



SYRIA

AND ASIA MINOR

AUTHORISED ARMY LISTS FOR

**MORTEM  
ET GLORIAM**



# ARMY LISTS

## SYRIA AND ASIA MINOR

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## CREATING AN ARMY WITH THE MORTEM ET GLORIAM ARMY LISTS

Use the army lists to create your own customised armies using the Mortem et Gloriam Army Builder.

There are few **general rules** to follow:

1. An army must have at least 2 generals and can have no more than 4.
2. You must take at least the minimum of any troops noted, and may not go beyond the maximum of any.
3. No army may have more than two generals who are Talented or better.
4. Unless specified otherwise, all elements in a UG must be classified identically. Unless specified otherwise, if an optional characteristic is taken, it must be taken by all the elements in the UG for which that optional characteristic is available.
5. Any UGs can be downgraded by one quality grade and/or by one shooting skill representing less strong, tired or understrength troops. If any bases are downgraded all in the UG must be downgraded. So Average-Experienced skirmishers can always be downgraded to Poor-Unskilled.

Where **allies** are allowed they must conform to the following rules:

1. They must be a minimum of 2 and a maximum of 4 UGs.
2. They must take UGs sufficient to get them to at least 50% of the minimums in the list being used.
3. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.
4. Unless specified in the notes, the general must be the same type as the army commander in the main list but cannot be legendary.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

Where an internal ally is allowed, and no contingent is specified they must conform to the following rules:

1. They must be a minimum of 2 and a maximum of 4 UGs.
2. The total number of troops taken of each type in the entire army must not exceed the maxima for that troop type.
3. They must take UGs sufficient to get them to at least 50% of the minimums in the list if there is sufficient allowance for a UG after the core army itself has taken the minimum.
4. They can thereafter take any troops up to the maximum to create the rest of the allied contingent.

Usually this results in 1-3 UGs being compulsory and you having full flexibility on the rest.

## HISTORICAL INTRODUCTION

Syria and Asia Minor were captured by the Achaemenid Persians in the 6<sup>th</sup> century BCE. Sardis, the former capital of the Lydian empire, became the chief city of their western empire. Asia Minor (modern Asiatic Turkey) was a patchwork of kingdoms which the Persians ruled through their system of satraps.

Some of the kingdoms within Asia Minor, although nominally under Persian rule, maintained a high degree of independence. Lycia, an ancient kingdom in the south west briefly became members of the Athenian empire. In 429 BCE, Athens sent an expedition against Lycia to try to force it to re-join the league. This failed when Lycia's leader Gergis of Xanthos defeated General Melasander.

Bithynia in the north west also maintained a high degree of independence. The Bithynians were a Thracian people.

The conquest of the Persian empire by Alexander the Great removed the Persians as rulers but did not affect Asia Minor greatly. Alexander did not spend a great amount of time in Asia Minor. He landed in May 334 BCE and spent less than 18 months there and never returned. He made his own appointments as satraps but left the Persian system of government largely unaltered. Alexander's victory at Issus consolidated his hold on Asia Minor and Syria. Syria at this time was relatively unimportant.

The death of Alexander in 323 BCE. left his empire up for grabs by his generals. Eumenes of Cardia, the former secretary of Alexander, fought a series of campaigns against Antigonus One-Eyed. He was eventually betrayed by his own troops and Antigonus established his power base in Asia Minor. He became so powerful that Lysimachus, Ptolemy, Seleucus and Cassander formed an alliance against him. In 301 BCE he was defeated and killed at the Battle of Ipsus. Asia Minor was divided between the victors, Seleucus and Lysimachus, with Seleucus holding the east and Lysimachus the west.

Some of the Persian dynasts who had survived Alexander's conquests were able to re-establish their control. Both the Orontid dynasty in Armenia and the Ariarathid dynasty in Cappadocia re-established control after overthrowing Macedonian governors.

Although holding Babylon and the eastern satrapies, Seleucus established the heart of his kingdom in Syria. He established a chain of cities for military settlers. Antioch, established by his son and successor Antiochus I became the capital of the Seleucid west. Seleucus went on to defeat Lysimachus at the Battle of Corupedium in 281 BCE. Seleucus was assassinated a few months later. Antiochus struggled to gain control over the Lysimachid territories that he inherited from his father. A victory over the Galatians, a group of Celtic tribes that had overrun Macedonia and Asia Minor, helped to establish his control, but it was not enough to prevent Eumenes of Pergamum declaring himself independent.

The death of Antiochus I led to the Seleucid empire being divided between his sons. The eldest son, Seleucus II, controlled most of the Seleucid empire, but the younger son Antiochus Hierax maintained a kingdom in Asia Minor until driven out by Eumenes.

The reign of Antiochus III (222 to 187 BCE) saw a revival in Seleucid fortunes until he waged war against Rome. The Romans decisively defeated him at Magnesia in 189 BCE and gave their ally, Eumenes II, the Seleucid territories in Asia Minor. The Seleucid kingdom became involved in a struggle to retain their eastern satrapies from the Parthians. In 163 B.C. the satrap of Commagene, Ptolemaeus, established himself as independent ruler following the death of the Seleucid king, Antiochus IV Epiphanes. The defeat of Antiochus VII Sidetes by Phraates of Parthia established Parthian control over the eastern satrapies and Babylonia. Continual civil wars reduced the Seleucid kingdom to a rump in Syria.

From this time on politics in Asia Minor was increasingly dominated by the Romans. The kings of Pergamum and Bithynia both bequeathed their kingdoms to the Romans. Against the Romans emerged one of the great characters of history, Mithridates of Pontus. Pontus was originally part of the Cappadocian kingdom but during the 4<sup>th</sup> century B.C. a local dynasty had established itself. Mithridates took advantage of the chaos during the Social War in Italy to invade the Roman province of Asia and then Greece. The First Mithridatic War, fought between 88 and 84 BCE, saw Lucius Cornelius Sulla force Mithridates VI out of Greece proper. Sulla needed to return to Italy so a treaty was hastily arranged. As Sulla returned to Italy Lucius Licinius Murena was left in charge of Roman forces in Anatolia. The lenient peace treaty, which was never ratified by the Senate, allowed Mithridates VI to recoup his forces. Murena attacked Mithridates in 83 BCE, provoking the Second Mithridatic War from 83 B.C. to 81 B.C. Mithridates scored a victory over Murena's green forces before peace was again declared by treaty. When Rome attempted to annex Bithynia (bequeathed to Rome by its last king) nearly a decade later, Mithridates VI attacked with an even larger army, leading to the Third Mithridatic War from 73 to 63 BCE. First Lucullus and then Pompey were sent against Mithridates. Mithridates was defeated and fled with a small army to Colchis and then the Crimea where he committed suicide.

