

PTOLEMAIC ROYAL ARMY

King, Faction Heir, or designated Generalissimo, 1 such army, 25,000-30,000 men

The cavalry (3,000 strong, 4 units)

1x Hetairoi

1x Xystophoroi/Kleurchoi Agema

2x Hippeis or equivalent

The Agema (5,000 strong, 4 units)

2x Makedones Peltastai/1x Makedones Peltastai + 1x Hypaspistai

2x Agema Phalangitai (assuming Phalangite unit size)

The Phalanx (16,000 strong before Raphia reforms, 6 units)

6x Phalangitai

Auxiliaries (6,000-8,000 strong, 5 units)

1x Cretans (archers or peltast)

1x Thracians or Gauls

1x Anatolians/Judaeans/Ethiopians

2x Greeks

Elephants (about 60, 1 unit)

1x African Elephants

PTOLEMAIC GENERALISSIMO'S FIELD ARMY

Ptolemaic generalissimo, 1 army per battlefield, 25,000-30,000 men

The Cavalry (2,000-2,500 strong, 3 units)

1x Hetairoi/Kleruchoi Agema

1x Hippeis or equivalent (replace in time with lonchophoroi)

1x Hippakontistai or equivalent

The Phalanx (up to 15,000 strong, 5-8 units)

3x Machimoi Phalangitai

2x Phalangitai/Machimoi Phalangitai

3x Hoplitai or equivalent (may feature machimoi phalangitai for 8, or exchange the two for 5)

Auxiliaries (12,000 strong or more, 8-11/12 units, depending on phalanx and elephants)

4x Judeans/Ethiopians/Machimoi/Greeks (don't mix, these represent contingents of around 6,000 men from one broadly construed nationality)

2x Gauls/Thracians

2x Greeks/Anatolians

3-4x Judeans/Ethiopians/Machimoi/Greeks (if 11 or 12 units)

Elephants (up to 60, 0-1 unit)

0-1x African Elephants

From paullus

SELEUCID ROYAL PROFESSIONAL FORCE

The manpower about 30,000 used by the Seleucid King or an heir who is co-king, for quick campaigns where the pike phalanx would prove cumbersome or delay the march. Should generally be constituted from the Royal Eastern or Royal Syrian armies, rather than appearing as a separate third full stack.

THE CAVALRY (up to 6,000 strong, at least 4 max 6 units)

1x BG Cavalry

0-1x Hetairoi

0-1x Hellenic Cavalry

1x Asiatic Hippakontistai

1-3x Asiatic Medium Cavalry up to Kataphraktoi

THE AGEMA (10,000 strong, 4 units)

4x Agema Phalangitai (may replace 1 with Makedones Peltastai)

THE MERCENARIES/AUXILIARIES (12,000-15,000 strong, 8-10 units)

1x Thracian Peltasts

1x Cretan or Persian Archers

2-3x Hemithorakitai (post reform Thorakitai)

2-3x Galatians

SPECIALITY CORPS (up to 100 elephants, up to 60 Scythed Chariots, 0-2 units)

0-2x Indian Elephants

0-1x Scythed Chariots

SELEUCID ROYAL EASTERN ARMY

Total Manpower about 30,000 under the command of the ruler in Seleukeia, Mesopotamia, traditionally the heir to the throne, with responsibility for the Upper Satrapies. The Eastern army was stronger than the Western in cavalry, but somewhat weaker in infantry. Half of the 10,000 Silver Shields were based in the East, and could either be based there or held by the king himself

THE CAVALRY (4,500-5000 strong, 5 units)

1x BG Cavalry

2-3x Asiatic Lancers or Kataphraktoi

1-2x Asiatic Hippakontistai/Dahae/other light cavalry

THE AGEMA (none or 5,000, up to 2-3 units)

1-2x Agema Phalangitai

0-2x Makedones Peltastai

THE PHALANX (12,000 strong, 5 units)

3x Phalangitai

2x Pantodapoi Phalangitai

AUXILIARIES (8-10,000 strong, 6-8 units)

0-1x Thracian Peltasts

2x Persian Archers

1x Iranian Slingers

2-3x Eastern Spearmen/Peltasts/Akkadian Infantry/Kardakes

1x Galatian or Greek Infantry

SPECIALTY CORPS (0-1 unit)

0-1x Indian Elephants

0-1x Scythed Chariots

SELEUCID ROYAL SYRIAN ARMY

Total manpower about 30,000, generally based in Antiocheia and commanded by the king or one of his sons or top generals. The Western Army, based in Syria, was the strongest in the phalanx, especially if the SilverShields were included. Because the king was often in command, the SilverShields could number the 5,000 drawn from the Syrian settlements or the full 10,000.

