

at Lance & Point

Macedonians

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

Commanders

- 250pts – 2 Commander
- 500pts – 3 Commanders
- +1 Commander – 10pts

1-3 re-rolls – 10pts each

Cavalry

- Companions **24pts** 3/5 ML, Brutal Solid **2-4**
- Thessalians **14pts** 5/7, MS, Fast, Steady **0-6**
- Thracians **14pts** 4/6, MS, Steady **0-6**
- Prodromoi **13pts** 6/8 MS, Fast, Steady **0-2**
- Greek Horse **12pts** 5/7 MS Steady **0-4**

Infantry

- Hypaspists **14pts** 5/7 Shock (AB1), Fast, Solid **0-4**
- Foot Companion **18pts** 4/6 P2 (AB1), Solid **0-4**
- Pike **12pts** 4/6 P2 Steady **10-40**
- Pike **10pts** 5/7 P2 Steady **0-30**
- Greek mercenary **10pts** 4/6 S2 Steady **0-12**

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**
- Mercenary horse **12pts** 6/8 Javelins, Skirmishers, Steady **0-6**