Roman control over Asia Minor was fully established by Augustus. For the next four hundred years the region was held by the Romans with one short interruption. By the third century CE, Palmyra was a prosperous regional centre reaching the apex of its power in the 260s, when Palmyrene King Odaenathus defeated Persian Emperor Shapur I. The king was succeeded by regent Queen Zenobia, who rebelled against Rome and established the Palmyrene Empire which briefly encompassed the Roman provinces of Syria Palaestina, Arabia Petraea, Egypt and large parts of Asia Minor. In 273 CE, Roman emperor Aurelian destroyed the city.

# ASIATIC GREEK



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	670 BCE to 129 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive	<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Cavalry	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	0 12	4,6
Light horse	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Cantabrian, Combat Shy	0 6	4,6
Best hoplites	INFANTRY Formed Close	Average	Protected	- -	Long Spear	Shove, Shield Cover	Orb/Square	0 48	6,8
Citizen hoplites	INFANTRY Formed Close	Poor	Protected	- -	Long Spear	Shove, Shield Cover	Orb/Square	12 48	6,8
<b>REPLACE BEST HOPLITES WITH</b>									
Tyrant's bodyguard	INFANTRY Drilled Close	Superior	Protected	- -	Long Spear	Shove, Shield Cover	Orb/Square	0 8	6,8
Mercenary hoplites (from 450 to 405 BCE)	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	Shove, Shield Cover	Orb/Square	0 12	6,8
Mercenary hoplites (from 404 to 270 BCE)	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	Shove, Shield Cover	Orb/Square	0 24	6,8
Mercenary Thureophoroi (from 269 to 129 BCE)	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	Shove	Orb/Square	0 24	6,8
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Thracians or Asiatic hillmen	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	0 18	6,8,9
Peltasts	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Shoot & Charge	0 9	6,9

# ASIATIC GREEK



Psiloi - javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9
Psiloi - archer	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 12	6,9
Psiloi - slinger	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 12	6,9
Cretan archers	INFANTRY Skirmisher	Average	Unprotected	Skilled Bow	-	-	Combat Shy	0 9	6,9

## ALLIES

Satrapal allies - Later Achaemenid Persian (Ephesus in 409 BCE)

## HISTORICAL NOTES

This list covers the Greek states in Asia Minor and Cyprus.

## TROOP NOTES

The Greeks retained their traditional hoplite style of fighting, sometimes supplemented by local mercenaries.

## CHANGES FROM LAST VERSION

Separated from Classical Greek list.

# LYCIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	525 BCE to 300 BCE
<b>SUB-GENERALS</b>	1-3	Any Instinctive	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Cavalry	CAVALRY	Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	0 12	4,6
Warriors	INFANTRY	Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	24 84	6,8,9
Warriors with drepanon	INFANTRY	Tribal Loose	Average	Protected	-	-	Devastating Chargers	Melee Expert	0 12	6,8,9
Upgrade warriors to hoplites	INFANTRY	Tribal Close	Average	Protected	-	Long Spear	-	Orb/Square	0 48	6,8
Mercenary hoplites (from 426 BCE)	INFANTRY	Drilled Close	Average	Protected	-	Long Spear	Shove, Shield Cover	Orb/Square	0 8	6,8
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	9 18	6,9
Javelinmen	INFANTRY	Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9

## HISTORICAL NOTES

The Lycians are known to history since the records of ancient Egypt and the Hittite empire. They were a client state under the Achaemenid Persians and intermittently became a free agent. Briefly allied to the Athenians they were under Persian control, revolted and then conquered by Masusolus, satrap of Caria. When the Persians were defeated by Alexander the Great they fell under Macedonian control. In 188 BCE they were given to Rhodes by the Romans and then in 168 BCE set up as an independent league. In 43 CE they were incorporated into the Roman empire.

## TROOP NOTES

Infantry: Lycian infantry fought with javelins and short thrusing spears. The Lycians also carried the Drepanon, a sickle shaped hand weapon similar to a falx or rhomphaia. Infantry in the Greek cities of Lycia fought as hoplites or later as thureophoroi. At the battle of Magnesia they are described as peltasts.

## CHANGES FROM LAST VERSION

Added Shoot & Charge option.



# BITHYNIAN



<b>ARMY COMMANDER</b>	1	Any (Instinctive before 252 BCE)	<b>DATES</b>	435 BCE to 74 BCE
<b>SUB-GENERALS</b>	0-3	Any (Instinctive before 252 BCE)	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-1	Any Instinctive (only from 179 BCE)	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Best cavalry	CAVALRY Formed Loose	Superior	Protected	- -	-	Devastating Chargers	Melee Expert	0 6	4,6
Cavalry	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	0 12	4,6
Warriors	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	24 96	6,8,9
<b>FROM 252 BCE</b>									
Upgrade warriors to thureophoroi	INFANTRY Formed Close	Average	Protected	- -	Long Spear	Shove	Orb/Square	1/4 3/4	6,8
Thracian mercenaries	INFANTRY Formed Loose	Average	Protected	- -	-	Devastating Chargers	Melee Expert	0 12	6,8
-----									
Light horse	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Cantabrian, Combat Shy	0 12	4,6
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 27	6,9
Archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9

## ALLIES

Heracleian allies - Asiatic Greek (from 280 to 253 BCE)

Galatian allies (from 278 BCE)

## NOTES

An Internal ally represents a Paphlagonian ally and can only command warriors who have not been upgraded, light horse and javelinmen.

# BITHYNIAN



## **HISTORICAL NOTES**

The Bithynians were a Thracian people who settled in Asia Minor on the opposite side of the Bosphorus. They established their independence prior to the arrival of Alexander the Great. The kingdom became increasingly hellenized. In 278 BCE Nicomedes I invited the Galatians to Asia Minor to help in a dynastic struggle against his brother. The last king Nicomedes IV was expelled by Mithridates VI of Pontus. After being restored to the throne he bequeathed his kingdom through his will to the Romans in 74 BCE.

## **TROOP NOTES**

The Bithynians were related to the Thracians and fought in a similar fashion. Bithynia became increasingly hellenised and adopted Greek methods of warfare.

## **CHANGES FROM LAST VERSION**

Added Shoot & Charge option.

