

LATER HOPLITE GREEK 450 BCE – 275 BCE

(version January 13th 2012)

CORE

This army list covers the Greek city states, including those in Asia Minor, from the introduction of good supporting light infantry and more general use of cavalry to the replacement of the hoplite system by the conversion into pike-armed troops fighting in the Macedonian style. The historical enemies of these Greek armies included Pre-Imperial Macedonians, Imperial Macedonians, Alexandrian Macedonians, the Successors, Epirote, Thracians, Illyrians, Skythians Bithynians, Early and Later Achaemenid Persians, Lykians, Galatians and, naturally, each other.

A Later Hoplite Greek army must include a polemarch or strategos and at least two units of hoplites.

Strategy Rating: 2

Climate: Fertile

ARMY SELECTION

- Command:** Must include a general
May include up to 2 sub-commanders
- Core:** Must include at least 2 units of 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 4 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 Later Hoplite Greek 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	+2	ARMY GENERAL, HEROIC LEADER	50
STRATEGOS	8 + 1	8 + 1	+1		FREE

Upgrades: None

Up to 2 Sub-commanders

TITLE	DL	ML	ATTACKS	NOTES & TRAITS	PTS
XENAGOS	8 + 1	8 + 1	+1	HEROIC LEADER	55

Upgrades: None

Players may select up to 10 units from the Core Troops section. At least two units of Hoplites must be taken.

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	12

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.

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

Up to 2 units of Peltasts

Models per unit: 10-24

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.

Units of no more than 15 models may opt to skirmish. These units are taken from the Skirmish section of the list, rather than the Support section. All peltasts must be skirmish order or none.

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: None
Upgrades: May skirmish at a cost of 2 pts per model.

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

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

Weapons: Long Spear, Hand Weapon
 Armour: Light Armour
 Special Rules: None
 Upgrades: May add heavy armour, upgrading ARM to 4+ at a cost of 2 pts per model.

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.

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 replace javelins with slings at no cost.

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	7

Weapons: Self Bow, Improvised Weapon
 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	14

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

ALLIES

Up to 20% of the points available may be spent on troops from the Allies section. Armies may only select one of Thracian or Thessalian allies.

1-3 units of Thracian Infantry Models per unit: 15-40

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	12	4+	1	3	6	4+	1	5	7	11

Weapons: Hand Weapon, Javelins
 Armour: Buckler
 Special Rules: Warband
 Upgrades: May add long spears and shields at a cost of 1pt per model or may add rhomphaia at a cost of 3 pts per model.

Up to 1 unit of 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	5	6	24

Weapons: Improvised Weapon, Javelins
 Armour: None
 Special Rules: Cantabrian Circle, Warband (open order only)
 Upgrades: May skirmish at a cost of 2 pts per model.
 May not be taken if rhomphaia armed warriors are.

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

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
SKIRMISH	18	3+	1	3	6	4+	1	5	7	23

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

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

ORDER	MR	SHOOT	ATTACKS	HTH	ARM	KILL	HITS	DL	ML	PTS
OPEN	20	4+	1	2	6	4+	1	5	7	18

Weapons: Improvised Weapon, Javelins
 Armour: None
 Special Rules: Cantabrian Circle
 Upgrades: None

LATER HOPLITE GREEK ALLIES

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

Up to 1 sub-commander 1-3 units of hoplites
 Up to 1 unit of javelinmen

This list is a shortened version of the full list (which includes options for Athenian, Theban, Argive, Phokian, Black Sea and Tegean armies) in the Rise and Fall of Persia source book.