12

Elephants with "Irregular C" crew astride of Indian driver with JLS and Macedonian with P, @ 40 points per model. Up to 4 models.

Athenian allies

*Minimums marked ** apply if any Athenians are used.*

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

Athenian hoplites "Regular D" MI, LTS, Sh, @ 12 points per 4 figure element. Min **6 to 18 elements.

Up to 22 regular command factors.
Up to 12 irregular command factors.

MACEDONIAN EARLY SUCCESSOR KERAUNIAN
Ptolemy Keraunos 280 BC – 277 BC

Ptolemy Keraunos with JLS on elephant with "Irregular B" crew of unarmed driver, @ 80 points. 1 only.

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

Macedonian Agema guard cavalry "Regular A" HC, JLS, Sh, @ 36 points per 3 figure element. Min 2 elements.

Macedonian Companions "Regular B" HC, L, @ 27 points per 3 figure element. Min 2 to 4 elements.

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

Extra to upgrade "Regular C" Greek cavalry to "Regular B" as Thessalians, @ 3 points per element. Up to 4 elements.

Greek light cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 3 elements.

Extra to upgrade Greek mercenary LC to "Regular C", @ 4 points per element. All or none

Agema, Companion and Thessalian cavalry can fight in wedge.

Illyrian cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 6 elements.

Thracian Noble cavalry "Irregular B" HC, JLS, Sh, @ 27 points per 3 figure element. Up to 4 elements.

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

Macedonian, Thessalian and Thracian cavalry can fight in wedge.

Macedonian phalangites "Regular B" MI, P, Sh, @ 20 points per 4 figure element. Up to 12 elements.

Extra to upgrade Macedonian veteran phalangites to HI, @ 8 points per element. All or none

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

Newly recruited or disaffected phalangites "Regular D" MI, P, Sh, @ 12 points per 4 figure element. Up to 12 elements.

Mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Min 12 to 24 elements.

Allied hoplites "Regular C" MI, LTS, Sh, @ 16 points per element. Up to 6 elements.

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

Extra to give archers Sh, as Cretans, @ 2 points per element. Up to 6 elements.

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 6 to 12 elements.

Slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Up to 6 elements.

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

Extra to give Thracian 2HCW as well as JLS, @ 3 points per element. Any or all

Elephants with "Irregular C" crew astride of Indian driver with JLS and Macedonian with P, @ 40 points per model. Up to 4 models.

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

10 mina stone-thrower with "Regular C" crew of 4, @ 35 points per model. Up to 2 models.

Up to 22 regular command factors.

Up to 12 irregular command factors.

LATE MACEDONIAN SUCCESSOR ANTIGONID KINGDOM

Antigonos Gonatas "Knock-Knees" 277 BC to 239 BC. Demetrius II 239 BC to 229 BC and Antigonos Doson 229 BC to 220 BC.

C-in-C mounted on horse as HC, L, with standard bearer, @ 70 points or LMI LTS Sh, or MI P, Sh, with standard bearer and trumpeter @ 60 points. 1 only.

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

Macedonian Agema guard cavalry "Regular A" HC, JLS, Sh, @ 36 points per 3 figure element. Min 2 elements.

Macedonian Companions "Regular B" HC, L, @ 27 points per 3 figure element. Min 2 to 4 elements.

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

Extra to upgrade "Regular C" Greek cavalry to "Regular B" as Thessalians, @ 3 points per element. Up to 4 elements.

Greek light cavalry "Irregular C" LC, JLS, @ 8 points per 2 figure element. Up to 3 elements.

Extra to upgrade Greek mercenary LC to "Regular C", @ 4 points per element. All or none Agema, Companion and Thessalian cavalry can fight in wedge.

Illyrian cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 6 elements.

Galatian cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 4 elements.

Extra to upgrade Galatian MC to HC, @ 6 points per element. Up to 1/2

Thracian Noble cavalry "Irregular B" HC. JLS, Sh, @ 27 points per 3 figure element. Up to 4 elements.

