

PTOLOMAIC SUCCESSOR 320 BC to 100 BC

EARLY PTOLOMAIC

C-in-C mounted on horse and equipped as Companions, with standard bearer @ 70 points or as HI P, Sh, with standard and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse and equipped as Companions, @ 50 points. Up to 3

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

Companions can fight in wedge.

Ptolomaic Cleruch cavalry "Regular C" HC, L, @ 24 points per 3 figure element. Up to 6 elements.

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

Nubian mercenary guard cavalry "Irregular C" LC, JLS, Sh, @ 10 points per 2 figure element. Up to 3 elements.

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

Agema Royal Guard "Regular B" LMI, LTS, Sh, or MI, P, Sh, @ 20 points per 4 figure element. Up to 6 elements.

Macedonian Phalanx "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 50 elements.

Extra to upgrade Agema and/or phalangites from LMI or MI to LHI HI, @ 8 points per element. Any.

Thorakitai "Regular C" LHI, LTS, JLS, Sh, @ 28 points per 4 figure element. Up to 6 elements.

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

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

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

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

Thracians "Irregular C" LMI, 2HCW, JLS, Sh, @ 12 points per 3 figure element. Up to 8 elements.

Egyptian or Syrian archers and slingers "Irregular D" LI, 1/2 B, 1/2 S, @ 2 points per 2 figure element. Up to 18 elements.

Egyptian, Arab or Jewish border guard javelinmen "Regular D" LI, JLS, Sh, @ 6 points per 2 figure element. Up to 12 elements.

Nubian Axemen "Irregular C" LMI, 2HCW, Sh, @ 9 points per 3 figure element. Up to 6 elements.

Indian elephant with "Irregular C" crew astride of Indian driver with JLS and Macedonian with P, @ 40 points per model. Up to 2 models.

Libyan four-horse light chariot with "Irregular D" crew of unarmed driver and 1 with JLS, @ 18 points per model. Up to 3 models.

Extra to upgrade light chariot to heavy by adding 1 with JLS, @ 4 points per model. All or none

Arab camelry "Regular D" LCm, B, or JLS, @ 14 points per 2 figure element. Up to 6 elements.

Extra to give JLS armed camel riders Sh, @ 4 points per element.

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

Caltrops to cover frontage of 4 close formation figures, @ 4 points per element. Up to 6

Up to 16 regular command factors.

Up to 24 irregular command factors.

MIDDLE PTOLOMAIC

C-in-C mounted on horse and equipped as Companions, with standard bearer @ 70 points or as HI P, Sh, with standard and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse and equipped as Companions, @ 50 points. Up to 3

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

Companions can fight in wedge.

Ptolomaic Cleruch cavalry "Regular C" HC, L, @ 24 points per 3 figure element. Up to 6 elements.

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

Nubian mercenary guard cavalry "Irregular C" LC, JLS, Sh, @ 10 points per 2 figure element. Up to 3 elements.

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

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

Agema Royal Guard "Regular B" LMI, LTS, Sh, or MI, P, Sh, @ 20 points per 4 figure element. Up to 6 elements.

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

Egyptian Phalanx "Regular D" MI, P, Sh, @ 12 points per 4 figure element. Up to 36 elements.

Extra to upgrade Agema and/or phalangites from LMI or MI to LHI HI, @ 8 points per element. Any.

Thorakitai "Regular C" LHI, LTS, JLS, Sh, @ 28 points per 4 figure element. Up to 6 elements.

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

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

Cretan or Pisidian mercenary peltasts "Regular B" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 4 elements.

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

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

Thracians "Irregular C" LMI, 2HCW, JLS, Sh, @ 12 points per 3 figure element. Up to 8 elements.

Nubian Axemen "Irregular C" LMI, 2HCW, Sh, @ 9 points per 3 figure element. Up to 6 elements.

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

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

Elephant with "Irregular C" crew of unarmed driver and 1 with P or JLS, 1 with B or JLS, @ 40 points per model. Up to 6 models.

Libyan four-horse light chariot with "Irregular D" crew of unarmed driver and 1 with JLS, @ 18 points per model. Up to 3 models.

Extra to upgrade light chariot to heavy by adding 1 with JLS, @ 4 points per model. All or none

Arab camelry "Regular D" LCm, B, or JLS, @ 14 points per 2 figure element. Up to 6 elements.

Extra to give JLS armed camel riders Sh, @ 4 points per element.

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

Caltrops to cover frontage of 4 close formation figures, @ 4 points per element. Up to 6

Up to 16 regular command factors.

Up to 24 irregular command factors.

LATE PTOLOMAIC

C-in-C mounted on horse and equipped as Companions, with standard bearer @ 70 points or as HI P, Sh, with standard and trumpeter @ 60 points. 1 only.

Sub-General mounted on horse and equipped as Companions, @ 50 points. Up to 3

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

Companions can fight in wedge.

Ptolomaic Cleruch cavalry "Regular C" HC, L, @ 24 points per 3 figure element. Up to 6 elements.

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

Nubian mercenary guard cavalry "Irregular C" LC, JLS, Sh, @ 10 points per 2 figure element. Up to 3 elements.

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

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

Extra to provide Greek HC with Sh, @ 3 points per element. All or none

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

Aetolian mercenary cavalry "Irregular B" LC, JLS, Sh, @ 14 points per 2 figure element. Up to 3 elements.

Agema Royal Guard "Regular B" LMI, LTS, Sh, or MI, P, Sh, @ 20 points per 4 figure element. Up to 6 elements.

Macedonian Phalanx "Regular C" MI, P, Sh, @ 16 points per 4 figure element. Min 6 to 50 elements.

Egyptian Phalanx "Regular D" MI, P, Sh, @ 12 points per 4 figure element. Up to 38 elements.

Extra to upgrade Agema and/or phalangites from LMI or MI to LHI HI, @ 8 points per element. Any.

Thorakitai "Regular C" LHI, LTS, JLS, Sh, @ 28 points per 4 figure element. Up to 6 elements.

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

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

Cretan or Pisidian mercenary peltasts "Regular B" LMI, JLS, Sh, @ 15 points per 3 figure element. Up to 4 elements.

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

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

Aetolian javelinmen "Irregular C" LMI JLS, Sh, @ 9 points per 3 figure element. Up to 16 elements.

Thracians "Irregular C" LMI, 2HCW, JLS, Sh, @ 12 points per 3 figure element. Up to 8 elements.

Nubian Axemen "Irregular C" LMI, 2HCW, Sh, @ 9 points per 3 figure element. Up to 6 elements.

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

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

Elephant with "Irregular C" crew of unarmed driver and 1 with P or JLS, 1 with B or JLS, @ 40 points per model. Up to 6 models.

Arab camelry "Regular D" LCm, B, or JLS, @ 14 points per 2 figure element. Up to 6 elements.

Extra to give JLS armed camel riders Sh, @ 4 points per element.

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

Caltrops to cover frontage of 4 close formation figures, @ 4 points per element. Up to 6

Up to 16 regular command factors.

Up to 24 irregular command factors.