THE CAVALRY (3-4000 strong, 4 units)

1x BG Cavalry

1x Hetairoi/Lybian Lancers/Kataphraktoi

1x Xystophoroi/Hippeis/Anatolian Cavalry/Galatian Cavalry

1x Asiatic Hippakontistai or other Light Cavalry

THE AGEMA (5,000, up to 2-3 units)

1-2x Agema Phalangitai

0-2x Makedones Peltastai (optional 1x Hypaspistai)

THE PHALANX (12-17,000 strong, 5-7 units)

5x Phalangitai

2x Pantodapoi Phalangitai (optional)

AUXILIARIES (8-12,000 strong, 5-8 units)

1x Cretan Archers or Peltasts

0-3x Anatolian Peltasts/Spearmen/Archers (if passing on the Pantodapoi Phalangitai)

2x Galatian infantry

2x Hemithorakitai/Ioudaioi/Uzali

ELEPHANT CORPS (0-1 unit of Indian Elephants)

SELEUCID MIKRASIA ARMY

Total manpower around 18-25,000, the command in Asia Minor was based in Sardis traditionally, and for much of the third century was held by either one of the princes or by in-laws of the kings

THE CAVALRY (2,500-3,000, 3 units)

1x BG Cavalry

1x Lydian Lancers or Hellenic Cavalry

1x Cappadocian or Galatian Cavalry

1x Asiatic Hippakontistai or other Light Cavalry

THE PHALANX (6-12,000, 3-5 units)

1-2x Phalangitai

2-3x Pantodapoi Phalangitai

AUXILIARIES (10-14,000, 7-9 units)

1x Cretan Archers or Peltasts

2-3x Anatolian Peltasts/Spearmen/Archers

2-3x Galatian infantry

2x Greeks or Uazali

CHARIOT CORPS (0-1 unit)

0-1x Scythed Chariots

KOINON HELLENON ARMY

Koinon Hellenon Army, considering Sparta and the Koinon Akhaion could alone field something like 20,000 infantry plus 2,000 cavalry during our period. Imagining a larger coalition like at Khaironeia, let's imagine a full Koinon army of roughly 35,000 men. Cavalry numbers varying depending on the poleis involved in the alliance

STRATEGOS POLEMARCHOS AND PICKED TROOPS

1x BG

1x Epilektoi Hoplitai

MUSTERED CITIZENS

4x Hoplitai (these of course could reflect also regional recruitment. If a Spartan army they would be 4x Lakonikoi for example. A coalition force could have say 1-2x Lakonikoi and the rest from other poleis). Mid-Late versions could feature 2x Thorakitai too...

4x Hoplitai Haploi. Mid-Late versions could feature 2x Phalangitai Deuterioi, 2x Machairophoroi and 2x Thureophoroi or any combination of these troops. Haploi would get supplanted though...

MERCENARIES

2x Hemithorakitai Peltophoroi or Mistophoroi Hoplitai. Mid-late versions, could feature Mistophoroi Phalangitai. Depending on regionality Galatian/Keltic or other barbarian infantrymen could also be featured...

2x Kretan units (Peltastai or Toxotai, any combination) or Rhodian Sphendonetai. Depending on regionality Thraikian or other barbarian skirmishers could also be featured...

PSILOI, SERVANTS AND CAMP FOLLOWERS

2x Sphendonetai. Depending on regionality non-Hellenic missile levy units could be used...

2x Akontistai. Depending on regionality non-Hellenic skirmisher levy units could be used. Mid-Late versions could feature Euzonoi...

MUSTERED CAVALRY

1x Hippeis or Xystophoroi or Hippeis Thessalikoi. Mid-Late versions could feature Lonchophoroi Hippeis...

1x Hippakontistai. Mid-Late versions could feature Thureopherontes Hippeis or Thraikian units

In the end depending on the provinces united by the Koinon, two heavy cavalry units could be featured, for example Lonchophoroi and Thessalikoi. Also tactical and strategical needs might require the allotment of two mercenary slots as cavalymen instead of infantrymen for example. However anything beyond 3,500-4,000 (3-4 cavalry units) would be ahistorical and 2,000-2,500 should be the norm...

