

## **THRACIANS**

### **Early Thracian**

**King Teres I Odryssian Kingdom 480 BC to 460 BC**

**King Sitalkes I Odryssian Kingdom 455 BC to 424 BC**

**King Seuthes I Odryssian Kingdom 424 BC to 407 BC**

King Teres, Sitalkes or Seuthes C-in-C mounted on horse as HC, JLS, and standard bearer @ 70 points 1 only.

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

Thracian Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 4 elements.

Thracian light cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 24 elements.

Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per element. Up to 36 elements.

*Upgrade Thracian peltasts as Dii hilltribe "Irregular B" @ 3 points per element. Up to 12 elements.*

*Extra to give only JLS armed peltast 2HCW, @ 3 points per element. Up to half per unit.*

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

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 16 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 6 elements.*

### **Odomanti ally contingent**

Odomanti Ally general, mounted on horse with standard bearer as HC, JLS, @ 60 points.

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

Thracian light cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 12 elements.

Thracian peltasts "Irregular C" LMI, ½ JLS, Sh, ½ LTS, Sh, @ 9 points per element. Up to 32 elements.

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

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 6 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 20 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 6 elements.*

### **Getai ally contingent**

Thracian Getai Ally general, mounted on horse with standard bearer as HC, JLS, @ 60 points.

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

Thracian Getai cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 12 elements.

Thracian Getai horse archers "Irregular B" LC, B, @ 10 points per 2 figure element. Up to 16 elements.

Triballi Thracian peltasts "Irregular B" LMI, all JLS, Sh, or ½ LTS, Sh, @ 12 points per 3 figure element. Up to 12 elements.

### **Athenian ally contingent (King Sitalkes only)**

Athenian general, mounted on horse with standard bearer as HC, JLS, and standard bearer @ 60 points.

Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 18 to 24 elements.

*Extra to upgrade Generals bodyguard Hoplites to "Regular A", @ 8 points per element. Up to 4 elements.*

*Extra to upgrade hoplites to HI, @ 8 points per element. Up to 10 elements.*

Peltasts "Regular C" LMI, JLS, Sh, @ 12 points per 3 figure element. Up to 8 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 6 elements.

Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 12 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.*

Up to 12 regular command factors.

Up to 24 irregular command factors.

Up to 4 irregular command factors to provide Thracian cavalry units with a detachment of "Irregular B" light infantry.

**King Amodocus I and King Seuthes II rival Odryssian Kingdoms 405 BC to 384 BC**

**King Amodocus I 410 BC to 390 BC**

**King Seuthes II 405 BC to 384 BC**

King Seuthes II or King Amodocus I C-in-C mounted on horse as HC, JLS, and standard bearer @ 70 points. 1 only.

Thracian Ally General mounted on horse as HC, JLS, with standard bearer @ 60 points or on foot as peltasts, with standard and trumpeter, @ 50 points. Up to 3

Thracian Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 6 elements.

Thracian light cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 24 elements.

Thracian horse archers "Irregular B" LC, B, @ 10 points per 2 figure element. Up to 24 elements.

Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 68 elements.

*Upgrade Thracian peltasts as Dii hilltribe "Irregular B" @ 3 points per element. Up to 12 elements.*

*Extra to give only JLS armed peltast 2HCW, @ 3 points per element. Up to half each unit.*

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

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 12 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 24 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 6 elements.*

**The "10,000" mercenary contingent (King Seuthes only)**

Greek Mercenary general, Xenophon, mounted on horse as HC, JLS, with standard bearer @ 60 points.

(Bold) or on foot as MI LTS, Sh, with standard and trumpeter @ 50 points. 1 only.

Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 18 to 30 elements.

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

Up to 5 regular command factors.

Up to 24 irregular command factors.

Up to 4 irregular command factors to provide Thracian cavalry units with a detachment of "Irregular B" light infantry.

## **King Kotys I Odrysian Kingdom 383 BC to 359 BC**

King Kotys C-in-C mounted on horse as HC, JLS, and standard bearer with JLS @ 70 points 1 only.  
(Bold)

Thracian Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 4 elements.  
Thracian light cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 24 elements.

Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per element. Up to 36 elements.

*Upgrade Thracian peltasts as Dii hilltribe "Irregular B" @ 3 points per element. Up to 8 elements.*

Triballi mercenary Thracian peltasts "Irregular B" LMI, all JLS, Sh, or ½ LTS, Sh, @ 12 points per element. Up to 8 elements.

*Extra to give only JLS armed peltast 2HCW, @ 3 points per element. Any or all.*

Thracian Slingers "Irregular C" LI, S, @ 4 points per element. Up to 5 elements.

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 5 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 up to 16 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 6 elements.*

### **Prince Amodokos ally contingent**

Thracian Ally Prince Amadokos, mounted on horse as HC, JLS, with standard bearer @ 60 points.

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

Thracian light cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 12 elements.

Thracian peltasts "Irregular C" LMI, ½ JLS, Sh, ½ LTS, Sh, @ 9 points per 3 figure element. Up to 24 elements.

