

# ARMY LISTS

BOOK ONE — 3000 BC — 75 AD



FOR USE WITH WARGAMES RULES 3000 BC TO 1485 AD

WARGAMES RESEARCH GROUP

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## BOOK I

Collections of army lists such as this originated from the need of convention organisers to impose some control on entrants, but are now increasingly used for other competition battles as well. They improve trust between players who may be strangers to each other by hindering the gamesmen specialising in gimmick armies, ensure that armies bear at least a passing resemblance to their historical originals, provide a guide for the beginner planning his army with little previous knowledge, and provide a bench mark for further research. They have also in the past encouraged figure manufacturers to introduce extra figure ranges that would not otherwise have appeared.

This collection differs from our original edition of April 1977 in being fully compatible with the current set of rules, incorporating the latest research, and in including many more armies. I have tried to provide contemporary opponents for all the more important armies to suit the minority of players who do not like fighting out of period. Most of the army lists are accompanied by foot notes which split them into further historical sub-periods, explain why particular definitions have been adopted, sketch the historical background of the more obscure armies, or provide hints on tactics.

Not all the research involved has been my own. I gratefully acknowledge the help provided by a multitude of contributors to *Slingshot* and correspondents who have sent scores of suggested lists and comments, often unfortunately incompatible with each other, and especially the help of Nigel Stillman and Nigel Tallis with the early armies, Duncan Head with the Hellenistic armies, and Jim Webster with the hairy fringes. However, the final decision has always been mine, and those worthies should not necessarily be blamed for the final result.

No ancient or medieval army is as fully documented as those of later periods, and there is often ground for dispute even with the best known. In such cases I have tried to reach a consensus with other researchers and usually succeeded in most particulars. In some other cases, an army has had to be reconstructed from quite tenuous literary or archaeological evidence combined with parallels from other armies. I have then tried to produce a list which, while consistent with all the evidence, has a distinctive flavour of its own. I have also tried to provide as much variety and colour as possible, so you will find some lists include troop types which, though mentioned in ancient literary sources, may very well be fictional. However, none of these are so dangerous or present in such numbers as to much affect the army's prowess and all are easily countered by a player who works out the correct tactics.

These lists will certainly provoke discussion in *Slingshot* and we ourselves welcome letters of comment, though it may not be possible to reply to these as fully as we might wish. Alternatively, my phone number is (021) 472 6207, or you can bend my ear at Shows. Please try to appreciate, though, that a wargamer may view his favourite army in a more rosy light than his friends. We are unlikely to please everybody, and must be content if we achieve equality of dissatisfaction!

Despite fears expressed by some that publication of our original lists would inhibit private research, it is now evident that, to the contrary, it vastly increased it. Plenty of scope remains, and not just for refining existing lists.

Unfortunately, it is not possible for us to provide additional lists by individual request. Each list takes several days' work, and we just don't have the time.

Phil Barker

## ABBREVIATIONS

Those used for troop types and reaction classes are already defined in the rules. P, A and S used in respect of standards mean Personal, Army or Sacred respectively. JLS=Javelin or light spear, D=Dart, B=Bow, S=Sling, LB=Long Bow, CB=Crossbow, SS=Staff Sling, HG=Hand Gun, L=Lance, P=Pike, LTS=Long Thrusting Spear, HTW=Heavy Throwing Weapon, 2HCW=Two-Handed Cutting Weapon, 2HCT=Two-Handed Cut-and-Thrust Weapon, 2SA=Two Side Arms, IPW=Improvised Peasant Weapon, Sh=Shield.

## FORMATIONS

Wedge, African and Testudo formations can only be used by troops specified as able to do so by the lists.

## FORTIFIED CAMPS

All armies are entitled to a fortified camp represented by defences in an arc of approximately 70 paces on their base table edge, but must pay the requisite points. Those armies entitled to a larger camp or one in a different position have it included in their list. They are likely to be armies that made an important use of such a camp in a historical battle.

## SPECIAL PROTECTIVE DEVICES

Armies that used casualty inflicting obstacles, dummy elephants, flaming pigs or similar tricks in response to an unusual threat in a historical battle have them included in their list. They cannot employ them unless their opponents have the option of using the weapons they were intended to counter. No other armies can use them.

## SIEGES

In siege games, players may have more artillery than included in these lists, any special siege equipment they require, and the defender will commence behind fortifications. Players must be able to demonstrate that their army historically had the skills to use such artillery and special equipment and the opportunity to acquire them.

## ARMIES INCLUDED:

1. SUMERIAN AND AKKADIAN. 3000 BC to 2000 BC.
- ×2. OLD AND MIDDLE KINGDOM EGYPTIAN. 3000 BC to 1580 BC.
3. NUBIAN. 3000 BC to 1400 BC.
4. EARLY LIBYAN. 3000 BC to 1250 BC.
5. MIDIANITE ARABS. 2300 BC to 700 BC.
6. EARLY SHANG CHINESE. 1720 BC to 1200 BC.
7. NORTHERN BARBARIANS. 1720 BC to 500 BC.
8. HYKSOS AND EARLY CANAANITE. 1650 BC to 1340 BC.
9. HITTITES AND NEO-HITTITE SUCCESSOR STATES. 1640 BC to 710 BC.
10. MYCENAEN AND MINOAN GREEK. 1600 BC to 1150 BC.
- ×11. NEW KINGDOM EGYPTIAN. 1580 BC to 1085 BC.
12. EARLY ASSYRIAN. 1400 BC to 745 BC.
- ×13. EARLY HEBREW. 1250 BC to 1000 BC.
14. LIBYAN AND SEA PEOPLES ALLIANCE. 1230 BC to 1165 BC.
- ×15. PHILISTINE AND LATE CANAANITE. 1200 BC to 1000 BC.
- ×16. LATER SHANG, CHOU AND CH'IN CHINESE. 1200 BC to 200 BC.
17. DARK AGE AND GEOMETRIC GREEK. 1150 BC to 700 BC.
- ×18. NEW BABYLONIAN AND ALLIES. 1140 BC to 540 BC.
- ×19. LATE HEBREW. 1000 BC to 580 BC.
20. LIBYAN EGYPTIAN. 950 BC to 750 BC.
- ×21. INDIAN. 900 BC to 430 AD.
22. KUSHITE EGYPTIAN. 750 BC to 660 BC.
- ×23. NEW ASSYRIAN EMPIRE. 745 BC to 610 BC.
24. EARLY HOPLITE GREEK. 700 BC to 450 BC.
25. SKYTHIAN OR HSIUNG NU. 700 BC to 50 BC.
26. ILLYRIAN. 700 BC to 10 AD.
27. THRACIAN. 700 BC to 46 AD.
- ×28. EARLY ACHAEMENID PERSIAN. 670 BC to 420 BC.
- ×29. SAITIC EGYPTIAN. 660 BC to 525 BC and 405 BC to 335 BC.

**ARMIES INCLUDED (continued):**

- 30. EARLY ITALIAN. 650 BC to 275 BC.
- 31. CARTHAGINIAN. 550 BC to 146 BC.
- 32. LATER HOPLITE GREEK. 450 BC to 275 BC.
- × 33. LATER ACHAEMENID PERSIAN. 420 BC to 330 BC.
- × 34. SYRACUSAN. 410 BC to 210 BC.
- 35. GALLIC. 400 BC to 50 BC.
- ×36. ALEXANDRIAN MACEDONIAN. 355 BC to 330 BC.
- ^37. ALEXANDRIAN IMPERIAL. 330 BC to 320 BC.
- 38. ASIATIC EARLY SUCCESSOR. 320 BC to 300 BC.
- ×39. LYSIMACHID. 320 BC to 280 BC.
- 40. MACEDONIAN EARLY SUCCESSOR. 320 BC to 260 BC.
- ^41. SELEUCID. 320 BC to 83 BC.
- 42. PTOLEMAIC. 320 BC to 40 BC.
- ^43. PYRRHIC. 300 BC to 275 BC.
- 44. ARMENIAN. 300 BC to 386 AD.
- 45. GALATIAN. 280 BC to 25 BC.
- ×46. CAMILLAN ROMAN. 275 BC to 105 BC.
- 47. HELLENISTIC GREEK. 275 BC to 146 BC.
- 48. PERGAMENE. 263 BC to 130 BC.
- 49. LATER MACEDONIAN. 260 BC to 148 BC.
- × 50. BACTRIAN GREEK. 250 BC to 30 BC.
- 51. PARTHIAN. 250 BC to 225 AD.
- 52. SPANISH. 240 BC to 20 BC.
- 53. NUMIDIAN. 215 BC to 25 AD.
- 54. HAN CHINESE. 200 BC to 220 AD.
- 55. SARMATIAN. 200 BC to 375 AD.
- × 56. MACCABEAN JEWISH. 168 BC to 104 BC.
- 57. EARLY GERMAN. 115 BC to 250 AD.
- 58. MITHRIDATIC. 110 BC to 47 BC.
- 59. MARIAN ROMAN. 105 BC to 25 BC.
- ^ 60. ANCIENT BRITISH. 55 BC to 75 AD.

**1. SUMERIAN AND AKKADIAN.  
3000 BC to 2000 BC.**

C-in-C with JLS in four-onager heavy chariot with "Irregular B" crew of unarmed driver or alone, or on foot as LMI, JLS, @ 100 points.	1
Sub-General with JLS in four-onager heavy chariot with "Irregular B" crew of unarmed driver or alone, or on foot as MI or LMI, JLS, @ 50 points.	Up to 1
Ally-General with JLS in four-onager heavy chariot with "Irregular B" crew of unarmed driver or alone, @ 75 points.	Up to 2
Image of city patron god as A standard to be carried by regular foot soldier, @ 20 points.	Up to 1
Extra to upgrade A standard to SA, @ 120 points.	Up to 1
Four-onager heavy chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 20 points.	*4 to 12
Bodyguard "Regular B" LMI, 2HCW, D, @ 5 points.	Up to 12
Spearmen "Regular D" MI, LTS or JLS, @ 2 points.	54 to 243
Extra to give up to half spearmen in army Sh, @ 1 point.	Up to 90
Archers "Regular D" LI, B, @ 2 points.	6 to 27
Extra to upgrade "Regular D" infantry to "Regular C", @ 1 point.	Up to 180
Javelinmen "Irregular D" LI, JLS, @ 1 point.	32 to 108
Extra to upgrade javelinmen to "Irregular C", @ 1 point.	Up to 54
Slingers "Irregular D" LI, S, @ 1 point.	Up to 60
Martu or Guti javelinmen "Irregular C" LMI, JLS, @ 2 points.	Up to 60
Extra to upgrade Guti to "Irregular A", @ 2 points.	Up to 14
Extra to give Martu Sh, @ 1 point.	All or none
Martu or Guti archers "Irregular C" LI, B, @ 2 points.	Up to 30

- Up to 9 regular command factors @ 10 points.
- Up to 9 irregular command factors @ 25 points.
- Up to 3 irregular command factors @ 10 points to provide chariot units with detachment of LI javelinmen.

Onagers are treated as if horses. Since they are in fact somewhat weaker (though more vicious), and the chariots are of clumsier construction than later, it has been thought best to classify these as heavy despite the crew's lack of armour. Some chariots had an internal saddle-like seat for a single rider to sit astride. We choose to interpret these as command chariots. Large Sumerian armies had to be an amalgamation of several city states, hence the listing of allied generals. No ally general should command less than 5 chariots including his own, 27 spearmen and 9 javelinmen. Allied troops and mercenaries such as Martu and Gutu regard an SA standard only as an A standard. Martu are desert nomads, Gutu Zagros mountaineers. They cannot be used unless there are at least 24 "Regular C" archers in the army. "Irregular A" Gutu must be accompanied by a Gutu subordinate general on foot. Martu cannot have shields if the army has any chariots other than those carrying generals. The bodyguard are based on figures with axe and boomerang-like throwing stick depicted accompanying rulers. They cannot be used with Martu, Gutu, ally generals, or with less than 24 "Regular C" archers. The spear carried by MI is depicted by reliefs as short, but the two-handed grasp has caused speculation that it was really a long one intended to halt chariot charges, but which had to be shortened by the artist to fit his frame. MI spears must all be classed the same, whichever theory of length you prefer. MI are depicted marching in close formations of the same type, but it has been plausibly suggested that they fought in combined formations of which only the front rank has shields. Military archery is depicted by some lesser known reliefs. Slingers are not depicted, but large quantities of sling missiles have been found by archaeologists and the sling is still used by shepherds of the region. Minimums marked \* apply only if any troops of that type used.

## 2. OLD AND MIDDLE KINGDOM EGYPTIAN. 3000 BC to 1580 BC.

C-in-C on foot or mounted on an ass as HI or MI, @ 100 points.	1
Horus PA standard carried by bodyguard, @ 30 points.	Up to 1
Sub-General on foot as MI, B, @ 50 points.	Up to 2
Infantry "Regular C" MI, JLS, Sh, @ 4 points.	60 to 180
Axemen "Regular C" MI, 2HCW, Sh, @ 4 points.	12 to 36
Extra to upgrade either of two above to "Regular A" as bodyguards, @ 2 points.	Up to 24
Archers "Regular C" MI, B, @ 3 points.	60 to 180
Javelinmen "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 12
Skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 12
Medja Nubians "Irregular C" LI, B, @ 2 points.	12 to 36
Arabs "Irregular D" LI, S, @ 1 point.	Up to 10
Libyans "Irregular C" LI, JLS, @ 2 points.	Up to 15
Up to 16 regular command factors @ 10 points.	
Up to 5 irregular command factors @ 25 points.	

Troops depicted by monuments as only carrying side arms are assumed to have javelins as well. A general mounted on an ass is treated as if a mounted infantryman. Players should not despise the unshielded light javelinman, who is both cheap and useful. From about 1800 BC onwards, the northern half of Egypt was occupied by the Hyksos, but the military system of the southern half probably remained the same until Khamose reformed the army and started driving the Hyksos out.

## 3. NUBIAN. 3000 BC to 1400 BC.

C-in-C on foot (or on ass?) as LMI, B, @ 100 points.	1
Sub-General on foot as LMI or LI, JLS or B, @ 50 points.	Up to 2
Bodyguard "Irregular B" LMI, B, @ 3 points.	Up to 14
Fanatics "Irregular A" LMI, 2 SA, @ 5 points.	Up to 30
Warriors "Irregular C" LMI, JLS, Sh, @ 3 points.	20 to 40
Javelinmen "Irregular C" LI, JLS, @ 2 points.	Up to 50
Archers "Irregular C" LI, B, @ 2 points.	100 to 300
Up to 15 irregular command factors @ 25 points.	



Troops depicted by monuments as only carrying side arms are assumed to have javelins as well. A general mounted on an ass is treated as if a mounted infantryman. The fanatics are tenuously justified by figures with a spear in one hand and a club in the other, plus the later habits of the region. Nubia was annexed by Egypt in 1898 BC, but occasional trouble persisted as late as Amenhotep III's campaign of 1446 BC.

#### 4. EARLY LIBYAN. 3000 BC to 1250 BC.

C-in-C on foot or mounted on ass as LMI or LI, JLS, @ 100 points.	1
Sub-General on foot as LI, JLS, @ 50 points.	Up to 2
Bodyguard "Irregular B" LMI, JLS, @ 3 points.	Up to 15
Javelinmen "Irregular C" LI, JLS, @ 2 points.	200 to 500
Archers "Irregular C" LI, B, @ 2 points.	Up to 20
Up to 20 irregular command factors @ 25 points.	

At first sight, an army composed almost entirely of unshielded light javelinmen appears to be of little value, and this army was originally included only to provide an extra contemporary opponent for Egyptians. However, playing experience with early period armies has shown that very large units of such troops in deep formations which do not skirmish are very formidable opponents for light chariotry of much greater points cost. A general mounted on an ass is treated as a mounted infantryman. After 1250 BC, the Libyans fought in conjunction with the "sea peoples".

#### 5. MIDIANITE ARABS. 2300 BC to 700 BC.

C-in-C on foot as LMI, JLS, or mounted on camel as MCm or LCm, B, @ 100 points.	1
Sub-General on foot as LMI, JLS, or on camel as MCm or LCm, B, @ 50 points.	Up to 2
Camelry "Irregular C" MCm, 2 with B, @ 6 points.	Up to 100
Scouts "Irregular C" LCm, B, @ 3 points.	Up to 20
Javelinmen "Irregular C" LI, JLS, @ 2 points.	75 to 200
Extra to upgrade javelinmen to "Irregular B" LMI bodyguard if C-in-C on foot, @ 1 point.	Up to 11
Slingers "Irregular C" LI, S, @ 2 points.	50 to 75
Archers "Irregular C" LI, B, @ 2 points.	Up to 50
Up to 15 irregular command factors @ 25 points.	

The period specified is that of serious menace, rather than that of minor nuisance.

#### 6. EARLY SHANG CHINESE. 1720 BC to 1200 BC.

C-in-C with B, 2HCT, JLS in two-horse light chariot with "Regular A" crew of unarmed driver, or on foot as HI, B, @ 100 points.	1
PA standard to be carried in C-in-C's chariot or on foot, @ 30 points.	1
Sub-General with B, 2HCT, JLS in two-horse light chariot with "Regular A" crew of unarmed driver, @ 50 points.	Up to 2
P standard to be carried in Sub-General's chariot or on foot, @ 10 points.	For each
Halberdiers "Regular C" MI, 2HCT, @ 4 points.	72 to 144
Extra to provide halberdiers with Sh, @ 1 point.	Up to 72
Spearman "Regular C" MI, JLS, Sh, @ 4 points.	72 to 120
Extra to upgrade spearmen to "Regular A", @ 2 points.	Up to 24
Archers "Regular C" LI, B, @ 3 points.	12 to 72
Peasants "Irregular D" LMI, IPW, @ 1 point.	Up to 100
Up to 12 regular command factors @ 10 points.	
Up to 4 irregular command factors @ 25 points.	

Evidence for this period is sketchy. Archaeology confirms the use of halberd, bow and spears, but as yet, no chariots. I have therefore assumed an army much like the Later Shang, but with chariots rare even for generals and halberdiers especially emphasised.

## 7. NORTHERN BARBARIANS. 1720 BC to 500 BC.

C-in-C on foot as LMI, JLS, Sh, @ 100 points.	1
Ally-General on foot as LMI, JLS, Sh, @ 75 points.	Up to 2
P standard to accompany general, @ 5 points.	All or none
Bodyguard "Irregular B" LMI, JLS, Sh, @ 4 points.	14 to 43
Warriors "Irregular C" LMI, JLS, Sh, @ 3 points.	120 to 300
Archers "Irregular C" LI, B, @ 2 points.	Up to 20
Extra to give archers shields, @ 1 point.	All or none
Skirmishers "Irregular C" LI, JLS, @ 2 points.	Up to 20
Extra to give skirmishers shields, @ 1 point.	Up to 20
Slaves "Irregular D" LMI, JLS, @ 1 point.	Up to 30
Extra to give slaves shields, @ 1 point.	Up to 10
Up to 12 irregular command factors @ 25 points.	

This list covers a number of races on the Chinese borders, some goat-herding foot nomads or hunter-gatherers, others more settled. They were also present before 1720 BC, but had no one to fight before Chinese expansionism. They started to be replaced by horsed nomad tribes from 1000 BC on, but the foot-fighting Rung and Ti were still important enemies of China up to about 500 BC. No general can have a bodyguard of more than 15 figures including his own.

## 8. HYKSOS AND EARLY CANAANITE. 1650 BC to 1340 BC.

C-in-C with B, JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 100 points.	1
Sub-General with B, JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 50 points.	Up to 2
Two horse light chariot with "Irregular B" crew of unarmed driver and 1 with B, @ 16 points.	8 to 20
Two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with B or JLS, @ 16 points.	8 to 30
Extra to give up to half chariot archers JLS as well, @ 1 point.	Up to half
Syrian spearmen "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 50
Syrian javelinmen "Irregular C" LI, JLS, @ 2 points.	30 to 40
Syrian archers "Irregular C" LI, B, @ 2 points.	Up to 20
Syrian archers "Irregular C" LMI, B, JLS, @ 3 points.	Up to 10
Libyan javelinmen "Irregular C" LI, JLS, @ 2 points.	Up to 15
Arab slingers "Irregular D" LI, S, @ 1 point.	Up to 10
Arab javelinmen "Irregular D" LI, JLS, @ 1 point.	Up to 15
Up to 12 irregular command factors @ 25 points.	

The Hyksos were a confederation of migrating chariot tribes and Syrian local rulers that conquered half of Egypt about 1650 BC and held it until driven out by Ahmose in 1546 BC. The survivors were absorbed by the Canaanite states of Syria, which spent the next 250 years fighting off Egyptian and Hebrew expansion with varying success until incorporated in the Hittite empire about 1340 BC. Some of the enemy chariots shown by Egyptian monuments are manned by javelinmen apparently lacking bows, and these have in the past been interpreted as Hyksos. Canaanite chariot representations depict the chariot warrior as an archer. Kings are depicted as having a spear as well. "Syrian" is used as a general term encompassing all races of the area, including those generally referred to as Canaanites, Phoenicians, Retennu, Amorites and Kharu.

## 9. HITTITES AND NEO-HITTITE SUCCESSOR STATES. 1640 BC to 710 BC.

C-in-C with B or JLS in two-horse heavy chariot with "Regular A" crew of unarmed driver and 1 with JLS, @ 108 points.	1
Sub-General with B or JLS in two-horse heavy chariot with "Regular A" crew of unarmed driver and 1 with JLS, @ 58 points.	Up to 2

Extra to provide general's chariot with P standard, @ 10 points.	Up to 3
Hittite two-horse heavy chariot with "Regular B" crew of unarmed driver, 1 with B or JLS and 1 with JLS, @ 26 points.	9 to 27
Extra to upgrade Hittite chariot to "Regular A", @ 2 points.	Up to 17
Syrian two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with B, @ 16 points.	6 to 20
Extra to upgrade Syrian chariot to heavy by adding 1 with JLS, @ 6 points.	Up to 6
Extra to give archer of light chariot JLS, @ 1 point.	Up to 12
Syrian chariot runners "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	6 to 24
Syrian scouts "Irregular C" LC, B, @ 4 points.	Up to 6
Neo-Hittite cavalry "Regular C" MC, JLS, @ 6 points.	Up to 30
Extra to give Neo-Hittite cavalry Sh, @ 2 points.	All or none
Guards "Regular B" MI or LMI, JLS, Sh, or 2SA, @ 5 points.	Up to 20
Anatolian allies "Irregular C" LMI, JLS, Sh, @ 3 points.	10 to 30
Syrian spearmen "Irregular C" MI, JLS, Sh, @ 3 points.	20 to 50
Syrian archers "Irregular C" LI, B, @ 2 points.	Up to 20
Syrian javelinmen "Irregular C" LI, JLS, @ 2 points.	10 to 30
Neo-Hittite slingers "Irregular C" LI, S, @ 2 points.	Up to 15
Axemen or khepesh men "Irregular A" or "Regular B" MI, 2HCW, @ 4 points.	Up to 10
Up to 5 regular command factors @ 10 points.	
Up to 1 regular command factor @ 5 points to provide Elamite guard detachment for C-in-C.	
Up to 9 irregular command factors @ 25 points.	
Up to 4 irregular command factors @ 10 points to provide Syrian chariot units with a runner detachment.	

A proto-Hittite kingdom may have fought Akkad around 1200 BC, but the Hittites themselves thought of the state as founded by Labarna around 1640 BC. Syria was incorporated in the Hittite empire about 1340 BC. The empire broke up under attack from the "sea peoples" about 1200 BC, and the last Neo-Hittite successor city state fell to the Assyrians in about 710 BC. We use Syrian to include all the states allied or feudatory to Harti in that general area, such as Canaanites, Phoenicians, Retennu, Amorites and Kharu. They were sufficiently under the thumb to be treated as subordinate rather than allied. Troops described in the list as Neo-Hittite became available only after the break-up of the empire. The axemen and khepeshmen on monuments are divinities but may also represent guards or warrior priests. Neo-Hittite cavalry and slingers cannot be used together with irregular chariots, chariot runners, guards or 2HCW men. Chariot runners must not exceed the number of chariots in the unit they are attached to by more than 1. Shielded cavalry must not exceed the total number of chariots in the army including those of generals. Unshielded cavalry must not exceed three times the total number of chariots. Neo-Hittite cavalry are depicted with shields prior to 750 BC, but not after, so seem to have given them up at the same time as the Assyrians. They are not depicted with bows.

## 10. MYCENAEAN AND MINOAN GREEK. 1600 BC to 1150 BC.

C-in-C with LTS or JLS in two-horse light chariot with "Regular A" crew of unarmed driver, @ 100 points.	1
Sub-General with LTS or JLS in two-horse light chariot with "Regular A" crew of unarmed driver, @ 50 points.	Up to 2
Two-horse light chariot with "Regular B" crew of unarmed driver and 1 with LTS or JLS, @ 19 points.	9 to 48
Extra to upgrade chariot crew to "Regular A", @ 1 point.	Up to 15
Cavalry "Regular B" HC, JLS, @ 9 points.	Up to 6
Spearmen "Regular D" or "Irregular C" MI, LTS or JLS, Sh, @ 3 points.	30 to 150
Extra to upgrade regular MI with JLS to HI, @ 2 points.	Up to 80
Javelinmen "Irregular C" LI, JLS, @ 2 points.	10 to 30
Archers "Regular D" MI, B, @ 2 points.	Up to 50
Archers "Irregular D" LI, B, @ 1 point.	10 to 50
Slingers "Irregular D" LI, S, @ 1 point.	Up to 15
Extra to upgrade all "D" to "C", @ 1 point.	All or none
Up to 10 regular command factors @ 10 points.	
Up to 10 irregular command factors @ 25 points.	



Chariot crew with JLS, cavalry and HI cannot be used if there are any troops in the army with LTS. Regular MI with LTS can be used alone or in mixed units with ¼ or ½ archers. Archer MI cannot be used alone. The transition from LTS to JLS took place about 1350 BC. Cavalrymen sit far back on the horse like Egyptians.

