

**The Greco-Persian War  
499BC - 449BC**

Unofficial "Age of Hannibal" (by littlewarstv.com) army lists



by Kai Wilts  
With help of: **The Community**

## Army Lists

**Notes:** Here you will find the army lists for "Age of Hannibal" designed by me, with the help of the community. **At the end of these set of list you will find a second set with optional traits for more diversity.**

The rarity-system is only for fast, semi-balanced fun games and not for historical battles. You can quickly put together two army lists with these or build the OOB for historical battles, which was the point. No need to prepare two or three hours before every game.

### Asiatic Greeks

Notes:

I assume that the Greek cities of Asia minor did lack experienced soldiers and equipment during their revolt, because there are some sources, and I personally do agree with them, that say the Great King of Persia did not allow the cities to have a well-trained standing army, except for those units he used as levies and mercenaries.

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hippeis Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40

Note:

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50

Note: javelins

Psiloi Bow	Skirmishers	5/4	+0	6+	N	+0	+0	30
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Note: bows, free facing

Asiatic Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
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Note: spears, phalanx drill, +1 vs. mounted

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Asiatic Citizen Hoplite	Light Infantry	5/4	+1	5+	Y	+0	+1	25

Note: phalanx drill, inexperienced (combat)

Psiloi Javelins	Skirmishers	5/4	+0	6+	N	+0	+0	25
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Note: javelins, free facing

Psiloi Sling	Skirmishers	5/4	+0	6+	N	+0	+0	30
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Note: slings, free facing

**Mercenaries (up to ca. 25%)**

<b>Name</b>	<b>Type</b>	<b>Move</b>	<b>CF</b>	<b>RF</b>	<b>Support</b>	<b>Charge</b>	<b>Terrain</b>	<b>Cost</b>
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Thracian Warriors	Warband	5/3	+2	4+	Y	+1	+0	30
Note: impetuous								
Cretan Archers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: bows, free facing, veterans (rally)								
Thracian Peltast	Light Infantry	5/4	+3	5+	Y	+0	+1	45
Note: javelins, free facing, veterans (combat)								
Thessalian Light Cavalry	Light Horse	8/4	+3	6+	N	+0	-2	55
Note: javelins, veterans (combat)								
Rhodesian Slingers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: slings, free facing, veteran (rally)								

## Athens and Mainland Greece

### Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hippeis Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins								
Psiloi Bow	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								

### Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Allied Hoplite	Spears	4/3	+3	4+	Y	+0	+0	40
Note: spears, phalanx drill, +1 vs. mounted								
Allied Citizen Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	45
Note: phalanx drill,								
Psiloi Javelins	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Psiloi Sling	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								
Athenian Hoplite	Spears	4/3	+3	3+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (rally), +1 vs. mounted								

### Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Cretan Archers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: bows, free facing, veterans (rally)								
Thracian Peltast	Light Infantry	5/4	+3	5+	Y	+0	+1	45
Note: javelins, free facing, veterans (combat)								
Rhodesian Slingers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: slings, free facing, veteran (rally)								
Thessalian Light Cavalry	Light Horse	8/4	+3	6+	N	+0	-2	55
Note: javelins, veterans (combat)								

## Sparta and the Peloponnese

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hippeis Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins								
Psiloi Bow	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Spartan Hoplite	Spears	4/3	+4	3+	Y	+0	-1	50
Note: spears, phalanx drill, elite, +1 vs. mounted								
Allied Psiloi Sling	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								
Allied Psiloi Javelins	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Allied Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Perioikoi	Light Infantry	5/4	+2	5+	Y	+0	+1	45
Note: phalanx drill,								
Helots Javelins	Skirmishers	5/4	+0	6+	N	+0	+0	20
Note: javelins, free facing, unreliable								
Helots Sling	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: slings, free facing, unreliable								

# Egypt

(486bc-454bc)

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Guard Spears	Spears	4/3	+4	3+	Y	+0	-1	45
Note: spears, +1 vs. mounted, elite, (only one)								

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Egyptian Cavalry	Medium Horse	6/3	+2	5+	N	+0	-2	35
Note: inexperienced (combat)								
Egyptian Light Cavalry	Light Horse	6/3	+1	6+	N	+0	-2	45
Note: javelin, free facing, inexperienced (combat)								
Nubian Light Infantry	Light Infantry	5/4	+2	4+	Y	+0	+1	30
Note: veterans (rally)								
Nubian Archers	Skirmishers	5/4	+1	6+	N	+0	+0	35
Note: bows, free facing, veteran (combat)								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Egyptian Spears	Spears	4/3	+3	4+	Y	+0	-1	35
Note: spears, +1 vs. mounted								
Egyptian Massed Archers	Archers	4/3	+2	6+	Y	+0	-1	35
Note: bows, massed bows,								
Egyptian Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing,								
Egyptian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing,								

### Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Cretan Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: bows, free facing, expert archers								
Nomadic Warriors	Light Infantry	5/4	+2	5+	Y	+1	+1	35
Note: javelins, wild charge								
Nomadic Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: slings, free facing, veterans (rally)								
Nomadic Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: bows, free facing								
Arab Camelry	Camels	6/3	+2	6+	N	+0	-2	40
Note: bows, +2 vs horse								
Lybian Skirmishers	Skirmishers	5/4	+0	5+	N	+0	+0	25
Note: javelins, free facing, veteran (rally)								

# The Persian Empire

## Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Persian Guard Cavalry	Medium Horse	6/3	+4	4+	N	+0	-2	40
Note: bows, elite, (max. one unit)								
Indian Chariots	Chariots	8/3	+1	4+	N	+2	-2	50
Note: bows, veteran (rally)								
Indian Elephants	Elephants	4/3	+4	6+	N	+3	-2	60
Note: javelins								
Arab Camelry	Camels	6/3	+2	6+	N	+0	-2	40
Note: bows, +2 vs horse								
Scythed Chariots	Chariots	8/3	+1	5+	N	+3	-2	45
Note: wild charge								

## Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Immortals	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, bows, veterans (combat), +1 vs. mounted, (max. 10000)								
Bactrian/Sogdian Cavalry	Light Horse	8/4	+2	5+	N	+0	-2	60
Note: bows, free facing , veteran (rally)								
Saka Horse Cavalry	Light Horse	8/4	+3	6+	N	+0	-2	60
Note: bows, free facing, veteran (combat)								
Bactrian Spearmen	Spears	4/3	+3	4+	Y	+0	-1	35
Note: spears, +1 vs. mounted, (from Bactria, Saka, Sogdia)								
Indian Spearmen	Spears	4/3	+3	4+	Y	+0	-1	35
Note: spears, +1 vs. mounted,								
Levy Hoplite	Spears	4/3	+3	5+	Y	+0	-1	30
Note: spears, phalanx trained, +1 vs. mounted, inexperienced (rally), unreliable								
Egyptian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: bows, free facing, unreliable (not during the Egyptian revolt)								
Archosian Cavalry	Light Horse	8/4	+2	5+	N	+0	-2	55
Note: javelins, free facing , veteran (rally)								
Armenian Light Infantry	Light Infantry	7/4	+2	5+	Y	+0	+1	30
Note: fast								
Scythian Archers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: bows, free facing, veteran (rally), (Scythia & Chaldean)								



**Common (ca. 50% up to 75%)**

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sparabar Infantry	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, bows, +1 vs. mounted								
Persian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	45
Note: bows								
Levy Spears	Spears	4/3	+3	5+	Y	+0	-1	25
Note: spears, +1 vs. mounted, unreliable, inexperienced (rally)								
Egyptian Spears	Spears	4/3	+3	4+	Y	+0	-1	30
Note: spears, +1 vs. mounted, unreliable								
Persian Massed Archers	Archers	4/3	+2	6+	Y	+0	-1	35
Note: bows, massed archers								
Eastern Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								
Eastern Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing,								
Eastern Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing,								
Eastern Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing,								

**Mercenaries (up to ca. 25%)**

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Thracian Peltast	Light Infantry	5/4	+3	5+	Y	+0	+1	45
Note: javelins, free facing, veterans (combat)								
Rhodesian Slingers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: slings, free facing, veteran (rally)								

## Thrace

### Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Noble Cavalry	Medium Horse	6/3	+3	5+	N	+1	-2	45
Note: wild charge								
Thracian Mob	Rabble	5/4	+1	7+	N	+0	+0	15
Note: (families, slaves, dogs, cats, sheep)								

### Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Getae Horse Archers	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: bows, free facing								
Thracian Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: javelins, free facing								
Thracian Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing,								
Thracian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing,								
Thracian Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								

### Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Thracian Spears	Spears	4/3	+3	4+	Y	+0	-1	35
Note: spears, +1 vs. mounted								
Thracian Warriors	Warband	5/4	+2	5+	Y	+2	+0	30
Note: impetuous, wild charge								
Thracian Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing,								

### Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Black Sea Horse Archers	Light Horse	8/4	+2	5+	N	+0	-2	60
Note: bows, free facing, veteran (rally)								

## **Optional Traits and Abilities**

**Notes:** this is a very small selection of optional traits which I felt were essential for detailed army list. I also changed one trait "Unreliable" because I felt it has not the full impact it should have, especially in long and brutal battles.