From Arjos

Additional info from paullus

If you want for regional armies to be represented, that is, you could do models for the regional armies, all about 10-12,000 strong, Attic, Boiotian, Aetolian, Achaian, Lakonian, etc.

A full levy among the Aetolians could probably field about 16,000, plus mercenaries, but such a number was never recorded in the field, except in multiple contingents during the Galatian invasion. About 1,000 epilektoi, 6,000 hoplitai (or thorakitai), 4,000 hemithorakitai (or thureophoroi), 4,000 skirmishers, and up to 1,000 cavalry. The Aetolians did switch to thureoi at some point, and are one of the few Greek powers who never experimented with a pike phalanx.

The Boiotian League definitely could field a force of a little less than 11,000, plus levies. The not quite 11,000-strong semi-professional force generally included 1,000 epilektoi, 9,000 hoplites (or diversified troops, they fielded thureophoroi and phalangitai in phases in the third century), and less than 4-800 cavalry. They could field light troops if needed as well.

The Achaean League went through several phases, but often enrolled a field force around 11,000 strong, and fielded 21,000 in a field army on at least one occasion. In the battle near Mantinea in 207 BC Philopoemen had, conjecturing, about 2-3,000 Illyrian hoplitai and mercenary thorakitai, about 500 Tarantines, about 1,000 Achaean cavalry (lonchophoroi or aspidiotai), about 2-3,000 mercenary light infantry (thureophoroi?), about 1-2,000 skirmishers (euzonoi?), and a phalanx of probably about 10,000, or in total about 18,000. The Achaean League was famous for fielding phalangites, especially after the Philopoemen reforms, and were quick to field thorakitai as well.

But anyway, an army of about 8 units should be the standard KH semipro army, unless combining regional forces or carrying out a big mercenary recruitment or calling up a lot of levies: 1x cavalry, 3-4x hoplitai/thorakitai, 3-4x hemithorakitai/psiloi.

KIMMERIOS BOSPOROS

ARMY

Roughly 10,000 cavalry, 20,000 infantry and 4,000 heavy professional infantrymen

ARKHON/STRATEGOS with entourage

1x BG

1x Thracian Infantry (Peltenai or Rompaianai)

1x Hellenistic Infantry (Hoplitai, Peltastai Logades or Hyperaspistai). Mid-Late can use Thorakitai

BOSPORAN MUSTERED CAVALRY

4x units - mixture of Hippakontistai, Raskumezenai and Xystophoroi. Generally 2x skirmishers, 1x non-Hellenic (but not nomad) and 1x Hellenic. Mid-Late eras would use something like 2x Thureopherontes Hippotoxotai, 1x Thureopherontes Hippeis and 1x non-Hellenic unit.

ALLIED NOMAD CAVALRY

6x units - 1x Skuda Azdata, the leading chieftain and his nobles. 1x non-Skythian cavalry, the foreign followers/adventurers of the chieftain. 4x Skuda Aspabarata, the mustered tribesmen of the chieftain. (Obviously this adapts to whichever tribe provides the allied contingent, could just as easily be a Sauromatian or a Thraikian chieftain for example. Simply adapt this particular composition to match the provinces in which it is mustered)...

LEVIED INFANTRYMEN

7x units - 2x Doryphoroi Pontikoi (when defending home territories at least one of these could be Hoplitai Haploi), 2x Hellenistic units (Hemithorakitai, Thureophoroi, Machairophoroi, Euzonoi and Thureopherontes Toxotai depending on the era, tactical needs or availability), 3x non-Hellenistic units (Skuda Drunabarata, Sauroma Drunabaratae or whatever regional infantry is available like Uisusparos Kingetoi, Basternai, Thraikes, Getai, Maiotai, Tauroi, people from the Kaukasos etc).

Note on deployment :

The cavalry is actually supposed to be deployed in the middle (just few thousands would protect one flank usually to prevent encirclements), with the infantry at the flanks. Generally the professionals are together on the right flank to execute a knock out punch. The idea is that if the cavalry is facing opponents it can charge down, then it goes for it, but if the opponents are heavier, the cavalry skirmish with them, attempting to forcing them out, while the archers at the flanks shoot the unprotected flanks or rear of the enemy. In such scenarios the Bosporan army is already in a pincher attack and the cavalry can simply rally and charge down the disordered enemy infantry...

