

CYPRIAN KINGDOMS C.500 - 300 BCE

(version February 15th, 2012)

CORE

This list covers the Cyprian Kingdoms of Salamis, Kyrenia, Kourion, Marion, Paphos, Amathus, Soli, Lapithos, and Tamassos, as well as the Phoenecian kingdom of Kiton to the south of the island.

A Cyprian Kingdoms army must include a General and at least one unit of Citizen Phalanx and one Levy Phalanx.

Strategy Rating: 2

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least one unit of Citizen Phalanx and one unit of Levy Phalanx
May include up to 8 other core troop selections
- Support:** May include up to 6 support
The number of support plus skirmish selections must not exceed the number of core selections
- Skirmish:** May include up to 4 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 25% of the points available may be spent on troops from the Allies section

COMMAND

A Cyprian Kingdoms army must include a general and may include up to 1 sub-commander.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
KING	9 + 2	9 + 2	+3	ARMY GENERAL, HEROIC LEADER	50
STRATEGOS	8 + 1	8 + 1	+2		FREE

Upgrades: None

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profile.

Up to 1 Sub-commander

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
SUB-COMMANDER	8 + 1	8 + 1	+1	HEROIC LEADER	55

Upgrades: One sub-commander may be mounted at a cost of 10 pts.

Note that the ATTACKS bonus for the Heroic Leader trait is already included in the profile.

Players may select up to 10 units from the Core section. A Cyprian Kingdoms army must include at least one unit of Citizen Phalanx and one Levy Phalanx.

Citizen Phalanx

Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	7	7	14

Weapons: Long Spear, Hand Weapon

Armour: Large Shield

Special Rules: Phalanx (Classical)

Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.

Levy Hoplites

Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	8	4+	1	2	5+	4+	1	5	5	7

Weapons: Long Spear, Hand Weapon

Armour: Large Shield

Special Rules: Levies, Phalanx (Classical)

Upgrades: None

SUPPORT

For every unit selected from the Core Troops section one unit may be selected from the Support or Skirmish Troops section. A maximum of 4 Support may be taken.

Up to 1 unit of Mercenary Hoplites

Models per unit: 16-30

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	8	4+	1	3	4+	4+	1	8	8	19

Weapons: Long Spear, Hand Weapon

Armour: Light Armour, Large Shield

Special Rules: Mercenaries, Phalanx (Classical)

Upgrades: May add heavy armour upgrading ARM to 3+, but reducing MR to 8, at a cost of 3 pts per model.

Up to 1 unit of Medium Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	3	5+	4+	1	6	7	21

Weapons: Long Spear, Hand Weapon

Armour: Light Armour

Special Rules: None

Upgrades: May add heavy armour upgrading ARM to 3+, but reducing MR to 8, at a cost of 3 pts per model.

SKIRMISH

Up to 1 unit of Light Cavalry Models per unit: 6-10

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	18	4+	1	2	6	4+	1	5	6	13

Weapons: Improvised Weapon, Javelins
 Armour: None
 Special Rules: None
 Upgrades: May skirmish at a cost of 2 pts per model.

Up to 1 unit of Heavy Chariots Models per unit: 3-6

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	15	4+	2	4	3+	4+	1	7	8	78

Weapons: Unarmed driver and one crew with Hand Weapon, Long Spear, Javelins
 Armour: Light Armour, Shield
 Special Rules: Fearsome
 Upgrades: None

May not be used with peltasts, spear-armed Cypriot light infantry, medium cavalry or skirmishing light cavalry.

Peltasts Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	7	7	11

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: May add Long Spears at a cost of 1 pt per model.
 May be Drilled at a cost of 1 pt per model.
 May skirmish at a cost of 1 pt per model.

Peltasts should only be used from c.374 BCE. They may not be used if any chariots or any phalanx troops with heavy armour are in the army.

Cypriot Light Infantry Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	N/A	4+	1	6	6	8

Weapons: Hand Weapon, Self Bow
 Armour: Shield
 Special Rules: None
 Upgrades: May replace bow with long spear, javelin and shield (ARM 6) at a cost of 2 pts per model.

Spear-armed troops may not be used if any chariots or any phalanx troops with heavy armour are in the army.

Many thanks to Warren Gleeson and Mike Evans for putting this army list together.
 All of the allies in the list are from The Rise and Fall of Persia.

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of four Skirmish units may be taken, this total includes light cavalry or peltasts which have been upgraded to skirmishers.

Skirmishers Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	N/A	4+	1	5	6	8

Weapons: Javelins, Sling or Self Bow; Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: May add shield and hand weapon, upgrading ARM to 6, at a cost of 1 pt per model.

Up to 1 unit of Cretan Archers Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	3+	1	3	6	4+	1	7	7	14

Weapons: Self Bow, Hand Weapon
 Armour: Buckler
 Special Rules: Mercenaries
 Upgrades: None

Up to 1 unit of Cyprian Marines Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	3	6	4+	1	6	7	11

Weapons: Throwing Spear, Hand Weapon
 Armour: Shield
 Special Rules: None
 Upgrades: None

ALLIES

Up to 25% of the points available may be spent on troops from the Allies section. May choose one of the following:

Achaemenid Persian Empire*
 Early Ptolomeic**
 Later Spartan**

Archaic Greek*
 Later Hoplite Greek – Athens, Ionian Greeks*
 Later Saitic Egyptian*

*not if the army includes peltasts, spear-armed Cypriot light infantry, medium cavalry
 **not if the army includes chariots or any phalanx troops with heavy armour

CYPRIAN ALLIES

Allies may be taken by other armies as indicated in their army list. They are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander
 Up to 1 unit of Cypriot Light Infantry
 1-3 units of Citizen and/or Levy Phalanx
 Up to 1 unit of Skirmishers