# ARMENIAN



ARMY COMMANDER		1	Any Instinctive			DATES		330 BCE to 627 CE		
SUB-GENERALS		0-3	Any Instinctive			TERRAIN		Plains, Mountains		
INTERNAL ALLIED GENERALS		0-1	Any Instinctive			CAMP		Unfortified or Flexible; Poor or Average		
NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE	
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX		
Armenian cavalry	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	4 18	4,6	
<b>ONLY BEFORE 204 BCE</b>										
Nobles and followers	CAVALRY Tribal Close	Superior	ArmHrs/ Protected	- -	Short Spear	-	-	0 6	4,6	
<b>ONLY FROM 204 BCE TO 244 CE</b>										
Upgrade Armenian cavalry to cataphracts	CAVALRY Tribal Close	Average	ArmHrs/Fully Armoured	- -	Long Spear	Devastating Chargers, Shove	-	0 8	4,6	
Guard	CAVALRY Tribal Close	Superior	ArmHrs/Fully Armoured	- -	Long Spear	Devastating Chargers, Shove	-	0 6	4,6	
<b>ONLY FROM 245 CE</b>										
Regrade Armenian cavalry as lancers	CAVALRY Formed Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	 All	4,6	
Guard	CAVALRY Formed Loose	Superior	Protected	- -	Charging Lancer	-	-	0 6	4,6	
<b>-----</b>										
Javelinmen	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	0 36	6,8,9	
Hiberians	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	0 9	6,8,9	
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 36	6,8	

# ARMENIAN



Horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	6 36	4,6
Upgrade horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Cantabrian	Combat Shy	Up to half	4,6
Archers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9
Slings	INFANTRY Skirmisher	Poor	Unprotected	Experienced Sling	-	Combat Shy	-	0 18	6,9
Javelinmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9

## ONLY TIGRANES THE GREAT FROM 83 TO 69 BCE

Upgrade Armenian cavalry to cataphracts	CAVALRY Tribal Close	Average	ArmHrs/Fully Armoured	- -	Long Spear	Devastating Chargers, Shove	-	All	4,6
Phalangites	INFANTRY Drilled Close	Average	Protected	- -	Pike	Combat Shy	Orb/Square	0 16	8
Troops armed in Roman fashion	INFANTRY Formed Close	Average	Protected	- -	Impact Weapon	-	-	0 12	6,8

## ALLIES

Media Atropatene allies - Parthian Vassal States (from 83 to 69 BCE)

Nomadic Arab allies - Pre-Islamic Arab (from 83 to 69 BCE)

Sarmatian allies - Early Sarmatian (only in 35 CE)

Media Atropatene allies - Parthian Vassal States (only in 230 CE)

Alan allies (only in 230 CE)

Hephthalite allies (450 to 451 CE)

## HISTORICAL NOTES

The kingdom of Armenia started as a satrapy of the Achaemenid empire of Persia. It was only superficially affected by the conquests of Alexander the Great. It maintained an autonomous status under the Seleucid empire and during this period absorbed Hellenistic influences. In 188 BCE Artaxias unified and enlarged the Armenian kingdom. During the reign of Tigranes the Great (95 BCE to 55 BCE) the kingdom was at the zenith of its power and briefly became the most powerful state to the Roman east controlling Mesopotamia and Syria. Roman involvement in Asia Minor brought Tigranes' empire to an end. Armenia was to become a buffer state between Rome and Parthia. It was partitioned between Rome and Sassanid Persia in 386 CE but the Sassanid part remained semi-independent and continued until the arrival of the Arabs.

# ARMENIAN



## TROOP NOTES

The Armenians were influenced by their Persian overlords. Armenian contingents are mentioned in Persian armies. Xenophon encountered Armenians during the march of the ten thousand. The first description of an Armenian army is when Lucullus encountered the army of Tigranes the Great.

Cavalry: The Armenians employed Cataphracts. These are assumed to have been introduced at the time when the Seleucids nominally ruled Armenia. Prior to this time it is assumed they used Persian arms and tactics.

Horse archers: Were used by the time of Tigranes and may have existed back to Persian times.

Infantry: The Armenians were described as fierce by Xenophon. They were probably hill tribesmen with javelins or bows.

Tigranes acquired Phalangites from his control of Syrian territories. After encountering the Romans, troops were trained in the Roman fashion.

## CHANGES FROM LAST VERSION

Restricted number of Cantabrian. Reclassified phalangites. Added Shoot & Charge option. Combat Shy option for light horse.

# ASIATIC SUCCESSOR



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	323 BCE to 280 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Professional	<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Elephants	ELEPHANTS		Average	Protected	-	-	Shove	-	0	2,3,4
	Tribal Loose				-	6				
Upgrade elephants with accompanying foot	ELEPHANTS		Average	Protected	Experienced	-	Shove	-		2,3,4
	Tribal Loose				Bow	Any				
Companions and Xystophoroi	CAVALRY		Superior	Protected	-	Charging Lancer	-	Melee Expert	4	4,6
	Drilled Loose				-	12				
Satrapal cavalry	CAVALRY		Average	Protected	Unskilled	Short Spear	-	Shoot & Charge	0	4,6
	Formed Loose				Javelin	12				
Satrapal horse archers	CAVALRY		Average	Unprotected	Experienced	-	-	-	0	4,6
	Formed Flexible				Bow	6				
Macedonian phalangites	INFANTRY		Average	Protected	-	Pike	Shove	Orb/Square	0	8
	Drilled Close				-	24				
Upgrade Macedonian phalangites as elite	INFANTRY		Superior	Protected	-	Pike	Shove	Orb/Square		8
	Drilled Close				-	See note				
Greek mercenaries	INFANTRY		Average	Protected	-	Pike	-	Orb/Square	16	8
	Drilled Close				-	32				
Pantadapoi	INFANTRY		Average	Protected	-	Pike	Combat Shy	Orb/Square	0	8
	Formed Close				-	32				
Mercenary hoplites	INFANTRY		Average	Protected	-	Long Spear	Shove, Shield Cover	Orb/Square	0	6,8
	Drilled Close				-	8				
Thracians	INFANTRY		Average	Protected	Unskilled	Short Spear	-	Shoot & Charge	0	6,8,9
	Tribal Loose				Javelin	9				
Asiatic hillmen	INFANTRY		Average	Protected	Unskilled	Short Spear	-	-	0	6,8,9
	Tribal Loose				Javelin	9				
Archers	INFANTRY		Average	Unprotected	Experienced	-	-	Combat Shy	0	6,8
	Tribal Loose				Bow	24				

# ASIATIC SUCCESSOR



Light horse	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Cantabrian, Combat Shy	0 8	4,6
Mercenary peltasts	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Shoot & Charge	0 18	6,9
Archers	INFANTRY Skirmisher	Average	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
Slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Asiatic archers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Bow	-	Combat Shy	-	0 36	6,9
Asiatic slingers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Sling	-	Combat Shy	-	0 36	6,9
Cretan archers	INFANTRY Skirmisher	Average	Unprotected	Skilled Bow	-	-	Combat Shy	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 9	6,9

## ALLIES

Athenian, Arcadian or Achaean allies up to 2 contingents - Classical Greek (only Demetrius from 307 BCE)

Cappadocian allies (only Antigonos from 318 BCE)

Cypriot allies - Asiatic Greek (only Ptolemy from 315 to 307 BCE)

## NOTES

This list covers the successors in Asia including Antigonos, Demetrius, Eumenes, Ptolemy, Pithon, Peucestas, Seleucus, Alcetas, Arrhidaeus, Attalus, Craterus, Leonnatus and Neoptolemus. Eumenes must take ally generals, not sub generals.

