

LATER HELLENISTIC GREECE C.250 – 146 BCE

(version July 2012)

CORE

This list covers the armies of Hellenistic Greece from the abandonment of the classical hoplite fighting style to the widespread adoption of the Macedonian Phalanx by Greek armies. There is no hard and fast date for the transition, as many City-States instituted the Macedonian Phalanx and tactics at different times. Thebes and the other Boiotians adopted it between 250-240 BCE. The Spartans under Cleomenes III adopted phalangite equipment and weapons in 228 BCE. By the time Philopoemen instituted his sweeping reforms throughout the Achaean League in 208 the majority of all other Greek City-States had already instituted the Macedonian system. In addition to the phalangite, most cavalry also adopted Macedonian weapons and tactics. The previously prolific thurephoroi remained a component of Hellenistic armies, but their pre-eminence was eclipsed by pike-armed heavy infantry. Historical enemies include other Hellenistic Greek states, Republican Romans, Antigonids, Thracians and Galatians.

A Hellenistic army must include a general and at least two units of Phalangites.

Strategy Rating: 3

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least 2 units of phalangites
May include up to 8 other core troop selections
- Support:** May include up to 5 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 30% of the points available may be spent on troops from the Allies section

COMMAND

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

General

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

Upgrades: None

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
TAXIARCH/ HIPPARCH	8 + 1	8 + 1	+1	HEROIC LEADER	55

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

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 and must select at least two units of Phalangites as compulsory troops.

Phalangites

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:** Hand Weapon, Pike (Sarrisa)
- Armour:** Shield
- Special Rules:** Trained Phalanx
- Upgrades:** May add Light Armour upgrading ARM to 5+ at a cost of 2 pts per model.

With the adoption of the Macedonian fighting style the phalanx replaced the thureophoroi as the predominate troop type in Greece.

Thureophoroi

Models per unit: 12-32

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

- Weapons:** Long Spear, Javelins, Hand Weapon
- Armour:** Shield
- Special Rules:** Offensive Spearmen
- Upgrades:** May upgrade to Large Shields (ARM 5+) at a cost of 2 pts per model.

According to Plutarch, the thureophoroi would initially fight in a loose formation, attacking the enemy with javelins and then fall back in good order into a phalanx-like formation with their spears. We have allowed the option for large shields to account for the size of the thureos and the possible extra protection it gave.

Up to 2 units of Xystophoroi

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	3	5+	4+	1	7	7	28

- Weapons:** Hand Weapon, Xyston
- Armour:** Light Armour
- Special Rules:** Wedge
- Upgrades:** May add Heavy Armour upgrading ARM to 4+ at a cost of 2 pts per model.

SUPPORT

For each unit selected from the Core section one unit may be selected from the Support section or Skirmish section. A maximum of 5 Support units may be chosen. You may include one unit of Thorakitai for each unit of thureophoroi that has been taken.

Up to 1 Agema Phalanx

Models per unit: 16-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1	4	5+	4+	1	7	8	21

- Weapons:** Hand Weapon, Pike (Sarrisa)
- Armour:** Light Armour, Shield
- Special Rules:** Trained Phalanx
- Upgrades:** May upgrade to Steady for 3 points per model.

The word `Agema` in Greek can best be translated into `Elite Corps` in English. Most often, members of the Agema would be hand picked, equipped and be comprised of only the best of men.

Up to 2 units of Thorakitai

Models per unit: 12-32

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	5+	4+	1	7	7	14

Weapons: Long Spear, Javelins, Hand Weapon
 Armour: Light Armour, Shield
 Special Rules: Offensive Spearmen
 Upgrades: May upgrade to Large Shields (ARM 4+) at a cost of 2 pts per model. If no unit of Agema is selected one unit may be upgraded to HTH4 and ML8 as 'Eklektos' for 4 points per model. Eklektos may be Steady for 3 points per model

Thorakitai fought similiarly to the thureophoroi, but wore torso armor and leg greaves and were considerably more reliable. The 'Eklektos' or chosen were made up of only the best and most skilled soldiers.

Up to 2 units of Greek 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	6	4+	1	6	6	19

Weapons: Hand Weapon, Javelins
 Armour: None
 Special Rules: None
 Upgrades: The unit may upgrade to Light Armour ARM 5+ for 2 points per model. If taken as skirmishers the unit counts towards the total number of skirmish units.

Up to 1 battery of Bolt Shooters

Models per unit: 1 - 2 (2 crew per weapon)

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
CLOSED	10	4+	1 PER CREW	4	N/A	4+	2	7	7	50*

Weapons: Hand Weapon
 Armour: None
 Special Rules: Bolt Shooter - Range: 90cm; Kill 3+; D3 shots; no ARM save
 Upgrades: None

* Each Bolt Shooter costs 50 points.

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.

Psiloi

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: Sling or Self Bow, Improvised Weapons
 Armour: None
 Special Rules: None
 Upgrades: Up to one unit may upgrade to HTH 3, ARM 6+ (bucklers), ML 6 with Composite Bows as 'Neo-Cretans' for 5 points per model.

Cretans archers were so effective and famous throughout Greece that many archers were trained in the 'Cretan sytle' and were considered much more effective as light troops.

Up to 1 unit of Cretan Archers

Models per unit: 6-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	3+	1	3	6	4+	1	7	7	15

Weapons: Hand Weapon, Composite Bow
 Armour: Buckler
 Special Rules: Mercenaries
 Upgrades: May add Light Armour (ARM 5+) for 2 points per model.

Up to 3 units of Peltasts

Models per unit: 8-15

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	12	4+	1	3	6	4+	1	5	6	10

Weapons: Hand Weapon, Javelins
 Armour: Buckler
 Special Rules: None
 Upgrades: Up to one unit (not the first taken) may add Light Armour (ARM 5+) for 2 points per model.

Up to 2 units of Tarentine Cavalry

Models per unit: 6-12

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	20	3+	1	3	5+	4+	1	7	7	29

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

Tarentum was a Greek City located in Southern Italy. So effective was their style of hit and run tactics from horseback that much of Greece developed their own 'Tarentines'.

ALLIES

Up to 30% of the points available may be spent on troops from the Allies section. Armies may only select one of the following:

Epirote

Illyrian

Thracian

LATER HELLENISTIC ALLIES

Allied armies may take the following Hellenistic troops as allies. Allies are subject to the 'Allies' special rule (see page 101).

Up to 1 sub-commander
 Up to 2 units of Thureophoroi
 Up to 1 unit of Psiloi

Up to 2 units of Phalangites
 Up to 1 unit of Xystophoroi
 Up to 1 unit of Peltasts

Many thanks to Pat Lowinger for putting this army list together.