Thracian Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 5 elements.

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 5 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 16 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 6 elements.*

### **Prince Berisades ally contingent**

Thracian Ally Prince Berisades, mounted on horse as HC, JLS, with standard bearer @ 60 points.

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

Thracian light cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 12 elements.

Thracian peltasts "Irregular C" LMI, ½ JLS, Sh, ½ LTS, Sh, @ 9 points per 3 figure element. Up to 24 elements.

Thracian Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 5 elements.

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 5 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 16 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 6 elements.*

### **Prince Kersebleptes ally contingent**

Thracian Ally Prince Kersebleptes, mounted on horse as HC, JLS, with standard bearer @ 60 points.

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

Thracian light cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 12 elements.

Thracian peltasts "Irregular C" LMI, ½ JLS, Sh, ½ LTS, Sh, @ 9 points per 3 figure element. Up to 24 elements.

Thracian Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 5 elements.

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 5 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 16 elements.  
*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*  
*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 6 elements.*

### **Getai ally contingent**

Thracian Getai Ally King, mounted on horse as HC, JLS, with standard bearer @ 60 points.  
Thracian Getai Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 3 elements.  
Thracian Getai cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 12 elements.  
Thracian Getai horse archers "Irregular B" LC, B, @ 10 points per 2 figure element. Up to 16 elements.

### **Greek mercenary contingent**

Athenian Greek Mercenary general, Iphicrates, mounted on horse as HC, JLS, with standard bearer @ 60 points. (Bold)  
Hoplites "Regular C" MI, LTS, Sh, @ 16 points per 4 figure element. Min 18 to 24 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.*  
Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 15 points per 4 figure element. Up to 8 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 6 elements.  
Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 12 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.*

Up to 12 regular command factors.

Up to 30 irregular command factors.

Up to 4 irregular command factors to provide Thracian cavalry units with a detachment of "Irregular B" light infantry.

## **King Kotys I alliance against Macedonia 359 BC**

Thracian King Kotys C-in-C mounted on horse as HC, JLS, and standard bearer with JLS @ 70 points 1 only. (Bold)

Thracian Ally General mounted on horse with standard bearer as HC, JLS, @ 60 points or on foot as peltasts, with standard and trumpeter, @ 50 points. Up to 3

Thracian Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 4 elements.

Thracian light cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 20 elements.

Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per element. Up to 66 elements.

*Extra to upgrade Thracian peltasts as Dii hilltribe "Irregular B" @ 3 points per element. Up to 12 elements.*

Triballi mercenary Thracian peltasts "Irregular B" LMI, all JLS, Sh, or ½ LTS, Sh, @ 12 points per element. Up to 12 elements.

*Extra to give only JLS armed peltast 2HCW, @ 3 points per element. Any or all.*

Thracian Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 10 elements.

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 10 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 up to 30 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 6 elements.*

## **Thracian Getai ally contingent**

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

Thracian Getai Ally King, mounted on horse with standard bearer as HC, JLS, @ 60 points. 1 only\*

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

Thracian Getai cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 12 elements.

Thracian Getai horse archers "Irregular B" LC, B, @ 10 points per 2 figure element. Up to 24 elements.

## **Paeonian ally contingent**

*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.

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

War dogs, 4 dogs and "Irregular A" LMI JLS, 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*

## **Illyrian ally contingent**

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

Illyrian ally general mounted on horse as HC, JLS, Sh, or LC, JLS, Sh if used by cavalry, with standard bearer, @ 60 points, or on foot as LHI, JLS, Sh, with standard bearer and trumpeter @ 50 points. 1 only\*

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.*

Up to 36 irregular command factors.

Up to 4 irregular command factors to provide Thracian cavalry units with a detachment of "Irregular B" light infantry.

## **Prince Kersebleptes alliance with Persia against Macedonia 340 BC**

Thracian Ally Prince Kersebleptes, mounted on horse as HC, JLS, with standard bearer @ 60 points.

Thracian Ally-General, mounted on horse with standard bearer as HC, JLS, @ 60 points. Up to 4

Thracian Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 12 elements.

Thracian light cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 22 elements.

Thracian horse archers "Irregular B" LC, B, @ 10 points per 2 figure element. Up to 22 elements.

Thracian peltasts "Irregular C" LMI, ½ JLS, Sh, ½ LTS, Sh, @ 9 points per 3 figure element. Up to 66 elements.

*Extra to give only JLS armed peltast 2HCW, @ 3 points per element. Any or all.*

*Extra to upgrade Thracian pelasts as Dii hilltribe "Irregular B" @ 3 points per element. Up to 12 elements.*

Thracian Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 10 elements.

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 20 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 30 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 6 elements.*

## **Persian allies**

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

Satrapal Guard cavalry "Irregular B" HC, JLS, or L, @ 21 points per 3 figure element. Up to 2 elements.

Persian cavalry "Irregular C" HC, JLS, @ 18 points per 3 figure element. Up to 8 elements.

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

*Extra to give Kardakes B in addition, @ 3 points per element. All or none*

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

Up to 26 irregular command factors.