## 11. NEW KINGDOM EGYPTIAN. 1580 BC to 1085 BC.

C-in-C with B, JLS, in two-horse light chariot with "Regular A" crew of unarmed driver, @ 100 points.	
A standard carried in chariot or on foot, @ 20 points.	1
Sub-General with B, JLS in two-horse light chariot with "Regular A" crew of unarmed driver, @ 50 points.	Up to 1
Two-horse light chariot with "Regular A" crew of unarmed driver and 1 with B, JLS, @ 22 points.	Up to 2
Two-horse light chariot with "Regular B" crew of unarmed driver and 1 with B, @ 19 points.	4 to 17
Chariot runners "Regular B" LMI or LI. Half each body with JLS, Sh, other half with B, Sh, all @ 5 points.	10 to 20
Scouts "Regular B" LC, B, @ 7 points.	Up to 24
Egyptian Royal Guard "Regular A" HI, JLS, Sh, @ 8 points.	Up to 6
Shardana Royal Guard "Regular B" HI, JLS, Sh, @ 7 points.	Up to 12
Spearmen "Regular C" MI, JLS, Sh, @ 4 points.	Up to 12
Axemen "Regular C" MI, 2HCW, Sh, @ 4 points.	24 to 96
Marines "Regular C" LMI. Half each unit JLS, Sh, @ 4 points, other half B, @ 3 points.	Up to 24
Extra to upgrade marines to LHI, @ 2 points.	Up to 12
Archers "Regular C" MI, B, @ 3 points.	All or none
Extra to upgrade archers to HI, @ 2 points.	36 to 60
Light archers "Regular C" LI, @ 3 points.	Up to 12
Javelinmen "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 24
Sea people or Asiatics "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 12
Nubians "Irregular C" LI, B, @ 2 points.	Up to 36
Libyans "Irregular C" LI, JLS, @ 2 points.	Up to 24
Palestinians or Arabs "Irregular D" LI, JLS, @ 1 point.	Up to 15
Up to 16 regular command factors @ 10 points.	Up to 15
Up to 4 regular command factors @ 5 points to provide chariot units with a runner detachment.	
Up to 10 irregular command factors @ 25 points.	

Troops depicted by monuments as only carrying side arms are assumed to have javelins as well. The well-known weighted axe is classed as a two-handed cutting weapon because its shaft is long enough for a two-handed grip and the weight of museum examples is too great for them to be effectively wielded with one. Chariot runners must not exceed the number of chariots in the unit they are attached to by more than 1. The Egyptians do not appear to have used mixed bow and spear units to any great extent. The army standard can be the insignia of the patron god of the army of Amun, Ra, Ptah or Sutekh carried in a chariot if only one of these is present, or the Behet fans carried by men of a runner detachment escorting a Pharaoh's chariot or chariots if he is present.

## 12. EARLY ASSYRIAN. 1400 BC to 745 BC.

C-in-C with B and JLS in two-horse light, or B in two to four-horse heavy chariot, carrying ribboned spear as P standard, with "Regular A" crew of unarmed driver, @ 110 points.	1
God symbol on pole as SA standard, to be carried in bodyguard chariot with full fighting crew accompanying C-in-C's chariot, @ 140 points.	Up to 1
Sub-General with B and JLS in two-horse light, or B in two to four-horse heavy chariot, carrying ribboned spear as P standard, with "Regular A" crew of unarmed driver, @ 60 points.	Up to 2

Two-horse light or heavy chariot with "Regular B" crew of unarmed driver and 1 with B, JLS, @ 21 points.	*9 to 45
Extra to add a "Regular A" shieldbearer with JLS to a general's or other heavy chariot, delete archer's JLS and upgrade rest of crew to "Regular A", @ 7 points, or to upgrade a light chariot's crew to "Regular A", @ 1 point.	Up to 12
Extra for each horse used to increase teams of heavy chariots not carrying a general to three or four horses, @ 3 points.	Up to 90
Cavalry "Regular B" MC. Half each body JLS, Sh, @ 9 points, other half B, @ 7 points.	6 to 24
Armoured archers "Regular B" HI, B, @ 6 points.	*12 to 24
Armoured spearmen "Regular B" HI, JLS, Sh, @ 7 points.	Up to 18
Extra to upgrade cavalry or armoured infantry to "Regular A", @ 1 point.	Up to 24
Asharittu "Regular C" MI. Half each unit JLS, Sh, @ 4 points, other half B, @ 3 points, or equal numbers of both can be in separate units.	20 to 60
Extra to upgrade Asharittu to "Regular B", @ 1 point.	All or none
Hupshu "Irregular C" LMI. Half each unit JLS, Sh, @ 3 points, other half B, @ 2 points, or equal numbers of both can be in separate units.	20 to 96
Levy archers "Irregular D" LI, B, @ 1 point.	Up to 60
Camel disguised as elephant with "Irregular C" crew of 2 with B, @ 56 points.	Up to 3
Up to 10 regular command factors @ 10 points.	
Up to 3 regular command factors @ 5 points to give chariot units a cavalry detachment.	
Up to 8 irregular command factors @ 25 points.	

"Regular A" chariots can only be used to mount generals or in general's bodyguards. All must have the same number of crew and horses. All "Regular B" chariots must have the same number of crew and horses, but can have less than "Regular A" chariots. The existence of three-horse chariots is now doubted. Reliefs apparently showing them may depict a four-horse chariot with a wounded horse cut out. The armoured infantry shown on C9th reliefs of sieges are now thought to be dismounted charioteers. They cannot be used together with chariots not carrying generals. Armoured archers can be used without armoured spearmen, but not vice versa. If both are used, they can be mixed equally in the same unit, or can be in separate units, in which case spearmen must not exceed archers. They are not sufficiently armoured to qualify as EHI. Armoured infantry cannot be mixed with unarmoured. Asharittu translates roughly as "elite troops", Hupshu as "peasant troops". The use of mixed spear and bow unarmoured infantry units does not necessarily imply that they were raised as one unit, only that they are now acting as one under a single commander. "Regular A" cavalry can only be used in detachments supporting chariot units commanded personally by a general. Dummy elephants are dubiously stated to have been used against an Indian army by Queen Semiramis, who is equated with Sammuamat, regent of Assyria after her husband's death in 810 BC. They can only be used against an army that could contain elephants. Minimums marked \* apply only if any troops of that type are used.

### 13. EARLY HEBREW. 1250 BC to 1000 BC.

C-in-C on foot as LHI, JLS, Sh @ 100 points.	1
Religious non-combatant group with Ark of the Covenant, @ 85 points.	Up to 1
Sub-General on foot as LMI, JLS, Sh, @ 50 points.	Up to 2
Royal champion "Irregular B" LHI, JLS, Sh, @ 6 points, or LI, S, @ 3 points.	Up to 1
Picked men "Irregular B" LMI, JLS, Sh, @ 4 points.	Up to 15
Simeonites and Ephraimites "Irregular A" LMI, JLS, Sh, @ 5 points.	20 to 60
Benjaminite archers "Irregular C" LI, B, @ 2 points.	10 to 30
Benjaminite slingers "Irregular C" LI, S, @ 2 points.	10 to 30
Issachar scouts "Irregular C" LI, JLS, @ 2 points.	10 to 30
Extra to give Benjaminites and Issachar Sh, @ 1 point.	All or none
Gadites "Irregular C" LI, JLS, Sh, @ 3 points.	10 to 30
Other 7 tribes "Irregular C" JLS, Sh, @ 3 points.	60 to 210
Up to 12 irregular command factors @ 25 points.	

Players may like to distinguish picked men by giving a proportion trumpets or large jars in addition to their weapons. The trumpets will look well in sieges as well as in night attacks! Simeonites and Ephraimites are referred to as "mighty men of valour", Gadites as accustomed to spear and target and swift as roes upon the

mountain, and Issachar as expert scouts, and several other tribes as armed with spear and shield or with a mixture of weapons suitable for close combat. Benjaminites were not only experts with bow and sling but were said to be ambidextrous. They certainly carried shields at a later date. Lacking chariots of their own, Hebrew armies of this period dealt with their exponents by striking first, usually with flank charges from difficult terrain.

#### 14. LIBYAN AND SEA PEOPLES ALLIANCE. 1230 BC to 1165 BC.

Sea people C-in-C with JLS in two-horse heavy chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 106 points, or on foot as HI, JLS, Sh, @ 100 points.	1
Libyan ally-general with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or on foot as LMI, JLS, @ 75 points.	1
Sub-General of either nationality on foot, @ 50 points.	Up to 1
Sea people two-horse heavy chariot with "Irregular B" crew of unarmed driver and 2 with JLS, @ 22 points.	Up to 5
Sea people warrior "Irregular B" HI, JLS, Sh, @ 6 points.	19 to 50
Sea people follower "Irregular C" MI, JLS, Sh, @ 3 points.	50 to 200
Sea people archer "Irregular C" LI, B, @ 2 points.	Up to 10
Sea people javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Libyan two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points.	Up to 2
Libyan bodyguard "Irregular B" LMI, JLS, @ 3 points.	Up to 14
Libyan javelinmen "Irregular C" LI, JLS, @ 2 points.	50 to 200
Libyan archer "Irregular C" LI, B, @ 2 points.	Up to 15
Up to 15 irregular command factors @ 25 points.	

The sea people appear to have been the dominant half of the alliance. They included Sherden, Peleset and Weshwesh. They later founded the Philistine city states of southern Palestine. Players will find that unshielded javelinmen used in very large units have surprising staying power and are especially useful for absorbing chariot charges.

#### 15. PHILISTINE AND LATE CANAANITE. 1200 BC to 1000 BC.

C-in-C with B or JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 100 points.	1
Ally-General with B or JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 75 points.	Up to 2
Two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with B or JLS, @ 16 points.	4 to 17
Spearmen "Regular D" MI, JLS, Sh, @ 3 points.	60 to 150
Extra to upgrade "Regular D" MI to "Regular C", @ 1 point.	Up to 40
Extra to upgrade "Regular D" MI to "Regular B" HI, @ 4 points.	Up to 20
Javelinmen "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 20
Javelinmen "Irregular D" LI, JLS, @ 1 point.	60 to 90
Slingers "Irregular D" LI, S, @ 1 point.	Up to 10
Archers "Irregular D" LI, B, @ 1 point.	Up to 20
Extra to upgrade "Irregular D" LI to "Irregular C", @ 1 point.	Up to 30
Kharu archers "Irregular C" B, JLS, @ 3 points.	Up to 10
Up to 6 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

This army is intended to represent a consortium of cities, some Philistine and some possibly not. If more than one general is used, each general's troops should reflect their different nationality as much as possible. For example, bow-armed chariots and unshielded infantry are more likely to be Canaanite, and javelin-armed chariots and good

shielded infantry are more likely to be Philistine. However, cities frequently employed foreign mercenaries, and may sometimes have ruled rural populations of mixed race or habits. No general should command less than 5 chariots including his own, 20 spearmen and 20 other infantry. Since Goliath had an armour bearer, is described as "of Gath" and his army ran away at his death, I personally prefer to consider him a general rather than a champion. If you disagree, use one of the "Regular B" HI permitted.

## 16. LATER SHANG, CHOU AND CH'IN CHINESE. 1200 BC to 200 BC.

C-in-C with B in four-horse heavy chariot carrying PA standard with "Regular A" crew of unarmed driver and 1 with 2HCT, JLS, @ 142 points.	1
Sub-General with B in four-horse heavy chariot carrying P standard with "Regular A" crew of unarmed driver and 1 with 2HCT, JLS, @ 72 points.	Up to 2
Four-horse heavy chariot with "Regular B" crew of unarmed driver, 1 with B and 1 with 2HCT, JLS, @ 36 points.	*4 to 12
Two-horse light chariot with "Regular C" crew of unarmed driver, 1 with B, 2HCT, JLS, @ 26 points.	Up to 20
Guard crossbowmen "Regular B" HI, CB, @ 6 points.	*6 to 12
Cavalry "Regular C" HC, 2HCT, @ 10 points.	*6 to 12
Cavalry "Regular C" LC, B, @ 6 points.	Up to 80
Infantry "Regular D" MI, ½ each unit P, Sh, @ 3 points, or 2HCT, Sh, @ 4 points, ½ B or CB, @ 2 points, or 2HCT, Sh, @ 4 points.	48 to 96
Extra to upgrade Ch'in MI to HI, @ 2 points.	All
Archers "Regular D" LI or LMI, B, @ 2 points.	10 to 48
Crossbowmen "Regular D" LMI or LI, CB, @ 2 points.	Up to 72
Skirmisher supports "Regular D" JLS, Sh, or 2HCT, @ 3 points.	Up to 12
Up to 16 regular command factors @ 10 points.	
Up to 8 regular command factors @ 5 points to provide heavy chariot units with a detachment of HC, HI or MI.	

These dynasties overlapped and fought against each other. Chou had completely defeated Shang by 1025 BC but split up into separate warring states after 770 BC. Ch'in became a serious menace to the Chou states by 320 BC and had conquered the last of them by 220 BC. A revolt in about 210 BC culminated in a Han victory over the last remnants of Ch'in by 200 BC. Shang armies cannot include crossbows, cavalry or any heavy chariots except those carrying generals. Chou armies must have at least as many heavy chariots as light chariots, at least as many crossbows as bows, and no more cavalry figures than chariot models. Ch'in armies must have at least as many heavy chariots as light chariots, and more cavalry figures than chariot horses. All these armies used chariots as their main arm, supported primarily by LI archery in the case of Shang, crossbows in the case of Chou, and horse archers in the case of Ch'in. Minimums marked \* apply only if that troop type is not forbidden.

## 17. DARK AGE AND GEOMETRIC GREEK. 1150 BC to 700 BC.

C-in-C with JLS in two or four-horse light chariot with "Irregular B" crew of unarmed driver, or mounted on horse as HC, JLS, or on foot as HI, JLS, Sh, @ 100 points.	1
Ally-General with JLS in two or four-horse light chariot with "Irregular B" crew of unarmed driver, or mounted on horse as HC, JLS, or on foot as HI, JLS, Sh, @ 75 points.	Up to 2
Two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points.	Up to 21
Cavalry, "Irregular B" MC, JLS, @ 5 points.	Up to 24
Spearmen "Irregular C" MI, JLS, Sh, @ 3 points.	69 to 150
Extra to upgrade spearmen to HI, @ 2 points.	Up to 150
Javelinmen "Irregular C" LI, JLS, @ 2 points.	10 to 90
Extra to provide javelinmen with Sh, @ 1 point.	Up to 12
Slings "Irregular C" LI, S, @ 2 points.	5 to 20
Archers "Irregular D" LI, B, @ 1 point.	Up to 15

Up to 20 irregular command factors @ 25 points.

Up to 12 irregular command factors @ 10 points to provide chariot units with an infantry detachment.

The total number of chariot and ridden horses, including those of generals, must not exceed 50. Chariots cannot be used with HI. Cavalrymen still sit further back than usual. It is the warfare of this period that Homer described, although he set his epic earlier. I have therefore made provision for players to use single chariot units if they wish, each of which can be accompanied by a detachment of infantry.

## 18. NEW BABYLONIAN AND ALLIES. 1140 BC to 540 BC.

Babylonian C-in-C with B in four-horse heavy chariot carrying P standard with "Regular A" crew of unarmed driver and 1 with JLS, @ 118 points.	1
Babylonian Sub-General with B in four-horse heavy chariot carrying P standard with "Regular A" crew of unarmed driver and 1 with JLS, @ 68 points.	Up to 1
Elamite, Median or Persian Ally-General with B, JLS, in four-mule heavy chariot if Elamite or two-horse light chariot, with "Irregular B" crew of unarmed driver, @ 75 points.	Up to 1
Persian Sub-General responsible to Median Ally-General with B, JLS, in two-horse light chariot with "Irregular B" crew of unarmed driver, or mounted on horse as HC, JLS, Sh if used by Persian cavalry, @ 50 points.	Up to 1
Arab Ally-General mounted on camel as HCm or MCm, B, @ 75 points.	*1
Lydian Ally-General mounted on horse as EHC or HC, L, @ 75 points.	*1
Babylonian two-horse light chariot with "Regular C" crew of unarmed driver and 1 with B, JLS, @ 20 points.	3 to 12
Extra to upgrade Babylonian chariot to four-horse heavy chariot with "Regular C" crew of unarmed driver, 1 with B, and 1 with JLS, @ 10 points.	All or none
Extra to upgrade Babylonian heavy chariot to "Regular A", @ 4 points.	Up to 4
Extra to add another man with JLS to generals' and all other Babylonian "Regular A" heavy chariots, @ 8 points.	All or none
Babylonian cavalry "Regular C" MC. Half each unit JLS, Sh or B, @ 8 points, other half B, @ 6 points.	10 to 24
Extra to upgrade Babylonian cavalry to EHC, @ 4 points.	All or none
Babylonian Skythian mercenaries "Irregular C" LC, B, @ 4 points.	Up to 10
Babylonian Chaldaean spearmen "Regular D" MI, JLS, Sh, @ 3 points.	10 to 30
Babylonian archers "Regular D" MI, B, @ 2 points.	20 to 40
Babylonian Greek mercenary hoplites "Regular C" HI, LTS, JLS, Sh, @ 7 points.	Up to 24
Elamite four-mule heavy chariot with "Irregular B" crew of unarmed driver and 3 with B, @ 32 points.	*4 to 8
Elamite two-mule light chariot with "Irregular B" crew of unarmed driver and 1 with B, @ 16 points.	Up to 4
Elamite cavalry "Irregular B" LC, JLS, B, @ 6 points.	*5 to 10
Elamite archers "Irregular C" LMI, B, @ 2 points.	*30 to 60
Median cavalry "Irregular B" HC, JLS, B, @ 8 points.	*10 to 20
Persian cavalry "Irregular C" HC, JLS, B, @ 7 points.	Up to 10
Extra to give Median or Persian cavalry Sh, @ 2 points.	All or none
Median spearmen "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 50
Persian infantry "Irregular C" MI, JLS, Sh, or B, Sh, or JLS, B, @ 3 points.	*20 to 60
Extra to arm Persian infantry with JLS, B, Sh, @ 1 point.	All or none
Lydian cavalry "Irregular B" HC, L, @ 7 points.	*11 to 30
Extra to upgrade Lydian cavalry to EHC, @ 2 points.	Any or all
Lydian two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points.	Up to 6
Lydian Paphlagonian cavalry "Irregular C" LC, JLS, @ 4 points.	Up to 15
Lydian hoplites "Regular C" HI, JLS, Sh, @ 6 points.	Up to 48
Extra to give Lydian hoplites LTS as well, @ 1 point.	All or none
Lydian non-hoplite or Mysian foot "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	*5 to 40

Lydian Mysian archers "Irregular C" LI, B, @ 2 points.	Up to 10
Lydian Egyptian mercenaries "Regular B" MI, LTS, Sh, @ 5 points.	Up to 32
Lydian Thracian mercenaries "Irregular C" LMI, ½ JLS, ½ JLS or LTS, Sh, @ 3 points.	Up to 20
Arab scouts "Irregular C" LCm, B, @ 3 points.	Up to 10
Arab camelry "Irregular C" MCm, 2 with B, @ 6 points.	Up to 40
Arab foot "Irregular C" LI, ½ S, ½ S or B, @ 2 points.	Up to 30
Up to 8 regular command factors @ 10 points.	
Up to 16 irregular command factors @ 25 points.	

Up till 610 BC, the Babylonians fought against the Assyrians, sometimes with Elamite and/or Arab allies, and finally as part of a successful consortium of Babylonians, Medes, Persian vassals of the Medes, and Arabs. They then combined with Persians against Medes, then with Lydians and Arabs against Persia. A final revolt against Persian rule found them fighting alone. Minimums marked \* apply only if any troops of those nations are used. Mercenaries and subject nations count in this respect as belonging to the nation employing them. Persians must have a Sub-General if used with Medes, otherwise a Persian ally general. Elamites and Lydians cannot be used together, or with Medes or Persians. Babylonian light chariots cannot be used with Babylonian EHC, Medes, Persians, Lydians or Skythians. Babylonian EHC and Skythians cannot be used with Babylonian light chariots or Elamites. Elamite chariots were very like British, the larger variety being scaled up and having 12 or 16 spoked wheels instead of 8. The crew often squatted instead of standing. Mules are treated as horses.

## 19. LATE HEBREW. 1000 BC to 580 BC.

C-in-C with B in two-horse light chariot with "Regular A" crew of unarmed driver, or on foot or mounted on ass as LHI or HI, JLS, Sh, @ 100 points.	1
Sub-General with B in two-horse light chariot with "Regular A" crew of unarmed driver, or on foot as LHI, JLS, Sh, @ 50 points.	Up to 2
Ally-General with B in two-horse heavy chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 75 points.	Up to 2
Two-horse light chariot with "Regular A" crew of unarmed driver and 1 with B, @ 20 points.	Up to 17
Extra to convert light chariot to heavy by adding 1 with JLS @ 8 points, or to double-arm light chariot archer with JLS, @ 2 points.	Up to 9
Runners before "Regular C" LMI or LI, JLS, Sh, @ 4 points.	Up to 10
Horsemen "Regular C" MC, JLS, Sh, @ 8 points.	Up to 30
Gibborim "Regular B" LMI, JLS, Sh, @ 5 points.	15 to 30
Philistine and "sea people" mercenaries "Regular C" HI, JLS, Sh, @ 6 points.	15 to 30
Spearman "Irregular C" LMI, JLS, Sh, @ 3 points.	60 to 90
Archers "Irregular C" LMI, B, Sh, @ 3 points.	30 to 60
Ally two-horse heavy chariot with "Irregular B" crew of unarmed driver, 1 with JLS and 1 with B, @ 22 points.	Up to 8
Ally spearmen "Regular D" MI, JLS, Sh, @ 3 points, or LI, JLS, @ 2 points.	Up to 60
Arabs "Irregular D" MCm, 2 with B, @ 4 points.	Up to 10
Up to 6 regular command factors @ 10 points.	
Up to 6 regular command factors @ 5 points to give chariot units detachment of runners or horsemen.	
Up to 8 irregular command factors @ 25 points.	

This is the army of David, Solomon and their successors. Since Solomon got his horses from Egypt, I assume he started with Egyptian style chariots. Gibborim "mighty men" are the home-grown part of the regular infantry. Any allies that are used must be accompanied by an ally general. No ally general must command less than 5 chariots including his own and 20 spearmen.



## 20. LIBYAN EGYPTIAN. 950 BC to 750 BC.

C-in-C with B, JLS in two-horse light chariot with "Regular A" crew of unarmed driver, or mounted on horse as HC or LC, JLS, @ 100 points.	1
Sub-General with B, JLS in two-horse light chariot with "Regular A" crew of unarmed driver, @ 50 points.	Up to 2
Two-horse light chariot with "Regular A" crew of unarmed driver and 1 with B, JLS, @ 22 points.	3 to 12
Two-horse light chariot with "Regular C" crew of unarmed driver and 1 with B, @ 18 points.	Up to 10
Extra to give chariot archer JLS in addition, @ 2 points.	Up to 10
Chariot runners "Regular C" LMI or LI. Half each body JLS, Sh, other half B, Sh, all @ 4 points.	Up to 18
Cavalry "Regular C" LC, JLS, Sh, @ 8 points.	6 to 12
Cavalry "Regular C" LC, B, @ 6 points.	6 to 18
Shardana Royal Guard "Regular B" HI, JLS, Sh, @ 7 points.	12 to 24
Egyptian Royal Guard "Regular C" HI, JLS, Sh, @ 6 points.	6 to 12
Sea peoples "Irregular B" LMI, JLS, Sh, @ 4 points.	20 to 50
Libyans "Irregular C" LI, JLS, @ 2 points.	20 to 50
Nubians "Irregular C" LI, B, @ 2 points.	10 to 24
Egyptian spearmen "Regular D" MI, JLS, Sh, @ 3 points.	Up to 48
Egyptian archers "Regular D" MI, B, @ 2 points.	Up to 48
Extra to upgrade Egyptian archers to HI, @ 2 points.	Up to 12
Egyptian axemen "Regular D" MI, 2HCW, Sh, @ 3 points.	Up to 12
Palestinians or Arabs "Irregular D" LI, JLS, @ 1 point.	Up to 15
Up to 16 regular command factors @ 10 points.	
Up to 3 regular command factors @ 5 points to give chariot units a runner detachment.	
Up to 8 irregular command factors @ 25 points.	

The successors of Ramesses III were weak rulers, and the kingdom split into northern and southern domains. The priests of Amun gained control of the south and Egyptian kings in the north were unable to resist waves of Libyan immigration that augmented the Libyans and sea peoples allowed to settle earlier in return for military service. Eventually, a Libyan chieftain called Shesonk made himself Pharaoh over the whole of the north. The next three dynasties were all of Libyan descent but largely Egyptian culture. They managed to re-assert Egyptian influence in Syria, which had long been abandoned for the Philistines and Hebrews to fight over, and sacked Jerusalem after defeating King Rehoboam in 925 BC. They were unable to gain control over southern Egypt, which was under the influence of the Kushite rulers of Nubia and further south. A last attempt to do so led to their own overthrow. The army of this period depended heavily on sea people and Libyan mercenaries, and the native Egyptian part of the army lost status in consequence. However, the army was now much stronger in cavalry than under the New Kingdom, and seems to have been quite effective. Chariot runners must not exceed the chariots in the unit they are attached to by more than 1.