From Arjos

CAMILLIAN ROMAN CONSULAR ARMY

Total Manpower about 20-26,000, depending on the recruitment of allies and auxiliaries beyond the standard Roman legions and Latin alae. It was rare to have more than two consular legions active at once in the Camillian era, and 3 or more were fielded on only a handful of times in the Samnite and Pyrrhic Wars.

Major military mobilization in the First Punic War led to the appearance of proconsular or praetorian command of consular armies more frequently than ever before. But aside from Telamon and the early stages of the Second Punic War, two consular armies per year remained the standard after 242 as well.

THE CAVALRY (1,200–2,000 strong, usually 2, up to 3 units)

1x BG aka Extraordinarii

1x Equites

Up to 1x Oscan Cavalry

THE ROMANS AND LATINS (20,000 strong, 12 units)

2x Leves

4x Hastati

4x Principes

4x Triarii

OPTIONAL SOCII CONTINGENTS (up to 8,000, up to 4 units, choose 1 Contingent)

NORTH ITALIAN (4max)

1x Leves or alternate light unit

1-2x Umbrian Infantry (Hastati)

1-2x Etruscan Hoplites

OSCAN (4max)

1x Leves

3x Oscan Spearmen

CAMMILIAN ROMAN PRAETORIAN ARMY

These armies numbered about 10,500 normally, and managed lesser areas in combat zones or occupied troublesome provinces. Praetorian military commands were not particularly common in the Camillian era outside of the First Punic War, and on many occasions may have commanded Italian Socii in place of a Roman legion.

THE CAVALRY (500-1,200 strong, 1-2 units)

1x BG or Equites

0-1x Oscan or local auxilliary Cavalry

THE ROMANS AND LATINS (up to 10,000, 8 units)

2x Leves

2x Hastati (may replace 1-2x with Umbrians)

2x Principes (may replace 1-2x with Oscans)

2x Triarii (may replace 1-2x with Etruscans)

LOCAL AUXILIARIES (3-6,000, 2-4 units)

Light and medium infantry contingent on local recruitment

POLYBIAN ROMAN CONSULAR ARMY

Total Manpower about 32,000, provided auxiliary recruitment is included. The standard consular army was actually closer to 26,000. Generally, consular legions were commanded by the consuls themselves, but in the Polybian era, as the Republic mobilized enormous levels of manpower, consular legions were also occasionally commanded by praetors in troublesome provinces like either Hispania, or retained as the Urban Legions, a strategic reserve based in Latium, or deployed under praetors to gain experience before being dispatched, under consular command, to war zones. In theory there should never be more than two consular legions in the Republic, but in the Polybian era there were often four or more active in any single year, until the advent of the demographic crisis after mid-century

THE CAVALRY (1,200–2,400 strong, 2-3 units)

1x Body Guard Cavalry aka Extraordinarii

1-2x Equites (may replace one with Numidian or Spanish light cavalry auxiliary)

THE ROMANS (10,000 strong, 7 units)

1x Velites

2x Hastati

2x Principes

2x Triarii

THE AUXILIARIES (5,000, 3-4 units)

WESTERN MEDITERRANEAN

2-3x Iberians/Celtiberians

Up to 1x African Elephants

THE ALLIES (15,000 strong, 8 units)

2x Velites

2x Pedites Extraordinarii

4x Cohors Sociorum

CENTRAL/EASTERN MEDITERRANEAN

1x Cretan Archers

1x Ligurian Swordsmen

1-x Illyrian/Greek medium infantry

Up to 1x African Elephants

POLYBIAN ROMAN PRAETORIAN ARMY

Occasionally Praetors were granted consular armies, but usually they commanded a standard-size Roman legion and an ala, which force they could augment with some allies. Total: about 12,500, up to 19,000 with heavy auxiliary recruitment. Quite a few praetors with military commands did not receive a legion at all, and instead commanded Italian allies or other auxiliaries. For example, when the Sicilian praetor was granted troops, he rarely commanded either a legion or Italian allies, but instead levied Hellenistic troops.

