

GREEK MERCENARIES C.401 - 300 BCE

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CORE

This list covers the Greek mercenary forces, such as that of the Anabasis, that served under various Persian and other employers.

A Greek Mercenary army must include a general and at least two units of Mercenary Hoplites.

Strategy Rating: 3

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least two units of Mercenary Hoplites
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 3 skirmish
The number of support plus skirmish selections must not exceed the number of core selections
- Allies:** Up to 20% of the points available may be spent on troops from the Allies section

COMMAND

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

General

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

Upgrades: None

Mercenaries: Any unit with the mercenaries unit rule adds +1 to its ML for testing when the general is killed. If the general flees off the table, the same test is at -1 ML.

Up to 2 Sub-commanders

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 profiles.

Players may select up to 10 units from the Core section. A Greek Mercenary army must include at least two units of Mercenary Hoplites.

Mercenary Hoplites

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	8	8	17

- Weapons:** Long Spear, Hand Weapon
Armour: Large Shield
Special Rules: Mercenaries, Phalanx (Trained)
Upgrades: May add light armour upgrading ARM to 4+ at a cost of 2 pts per model.

Spartan Mercenary Hoplites

Models per unit: 12-24

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	4+	4+	1	8	8	26

- Weapons:** Long Spear, Hand Weapon
Armour: Light Armour, Large Shield
Special Rules: Drilled, Expert Swordsmen, Mercenaries, Phalanx (Trained), Steady
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 6 Support may be taken.

City State Hoplites

Models per unit: 16-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	5+	4+	1	6	7	13

- 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.

Veteran Mercenary Hoplites

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	4+	4+	1	8	8	20

- Weapons:** Long Spear, Hand Weapon
Armour: Light Armour, Large Shield
Special Rules: Mercenaries, Phalanx (Trained)
Upgrades: None

SKIRMISH

Up to 1 unit of Medium Cavalry Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	15	4+	1	3	5+	4+	1	6	7	19

Weapons: Long Spear, Hand Weapon
 Armour: Light Armour
 Special Rules: Mercenaries
 Upgrades: May add heavy armour upgrading ARM to 4+ at a cost of 3 pts per model.

Up to 1 unit of Light Cavalry Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	15	4+	1	2	6	4+	1	5	6	11

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

Mercenary 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.
 If no more than 15 models strong, may skirmish at a cost of 1 pt per model.

Peltasts should only be used from c.374 BCE.

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of three 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: Mercenaries
 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	N/A	4+	1	7	7	14

Weapons: Self Bow, Hand Weapon
 Armour: None
 Special Rules: Mercenaries
 Upgrades: May add shield, upgrading ARM to 6, at a cost of 1 pt per model.

Up to 2 units of Rhodian Slings Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	3+	1	3	N/A	4+	1	5	6	12

Weapons: Sling, Hand Weapon
 Armour: None
 Special Rules: Mercenaries
 Upgrades: May add shield, upgrading ARM to 6, at a cost of 1 pt per model.

ALLIES

Up to 20% of the points available may be spent on troops from the Allies section. May choose one of the following:

Achaemenid Persian Empire* Illyrian
 Later Achaemenid Persian Later Hoplite Greek – Athens, Ionian Greeks*
 Thracian

*not if the army includes peltasts

ALLIES

This list may not be used as allies for other armies.