



THE MACEDONIANS

The following Army Organisation List (AOL) will enable you to build a Macedonian army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document. This is Version 6, March 2020. Feedback and observations are most welcome (thanks Stanislav!).

Phillip II of Macedon and his son, Alexander (the Great) changed warfare in the Hellenistic age and took the Macedonians from a small region of northern Greece to one of the most powerful in the world. Alexander led the Macedonian army on campaigns of war & conquest and carved out a huge empire before his death.

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army
You must take an Army General. Strategy
Intervention Points may not be pooled.

CAVALRY FORMATIONS

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

INFANTRY FORMATIONS

At least 25% of the points value of the army.
You may choose to only take veteran pikemen
in this category.

SUPPORTING FORMATIONS

Up to 25% of the points value of the army

ALLIED FORMATIONS

Up to 25% 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 extra formations.

PERSONALITIES OF WAR

PHILLIP OF MACEDON

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	3	+2	Army General	2	15"	190

Equipment: As unit

Armour Value: As unit

Options: May add up to 2 additional Strategy Intervention Points for 20 points each.

Formation: Personality

May move independently and has an Armour Value of 3.

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

Personality Feature Rules

Phillip was wounded on numerous occasions.

Phillip may re-roll one failed Divine Intervention roll during the course of the game.

Phillip reformed the army and in particular converted his spearmen into pikemen. If Phillip is alive and fighting in a unit they become Loyal.

YOUNG ALEXANDER

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	+2	-	1	10"	125

Equipment: As unit

Armour Value: As unit

Formation: Personality

May move independently and has an Armour Value of 3.

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

Special: May not be fielded in the same army as Alexander the Great - for obvious reasons!

ALEXANDER THE GREAT

Mo	L	S	Abilities	SIPS	ZOC	Pts
10	3	+2	Army General Loyal	2	15"	270

Equipment: As unit

Armour Value: As unit

Options: May add up to 2 additional Strategy Intervention Points for 20 points each

Formation: Personality

May move independently and has an Armour Value of 3.

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

Personality Feature Rules

Renown as a master tactician but with a touch of recklessness, upon using a Strategy Intervention Point, Alexander must immediately roll a D6 and apply the results as noted below.

- 1 or 2 The Point is lost
- 3 or 4 The Point is either returned at the normal time, or discarded, as per the rules
- 5 or 6 The Point is immediately returned into play

Devotion- To The Ends Of The Earth

Alexander inspired great loyalty in his men. To reflect that, he raises the Morale value of those within 10" by +2 rather than +1 and any unit he accompanies become Loyal

STRATEGOS

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+2	Army General	2	10"	140

Equipment: As unit

Armour Value: As unit

Formation: Personality

May move independently and has an Armour Value of 3.

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

Special: May act as Army General if Phillip or Alexander are not in the army or are killed during the battle.

TAXIARCH

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	10"	80

Equipment: As unit

Armour Value: As unit

Options: May add 1 Strategy Intervention Point for 20 points.

Formation: Personality

Special: Must be placed in a Regular or Light Formation of infantry at the start of the battle and remain there throughout

HIPPARCH

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	1	+2	-	-	10"	90

Equipment: As unit

Armour Value: As unit

Options: May add 1 Strategy Intervention Point for 20 points.

Formation: Personality

Special: Must be placed in a Regular or Light Formation of cavalry at the start of the battle and remain there throughout

CAVALRY FORMATIONS

1 + COMPANIONS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	2	Regular	Wedge Bonus 2	26

Equipment: Horse, light armour, hand weapon and xyston

Options: One formation may be upgraded to the Agema for 0 points cost - these are Loyal. May replace light armour with heavy armour for 1 point per model. May be Drilled for 4 points per model. May take Extra Armour for 20 points per unit

PRODROMOI

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	1	Light	Wedge Bonus 1	21

Equipment: Horse, hand weapon and javelins
Options: One formation may replace javelins with xyston at 2 points per model. May take Light Armour for 1 point per model

Special: May skirmish.
May take one unit per unit of Companion cavalry unit

LIGHT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	14

Equipment: Horse, hand weapon and javelins

Special: May skirmish.

THESSALIANS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	Wedge Bonus 1	16

Equipment: Horse, hand weapon and thrusting spear.
Options: May take light armour at 1 point per model. May take Extra Armour at 20 points per unit. May take javelins at 1 point per model and become Light formation. If javelin option not taken, the unit may replace thrusting spears with xyston at 2 points per model. May be upgraded to CA4 for 2 points per model

Special: May take one unit per unit of Companion cavalry unit

INFANTRY FORMATIONS

PIKEMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Regular	Trained Phalanx	12

Equipment: Hand weapon, pike, and shield.