Eumenes may upgrade all his Macedonian phalangites to elite (representing the Silver Shields and Hypaspists). Antigonos, Demetrius, Seleucus and Ptolemy may upgrade one TuG of 8 to elite. Other generals may not upgrade the Macedonian phalangites.

# ASIATIC SUCCESSOR



## HISTORICAL NOTES

When Alexander the Great died there was almost immediately a dispute among the generals as to whom his successor should be. Initially Perdiccas was regent but he was assassinated by his officers after he marched to attack Ptolemy who had seized Egypt. By the treaty of Tripartidus (321 BCE) Antipater was appointed as supreme regent. He appointed Antigonos to continue the war against Eumenes (who had supported Perdiccas). Antipater died shortly afterwards leaving the regency to Polyperchon. Polyperchon returned to Macedonia.

Antigonos had Eumenes killed after capturing him following the battle of Gabiene in 316 BCE. This left Antigonos as the most powerful ruler in Asia. In 312 BCE Seleucus returned to Babylon from where he had been forced to flee by Antigonos. During the next 10 years he consolidated his position in the East. In 303 BCE he made peace with the Indian emperor Chandragupta Maurya for which he received 500 war elephants. These would play a decisive part in the battle of Ipsus in 301 BCE. This victory secured the position of Seleucus in Asia and founded the Seleucid empire. In 281 BCE Seleucus defeated Lysimachus at the battle of Corupedium, but upon arriving in Thrace was assassinated by Ptolemy Ceraunus.

## TROOP NOTES

The Successors to Alexander in the East suffered from a shortage of phalangites. Pantadapoi were Persian and other native troops trained to fight as phalangites. They also relied on the large number of Greek mercenaries which Alexander had settled in the East as well as native troops.

Peucestas brought a large contingent of Persian archers and slingers to join the army of Eumenes.

## CHANGES FROM LAST VERSION

Reclassified phalangites. Added Shoot & Charge option. Combat Shy option for light horse.



# CAPPADOCIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	300 BCE to 17 CE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Cavalry on armoured horses	CAVALRY	Tribal Close	Superior	ArmHrs/ Protected	-	Short Spear	-	-	0	4,6
					-				8	
Cavalry	CAVALRY	Formed Loose	Average	Protected	Unskilled	Short Spear	-	Shoot & Charge	8	4,6
					Javelin				24	
Foot	INFANTRY	Tribal Loose	Average	Protected	Unskilled	Short Spear	-	-	18	6,8,9
					Javelin				72	
Archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	-	-	Combat Shy	6	6,8
					Bow				24	
Mercenaries (from 255 BCE)	INFANTRY	Drilled Close	Average	Protected	-	Long Spear	Shove	Orb/Square	0	6,8
					-				8	
Light cavalry	CAVALRY	Skirmisher	Average	Unprotected	Experienced	-	-	Cantabrian, Combat Shy	0	4,6
					Javelin				12	
Archers	INFANTRY	Skirmisher	Average	Unprotected	Experienced	-	Combat Shy	-	0	6,8,9
					Bow				18	

## ALLIES

Armenian allies (before 255 BCE)

Attalid Pergamene allies (from 180 to 129 BCE)

## HISTORICAL NOTES

Cappadocia became an independent kingdom under Ariarthes I in 332 BCE as the Persian empire fell to the Macedonians. Macedonian rule was established by Perdicas and Eumenes but after Eumenes died the adopted son Ariarthes II recovered the kingdom. In the latter part of the 2nd century BCE the kingdom fell under the influence of Pontus. In 93 BCE the Armenian king, Tigranes the Great, invaded and placed a client king Gordios on the throne. When Rome defeated Tigranes, the kingdom became a client state of Rome, eventually being incorporated as a Roman province in 17 CE.

## TROOP NOTES

There is little reliable information on Cappadocian troops. Some Cappadocian cavalry may have ridden armoured horses.

# CAPPADOCIAN



## CHANGES FROM LAST VERSION

Added armoured horses. Added Shoot & Charge option. Combat Shy option for light horse.

# ATTALID PERGAMENE



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	282 BCE to 129 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Xystophoroi	CAVALRY Drilled Loose	Superior	Protected	- -	Charging Lancer	-	Melee Expert	4 6	4,6
Mercenary cavalry	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	0 12	4,6
Thureophoroi	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	Shove	Orb/Square	12 48	6,8,9
Phalanx	INFANTRY Drilled Close	Average	Protected	- -	Pike	-	Orb/Square	0 16	8
Galatian foot	INFANTRY Tribal Close	Average	Protected	- -	-	Devastating Chargers	-	0 18	6,8,9
Pergamene levy	INFANTRY Formed Close	Poor	Protected	- -	Long Spear	Shove	Orb/Square	0 32	6,8
Mysian javelinmen	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	0 18	6,8,9
Light horse	CAVALRY Skirmisher	Average	Protected	Experienced Javelin	-	-	Cantabrian	0 12	4,6
Peltasts	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Shoot & Charge	0 27	6,9
Euzenoi	INFANTRY Skirmisher	Average	Protected	Experienced Javelin	Short Spear	-	Melee Expert, Shoot & Charge	0 27	6,9
Cretan archers	INFANTRY Skirmisher	Average	Unprotected	Skilled Bow	-	-	Combat Shy	0 18	6,9
Trallian slingers	INFANTRY Skirmisher	Average	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Average	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9

# ATTALID PERGAMENE



## ONLY FROM 188 BCE

Cataphracts	CAVALRY	Average	ArmHrs/Fully Armoured	-	Long Spear	Devastating Chargers, Shove	-	0	4
	Formed Close			-				4	
Elephants	ELEPHANTS	Average	Protected	-	-	Shove	-	0	2
	Tribal Loose			-				2	

## ALLIES

Tylis allies - Galatian (only in 218 BCE)

## HISTORICAL NOTES

The Attalid dynasty of Pergamon started because the city was selected as the repository for 9000 talents accumulated by Lysimachus and placed in charge of a warden Philetaerus. He switched sides, declaring for Seleucus, contributing to the Seleucid victory at Corupedium in 281 BCE. Philetaerus died in 263 BCE having adopted a nephew, Eumenes as his heir. From this point the Attalid's maintained independence against the Seleucid empire. They also obtained several victories over the Galatians who were a constant threat. Eumenes II allied with Rome, first against Macedon and then against the Seleucids. The defeat of Antiochus III at Magnesia in 190 BCE led to the Attalid dynasty controlling a large portion of Asia Minor. Attalus III died bequeathing the kingdom to Rome. A revolt in 129 BCE was put down and the Roman province of Asia was established.