THE CAVALRY (500-1,200 strong, 1-2 units)

1x Body Guard Cavalry aka Extraordinarii

1-2x Equites (may replace one with Numidian or Spanish light cavalry auxiliary)

THE ROMANS (about 5,000 4 units*)

1x Velites

1x Hastati

1x Principes

1x Triarii

THE ALLIES (7,000 strong, 2 units)

1x Velites

2x Cohors Sociorum

LOCAL AUXILIARIES (3,000-6,000, 2-4 units), light and medium infantry, contingent on local recruitment

**size exaggerated to have one of each*

POLYBIAN SPECIAL PURPOSES CONSULAR/PROCONSULAR ARMY

Tied to crucial, war-winning campaigns, these pushed the manpower of the army to about 40,000 or more by increasing the size of legions to 6,000 or more, and the ala to 10,000 or more, leaving little room for auxiliaries in a 20-unit army. Only great commanders could lead armies of this size, men like Claudius Nero, Scipio Africanus, Scipio Asiaticus, Aemilius Paullus, etc. These armies did not appear on a regular basis, nor often was more than one fielded at a time, and their commanders always held incredible auctoritas, and filled the ranks of their formidable armies with clients and veterans.

THE CAVALRY (2,500 strong, 3 units)

1x BG Cavalry

1x Equites

1x Specialty Light Cavalry (esp Numidians, but could be Spaniards or Gauls)

THE ROMANS (14,000 strong, 8 units)

1x Velites

3x Hastati

2x Principes

2x Triarii

THE ALLIES (20,000 strong, 9 units)

2x Velites

2x Pedites Extraordinarii

5x Cohors Sociorum

From paullus

SAUROMATAE ARMIES

KHSIRAGAN ARMY

Kshiragan Aladara and his kinsmen (center) – 5,600

1x BG

1x Sauroma Wazdatae

1x Sgal-betsan Baragatae

3x Khshiraga Baragatae

Mustered Warriors (right flank) – 7,800

3x Sauroma Baragatae

3x Sauroma Drunabaratae

Allied Maiotai and Zygoi (left flank) – 11,000

2x Phaezaeghaskhkha

3x Paejekha

3x Saeraegwaekha

Total infantry 12,800 – Total cavalry 11,600 – total 24,400

IWZAG ARMY

Iwzag Aladara and his kinsmen (Right Flank) - 5,600

1x BG

1x Sauroma Wazdatae

1x Sgal-betsan Baragatae

3x Iwzag Baragatae

Mustered Warriors (Center) - 11,600

2x Sauroma Baragatae

3x Sauroma Drunabaratae

3x Voini

Allied Basternai (Left Flank) - 8,400

2x Markaridai

4x Draugai

Total Infantry 16,000 - Total Cavalry 9,600 - Total 25,600

RAUKHSALAN ARMY

Raukhsalan Aladara and his kinsmen (Center) - 5,600

1x BG

1x Raukhsalan Wazdatae

1x Sgal-betsan Baragatae

3x Raukhsalan Baragatae

Mustered Warriors (Right Flank) - 7,000

1x Sauroma Wazdatae

6x Sauroma Baragatae

Allied Maiotai (Left Flank) - 9,400

1x Phæzæghashkha

3x Pæjekha

3x Særægwækha

Total Infantry 6,400 - Total Cavalry 15,600 - Total 22,000

AURSAN ARMY

Aursan Aladara and his kinsmen (Center) - 5,600

1x BG

1x Aursa Wazdatae

1x Sgal-betsan Baragatae

3x Aursa Baragatae

Mustered Warriors (Right Flank) - 7,000

1x Sauroma Wazdatae

6x Sauroma Baragatae

Allied Khsiragatae (Left Flank) - 8,800

1x Sauroma Wazdatae

3x Khsiraga Baragatae

3x Sauroma Drunabaratae

Total Infantry 4,800 - Total Cavalry 16,600 - Total 21,400

UGRIC ARMY

Ugric Aladara and his kinsmen (Center) - 5,600

1x BG

1x Ugra Luvn-khumet

1x Sgal-betsan Baragatæ

2x Alan Baragatæ

1x Aursa Baragatæ

Mustered Warriors (Right Flank) - 7,800

1x Ugra Luvn-khumet

1x Sauroma Baragatæ

1x Aursa Baragatæ

3x Sauroma Drunabarataæ

Allied Alantæ (Left Flank) - 8,000

1x Alan Wazdataæ

3x Alan Baragatæ

1x Sauroma Wazdataæ

3x Sauroma Baragatæ

Total Infantry 4,800 - Total Cavalry 16,600 - Total 21,400

SAUROMATIAN ROYAL ARMY

Sauromatian Armdara and his kinsmen (Center) - 5,600

1x BG (Faction Leader)

