



## GREEK CITY STATE ARMY

The following army organisation list (AOL) will enable you to build a Greek City State army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document. This is version 3, January 2018. Feedback and observations are most welcome.

*The Greek City States fought among themselves and then allied to fight more common foes such as Persia. Along with Sparta (who has her own lists) many of the City States fought in the self destructive Peloponnesian War. The army composition did change over time and this list attempts to cover the Greek City State armies up around 300BC. During this period Athens rose in status, before eventually being overwhelmed by the rise of Thebes and then Macedon.*

### ARMY COMPOSITION

#### PERSONALITIES OF WAR

Up to 25% of the points value of the army may be Personalities of War.  
An Army General must be selected.  
Personalities must retain their own Strategy Intervention Points. They cannot be pooled unless you are using the Legends of War special rules

#### HOPLITES

At least 40% of the points value of the army must be Hoplites. If the army is Athenian, it should include at least one unit of veterans. With the exception of Thebes, veteran hoplites in other City State armies should be limited to 1, and be the smallest (or equal smallest) unit.

#### SUPPORTING FORMATIONS

Up to 40% of the points value of the army may be selected from supporting formations. You must take at least two units of Psiloi.

#### CAVALRY FORMATIONS

Up to 15% of the points value of the army may be selected from cavalry formations. If your army is Theban, then you may take up to 25% cavalry.

#### ALLIED FORMATIONS

Up to 20% of the points value of the army may be Allied formations.  
Individual City States could take allies from other cities in times of need, or ally with Sparta and so if your army is themed around a particular City State you can select additional options from this list.  
If your army is Theban, then it may select formations from the Early Achaemenid Persian list.

#### LEGENDS OF WAR

Assuming they are being used, an additional 25% of the points value of the army may be taken as Legends of War. Alternatively you can increase the size of your army with extra formations.

## PERSONALITIES OF WAR

### 0-1 STRATEGOS

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	2	Army General	2	10"	150

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add an additional Strategy Intervention Point for 20 points.

**Formation:** Personality

May move independently with an Armour Value of 3

May be mounted for 10 points with an Armour Value of 4

### 0-10 TAXIARCHOS

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	-	1	10"	110

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add an additional Strategy Intervention Point for 20 points.

May be upgraded to Army General for 20 points and will become Army General if the Strategos is not in the army or killed during the battle

**Formation:** Personality

The taxiarchos must be placed in a unit at the start of the battle and remain there throughout

### LOKHAGOS

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	2	-	-	-	60

**Equipment:** As unit

**Armour Value:** As unit

**Formation:** Personality

The lokhagos must be placed in a unit at the start of the battle and remain there throughout

**Special:** The lokhagos may use Strategy Intervention Points if they are available as a pooled option.

### TRIBAL CHIEFTAIN

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+2	-	1	10"	110

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add an additional Strategy Intervention Point for 20 points.

**Formation:** Personality

May move independently with an Armour Value of 2

May be mounted for 10 points with an Armour Value of 3

**Special:** The Tribal Chieftain may only use any Strategy Intervention Points he has on Hill Tribe Formations in the army. Tribal Chieftains Strategy Points cannot be pooled and they cannot use other pooled Strategy Intervention Points if the option is taken

### TRIBAL LEADER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	-	60

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May be mounted for 10 points

**Formation:** Personality

The Tribal Leader must be placed in a Hill Tribes unit at the start of the battle and remain there throughout

## CITY STATE HOPLITES

### VETERAN HOPLITE

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	3	Regular	Phalanx Drilled	16

**Equipment:** Thrusting spear, light armour, large shield

*To create some difference between the City State veterans and the Spartan veterans these have a lower morale value. Making them less points, which enables more to be taken. Their morale can be boosted by including a Personality.*