### **Expert Javelin Thrower, Slingers, or Archers (5pts.)**

Units with these traits can reroll a missed ranged attack, once per turn.

### **Expert Chariot Drivers (5pts.)**

Chariots with this trait can make a rally test to disengage from close combat without gaining a demoralized marker.

### **Expert Horsemen (5pts.)**

Cavalry with this trait can make a rally test to disengage from close combat without gaining a demoralized marker.

### **Scythes (5pts)**

A chariot unit equipped with this trait gets +1 to its charge attacks.

### **Horse Armor (5pts)**

A cavalry unit equipped with this trait gets +1 to its charge attacks.

### **Pavese (5pts)**

All units have -1 to range attacks against a unit with Pavese.

### **Unreliable (-5pts)**

Poor discipline or questionable loyalty means this unit must make a rally test after the loss of every three points from the "Morale Clock" (at 6 and 3). If the test fails, the units does get a demoralized marker.

### **Slow (-5pts)**

Poor training, cumbersome equipment or no taste for combat makes this unit slow. -1 to movement in open terrain.

## Asiatic Greeks

### Notes:

I assume that the Greek cities of Asia minor did lack experienced soldiers and equipment during their revolt, because there are some sources, and I personally do agree with them, that say the Great King of Persia did not allow the cities to have a well-trained standing army, except for those units he used as levies and mercenaries.

### Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hippeis Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								

### Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins								
Psiloi Bow	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Asiatic Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								

### Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Asiatic Citizen Hoplite	Light Infantry	5/4	+1	5+	Y	+0	+1	25
Note: phalanx drill, inexperienced (combat)								
Psiloi Javelins	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Psiloi Sling	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								

### Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Thracian Warriors	Warband	5/3	+2	4+	Y	+1	+0	30
Note: impetuous								
Cretan Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: bows, free facing, expert archers								
Thracian Peltast	Light Infantry	5/4	+3	5+	Y	+0	+1	45
Note: javelins, free facing, veterans (combat)								
Thessalian Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: javelins, expert horsemen								
Rhodesian Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: slings, free facing, expert slingers								

### Athens and Mainland Greece

#### Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hippeis Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins								
Psiloi Bow	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Athenian Hoplite	Spears	4/3	+3	3+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (rally), +1 vs. mounted								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Allied Hoplite	Spears	4/3	+3	4+	Y	+0	+0	40
Note: spears, phalanx drill, +1 vs. mounted								
Allied Citizen Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	45
Note: phalanx drill,								
Psiloi Javelins	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Psiloi Sling	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								

Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Cretan Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: bows, free facing, expert archers								
Thracian Peltast	Light Infantry	5/4	+3	5+	Y	+0	+1	45
Note: javelins, free facing, veterans (combat)								
Rhodesian Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: slings, free facing, expert slingers								
Thessalian Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: javelins, expert horsemen								

## Sparta and the Peloponnese

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hippeis Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins								
Psiloi Bow	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Spartan Hoplite	Spears	4/3	+4	3+	Y	+0	-1	50
Note: spears, phalanx drill, elite, +1 vs. mounted								
Allied Psiloi Sling	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing								
Allied Psiloi Javelins	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Allied Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Perioikoi	Light Infantry	5/4	+2	5+	Y	+0	+1	45
Note: phalanx drill,								
Helots Javelins	Skirmishers	5/4	+0	6+	N	+0	+0	20
Note: javelins, free facing, unreliable								
Helots Sling	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: slings, free facing, unreliable								

# Egypt

(486bc-454bc)

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Guard Spears	Spears	4/3	+4	3+	Y	+0	-1	45
Note: spears, +1 vs. mounted, elite, (only one)								

