

IMPERIAL MACEDONIAN C. 359 - 323 BCE

(version December 4th, 2011)

Fuller Macedonian lists are available in the Rise and Fall of Persia sourcebook. This army list covers the rise of Macedon from the reforms of Philip II to the conquest of the Persian Empire and the death of Alexander. The main historical enemies of the Carthaginians were the Later Hoplite Greeks, Later Spartans, Illyrians, Thracians, Skythians and Later Achaemenid Persians.

A Macedonian army must include a king or strategos and at least two units of pezetairoi.

Strategy Rating: 4

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include 2 units of pezetairoi
May include up to 8 other core
- 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

An Imperial Macedonian army must include a general and may include up to 2 sub-commanders.

General

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
KING	9 + 2	9 + 2	+2	ARMY GENERAL	60
STRATEGOS	9 + 2	9 + 2	+2		50
TAXIARCH	8 + 1	8 + 1	+1		FREE

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

If the king is the general, he may choose to take the Companions trait in addition to rolling twice for a second trait and choosing one of them.

Up to 2 Sub-commanders

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

Upgrades: May be mounted on a horse at a cost of 10 pts (and should be titled Hipparch).

May choose to take the Heroic Leader trait instead of rolling a random one.

CORE

Players may select up to 10 units from the Core Troops section. At least two units of pezetairoi must be taken. The number of hypaspist units may not be greater than the number of pezetairoi units. Pezetairoi and hypaspists are very versatile troops, able to operate in a number of different ways. All of them must operate as either closed order or open order troops.

Pezetairoi

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	3	6	4+	1	7	7	14

Weapons: Sarissa (Pike), Hand Weapon
Armour: Shield
Special Rules: Phalanx (Trained)
Upgrades: May be Drilled at a cost of 1 pt per model.
 May add light armour upgrading ARM to 5 at a cost of 2 pts per model.

Up to 1 unit of Hypaspists

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	4+	4+	1	7	7	21

Weapons: Long Spear, Hand Weapon
Armour: Light Armour, Large Shield
Special Rules: Drilled, Phalanx (Trained)
Upgrades: May be upgraded to the Agema at a cost of 3 pts per model, granting it the Steady rule.

The hypaspists may be equipped for lighter operations using the profile below. Only one unit of Hypaspists may be taken.

Up to 1 unit of Light Hypaspists

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	4	6	4+	1	7	7	17

Weapons: Javelins, Hand Weapon
Armour: Light Armour, Shield
Special Rules: Drilled
Upgrades: May be upgraded to the Agema at a cost of 3 pts per model, granting it the Steady rule.

EPIGRU SUPPORT. CRONIU M

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 Companions Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	5	5+	4+	1	8	8	40

Weapons: Xyston, Hand Weapon
 Armour: Light Armour
 Special Rules: Drilled, Wedge
 Upgrades: May take heavy armour, upgrading ARM to 4+, at a cost of 2 pts per model.

Up to 1 unit of 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	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.
 May upgrade DL and ML up to 7 at a cost of 2 pts per model.

Up to 1 unit of Mercenary Hoplites Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	8	8	20

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

Up to 2 units of Thracian 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: Buckler
 Special Rules: Mercenaries, Warband
 Upgrades: May add long spears at a cost of 1 pt per model.
 May add rhomphaia at a cost of 3 pts per model.

Up to 2 units of Thessalian Cavalry Models per unit: 6-12

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

Weapons: Long Spear, Hand Weapon
 Armour: Light Armour
 Special Rules: Drilled, Wedge
 Upgrades: May add heavy armour, upgrading ARM to 4+ at a cost of 2 pts per model.
 May add javelins at a cost of 1pt per model.

Up to 1 unit of Macedonian Prodrmoi Models per unit: 6-10

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	4+	1	4	6	4+	1	7	8	35

Weapons: Xyston, Hand Weapon
 Armour: None
 Special Rules: Drilled
 Upgrades: None

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

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN OR SKIRMISH	20	4+	1	3	5+	4+	1	6	7	24

Weapons: Hand Weapon, Throwing Spear, Javelins
 Armour: Light Armour
 Special Rules: None
 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.

Macedonian, Thracian or Illyrian Javelinmen 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: Javelins, Improvised Weapon
 Armour: None
 Special Rules: None
 Upgrades: May add shields 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: Hand Weapon, Self Bow
 Armour: Buckler
 Special Rules: None
 Upgrades: None

Up to 1 unit of Greek/Trallian Slings 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: May add bucklers upgrading ARM to 6 at a cost of 1 pt per model.

ALLIES

Up to 25% of the points available may be spent on troops from the Allies section. Armies may select from one of Thracian, Indian or Later Achaemenid Persian allies. If any Persian or Indian allies are included the army may not select Hoplites, Thessalian cavalry or Prodromoi.

Persian allies are selected from the Later Achaemenid Persian list. The following may be taken:

Up to 1 sub-commander
 Up to 1 unit of Persian heavy cavalry or 1 unit of Persian hippokontistai or
 1 unit of Skythian or Bactrian horse archers

MACEDONIAN ALLIES

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

Up to 1 sub-commander
 Up to 1 unit of Thessalian cavalry
 1-2 units of Pezetairoi
 Up to 1 unit of Macedonian javelinmen