## TROOP NOTES

The Attalid army was largely reliant on mercenaries.

Phalanx: There is no direct evidence for the use of a Macedonian phalanx by the Attalids. However, phalanxes were raised by Antiochus and Lysimachus in the preceding decades. The sources refer to "peltasts" and although it is likely that these were skirmishers, it is also possible that "peltast" could refer to phalangites. The Pergamene contingent in the Roman army at Magnesia appears to have been a token force, rather than the main Pergamene army.

Galatians: Hiring Galatian mercenaries was one way to prevent them raiding your territory. At least one group of mercenaries proved unreliable and turned against their paymasters.

Levy: The Greek cities could raise a militia for defence.

Elephants: The Pergamenes acquired some Elephants captured from the Seleucids.

## CHANGES FROM LAST VERSION

Reclassified phalangites. Added Shoot & Charge option. Updated territory types.

# GALATIAN



<b>ARMY COMMANDER</b>	1	Any Instinctive	<b>DATES</b>	280 BCE to 62 BCE
<b>SUB-GENERALS</b>	0-3	Any Instinctive	<b>TERRAIN</b>	Plains
<b>INTERNAL ALLIED GENERALS</b>	0-2	Any Instinctive (up to 1 Pisidian)	<b>CAMP</b>	Unfortified; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Galatian chariots	LIGHT CHARIOTS	Average	Protected	Experienced	Short Spear	-	-	0	4,6
	Formed Loose			Javelin				6	
Cavalry	CAVALRY	Average	Protected	Unskilled	Short Spear	-	Shoot & Charge	0	4,6
	Formed Loose			Javelin				12	
Warriors	INFANTRY	Average	Protected	-	-	Devastating	-	24	6,8,9
	Tribal Close			-				Chargers	
<b>UPGRADE WARRIORS AS FEARED:</b>									
Feared warriors	INFANTRY	Average	Protected	-	Short Spear	Devastating	-		
	Tribal Close			-				Chargers, Melee Expert	
-----									
Paphlagonians subjects	INFANTRY	Average	Protected	Unskilled	Short Spear	-	-	0	6,8,9
	Tribal Loose			Javelin				9	
Javelinmen	INFANTRY	Poor	Unprotected	Experienced	-	Combat Shy	-	0	6,9
	Skirmisher			Javelin				18	
Scythed chariots (only in 273 BCE)	BATTLE CHARIOTS	Poor	Protected	-	-	Expendables	-	0	2,3,4
	Formed Loose			-				4	
<b>PISIDIAN CONTINGENT (FROM 278 BCE)</b>									
Light horse	CAVALRY	Average	Unprotected	Experienced	-	-	Cantabrian, Combat Shy	0	4,6
	Skirmisher			Javelin				6	
Pisidian foot	INFANTRY	Average	Unprotected	Experienced	-	-	Shoot & Charge	12	6,9
	Skirmisher			Javelin				36	

# GALATIAN



## ALLIES

Thessalian allies - Classical Greek (only in 279 BCE)

Paeonian allies (from 278 to 274 BCE)

Antiochus Hierax - Early Seleucid (from 241 to 227 BCE)

## NOTES

Before 273 BCE all Warriors can be upgraded as feared. Before 229 BCE up to 50% of warriors can be upgraded as feared. From 229 BCE only 1 minimum sized unit in each command can be upgraded as feared.

A Pisidian contingent must be commanded by an ally general and can only contain Pisidian troops. Pisidian troops are only compulsory if a Pisidian contingent is taken.

## HISTORICAL NOTES

The Galatians originated as part of a Celtic migration which invaded Macedon and Greece. The original Celts who settled in Galatia came from Thrace at the invitation of Nicomedes of Bithynia in 278 BCE to assist him in a dynastic dispute. Once their contract with Nicomedes was fulfilled they systematically raided throughout western Asia Minor. They were defeated by Antiochus I in his "elephant victory" in 275 BCE. The Galatians settled in central Anatolia in a territory which became known as Galatia.

The Romans inflicted a severe defeat on the Galatians in 189 BCE. In Pompey's settlement of 64 BCE they became a client-state of the Roman empire. Around 25 BCE Augustus incorporated Galatia into the Roman empire.

## TROOP NOTES

The Galatians appear to have used traditional Celtic methods of fighting. The devastation they caused after they initially broke into Macedonia led to a fearsome reputation. This declined somewhat but they were still sought after as mercenaries.

## CHANGES FROM LAST VERSION

Added Shoot & Charge option. Combat Shy option for light horse.

# EARLY SELEUCID



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	279 BCE to 167 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Elephants	ELEPHANTS Tribal Loose	Average	Protected	- -	-	Shove	-	0 4	2,3,4
Upgrade elephants with accompanying foot	ELEPHANTS Tribal Loose	Average	Protected	Experienced Bow	-	Shove	-	Any	0
Companions	CAVALRY Drilled Loose	Superior	Protected	- -	Charging Lancer	-	Melee Expert	0 6	4,6
Line cavalry	CAVALRY Drilled Loose	Average	Protected	- -	Charging Lancer	-	Melee Expert	4 12	4,6
Upgrade line cavalry	CAVALRY Drilled Loose	Superior	Protected	- -	Charging Lancer	-	Melee Expert	Up to half	
Convert line cavalry to cataphracts (from 204 BCE)	CAVALRY Formed Close	Average	ArmHrs/Fully Armoured	- -	Long Spear	Devastating Chargers, Shove	-	All	
Agema (from 204 BCE)	CAVALRY Drilled Close	Superior	ArmHrs/Fully Armoured	- -	Long Spear	Devastating Chargers, Shove	-	0 6	4,6
Galatian cavalry (from 244 BCE)	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	0 6	4,6
Guard Agyraspides	INFANTRY Drilled Close	Superior	Protected	- -	Pike	Shove	Combat Shy, Orb/Square	0 16	8
Agyraspides and phalangites	INFANTRY Drilled Close	Average	Protected	- -	Pike	Shove	Orb/Square	8 32	8
Thureophoroi	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	Shove	Orb/Square	0 8	6,8
Thorakitai	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	Shove, Shield Cover	Orb/Square	0 6	6
Thracians	INFANTRY Formed Loose	Average	Protected	- -	-	Devastating Chargers	Melee Expert	0 9	6,8,9

