

The Peloponnesian War 431-404 BC

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.

Thebes and the Boeotian League

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sacred Band	Spears	4/3	+4	3+	Y	+0	-1	50
Note: spears, phalanx drill, elite, (only one), +1 vs. mounted								
Thessalian Noble Cavalry	Medium Horse	6/3	+3	4+	N	+1	-2	45
Note: wild charge, veterans (rally)								

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								
Greek Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								
Hamippoi	Light Infantry	7/4	+2	6+	Y	+0	+1	35
Note: javelins, fast, (must be deployed within one inch of cavalry and only after 420bc)								
Theban Hoplite	Spears	4/3	+3	3+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (rally), +1 vs. mounted								
Thessalian Light Cavalry	Light Horse	8/4	+3	6+	N	+0	-2	55
Note: javelins, veterans (combat)								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Boeotian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Boeotian Citizen Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	30
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								
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, veteran (rally)								
Thracian Peltast	Light Infantry	5/4	+3	5+	Y	+0	+1	45
Note: javelins, free facing, veterans (combat)								
Agrianian Skirmishers	Skirmishers	5/4	+1	6+	N	+0	+0	30
Note: javelins, free facing, veteran (combat)								
Illyrian Skirmishers	Skirmishers	5/4	+0	5+	N	+0	+0	30
Note: javelins, free facing, veterans (rally)								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

The Athenian Empire

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Athenian Archers	Archers	4/3	+2	6+	Y	+0	-1	35
Note: massed bows, (only one unit)								
Hamippoi	Light Infantry	7/4	+2	6+	Y	+0	+1	35
Note: javelins, fast, (must be deployed within one inch of calvary and only after 420bc)								

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								
Greek Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								
Byzantium Light Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	35
Note: phalanx drill, veteran (rally)								
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	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Allied Citizen Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	30
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	5+	N	+0	+0	35
Note: bows, free facing, veteran (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)								
Gatae Horse Archers	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: bows, free facing								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

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								
Greek Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								
Spartan Hoplite	Spears	4/3	+4	3+	Y	+0	-1	50
Note: spears, phalanx drill, elite, +1 vs. mounted								
Corinthian Hoplite	Spears	4/3	+3	3+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (rally), +1 vs. mounted								
Corinthian Skirmishers	Skirmishers	5/4	+0	5+	N	+0	+0	25
Note: javelins, free facing, veteran (rally)								
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	30
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								

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, veteran (rally)								
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)								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

Syracuse

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Tyrants Bodyguard	Spears	4/3	+4	3+	Y	+0	-1	50
Note: spears, phalanx drill, elite, +1 vs. mounted, (only one)								

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								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								
Hamippoi	Light Infantry	7/4	+2	6+	Y	+0	+1	35
Note: javelins, fast, (must be deployed within one inch of calvary)								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Citizen Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	30
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
Italian/Greek L. Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								
Campanian Cavalry	Medium Horse	6/3	+4	5+	N	+0	-2	45
Note: combat (veterans), (from 410bc.)								
Italian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Gallic Warband	Warband	5/3	+2	4+	Y	+1	+0	30
Note: impetuous								
Spanish Scutarii	Handweapon	4/3	+3	4+	Y	+0	+0	40
Note: javelin								
Ligurian Infantry	Handweapon	4/3	+3	4+	Y	+1	+0	40
Note: wild charge, (from Liguria, Corsica, Sardinia)								
Cretan Archers	Skirmishers	5/4	+0	5+	N	+0	+0	35
Note: bows, free facing, veteran (rally)								
Italian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								
Sikel Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	35
Note: javelins, wild charge								
Thessalian Light Cavalry	Light Horse	8/4	+3	6+	N	+0	-2	55
Note: javelins, veterans (combat)								

Sikel

(some speculation in here)

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sikel Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Sikel Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sikel Light Infantry	Light Infantry	5/4	+2	5+	Y	+1	+1	35
Note: javelins, wild charge								
Sikel Warriors	Light Infantry	5/4	+2	5+	Y	+1	+1	30
Note: wild charge								
Sikel Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Sikel Slingers	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
Campanian Cavalry	Medium Horse	6/3	+4	5+	N	+0	-2	40
Note: combat (veterans), (from 410bc.)								
Italian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Italian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Italian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

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.