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Egyptian Cavalry	Medium Horse	6/3	+2	5+	N	+0	-2	35
Note: inexperienced (combat)								
Egyptian Light Cavalry	Light Horse	6/3	+1	6+	N	+0	-2	45
Note: javelin, free facing, inexperienced (combat)								
Nubian Light Infantry	Light Infantry	5/4	+2	4+	Y	+0	+1	30
Note: veterans (rally)								
Nubian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: bows, free facing, expert archers								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Egyptian Spears	Spears	4/3	+3	4+	Y	+0	-1	35
Note: spears, +1 vs. mounted								
Egyptian Massed Archers	Archers	4/3	+2	6+	Y	+0	-1	35
Note: bows, massed bows,								
Egyptian Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing,								
Egyptian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing,								



### Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Cretan Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: bows, free facing, expert archers								
Nomadic Warriors	Light Infantry	5/4	+2	5+	Y	+1	+1	35
Note: javelins, wild charge								
Nomadic Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: slings, free facing, veterans (rally)								
Nomadic Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: bows, free facing								
Arab Camelry	Camels	6/3	+2	6+	N	+0	-2	40
Note: bows, +2 vs horse								
Lybian Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing, expert javelin throwers								

## The Persian Empire

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Persian Guard Cavalry	Medium Horse	6/3	+4	4+	N	+0	-2	40
Note: bows, elite, (max. one unit)								
Indian Chariots	Chariots	8/3	+1	5+	N	+2	-2	50
Note: bows, expert chariot drivers								
Indian Elephants	Elephants	4/3	+4	6+	N	+3	-2	60
Note: javelins								
Arab Camelry	Camels	6/3	+2	6+	N	+0	-2	40
Note: bows, +2 vs horse								
Scythed Chariots	Chariots	8/3	+1	5+	N	+3	-2	45
Note: scythed								

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Immortals	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, bows, veterans (combat), +1 vs. mounted, (can have Pavese for +5 points), (max. 10000)								
Bactrian/Sogdian Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	60
Note: bows, free facing , expert horsemen								
Saka Horse Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	60
Note: bows, free facing , expert archers								
Bactrian Spearmen	Spears	4/3	+3	3+	Y	+0	-1	35
Note: spears, +1 vs. mounted, (from Bactria, Saka, Sogdia)								
Indian Spearmen	Spears	4/3	+3	4+	Y	+0	-1	35
Note: spears, +1 vs. mounted,								
Levy Hoplite	Spears	4/3	+3	5+	Y	+0	-1	30
Note: spears, phalanx trained, +1 vs. mounted, inexperienced (rally), unreliable								
Egyptian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: bows, free facing, unreliable (not during the Egyptian revolt)								
Archosian Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: javelins, free facing , expert javelin throwers								
Armenian Light Infantry	Light Infantry	7/4	+2	5+	Y	+0	+1	30
Note: fast								
Scythian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: bows, free facing, expert Archers, (Scythia & Chaldean)								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sparabar Infantry	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, bows, +1 vs. mounted, can have Pavese for +5 points,								
Persian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	45
Note: bows								
Levy Spears	Spears	4/3	+3	5+	Y	+0	-1	25
Note: spears, +1 vs. mounted, unreliable, inexperienced (rally)								
Egyptian Spears	Spears	4/3	+3	4+	Y	+0	-1	30
Note: spears, +1 vs. mounted, unreliable								
Persian Massed Archers	Archers	4/3	+2	6+	Y	+0	-1	35
Note: bows, massed archers								
Eastern Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								
Eastern Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing,								
Eastern Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing,								
Eastern Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing,								

Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Thracian Peltast	Light Infantry	5/4	+3	5+	Y	+0	+1	45
Note: javelins, free facing, veterans (combat)								
Rhodesian Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: slings, free facing, expert slingers								

## Thrace

### Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Noble Cavalry	Medium Horse	6/3	+3	5+	N	+1	-2	45
Note: wild charge								
Thracian Mob	Rabble	5/4	+1	7+	N	+0	+0	15
Note: (families, slaves, dogs, cats, sheep)								

### Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Getae Horse Archers	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: bows, free facing								
Thracian Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: javelins, free facing								
Thracian Slingers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: slings, free facing,								
Thracian Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing,								
Thracian Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								

### Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Thracian Spears	Spears	4/3	+3	4+	Y	+0	-1	35
Note: spears, +1 vs. mounted								
Thracian Warriors	Warband	5/4	+2	5+	Y	+2	+0	30
Note: impetuous, wild charge								
Thracian Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing,								

### Mercenaries (up to ca. 25%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Black Sea Horse Archers	Light Horse	8/4	+2	5+	N	+0	-2	60
Note: bows, free facing, veteran (rally)								