# EARLY SELEUCID



Galatian mercenaries (from 244 BCE)	INFANTRY Formed Close	Average	Protected	-	-	Devastating Chargers	-	0 9	6,8,9
Hillmen	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	0 9	6,8,9
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 16	6,8
City militia	INFANTRY Formed Close	Poor	Protected	-	Long Spear	Shove	Orb/Square	0 16	6,8
Light horse	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Cantabrian, Combat Shy	0 6	4,6
"Tarentine" light horse	CAVALRY Skirmisher	Average	Protected	Experienced Javelin	-	-	Cantabrian	0 6	4,6
Horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 8	4,6
Cretan archers	INFANTRY Skirmisher	Average	Unprotected	Skilled Bow	-	-	Combat Shy	0 9	6,9
Skirmishing archers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
Slingers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9
Scythed chariots	BATTLE CHARIOTS Formed Loose	Poor	Protected	-	-	Expendables	-	0 4	2,3,4

## ALLIES

Aitolian allies - Hellenistic Greek (from 191 to 189 BCE)

## NOTES

Antiochus Hierax can only have a maximum of 6 line cavalry and Agyraspists must be downgraded to Average.



# EARLY SELEUCID



## HISTORICAL NOTES

At the death of Seleucus I, the Seleucid kingdom held territories from Thrace to the borders of India. His son, Antiochus I retained most of the Asiatic territory but the kingdom was difficult to control and gradually the further parts of the empire seceded. The Seleucid kings fought a series of wars against the Ptolemaic kings of Egypt for control of Judaea. Bactria and Parthia were lost c. 250 BCE. The Attalids declared independence in Pergamum. Briefly Antiochus III established control over the Eastern territories but then suffered a significant defeat to the Romans at Magnesia in 189 BCE which deprived the kingdom of territories west of the Taurus mountains.

## TROOP NOTES

The core of the Seleucid army were the Iranian cavalry and the phalangites.

Elephants: Elephants were obtained from India and the Bactrian kings. In 145 BCE African elephants were captured from Ptolemaic Egypt.

Cavalry: The cavalry were lancers. At the end of the 3rd century BCE Cataphract armour was adopted by the bulk of the cavalry.

Phalanx: The phalanx were provided by settlers given land in return for military service. The largest settlements were in Syria. The performance of the Seleucid phalanx during this period was pretty dismal. For historical results all guard agyraspists should arguably be downgraded combat shy, hence the option.

Cretan archers: The Seleucid armies regularly contained contingents of Cretan archers.

## CHANGES FROM LAST VERSION

2019.01: Split Seleucid list. Added Agema. Added Shoot & Charge option. Combat Shy option for light horse. Updated territory types. 2019.02: Reverted maximum number of guard agyraspists to 16, adjusted phalangites.

# SELEUCID



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	166 BCE to 129 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Standard, Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Elephants	ELEPHANTS Tribal Loose	Average	Protected	- -	-	Shove	-	0 4	2,3,4
Upgrade elephants with accompanying foot	ELEPHANTS Tribal Loose	Average	Protected	Experienced Bow	-	Shove	-	Any	0
Companions	CAVALRY Drilled Loose	Superior	Protected	- -	Charging Lancer	-	Melee Expert	0 4	4
Agema	CAVALRY Drilled Close	Superior	ArmHrs/Fully Armoured	- -	Long Spear	Devastating Chargers, Shove	-	0 4	4
Cataphracts	CAVALRY Formed Close	Average	ArmHrs/Fully Armoured	- -	Long Spear	Devastating Chargers, Shove	-	4 12	4,6
Galatian cavalry	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	0 6	4,6
Agyraspides	INFANTRY Drilled Close	Average	Protected	- -	Pike	Shove	Orb/Square	8 16	8
Phalangites	INFANTRY Drilled Close	Average	Protected	- -	Pike	Shove	Orb/Square	0 24	8
Downgrade phalangites (from 145 BCE)	INFANTRY Drilled Close	Average	Protected	- -	Pike	-	Orb/Square	Any	
Re-equip Agyraspides equipped in Roman fashion	INFANTRY Drilled Close	Average	Protected	- -	Impact Weapon	-	Orb/Square	0 8	8
Thureophoroi	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	Shove	Orb/Square	0 8	6,8
Thorakitai	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	Shove, Shield Cover	Orb/Square	0 6	6
Thracians	INFANTRY Formed Loose	Average	Protected	- -	-	Devastating Chargers	Melee Expert	0 9	6,8,9

# SELEUCID



Galatian mercenaries	INFANTRY Formed Close	Average	Protected	-	-	Devastating Chargers	-	0 9	6,8,9
Hillmen	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	0 9	6,8,9
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 16	6,8
City militia	INFANTRY Formed Close	Poor	Protected	-	Long Spear	Shove	Orb/Square	0 16	6,8
Light horse	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Cantabrian, Combat Shy	0 6	4,6
"Tarentine" light horse	CAVALRY Skirmisher	Average	Protected	Experienced Javelin	-	-	Cantabrian	0 8	4,6
Horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 8	4,6
Cretan archers	INFANTRY Skirmisher	Average	Unprotected	Skilled Bow	-	-	Combat Shy	0 9	6,9
Cretan archers (only Demetrius II from 147 to 139 BCE)	INFANTRY Skirmisher	Average	Unprotected	Skilled Bow	-	-	Combat Shy	0 18	6,9
Skirmishing archers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
Slingers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9
Scythed chariots	BATTLE CHARIOTS Formed Loose	Poor	Protected	-	-	Expendables	-	0 4	2,3,4

## HISTORICAL NOTES

After the death of Antiochus IV the kingdom suffered a series of civil wars. Media and Babylonia were lost to the Parthians in 129 BCE.

# SELEUCID



## TROOP NOTES

Roman Agyraspides: At his pageant at Daphne, Antiochus IV had 5,000 troops armed in the Roman fashion who might have been half of the Agyraspides (as only 5,000 appeared in the parade and traditionally this corps were 10,000 strong).

Cretan archers: Demetrius II ruled after 147 BCE backed by his Cretan mercenaries.

## CHANGES FROM LAST VERSION

Split Seleucid list. Added Agema. Reclassified phalangites. Added Shoot & Charge option. Combat Shy option for light horse. Updated territory types.