Up to 4 irregular command factors to provide cavalry units with a detachment of "Irregular B" light infantry.

Up to 3 Regular command factors.

## **King Syrmus Triballi against Philip 339 BC and Alexander 336 to 334 BC**

King Syrmus C-in-C mounted on horse as HC, JLS, and standard bearer with JLS @ 70 points. 1 only.

Thracian Ally General mounted on horse with standard bearer as HC, JLS, @ 60 points or on foot as peltasts, with standard and trumpeter, @ 50 points. Up to 3

Screaming and exhorting women, per 6 figure element. @ 85 points. Up to 1

Thracian Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 6 elements.

Thracian light cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 12 elements.

Thracian horse archers "Irregular B" LC, B, @ 10 points per 2 figure element. Up to 12 elements.

Triballi Thracian peltasts "Irregular B" LMI, all 2HCW JLS, Sh, @ 15 points per 3 figure element. Up to 44 elements.

Allied Thracian peltasts "Irregular C" LMI, all JLS, Sh, or ½ LTS, Sh, @ 9 points per 3 figure element. Up to 34 elements.

*Extra to give only JLS armed peltast 2HCW, @ 3 points per element. Any or all.*

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

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 12 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 24 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 6 elements.*

Flaming ox-wagons, incendiary 2-axle wagon drawn by 2 yoke of oxen, @ 36 points per model, Up to 4 models.

Up to 26 irregular command factors.

Up to 4 irregular command factors to provide cavalry units with a detachment of "Irregular B" light infantry.

### **King Dromichaites Getai against Alexander (Northern Thracians) 336 & 293 BC**

King Dromichaites C-in-C mounted on horse as HC, JLS, and standard bearer with JLS @ 70 points 1 only.

Thracian Ally General mounted on horse with standard bearer as HC, JLS, @ 60 points or on foot as peltasts, with standard and trumpeter, @ 50 points. Up to 3

Thracian Getai Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 8 elements.

Thracian Getai cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 24 elements.

Thracian Getai horse archers "Irregular B" LC, B, @ 10 points per 2 figure element. Up to 30 elements.

Thracian peltasts "Irregular C" LMI, JLS, Sh, @ 9 points per 3 figure element. Up to 50 elements.

*Extra to give peltast 2HCW, @ 3 points per element. Any or all.*

*Extra to upgrade peltasts as refugee Triballi "Irregular B" @ 3 points per element. Up to 12 elements.*

Thracian Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 10 elements.

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 12 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6. Up to 30 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 12 elements.*

### **Scythian allies**

Scythian ally general, on horse with standard bearer with PA standard, as HC, JLS, @ 85 points. \*\*1 only.

Scythians "Irregular B" EHC, JLS, B, @ 30 points per (3) element. Up to 4 elements.

Scythian horse archers "Irregular C" LC, B, @ 8 points per (2) element. Up to 40 elements.

*\*\*Minimums marked apply if ANY Scythian allies are used.*

Up to 26 irregular command factors.

Up to 4 irregular command factors to provide cavalry units with a detachment of "Irregular B" light infantry.

**Later Thracians**  
**300BC to 46 AD**

Thracian C-in-C mounted on horse as HC, JLS, and standard bearer with JLS @ 70 points 1 only.  
Thracian Ally General mounted on horse with standard bearer as HC, JLS, @ 60 points, or on foot as peltasts, with standard and trumpeter, @ 50 points. Up to 4

Screaming and exhorting women, per 6 figure element. @ 85 points. Up to 1

Thracian Noble cavalry "Irregular B" HC, JLS, @ 21 points per 3 figure element. Up to 6 elements.  
Thracian cavalry "Irregular B" LC, JLS, @ 10 points per 2 figure element. Up to 22 elements. *(or up to 44 elements if no horse archers are fielded)*

*Extra to give JLS armed cavalry Sh, @ 4 points per element.*

Thracian horse archers "Irregular B" LC, B, @ 10 points per 2 figure element. Up to 22 elements.

Thracian peltasts "Irregular C" LMI, 2HCW, JLS, Sh, @ 12 points per 3 figure element. Up to 68 elements.

*Extra to upgrade peltasts as Satrai or Bessi hill tribes "Irregular B" @ 3 points per element. Up to 16 elements.*

Thracian Slingers "Irregular C" LI, S, @ 4 points per 2 figure element. Up to 10 elements.

Thracian Archers "Irregular C" LI, B, @ 4 points per 2 figure element. Up to 20 elements.

Thracian Javelinmen "Irregular C" LI, JLS, @ 4 points per 2 figure element. Min 6 to 30 elements.

*Extra to give Javelinmen and slingers shields, @ 2 points per element. Any or all.*

*Extra to upgrade Javelinmen to "Irregular B", @ 2 points per element. Up to 12 elements.*

Flaming ox-wagons, incendiary 2-axle wagon drawn by 2 yoke of oxen, @ 36 points per model, Up to 4 models.

Up to 26 irregular command factors.

Up to 4 irregular command factors to provide cavalry units with a detachment of "Irregular B" light infantry.