1x Maryagatæ

2x Khsai Baragatæ

2x Sgal-betsan Baragatæ

Mustered Warriors (Right Flank) - 7,000

1x Raukhsalan Wazdatæ

2x Raukhsalan Baragatæ

2x Sauroma Baragatæ

2x Iwzag Baragatæ

Mustered Warriors (Left Flank) - 7,000

1x Aursa Wazdatæ

2x Aursa Baragatæ

2x Khsiraga Baragatæ

2x Sauroma Baragatæ

Total Cavalry 19,600 - Total 19,600

ALAN ARMY

Alan Aladara and his kinsmen (Center) - 5,600

1x BG

1x Alan Wazdatae

1x Sgal-betsan Baragatae

3x Alan Baragatae

Mustered Warriors (Right Flank) - 7,000

1x Sauroma Wazdatae

2x Sauroma Baragatae

2x Aursa Baragatae

2x Alan Baragatae

Allied Saka and Daha (Left Flank) - 8,200

1x Saka Azna Ashwabara

3x Saka Ashwabara

2x Daha Baragata

2x Tsakrt

Total Infantry 3,200 - Total Cavalry 18,000 - Total 21,200

EARLY BALA RAIDING PARTY

Young Ærbada with his kinsmen and followers - 6,800

1x BG

2x Særægwækha or Voini or other local light to medium infantry depending on the geography

3x Sauroma Baragatæ

GRAND BALA RAIDING PARTY

Middle Aged Ærbada with his kinsmen and followers - 12,800

1x BG

1x Maryagatæ

2x Baragatæ of the ethnicity of the Ærbada (Ugric FMs here would have Alan or Aursan ones)

4x Sauroma Baragatæ

2x Særægwækha or Voini or other local light to medium infantry depending on the geography

2x Pæjekha or Alan Baragatæ or other local light cavalry depending on the geography

From Arjos

EARLY ERA PONTIC ARMY

Pontic Basileus or co-ruling Diadokhos and nobles

1x BG

1x Aswar i Khweshawandan

Mustered Horsemen

2x Aswar i Kappodakiya

2x Eranag Aswar

2x Mudunup i Kappodakiya

2x Eranag Aswar i Ashtan

Mustered Infantry

4x Nezagdar i Kappodakiya

2x Arvadni i Kappodakiya

2x Kamandar i Kappodakiya

1x Payadag i Falakhanan

Mercenaries

1x Galatian Line Infantry (dunno their final native name) or Hemithorakitai Peltophoroï or Mistophoroï Hoplitai

MIDDLE ERA PONTIC ARMY

Pontic Basileus or co-ruling Diadokhos and nobles with guards

1x BG

1x Aswar i Khweshawandan

1x Hyperaspistai or Peltastai Logades

Mustered Horsemen

2x Aswar i Kappodakiya

1x Xystophoroi

2x Mudunup i Kappodakiya

2x Netadzik Ayrudzi

Mustered Infantry

2x Pantodapoi Phalangitai

1x Khaldilæ

1x Doryphoroi kata Galaton

1x Machairophoroi kata Galaton

2x Kamandar i Kappodakiya

Mercenaries

1x Galatian Line Infantry (dunno their final native name) or Thureophoroi

1x Katusages or Machairophoroi

1x Galatian Cavalry or Hippomachoi

LATE ERA PONTIC ARMY

Pontic Basileus or co-ruling Diadokhos and nobles with guards

1x BG

1x Aswar i Khweshawandan

1x Agema Phalangitai (version without Phalangitai here would have the Thorakitai instead)

1x Bosporitai Logades

1x Harmata Drepanephora

Mustered Horsemen

1x Aspidiotai Hippeis

1x Maryagatæ or Basternai Markaridai

2x Thureopherontes Hippotoxotai

Mustered Infantry

2x Phalangitai (version without Phalangitai here would have Doryphoroi kata Galaton)

1x Khaldilæ (version without Phalangitai here would have Machairophoroi kata Galaton)

1x Doryphoroi kata Galaton

1x Machairophoroi kata Galaton

1x Pezoi Kolkhikoi or Khaldilæ or Phæzæghashkha

2x Thureopherontes Toxotai

Mercenaries

1x Galatian Line Infantry or Katoikoi Thraikes or Thureophoroi

2x Katusages or Basternai Draugai or Machairophoroi

From Arjos

DAHA EARLY ARMY

Daha Spahbed and his kinsmen (Center)