# COMMAGENE



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	163 BCE to 72 CE
<b>SUB-GENERALS</b>	1-3	Any	<b>TERRAIN</b>	Plains, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	TRAINING AND	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
					WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Guard cataphracts	CAVALRY	Tribal Close	Superior	ArmHrs/Fully Armoured	-	Long Spear	Devastating	-	0	4,6
									Chargers, Shove	
Cataphracts	CAVALRY	Tribal Close	Average	ArmHrs/Fully Armoured	-	Long Spear	Devastating	-	4	4,6
									Chargers, Shove	
Phalanx	INFANTRY	Drilled Close	Average	Protected	-	Pike	Combat Shy	Orb/Square	0	8
City militia	INFANTRY	Formed Close	Poor	Protected	-	Long Spear	Shove	Orb/Square	0	6,8
Hillmen	INFANTRY	Tribal Loose	Average	Protected	Unskilled	Short Spear	-	-	0	6,8,9
					Javelin				18	
Archers	INFANTRY	Tribal Loose	Average	Unprotected	Experienced	-	-	Combat Shy	0	6,8
					Bow				18	
Horse archers	CAVALRY	Skirmisher	Average	Unprotected	Experienced	-	-	Combat Shy	12	4,6
					Bow				36	
Upgrade horse archers	CAVALRY	Skirmisher	Average	Unprotected	Experienced	-	Cantabrian	Combat Shy		4,6
					Bow				Up to half	
Skirmishing archers	INFANTRY	Skirmisher	Poor	Unprotected	Experienced	-	Combat Shy	-	0	6,9
					Bow				18	
Slings	INFANTRY	Skirmisher	Poor	Unprotected	Experienced	-	Combat Shy	-	0	6,9
					Sling				18	
Javelinmen	INFANTRY	Skirmisher	Poor	Unprotected	Experienced	-	Combat Shy	-	0	6,9
					Javelin				18	

# COMMAGENE



## **HISTORICAL NOTES**

The Kingdom of Commagene was an Armenian kingdom located in and around the ancient city of Samosata, which served as its capital. In c. 163 BCE the local satrap, Ptolemaeus of Commagene, established himself as independent ruler following the death of the Seleucid king, Antiochus IV Epiphanes. The Kingdom of Commagene maintained its independence until 17 CE, when it was made a Roman province by Emperor Tiberius. It reemerged as an independent kingdom when Antiochus IV of Commagene was reinstated to the throne by order of Caligula, then deprived of it by that same emperor, then restored to it a couple of years later by his successor, Claudius. The reemergent state lasted until 72 CE, when the Emperor Vespasian finally and definitively made it part of the Roman Empire.

## **TROOP NOTES**

The Commagene army appears to have been a mix of Hellenistic and Armenian fighting traditions. The phalanx sent to aid Titus at the siege of Jerusalem is the last recorded use of a Hellenistic pike phalanx.

## **CHANGES FROM LAST VERSION**

Restricted number of Cantabrian. Reclassified phalangites. Combat Shy option for horse archers.

# LATE SELEUCID



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	128 BCE to 56 BCE
<b>SUB-GENERALS</b>	1-3	Any Professional	<b>TERRAIN</b>	Coastal, Plains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Companions	CAVALRY Drilled Loose	Superior	Protected	- -	Charging Lancer	-	Melee Expert	0 6	4,6
Mercenary or settler cavalry	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	0 6	4,6
Settler phalangites	INFANTRY Drilled Close	Average	Protected	- -	Pike	-	Orb/Square	0 32	8
Cilician or mercenary thureophoroi	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	Shove	Orb/Square	6 18	6,8,9
Mercenaries armed in the Roman fashion	INFANTRY Formed Close	Average	Protected	- -	Impact Weapon	-	-	16 32	6,8
Hillmen	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	0 9	6,8,9
City militia	INFANTRY Formed Close	Poor	Protected	- -	Long Spear	Shove	Orb/Square	0 36	6,8
"Tarentine" light horse	CAVALRY Skirmisher	Average	Protected	Experienced Javelin	-	-	Cantabrian	0 8	4,6
Horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 8	4,6
Cretan archers	INFANTRY Skirmisher	Average	Unprotected	Skilled Bow	-	-	Combat Shy	0 18	6,9
Archers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Bow	-	Combat Shy	-	0 9	6,9
Slingers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9

# LATE SELEUCID



## **HISTORICAL NOTES**

After the loss of Media and Babylon, the Seleucid kingdom collapsed into a series of civil wars over less and less territory. The populace became so desperate that in 93 BCE Tigranes was invited into Syria, the heart of the kingdom. Only a few cities remaining loyal to the Seleucid kings. The Romans annexed Syria as a province in Pompey's settlement of 63 BCE. The last king, Philip II, died sometime after 56 BCE.

## **TROOP NOTES**

The Seleucid army of this period was reliant on its core Syrian territories and mercenaries from adjacent areas including Cilicia and Judaea. The regular civil wars appear to have provided plenty of opportunities for mercenaries. The defeats suffered by the Hellenistic armies against the Romans in the 2nd century BCE appear to have influenced fighting styles with increasing numbers of units following the Roman style of fighting.

## **CHANGES FROM LAST VERSION**

Reclassified phalangites. Added Shoot & Charge option. Combat Shy option for light horse.



# PONTIC



<b>ARMY COMMANDER</b>	1	Any Professional	<b>DATES</b>	110 BCE to 47 BCE
<b>SUB-GENERALS</b>	0-3	Any Professional	<b>TERRAIN</b>	Coastal, Mountains
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Pontic cavalry	CAVALRY Formed Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Shoot & Charge	4 12	4,6
Upgrade Pontic cavalry to cataphracts	CAVALRY Tribal Close	Average	ArmHrs/Fully Armoured	- -	Long Spear	Devastating Chargers, Shove	-	Up to half	4,6
Sarmatian cavalry	CAVALRY Formed Loose	Superior	Protected	- -	Charging Lancer	-	-	0 6	4,6
Scythian cavalry	CAVALRY Formed Flexible	Average	Unprotected	Experienced Bow	-	-	-	0 6	4,6
Thureophoroi	INFANTRY Drilled Close	Average	Protected	- -	Long Spear	Shove	Orb/Square	0 24	6,8
Phalanx (before 84 BCE)	INFANTRY Drilled Close	Average	Protected	- -	Pike	Combat Shy	Orb/Square	0 16	8
Phalanx recruited from ex-slaves (from 89 to 85 BCE)	INFANTRY Formed Close	Average	Protected	- -	Pike	Combat Shy	Orb/Square	0 16	8
Pontic legionaries (from 87 BCE)	INFANTRY Formed Close	Average	Protected	- -	Impact Weapon	-	-	0 24	6,8
Thracians	INFANTRY Formed Loose	Average	Protected	- -	-	Devastating Chargers	Melee Expert	0 9	6,8,9
Galatians	INFANTRY Formed Close	Average	Protected	- -	-	Devastating Chargers	-	0 9	6,8,9
Bastarnae foot	INFANTRY Tribal Flexible	Average	Protected	- -	-	Devastating Chargers	-	0 9	6,8,9
Hillmen	INFANTRY Tribal Loose	Average	Protected	Unskilled Javelin	Short Spear	-	-	9 36	6,8,9
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 8	6,8

# PONTIC



Light horse	CAVALRY Skirmisher	Average	Unprotected	Experienced Javelin	-	-	Cantabrian, Combat Shy	6 12	4,6
Skirmishing archers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Bow	-	Combat Shy	-	0 18	6,9
Slingers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Sling	-	Combat Shy	-	0 9	6,9
Javelinmen	INFANTRY Skirmisher	Poor	Unprotected	Experienced Javelin	-	Combat Shy	-	0 18	6,9
Scythed chariots	BATTLE CHARIOTS Formed Loose	Poor	Protected	- -	-	Expendables	-	0 4	2,3,4

## ALLIES

Armenian allies (from 92 BCE)

## NOTES

If phalangites are used, only one TUG of Pontic legionaries is permitted.