### TRAINED HOPLITE

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	Phalanx Drilled	14

**Equipment:** Thrusting spear, light armour, large shield

### CITIZEN HOPLITE

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2	Regular	Phalanx	10

**Equipment:** Hand weapon, thrusting spear and large shield

**Options:** May take Extra Armour at 20 points per unit

## SUPPORTING FORMATIONS

### PSILOI

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	-	4

**Equipment:** Javelins.

**Options:** Every second unit taken may be armed with either slings or shortbows.

Any unit may have bucklers at 1 pt per model

### MERCENARY HOPLITE (0-1 per 2500 points)

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	3	Regular	Phalanx Drilled	16

**Equipment:** Thrusting spear, light armour, large shield

### PELTASTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Light	-	8

**Equipment:** Hand weapon, shield and javelins

**Special:** May Skirmish

### 0-1 CRETAN ARCHER

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	4	3	7	0	Skirmish	-	11

**Equipment:** Hand weapon and bow.

**Options:** Any unit may have bucklers at 1 pt per model

**Special:** Should not be the largest skirmish formation (or equal largest for that matter!) in your army

## CAVALRY FORMATIONS

### HEAVY CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	-	15

**Equipment:** Horse, throwing spear, light armour and hand weapon.

**Options:** May take javelins at 1 point per model

**Special:**

### LIGHT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	-	Light	-	12

**Equipment:** Horse, javelins and hand weapon

**Special:** May skirmish

## ALLIED FORMATIONS

### HILL TRIBE CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	Warband Undisciplined	14

#### Equipment

Hand weapon, throwing weapon and javelins.

May have shield at 1 point per model

May take Extra Armour at 20 points per unit

#### Special

May skirmish

### HILL TRIBE WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	Warband Undisciplined	8

#### Equipment

Hand weapon, shield and javelins.

May take Extra Armour at 20 points per unit

### HILL TRIBE SKIRMISHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	-	Skirmish	Undisciplined	4

#### Equipment

A unit can be armed with either Javelins, slings or short bow. All models should be armed the same.

May take buckler at 1 point per model if equipped with javelins or slings.

## LEGENDS OF WAR

### COMMUNICATION

The Greek City States, like other ancient armies used some command and control systems. They may pool all their Strategy Intervention Points for 50 points. Should they do this, any personality that may take SIPs may use them, even if they took none to begin with.

### HISTORICAL NOTE

*Arguably, you could have 10 strategos and 10 taxiarchos but the title is used here to represent a sub commander*

## FEATURE RULES

### THEBAN RANK DEPTH

It is considered the Thebans ranked up in deeper formations. If you subscribe to this theory and your army is Theban, then your Veteran or Trained Hoplite unit may count a maximum of 3 ranks towards the Combat result. This costs 30 points per unit.

### HEAVY ARMOUR

Before the Persian Wars the Greek Hoplite wore armour made from metal, rather than linen.

However, we do see a trend over time of armour being discarded to improve mobility.

If you subscribe to this theory, then all your Veteran or Trained Hoplite units must upgrade to AV4 from AV3 for 3 points per model. The Formations Basic Move is reduced to 3" from 4".

### EKDROMOI

Some warriors within the phalanx were picked to dart out and attack enemy skirmish troops.

You may upgrade any hoplite formation with ekdromoi at 20 points per formation. The ekdromoi may make D6 glancing attacks (see page 136) on any single enemy skirmish formation within 6" but not if the phalanx is engaged in combat.

The skirmish formation may strike back and the results are resolved as normal glancing attacks.

We assume the ekdromoi have an Armour Value of 2 when strikes back are being resolved and ekdromoi casualties are removed from the hoplites.

### EXTRA ARMOUR

It was not uncommon for some members of a formation to be well armoured in comparison to others, who may have little, or even no armour. Although we assume this was found in Warband style armies and hastily levied troops from the Dark Ages, it is also a good way to provide an Armour benefit to Combined Formations and other formations where only part of the unit may have been well armoured.

A formation with Extra Armour gains a +1 Armour Value while over half strength. Once it drops to half strength or less then the bonus is lost.

*To represent the formation on the tabletop, ensure some of the front rank models are equipped with armour or use some extra shields at the back of the unit to remind yourself and your opponent.*

### FINALLY

Scarab Miniatures make a range of 28mm Greek and Spartan models.



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