

## Indo-Greek

The following army organisation list (AOL) will enable you to build a Bactrian Greek army for War & Conquest. The related Bactrian Greek army is available as a separate list.

Please refer to the army organisation list introduction document. This is 'version 2', August 2012. It is subject to change, and has been created so players can get gaming. As with all our lists, we welcome feedback and comments.

Thanks to John O' Connor for preparing this list.

### Army Composition

#### Personalities of War

Up to 25% of the points value of the army. An Army General must be selected. Should a King be taken, then he is the Army General. If he is not in the army, or is killed during the battle, then a Strategos or other Personality who has the capability to become Army General may assume command. Strategy Intervention Points are automatically pooled in a Indo-Greek army except for those from allies which are usable only by that ally.

#### Cavalry Formations

Up to 50% of the points value of the army.

#### Infantry Formations

At least 25% of the points value of the army.

#### Supporting Formations

Up to 40% of the points value of the army.

#### Allied Formations

Up to 40% of the points value of the army.

#### 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 or you can increase the size of your army with extra formations.

### Personalities of War

#### 0-1 King

	CA	SA	KA	Mo	L	S	Pts
King	-	-	-	9	3	+2	180

Armoury

Formation: Personality

Equipment: As unit

Armour value: As unit

Special: He is the Army General. The King has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 2 additional Strategy Intervention Points for 20 points each. The King may move independently and should he do so, we can assume he has a horse at his disposal, and has an Armour Value of 4.

## Strategos

	CA	SA	KA	Mo	L	S	Pts
Strategos	-	-	-	9	2	+2	160

Armoury

Formation: Personality

Equipment: As unit

Armour value: As unit

Special: May act as sub general or Army General if the King is not in the army or is killed during the battle. A Strategos has 2 Strategy Intervention Points and a Zone of Command of 10". He may add up to 1 additional Strategy Intervention Point for 20 points. A Strategos may move independently and should he do so, we can assume he has a horse at his disposal, and has an Armour Value of 4.

## Taxiarch or Hipparch

	CA	SA	KA	Mo	L	S	Pts
Officer	-	-	-	8	2	+2	100

Armoury

Formation: Personality

Equipment: As unit

Armour value: As unit

Special

A Taxiarch may only accompany a Regular or Light Formation of infantry. A Hipparch may only accompany a Regular or Light Formation of cavalry. They must be placed in a unit at the start of the battle and remain there throughout. They may use Strategy Intervention Points and have a Zone of Command of 10".

## Army Standard

	CA	SA	KA	Mo	L	S	Pts
Army Standard	-	-	-	8	1	+1	70

Armoury

Formation: Personality

Equipment: As unit.

Special: Increases the Army Generals Zone of Control by 5". May move independently and should he do so, we can assume he has a horse at his disposal, and has an Armour Value of 3.

## Cavalry Formations

### 0 -1 Greek cavalry

	CA	SA	KA	Mo	Pts
Greeks	4	3	3	8	27

Armoury

Formation: Regular

Equipment: Horse, hand weapon, kontos and heavy armour. May replace kontos with bow and thrusting spear for no cost but loses wedge bonus.

Special: Wedge Bonus 2

### Indian Light Cavalry

	CA	SA	KA	Mo	Pts
Light Cavalry	2	3	3	6	13

Formation: Light

Equipment: Horse, shield, javelins and hand weapon.

Special: Undisciplined.

### Indian Heavy Cavalry

	CA	SA	KA	Mo	Pts
Heavy Cavalry	2	3	3	6	13

Formation: Regular

Equipment: Horse, throwing spear, shield and hand weapon. The unit may wear light armour at 2 points per model.

Special: Undisciplined.

### Infantry Formations (*pike units cannot outnumber other infantry units*)

#### 0-1 Veteran Pikemen

	CA	SA	KA	Mo	Pts
Colonist	4	3	3	8	18

Armoury

Formation: Regular

Equipment: Hand weapon, pike, light armour and shield.

Special: Trained Phalanx

#### Pikemen

	CA	SA	KA	Mo	Pts
Pikeman	3	3	3	7	13

Armoury

Formation: Regular

Equipment: Hand weapon, pike, light armour and shield.

Special: Trained Phalanx

#### Mountain Indian infantry

	CA	SA	KA	Mo	Pts
Hillmen	3	3	3	7	7

Armoury

Formation: Light

Equipment: Hand weapon. The unit must have either thrusting spear for 1 point per model or bow for 2 points per model. The unit may have shield for 1 point per model.

#### Indian Archers

	CA	SA	KA	Mo	Pts
Archer	2	2	3	6	6

Formation: Light

Equipment: Hand weapon and bow

Special: Up to half the unit may consist of spearmen (below) who become classified as a light formation.

#### Indian Spearmen

	CA	SA	KA	Mo	Pts
Spearman	2	2	3	6	6

Formation: Regular

Equipment: Hand weapon, shield and throwing spear. All models in a unit of spearmen may exchange shield for large shield at 1 point per model.

Special: Undisciplined. May combine with archers (see above).

