

at Lancer's Point

Classical Greeks

Terrain

@ 250pts you have 13pts of terrain

@ 500pts you have 25pts of terrain

Each terrain feature measures 6" x 6", multiple terrain features may be combined to make larger areas.

Village 10pts

River 8pts

Rivers run across width of table, x2 runs along length of table, x3 runs from corner to corner of table.

Bridge 12pts

Dense woods 6pts

Hill 6pts

Pond/Marsh 4pts

Olive groves 4pts

Rough ground 4pts

Generals

➤ 250pts – 2 Generals

➤ 500pts – 3 Generals

➤ +1 General – 10pts

1-3 re-rolls – 10pts each

Infantry

➤ Hoplite **14pts** 4/6, S2, Solid **0-4**

➤ Hoplite **10pts** 4/6 S2 Steady **10-50**

➤ Hoplite **8pts** 5/7 S2 Steady **0-60**

➤ Hoplite **7pts** 5/7 S2, Weak **0-20**

➤ Hoplite **7pts** 6/8 S2, Steady **0-70**

➤ Hoplite **6pts** 6/8 S2, Weak **0-20**

➤ Spartan **18pts** 4/6 S2 (AB1), Fearless **0-14**

➤ Spartan **14pts** 5/7 S2, (AB1), Solid **0-12**

➤ Theban sacred band **16pts** 4/6 S2 (AB1), Solid **0-6**

➤ Militia **5pts** 6/8 S2 Poor **0-30**

Cavalry (Max 6 bases, includes Light horse)

➤ Cavalry **18pts** 3/5, SM, Solid **0-2**

➤ Cavalry **16pts** 3/5, SM, Steady **0-4**

➤ Cavalry **14pts** 4/6 SM, Steady **0-6**

➤ Cavalry **12pts** 5/7 SM, Steady **0-6**

➤ Cavalry **11pts** 5/7, SM, Weak **0-6**

➤ Cavalry **11pts** 6/8 SM, Steady **0-6**

➤ Cavalry **10pts** 6/8 SM, Weak **0-6**

Missile

- Archers **9pts** 6/8, Bow, skirmishers, Steady **0-8**

- Cretans **15pts** 6/8, Bow (AB1), skirmishers, Solid **0-2**
- Slingers **8pts** 6/8, skirmishers, steady **0-8**
- Balearic slingers **14pts** 6/8, slings (AB1) skirmishers, Solid **0-2**
- Javelins **8pts** 6/8 skirmishers, Steady **0-12**
- Hamipoi **8pts** 6/8 javelins, skirmishers, steady **0-4**
- Light Horse **12pts** 6/8 Javelin, Unarmoured Steady **0-4**
- Light Horse **11pts** 6/8 Javelin, Unarmoured Weak **0-4**

The variety of troop types for all the city states and small factions makes writing a complete play test list at this point an impossible amount of work for my current deadline, so I will give a few caveats below.

The force that has the most bases is considered to be the main faction (stops players taking the best of all the units)

Spartans may not field more than 2 bases of cavalry.

Thesalians may have up to 12 bases of cavalry.

Theban band may only be fielded if no other named allies are taken (except for historical refights).