

Lydians

700 BC - 546 BC

Commanders

Leadership 8 (0-2 per Army)
Leadership 7
Leadership 6

40 Points
20 Points
10 Points

Restrictions

Min 25% Cavalry
Min 25% Infantry
Max 25% Skirmishers
Max 20% Chariots
Max 25% Allies

Keywords

Lydus - Croesus - Lydo-Median War (587 BC - 585 BC) - Battle of Halys (585 BC) - Lydo-Persian War (547 BC - 546 BC) - Battle of Pteria (547 BC) - Battle of Thymbra (546 BC)

Units

Greek or Phoenician Hoplitai Heavy Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Long Spears		7	7	3/0	-	4+	6	Phalanx	32

Lydian Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		6	6	3	-	5+	6		23

Greek or Phoenician Proto-Hoplitai Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Long Spears	- 650 BC	6	6	3/0	-	5+	6		23

Add 'Phalanx' @ 3 Points per Unit

Carian Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Axes	560 BC +	6	6	3/0	-	5+	6		23

Phrygian or Paphlagonian Light Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		5	5	3	-	6+	6		20

Add 'Levy' @ -3 Points per Unit

Lydian Skirmishers

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		3	2	2	-	0	4		11
Slings		2	2	2	2	0	4		12
Bows		2	2	2	2	0	4		12

Lydian Noble Medium Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		8	5	3	-	5+	6	Stubborn	33

0-2 per Army

Lydian Medium Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		8	5	3	-	5+	6		30

Phrygian or Paphlagonian Light Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Bows		6	4	3	3	6+	6	Levy	23

Skythian Light Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Bows	624 BC +	6	4	3	3	6+	6	Parthian Shot	29

0-2 per Army

Lydian Light Chariots

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		6	6	3	-	4+	6		27