1x Drafsh i Spahbed

1x Daha Wazdataæ

1x Zrehgen Aswar

3x Daha Baragataæ

Mustered Warriors (Right Flank)

1x Aparna Azad

2x Aswar i Kamanan

2x Daha Baragataæ

2x Daha Artsæbarataæ

Warriors from Dependent Oases Communities (Left Flank)

1x Eranag Aswar i Ashtan

1x Payadag i Falakhanan

2x Kamandar i Pahlav

2x Nezagdar

2x Tsakrt

DAHA RAIDING PARTY

Young Leader and his followers

1x Drafsh i Spahbed

2x Payadag i Balk or Payadag i Gurgan or Eranag Payadag i Tapanan

1x Daha Baragatae

1x Aswar i Kamanan

1x Daha Artsaeratae

EARY ROYAL PAHLAVAN ARMY

Spahbed and his Gund

1x Drafsh i Spahbed

1x Zrehgen Aswar

9x Aswar i Kamanan

Mustered Gund

1x Aparna Azad

8x Aswar i Kamanan

PAHLAVAN ARMY

Works for all eras

Spahbed and his Gund

1x Drafsh i Spahbed

1x Aparna Azad (if the FM is not Parthian here should be nobles of his ethnicity)

9x Aswar i Kamanan

Mustered Gund

These reflect the dependant communities under the FM, or the men he managed to gather through his own personal alliances and money...

1x Medium Cavalry, often likely being Eranag Aswar. Can also be mercenaries.

2x Foot Archers, either Kamandar i Pahlav, Kamandar i Pars, Eranag Payadag, Aryanag Payadag or other local archers.

1x Payadag i Falakhanan

2x Axemen/Hillmen/Highlanders, either Arvadni i Balk, Arvadni i Gurgan, Eranag Payadag i Tapanan or other local axemen/hillmen/highlanders.

2x Spearmen, either Nezagdar, Tsakrt, Payadag i Kardakan or other local line infantry.

1x Mercenary Infantry

From Arjos

EARLY HAYASTAN GUND

(Army of Armenia - pre-reform, start-of-the-game Yervanduni host)

Hayastan's style of warfare emphasises damage infliction through missile exchange. They field sizable contingents of long-distance missile troops and thus have a superior firepower to most other armies they encounter. Their infantry too, has a large amount of projectile-armed troops. The arms and armour of their earlier period footmen are typical of indigenous Anatolian cultures - they are mobile but overall lighter than the cream of their Greco-Macedonian counterparts.

Armenians make up for it by fielding some of the best cavalry and proportion of the mounted troops in their armies is somewhat greater than in other sedentary societies. That said, the amount of horsemen Hayastan fields is no match for the nomadic hosts to their north. Hayastan's key to success is a combination of mobility, firepower and a presence of solid mounted force.

Historically, combined Hayastan Gund of this period amounted to some 40,000 footmen and 7000-8000 cavalry. It was composed of a large number of archers and slingers. Infantry was present in roughly the same measure and most of it carried javelins, although some missile-free spearmen are also featured. Yervanduni supplemented their armies by some mercenary contingents and had access to a range of local cavalymen of excellent quality.

Hayastan has a long history of fielding expeditionary forces, first in support of Persian conquest then in defence of the Achaemenid Empire. The crown prince led the Armenian contingent and they were one of the few peoples that had the expertise and resources to provide Persian forces with siege engines. After destruction of the Achaemenid rule, Yervanduni used their expeditionary force to advance the dynastic interests and assist their allies in Anatolia, as was the case with aiding Cappadocian potentates in their struggle against the Macedonians.

Yervanduni thus occasionally meddled in affairs of the neighbouring states and provided armed assistance to their allies. An average expeditionary contingent of Hayastan represented a halved version of overall strength of Hayastan Gund and had a similar composition but on a smaller scale.