## 21. INDIAN. 900 BC to 430 AD.

C-in-C with JLS mounted astride elephant with "Irregular B" crew of driver with JLS, @ 106 points, or with LB and JLS in elephant howdah with "Irregular B" crew of unarmed driver and unarmed man with umbrella PA standard, @ 115 points.	1
Sub-General with LB in four-horse heavy chariot with "Irregular B" crew of 2 drivers with JLS, 1 with LB, and 2 with JLS, @ 80 points.	Up to 1
Ally-General with LB and JLS in elephant howdah with "Irregular B" crew of unarmed driver and unarmed man with umbrella P standard, @ 80 points.	Up to 2
Extra to provide P standard of other form for general lacking umbrella carrier, @ 5 points.	All or none
Elephants with "Irregular B" crew of unarmed driver and 2 with JLS or LB, @ 42 points.	Up to 8
Extra to give unarmed elephant drivers or umbrella carriers JLS, @ 6 points.	Up to 14
Two-horse heavy chariot with "Irregular B" crew of driver with JLS, 2 with LB, @ 30 points.	Up to 8
Extra to upgrade chariot by adding 2 extra horses, extra driver with JLS, and 2 extra warriors with JLS, @ 24 points.	Up to 8

Cavalry "Irregular C" MC, JLS, Sh, @ 7 points.	20 to 40
Cavalry "Irregular C" HC, JLS, Sh, @ 9 points.	Up to 10
Extra to upgrade "Irregular C" MC or HC to "Regular C", @ 2 points.	Up to 30
Cavalry "Irregular B" EHC, L @ 10 points.	Up to 30
Arjunayana mercenaries "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 20
Skythian mercenaries "Irregular C" LC, B, @ 4 points.	Up to 15
Bactrian mercenary hoplites "Regular C" HI, LTS, Sh, @ 6 points.	Up to 24
Infantry "Regular D" or "Irregular C" MI, LB, 2HCW, @ 3 points.	40 to 100
Infantry "Regular D" or "Irregular C" MI, JLS, 2HCW, Sh, @ 4 points.	Up to 50
Extra to upgrade MI to HI, @ 2 points.	Up to 20
Skirmishers "Irregular C" LI, LB, 2HCW, @ 3 points.	Up to 15
Skirmishers "Irregular C" LI, JLS, 2HCW, Sh, @ 4 points.	Up to 10
Maiden guard "Regular A" LMI, JLS, Sh, @ 6 points.	Up to 12
Up to 8 regular command factors @ 10 points.	
Up to 10 irregular command factors @ 25 points.	

An army of 800 BC to 320 BC cannot have howdahs, regulars, EHC, HC, LC, HI or LMI. An army of 320 BC to 220 BC cannot have two-horse chariots, EHC, LC or hoplites. An army of 220 BC to 50 AD cannot have chariots, EHC or regulars other than maiden guard and hoplites. An army of 50 AD onwards cannot have chariots or any regulars except maiden guard. No army may have more chariots than elephants. The chief difference in dress from 50 AD onwards is that unarmoured Indian cavalry and infantry often add a brightly coloured upper garment resembling a shrunken tee shirt exposing 6" of midriff. The maiden guards were originally recruited from Greek girls. They are depicted with bare bosom, necklaces and bangles and carry a small round shield. Several of the Minifigs Aureola Rococo 25mm fantasy range women warriors convert quite well with a long wraparound skirt of tinfoil. For EHC of the Kushan period, use Parthian SHC riders, but mount them on horses with partial metal armour in front only. The best and most realistic tactic with Indians is to use the elephants as the main offensive arm, supported by archery, and to use chariots on the wings to support the cavalry. Skythians can fight in wedge.

## 22. KUSHITE EGYPTIAN. 750 BC to 660 BC.

Kushite C-in-C with B, JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 100 points.	1
Kushite Sub-General mounted on horse as HC, JLS, Sh, @ 50 points.	Up to 2
Egyptian Ally-General with B, JLS in two-horse light chariot with "Regular A" crew of unarmed driver, @ 75 points.	*1
Kushite two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with B, JLS, @ 17 points.	4 to 9
Kushite cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	8 to 30
Kushite cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	Up to 30
Extra to upgrade Kushite chariots and cavalry to "Irregular A", @ 1 point.	All or none
Kushite archers "Irregular C" LMI or LI, B, @ 2 points.	50 to 96
Kushite javelinmen "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	20 to 60
Kushite slingers "Irregular C" LI, S, @ 2 points.	10 to 36
Extra to give slingers shields, @ 1 point.	All or none
Extra to upgrade all Kushite infantry to "Irregular A", @ 2 points.	All or none
Egyptian two-horse light chariot with "Regular A" crew of unarmed driver and 1 with B, JLS, @ 22 points.	*4 to 9
Egyptian cavalry "Regular C" LC, JLS, Sh, @ 8 points.	*6 to 12
Egyptian cavalry "Regular C" LC, B, @ 6 points.	*6 to 18
Egyptian spearmen "Regular D" MI, JLS, Sh, @ 3 points.	*12 to 36
Egyptian archers "Regular D" MI, B, @ 2 points.	*12 to 48
Egyptian axemen "Regular D" MI, 2HCW, Sh, @ 3 points.	Up to 12
Up to 12 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

The Kushites were the descendants of the wild tribes south of Nubia, reinforced by immigration from the Egyptianised population of Nubia. Their kings had adopted many of the trappings of Egyptian kingship and were fanatically devoted to the Egyptian religion. When the Libyan Pharaoh Tefnakht attempted to extend his control to southern Egypt, till then ruled by the priests of Amun, the Kushite King Piankhy retaliated by sending a crusading army down the Nile to restore the decadent northerners to godliness, defeated their combined armies and became Pharaoh of all Egypt. A series of wars with Assyria for control of Syria followed, with eventual defeat for the Kushites, who were driven right out of Egypt to found the Kingdom of Meroe in the Sudan. A native Egyptian dynasty then ruled from a capital at Sais, initially as vassals of Assyria, but gaining independence when Assyria fell. I suggest using Egyptian figures painted as negroes for Pharaoh and charioteers and Blemye and Nubian figures for other Kushites. Blemye HC can have their armour painted as crocodile skin instead of copper scales to make them MC. Troops marked \* are compulsory only if any Egyptian troops are used. If Egyptians are used, Kushites cannot be "Irregular A". I assume that Kushite relations with Egyptian puppet commanders would be subject to some strain, so have given the latter inferior ally status.

## 23. NEW ASSYRIAN EMPIRE. 745 BC to 610 BC.

C-in-C with B in four-horse heavy chariot carrying P standard with "Regular A" crew of unarmed driver and 1 with JLS, @ 118 points.	1
Sub-General with B in four-horse heavy chariot with "Regular A" crew of unarmed driver and 1 with JLS, @ 58 points.	Up to 2
S standard in four-white horse vehicle led by non-combatant priests, @ 85 points.	Up to 1
Four-horse heavy chariot with "Regular B" crew of unarmed driver, 1 with B and 1 with JLS, @ 32 points.	2 to 9
Extra to upgrade chariot to "Regular A" as Qurubuti Sha Shepi, @ 2 points.	Up to 5
Extra to provide chariot with extra crewman with JLS, @ 8 points if Qurubuti, @ 7 points if not.	All or none
Cavalry "Regular C" MC. Half each body JLS, B, @ 8 points, other half B, @ 6 points.	10 to 48
Extra to upgrade cavalry to "Regular A" Qurubuti Sha Pithalli HC, @ 4 points.	Up to 18
Extra to upgrade cavalry to "Regular B" Kisir Sharruti MC, @ 1 point.	Up to 12
Extra to upgrade all cavalry except Qurubuti to HC, @ 2 points.	All or none
Extra to upgrade all HC to EHC, @ 2 points.	All or none
Quradu "Regular B" HI, JLS, Sh, @ 7 points.	Up to 20
Line infantry "Regular C" MI. Half each unit JLS, Sh, @ 4 points, other half B, @ 3 points.	20 to 40
Extra to upgrade all of line infantry unit to HI, @ 2 points.	Up to 30
Slingers "Regular C" LHI, S, @ 5 points.	Up to 10
Archers "Regular B" LHI. Half unit B, Sh, @ 7 points, other half B, @ 6 points.	Up to 10
Auxiliary infantry "Regular C" LMI. Half each unit JLS, Sh, @ 4 points, other half B, @ 3 points.	20 to 60
Extra to upgrade auxiliary infantry to "Regular B", @ 1 point.	Up to 20
Auxiliary slingers "Irregular C" LI, S, @ 2 points.	Up to 10
Auxiliary archers "Irregular D" LI, B, @ 1 point.	Up to 40
Dikut Mati "Irregular D" MI. Half each unit JLS, Sh, @ 2 points, other half B, @ 1 point, or all of first type.	*20 to 40
Extra to upgrade Dikut Mati to "Regular D", @ 1 point.	All or none
Elamites "Irregular C" LMI, B, @ 2 points.	Up to 20
Skythians "Irregular C" LC, B, @ 4 points.	*5 to 15
Arabs "Irregular D" MCm, 2 with B, @ 4 points, or LCm, B, @ 2 points.	Up to 5
Up to 12 regular command factors @ 10 points.	
Up to 3 regular command factors @ 5 points to give generals in chariots a Qurubuti Sha Pithalli cavalry detachment.	
Up to 8 irregular command factors @ 25 points.	

The army was divided into Qurubuti "household troops", Kisir Sharruti "royal standing army", Sab Sarri "kingsmen" who were equivalent to our territorials, and various levies and mercenaries. We class Qurubuti as "A", Kisir as "B" and Sab Sarri as "C", except that no chariots are classed as worse than "B". Auxiliary is our term for the lighter infantry depicted in cross belts and does not correspond to an Assyrian term. Such troops were mostly Sab Sarri but could be Kisir. Quradu "heroes" were Kisir. Dikut Mati were emergency levies hurriedly equipped from royal arsenals. The "Regular D" option recognises that they could improve during an extended campaign. The unarmoured Assyrian cavalry formerly considered LC are now thought to be MC predating the introduction of cavalry armour. The reliefs justifying the mixed elite LHI archer unit has alternatively been explained as a young prince accompanied by a shield bearer. The use of mixed spear and bow infantry units does not necessarily imply that they were raised as one unit, only that they are operating as one under a single commander. For example, reliefs sometimes show Gurraya auxiliary spearmen alternating with or backed by a second rank of Itu'a archers in a single body. Three-man chariots, HC, MC and line MI cannot be used with four-man chariots, EHC, Dikut Mati or Skythians. Qurubuti Sha Pithalli can only be used in detachments supporting a chariot unit including a general. Minimums marked \* apply only if any figures of either type are used. Skythians can fight in wedge.

## 24. EARLY HOPLITE GREEK. 700 BC to 450 BC.

C-in-C on foot or mounted on horse as HI, LTS, JLS if used by hoplites, Sh, @ 100 points.	1
Greek Ally-General on foot or mounted on horse as HI, LTS, JLS if used by hoplites, Sh, @ 75 points.	Up to 4
Thessalian Ally-General mounted on horse as HC, JLS, @ 75 points.	Up to 1
Spartan Sub-General on foot as HI, LTS, Sh, @ 50 points.	Up to 2
Hoplites "Regular C" HI, LTS, Sh, @ 6 points.	69 to 200
Extra to give hoplites JLS or upgrade Spartan hoplites to "Regular B", Spartiates, @ 1 point.	Up to 180
Extra to make hoplites mounted infantry, @ 2 points.	Up to 15
Thessalian nobles "Irregular B" HC, JLS, @ 7 points.	Up to 5
Thessalian cavalry "Irregular C" LC, JLS, @ 4 points.	Up to 24
Theban cavalry "Regular C" MC, JLS, @ 6 points.	Up to 12
Other Greek cavalry "Irregular C" MC, JLS, @ 4 points.	Up to 12
Extra to upgrade MC to HC, @ 2 points.	Up to 18
Archers "Irregular C" LI, B, @ 2 points.	Up to 18
Extra to upgrade Athenian archers to "Regular C", @ 1 point.	Up to 12
Javelinmen "Irregular C" LI, JLS, @ 2 points.	6 to 48
Slingers "Irregular C" LI, S, @ 2 points.	Up to 12
Extra to give javelinmen or slingers Sh, @ 1 point.	Up to 48
Thracians "Irregular C" LMI, ½ JLS, ½ JLS or LTS, Sh, @ 3 points.	Up to 12
Up to 8 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

An army including Spartans must have a Spartan C-in-C. An army including Thebans must include a Theban general, if Thessalian nobles or more than 12 Thessalians a Thessalian general, and if Athenians an Athenian General. A junior general, other than a Spartan, of the C-in-C's nationality is assumed to be sufficiently disloyal to qualify as an ally rather than a subordinate. An allied general must control at least 23 hoplite or cavalry figures. Generals should normally accompany a unit of their own type and nationality and fight in its front rank. At least half the Spartan hoplites present must be Spartiates classed as "Regular B", the rest other Laconians classed as "Regular C". The mid-6th century Spartan poet Tyrtaeus describes hoplites lacking JLS at a time when other nations' hoplites still used them. The Spartans cannot have cavalry. If any hoplites have JLS, Thracians and HC cannot be used and LI cannot have shields. Thessalian horsemen can fight in wedge.

## 25. SKYTHIAN OR HSIUNG NU. 700 BC to 50 BC.

C-in-C mounted on horse as HC or EHC, JLS, B, Sh, @ 100 points.	1
Sub-General mounted on horse as LC, HC or EHC, JLS, B, Sh, @ 50 points.	Up to 2
P standard for general, @ 5 points.	Up to 3
Noble cavalry "Irregular B" HC, JLS, B, @ 8 points.	Up to 21
Extra to upgrade Skythian noble cavalry to EHC, @ 2 points.	Up to 11
Horse archers "Irregular C" LC, B, @ 4 points.	60 to 200
Extra to provide horse archers with JLS in addition, @ 1 point.	Up to ¼
Extra to give noble cavalry or up to ½ Hsiung Nu horse archers Sh, @ 2 points.	Up to 60
Foot archers "Irregular D" LI, B, @ 1 point.	*30 to 60
Foot spears "Irregular D" LMI or LI, JLS, @ 1 point.	*40 to 80
Foot axes "Irregular D" LMI, 2HCW, @ 1 point.	*10 to 20
Extra to provide foot spears or axes with Sh, or axes with B, @ 1 point.	Up to ½
70 paces of set-up wagon laager @ 70 points, or 3 carts each with 1 yoke of oxen totalling 30 points, or 1 wagon with 2 yoke of oxen @ 20 points.	Up to 6
Up to 24 irregular command factors @ 25 points.	

Skythians fought Medes, Persians, Macedonians, Bactrian Greeks and Indians very successfully, but were defeated and absorbed by Sarmatians and Parthians. Their nations included Dahae, Sakae and Massagetae. The related Hsiung Nu fought China. Foot on or behind carts or wagons or behind oxen count as defending a linear obstacle and in partial cover from shooting. Enemy following up a recoil count as crossing an obstacle. Men in wagons, but not carts, count as on higher ground. A set-up laager consists of wagons or carts already in position, with or without animals. Other wagons or carts must be moved into position. Animals can be shot down, destroying both obstacle and cover, and wagons and carts can be set on fire. Armed females can be included. Minimums marked \* apply only if any foot are used. All horsemen can fight in wedge while mounted.

## 26. ILLYRIAN. 700 BC to 10 AD.

C-in-C mounted on horse as HC or LC, JLS, Sh if used by cavalry, or on foot as HI or LHI, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC or LC, JLS, Sh if used by cavalry, or on foot as LHI, JLS, Sh, @ 50 points.	Up to 2
Syracusan Ally-General mounted on horse as HC, JLS, @ 75 points.	*1
Cavalry "Irregular B" LC, JLS, @ 5 points.	Up to 15
Extra to give cavalry Sh, @ 2 points.	All or none
Warriors "Irregular B" LMI, JLS, Sh, @ 4 points.	80 to 200
Extra to give warriors LTS in addition, @ 1 point.	Up to 120
Slaves "Irregular D" LMI, JLS, Sh, @ 2 points.	20 to 200
Archers "Irregular D" LI, B, @ 1 point.	Up to 10
Slingers "Irregular D" LI, S, @ 1 point.	Up to 20
Javelinmen "Irregular D" LI, JLS, @ 1 point.	Up to 30
Extra to give LI Sh, @ 1 point.	Up to 60
Extra to upgrade LI to "Irregular B" if assumed to be Illyrian rather than slave, @ 2 points.	Up to 60
Illyrians equipped by Syracuse as hoplites "Irregular B" MI, LTS, Sh, @ 4 points.	*24
Mercenary Gauls "Irregular A" LMI, JLS, Sh, @ 5 points.	*20 to 60
Mercenary Spaniards "Irregular C" LMI, HTW, Sh, @ 3 points.	*20 to 48
Mercenary hoplites "Regular C" MI, LTS, Sh, @ 4 points.	Up to 48
Mercenary Cretans "Regular C" LI, B, @ 3 points.	Up to 12
Mercenary Greek cavalry "Regular C" HC, JLS, @ 8 points.	Up to 6
Extra to upgrade HC to "Regular A", @ 2 points.	Up to 2
Mercenary Greek or Italian light cavalry "Regular C" LC, JLS, @ 6 points.	Up to 12
Extra to give Italian LC Sh, @ 2 points, as Tarantines.	Up to 6
Up to 6 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

The Illyrians' most aggressive period was from 450 BC to the subjugation of most of the tribes by the Romans in 148 BC. I have classed native Illyrians as "Irregular B" to bring out their historical propensity for getting themselves into tight places by rash behaviour. I have left open the question of whether their LI were slaves, native or a mixture. The mercenaries and Syracusan arms were supplied by Dionysius I for a campaign against Epiros in 385 BC. Minimums marked \* apply only if any mercenaries or Syracusan-supplied arms are used, in which case Illyrian cavalry cannot have shields. The maximum number of mercenary figures allowed is 100.

## 27. THRACIAN. 700 BC to 46 AD.

Thracian C-in-C mounted on horse as HC, JLS, Sh if used by cavalry, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, Sh if used by cavalry, or on foot as LHI, JLS, Sh, @ 50 points.	Up to 2
Greek Ally-General mounted on horse as HC, JLS, @ 75 points.	*1
Noble cavalry "Irregular B" HC, JLS, @ 7 points.	Up to 15
Light horse "Irregular B" LC, ½ JLS, ½ JLS or B, @ 5 points.	24 to 84
Extra to give JLS-armed cavalry Sh, @ 2 points.	Any or all
Javelinmen "Irregular C" LI, JLS, @ 2 points.	20 to 60
Peltasts "Irregular C" LMI, ½ JLS, ½ JLS or LTS, Sh, @ 3 points.	75 to 200
Extra to give peltast 2HCW as well as JLS, @ 1 point.	Any or all
Extra to upgrade javelinmen or peltasts to "Irregular B", @ 1 point.	Up to 24
Slingers "Irregular C" LI, S, @ 2 points.	Up to 20
Extra to give javelinmen or slingers Sh, @ 1 point.	Up to 50
Archers "Irregular C" LI, B, @ 2 points.	10 to 40
Greek hoplites "Regular C" MI, LTS, Sh, @ 4 points.	*12 to 60
Greek peltasts "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 36
Extra to give Greek peltasts LTS as well as JLS, @ 1 point.	All or none
Up to 6 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	
Up to 3 irregular command factors @ 10 points to provide cavalry units with a detachment of javelinmen.	

Junior Thracian generals are classed as subordinate instead of allied because if they had the freedom of choice associated with allies, they would not have come! Herodotus said that the Thracians would have conquered the world if they had only combined, but they enjoyed fighting each other too much to bother. He also said that they were at their most bloodthirsty when things were going their way, which I take as indicating that they are best classed as "Irregular C". The best way of getting them into an impetuous charge on the wargames table will therefore be for the general to lead the way with his heavy cavalry and provide an encouraging enemy rout. Thracians paint up very prettily, love difficult terrain and will usually outscout the opposition. Famous Greek mercenary generals in Thracian service included Xenophon and Iphicrates, the possible creator of the new style peltast with long shield and armed with long thrusting spear as well as javelins. The minimums marked \* apply only if any Greeks are used. If so, cavalry cannot have Sh or peltasts 2HCW. Thrace became a Roman client kingdom in about 25 BC, and a Roman province in 46 AD. Troops raised in the province were identical to other Roman auxiliaries. All Thracian cavalry can fight in wedge.

## 28. EARLY ACHAEMENID PERSIAN. 670 BC to 420 BC.

C-in-C with B and JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or mounted on horse equipped as cavalry bodyguard, @ 100 points.	1
PA standard to be carried by cavalry bodyguard, @ 30 points.	Up to 1
S standard in four-white horse vehicle with non-combatant priest, @ 85 points.	Up to 1
Sub-General mounted on horse equipped as cavalry bodyguard, @ 50 points.	Up to 2



Guard cavalry "Regular A" HC, JLS, B, @ 12 points.	Up to 10
Persian or Median cavalry "Irregular B" HC, JLS, B, @ 8 points.	10 to 30
Extra to give guard, Persian and Median cavalry Sh, @ 2 points.	All or none
Bactrian cavalry "Irregular C" LC, JLS, B, @ 5 points.	Up to 10
Skythian cavalry "Irregular C" LC, B, @ 4 points.	Up to 18
Theban cavalry "Regular C" MC, JLS, @ 6 points.	*6
Extra to upgrade Theban cavalry to HC, @ 2 points.	Any or all
Thessalian cavalry "Irregular D" LC, JLS, @ 3 points.	*12
Immortals "Regular A" HI, JLS, Sh or B, @ 8 points.	20 to 50
Persian or Median infantry "Irregular C" MI, JLS, Sh, or JLS, B, or B, Sh, @ 3 points.	30 to 80
Extra to upgrade Persian or Median infantry to HI, @ 2 points.	Any or all
Extra to uparm Immortals and Persian and Median infantry to JLS, B, Sh, @ 1 point.	All or none
Assyrian and Chaldaean infantry "Regular D" MI, ½ unit JLS, Sh, @ 3 points, other ½ B, @ 2 points.	Up to 20
Bactrian infantry "Irregular C" LMI, JLS, B, @ 3 points.	Up to 40
Skythian infantry "Irregular D" LI, B, @ 1 point.	Up to 10
Mysian, Mares or Colchian infantry "Irregular D" LI, JLS, Sh, @ 2 points.	Up to 20
Paphlagonian, Pisidian, Cabelees, Moschi or Tibareni infantry "Irregular D" LMI, JLS, Sh, @ 2 points.	Up to 30
Carduchian infantry "Irregular D" LI, LB, @ 1 point.	Up to 10
Milyae infantry "Irregular D" LI, ½ unit JLS, other ½ B, @ 1 point.	Up to 10
Ethiopian infantry "Irregular D" LI, JLS, B, @ 2 points.	Up to 10
East Ethiopian infantry "Irregular D" LI, B, Sh, @ 2 points.	Up to 10
Arab, Caspi, Paricanii and similar infantry "Irregular D" LI, B, @ 1 point.	Up to 20
Libyan infantry "Irregular D" LI, JLS, @ 1 point.	Up to 10
Indian infantry "Irregular D" MI or LI, LB, 2HCW, @ 2 points.	Up to 10
Extra to upgrade any "Irregular D" infantry except Arabs to "Irregular C", @ 1 point.	Up to 40
Thracian infantry "Irregular C" LMI, ½ JLS, ½ JLS or LTS, Sh, @ 3 points.	Up to 20
Lydian and Medizing-Greek hoplites "Regular D" HI, LTS, Sh, @ 5 points.	*24 to 48
Extra to upgrade hoplites to "Regular C", as Thebans, @ 1 point.	Up to ½
Egyptian marines "Regular D" LMI, LTS or 2HCW, Sh, @ 3 points.	Up to 20
Phoenician marines "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 30
Lycian marines "Irregular C" LHI, JLS, B, @ 5 points.	Up to 10
Arab camelry "Irregular D" LCm, B, @ 2 points.	Up to 5
Indian two-horse heavy chariot with "Irregular B" crew of driver with JLS and 2 with LB, @ 30 points.	Up to 1
Libyan four-horse light chariot with "Irregular C" crew of unarmed driver and 1 with JLS, @ 19 points.	Up to 2
Extra to upgrade Libyan chariot to heavy chariot by adding 1 with JLS, @ 5 points.	All or none
Cyrus' camelry "Irregular C" HCm, 2 with B, JLS, @ 15 points.	**5 to 15
Cyrus' four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points.	**2 to 6
Cyrus' mobile towers drawn by 4 oxen and manned by "Irregular C" crew of 5 with B, @ 105 points.	**1 to 3
Up to 10 regular command factors @ 10 points.	
Up to 30 irregular command factors @ 25 points.	

The PA standard can be an antique shield on a pole or vexillum bearing the Ahura-Mazda symbol, or a golden image of an eagle killing a snake. The S standard is a golden sun disc on a pole mounted in a sacred chariot. It influences only Persians, Medes and Bactrians. Most of the troops mentioned above are taken from Herodotus' list of those taking part in Xerxes invasion of Greece. Other troops specified by him as equivalent can be substituted if desired. Conventional opinion follows Herodotus in assuming that generals, Guards, Immortals and Persian and Median cavalry and infantry all carried spear, bow and shield. This has recently been questioned as inconsistent with representations in contemporary art. The alternative view is that cavalry were unshielded, and that only the front rank of infantry carried large shields, rear ranks being primarily archers, though often carrying spear or shield in addition. Minimums marked \* or \*\* apply only if troops so marked are used. Those marked \*\* are ascribed by Xenophon to Cyrus the Great. The scythed chariots and towers are probably fictional, but since the camelry improvised with baggage camels are also mentioned by Herodotus, all three gimmicks are included on the off-chance that they were used. The camelry gimmick is the only one of the three that can be used without

the other two. If any are used, the only other troops the army can include are Guard, Persian and Median cavalry and Immortal, Persian, Median, Assyrian and Paphlagonian infantry, as the empire had not spread far enough to include any of the other races, even the Skythians that Xenophon describes as present. The towers are said to have had 20 archers and to have been drawn by 8 yoke of oxen. The version specified here takes account of the different troop scales specified by the rules for figures and models. The number of scythed chariots must not be more than double that of towers. Persian cavalry shields are attested by an Akkadian letter of 423 BC, and Indians with massive swords are depicted at Persepolis. Immortals and other Persian and Median infantry are recorded as having propped up large shields to shoot from in partial cover behind them, so are allowed to do so under the rules. Thessalian and Skythian cavalry can fight in wedge.

