

EARLY PTOLEMAIC 323 – 204BCE

(version February 28, 2012)

This army list covers Ptolemaic Successor forces in Egypt from the death of Alexander the Great to the death of Ptolemy IV Philopater. During this period the Ptolemaic (or Lagid) Dynasty established itself in Egypt, adopting many of the Pharonic religious doctrines. This list includes the 'high water mark' Battle of Raphia in 217 BCE. After this period, the Ptolemaic Kingdom was often torn apart with internal divisions, leading to Civil Wars, and came under the increasing domination of Rome, which finally took complete control after the death of Cleopatra VII (with Marcus Antonius) in 30 BCE. It was, therefore, the longest-lived of all the Successor Kingdoms. Enemies include the other Successor States, especially Seleucid and Antigonid.

An Early Ptolemaic army must include a General, at least one unit of Klerouchoi Cavalry and at least one unit of Klerouchoi Phalangites.

Strategy Rating: 2

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least 1 unit of Klerouchoi Cavalry
and at least one unit of Klerouchoi Phalangites
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 total points value

COMMAND

A Ptolemaic army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
PHARAOH	9 + 2	9 + 2	+2	ARMY GENERAL	50
STRATEGOS	8 + 1	8 + 1	+1		FREE

Upgrades: May be mounted on a horse at a cost of 10 pts

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
HEGEMON	8 + 1	8 + 1	+1	NONE*	55

Upgrades: May be mounted on a horse at a cost of 10 pts.

As indicated in the Clash of Empires rulebook (page 97), characters and their mounts are used to elephants. Cavalry units taken from the Core section of the list are also used to elephants.

CORE

Players may select up to 10 units from the Core Troops section. At least one unit of Klerouchoi Cavalry and at least one unit of Klerouchoi Phalangites (not Agema) must be taken.

Up to 3 units of Klerouchoi Cavalry

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	4	5+	4+	1	7	8	37

Weapons: Xyston, Hand Weapon

Armour: Light Armour

Special Rules: Wedge

Upgrades: May add heavy armour, upgrading ARM to 4+ at a cost of 3 pts per model.

Klerouchoi Phalangites

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	6	6	14

Weapons: Sarissa (Pike), Hand Weapon

Armour: Light Armour, Shield

Special Rules: Phalanx (Trained)

Upgrades: One unit in the army may be upgraded to Agema, with DL of 7 and ML of 7, at a cost of 2 pts per model.
Agema may be drilled at a cost of 1 pt per model.

Ptolemaic armies included large numbers of Pikes, often outnumbering the other Successors.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 6 Support units may be chosen.

Up to 1 unit of Egyptian / Libyan Levy Phalangites

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	2	5+	4+	1	5	6	9

Weapons: Sarissa (Pike), Hand Weapon

Armour: Light Armour, Shield

Special Rules: Phalanx (Deep), Levies

Upgrades: None

These were first raised as an emergency measure for the Battle of Raphia in 217 BCE. While they helped the Ptolemaic Phalanx to outnumber and destroy the Seleucid Phalanx, they gave the native Egyptians a feeling of confidence that subsequently caused the Ptolemaics endless problems!

Thureophoroi

Models per unit: 10-30

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

Weapons: Javelins, Hand Weapon

Armour: Shield

Special Rules: None

Upgrades: May be Drilled at a cost of 1 pt per model
One unit may add Rhomphaia (as 'Thracians') at a cost of 3 pts per model.
May add Long Spears at a cost of 1 pt per model (unless 'Thracians').

Tarantine or Aetolian Light Cavalry Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	4+	1	3	5+	4+	1	7	7	23

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: None
 Upgrades: None

Up to 2 African Elephants Models per unit: 1

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	15	4+	4 + CREW	4	6/4+ (FRONT)	2+	5	7	7	200

Weapons: Two crew with Hand Weapons and Javelins
 Armour: Howdah
 Special Rules: Terrifying
 Upgrades: Any crewman may add a composite bow at a cost of 4 pts each

Up to 1 unit of Escorts per Elephant Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	3	6	4+	1	7	7	13

Weapons: Javelins, Throwing Spear
 Armour: Shield
 Special Rules: Elephant Escorts
 Upgrades: None

SKIRMISH

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 4 Skirmish units may be chosen.

Egyptian or Jewish Javelinmen Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	2	6	4+	1	5	5	7

Weapons: Javelins, Hand Weapon
 Armour: Shield
 Special Rules: None
 Upgrades: None

Egyptian or Syrian Archers 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	5	8

Weapons: Composite Bow, Hand Weapon
 Armour: None
 Special Rules: None
 Upgrades: None

Rhodian, Egyptian or Syrian Slingers 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	5	7

Weapons: Improvised Weapon, Sling
 Armour: None
 Special Rules: None
 Upgrades: None

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	15

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

May only be selected if at least one other unit is taken from the Skirmish section. The Cretan archer unit may be no greater in number than any other unit taken from the Skirmish section.

ALLIES

Up to 25% of the points available may be spent on troops from the Allies section.

Up to 2 units of Galatian Infantry Models per unit: 20-50

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED OR OPEN	12	4+	1	3	6	4+	1	5	7	10

Weapons: Hand Weapon, Javelins
 Armour: Shield
 Special Rules: Allies, Limited Missiles, Warband
 Upgrades: None

If in open order, a warband may contain a maximum of 25 models.

Up to 1 unit of Arab Camelry Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	15	4+	1	3	6	4+	1	5	5	16

Weapons: Composite Bow, Hand Weapon
 Armour: None
 Special Rules: Allies, Terrifying to horses
 Upgrades: None

Many thanks to Chris Hall for constructing this army list.