Options: May take Light Armour at 1 point per model.

May take Extra Armour at 20 points per unit

The unit may be Drilled at 2 points per model

VETERAN PIKEMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	2	Regular	Trained Phalanx Drilled	16

Equipment: Hand weapon, pike, light armour and shield

Options: May take Extra Armour at 20 points per unit. May be Drilled at 2 points per model

Special: At least one unit of pikemen must be fielded per unit of veteran pikemen.

Any Veteran Pikemen unit must not outnumber the smallest Pikemen unit.

0-1 AGEMA

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	2	Regular	Trained Phalanx	19

Equipment: Hand weapon, pike, light armour and shield

Options: May take Extra Armour at 20 points per unit. May be Drilled at 4 points per model

Special: At least one unit of pikemen must be fielded to field unit of Agema. Unlike the cavalry options, this pikemen unit must be in addition to any pikemen units taken to allow Veteran pikemen to be selected.

The Agema unit must not outnumber the smallest Pikemen or Veteran Pikemen unit

HYPASPISTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	0	Light	Drilled	19

Equipment: Hand weapon, javelin, light armour and shield. Any unit may have bucklers at 1 pt per model

Options: May replace javelin with pike for 4 points per model and become a Regular Trained Phalanx Formation

May replace javelin with thrusting spear at 2 points per model and become a Regular Trained Phalanx Formation

May take Extra Armour at 20 points per unit

Special: At least one unit of pikemen must be fielded per unit of Hypaspists. Unlike the cavalry options, this pikemen unit must be in addition to any pikemen units taken to allow Veteran pikemen or Agema to be selected. (So if you want to take a unit of veterans and a unit of hypaspists, you must take two units of pikemen)

SUPPORTING FORMATIONS

SKIRMISH CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	6	1	Skirmish	-	11

Equipment: Horse and javelins.

JAVELINS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	0	Skirmish	-	4

Equipment: Javelins.

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

SLINGERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	0	Skirmish	-	4

Equipment: Sling.

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

MACEDONIAN ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	5	0	Skirmish	-	5

Equipment: Bow.

Options: May have bucklers at 1 pt per model

AGRANIANS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	9

Equipment: Hand weapon, javelins and shield

Options: one unit may exchange javelins for slings

Special: You need to select two units of infantry skirmishers for each Agranian unit
May Skirmish

ALLIED FORMATIONS

GREEK HOPLITES

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

Equipment: Large shield, hand weapon and thrusting spear.

Options: May have Light Armour for 1 point per model

GREEK PELTASTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	0	Light	-	8

Equipment: Shield, hand weapon and javelins.

Options: All of the unit may be given thrusting spear for 2 points per model

THRACIAN PELTASTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	0	Light	Warband	8

Equipment: Shield, Hand weapon and javelins

Options: May have rhomphaia – treat as Halberd - for 2 points per model

0-1 CRETAN ARCHER

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

Equipment: Hand weapon and bow. Any unit may have bucklers at 1 pt per model

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

LEGENDS OF WAR

SPECIALIST MISSILE TROOPS

Some feel that staff slings and large crossbows operated by specialists were employed, and if you are of that persuasion one unit armed with your preferred weapon may be fielded

STAFF SLINGERS

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

Equipment: Staff sling

Special: The size of this unit may not exceed the size of the smallest unit of foot Skirmish formations

CROSSBOWMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	6	-	Light	-	9

Equipment: Crossbow

Special: The size of this unit may not exceed the size of the smallest unit of foot Skirmish formations

FEATURE 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 on page 129 but it is referred to as Wedge Bonus 1 or 2, depending on the troop type to give it some character. This is in addition to any applicable Impact bonus.

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

LOYAL

A Personality with the Loyal ability who is placed with a Loyal formation must remain with it through the battle. Should the formation flee, it may use the Personalities Morale Value (if higher than its own) when attempting to Rally. You should advise your opponent when placing the Personality.

PIKES (page 121)

Add the following text

When fighting against infantry armed with a thrusting spear or long thrusting spear, pike armed troops may re-roll their 'hit rolls' when attempting to strike the target, in the opening round of any combat. Should you choose to do this, you must reroll all the hit rolls, not just the misses.

This only applies when fighting the weapons noted above, as they would be in a denser formation than those armed with throwing spears or pilum. The rule is there to represent the 'weapons reach' war that escalated in Feudal Japan and elsewhere and is already included in the Long Thrusting Spears rules on page 120 although they only gain the benefit against Thrusting Spears



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