## 29. SAITIC EGYPTIAN. 660 BC to 525 BC and 405 BC to 335 BC.

C-in-C with B in four-horse heavy chariot with "Regular A" crew of unarmed driver and 1 with JLS, @ 108 points, or mounted on horse as HC, B, @ 100 points.	1
Sub-General with B in four-horse heavy chariot with "Regular A" crew of unarmed driver and 1 with JLS, @ 58 points, with B, JLS in two-horse light chariot with "Regular A" crew of unarmed driver, @ 50 points, or mounted on horse as HC, B, @ 50 points.	Up to 2
Four-horse heavy chariot with "Regular A" crew of unarmed driver, 1 with B and 1 with JLS, @ 34 points.	Up to 4
Two-horse light chariot with "Regular B" crew of unarmed driver and 1 with B, JLS, @ 21 points.	Up to 10
Chariot runners "Regular C" LMI. Half body JLS, Sh, other half B, Sh, all @ 4 points.	Up to 12
Escort cavalry "Regular A" HC, B, @ 10 points.	Up to 4
Cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 12
Cavalry "Irregular C" LC, B, @ 4 points.	Up to 20
Guard spearmen "Regular C" MI, LTS or JLS, Sh, @ 4 points.	12 to 24
Guard archers "Regular C" MI, B, @ 3 points.	Up to 24
Extra to upgrade guard to HI, @ 2 points.	Up to 24
Levy spearmen "Regular D" MI, LTS or JLS, Sh, @ 3 points.	48 to 96
Levy archers "Regular D" MI, B, @ 2 points.	12 to 36
Levy javelinmen "Regular D" LMI, JLS, Sh, @ 3 points.	Up to 12
Marines "Regular C" LMI, LTS, or JLS or 2HCW, Sh, @ 4 points.	Up to 12
Nubians "Irregular C" LI, B, @ 2 points.	Up to 20
Libyans "Irregular C" LI, JLS, @ 2 points.	Up to 15
Remnant Assyrian cavalry "Regular D" EHC. Half unit JLS, B, @ 11 points, other half B, @ 9 points.	Up to 12
Remnant Assyrian infantry "Regular D" HI. Half unit JLS, Sh, @ 5 points, other half B, @ 4 points.	Up to 12
Greek Ally-General on foot as HI, LTS or JLS, @ 75 points.	Up to 1
Ionian Greek hoplites "Regular C" HI, LTS or JLS, @ 6 points.	12 to 47
Up to 12 regular command factors @ 10 points.	
Up to 1 regular command factor @ 5 points for runner detachment.	
Up to 6 irregular command factors @ 25 points.	

The only monumental depiction of chariots from this period is fragmentary, but seems to show a vehicle similar to earlier Egyptian chariots. However, a burial of a four-horse chariot team is known and a heavy chariot wheel has also been found, so I assume some larger chariots existed and were similar to four-horse chariots elsewhere. The chariot runners must be in a detachment supporting a heavy chariot unit. Escort cavalry can be used only as bodyguards for generals mounted on horses instead of in chariots. Ionian hoplites were later than mainlanders in adopting the long thrusting spear. The Egyptian infantry probably adopted it after seeing its use by Greeks, and it was certainly in use by 480 at the latest, probably before 525. Egyptians can use LTS only if there are no chariots not carrying generals and no Assyrians, in which case hoplites must use LTS. The Egyptian guard infantry are the two regiments of Hermotybies and Kalasyries mentioned by Herodotus. If only some are to be armoured, the archers must have priority. Egyptian infantry were not organised in mixed spear and archer units. The Assyrians are the remains of garrisons stranded after the fall of the Assyrian empire. A Greek allied general must be used if there are more than 12 hoplites. He cannot command Egyptians. Egypt was conquered by the Persians in 525, but a native dynasty regained control in 405. The Persians regained the country in 343, lost it briefly to a revolt in 335, then permanently to Alexander in 331.

### 30. EARLY ITALIAN. 650 BC to 275 BC.

Roman, Etruscan, Samnite, Volscian or Greek C-in-C mounted on horse as HC, JLS, Sh if used by nation's cavalry, or Etruscan C-in-C with JLS in four-horse light chariot with "Regular A" crew of unarmed driver, or Greek C-in-C mounted on horse or on foot as HI, LTS, JLS if used by hoplites, Sh, @ 100 points.

1

Roman, Etruscan, Samnite, Umbrian, Volscian, Apulian, Campanian, Lucanian or Greek Ally-General mounted on horse as HC, JLS, Sh if used by nation's cavalry, or Gallic Ally-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or Greek Ally-General mounted on horse or on foot as HI, LTS, JLS if used by hoplites, Sh, @ 75 points.

Up to 3

Roman equites "Regular B" MC, JLS, Sh, @ 9 points.

\*8 to 34

Extra to upgrade Roman equites to "Regular A", @ 1 point.

Up to 6

Roman 1st class "Regular B" HI, LTS, Sh, @ 7 points.

\*20 to 80

Roman 2nd class "Regular B" LMI or MI, LTS, Sh, @ 5 points.

\*10 to 40

Roman 3rd class "Regular C" LMI or MI, LTS, Sh, @ 4 points.

\*10 to 40

Roman 4th class "Regular C" LI, LTS, JLS, @ 4 points.

\*10 to 40

Roman 5th class "Regular C" LI, S, @ 3 points.

\*14 to 60

Etruscan four-horse light chariot with "Regular A" crew of unarmed driver and 1 with JLS, @ 26 points.

Up to 6

Etruscan cavalry "Regular C" HC, JLS, Sh, @ 10 points.

Up to 10

Extra to upgrade Etruscan cavalry to "Regular A", @ 2 points.

Up to 4

Etruscan hoplites "Regular D" HI, ½ LTS, ½ LTS or HTW, Sh, @ 5 points.

\*36 to 200

Etruscan javelinmen "Irregular C" or "Regular D" LI, JLS, @ 2 points.

Up to 20

Etruscan archers "Irregular C" or "Regular D" LI, B, @ 2 points.

Up to 10

Samnite or Umbrian cavalry "Regular B" MC, JLS, @ 7 points.

Up to 15

Extra to upgrade Samnite or Umbrian cavalry to "Regular A" HC, @ 3 points.

Up to 4

Samnite or Umbrian infantry "Regular C" LMI, JLS, Sh, @ 4 points.

\*40 to 300

Extra to upgrade Samnite infantry to LHI, @ 2 points.

Up to ½

Volscian cavalry "Irregular B" HC, JLS, @ 7 points.

Up to 9

Volscian spearmen "Irregular C" LMI, LTS, JLS, Sh, @ 4 points.

\*30 to 300

Extra to upgrade Volscian spearmen to LHI, @ 2 points.

Up to ½

Volscian skirmishers "Irregular C" LI, ½ JLS, ½ JLS or B, @ 2 points.

Up to 20

Extra to give Volscian skirmishers Sh, @ 1 point.

Any or all

Campanian, Lucanian or Apulian cavalry "Regular B" MC, JLS, @ 7 points.

\*20 to 40

Extra to upgrade Campanian or Lucanian cavalry to HC, @ 2 points.

Up to 4

Campanian or Apulian hoplites "Regular C" MI, LTS, Sh, @ 4 points.

\*12 to 48

Extra to upgrade Campanian or Apulian hoplites to HI, @ 2 points.

½ to all

Other Campanian, Lucanian or Apulian foot "Regular C" LMI, JLS, Sh, @ 4 points.

\*10 to 30

Greek cavalry "Regular C" MC, JLS, @ 6 points.

\*6 to 12

Extra to upgrade Greek cavalry to HC, @ 2 points.

Any or all

Greek hoplites "Regular C" MI, LTS, Sh, @ 4 points.

\*24 to 48

Extra to upgrade Greek hoplites to HI, LTS, JLS, Sh, @ 3 points.

All or none

Greek javelinmen "Irregular C" LI, JLS, @ 2 points.

\*6 to 12

Gallic two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points.

Up to 5

Gallic cavalry "Irregular B" MC, JLS, Sh, @ 7 points.

Up to 10

Extra to upgrade Gallic cavalry to HC, @ 2 points.

Up to ½

Gallic foot warriors "Irregular C" LMI, JLS, Sh, @ 3 points.

\*30 to 50

Extra to upgrade Gallic foot warriors to "Irregular A", @ 2 points.

Any or all

Gallic skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.

Up to 10

Up to 20 regular command factors @ 10 points.

Up to 12 irregular command factors @ 25 points.

This list covers all the warring nations of Italy from the reorganisation of the Roman army by Servius Tullius until that attributed to Camillus and probably dating to between 400 and 340 BC. It then covers all nations except the Romans up till 285 BC. Of those nations not specifically mentioned, treat Latins as Romans, Sabines as Umbrians, and Aequians or Hernicians as Volscians. The Greeks are those of Greek colonies in Italy, principally Cumae. Historical alliances included Roman with Greek, Etruscan with Greek, Etruscan with Sabine, Roman with Samnite, Roman with Hernician, Samnite with Etruscan, Samnite with Etruscan, Umbrian and Gallic, and Etruscan with Gallic. Not all the members of an alliance necessarily turned up on the same battlefield, though they could have and sometimes did. Romans, Etruscans, Samnites, Volscians, Greeks and Gauls also fought alone, the latter two having separate lists providing a larger choice than here. All assistant generals are treated as allies rather than subordinates. In most cases, this is because large armies were made up by a number of cities or sub-tribes. In the case of the Romans, we assume it to be the result of politics, the two generals possibly being the two consuls or a dictator and his master of horse. Every nation used must provide a general. Minimums marked \* apply only if any troops of that nation are used. If Etruscans use chariots, Etruscan hoplites must all be armed with LTS, and the only allies allowed are Greeks, whose hoplites must be HI. The main source for this period has to be Livy, supplemented by archaeology. It is not clear from his account whether 2nd and 3rd class Roman infantry formed up in one body with the hoplite-equipped 1st class, or separately in looser formation, as is now the fashionable opinion. He is quite clear that the 4th class did not have shields. However, he describes both Roman cavalry and Volscian infantry as shielded. I have taken his description of the Etruscans as "effeminate, lazy, greedy and pleasure loving" as license to downgrade their infantry to "Regular D". Their cavalry were their best troops. My reasons for classing the various unshielded Oscan cavalry as MC instead of LC are firstly, that many of the representations in art show unarmoured riders on horses which are partially armoured, and secondly, that during the Hannibalic War, Roman allied cavalry recruited from those nations were unable to cope with skirmishing Numidian LC. Finally, it is worth pointing out that a player with the troops for this list would have all those needed for a wargames campaign involving up to a dozen players.

## SUPPLEMENT FOR ROMANS AFTER CAMILLAN REFORMS.

Roman skirmishers attached to hastati "Regular B" LI, LTS, JLS, @ 5 points.	5 to 15
Roman hastati "Regular B" HI, HTW, Sh, @ 7 points.	40 to 150
Roman principes "Regular C" HI, all HTW or all LTS, Sh, @ 6 points.	50 to 150
Roman triarii "Regular B" HI, LTS, Sh, @ 7 points.	15 to 45
Rorarii "Regular C" HI, LTS, Sh, @ 6 points.	*15 to 45
Accensi "Regular D" HI, LTS, Sh, @ 5 points.	*15 to 45
Incendiary pigs, @ 5 points.	Up to 4
2-axle wagon drawn by 2 yoke of oxen, equipped with anti-elephant devices and fire pot, and carrying 4 "Regular C" LI, S or B, @ 41 points total.	Up to 4
Up to 3 regular command factors @ 10 points to provide hastati units with detachment of skirmishers.	

Hastati, principes and triarii replace the 1st, 2nd and 3rd classes of the Tullian army. Hastati have been upgraded since they were initially the pick of the youth. Triarii are upgraded as veterans. It is not certain that rorarii and accensi were HI with LTS. An alternative explanation is that the rorarii are the former 4th class, and accensi the former 5th. Livy says rorarii were untried youths and accensi the least efficient and reliable part of the population. Minimums marked \* apply only if either type so marked is used, in which case Roman 4th and 5th classes are banned in the same way as the 1st to 3rd. Incendiary pigs and anti-elephant wagons were used by the Romans with little success against Pyrrhus. They are permitted only if the opposing army could have elephants. The cart value includes the cost of one section of caltrops to simulate the effect of the spears, scythes, swinging spiked beams and other nasties with which they were festooned. Elephants charging them count as passing over caltrops and shot at with fire. Cart crews must observe an E target priority in their shooting.

### 31. CARTHAGINIAN. 550 BC to 146 BC.

C-in-C mounted on horse equipped as noble cavalry, @ 100 points.	1
Sub-General mounted on horse equipped as noble cavalry, @ 50 points.	Up to 1
Sicilian Greek Ally-General mounted on horse as HC, JLS, @ 75 points.	*1
Numidian Ally-General mounted on horse as LC or HC, JLS, Sh, @ 75 points.	Up to 1
Noble cavalry "Regular A" HC, JLS, @ 10 points.	Up to 5
Other Poeni cavalry "Regular B" HC, JLS, @ 9 points.	Up to 12
Spanish cavalry "Irregular C" ½ MC, ½ MC or LC, JLS, @ 4 points.	Up to 24
Extra to upgrade Spanish cavalry to "Regular C", @ 2 points.	All or none
Extra to give noble, other Poeni, or Spanish cavalry Sh, @ 2 points.	All or none
Numidian cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	10 to 50
Extra to upgrade Numidian cavalry to "Irregular B" as Numidian Ally-General's bodyguard, @ 1 point.	Up to 9
Gallic cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	Up to 30
Extra to upgrade Gallic cavalry to HC, @ 2 points.	Up to ¼
Campanian cavalry "Regular B" MC, JLS, @ 7 points.	Up to 12
Greek mercenary or allied Sicilian cavalry "Regular C" HC, JLS, @ 8 points.	*2 to 8
Extra to upgrade Sicilian HC to "Regular A" as Sicilian Ally-General's bodyguard, @ 2 points.	Up to 3
Allied Sicilian light cavalry "Regular C" LC, JLS, @ 6 points.	Up to 8
Extra to give Campanian, Greek or Sicilian cavalry Sh, @ 2 points.	Any or all
Poeni citizen infantry "Regular B" MI, LTS, Sh, @ 5 points.	Up to 24
Extra to upgrade Poeni citizen infantry to HI, @ 2 points.	All or none
Libyan spearmen "Regular C" MI, LTS, Sh, @ 4 points.	30 to 60
Extra to upgrade Libyan spearmen to HI with captured Roman armour, @ 2 points.	Up to 48
Spanish scutarii "Irregular D" LMI, HTW, Sh, @ 2 points.	Up to 48
Extra to upgrade Spanish scutarii to "Irregular B" as Celtiberians, @ 2 points.	Up to ½
Spanish caetrati "Irregular D" LI, JLS, Sh, @ 2 points.	Up to 24
Extra to upgrade Spanish scutarii or caetrati to "Regular C", @ 2 points.	Up to 36
Balearic slingers "Irregular C" LI, S, Sh, @ 3 points.	Up to 18
Extra to upgrade Balearic slingers to "Regular C", @ 1 point.	Up to 12
Libyan, Moorish or Numidian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	10 to 50
Ligurian and Sardinian javelinmen "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	Up to 40
Moorish, Numidian or Sardinian archers "Irregular C" LI, B, @ 2 points.	Up to 10
Gallic infantry "Irregular A" LMI, JLS, Sh, @ 5 points.	Up to 20
Gallic infantry "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 60
Allied Sicilian citizen hoplites "Regular D" MI, LTS, Sh, @ 3 points.	*24 to 48
Mercenary hoplites, hired by Carthage or a Sicilian ally "Regular C" MI, LTS, Sh, @ 4 points.	*24 to 48
Mercenary peltasts "Regular C" LMI, JLS, LTS, Sh, @ 5 points.	Up to 24
Campanian, Bruttian or other Italian infantry "Regular D" LMI, JLS, Sh, or MI, LTS, Sh, @ 3 points.	Up to 48
Extra to upgrade Italian infantry to "Regular C", @ 1 point.	Up to 24
Extra to upgrade Italian LMI to LHI or MI to HI, @ 2 points.	Up to ½ each type
Roman deserters and Italians armed in Roman style "Regular D" HI, HTW, Sh, @ 5 points.	Up to 12
Carthaginian four-horse light chariot with "Regular B" crew of unarmed driver and 1 with JLS, @ 25 points.	4 to 8
Extra to upgrade chariot to heavy chariot by adding 1 with JLS, @ 7 points.	All or none
African or Indian elephant with "Irregular C" crew of driver with JLS, @ 35 points.	Up to 4
African elephant with "Irregular D" crew of driver with JLS, @ 34 points.	Up to 8
Extra to increase elephant crew to unarmed driver and 2 in tower with JLS, @ 5 points if "Irregular C" or 4 points if "Irregular D".	All or none
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 2
Up to 20 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	

This list covers the earlier wars in Sicily and elsewhere as well as the Hanniballic war. A Numidian Ally-General must be used if the total of Numidian cavalry plus Libyan, Moorish and Numidian LI exceeds 40 figures. An army of before 275 BC cannot have any shielded cavalry except Numidians, "Irregular C" Gallic infantry, elephants, peltasts, captured Roman armour, Roman deserters or Italians armed in Roman style, Poeni MI not upgraded to HI, or Italian infantry except upgraded Campanian LMI. An army of after 275 BC cannot have chariots, unshielded Poeni or Spanish cavalry, or "Irregular A" Gallic infantry. It cannot have both "Irregular C" and "Irregular D" elephants, or both peltasts and captured Roman armour, deserters or Roman-armed Italians. Minimums do not apply if the troop type in question is not permitted. Minimums marked \* apply only if any type so marked or any other Sicilians are used. Poeni is used to mean those Carthaginians of Phoenician or mixed Libyan and Phoenician descent. Spanish troops other than Celtiberians and veteran mercenaries are downgraded because of their propensity for treachery and desertion. The Gauls had lost their fanaticism by the time of the Roman-Punic wars. Suggestions that the Carthaginians used armoured horses or that their infantry used pikes are pure imagination, backed by no evidence whatever, and inherently most unlikely. The Macedonian infantry said by Livy to have been at Zama are discounted because they are not mentioned by other sources, and because their king was at peace with Rome, had not helped the Carthaginians when they were winning, could not spare troops, and could not have transported them across a firmly Roman controlled sea, especially as his fleet was fully engaged elsewhere at the time. It is also unlikely that Rome's contact with phalangites in the Macedonian war would have been such a shock if such troops had recently been met in Africa. I have assumed that Carthaginian chariots are generally equivalent to Libyan types, but manned by Poeni nobles and organised into regular units. I personally favour the single fighting man hypothesis, but see the remarks under list no. 34. Celtiberian scutarii can fight in wedge. I assume that they would cease to use this formation and lose any special elan on becoming regular.

### 32. LATER HOPLITE GREEK. 450 BC to 275 BC.

C-in-C on foot or mounted on horse as HI, LTS, Sh, or as HC, JLS, @ 100 points.	1
Greek Ally-General on foot as HI, LTS, Sh, @ 75 points.	Up to 4
Syracusan Ally-General mounted on horse as HC, JLS, @ 75 points.	*1
Spartan Sub-General for Spartan C-in-C on foot as HI, LTS, Sh, @ 50 points.	Up to 2
Hoplites "Regular C" MI, LTS, Sh, @ 4 points.	69 to 240
Extra to upgrade Theban hoplites to "Regular A" as Sacred Band, @ 2 points.	Up to 15
Extra to upgrade Spartan hoplites to "Regular A" as Spartiates, @ 2 points.	Up to 120
Extra to upgrade all other Theban and Spartan hoplites to "Regular B", @ 1 point.	All or none
Extra to upgrade Elean, Argive or Arcadian elite hoplites to "Regular B", @ 1 point.	Up to 48
Extra to upgrade a tyrant's bodyguard to "Regular A", @ 2 points.	Up to 12
Extra to upgrade hoplites to HI, @ 2 points.	Up to 24
Peltasts "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 60
Extra to upgrade some Phokian peltasts to "Regular B", @ 1 point.	Up to 12
Extra to give peltasts LTS as well, @ 1 point.	All or none
Cretan archers "Regular C" LI, B, @ 3 points.	Up to 12
Slingers "Irregular C" LI, S, @ 2 points.	Up to 24
Javelinmen "Irregular C" LI, JLS, @ 2 points.	12 to 240
Extra to give Cretans, slingers or javelinmen Sh, @ 1 point.	Any or all
Extra to upgrade slingers or javelinmen to "Regular C", @ 1 point.	Up to 36
Thracians "Irregular C" LMI, ½ JLS, ½ JLS or LTS, Sh, @ 3 points.	Up to 30
Extra to give Thracians 2HCW in addition to JLS, @ 1 point.	Up to 6
Paphlagonian foot "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 20
Syracusan Gauls "Irregular A" LMI, JLS, Sh, @ 5 points.	*20 to 50
Syracusan Spaniards "Irregular C" LMI, HTW, Sh, @ 3 points.	*20 to 50
Greek cavalry "Regular C" MC or LC, JLS, @ 6 points.	5 to 24
Extra to upgrade MC to HC, @ 2 points.	Up to 18
Extra to upgrade Theban or Thessalian HC to "Regular B", @ 1 point.	Up to 24
Extra to upgrade Athenian cavalry from HC to EHC, @ 2 points.	Up to 3
Athenian mercenary horse archers "Irregular C" LC, B, @ 4 points.	Up to 10



Thracian cavalry "Irregular B" LC, JLS, @ 5 points.	Up to 12
Paphlagonian cavalry "Irregular C" LC, JLS, @ 4 points.	Up to 20
Phokian 10 mina stone-thrower with "Regular C" crew of 3, @ 30 points.	Up to 6
Up to 16 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

An army must include a general of each nationality contributing at least 23 hoplite or any Theban, horse archer, "Regular B" peltast or artillery figures. An army including artillery must be commanded by a Phokian C-in-C, must have three times as many LI as artillery crew figures, and cannot include Thebans or Thracians. An army without a Phokian C-in-C and containing Spartan army units must have a Spartan C-in-C. Paphlagonians were employed by Aegesilaus in Asia. They cannot be used unless all the army's generals are Spartans. Minimums marked \* apply only if any Syracusan figures are used, in which case Thebans cannot be used and the C-in-C must be Spartan. The Athenian EHC are taken from Xenophon's recommendations in his "On Horsemanship". There is no evidence that the Athenians actually took any notice, and it is likely that such equipment was rare, if used at all. The Phokians employed massed artillery to the discomfort of Philip of Macedon in 353 BC, and this performance has been emulated by at least one wargames Phokian army. However, it must be pointed out that they were an exceptionally impious nation, robbing the shrine at Delphi to pay mercenaries, and so incurring the detestation of the whole of Greece except their less than scrupulous Spartan and Athenian allies. The owner of such an army should not expect too much from his dice! Thessalian and Thracian cavalry can fight in wedge.

### 33. LATER ACHAEMENID PERSIAN. 420 BC to 330 BC.

C-in-C with B and JLS in two or four-horse light chariot with "Irregular B" crew of unarmed driver, or mounted on horse as HC or EHC, JLS, @ 100 points.	1
PA standard to be carried by cavalry bodyguard, @ 15 points.	Up to 1
S standard in four-white horse vehicle with non-combatant priests, @ 85 points.	Up to 1
Persian Sub-General mounted on horse as HC or EHC, JLS, @ 50 points.	Up to 2
Greek Sub-General mounted on horse as HC, JLS, @ 50 points.	Up to 1
Guard cavalry "Irregular B" HC, JLS, or L, @ 7 points.	Up to 10
Rebel guard cavalry "Irregular A" EHC, JLS, @ 10 points.	Up to 9
Guard infantry "Regular B" HI, JLS, B, Sh, @ 8 points.	Up to 10
Persian cavalry "Irregular C" HC, JLS, @ 6 points.	30 to 55
Extra to upgrade Persian HC to "Irregular B" as satraps' guard, @ 1 point.	Up to 10
Armenians and Kappadokians "Irregular B" EHC, JLS, @ 9 points.	Up to 15
Paphlagonians, Arachosians and similar "Irregular C" LC, JLS, @ 4 points.	15 to 25
Bactrians "Irregular B" EHC, JLS, B, @ 10 points.	Up to 5
Bactrians "Irregular C" LC, JLS, B, @ 5 points.	Up to 30
Skythians "Irregular B" EHC, JLS, B, @ 10 points.	Up to 10
Skythians and Parthians "Irregular C" LC, B, @ 4 points.	Up to 20
Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 4 points.	Up to 60
Greek mercenary peltasts "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 12
Extra to give peltasts LTS in addition, @ 1 point.	All or none
Kardakes "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 100
Extra to give Kardakes B in addition, @ 1 point.	All or none
Egyptians, Carians or Ionian hoplites "Regular D" MI, LTS, Sh, @ 3 points.	Up to 60
Hillmen "Irregular C" LMI, JLS or LTS, @ 3 points.	Up to 20
Persian archers "Irregular C" LI, B, @ 2 points.	Up to 15
Persian slingers "Irregular C" LI, S, Sh, @ 3 points.	Up to 10
Persian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Cretan mercenary archers "Regular C" LI, B, @ 3 points.	Up to 6
Extra to give Cretans Sh, @ 1 point.	Any or all
Thracians "Irregular C" LMI, ½ JLS, ½ JLS or LTS.	Up to 10
Levy and camp servants "Irregular D" LI. Half each unit JLS, Sh, @ 2 points, a quarter S, @ 1 point, remaining quarter B, @ 1 point.	Up to 200

Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points.	Up to 6
Elephant with "Irregular C" crew astride of Indian driver with JLS and either 2 Indians with JLS or LB or 2 Persians with B, @ 45 points.	Up to 1
Indian cavalry "Irregular C" MC, JLS, Sh, @ 7 points.	Up to 10
Heavy bolt-shooter with "Irregular C" crew of 3, @ 50 points.	Up to 4
Up to 6 regular command factors @ 10 points.	
Up to 26 irregular command factors @ 25 points.	

The PA standard can be an antique shield on a pole or a vexillum bearing the Ahura-Mazda symbol, or a golden image of an eagle killing a snake. The S standard is a golden sun disc on a pole mounted in a sacred chariot. It does not influence Armenians, Kappadokians, Paphlagonians, Skythians, Greeks, Egyptians, Hillmen, Cretans, Thracians, Indians or elephant crews. Persian is used here to include also Medes, Parthians, and military settlers from older parts of the empire such as Babylonia and Syria. Artillery was used to defend the Persian Gates pass against Alexander. If rebel guard are used, the army cannot include any other cavalry except Persian "Irregular C" and Paphlagonians, Kardakes, Egyptians, scythed chariots, elephants, Indians, artillery or guard infantry, and hoplites, peltasts, Thracians and Cretans are compulsory. This represents Cyrus' army at Cunaxa. If guard cavalry are armed with lance, Kardakes, Egyptians, Thracians and Cretans cannot be used, the maximum number of hoplite figures permitted is 24, and the King of Kings in his chariot, guard infantry and the elephant are compulsory. This represents Darius' army at Gaugamela. Kardakes must never exceed twice the total of hoplites and Egyptians.