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

Thracian cavalry can fight in wedge.

Macedonian Phalangites "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Up to 48 elements.

Mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Min 12 to 24 elements.

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

Extra to give archers Sh, as Cretans, @ 2 points per element. Up to 6 elements.

Javelinmen "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Min 6 to 12 elements.

Slingers "Regular C" LI, S, Sh, @ 8 points per 2 figure element. Up to 6 elements.

Thracian peltasts "Irregular C" LMI, all JLS, Sh, or 1/2 LTS, Sh, @ 9 points per 3 figure element. Up to 6 elements.

Extra to give Thracian 2HCW as well as JLS, @ 3 points per element. Any or all

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

Elephants with "Irregular C" crew of unarmed driver astride and 2 with JLS in tower, @ 40 points per model. Up to 2 models.

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

10 mina stone-thrower with "Regular C" crew of 4, @ 35 points per model. Up to 2 models.

Up to 22 regular command factors @ 10 points.

Up to 12 irregular command factors @ 25 points.

LATE MACEDONIAN

King Philip V (220-178 BC) & King Perseus (178-167 BC)

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

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

Macedonian elite cavalry "Regular A" HC, JLS, Sh, @ 36 points per 3 figure element. Min 2 elements.

Macedonian and Thessalian cavalry "Regular B" HC, JLS, Sh, @ 33 points per 3 figure element. Min 2 to 4 elements.

Greek heavy cavalry "Regular C" HC, JLS, Sh, @ 30 points per 3 figure element. Up to 2 elements.

Greek light cavalry "Irregular C" LC, JLS, Sh, @ 12 points per 2 figure element. Up to 3 elements.

Illyrian cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 6 elements.

Galatian cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 4 elements.

Extra to upgrade Galatian MC to HC, @ 6 points per element. Up to 1/2

Thracian Noble cavalry "Irregular B" HC, JLS, Sh, @ 27 points per 3 figure element. Up to 4 elements.

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

Macedonian, Thessalian and Thracian cavalry can fight in wedge.

Bastarnae cavalry "Irregular A" MC, JLS, Sh, @ 24 points per 3 figure element. Up to 8 elements.

Elite Hypaspists "Regular B" LMI, LTS, Sh, @ 20 points per 4 figure element. Min 2 to 4 elements.

Hypaspists "Regular C" LMI, LTS, Sh, @ 16 points per 4 figure element. Min 2 to 4 elements.

Phalangites "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 12 to 32 elements.

Thorakitai "Regular C" LHI, LTS, JLS, Sh, @ 28 points per 4 figure element. Up to 4 elements.

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

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

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

Agrianians or similar "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 10 elements.

Thracian elite infantry "Irregular B" LI, JLS, Sh, @ 8 points per 2 figure element. Up to 6 elements.

Thracian mercenaries "Irregular C" LMI, JLS, 2HCW, Sh, @ 12 points per 3 figure element. Up to 10 elements.

Illyrian infantry "Irregular B" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 10 elements.

Extra to give Illyrian infantry LTS as well, @ 3 points per element. Any or all

Galatian warriors "Irregular C" MI, JLS, Sh, @ 12 points per 4 figure element. Up to 6 elements

Extra to upgrade Galatian infantry to "Irregular A", @ 8 points per element. Any or all

Bastarnae warriors "Irregular A" LMI, 2HCW, Sh, @ 21 points per 3 figure element. Up to Up to 16 elements.

Bastarnae foot "Irregular A" LI, JLS, Sh, @ 14 points per 2 figure element. Up to Up to 8 elements.

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

Up to 20 regular command factors

Up to 8 irregular command factors

Up to 2 irregular command factors to provide Thracian cavalry units with a detachment of Thracian elite LI.

Up to 1 irregular command factor to provide Bastarnae cavalry unit with equal sized detachment of Bastarnae LI.