

PERGAMENE

263 BC to 130 BC

Eumenes I (263 BC to 241 BC), Attalus I (241 BC to 197 BC), Eumenes II (197 BC to 160 BC), Attalus II (220 BC to 138 BC), Attalus III (170 BC to 133 BC)

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

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

Pergamene lancers "Regular C" HC, L, @ 24 points per 3 figure element. Min 4 to 12 elements.

Extra to upgrade Pergamene lancers to "Regular A" bodyguard, @ 6 points per element. Up to 4 elements.

Extra to upgrade Pergamene lancers to EHC, @ 6 points per element. Up to 12 elements.

Pergamene light cavalry "Regular C" LC, JLS, Sh, @ 16 points per 2 figure element. Up to 6 elements.

Galatian cavalry "Irregular B" MC, JLS, Sh, @ 21 points per 3 figure element. Up to 8 elements.

Extra to upgrade Galatian cavalry to HC, @ 6 points per element. Up to ½

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

Mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Min 16 to 24 elements.

Cretans "Regular C" LI, B, @ 6 points per 2 figure element. Min 6 to 18 elements.

Extra to give Cretans Sh, @ 2 points per element. All or none

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

Pergamene citizen infantry "Regular D" MI, P or LTS, Sh, @ 12 points per 4 figure element. Up to 24 elements.

Extra to upgrade citizen infantry as "Regular C" mercenary @ 4 points per element. Up to 12 elements.

Galatian foot "Irregular C" MI, JLS, Sh, @ 12 points per 4 figure element. Up to 10 elements.

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

Mysians "Irregular C" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 16 elements.

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

Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points per model. Up to 4 models.

30 mina stone-thrower with "Regular C" crew of 4, @ 40 points per model. Up to 2 models.

Ex Seleucids

If any are used, minimums apply.

Ex-Seleucid cavalry "Regular D" SHC, L, @ 52 points per 4 figure element. Min 2 to 4 elements.

Ex-Seleucid phalanx "Regular D" MI, P, Sh, @ 12 points per 4 figure element. Min 6 to 12 elements.

Ex-Seleucid elephants with "Irregular C" crew of unarmed driver astride and 1 with P, 1 with JLS, 1 with B, or 3 with B, in tower, @ 45 points per model. Min 1 to 4 models.

Ally contingents

Achaean and Cappadocian ally contingents cannot be used together. Ally generals and minimums are compulsory if any allies are used.

Achaean allies

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

Achaean bodyguard "Regular A" HC, L, @ 30 points per 3 figure element. Min *2 elements.

Achaean peltasts "Regular C" LMI, LTS, JLS, Sh, @ 20 points per 4 figure element. Min *6 to 12 elements.

Cappadocian allies

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

Cappadocian cavalry "Irregular B" HC, JLS, Sh, @ 27 points per 3 figure element. Min **6 to 14 elements.

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

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

Cappadocian infantry "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Min **10 to 30 elements.

Cappadocian archers "Irregular C" LI, B, @ 4 points per 2 figure element. Min **3 to 6 elements.

Up to 18 regular command factors @ 10 points.

Up to 15 irregular command factors @ 25 points.