### 34. SYRACUSAN. 410 BC to 210 BC.

C-in-C mounted on horse as HC, JLS, Sh if used by HC, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, Sh if used by HC, @ 50 points.	Up to 2
Mercenary bodyguard "Regular B" HI, LTS, Sh, @ 7 points.	Up to 24
Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 4 points.	30 to 60
Syracusan and allied hoplites "Regular D" MI, LTS, Sh, @ 3 points.	30 to 80
Campanian hoplites "Regular C" MI, LTS, Sh, @ 4 points.	Up to 24
Other Campanian or Samnite foot "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 36
Extra to upgrade Campanians or Samnites to HI or LHI.	Up to 1/2 each type
Etruscans "Regular C" HI, 1/2 LTS, 1/2 LTS or HTW, Sh, @ 6 points.	Up to 24
Gauls "Irregular A" LMI, JLS, Sh, @ 5 points.	Up to 20
Ligurians or Sikels "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 20
Spaniards "Irregular C" LMI, HTW, Sh, @ 3 points.	Up to 20
Archers "Regular C" LI, B, @ 3 points.	8 to 24
Slingers "Regular C" LI, S, @ 3 points.	Up to 24
Javelinmen "Regular C" LI, JLS, @ 3 points.	Up to 24
Extra to give javelinmen, slingers or Cretan archers Sh, @ 1 point.	Any or all
Greek cavalry "Regular C" HC, JLS, @ 8 points.	6 to 24
Greek cavalry "Regular C" LC, JLS, @ 6 points.	6 to 30
Extra to give Greek cavalry Sh, @ 2 points.	Any or all
Campanian cavalry "Regular B" MC, JLS, @ 7 points.	Up to 12
Numidian cavalry "Irregular D" LC, JLS, Sh, @ 5 points.	Up to 20
Libyan four-horse light chariot with "Irregular D" crew of unarmed driver and 1 with JLS, @ 18 points.	*4 to 25
Extra to upgrade light chariot to heavy chariot by adding "Irregular D" crewman with JLS, @ 4 points.	All or none
Libyan infantry "Irregular D" LI, JLS, Sh, @ 2 points.	*30 to 100
Extra to upgrade Numidian cavalry or Libyan chariot fighting crewman to "Regular C", @ 1 point.	Up to 40
Gastraphetoi "Regular C" LI, CB, @ 3 points.	Up to 12
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 8
Up to 16 regular command factors @ 10 points.	
Up to 10 irregular command factors @ 25 points.	

This list represents the armies of the Syracusan tyrants from Dionysius I until the annexation of Syracuse by Rome. If Numidians or Libyans are used, as by Agathocles' in Africa, Spaniards, Ligurians, Sikels, Campanian hoplites and cavalry, shielded Greek HC, Gastraphetoi and artillery cannot be used. Minimums marked \* apply only if any Libyans are used. The three-man chariot depends on a passage in Diodoros which translates as "A 100 chariots and more than 300 charioteers and men to fight beside them". This could alternatively be taken as implying that the extra men fought on foot. Such artistic evidence as there is favours two-man chariots. Campanian cavalry are classed as MC and not LC because, although riders are usually depicted unarmoured, their horses are often partly armoured on head and chest. Greek cavalry adopted the shield about 275 BC, probably as a result of contact with the shield-using Tarentines in Pyrrhus' Italian campaigns. Dionysius I took artillery into the field and used them in support of his fleet at Motya in 397 BC.

### 35. GALLIC. 400 BC to 50 BC.

C-in-C with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or mounted on horse as HC, JLS, Sh, or on foot as HI if Helvetian, LHI if not, JLS, Sh, @ 100 points.	1
Sub-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or mounted on horse as HC, JLS, Sh, or on foot as HI if Helvetian, LHI if not, JLS, Sh, @ 50 points.	Up to 1
Ally-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or mounted on horse as HC, JLS, Sh, or on foot as HI if Helvetian, LHI if not, JLS, Sh, @ 75 points.	Up to 2
Two-horse light chariot with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points.	Up to 12
Noble cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	10 to 60
Extra to upgrade noble cavalry to HC, @ 2 points.	Up to ½
Extra to upgrade noble cavalry to "Irregular A" as soldurii bodyguard for C-in-C, @ 1 point.	Up to 11
Warriors "Irregular C" MI if Helvetian, LMI if not, JLS, Sh, @ 3 points.	95 to 200
Extra to upgrade warriors to "Irregular A" as soldurii bodyguard for C-in-C, @ 2 points.	Up to 19
Extra to upgrade warriors to "Irregular A" as gaesati, @ 2 points.	Any or all
Javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	10 to 30
Archers "Irregular C" LI, B, @ 2 points.	Up to 20
Slingers "Irregular C" LI, S, @ 2 points.	Up to 10
Elderly, slaves, women, children, unfit or unwilling "Irregular D" LMI, JLS or IPW, @ 1 point.	Up to 100
Extra to give Sh to those not already provided with them, @ 1 point.	Up to ½
70 paces of plashing for wood edge or set-up wagon laager, @ 70 points.	Up to 4
Up to 16 irregular command factors @ 25 points.	

In general, the western Celts referred to here as Gauls fought in looser formation than the eastern Celts referred to as Galatians. This is probably because the former's habitat was wooded or hilly instead of the Danubian plains. The Helvetian confederacy may have been an exception, as Julius Caesar describes them fighting massed in very close formations. He describes other Gallic nations as charging swiftly, passing easily through woods and on occasion skirmishing with javelins, all of which characteristics fit LMI rather than MI. Early on, when chariots were still the main Gallic mobile arm rather than cavalry, Gallic and Galatian foot warriors were famous for fighting naked and disregarding wounds, so deserve classification as "Irregular A". After their initial run of victories expired, they became less confident, and only a proportion, if any should be so classed. These could be grouped in one unit, as at Telamon in 225 BC, or form the front rank of a "C" class unit. By Caesar's time, the only units entirely of fanatics would be the soldurii, bodyguards sworn not to survive their chieftain, though behaviour which could be simulated by mixed units is occasionally seen. If any chariots are used, including those of generals, ridden horses must not exceed chariot horses. Since the minimum number of cavalry is 10, there must therefore be at least 5 chariots. Helvetians cannot have non-Helvetians, chariots, more than ¼ of its warriors "Irregular A" or more than 20 cavalry, and must have a wagon laager defended by a unit of "D" class. An army using plashing cannot have chariots, more than ¼ of its warriors "Irregular A", any MI, or more than 10 cavalry. If there are insufficient woods to plash, surplus plashing is lost. Armies with more than 30 cavalry cannot have any "Irregular A" troops other than soldurii. This is a good army for a bold, attacking player, but will not do well for a player who is cautious or undecided.

## 36. ALEXANDRIAN MACEDONIAN. 355 BC to 330 BC.

C-in-C mounted on horse as HC, L, @ 100 points.	1
Sub-General mounted on horse as HC, L, @ 50 points.	Up to 1
Companions "Regular A" HC, L, @ 10 points.	11 to 23
Prodromoi "Regular B" LC, L, @ 7 points.	6 to 12
Thessalians "Regular B" LC or MC, JLS, @ 6 points.	11 to 18
Extra to upgrade Thessalians to HC, @ 2 points.	All or none
Paionians or Asiatic Hippakontistai "Irregular C" LC, JLS, @ 4 points.	Up to 6
Thracian cavalry "Irregular B" LC, JLS, @ 5 points.	Up to 12
Greek allied or mercenary cavalry "Regular C" HC, JLS, @ 8 points.	Up to 12
Hypaspists "Regular B" LMI, LTS, Sh, or MI, P, Sh, @ 5 points.	12 to 36
Phalangites "Regular C" MI, P, Sh, @ 4 points.	24 to 144
Agrianian, Illyrian or Thracian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	12 to 36
Agrianian slingers "Irregular C" LI, S, Sh, @ 3 points.	Up to 6
Extra to upgrade all Agrianians to "Regular C", @ 1 point.	Up to 18
Rhodian slingers "Regular C" LI, S, Sh, @ 4 points.	Up to 6
Cretan or Macedonian archers "Regular C" LI, B, @ 3 points.	6 to 24
Extra to provide Cretans with Sh, @ 1 point.	Up to 12
Greek allied hoplites "Regular D" MI, LTS, Sh, @ 3 points.	Up to 80
Greek mercenary peltasts "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 60
Thracian peltasts "Irregular C" LMI, ½ JLS, ½ JLS or LTS, Sh, @ 3 points.	Up to 48
Extra to give Greek peltast LTS or Thracian 2HCW as well as JLS, @ 1 point.	Any or all
Macedonian specialists "Regular C" LI, CB or SS, @ 3 points.	Up to 12
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 2
10 mina stone-thrower with "Regular C" crew of 3, @ 30 points.	Up to 1
Up to 24 regular command factors @ 10 points.	
Up to 8 irregular command factors @ 25 points.	

This list covers the period from Philip's reforms to Alexander's Skythian campaign. Prodromoi are the troops formerly known as Sarissophoroi. The old views that these were Thracian irregulars and that the Companions were armed with a 6 foot spear are no longer tenable. Prodromoi and Companions were both armed with a 12 foot spear and dressed similarly except that the former wore the non-metallic spolas or no armour instead of a corselet. Players with Thracian sarissophoroi figures are advised to cut their weapons down to javelin size. Opinions as to the proper classification of Thessalian cavalry differ. There is overwhelming evidence that in earlier times they were LC, but some later literary evidence that suggests that they may then have been better adapted to close fighting than skirmishing. Their performance in guarding Alexander's left wing against superior numbers of Persian cavalry is equally explicable by both theories. I admit that I am now in the minority in preferring the LC interpretation! The evidence for Hypaspists being armed differently than phalangites is purely circumstantial, but there is no evidence for the contrary as yet. Players must choose one interpretation or the other. Companions, Prodromoi, Thessalians and Thracians can fight in wedge.

## 37. ALEXANDRIAN IMPERIAL. 330 BC to 320 BC.

C-in-C mounted on horse as HC, L, @ 100 points.	1
Sub-General mounted on horse as HC, L, @ 50 points.	Up to 2
Indian Ally-General with JLS mounted astride elephant with "Irregular B" crew of driver with JLS, @ 81 points.	*1
Companions "Regular A" HC, L, @ 10 points.	11 to 46
Thessalians "Regular B" LC or MC, JLS, @ 7 points.	Up to 6
Thracians "Irregular B" LC, JLS, @ 5 points.	Up to 30
Extra to upgrade Thessalians or Thracians to HC, @ 2 points.	Up to 6
Hippakontistai, Arachosians and Paropamisadae "Irregular C" LC, JLS, @ 4 points.	6 to 18
Bactrians and Sogdians "Irregular C" LC, JLS, B, @ 5 points.	Up to 24
Skythians "Irregular C" LC, B, @ 4 points.	Up to 10

Hypaspists "Regular B" LMI, LTS, Sh, @ 5 points.	12 to 36
Macedonian phalangites "Regular C" MI, P, Sh, @ 4 points.	24 to 144
Extra to upgrade hypaspists to LHI and any phalangites to HI, @ 2 points.	All or none
Agrianians "Regular C" LI, JLS, Sh, @ 4 points.	12 to 24
Cretan and Macedonian archers "Regular C" LI, B, @ 3 points.	12 to 24
Extra to give Cretan archers Sh, @ 1 point.	Up to 12
Greek mercenary hoplites "Regular C" MI, LTS, Sh, @ 4 points.	Up to 12
Greek mercenary peltasts "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 36
Thracian peltasts "Irregular C" LMI, ½ JLS, ½ JLS or LTS, Sh, @ 3 points.	Up to 24
Extra to give Greek peltast LTS or Thracian 2HCW as well as JLS, @ 1 point.	Any or all
Macedonian specialists "Regular C" LI, CB or SS, @ 3 points.	Up to 6
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 2
10 mina two-armed stone-thrower with "Regular C" crew of 3, @ 30 points.	Up to 1
Elephant with "Irregular C" crew sitting astride of Indian driver with JLS and Macedonian with P, @ 40 points.	Up to 3
Indian ally elephant with "Irregular B" crew of unarmed driver and 2 with JLS or LB, @ 42 points.	*2 to 5
Extra to arm elephant driver with JLS, @ 6 points.	All or none
Indian ally four-horse heavy chariot with "Irregular B" crew of 2 drivers with JLS, 2 with LB, and 2 with JLS, @ 54 points.	Up to 6
Indian ally cavalry "Irregular C" MC, JLS, Sh, @ 7 points.	*10 to 20
Indian ally archers "Irregular C" MI or LI, LB, 2HCW, @ 3 points.	*20 to 50
Indian ally javelinmen "Irregular C" MI, JLS, 2HCW, Sh, @ 4 points.	*10 to 15
Persian phalangites "Regular D" MI, P, Sh, @ 3 points.	Up to 72
Persian missilemen "Regular D" MI if in mixed phalanx, otherwise "Irregular C" LI, JLS, or S, Sh, @ 3 points or B, @ 2 points.	Up to 144
Up to 20 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This list covers the period from the death of Darius to the end of the first phase of the Wars of the Successors. Thessalians cannot be used together with Thracian cavalry, LHI Hypaspists, HI phalangites or Persian phalangites or missilemen. Indian allies cannot be used together with Persian phalangites or missilemen. Minimums marked \* apply only if Indian allies are used. Alexander had trained Asiatic pikemen before his death and also experimented with mixed formations of Macedonian phalangites and missile-armed Asiatics. The latter can be simulated by a unit with 1st and 4th ranks with P, 2nd with JLS, and 3rd with B. The upgrading of Hypaspists and phalangites with metal armour is still a matter of dispute. Companions, Thessalians, Thracian cavalry and Skythians can fight in wedge.

### 38. ASIATIC EARLY SUCCESSOR. 320 BC to 300 BC.

C-in-C mounted on horse as HC, L or equipped as agema, or on foot as HI, P, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, L, @ 50 points.	Up to 1
Ally-General mounted on horse as HC, L, or on foot as HI, P, Sh, @ 75 points.	Up to 3
Agema "Regular A" HC, L, @ 10 points.	2 to 12
Extra to upgrade agema to EHC, L or JLS, as Eumenes Kappadokians, @ 2 points.	Any or all
Companions "Regular B" HC, L, @ 9 points.	5 to 24
Colonist cavalry "Regular C" HC, L, @ 8 points.	5 to 16
Greek mercenary or allied cavalry "Regular C" HC, JLS, @ 8 points.	Up to 8
Tarantines "Regular C" LC, JLS, Sh, @ 8 points.	Up to 20
Persian cavalry "Irregular B" HC, JLS, @ 7 points.	Up to 12
Arachosians, Paropamisadae, Medes, Parthians "Irregular C" LC, JLS, @ 4 points.	5 to 18
Thracian cavalry "Irregular B" LC, JLS, @ 5 points.	Up to 8
Medes or Parthians "Irregular C" LC, B, @ 4 points.	Up to 10
Argyraspids "Regular A" MI, P, Sh, @ 6 points.	Up to 32
Macedonian phalangites and hypaspists "Regular B" MI, P, Sh, @ 5 points.	31 to 64

Pantodapoi phalangites "Regular C" MI, P, Sh, @ 4 points.	32 to 64
Greek mercenaries "Regular C" MI, P, Sh, or LMI, JLS, Sh, @ 4 points.	24 to 72
Extra to upgrade any troops with P to HI, @ 2 points.	Any or all
Extra to give mercenary LMI, LTS as well, @ 1point.	Any or all
Lycians or Pamphylans "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 24
Cretans "Regular C" LI, B, @ 3 points.	Up to 12
Extra to give Cretans Sh, @ 1 point.	Any or all
Persian missilemen "Irregular C" LI, ½ B, @ 2 points, ½ S, Sh, @ 3 points.	20 to 60
Javelinmen or pirates "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 40
Elephants with "Irregular C" crew astride of Indian driver with JLS and Macedonian with P, @ 40 points.	Up to 4
Eudamos' Indian elephants with "Irregular C" crew of unarmed driver and 2 with JLS or LB, @ 40 points.	Up to 8
Eudamos' Indian cavalry "Irregular D" MC. JLS, Sh, @ 6 points.	Up to 10
Eudamos' Indian archers "Irregular D" LI, LB, 2HCW, @ 2 points.	Up to 15
Extra to upgrade Indian cavalry or archers to "Irregular C", @ 1 point.	Up to ½
Greek democratic volunteer hoplites "Regular D" MI, LTS, Sh, @ 3 points.	Up to 60
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 2
Up to 16 regular command factors @ 10 points.	
Up to 16 irregular command factors @ 25 points.	

This list represents the armies of all the Asia-based early successors to Alexander except Ptolemy and Seleucus, the most important of which were Antigonos One-Eye, his son Demetrios the Besieger, and his great enemy Eumenes. Most assistant generals were unreliable allies, often rival satraps, and there was a high incidence of treachery and desertion. Antigonos is the only C-in-C who can have a Sub-General, his son Demetrios, who at that stage in his career was a rash cavalry commander, his father now commanding the phalanx, often on foot. Pyrrhus of Epiros was for a time a subordinate ally of Antigonos and may have commanded the weaker wing of cavalry and light troops at Ipsus. Only Antigonos or Demetrios can have Lycians, Pamphylans, Pirates, Tarantines, Medes, Parthians or Greek volunteers. Only Eumenes can have EHC agema, argyraspids or Indians. The argyraspids must be commanded by an ally-general who fights with them on foot and controls no other troops. Indians must be commanded by another ally-general, Eudamos, but he can control other troops as well. Eumenes cannot use any elephants except those provided by Eudamos. Colonist cavalry are Greeks and Macedonians settled by Alexander in Asia, ancestors of the later Seleucid cavalry. Pantodapoi are mostly Persians and other asiatics with Macedonian and Greek officers and file leaders. Some mercenaries were phalangites and some peltasts, the proportion of each being unknown. The Argyraspids and Hypaspists were separate contingents at Paraitakene, but it seems to have been at this time that the need for good pikemen to stiffen the asiatics led to the hypaspists being rearmed. No "Regular C" pikemen can be up-armoured to HI unless all "Regular B" pikemen are HI. The Indians are downrated because they are probably part of the army formerly belonging to Poros, treacherously slain by Eudamos. HC agema, companions, colonists and Thracians can fight in wedge.

### 39. LYSIMACHID. 320 BC to 280 BC.

C-in-C mounted on horse as HC, L, @ 100 points.	1
Sub-General mounted on horse as HC, L, @ 50 points.	Up to 2
Thracian allied general mounted on horse as HC, JLS, @ 75 points.	*1
Bodyguard cavalry "Regular A" HC, L, @ 10 points.	2 to 5
Other Macedonian cavalry "Regular B" HC, L, @ 9 points.	6 to 18
Greek heavy cavalry "Regular C" HC, JLS, @ 8 points.	Up to 12
Greek light cavalry "Irregular C" LC, JLS, @ 4 points.	Up to 8
Extra to upgrade Greek light cavalry to "Regular C", @ 2 points.	Any or all
Thracian noble cavalry "Irregular B" HC, JLS, @ 7 points.	*2 to 5
Thracian or Paonian light horse "Irregular C" LC, JLS, @ 4 points.	12 to 30
Extra to upgrade Thracian light horse to "Irregular B", @ 1 point.	*Up to 24
Macedonian or other phalangites "Regular C" MI, P, Sh, @ 4 points.	48 to 96
Extra to upgrade Macedonian phalangites to "Regular B", @ 1 point.	48 or none
Extra to upgrade any phalangites to HI, @ 2 points.	Up to 96



Mercenary Greek peltasts "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 24
Extra to give peltasts LTS as well, @ 1 point.	Any or all
Coastal Greek subject hoplites "Regular D" MI, LTS, Sh, @ 3 points.	Up to 48
Extra to upgrade hoplites to "Regular C" mercenaries, @ 1 point.	Up to 12
Mercenary archers "Regular C" LI, B, @ 3 points.	Up to 12
Extra to give Cretan archers Sh, @ 1 point.	Any or all
Mercenary light troops "Regular C" LI, JLS or S, Sh, @ 3 points.	Up to 12
Thracian peltasts "Irregular C" LMI, ½ JLS, ½ JLS or LTS, Sh, @ 3 points.	30 to 100
Extra to give Thracian peltast with JLS 2HCW as well, @ 1 point.	Any or all
Thracian archers "Irregular C" LI, B, @ 2 points.	*10 to 15
Thracian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	*10 to 30
Extra to upgrade Thracian javelinmen to "Irregular B", @ 1 point.	*Up to 10
Thracian slingers "Irregular C" LI, S, Sh, @ 3 points.	Up to 10
Illyrians "Irregular B" LMI, JLS, Sh, @ 4 points.	Up to 20
Extra to give Illyrians LTS as well, @ 1 point.	Any or all
Lycians, Pamphylans, Mysians or similar "Irregular D" LMI, JLS, Sh, @ 3 points.	**20 to 60
Elephants with "Irregular C" crew sitting astride of Indian driver with JLS and Macedonian with P, @ 40 points.	Up to 2
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 2
Up to 16 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	
Up to 1 irregular command factor @ 10 points to give Thracian noble cavalry a detachment of "Irregular B" javelinmen.	

Lysimachus was governor of Thrace when Alexander died, and later took over Macedon, Paionia and western Asia Minor. Thracians can be from the areas he controlled or subjects of an allied Thracian prince. Some of his phalangites may have been Thracians. Minimums marked \* apply only if at least 60 Thracian figures are used. Options so marked are allowed only if 60 Thracian figures are used. Minimums marked \*\* apply only if any elephants are used. This is the ideal army for a paranoid player who thinks his troops hate him. Many of the troops have been downgraded to take account of Lysimachus' extreme unpopularity. The combination of phalangites with very large numbers of Thracians makes it a colourful army, and one that might be quite nasty to meet. All Macedonian and Thracian cavalry, and any Thessalians among the Greek cavalry, can fight in wedge.

#### 40. MACEDONIAN EARLY SUCCESSOR. 320 BC to 260 BC.

C-in-C mounted on horse as HC, L, or with JLS on elephant with "Irregular B" crew of unarmed driver, @ 100 points.	1
Sub-General mounted on horse as HC, L, @ 50 points.	Up to 2
Athenian oligarch Ally-General mounted on horse as HC, JLS, @ 75 points.	*1
Aetolian Ally-General mounted on horse as HC, JLS, @ 75 points.	Up to *1
Agema "Regular A" HC, L, @ 10 points.	2 to 5
Companions "Regular B" HC, L, @ 9 points.	Up to 12
Greek mercenary heavy cavalry "Regular C" HC, JLS, @ 8 points.	6 to 12
Greek mercenary light cavalry "Irregular C" LC, JLS, @ 4 points.	Up to 6
Extra to upgrade Greek mercenary LC to "Regular C", @ 2 points.	All or none
Extra to upgrade "Regular C" Greek cavalry to "Regular B" as Thessalians, @ 1 point.	Up to 5
Aetolian cavalry "Irregular B" LC, JLS, @ 5 points.	*5 to 6
Macedonian veteran phalangites "Regular B" MI, P, Sh, @ 5 points.	Up to 48
Extra to upgrade Macedonian veteran phalangites to HI, @ 2 points.	All or none
Infirm, home service, newly recruited or mercenary phalangites "Regular C" MI, P, Sh, @ 4 points.	Up to 48
Mercenary peltasts "Regular C" LMI, JLS, Sh, @ 4 points.	48 to 96
Extra to give mercenary peltasts LTS as well, @ 1 point.	Any or all
Thracians "Irregular C" LMI, ½ JLS, ½ JLS or LTS, Sh, @ 3 points.	Up to 12
Extra to give Thracian 2HCW as well as JLS, @ 1 point.	Any or all

Archers "Regular C" LI, B, @ 3 points.	12 to 24
Extra to give archers Sh, as Cretans, @ 1 point.	Up to 12
Javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	12 to 48
Slingers "Regular C" LI, S, Sh, @ 4 points.	Up to 12
Athenian hoplites "Regular D" MI, LTS, Sh, @ 3 points.	*24 to 36
Other allied hoplites "Regular C" MI, LTS, Sh, @ 4 points.	Up to 24
Aetolian foot "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	Up to 50
Galatians "Irregular A" MI, JLS, Sh, @ 5 points.	Up to 50
Elephants with "Irregular C" crew astride of Indian driver with JLS and Macedonian with P, @ 40 points.	Up to 4
Elephants with "Irregular C" crew of unarmed driver astride and 2 with JLS in tower, @ 40 points.	Up to 2
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 2
10 mina stone-thrower with "Regular C" crew of 3, @ 30 points.	Up to 2
Caltrops to cover frontage of 4 close formation figures, @ 4 points.	Up to 12
Up to 18 regular command factors @ 10 points.	
Up to 10 irregular command factors @ 25 points.	

This list represents those early successors to Alexander whose main power base was in Macedonia, even if they did not manage to retain it continuously. They include Polyperchon, Queen Olympias, Cassander, Ptolemy Keraunos and Antigonos Gonatas "Knock-Knees", but not the latter's father Demetrios Poliorketes "The Besieger". Only Polyperchon, Olympias, Cassander and Keraunos can use elephants without towers. Only Gonatas can use elephants with towers, or Galatians. Only Polyperchon can use Aetolians. Only Cassander can have Athenian oligarch allies. Only Keraunos can ride an elephant. Minimums marked \* apply only if any troops of that nationality are used. Caltrops represent the hidden anti-elephant obstacles introduced by Cassander's Megapolitan ally on the advice of a Macedonian veteran. They are not allowed to an army that is either using elephants or is opposed by an army that could not have elephants. Agema, Companion and Thessalian cavalry can fight in wedge.