EARLY HAYASTAN GUND

Leadership – 1-2 units:

FL and/or FH accompanied by a FM - Armenian Bodyguard (Tiknazor)

Long-range missile footmen – 7-8 units:

3-4 units of Anatolian Archers (Kamandar i Kappodakiya)

2-3 units of Eastern Slingers (Payadag i Falakhanan)

2 units of Western Iranian Archer-Spearmen (Eranag Payadag)

Other footmen – 7-8 units:

2-3 units of Armenian Spearmen (Hai Nizagamartik)

2 units Anatolian Spearmen (Nezagdar i Kappodakiya)

1-2 units Anatolian Tribesmen (Arvadni i Kappodakiya)

1-2 units of mercenaries including some of the below:

Phæzæghashkha (North-Western Caucasian Infantry)

Akkadian Heavy Infantry (Erin-mesh Uriki)

Hellenistic Medium Infantry (Hemithorakitai Peltophoroi)

Mercenary Hellenistic Hoplites (Misthophoroi Hoplitai)

Horsemen - 3-4 units including some of the below:

Armenian Horse-Archers (Netadzik Ayrudzi)

Armenian Cataphracts (Aznvakan Aspet)

Anatolian Light Cavalry (Mudunup i Kappodakiya)

Anatolian Medium Cavalry (Aswar i Kappodakiya) or

Iranian Medium Cavalry (Eranag Aswar)

IMPERIAL HAYASTAN GUND

(Army of Armenia – post imperial reform)

Having expanded well beyond its homeland, armies of imperial Hayastan evolved to include a plethora of peoples, each bringing their native fighting styles and expertise.

A great host of the King of Kings features a rich selection of new troop types but a trained eye can still discern presence of some of the traditional elements that made up Armenian armies of old. Cavalry thus still form an important arm in Hayastan's arsenal and are now present in somewhat greater numbers.

A considerable number of archers and slingers are still fielded, but their importance has rather declined and they are not as numerous as they used to be. The main change is a substantial increase in amount of melee footmen and an overall heaviness of the army. This shift was brought about by both reforming of the regional footmen and Armenia's expansionist thrust south. Taking over large areas formerly controlled by the Seleucid and Parthian empires, imperial Hayastan Gund features a wide selection of heavy melee infantry organised into phalanxes as well as the more flexible formations increasingly adopted by Hellenistic armies of later period.

Even though King of Kings can now field a substantial contingent of miscellaneous mercenaries and Greco-Macedonian footmen, the backbone of his armed forces is still formed of the Armenian cavalry. Various allied leaders and sub-kings are also summoned and these beef up the army with the contingents of crack horsemen of their own.

Historically, the average imperial Hayastan Gund totalled some 70,000-80,000 soldiers (in emergencies about the same amount could be levied from Greater Armenia). However, of these 70,000 to 80,000 men, many were part-time levies and only a fraction formed a standing force.

IMPERIAL HAYASTAN GUND

Leadership - 2-3 units:

1 FL - Armenian Bodyguard (Tiknazor) + allied kings - 1-2 x Iranian Heavy Cavalry (Aswar i Khweshawandan)

Missile footmen – 3 - 4 units:

Eastern Slingers (Payadag i Falakhanan)

Anatolian Archers (Kamandar i Kappodakiya)

Western Iranian Archer-Spearmen (Eranag Payadag)

Persian Archers (Kamandar i Pars)

Other footmen – 10 - 11 units:

Armenian Royal Guard (Dranik Gund)

Galatianised Swordsmen (Machairophoroi kata Galaton)

Galatianised Spearmen (Doryphoroi kata Galaton)

Mercenary Hellenistic Phalanx (Misthophoroi Phalangitai)

Hellenistic Native Phalanx (Pantodapoi Phalangitai)

Armenian Spearmen (Hai Nizagamartik)

North-Western Caucasian Infantry (Phæzæghashkha)

Akkadian Heavy Infantry (Erin-mesh Uriki)

Northern Arabian Thureophoroi (Arabes Thureophoroi)

Mercenary Hellenistic Hoplites (Misthophoroi Hoplitai)

Hellenistic Heavy Spearmen (Thorakitai)

Horsemen – 4 - 5 units:

Iranian Medium Cavalry (Eranag Aswar)

Armenian Horse-Archers (Netadzik Ayrudzi)

Median Cavalry (Aswar i Mad)

Caucasian Lancers (Hayots Ayrudzi)

1-2 Armenian Cataphracts (Aznvakan Aspet)

(Note, Armenians aside, some units may be interchanged for other regionals, i.e. Anatolians, Iranians, Arabs... of similar class)

From Sarkiss

FINAL NOTE : When the document states units that aren't ingame yet, use units that perform simmilar roles on teh battlefield