## HISTORICAL NOTES

Pontus consisted of parts of northern Turkey east of the Halys river. Ruled by the Persian Mithridatic dynasty from the latter part of the 4th century BCE the kingdom progressively expanded. Under Mithridates VI control was extended over Galatia, Cappadocia and the Bosporan kingdom. In 89 BCE he defeated a Roman army and seized the Roman province of Asia, ordering the killing of 80,000 Romans and Italians. A Pontic army invaded Greece and was defeated by Sulla at the battle of Chaeronea. A second defeat was inflicted by the Romans at Orchomenus in 85 BCE. Mithridates agreed to a peace that included returning Asia to the Romans and giving back Bithynia and Cappadocia to their former kings.

Further wars were fought with Rome. Between 74 BCE and 67 BCE Lucullus defeated Pontic and Armenian armies but had his command removed from him by Pompey. Pompey defeated Mithridates who fled to the Crimea. He was organising a new army when his son Pharnaces led a revolt against him and he was forced to commit suicide or was assassinated. Pontus became a Roman province with Bithynia.

# PONTIC



## TROOP NOTES

Pontus had originally been part of Cappadocia and gradually increased its independence. It had a relatively small native force and relied extensively on mercenaries, either recruited from the Pontic steppes to the north or from the Roman provinces it overran. Mithridates also received a contingent of Armenians when fighting Lucullus.

Heavy cavalry: Recruited from the Pontic nobility.

Sarmatian cavalry: Recruited from the steppes.

Scythian cavalry: Recruited from the steppes.

Thracians: Continued to be available as mercenaries.

Galatians: Were employed as mercenaries.

Bastarnae: Recruited from the steppes.

Thureophoroi: Recruited as mercenaries from the Hellenistic influenced areas of Asia Minor.

Phalanx: A phalanx was recruited when Mithridates invaded and conquered the Roman provinces of Asia and Greece. It was supplemented by a phalanx of ex-slaves.

Imitation legionaries: After defeated in Greece, the army was reorganised and trained on Roman lines.

## CHANGES FROM LAST VERSION

Reclassified phalangites. Added Shoot & Charge option. Combat Shy option for light horse. Updated territory types.

# PALMYRAN



<b>ARMY COMMANDER</b>	1	Any	<b>DATES</b>	258 CE to 273 CE
<b>SUB-GENERALS</b>	1-3	Any	<b>TERRAIN</b>	Plains, Desert
<b>INTERNAL ALLIED GENERALS</b>			<b>CAMP</b>	Unfortified or Flexible; Poor or Average

NAME	TYPE	QUALITY	PROTECTION	SHOOTING SKILL	MELEE	CHARACTERISTICS		MIN	UG SIZE
	TRAINING AND			WEAPONRY	WEAPONRY	MANDATORY	OPTIONAL	MAX	
Cataphracts	CAVALRY Formed Close	Average	ArmHrs/Fully Armoured	- -	Long Spear	Devastating Chargers, Shove	-	4 18	4,6
Upgrade cataphracts	CAVALRY Formed Close	Superior	ArmHrs/Fully Armoured	- -	Long Spear	Devastating Chargers, Shove	-	0 6	4,6
Roman cavalry	CAVALRY Drilled Loose	Average	Protected	Unskilled Javelin	Short Spear	-	Melee Expert, Shoot & Charge, Dismountable	0 6	4,6
Best archers	INFANTRY Drilled Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 24	6,8
Archers	INFANTRY Tribal Loose	Average	Unprotected	Experienced Bow	-	-	Combat Shy	6 32	6,8
Roman legionaries	INFANTRY Drilled Flexible	Average	Protected	- -	Impact Weapon	Shield Cover	Melee Expert, Orb/Square, Integral Shooters	0 18	4,6,8
Roman auxilia	INFANTRY Drilled Flexible	Average	Protected	Unskilled Javelin	Short Spear	-	Melee Expert, Shoot & Charge, Orb/Square	0 18	6,8
Horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	-	Combat Shy	0 24	4,6
Upgrade horse archers	CAVALRY Skirmisher	Average	Unprotected	Experienced Bow	-	Cantabrian	Combat Shy	 Up to half	4,6
Skirmishing archers	INFANTRY Skirmisher	Poor	Unprotected	Experienced Bow	-	Combat Shy	-	0 36	6,9

## ALLIES

Nomadic Arab allies - Pre-Islamic Arab

# PALMYRAN



## NOTES

From 268 CE, Roman foot cannot be mixed in the same command as non-Romans.

Roman cavalry dismount as Average, Drilled Loose, Unskilled Javelin, Short Spear (and Melee Expert if this characteristic has been chosen).

## HISTORICAL NOTES

Palmyra became a wealthy city from trade caravans. By the third century CE, Palmyra was a prosperous regional center reaching the apex of its power in the 260s, when Palmyrene King Odaenathus defeated Persian Emperor Shapur I. The king was succeeded by regent Queen Zenobia, who rebelled against Rome and established the Palmyrene Empire which briefly encompassed the Roman provinces of Syria Palaestina, Arabia Petraea, Egypt and large parts of Asia Minor. In 273 CE, Roman emperor Aurelian destroyed the city.

## TROOP NOTES

Palmyran troops had been integrated with the Roman army in 224 CE

Cataphracts: The Palmyrene cataphracts gave the Romans a hard time.

Horse archers: Some horse archers were equipped with spears. This is similar to some Parthian horse archers who also used spears on occasion. It is not deemed sufficient to equip skirmishers with short spear.

Archers: Both regular and levied units of archers were employed.

## CHANGES FROM LAST VERSION

Reclassified Roman cavalry and infantry. Added option for elite cataphracts. Added Shoot & Charge option. Combat Shy option for light horse. Restricted number of Cantabrian.

Updated territory types.