#### 41. SELEUCID. 320 BC to 83 BC.

C-in-C mounted on horse and equipped as Companions, @ 100 points.	1
Sub-General mounted on horse and equipped as Companions, @ 50 points.	Up to 2
Companions "Regular A" HC, L, @ 10 points.	5 to 7
Agema "Regular B" EHC, L, @ 11 points.	6 to 8
Line cavalry "Regular C" HC, L, @ 8 points.	Up to 32
Extra to upgrade companions and/or line from HC to EHC, @ 2 points.	All or none
Extra to upgrade agema and line from EHC to SHC, @ 4 points.	All or none
Extra for HC or EHC to replace L with JLS, Sh, @ 2 points.	Any or all
Tarantines "Regular C" LC, JLS, Sh, @ 8 points.	Up to 6
Civic militia cavalry "Regular D" LC, JLS, Sh, @ 7 points.	Up to 12
Galatian cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	Up to 15
Extra to upgrade Galatian cavalry from MC to HC, @ 2 points.	Up to 6
Skythians "Irregular C" LC, B, @ 4 points.	Up to 10
Argyraspids "Regular B" MI, P, Sh, @ 5 points.	24 to 48
Extra to upgrade argyraspids to "Roman Argyraspids" HI, HTW, Sh, @ 2 points.	½ or none
Phalanx "Regular C" MI, P, Sh, @ 4 points.	24 to 96
Extra to upgrade argyraspids and/or phalangites from MI to HI, @ 2 points.	Up to 144
Elephants with "Irregular C" crew sitting astride of Indian driver with JLS and Macedonian with P, @ 40 points.	Up to 10
Elephants with unarmed driver astride, and 1 with P, 1 with JLS, 1 with B, or 3 with B, in tower, @ 45 points.	Up to 4
Elephant escorts "Irregular C" LI, ½ with B, ½ with S, @ 2 points.	Up to 40
Four-horse scythed heavy chariot with "Irregular A" crew of unarmed driver, @ 24 points.	Up to 6
Cretans "Regular C" LI, B, @ 3 points.	Up to 12
Persian archers "Irregular C" LI, B, @ 2 points.	Up to 10
Miscellaneous Arabs and asiatics "Irregular D" LI, B or JLS, @ 1 point.	20 to 50

Cyrtii "Irregular D" LI, S, @ 1 point.	Up to 20
Extra to give elephant escorts, Cretans, Arab foot or Cyrtii Sh, @ 1 point.	Any or all
Arab camelry "Irregular D" LCm, B, @ 2 points.	Up to 10
Cappadocians and other hillmen "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	Up to 20
Galatians "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 20
Extra to upgrade Galatians to "Irregular A", @ 2 points.	Any or all
Thracians "Irregular C" LMI, 2HCW, JLS, Sh, @ 4 points.	Up to 18
Thorakitai "Regular C" LHI, LTS, JLS, Sh, @ 7 points.	Up to 12
Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 5 points.	Up to 24
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 2
Up to 10 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	
Up to 5 irregular command factors @ 10 points to give elephant units escort detachment.	

The basic historical assumption used for cavalry is that the companions were originally the same in all respects as Alexander's companions and remained the senior guard unit. The agema and line cavalry are the successors of the Iranian and Greek cavalry with which he supplemented them, the agema being a picked Iranian guard unit of secondary status. The current state of research indicates that during the 2nd century BC, the companions still used Macedonian armour dress and long lance, but added extra protection for the arms and neck and rode partly armoured horses, while agema and line probably became very similar to Parthian cataphracts. I am no longer convinced that the shield was generally adopted by Seleucid cavalry as it was by other Hellenistic nations, but have kept the option for players with existing armies or who disagree. If "Roman Argyraspids" are used, companions must be EHC and agema and line SHC. If agema or line are uparmoured, the other one and the companions must also be uparmoured. Elephants without towers cannot be used together with elephants with towers, uparmoured cavalry, Tarantines, Galatians or "Roman Argyraspids". Pike-armed argyraspids must have at least the same proportion of HI as does the phalanx. Civic militia cavalry are the type previously referred to as Seleucid light cavalry. The attribution is far from certain. Elephant escorts and Thracians are classed as irregular because they did not fight in formal order. The Galatians settled in Asia Minor may have kept their delusions of invincibility longer than others, so are allowed the option of all being "Irregular A". Companions and Skythians can fight in wedge.

## 42. PTOLEMAIC. 320 BC to 40 BC.

C-in-C mounted on horse as HC, armed as Companions, @ 100 points.	1
Sub-General mounted on horse as HC, armed as Companions, @ 50 points.	Up to 2
Companions "Regular A" HC, L, @ 10 points.	2 to 5
Cleruch cavalry "Regular C" HC, L, @ 8 points.	6 to 24
Extra to provide HC with JLS, Sh, in exchange for L, @ 2 points.	All or none
Tarantine mercenary cavalry "Regular C" LC, JLS, Sh, @ 8 points.	Up to 12
Aetolian mercenary cavalry "Irregular B" LC, JLS, Sh, @ 7 points.	Up to 6
Agema "Regular B" LMI, LTS, Sh, or MI, P, Sh, @ 5 points.	Up to 24
Macedonian phalangites "Regular C" MI, P, Sh, @ 4 points.	48 to 200
Egyptian phalangites "Regular D" MI, P, Sh, @ 3 points.	Up to 150
Extra to upgrade Agema or phalangites from LMI to LHI or MI to HI, @ 2 points.	Up to 150
Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 5 points.	Up to 24
Cretans "Regular C" LI, B, @ 3 points.	Up to 24
Extra to give Cretans Sh, @ 1 point.	Any or all
Galatians "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 24
Extra to upgrade Galatians to "Irregular A", @ 2 points.	Up to ½
Thracians "Irregular C" LMI, 2HCW, JLS, Sh, @ 4 points.	Up to 24
Aetolian javelinmen "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	Up to 50
Egyptian or Syrian archers and slingers "Irregular D" LI, ½ B, ½ S, @ 1 point.	Up to 36
Egyptian, Arab or Jewish javelinmen "Regular D" LI, JLS, Sh, @ 3 points.	Up to 24
Arab camelry "Regular D" LCm, JLS or B, Sh, @ 9 points.	Up to 6
Libyan four-horse light chariot with "Irregular D" crew of unarmed driver and 1 with JLS, @ 18 points.	Up to 3
Extra to upgrade light chariot to heavy by adding 1 with JLS, @ 4 points.	All or none

Indian elephant with "Irregular C" crew astride of Indian driver with JLS and Macedonian with P, @ 40 points.	Up to 1
African elephant with "Irregular C" crew of unarmed driver astride and 1 with P or JLS, 1 with B or JLS, @ 40 points.	Up to 6
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 2
Caltrops to cover frontage of 4 close formation figures, @ 4 points.	Up to 6
Gabinian or Antonine remnant legionaries "Regular D" HI, HTW, Sh, @ 5 points.	Up to 40
Rioting mob "Irregular D" LMI, IPW, @ 1 point.	Up to 150
Up to 20 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	

This covers the armies of Macedonian Egypt from the death of Alexander to the deaths of Cleopatra and Marcus Antonius. Arabs and Jews were used for internal security, but there is no record of them being used in a major battle. Libyan chariots could have been provided by the vassal city of Cyrene, but there is no record of the Ptolemies calling for them, possibly because they certainly would have been unenthusiastic even if not actively disloyal. However, the fact that there is no record does not prove that these troops were not used, and the capability to do so did exist. Shields were adopted by Hellenistic heavy cavalry between probably 281 BC and 168 BC, but the new type of cavalry did not completely replace the unshielded lancer. All known representations of Ptolemaic cavalry show long lance and no shield, the latest of these dating from around 200 BC. Indian elephants cannot be used together with African elephants, Galatians, Egyptian phalangites, legionaries, rioters, or shielded HC. Legionaries cannot be used with elephants or with more than 48 phalangites. Egyptian phalangites must not exceed Macedonian phalangites. Chariots cannot be used with legionaries or rioters. Caltrops represent the hidden obstacles used at Gaza. They cannot be used unless the opposing army could use elephants. HC with L can fight in wedge.

### 43. PYRRHIC. 300 BC to 275 BC.

C-in-C mounted on horse as HC, L, or HC, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, L, or HC, JLS, or HC, JLS, Sh, @ 50 points.	Up to 2
Agema "Regular A" HC, L, @ 10 points.	5 to 12
Epirot or Macedonian cavalry "Regular B" HC, L, @ 9 points.	Up to 12
Extra to provide HC with JLS, Sh, in exchange for L, @ 2 points.	Any or all
Thessalian or Greek ally cavalry "Regular C" HC, JLS, @ 8 points.	Up to 12
Aetolian, Acarnanian and Athamanian cavalry "Irregular C" LC, JLS, @ 4 points.	Up to 12
Extra to upgrade Thessalian or Aetolian cavalry from "C" to "B", @ 1 point.	Up to 12
Extra to provide Thessalian, Greek ally, Aetolian, Acarnanian or Athamanian cavalry with Sh, @ 2 points.	Any or all
Oscan cavalry "Regular A" HC, JLS, @ 10 points.	Up to 2
Oscan cavalry "Regular B" MC, JLS, @ 7 points.	*6 to 12
Tarantine cavalry "Regular C" LC, JLS, Sh, @ 8 points.	*6 to 12
Epirot or Macedonian phalangites "Regular C" MI, P, Sh, @ 4 points.	48 to 72
Tarantine phalangites "Regular D" MI, P, Sh, @ 3 points.	*48 to 60
Oscan, Italiote or Greek ally hoplites "Regular C" MI, LTS, Sh, @ 4 points.	*12 to 60
Extra to upgrade Oscan hoplites to HI.	Up to 12
Oscan javelinmen "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 48
Extra to upgrade Oscan javelinmen to LHI, @ 2 points.	Up to ½
Galatians "Irregular A" MI, JLS, Sh, @ 5 points.	Up to 30
Archers "Regular C" LI, B, @ 3 points.	12 to 24
Extra to give archers Sh as Cretans, @ 1 point.	Any or all
Slingers "Regular C" LI, S, Sh, @ 4 points.	6 to 12
Greek or Italian javelinmen "Regular C" LI, JLS, Sh, @ 4 points.	Up to 12
Elephants with "Irregular C" crew of unarmed driver astride and 2 with JLS in tower, @ 40 points.	
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	2 to 4
Up to 18 regular command factors @ 10 points.	Up to 2
Up to 6 irregular command factors @ 25 points.	

Pyrrhus of Epirus was probably responsible for the spread of shield use among Hellenistic cavalry, having become familiar with the use of shields by his Tarantine allies. Since Italian cavalry were all javelin-armed, it is likely that his own javelin cavalry converted first. For what it is worth, Plutarch's account of his final battles suggests he fought with a lance and did not have a shield, though another account mentions his shield becoming a victory trophy! Italiotes are from the other Greek cities of southern Italy and Sicily. Oscans are Italians from the central spine. Those used by Pyrrhus included Samnites, Lucanians and Bruttians, but probably not Apulians or Campanians. Minimums marked \* apply only if any Oscans are used. The total of hoplites, Tarantine phalangites and Oscan LMI or LHI must not exceed 144. Galatians cannot be used with Tarantine phalangites, Italiotes or Oscans. Lance-armed and Thessalian cavalry can fight in wedge.

#### 44. ARMENIAN. 300 BC to 386 AD.

C-in-C mounted on horse and equipped as cataphracts, @ 100 points.	1
Sub-General mounted on horse and equipped as cataphracts, @ 50 points.	Up to 1
Ally-Generals from Media Atropatene and Adiabene mounted on horses and equipped as cataphracts, @ 75 points.	*2
Gordyenian Ally-General mounted on horse and equipped as cataphracts, or as HC, JLS, Sh, or on foot as LHI, JLS, Sh, @ 75 points.	**Up to 1
Armenian cataphracts "Irregular C" EHC, all JLS or all L, @ 8 points.	10 to 36
Extra to upgrade Armenian cataphracts to "Irregular B", @ 1 point.	Up to 14
Median and Adiabenean cataphracts "Irregular B" EHC, L, @ 9 points.	*10 to 22
Gordyenian, Cappadocian and Albanian cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 18
Extra to upgrade Gordyenian LC to "Irregular B" HC, @ 3 points.	Up to 5
Iberian cavalry "Irregular A" HC, L, @ 8 points.	Up to 10
Extra to upgrade Gordyenian or Iberian HC to EHC, L, @ 2 points.	Any or all
Extra to convert all EHC to SHC, L, @ 4 points.	All or none
Extra to give all unconverted HC and EHC Sh, @ 2 points.	All or none
Armenian horse archers "Irregular C" LC, B, @ 4 points.	10 to 40
Median and Adiabenean horse archers "Irregular D" LC, B, @ 3 points.	*10 to 30
Mardian horse archers "Irregular B" LC, B, @ 5 points.	Up to 10
Arab cavalry "Irregular D" LC, JLS, Sh, @ 6 points.	**Up to 10
Arab camelry "Irregular D" MCm or LCm, B, @ 2 points.	**Up to 10
Armenian archers "Irregular C" LI, B, @ 2 points.	15 to 50
Allied or Arab archers "Irregular D" LI, B, @ 1 point.	**Up to 30
Armenian or Gordyenian javelinmen "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	10 to 100
Extra to upgrade Armenian javelinmen to "Regular C" LMI as Pontic-trained imitation Italians, @ 1 point.	**Up to 72
Extra to further upgrade imitation Italians to "Regular C" HI, HTW, Sh, @ 2 points.	**Up to 48
Ex-Seleucid or ex-Greek phalangites "Regular D" MI, P, Sh, @ 3 points.	*24 to 48
Armenian slingers "Irregular C" LI, S, @ 2 points.	Up to 20
Allied or Arab slingers "Irregular D" LI, S, @ 1 point.	**Up to 15
Extra to give any slingers Sh, @ 1 point.	Up to 30
Iberians, if infantry, "Irregular B" LMI, LTS, Sh, @ 4 points.	Up to 30
Albanian infantry "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 50
Pioneers and camp servants "Irregular D" LI, IPW, @ 1 point.	*10 to 30
Up to 6 regular command factors @ 10 points.	
Up to 26 irregular command factors @ 25 points.	

This list covers Armenia from its foundation as an independent kingdom to its final partition between Rome and Sassanid Persia. Minimums marked \* apply only if any troops so marked are used. All such troop types relate to the short-lived empire of Tigranes the Great, which lasted only from 83 BC to 69 BC. Options marked \*\* cannot be chosen unless minimums marked \* are used. Only one Armenian Sub-General is allowed, since only the crown prince or a similar close relation is likely to be sufficiently trusted. Ally-Generals must not be voluntarily specified as rash. Since the Gordyenian king is known to have negotiated secretly with the enemy, I suggest that he might be specified as cautious. Armenian and neighbouring cataphracts seem to have started as shieldless EHC with

JLS. By Tigranes' time, they had exchanged JLS for L and had probably become SHC. They later reverted to shielded EHC. Armenians were a somewhat dour race, so I have downgraded their cataphracts to "Irregular C". This is in keeping with their historical performance. Their Iberian neighbours were exuberant extroverts and were noted for their long spears, whether cavalry or infantry. Their cavalry may have been lighter than the Armenian cataphracts. Gordyeniens were Kurds. The imitation Italians were to be organised and armed "As nearly as possible according to the Italian system", suggesting that full legionary equipment was not available for all. Armenia survived by playing off her powerful neighbours against each other, and by never being so heavily committed to a stronger ally as to be unable to realign when that ally lost or looked like taking excessive risks. This might therefore be a good army for a player of cautious temperament. However, while Tigranes earned his disaster by over-confidence, the final end of Armenia might plausibly be blamed on Roman and Persian exasperation with Armenian slipperiness!

## 45. GALATIAN. 280 BC to 25 BC.

C-in-C mounted on horse as HC, JLS, Sh, or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 100 points.	1
Galatian Ally-General mounted on horse as HC, JLS, Sh, or with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, @ 75 points.	Up to 2
Greek Ally-General mounted on horse as HC, JLS, @ 75 points.	*1
Two-horse light chariots with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points.	Up to 12
Cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	10 to 40
Extra to upgrade cavalry to HC, @ 2 points.	Up to ¼
Warriors "Irregular C" MI, JLS, Sh, @ 3 points.	80 to 200
Extra to upgrade warriors to HI with captured armour, @ 2 points.	Up to 20
Extra to upgrade MI, but not HI, warriors to "Irregular A", @ 2 points.	Any or all
Skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Greek cavalry "Regular B" LC or MC, JLS, @ 7 points.	*2 to 8
Extra to upgrade Greek cavalry to "Regular A" bodyguard, @ 1 point.	Up to 2
Extra to upgrade Greek cavalry to HC, @ 2 points.	Any or all
Greek infantry "Regular C" LI or LMI, JLS, Sh, @ 4 points.	*12 to 24
Extra to give Greek LMI, LTS in addition, @ 1 point.	Any or all
Greek slingers "Regular C" LI, S, Sh, @ 4 points.	*6 to 12
Four-horse scythed heavy chariots with "Irregular A" crew of unarmed driver, @ 24 points.	Up to 4
Cappadocians or Paphlagonians "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 36
Imitation legionaries "Regular C" HI, HTW, Sh, @ 6 points.	Up to 72
Up to 4 regular command factors @ 10 points.	
Up to 12 irregular command factors @ 25 points.	

The eastern Celts referred to here as Galatians seem to have fought in closer formation than the western Celts referred to as Gauls. This is probably because their migration route had led over the Danubian plains instead of wooded and hilly country. They displayed fanatic fervour and indifference to wounds in their invasion of Greece in 279 BC. The incidence of this probably declined with time, but their foot were still fighting nude, a hallmark of Celtic fanatics, against Rome in 189 BC. The Greeks are the Thessalian and Aenianian nobles and followers recorded as joining the invasion of 279 BC. Aenianians provided javelinmen and slingers; Thessalians cavalry and peltasts. Captured scythe chariots and infantry armour are described by Lucian in a battle against the Seleucids in 273 BC. Armour was disdained by fanatic infantry. Cappadocians and Paphlagonians helped against Rome in 189 BC. Two imitation legions raised by the tetrarch Deiotarus in the 1st century BC fought with the Romans against Pharnaces of Pontus, and were formed into Legio XXII Deiotariana when Galatia became a Roman province in 25 BC. Minimums marked \* apply only if any troops so marked are used. Scythed chariots and captured armour cannot be used with Greeks, Cappadocians, Paphlagonians or imitation legionaries. There must always be at least twice as many light chariots than scythed chariots. Imitation legionaries cannot be used with chariots, Greeks, Cappadocians, Paphlagonians, captured armour, or if more than half the warriors used have been upgraded to "Irregular A". Cappadocians and Paphlagonians cannot be used with Greeks, scythed chariots, captured armour or legionaries. Galatians make a dangerous attacking army in good terrain, but were historically vulnerable in rough terrain and sometimes when opposed intelligently with elephants. Thessalian cavalry can fight in wet. Imitation legionaries can fight in testudo.

## 46. CAMILLAN ROMAN. 275 BC to 105 BC.

C-in-C mounted on horse as HC, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, Sh, @ 50 points.	Up to 1
Roman Ally-General mounted on horse as HC, JLS, Sh, @ 75 points.	Up to 1
Numidian Ally-General mounted on horse as LC or HC, JLS, Sh, @ 75 points.	*1
Aetolian Ally-General mounted on horse as LC or HC, Sh, @ 75 points.	Up to 1
Pergamene Ally-General mounted on horse as HC or EHC, L, @ 75 points.	**1
Roman cavalry "Regular B" HC, JLS, Sh, @ 11 points.	5 to 12
Extra to upgrade Roman cavalry to "Regular A" bodyguard, @ 1 point.	Up to 5
Italian allied cavalry "Regular C" MC, JLS, Sh, @ 8 points.	6 to 24
Extra to upgrade Italian allied cavalry to HC, @ 2 points.	Any or all
Extra to upgrade Italian allied cavalry to "Regular B" as extraordinarii, @ 1 point.	Up to 6
Gallic cavalry "Irregular D" MC, JLS, Sh, @ 5 points.	Up to 6
Spanish cavalry "Irregular C", ½ MC, ½ MC or LC, JLS, Sh, @ 6 points.	Up to 12
Numidian cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 30
Extra to upgrade Numidian LC to "Irregular B" bodyguard, @ 1 point.	*5 to 9
Aetolian or Illyrian cavalry "Irregular B" LC, JLS, Sh, @ 7 points.	Up to 10
Pergamene cavalry "Regular C" HC, L, @ 8 points.	**6 to 12
Extra to upgrade Pergamene HC to EHC, @ 2 points.	Up to 8
Pergamene or Italian Tarentine light cavalry "Irregular C" LC, JLS, Sh, @ 8 points.	Up to 6
Roman velites "Irregular C" LI, all JLS, Sh, or all LTS, JLS, @ 4 points.	10 to 30
Roman hastati "Regular C" HI, HTW, Sh, @ 6 points.	20 to 60
Roman principes "Regular C" HI, HTW, Sh, @ 6 points.	20 to 60
Roman triarii "Regular B" HI, LTS, Sh, @ 7 points.	10 to 30
Extra to upgrade all velites, hastati and principes notionally belonging to the same legion, or a velite detachment of a Roman cavalry unit, to "Regular B", @ 1 point.	Up to 100
Velites of penal legion "Regular D" LI, JLS, Sh, @ 3 points.	Up to 10
Hastati, principes or triarii of penal legion "Regular D" MI, JLS, Sh, @ 3 points.	Up to 50
Italian allied infantry "Regular D" LMI, JLS, Sh, @ 3 points.	Up to 50
Extra to upgrade Italian allied infantry to LHI, @ 2 points.	Up to ½
Extra to upgrade Italian allied infantry to "Regular B" as extraordinarii, @ 2 points.	Up to 12
Extra to upgrade any remaining Italian allied infantry to "Regular C", @ 1 point.	All or none
Gallic infantry "Irregular D" LMI, JLS, Sh, @ 2 points.	Up to 20
Spanish scutarii "Irregular D" LMI, HTW, Sh, @ 2 points.	Up to 50
Extra to upgrade Spanish scutarii to "Irregular B" as Celtiberians, @ 2 points.	Up to 12
Spanish caetrati "Irregular D" LI, JLS, Sh, @ 2 points.	Up to 25
Numidian javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	*15 to 30
Numidian archers or slingers "Irregular C" LI, B or S, @ 2 points.	Up to 10
Extra to give Numidian slingers Sh, @ 1 point.	Any or all
Aetolian foot "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	Up to 40
Illyrian foot "Irregular B" LMI, JLS, Sh, @ 4 points.	Up to 12
Extra to give Illyrian foot LTS in addition, @ 1 point.	Any or all
Pergamene or Achaean peltasts "Regular C" LMI, LTS, JLS, Sh, @ 5 points.	**12 to 24
Cretan archers "Regular C" LI, B, @ 3 points.	Up to 12
Extra to give Cretans Sh, @ 1 point.	All or none
Trallian slingers "Irregular C" LI, S, Sh, @ 3 points.	Up to 12
Syracusan slingers "Regular C" LI, S, Sh, @ 4 points.	Up to 12
Macedonian and Thracian volunteers "Regular D" LMI, JLS, Sh, @ 3 points.	Up to 12
Elephants with "Irregular C" crew of unarmed driver astride and 2 in tower with JLS or B, @ 40 points.	***1 to 2
Up to 16 regular command factors @ 10 points.	
Up to 6 regular command factors @ 5 points to provide Roman cavalry, hastati, or mixed hasti, principes and triarii units with a detachment of velites.	

Up to 6 irregular command factors @ 25 points.

Up to 3 irregular command factors @ 10 points to give elephant units a detachment of ½ Numidian archers, ½ Numidian slingers, or to give Numidian cavalry units a detachment of Numidian javelinmen.

This list covers the period of the Roman wars with Carthage, Macedonia and the Seleucids. The option to provide a Roman Ally-General accounts for the situation in which both consuls are present and commanding on alternate days. Roman legionaries can be organised in separate, usually small, units of hastati, principes or triarii, or with all three types combined in cohort-type units. True velites were probably not introduced until 211 BC, the LTS and JLS shieldless variety substituting earlier. I assumed that Latin allies are indistinguishable from Romans, but that other Italian allies fought in traditional looser formation. A penal legion was formed during the 2nd Punic war from bad characters equipped with Gallic weapons captured at Telamon. This offers a challenge to figure converters! Gauls and Spaniards are downgraded for potential treachery. The option to upgrade Pergamene cavalry to EHC covers the unlikely possibility that the armour on the Pergamene monuments is Pergamene rather than captured Seleucid. Macedonian and Thracian volunteers guarded the camp at Magnesia. Up to 12 slingers, 12 Cretans and 10 Numidian LC can be used with any other allies; Aetolians, Pergamenes and Macedonian and Thracian volunteers can be used with each other; otherwise only one nationality of non-Italians can be used in an army. Minimums marked \* apply only if any troops so marked except up to 10 Numidian LC are used. Those marked \*\* apply only if any troops so marked are used. That marked \*\*\* applies only if any troops marked \* or \*\* are used. Celtiberian scutarii can fight in wedge.

## 47. HELLENISTIC GREEK. 275 BC to 146 BC.

C-in-C mounted on horse as HC, JLS, or L, Sh if used by cavalry, @ 100 points.	1
Ally-General mounted on horse as HC, JLS or L, Sh if used by cavalry, @ 75 points.	Up to 2
Citizen or mercenary thureophoroi "Regular C" LMI, LTS, JLS, Sh, @ 5 points.	24 to 200
Extra to upgrade mercenary thureophoroi serving Spartan tyrants to "Regular B", @ 1 point.	Up to 36
Citizen phalangites "Regular C" MI, P, Sh, @ 4 points.	Up to 200
Extra to upgrade Achaean phalangites to HI, @ 2 points.	Up to 96
Unreformed hoplites "Regular C" MI, LTS, Sh, @ 4 points.	Up to 72
Achaean thorakitai "Regular C" LHI, LTS, JLS, Sh, @ 7 points.	Up to 36
Archers "Regular C" LI, B, @ 3 points.	12 to 24
Slingers "Regular C" LI, S, @ 3 points.	Up to 24
Extra to provide slingers or Cretan archers with Sh, @ 1 point.	Any or all
Javelinmen "Regular C" LI, JLS, Sh, @ 4 points.	12 to 48
Aetolian foot "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	Up to 48
Illyrians "Irregular B" LMI, JLS, Sh, @ 4 points.	Up to 36
Extra to give Illyrians LTS in addition, @ 1 point.	Up to 24
Cavalry "Regular C" HC, L if Achaean or Athenian, JLS if not, @ 8 points.	5 to 18
Extra to upgrade cavalry to "Regular A" bodyguard, @ 2 points.	Up to 5
Aetolian cavalry "Irregular B" LC, JLS, @ 5 points.	Up to 12
Thracian cavalry "Irregular B" LC, JLS, @ 5 points.	Up to 12
Extra to give Sh to JLS-armed cavalry lacking them, @ 2 points.	Any or all
Tarantine cavalry "Regular C" LC, JLS, Sh, @ 8 points.	6 to 12
Heavy bolt-shooters with "Regular C" crew of 3, @ 30 points.	Up to 2
Incendiary pigs, @ 5 points.	Up to 4
Up to 24 regular command factors @ 10 points.	
Up to 10 irregular command factors @ 25 points.	