### Supporting Formations

#### Indian Elephant

	CA	SA	KA	Mo	L	S	D	Pts
Indian	4	3	4	7	6	5	8	190

Armoury

Formation: Elephant

Equipment: A mahout and two warriors are armed with javelins. One warrior may take a bow at 2 points.

Armour value: 1

Special: Refer to page 148 of the War & Conquest rulebook for details

#### **0-1 Thureophoroi (cannot be used if Euzonoi fielded)**

	CA	SA	KA	Mo	Pts
Thureophoroi	3	3	3	7	11

Armoury

Formation: Light or regular

Equipment: Hand weapon, thrusting spear, shield and javelins. The unit may have light armour at 1 point per model.

#### **0-1 Euzonoi (cannot be used if Thureophoroi fielded)**

	CA	SA	KA	Mo	Pts
Euzonoi	3	3	3	7	11

Armoury

Formation: Skirmish

Equipment: Hand weapon, thrusting spear, shield and javelins.

*Euzonoi are thureophoroi using lighter equipment and acting as skirmishers. (See page 120 about thrusting spear armed skirmish troops rerolling their hits)*

#### **Mercenary Saka Cavalry**

	CA	SA	KA	Mo	Pts
Saka	3	3	3	7	19

Armoury

Formation: Light

Equipment: Horse, hand weapon and bow. May have throwing spears at 1 point per model. May have light armour at 4 points per model and/or bucklers at 1 point per model.

Special: Feign flight, nomad cavalry, may skirmish. Units with light armour lose the ability to skirmish but gain Wedge 1.

#### **Indian Mercenaries**

	CA	SA	KA	Mo	Pts
<b>Spearman</b>	3	3	3	6	8

Formation: Light

Equipment: Hand weapon and bow. Up to half the models in the unit may exchange bow for shield, throwing spear and hand weapon.

#### **Skirmish Infantry**

	CA	SA	KA	Mo	Pts
Skirmisher	2	3	2	5	4

Armoury Formation: Skirmish

Equipment: Javelins

May have a buckler at 1 point per model. One unit may exchange javelins for slings at no additional points cost. The unit may exchange javelins for bows at 1 point per model

### **Allied Formations**

#### **Indian Allies**

##### **Prince**

	CA	SA	KA	Mo	L	S	Pts
Prince	-	-	-	8	2	+2	120

Formation: Personality

Equipment: As unit

Special: A Prince has 1 Strategy Intervention Point and a Zone of Command of 10".

He may add up to 1 additional Strategy Intervention Point for 20 points. The Prince may move independently and should he do so, we can assume he has a horse at his disposal, and an Armour

Value of 3. He may ride on an Indian elephant by contacting a suitable model. We can assume the horse is kept a safe distance away.

### Padika

	CA	SA	KA	Mo	L	S	Pts
Padika	-	-	-	8	1	+2	80

Armoury

Formation: Personality

Equipment: As unit

Armour value: As unit

Special: A padika must be placed in a unit at the start of the battle and remain there throughout. They may use Strategy Intervention Points and have a Zone of Command of 10".

### Elephant

	CA	SA	KA	Mo	L	S	D	Pts
Indian	4	3	4	7	6	5	8	190

Armoury

Formation: Elephant

Equipment: Two warriors are armed with javelins and hand weapons. A third warrior may be added for 5 points. Any warriors may exchange their javelins for a bow at 1 point each.

Armour value: 1

Special: Refer to page 148 of the War & Conquest rulebook for details

### Four-horse chariot

	CA	SA	KA	Mo	L	S	D	Pts
Chariot	4	4	3	7	2	4	8	60

Formation: Chariot

Equipment: Four warriors armed with a hand weapon, 2 armed with javelins and 2 armed with bows

Armour value: 3

Special: Four-horse chariot

### Archers

	CA	SA	KA	Mo	Pts
Archer	2	3	3	6	7

Formation: Light

Equipment: Hand weapon and bow

Special: Up to half the unit may consist of spearmen (below) who become classified as a light formation.

### Spearmen

	CA	SA	KA	Mo	Pts
<b>Spearman</b>	3	2	3	6	7

Formation: Regular

Equipment: Hand weapon, shield and throwing spear. All models in a unit of spearmen may exchange shield for large shield at 1 point per model.

Special: Undisciplined. May combine with archers (see above).

### Cavalry

	CA	SA	KA	Mo	Pts
Heavy Cavalry	2	3	3	6	13

Formation: Regular

Equipment: Horse, throwing spear, shield and hand weapon. The unit may wear light armour at 2 points per model.

Special: Undisciplined.

### Skirmishers

	CA	SA	KA	Mo	Pts
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Javelinman      2      3      3      5      6

Formation: Skirmish

Equipment: All models in the unit may have either javelins, shield and hand weapon or bow and hand weapon.

Special: None.

**Legends of War**

None at this time

**Special rules**

**The Wedge formation**

It is considered that some cavalry formations fought in a wedge formation. Of course this could be as simple as the man in the middle of the front rank leading the way. For now, rather than create a special wedge formation rule, the following rules apply to units with the wedge special rule, there is no special formation required.

The unit benefits from the Shock Charge rule. The bonus is indicated as such: Wedge Bonus 1 or 2, depending on the troop type. This is in addition to any applicable Impact bonus.



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