Thebes and the Boeotian League

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sacred Band	Spears	4/3	+4	3+	Y	+0	-1	50
Note: spears, phalanx drill, elite, (only one), +1 vs. mounted								
Thessalian Noble Cavalry	Medium Horse	6/3	+3	4+	N	+0	-2	45
Note: expert Horsemen, veterans (rally)								

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								
Greek Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								
Hamippoi	Light Infantry	7/4	+2	6+	Y	+0	+1	35
Note: javelins, fast, (must be deployed within one inch of calvary and only after 420bc)								
Theban Hoplite	Spears	4/3	+3	3+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (rally), +1 vs. mounted								
Thessalian Light Cavalry	Light Horse	8/4	+2	5+	N	+0	-2	60
Note: javelins, expert horsemen, veteran (rally)								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Boeotian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Boeotian Citizen Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	30
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								
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)								
Agrianian Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: javelins, free facing, expert javelin throwers								
Illyrian Skirmishers	Skirmishers	5/4	+0	5+	N	+0	+0	30
Note: javelins, free facing, veterans (rally)								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

The Athenian Empire

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Athenian Archers	Archers	4/3	+2	6+	Y	+0	-1	35
Note: massed bows, (only one unit)								
Hamippoi	Light Infantry	7/4	+2	6+	Y	+0	+1	35
Note: javelins, fast, (must be deployed within one inch of calvary and only after 420bc)								

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								
Greek Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								
Byzantium Light Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	35
Note: phalanx drill, veteran (rally)								
Athenian Hoplite	Spears	4/3	+3	3+	Y	+0	+0	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	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Allied Citizen Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	30
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	5+	N	+0	-2	60
Note: javelins, expert horsemen, veteran (rally)								
Gatae Horse Archers	Light Horse	8/4	+2	6+	N	+0	-2	55
Note: bows								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

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								
Greek Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								
Spartan Hoplite	Spears	4/3	+4	3+	Y	+0	-1	50
Note: spears, phalanx drill, elite, +1 vs. mounted								
Corinthian Hoplite	Spears	4/3	+3	3+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (rally), +1 vs. mounted								
Corinthian Skirmishers	Skirmishers	5/4	+0	5+	N	+0	+0	25
Note: javelins, free facing, veteran (rally)								
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	30
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								

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								
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	5+	N	+0	-2	60
Note: javelins, expert horsemen, veteran (rally)								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								

Syracuse

Rare (ca. 5% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Tyrants Bodyguard	Spears	4/3	+4	3+	Y	+0	-1	50
Note: spears, phalanx drill, elite, +1 vs. mounted, (only one)								
Bolt Thrower	Light Artillery	3/2	+1	5+	N	+0	-1	40
Note: artillery, (from 390bc.)								

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								
Greek Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing								
Hamippoi	Light Infantry	7/4	+2	6+	Y	+0	+1	35
Note: javelins, fast, (must be deployed within one inch of calvary)								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Citizen Hoplite	Light Infantry	5/4	+2	5+	Y	+0	+1	30
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
Italian/Greek L. Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing (from 410bc.)								
Campanian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note: expert horsemen, (from 410bc.)								
Italian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Greek Mercenary Hoplite	Spears	4/3	+4	4+	Y	+0	-1	45
Note: spears, phalanx drill, veteran (combat), +1 vs. mounted								
Gallic Warband	Warband	5/3	+2	4+	Y	+1	+0	30
Note: impetuous								
Spanish Scutarii	Handweapon	4/3	+3	4+	Y	+0	+0	40
Note: javelin								
Ligurian Infantry	Handweapon	4/3	+3	4+	Y	+1	+0	40
Note: wild charge, (from Liguria, Corsica, Sardinia)								
Cretan Archers	Skirmishers	5/4	+0	6+	N	+0	+0	35
Note: bows, free facing, expert archers								
Italian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								
Sikel Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Thessalian L. Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing, expert horsemen								

Sikel

(some speculation in here)

Uncommon (ca. 25% of the Army)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sikel Archers	Skirmishers	5/4	+0	6+	N	+0	+0	30
Note: bows, free facing								
Sikel Light Cavalry	Light Horse	8/4	+2	6+	N	+0	-2	50
Note: javelins, free facing								

Common (ca. 50% up to 75%)

Name	Type	Move	CF	RF	Support	Charge	Terrain	Cost
Sikel Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Sikel Warriors	Light Infantry	5/4	+2	5+	Y	+1	+1	30
Note: wild charge								
Sikel Skirmishers	Skirmishers	5/4	+0	6+	N	+0	+0	25
Note: javelins, free facing								
Sikel Slingers	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
Campanian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note: expert horsemen, (from 410bc.)								
Italian Cavalry	Medium Horse	6/3	+3	5+	N	+0	-2	40
Note:								
Italian Hoplite	Spears	4/3	+3	4+	Y	+0	-1	40
Note: spears, phalanx drill, +1 vs. mounted								
Italian Light Infantry	Light Infantry	5/4	+2	5+	Y	+0	+1	30
Note: javelins								
Greek Mercenary Peltast	Light Infantry	5/4	+2	5+	Y	+0	+1	40
Note: javelins, free facing, (from 420bc)								