This list covers the period during which the Greek states progressively abandoned the traditional hoplite, first for peltasts carrying the long shield called the thureos, then for Macedonian-style pike phalanxes. Boeotia adopted the thureos about 270 BC and changed to pikes about 245. The Achaean League used the thureos till 208 before changing to pikes. Sparta started to change directly from hoplites to pikes in 225. An Army's combined total of thureophoroi, thorakitai, phalangites and hoplites must not exceed 300 figures. Aetolians can fight only for Elean, Spartan or Boeotian C-in-C's, either as mercenaries, or as allies under their own general. Illyrians and Thracians



can fight only for an Achaean C-in-C, as mercenaries. Incendiary pigs were used by Megara against Antigonos Gonatas in imitation of their use a few years earlier against Pyrrhus' elephants by the Romans, so the trick would be generally known. Pigs can be used only if the opposing army could include elephants. Most cavalry adopted shields in imitation of the Tarantines shortly after the start of this period. I am not yet convinced that this extended to cavalry armed with lances. Literary sources describe Achaeans using lances. Monuments show an Athenian with lance but no shield, and a Boeotian with shield and javelin.

#### 48. PERGAMENE. 263 BC to 130 BC.

C-in-C mounted on horse as HC or EHC, L, @ 100 points.	1
Sub-General mounted on horse as HC or EHC, L, @ 50 points.	Up to 1
Achaean Ally-General mounted on horse as HC, L, @ 75 points.	*1
Cappadocian Ally-General mounted on horse as EHC, JLS, Sh, @ 75 points.	**1
Pergamene lancers "Regular C" HC, L, @ 8 points.	12 to 36
Extra to upgrade Pergamene lancers to "Regular A" bodyguard, @ 2 points.	Up to 11
Extra to upgrade Pergamene lancers to EHC, @ 2 points.	Up to 24
Pergamene light cavalry "Regular C" LC, JLS, Sh, @ 8 points.	Up to 12
Achaean bodyguard "Regular A" HC, L, @ 10 points.	*2 to 5
Cappadocian cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	**20 to 40
Extra to upgrade Cappadocian HC to EHC, @ 2 points.	Up to 20
Cappadocian light cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 15
Ex-Seleucid cavalry "Regular D" SHC, L, @ 13 points.	***6 to 12
Galatian cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	Up to 24
Extra to upgrade Galatian cavalry to HC, @ 2 points.	Up to ½
Mercenary peltasts "Regular C" LMI, LTS, JLS, Sh, @ 5 points.	60 to 96
Cretans "Regular C" LI, B, @ 3 points.	12 to 36
Extra to give Cretans Sh, @ 1 point.	All or none
Trallians "Irregular C" LI, S, Sh, @ 3 points.	12 to 24
Pergamene citizen infantry "Regular D" MI, P or LTS, Sh, @ 3 points.	Up to 100
Achaean peltasts "Regular C" LMI, LTS, JLS, Sh, @ 5 points.	*24 to 48
Cappadocian infantry "Irregular C" LMI, JLS, Sh, @ 3 points.	**30 to 60
Cappadocian archers "Irregular C" LI, B, @ 2 points.	**5 to 10
Ex-Seleucid phalanx "Regular D" MI, P, Sh, @ 3 points.	***24 to 48
Galatian foot "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 40
Extra to upgrade Galatian foot to "Irregular A", @ 2 points.	Any or all
Mysians or Masdyenes "Irregular C" LI or LMI, JLS, Sh, @ 3 points.	Up to 60
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.	***1 to 4
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 4
30 mina stone-thrower with "Regular C" crew of 4, @ 40 points.	Up to 2
Up to 12 regular command factors @ 10 points.	
Up to 15 irregular command factors @ 25 points.	

This army represents the army of Pergamon from Eumenes I's assumption of independence until Attalus III bequeathed the kingdom to Rome. Achaeans were allied in 190 BC, and Cappadocians in 183-179 BC and 155 BC. The Seleucids are settlers from Lydia and Phrygia, taken over after the battle of Magnesia in 190 BC. They probably became a permanent part of the army, but the elephants were not replaced as they died off, so would have reduced rapidly in numbers after 150 BC. Masdyenes were probably Paphlagonian mercenaries. Trallians were probably from Caria, but it has also been suggested they might be Thracian. The Galatians were probably from those settled in Thrace, still uncowed by defeat. The provision for upgrading Pergamene cavalry to EHC is in case the horse and limb armour on the Pergamene reliefs is in fact Pergamene, rather than, as probable, captured from the Seleucids. Minimums marked \*, \*\* or \*\*\* apply only if any troops so marked are used. Achaeans cannot be used with Cappadocians or ex-Seleucids.

## 49. LATER MACEDONIAN. 260 BC to 148 BC.

C-in-C mounted on horse as HC, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, Sh, @ 50 points.	Up to 2
Macedonian elite cavalry "Regular A" HC, JLS, Sh, @ 12 points.	2 to 6
Macedonian and Thessalian cavalry "Regular B" HC, JLS, Sh, @ 11 points.	6 to 12
Greek heavy cavalry "Regular C" HC, JLS, Sh, @ 10 points.	Up to 6
Greek light cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 6
Illyrian cavalry "Irregular B" LC, JLS, Sh, @ 7 points.	Up to 10
Galatian cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	Up to 12
Extra to upgrade Galatian MC to HC, @ 2 points.	Up to ½
Thracian elite cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	Up to 12
Thracian elite infantry "Irregular B" LI, JLS, Sh, @ 4 points.	Up to 12
Elite hypaspists "Regular B" LMI, LTS, Sh, @ 5 points.	6 to 12
Hypaspists "Regular C" LMI, LTS, Sh, @ 4 points.	Up to 18
Phalangites "Regular C" MI, P, Sh, @ 4 points.	48 to 120
Thorakitai "Regular C" LHI, LTS, JLS, Sh, @ 7 points.	Up to 12
Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 5 points.	6 to 48
Thracian mercenaries "Irregular C" LMI, JLS, 2HCW, Sh, @ 4 points.	Up to 24
Agrians or similar "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 20
Illyrian infantry "Irregular B" LMI, JLS, Sh, @ 4 points.	Up to 20
Extra to give Illyrian infantry LTS as well, @ 1 point.	Any or all
Galatian infantry "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 24
Extra to upgrade Galatian infantry to "Irregular A", @ 2 points.	Any or all
Cretans "Regular C" LI, B, @ 3 points.	12 to 24
Extra to give Cretans Sh, @ 1 point.	Any or all
Heavy bolt-shooter with "Regular C" crew of 3, @ 30 points.	Up to 2
Up to 15 regular command factors @ 10 points.	
Up to 6 irregular command factors @ 25 points.	
Up to 2 irregular command factors @ 10 points to provide Thracian cavalry units with a detachment of Thracian elite LI.	

This list covers the period from the presumed death from old age of the last Macedonian elephants to the incorporation of Macedonia as a Roman province. The latest mention of Macedonian elephants is in 270 BC, by which time the youngest of those brought back by Alexander would be 60 years old. The normal life span is 60 to 70 years, few reaching 80. There had been no reinforcements since, and elephants rarely breed in captivity. Hypaspists may now have been obsolete, those troops now being referred to as peltasts by contemporaries. Traditional peltasts were now called Thureophoroi, or if armoured, Thorakitai. I have retained the former names to avoid confusion. Greek allies provided phalangites, thorakitai or thureophoroi instead of hoplites. I have not distinguished between these and those provided by Macedonians and mercenaries. Macedonian, Thessalian and Thracian cavalry can fight in wedge.

## 50. BACTRIAN GREEK. 250 BC to 30 BC.

C-in-C mounted on horse as HC, L, B, @ 100 points.	1
Sub-General mounted on horse as HC, L, B, @ 50 points.	Up to 2
Saka Ally-General mounted on horse as EHC, L, @ 75 points.	*1
Indian Ally-General with LB, JLS, in howdah on elephant with "Irregular B" crew of unarmed driver astride and unarmed man with umbrella PA standard, @ 90 points.	**1
Bodyguard "Regular A" HC, JLS or L, B, @ 12 points.	3 to 12
Cavalry "Regular B" HC, L, B, @ 11 points.	12 to 60
Extra to upgrade "Regular B" HC to EHC, @ 2 points.	Up to ½
Bactrian light cavalry "Irregular C" LC, JLS, B, @ 5 points.	Up to 20
Arachosian or similar light cavalry "Irregular C" LC, JLS, @ 4 points.	Up to 20

Saka nobles "Irregular B" EHC, L, @ 9 points.	*9 to 14
Saka horse archers "Irregular C" LC, B, @ 4 points.	*15 to 50
Indian cavalry "Irregular C" MC, JLS, Sh, @ 7 points.	**5 to 40
Phalanx "Regular C" MI, P, Sh, @ 4 points.	24 to 72
Pisidian colonists and peltasts "Regular C" LMI, JLS, Sh, @ 4 points.	Up to 24
Extra to give peltasts LTS in addition, @ 1 point.	Any or all
Cretans "Regular C" LI, B, @ 3 points.	Up to 12
Extra to give Cretans Sh, @ 1 point.	All or none
Hillmen "Irregular C" LI or LMI, JLS, Sh, @ 3 points.	Up to 20
Hillmen "Irregular C" LI, B, @ 2 points.	Up to 15
Indian archers "Irregular C" MI, LB, 2HCW, @ 3 points.	**20 to 100
Indian javelinmen "Irregular C" MI, JLS, 2HCW, Sh, @ 4 points.	**10 to 20
Elephants with "Irregular C" crew of driver with JLS astride and 2 in tower with JLS, @ 45 points.	2 to 6
Indian elephants with "Irregular B" crew astride of unarmed driver, 1 with JLS, and 1 with JLS or LB, @ 42 points.	**2 to 4
Extra to give all elephant drivers and umbrella man JLS, @ 6 points.	All or none
Indian four-horse chariots with "Irregular B" crew of 2 drivers with JLS, 2 with LB, 2 with JLS, @ 54 points.	**1 to 2
Up to 10 regular command factors @ 10 points.	
Up to 16 irregular command factors @ 25 points.	

This list covers all armies of the Greek states in Bactria and India. The bodyguard are assumed to be of Hellenic descent and are based on a coin of 75 to 55 BC showing a man in Greek dress and helmet mounted on an unarmoured horse with a javelin and bow together in a case. The remaining heavy cavalry are assumed to be local Iranian nobles transformed into regulars holding land on the Seleucid cleruch system. They are based on a figure from a 3rd or 2nd century BC silver bowl showing a bare-headed warrior in Iranian dress plus Greek muscled corselet, holding a long spear in both hands and with a bow in its case. He rides an unarmoured horse. The option to make such troops EHC rests on analogy with the Bactrian's Parthian and Saka neighbours. The Saka were a Skythian people. The nobles are assumed to be similar to the Kushan EHC described under list No. 22. The Hillmen are Gandarians, "shaven-headed Kamboja", and possibly native Bactrians or Sogdians. Minimums marked \* apply only if any troops so marked are used, or if more than 10 Saka horse archers are used. Minimums marked \*\* apply only if Indian elephants, chariots or general are used, or if more than 40 Indian infantry are used. More than 10 Saka cannot be used with more than 40 Indians. Saka can fight in wedge.

## 51. PARTHIAN. 250 BC to 225 AD.

C-in-C mounted on horse as SHC, L, or with B on elephant with "Irregular B" crew of unarmed driver, @ 100 points.	1
Sub-General mounted on horse as SHC, L, @ 50 points.	Up to 1
Armenian Ally-General mounted on horse and equipped as Armenian cataphract, @ 75 points.	*1
Parthian cataphracts "Irregular B" SHC, L, @ 13 points.	14 to 58
Parthian horse archers "Irregular C" LC, B, @ 4 points.	40 to 180
Parthian cataphract camels "Irregular A" EHCm, L, @ 15 points.	Up to 10
Extra to upgrade cataphract camels to SHC, @ 5 points.	All or none
Armenian cataphracts "Irregular D" EHC, L, @ 7 points.	*9 to 15
Extra to upgrade Armenian cataphracts to "Irregular B", @ 2 points.	*2 to 7
Extra to convert Armenian cataphracts to SHC, @ 4 points.	All or none
Extra to give unconverted Armenian EHC Sh, @ 2 points.	All or none
Armenian horse archers "Irregular D" LC, B, @ 3 points.	*10 to 20
Armenian archers "Irregular D" LI, B, @ 1 point.	*10 to 20
Armenian javelinmen "Irregular D" LMI or LI, JLS, Sh, @ 2 points.	*15 to 40
Extra to upgrade any Armenians from "Irregular D" to "Irregular C", @ 1 point.	Up to 30
Tapurians and similar "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	Up to 15
Greek city militia or Seleucid Jews "Regular D" LMI, LTS, JLS, Sh, @ 4 points.	**&*** 12 to 24
Parthian city dwellers "Irregular D" LI, B, @ 1 point.	**10 to 30
Other city dwellers "Irregular D" LI, ½ JLS, ½ JLS or S, Sh, @ 2 points.	**10 to 30
Seleucid cataphracts "Regular D" SHC, L, @ 13 points.	***6 to 12

Seleucid tarentines or militia cavalry "Regular D" LC, JLS, Sh, @ 7 points.	***6 to 12
Seleucid phalangites "Regular D" MI, P, Sh, @ 3 points.	***24 to 48
Extra to upgrade phalangites to HI, @ 2 points.	All or none
Seleucid light infantry "Irregular D" LI, ½ B, ½ S, @ 1 point.	***10 to 24
Extra to give Seleucid LI Sh, @ 1 point.	Any or all
Up to 6 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	

This list covers all armies from the foundation of the Parthian kingdom to the replacement of the Arcasid dynasty by the Sassanid Persians. There are no historical references to the use of elephants in battle, but King Vologeses is recorded as having crossed a river on one while returning from campaign. I now prefer the SHCm classification to EHCm for Parthian camels, but have retained the latter for players with existing armies. The grading of the riders as "Irregular A" is because they were special volunteers. Armoured camels are recorded on only one occasion and failed disastrously. The Armenian Ally-General is assumed to be a puppet whom the Parthians are trying to put on the throne. His men are assumed to be torn between personal loyalty to him and dislike of Parthians. Tapurians are similar to other mountain tribes. Greek city militia are the descendants of military settlers taken over by the Parthians. Seleucids represent the captured army of Antigonos Sidetes, used against the Skythians after his death. It demonstrated its lack of enthusiasm by changing sides. Minimums marked \*, \*\* or \*\*\* apply only if any troops so marked are used. Elephants, Armenians, Tapurians, city militia or dwellers, and Seleucids, cannot be used together. A Parthian army's strength depends primarily on the close co-operation between cataphracts and horse archers. If this is lacking, its horse archers will be chased off or ridden down by javelin cavalry, and the cataphracts tempted into vain charges and taken in flank or rear. If it is present, the army is extremely formidable. A cataphract charge properly prepared by archery has a good chance even against phalangites. The army's weakest point is its lack of reliable infantry, which can be a source of difficulty in rough terrain.

## 52. SPANISH. 240 BC to 20 BC.

C-in-C mounted on horse as HC, JLS, Sh, @ 100 points.	1
Ally-General mounted on horse as HC, JLS, Sh, @ 75 points.	Up to 2
Long shield cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	Up to 17
Extra to upgrade long shield cavalry to HC, @ 2 points.	Up to ½
Round shield cavalry "Irregular C" all MC or all LC, JLS, Sh, @ 6 points.	15 to 30
Extra to upgrade round shield cavalry to "Irregular B", @ 1 point.	All or none
Extra to upgrade "Irregular B" cavalry to "Irregular A" as general's companions sworn to devotio, @ 1 point.	3 to 9
Scutarii "Irregular C" LMI, HTW, Sh, @ 3 points.	*50 to 200
Extra to upgrade scutarii to "Irregular B" as Celtiberians, @ 1 point.	Up to 50
Caetrati "Irregular C" LI, JLS, Sh, @ 3 points.	30 to 100
Extra to upgrade caetrati to "Irregular B" if in detachment belonging to "Irregular B" cavalry unit, @ 1 point.	Up to 36
Slings "Irregular C" LI, S, Sh, @ 3 points.	Up to 20
Fire pots to ignite tow-wrapped HTW, @ 5 points.	Up to 10
Up to 20 irregular command factors @ 25 points.	
Up to 6 irregular command factors @ 10 points to provide cavalry units with a detachment of caetrati.	

This list extends from the Carthaginian expansion into Spain until the last Spanish revolt against Roman rule. Assistant generals are classified as allies rather than subordinates because large armies were made up from coalitions of tribes. Surviving art shows more representations of cavalry with small round shields than with long. Although infantry with the same round caetra were skirmishers, as opposed to those with the long scutum, who fought at close quarters, the analogy may not hold good for cavalry. Hannibal seems to have used his Spanish cavalry in the same way as his Gauls and Poeni, rather than for skirmishing like his Numidians. Livy describes Spanish cavalry with attached caetrati as beating Numidian cavalry and Moorish infantry because of greater "strength and daring", which could be held to justify classing the Spaniards as "Irregular B" or making their cavalry MC. A Spanish chieftain's bodyguard was sworn to "devotio", which meant dying with their leader

rather than flee or surrender. Plutarch adds that this led to them having very small bodyguards! Spanish cavalry were often teamed with detachments of caetrati, who rode double with them until going into action. A "B" class cavalry unit can have a "B" or "C" caetrati detachment. A "C" class cavalry unit can only have a "C" class caetrati detachment. The combined unit and detachment counts as mounted infantry when riding double. Celtiberian scutarii are upgraded because they were acknowledged as more warlike than the other tribes and frequently served them as mercenaries. Most tribes used two-thirds scutarii to one-third caetrati, the Lusitanians being the exception in using only caetrati. The minimum marked \* therefore applies only if any scutarii are used. Note that as the Spaniards in this list are fighting for their own leaders, they have not been downrated for treachery as when they appear in other lists. Spanish scutarii are recorded as using their falarica HTW as an incendiary missile both in sieges and in open battle. Since HTW count as hand-to-hand rather than shooting weapons, hand-to-hand casualties are halved in lieu of shooting casualties. The recipients count as shot at by incendiary weapons for reaction and disorder. Any disorder caused takes immediate effect and downgrades enemy hand-to-hand effect that period. If any of a unit's figures fighting the same enemy body use incendiaries, all must. The previous period has to be spent with no other activity except preparing the missiles, but this does not prevent charging or countercharging during the period of use. One firepot is needed per unit. This is a very powerful attacking army for rough terrain. Celtiberian scutarii can fight in wedge.

### 53. NUMIDIAN. 215 BC to 25 AD.

C-in-C mounted on horse as HC or LC, JLS, Sh, @ 100 points.	1
Numidian Sub-General mounted on horse as HC or LC, JLS, Sh, @ 50 points.	Up to 2
Moorish Ally-General mounted on horse as LC, JLS, Sh, @ 75 points.	Up to 1
Numidian, Moorish or Gaetulian cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	40 to 120
Extra to upgrade Numidian cavalry to "Irregular B" bodyguard, @ 1 point.	Up to 19
Juba's Gallic and Spanish bodyguard "Irregular B" MC, JLS, Sh, @ 7 points.	*5 to 19
Extra to upgrade Juba's guard to HC, @ 2 points.	All or none
Numidian or Moorish javelinmen "Irregular C" LI, JLS, Sh, @ 3 points.	40 to 150
Syphax' Roman-trained infantry or Jugurtha's Gaetuli "Regular D" LMI, JLS, Sh, @ 3 points.	*20 to 80
Juba's and Tacfarinas' imitation legionaries "Regular D" HI, HTW, Sh, @ 5 points.	*24 to 96
Extra to upgrade Tacfarinas' imitation legionaries to "Regular C", @ 1 point.	All or none
Jugurtha's Roman deserters "Regular B" HI, HTW, Sh, @ 7 points.	**6 to 12
Jugurtha's Ligurian deserters "Irregular C" or "Regular D" LMI, JLS, Sh, @ 3 points.	**12 to 24
Jugurtha's Thracian deserters "Irregular C" LC, JLS, Sh, @ 6 points.	**6 to 12
Numidian archers or slingers "Irregular C" LI, B or S, @ 2 points.	Up to 20
Extra to give Numidian slingers Sh, @ 1 point.	All or none
African elephants with "Irregular C" crew of unarmed driver astride and 2 with JLS or B in tower, @ 40 points: Syphax or Tacfarinas.	0
Jugurtha.	Up to 2
Juba.	1 to 8
Others.	Up to 1
Up to 8 regular command factors @ 10 points.	
Up to 24 irregular command factors @ 25 points.	
Up to 4 irregular command factors @ 10 points to give LC units a detachment of javelinmen, or elephant units a detachment of 1/2 archers, 1/2 slingers.	

This list covers the period from just before the first Roman mission to train King Syphax' infantry till the suppression of Tacfarinas' revolt. It includes Jugurtha's wars against Rome at the end of the 2nd century BC, and Juba's army as involved in the Roman civil wars of the 1st century BC. Troops noted as belonging to specific generals cannot be used by other generals. Minimums marked \* apply only to the generals mentioned in that entry. A Numidian army offers an interesting combination of plentiful light cavalry and light infantry with a solid striking force of elephants and/or heavy infantry. Thracian cavalry can fight in wedge.

**54. HAN CHINESE.  
200 BC to 220 AD.**

C-in-C with B in four-horse heavy chariot with "Regular A" crew of unarmed driver and 1 with 2HCT, JLS, @ 112 points, or with B, 2HCT and JLS in two-horse light chariot with "Regular A" crew of unarmed driver, @ 100 points, or mounted on horse as HC armed as bodyguard, @ 100 points.	1 1
PA standard in C-in-C's chariot or carried by soldier, @ 30 points.	
Sub-General with B in four-horse heavy chariot with "Regular A" crew of unarmed driver and 1 with 2HCT, JLS, @ 62 points, or mounted on horse as HC armed as bodyguard, @ 50 points.	Up to 2 For each
P standard for Sub-General, in his chariot or carried by soldier, @ 10 points.	
Four-horse heavy chariot with "Regular C" crew of unarmed driver, 1 with B or CB, 1 with 2HCT, JLS, @ 34 points.	Up to 6
Two-horse light chariot with "Regular C" crew of unarmed driver, 1 with B, 2HCT, JLS, @ 24 points.	Up to 4
Heavy cavalry "Regular C" HC, L or JLS, @ 8 points.	12 to 20
Heavy cavalry "Regular C" HC, 2HCT, @ 10 points.	6 to 16
Heavy cavalry "Regular C" HC, CB, @ 8 points.	6 to 16
Extra to upgrade "Regular C" HC to "Regular B", @ 1 point.	Up to 24
Extra to upgrade "Regular B" HC to "Regular A", @ 1 point.	Up to 11
Light cavalry "Regular C" LC, B, @ 6 points.	10 to 36
Light cavalry "Regular C" LC, L, @ 6 points.	5 to 12
Light cavalry "Regular C" LC, JLS, @ 6 points.	Up to 12
Halberdiers "Regular B" HI, 2HCT, Sh, @ 8 points.	Up to 24
Infantry "Regular D" MI. Half each unit LTS, Sh, @ 3 points, other half CB, @ 2 points.	48 to 96
Crossbowmen "Regular D" LI, CB, @ 2 points.	Up to 12
Archers "Regular D" LI, B, @ 2 points.	12 to 24
Swordsman "Regular D" HI, 2HCW, @ 4 points.	Up to 24
Swordsman "Regular D" LMI, 2SA, @ 3 points.	Up to 12
Extra to upgrade "Regular D" infantry to "Regular C", @ 1 point.	Up to 24
Convicts "Irregular D" LI, JLS, @ 1 point.	Up to 20
Ch'ih-hsing convicts "Irregular C" LI, JLS, @ 2 points.	Up to 12
Extra to provide Ch'ih-hsing with shields, @ 1 point.	All or none
Tribal cavalry "Irregular C" LC, B, JLS, Sh, @ 7 points.	Up to 40
Tribal infantry "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 10
Caltrops to cover frontage of 4 close formation figures, @ 4 points.	Up to 5
Light bolt-shooter with "Regular C" crew of 2, @ 20 points.	Up to 4
Larger bolt-shooter or light stone-thrower with "Regular C" crew of 3, @ 30 points.	Up to 2
Up to 20 regular command factors @ 10 points.	
Up to 2 regular command factors @ 5 points to provide LMI swordsman detachment for LI archers or crossbows.	
Up to 8 irregular command factors @ 25 points.	

Chinese weapons combining points, blades and hooks on a long shaft have been classed as LTS or 2HCT according to their primary usage. Men depicted with sword in one hand and a three-pointed parrying weapon in the other have been classed as having two side arms and no shield. They can be organised in units or as detachments of regular skirmisher units. Light chariots must not outnumber heavy chariots, and may in fact have disappeared. Caltrops can be used only if the opposing army could have chariots. Han armies used infantry as a holding pivot while attacking on the flanks with cavalry supported by heavy chariots.

## 55. SARMATIAN. 200 BC to 375 AD.

C-in-C mounted on horse as EHC or HC, L, B if used by lancers, @ 100 points.	1
Sub-General mounted on horse as EHC or HC, L, B if used by lancers, @ 50 points.	Up to 2
PA standard to accompany C-in-C, @ 15 points, and P standard for each Sub-General, @ 5 points.	All or none
Lancers "Irregular B" MC, L, @ 5 points.	45 to 147
Extra to give lancers B in addition, @ 1 point.	All or none
Extra to upgrade MC to HC, @ 2 points.	Any or all
Extra to upgrade lancers with B from HC to EHC, @ 2 points.	Up to 72
Adolescent scouts "Irregular C" LC, B, @ 4 points.	Up to 20
Extra to upgrade adolescents to "Irregular A" as head-hunting girls, @ 2 points.	Up to ½
Early Rhoxolani cavalry "Irregular B" MC, JLS, B, Sh, @ 7 points.	*60 to 120
Alan cavalry "Irregular B". All MC or all LC, JLS, B, Sh, @ 7 points.	Up to 120
Greeks "Regular C" MI or LMI, LTS, Sh, @ 4 points.	**12 to 48
Extra to upgrade Greeks from MI to HI, or LMI to LHI, @ 2 points.	All or none
Extra to give Greek LHI or LMI JLS in addition, @ 1 point.	All or none
Black Sea javelinmen "Irregular C" LMI, JLS, Sh, @ 3 points.	**30 to 60
Black Sea or Alan archer "Irregular C" LI, B, @ 2 points.	Up to 20
Trans-Danubian peasants or wagon guards "Irregular D", ½ LI, B, @ 1 point, ¼ LMI, 2HCW, or LI, B or S, @ 1 point, ¼ LMI or LI, JLS, Sh, @ 2 points.	Up to 60
Alan axemen "Irregular C" MI or LMI, 2HCW, @ 3 points.	Up to 40
70 paces of set-up wagon laager, @ 70 points.	Up to 3
Up to 4 regular command factors @ 10 points.	
Up to 20 irregular command factors @ 25 points.	

This list covers all the Sarmatian tribes from the time they first began to depart from the Skythian model until their incorporation in the Hunnic empire. The main tribal groupings covered are the Rhoxolani, the Iazyges, the Black Sea Sarmatians and the Alans. An army must be modelled on one of these. The lance seems to have been acquired before anything better in the way of armour than rawhide became common. Except for the Black Sea Sarmatians, metal armour was confined to the richest nobles. Horn scale armour was usually substituted, and rawhide remained in use by a minority. The Rhoxolani were slow in completing the change to the horn-armoured lancer, and Strabo describes them during the 1st century AD still mainly armed with light spear, bow and shield, and armoured in hide. The Alans never completed the change, many of them lacking any armour at all at the end of the period covered. Arrian describes them as charging cavalry at the start of the 2nd century AD, but the tactics he recommends against them depend so heavily on missiles as to imply they lacked armoured horses. By the 4th century AD, they appear mainly as light skirmishing cavalry, often in armies of other tribes or nations. The Iazyges were the first to complete the change to armoured lancers with a high proportion of armoured horses. They retained the bow but placed little reliance on it. The Black Sea Sarmatians are shown in art as armoured lancers, lacking bows, on unarmoured horses. The option for "Irregular A" girls is based on the custom in some tribes of not permitting a girl to marry unless she had slain a foe in battle. This may well have been obsolete. Sarmatians are described by contemporaries as fearsome in the charge but useless and timid on foot. The Black Sea Sarmatians had access to better infantry, having settled down as overlords of the Black Sea coast and its Greek cities. The Alans made use long after our period of good axemen, and may just have had them earlier. Minimums marked \* or \*\* apply only if any troops so marked are used. Black Sea Sarmatians cannot have lancers with bows, EHC, Trans-Danubians, wagon laager, or any Alans except up to 20 LC. Alans cannot have lancers without bows, more than 12 EHC, Greeks, or Black Sea LMI or LI. They can have Alan axemen and archers, or Trans-Danube peasants and wagon guards, not both. Iazyges and Rhoxolani cannot have lancers without bows, Greeks, Black Sea LMI or LI, or any Alans other than up to 15 LC. Only Rhoxolani can have early Rhoxolani MC, and they cannot use them with Alans. It would be historically appropriate to specify all Sub-Generals as rash. The best Sarmatian tactic is a massed impetuous charge as soon as the enemy come within reach. The troops will probably do this anyway, so you might as well order it and accept the credit for its success. Sarmatians are handicapped by very dense terrain, cunning opponents, and sometimes by elephants.

## 56. MACCABEAN JEWISH. 168 BC to 104 BC.

C-in-C mounted on horse as HC or EHC, JLS or L, Sh, or on foot as LHI, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC or EHC, JLS or L, Sh, or on foot as LHI, JLS, Sh, @ 50 points.	Up to 3
Great standard of the people, PA standard to accompany C-in-C, @ 30 points.	*1
Standards of the camps, P standard to accompany Sub-Generals, @ 10 points.	All or none
Religious contingent of non-combatant priests and blowers of sacred trumpets, @ 85 points.	Up to 1
Guerillas "Irregular B" LC, JLS, B or Sh, @ 7 points.	Up to 5
Guerillas "Irregular D" LMI, JLS, @ 1 point.	30 to 100
Guerillas "Irregular D" LI, JLS, @ 1 point.	10 to 200
Guerillas "Irregular D" LI, B, @ 1 point.	20 to 60
Guerillas "Irregular D" LI, S, @ 1 point.	10 to 30
Extra to give guerillas Sh, @ 1 point.	Up to 100
Extra to upgrade guerillas to "Irregular A", @ 3 points.	Up to 80
Extra to upgrade all remaining guerillas to "Irregular C", @ 1 point.	All or none
Cavalry of the army "Regular B" EHC, L, Sh, @ 13 points.	*12 to 28
Cavalry of the phalanx "Regular C" LC, JLS, B, @ 5 points.	*10 to 30
Foot of the phalanx "Regular C" LMI, LTS, JLS, Sh, @ 5 points.	*48 to 144
Extra to upgrade cavalry or foot of the phalanx to "Regular B" and cavalry of the army to "Regular A", @ 1 point.	All or none
Up to 14 regular command factors @ 10 points.	
Up to 6 regular command factors @ 5 points to provide foot phalanx units with a cavalry of the phalanx detachment.	
Up to 18 irregular command factors @ 25 points.	

This list covers the period from the initial revolt against the Seleucids until the death of John Hyrcanus. The limited number of shields available for guerillas represents the initial difficulty in obtaining an adequate supply of weapons. Armour would then be limited to officers. The varied morale of the guerillas is based on the rapid shrinking of the army from 3,000 to 800 men on sighting the enemy at Elasa. The course of other later battles implies the presence of more solid troops, and it has been suggested that these might initially have been supplied by ex-cleruchs from the Ptolemaic and other Hellenistic armies. Although phalanxes are mentioned by the sources, it is probable that the word is used to mean bodies of formed infantry, rather than pikemen. The Jewish regulars here are taken from a description of an ideal army's equipment, organisation and tactics in the Dead Sea Scrolls, now available in a Penguin translation. The only infantry described, who make up the mass of the army, are armed with 12 foot spear and 7 javelins each and carry a long oval shield. They can be taken as equivalent to the standard Hellenistic peltast. There is also a passing reference to slingers passing through the ranks. Two types of cavalry are described, the older men being in the armoured cavalry stationed on the armies wings, and the younger in smaller bodies of unarmoured cavalry supporting each infantry unit. The text covering the heavier cavalry is slightly corrupt, but appears to mention body armour for man and horse, helmet, greaves, a small shield and a 12 foot spear. HC units are 700 strong, LC 200, and LMI 1,000. Prayer, exhortation and blasts from sacred trumpets figure prominently. One set of trumpets are called "trumpets of massacre". The great standard is 14 cubits long, standards of the camps 13, unit standards 10. The army's main heraldic symbol seems to be an ear of wheat, so this might appear on the standard, but there was a great deal of writing on them as well. Minimums marked \* apply only if any troops so marked as used. No difficulty should be found in getting a Maccabean army charging impetuously. The ideal terrain for it would be narrow valleys between steep or wooded hills, but it is far from helpless in the open.



## 57. EARLY GERMAN. 115 BC to 250 AD.

C-in-C mounted on horse as HC, JLS, Sh, or on foot as HI, JLS or LTS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, Sh, or on foot as HI, JLS or LTS, Sh, @ 50 points.	Up to 2
Noble cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	14 to 32
Extra to upgrade noble cavalry to "Irregular A", @ 1 point.	All or none
Extra to upgrade noble cavalry to HC, @ 2 points.	Up to ½
Foot warriors "Irregular C" MI. Up to ½ each unit LTS, rest JLS, Sh, @ 3 points.	100 to 300
Extra to upgrade proportion of Chatti foot warrior unit to "Irregular A" as front rank "iron collar-wearers" armed with JLS, @ 2 points.	Up to ¼
Foot skirmishers "Irregular C" LI, JLS, Sh, @ 3 points.	10 to 60
Extra to upgrade skirmishers to "Irregular B" if in detachment belonging to noble cavalry unit, @ 1 point.	Up to 35
Archers "Irregular C" LI, B, @ 2 points.	Up to 25
Axemen "Irregular C" LMI, 2HCW, @ 2 points.	Up to 15
Batavian deserters "Regular B" HC, JLS, Sh, @ 11 points.	*6 to 12
Batavian deserters "Regular C" LHI, JLS, Sh, @ 6 points.	*48 to 96
Extra to upgrade "Regular C" LHI to "Regular B", @ 1 point.	All or none
Extra to give ¼ of each LHI unit S in addition to JLS, @ 1 point.	All or none
Sarmatians "Irregular B" HC, L, B, @ 8 points.	Up to 10
Extra to upgrade Sarmatians to EHC, @ 2 points.	Any or all
70 paces of set-up wagon laager, @ 70 points.	Up to 3
Up to 5 regular command factors @ 10 points.	
Up to 15 irregular command factors @ 25 points.	
Up to 3 irregular command factors @ 10 points to provide noble cavalry units with a detachment of "Irregular B" LI.	

This list covers the period from the first Roman encounter with Germans until the cumulative effect of contact with Rome on military techniques had become significant. Noble cavalry are classed as MC rather than LC because Tacitus tells us that elaborate manoeuvres were not practised, and because they easily rode down Gallic cavalry. The "Irregular A" option is justified by the effect on the Gauls, and because we are told that they considered cavalry with saddles effeminate and ALWAYS charged them on sight! Some tribes had the front rank of their foot warbands armed with long spears. Others had all ranks armed with the light framea. German foot fought in closer formation than Gauls. Axemen are assumed to be carrying felling axes to cut through defensive obstacles. One ala and four cohortes of Roman-trained and equipped Batavian auxiliaries spearheaded Civilis' revolt of 69 AD, fighting in conjunction with untamed Germans. Minimums marked \* apply only if Batavian deserters are used. If they are, the C-in-C must be a big man with one eye, dressed as a Roman general, but with long bright red hair, foot warriors must have front ranks armed with LTS, and Sarmatians cannot be used. Sarmatians cannot be used if any infantry have LTS, or with Chatti. The strongest point of an Early German army is that it refuses to go away. It can continue exerting pressure on the enemy and accepting punishment until he finally cracks. The skilled use of supporting LI detachments and timely impetuous charges can cope well with much heavier or more numerous cavalry. Foot warriors can fight in wedge.

## 58. MITHRIDATIC. 110 BC to 47 BC.

C-in-C mounted on horse as HC, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, Sh, @ 50 points.	Up to 2
Armenian Ally-General mounted on horse and equipped as Armenian cataphract, @ 75 points.	*1
Pontic cavalry "Irregular B" HC, JLS, Sh, @ 9 points.	5 to 15
Cappadocian cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	10 to 20
Skythian cavalry "Irregular C" LC, B, @ 4 points.	Up to 20
Bosporan cavalry "Irregular B" HC, L, @ 7 points.	Up to 15
Rhoxolani nobles or Iazyges "Irregular B" HC, L, B, @ 8 points.	Up to 10
Extra to upgrade Rhoxolani nobles or Iazyges to EHC, @ 2 points.	Any or all
Rhoxolani cavalry "Irregular B" MC, JLS, B, Sh, @ 8 points.	Up to 20

Bastarnae cavalry "Irregular A" MC, JLS, Sh, @ 8 points.	Up to 6
Armenian cataphracts "Irregular C" EHC, L, @ 8 points.	*9 to 19
Extra to convert Armenian cataphracts to SHC, @ 4 points.	All or none
Extra to give unconverted Armenian EHC Sh, @ 2 points.	All or none
Extra to upgrade Armenian cataphracts to "Irregular B", @ 1 point.	Up to ½
Brazen shields "Regular C" MI, P, Sh, @ 4 points.	*24 to 32
Extra to upgrade brazen shields to HI, @ 2 points.	Any or all
Ex-slave phalangites "Regular D" MI, P, Sh, @ 3 points.	Up to 24
Peltasts "Regular C" LMI, LTS, JLS, Sh, @ 5 points.	24 to 48
Imitation legionaries "Regular C" HI, HTW, Sh, @ 6 points.	Up to 24
Javelinmen "Irregular C" LMI or LI, JLS, Sh, @ 3 points.	Up to 60
Archers "Irregular C" LI, B, @ 2 points.	10 to 40
Slings "Irregular C" LI, S, Sh, @ 3 points.	Up to 10
Galatian subjects "Irregular D" MI, JLS, Sh, @ 2 points.	Up to 30
Thracians "Irregular C" LMI, ½ JLS, ½ LTS or JLS, Sh, @ 3 points.	Up to 12
Extra to give Thracians with JLS 2HCW in addition, @ 1 point.	Any or all
Bastarnae foot "Irregular A" LI, JLS, or LMI, JLS or 2HCW, @ 4 points.	Up to 16
Extra to give Bastarnae foot Sh, @ 1 point.	Any or all
Four-horse scythed chariots with "Irregular A" crew of unarmed driver, @ 24 points.	**2 to 6
Up to 6 regular command factors @ 10 points.	
Up to 18 irregular command factors @ 25 points.	
Up to 1 irregular command factor @ 10 points to provide Bastarnae cavalry unit with equal sized detachment of Bastarnae LI.	

This list extends from the accession of Mithridates the Great to the throne of Pontus until the final defeat of his son Pharnaces, first by Julius Caesar ("Veni, vidi, vici") and then by Asander. I incline towards Armenian cataphracts being SHC at this time and the brazen shields being MI. The Bosphorans are Black Sea Sarmatians, so lack horse armour and bows. Mithridates' Galatian subjects disliked him intensely and ended by revolting. Bastarnae are referred to both as Celts and Germans, but were under heavy Thracian influence and later became an allied sub-group of the Dacians. Appian calls them "the bravest nation of all". They are depicted on monuments wielding a two-handed falx, and in poetry as using the rhomphaia, probably indicating that the two weapons are one. Minimums marked \* apply only if any troops so marked are used. Minimums marked \*\* apply only if any troops marked \* or \*\* are used. Brazen shields, slave phalangites, Galatians and Armenians cannot be used with imitation legionaries or Bastarnae. The strength of a Mithridatic army lies in it having ample good cavalry of a wide range of types, a strong assault force of scythed chariots, some good close formation infantry, and plenty of useful foot for rough terrain work. Its weakness is that half the army is useless in dense terrain and the other half too vulnerable in the open. Unusual care is therefore required in terrain choosing and deployment.

## 59. MARIAN ROMAN. 105 BC to 25 BC.

C-in-C mounted on horse as HC, JLS, Sh, @ 100 points.	1
Sub-General mounted on horse as HC, JLS, Sh, @ 50 points.	Up to 2
Roman Ally-General mounted on horse as HC, JLS, Sh, @ 75 points.	Up to 1
Numidian Ally-General mounted on horse as HC or LC, JLS, Sh, @ 75 points.	Up to 1
Bithynian Ally-General mounted on horse as HC, L, or as HC, JLS, Sh, @ 75 points.	*1
Armenian Ally-General mounted on horse and equipped as Armenian cataphract, @ 75 points.	**1
Red vexillum PA standards accompanying C-in-C and any Roman Ally-General, @ 30 points.	All or none
Legionary eagle A standard, @ 20 points.	Up to 1
Roman bodyguard cavalry "Regular A" HC, JLS, Sh, @ 12 points.	Up to 6
Praetorians "Regular A" HI, HTW, Sh, @ 8 points.	Up to 12
Legionaries "Regular C" HI, HTW, Sh, @ 6 points.	72 to 120
Extra to upgrade elite legionaries to "Regular B", @ 1 point.	Up to 40
Raw or Galatian imitation legionaries "Regular D" HI, HTW, Sh, @ 5 points.	Up to 80
Gallic cavalry "Irregular B" MC, JLS, Sh, @ 7 points.	5 to 20
Spanish cavalry "Irregular C" MC or LC, JLS, Sh, @ 6 points.	Up to 10

German cavalry "Irregular A" MC, JLS, Sh, @ 8 points.	Up to 10
Extra to upgrade Gallic, Spanish or German MC to HC, @ 2 points.	Up to ½ each
Numidian, Thracian or Cappadocian cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	Up to 15
Macedonian cavalry "Regular B" HC, JLS, Sh, @ 11 points.	Up to 6
Syrian horse archers "Irregular D" LC, B, @ 3 points.	Up to 10
Arab mercenaries "Irregular D". Up to ½ LCM, JLS or B, Sh, @ 4 points, rest LC, JLS, Sh, @ 6 points.	Up to 30
Balearic, Greek or Numidian slingers "Irregular C" LI, S, @ 2 points.	Up to 12
Cretan archers "Regular C" LI, B, @ 3 points.	Up to 12
Extra to give slingers or Cretans Sh, @ 1 point.	Any or all
Numidian, Syrian, Gallic, Greek or Pontic archers "Irregular C" LI, B, @ 2 points.	Up to 12
German, Numidian, Greek, Bithynian or Spanish caetrati "Irregular C" LI, JLS, Sh, @ 3 points.	Up to 20
Extra to upgrade German or Spanish caetrati to "Irregular B" if in detachment belonging to cavalry unit.	All
Rhaetian or Spanish scutarii "Irregular C" LMI, HTW or JLS, Sh, @ 3 points.	Up to 50
Illyrian or Thracian infantry "Irregular C" LMI, JLS, Sh, @ 3 points.	Up to 20
Extra to give Illyrians LTS or Thracians 2HCW in addition, @ 1 point.	Any or all
Galatian tribesmen "Irregular C" MI, JLS, Sh, @ 3 points.	Up to 30
Bithynian cavalry "Regular C" HC, JLS, Sh, @ 10 points, or L, @ 8 points.	*5 to 15
Extra to upgrade Bithynian cavalry to "Regular A" bodyguard, @ 2 points.	Up to 5
Bithynian phalangites "Regular C" MI, P, Sh, @ 4 points.	*24 to 48
Extra to upgrade Bithynian phalangites to HI, @ 2 points.	All or none
Bithynian peltasts "Regular C" LMI, LTS, JLS, Sh, @ 5 points.	*12 to 36
Armenian cataphracts "Irregular D" EHC, L, @ 7 points.	**9 to 15
Extra to upgrade Armenian cataphracts to "Irregular B", @ 2 points.	**2 to 7
Extra to convert Armenian cataphracts to SHC, @ 4 points.	All or none
Extra to give unconverted Armenian EHC Sh, @ 2 points.	All or none
Armenian horse archers "Irregular D" LC, B, @ 3 points.	**10 to 20
Armenian archers "Irregular D" LI, B, @ 1 point.	**10 to 20
Armenian javelinmen "Irregular D" LMI or LI, JLS, Sh, @ 2 points.	**15 to 40
Extra to upgrade any Armenians from "Irregular D" to "Irregular C", @ 1 point.	Up to 30
African elephants with "Irregular C" crew of unarmed driver astride and 2 with JLS or B in tower, @ 40 points.	Up to 4
Light bolt-shooters with "Regular C" crew of 2, @ 20 points.	Up to 6
Unemplaced stakes to cover frontage of 4 legionaries, @ 4 points.	Up to 12
70 paces of ditch or palisade, @ 35 points.	Up to 6
Up to 12 regular command factors @ 10 points.	
Up to 15 irregular command factors @ 25 points.	
Up to 3 irregular command factors @ 10 points to provide German, Spanish or Numidian cavalry unit with a caetrati detachment of the same nationality, or elephant units with a detachment of ½ archers and ½ slingers.	

This list covers armies from the reforms of Marius until those of Augustus. The option to use a Roman Ally-General simulates the temporary alliance of rival leaders in civil war, such as Cassius with Brutus, or Anthony with Octavian. Red vexilla are used as PA standards if more than one legion is represented. If only one legion is present, the eagle with its enlarged senior cohort can serve as an A standard only. The elite option for legionaries can cover an elite legion such as Caesar's 10th, or provide increased status for a 1st cohort. Bithynian allies assisted against Mithridates, and Armenia helped somewhat nominally against Parthia. Minimums marked \* or \*\* apply only if any troops so marked are used. Bithynians, Armenians, Macedonians, elephants, or more than 20 Spaniards cannot be used together. Stakes cannot be used unless the opposing army could have scythed chariots. Mounting artillery on the upcast of a ditch or behind a palisade does not raise it sufficiently to shoot over troops in front. Thracian, Bithynian and Macedonian cavalry can fight in wedge. Legionaries can fight in testudo.

## 60. ANCIENT BRITISH. 55 BC to 75 AD.

C-in-C with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or on foot as LMI or LHI, JLS, Sh, @ 100 points.	1
Sub-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or on foot as LMI or LHI, JLS, Sh, @ 50 points.	Up to 1
Ally-General with JLS in two-horse light chariot with "Irregular B" crew of unarmed driver, or on foot as LMI or LHI, JLS, Sh, @ 75 points.	Up to 4
Roman Ally-General mounted on horse as HC, JLS, Sh, @ 75 points.	*1
Religious group of sacrificing druids, screaming women, stationary altar and fires, @ 85 points.	Up to 1
Two-horse light chariots with "Irregular B" crew of unarmed driver and 1 with JLS, @ 16 points.	Up to 24
Cavalry "Irregular C" LC, JLS, Sh, @ 6 points.	20 to 40
Naked fanatics "Irregular A" LMI, JLS, Sh, @ 5 points.	Up to 12
Foot warriors "Irregular C" LMI, JLS, Sh, @ 3 points.	50 to 300
Slingers "Irregular C" LI, S, @ 2 points.	Up to 150
Adolescent javelin skirmishers "Irregular C" LI, JLS, @ 2 points.	Up to 40
Women, slaves, elderly and children "Irregular D" LMI, IPW, @ 1 point.	Up to 50
Roman auxiliary cavalry "Regular C" HC, JLS, Sh, @ 10 points.	*6 to 18
Extra to upgrade Roman cavalry to "Regular B", @ 1 point.	Up to 12
Roman auxiliary infantry "Regular C" LHI, JLS, Sh, @ 6 points.	*24 to 72
Extra to give ¼ of each Roman auxiliary infantry unit S in addition to JLS, @ 1 point.	All or none
70 paces of set-up wagon laager, @ 70 points.	Up to 5
Up to 5 regular command factors @ 10 points.	
Up to 15 irregular command factors @ 25 points.	
Up to 5 irregular command factors @ 10 points to provide chariot units with a detachment of LC or LMI.	

This list includes all British armies from Julius Caesar's expeditions to the final pacification of the province. The several British allied generals permitted allow for large temporary confederacies such as Boudica's revolt. A druidical religious or magical group took part in the unsuccessful defence of Mona. A Roman auxiliary grouping intervened in a Brigantian internal dispute in favour of Queen Cartimandua. The naked fanatics are included in analogy of the roles of Gaesati and Solduri among the continental Celts. Since Britain was sufficiently conservative to be still using woad tattoos and chariots long after they had been given up elsewhere, it is possible that small groups of fanatics were also still around, possibly acting as bodyguards. However, Roman accounts of battles in Britain do not show any great tendency for the inhabitants to die fighting in a losing battle if a handy escape route existed. Tribes in different parts of Britain emphasised different arms. Slingers were especially favoured in the south-west, and chariots in the north and south-east. Minimums marked \* apply only if any troops so marked are used. Romans cannot be used with British allied generals, religious groups, or more than 50 slingers. There is a tendency for wargamers with British armies to maximise the number of chariots, this practice being known as "The Ancient British Panzer Division". They usually lose. Those that rely instead on balance and close co-operation between the various arms do much better. British armies do best in fairly heavily wooded terrain.

## MISCELLANEOUS INFORMATION

### Magazines

In U.K.:

*Military Modelling*

P.O. Box 35, Bridge Street, Hemel Hempstead, Herts HP1 1EE.

*Airfix Magazine*

The Gresham Press, Old Woking, Surrey.

Both are monthly on general sale. *Military Modelling* is the more specialised while *Airfix Magazine* covers a wider field of general plastic modelling. Both carry articles on wargaming and *Military Modelling* especially has advertisements from all the manufacturers and publishers of figures and books.

In U.S.A.:

*The Courier*

Box 1878, Brockton, MA 02401, U.S.A.

At present produced every two months, by direct subscription. This is an all wargaming magazine which we strongly recommend to all U.S. wargamers in any period.

### Model figures for wargamers

We recommend a thorough study of the advertisements in *Military Modelling*, or *The Courier*, but mention here some of the manufacturers who have large ranges in the period covered by these Lists:

Miniature Figurines (15 & 25mm),  
1-5 Graham Road,  
Southampton, Hants.

Dixon Miniatures (25mm),  
Ash Grove, Royles Head Lane,  
Longwood, Huddersfield, W Yorks HD34T.

FreiKorps 15 (15mm),  
30 Cromwell Road,  
Belfast 7, N. Ireland.

Mikes Models (15mm),  
38 Queens Road,  
Brighton, East Sussex BN1 3XB.

Greenwood & Ball (25mm),  
Unit 27, Bon Lea Trading Estate,  
Thornaby, Co. Cleveland.

Hinchliffe Models (25mm),  
Meltham,  
Huddersfield HD7 3NX.

Lamming Miniatures (25mm),  
254 Wincolm Lee,  
Hull HU2 0PZ.

Peter Laing (15mm),  
Minden, Sutton St. Nicholas,  
Hereford HR1 3BD.

Heroics & Ros Figures (6mm),  
P.O. Box 26, Rectory Road,  
Beckenham, Kent BR3 1HA.

### The Society of Ancients

An international Society for all interested in Ancient and Medieval warfare, weapons and warriors. Produces a bi-monthly magazine, *Slingshot*, for members, containing articles on military history, arms and equipment, wargame reports and book and figure reviews. The Society sponsors national meetings for members and runs an annual wargames championship. Whatever else you do, if you are interested in furthering your enjoyment of the hobby, join the Society.

For details write to the Treasurer:

W. Thurlow, "Courtney", 15 Longfleet Road, Poole, Dorset.

### Wargames Research Group

To back up our Rules and Lists we have the *Armies and Enemies* series of reference books ranging from the earliest times up to the Feudal period. This range has gained a world-wide reputation and is used by many figure manufacturers as a basis for their models.