



# MACEDONIAN SUCCESSORS

The following army organisation list (AOL) will enable you to build a Macedonian Successors army for War & Conquest.

Please refer to the army organisation list introduction document. This is 'version 6', March 2020.

Comments and feedback welcome.

*The Successors of Alexander the Great each carved out an empire with some unique army compositions. This army organisation list does not attempt to cover each empire individually and so has been designed to be flexible and some options may not be included.*

*Proposals for individual lists are more than welcome please!*

## ARMY COMPOSITION

### **PERSONALITIES OF WAR**

Up to 25% of the points value of the army. An Army General must be selected. Strategy Intervention Points are automatically pooled in a Successors army

### **CAVALRY FORMATIONS**

Up to 50% of the points value of the army may be cavalry.

### **INFANTRY FORMATIONS**

At least 25% of the points value of the army must be infantry Formations

### **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

### 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 up to 1 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

### HYPARCHOS

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+1	-	1	10"	100

**Equipment:** As unit

**Armour Value:** As unit

**Options:** May add 1 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:** May be upgraded to Army General for 20 points

### TAXIARCH

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

**Equipment:** As unit

**Armour Value:** As unit

**Special:** May use Strategy Intervention Points

**Formation:** Personality

A Taxiarch 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

**Special:** May use Strategy Intervention Points

**Formation:** Personality

A Hipparch must be placed in a Regular or Light Formation of cavalry at the start of the battle and remain there throughout.

### ELEPHANTARCH

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

**Equipment:** As unit

**Armour Value:** As unit

**Special:** May use Strategy Intervention Points

**Formation:** Personality

An Elephantarch must be placed on an elephant at the start of the battle and remain there throughout.

## ARMY STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	+1	Army Standard	-	-	80

**Equipment:** As unit.

**Armour Value:** As unit

**Special:** Increases the Army Generals Zone of Control by 5"

**Formation:** Personality

May move independently with an Armour Value of 2

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

## CAVALRY FORMATIONS

### COMPANIONS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	3	Regular	Wedge Bonus 2	28

**Equipment:** Horse, hand weapon, xyston, heavy armour and half barding

**Special:** May Skirmish

Half barding gives a +1 AV to attacks against the front facing (so AV4)

### CATAPHRACTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	4	Regular	Combat Rank Bonus 1	28

**Equipment:** Horse, hand weapon, kontos, cataphract armour and metal barding

**Special:** The metal barding provides a Durability of 8

### HEAVY CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	3	Regular	Wedge Bonus 1	18

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

**Options:** May replace thrusting spear and shield with xyston and heavy armour for 1 point per model

May be upgraded to CA4 for 2 points per model

### LIGHT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2	Light	-	15

**Equipment:** Horse, hand weapon, throwing weapon, javelins and shield.

**Special:** May Skirmish

### 0-1 EXPERIENCED LIGHT CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	3	Light	-	19

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

**Special:** May Skirmish

## INFANTRY FORMATIONS

### 0-1 GUARD OR ELITE

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.

### VETERAN PIKEMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	7	2	Regular	Trained Phalanx	17

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

**Options:** May take Extra Armour at 20 points per unit. May be Resilient at 1 point per model.

### PIKEMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	Trained Phalanx	14

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

### CITIZEN PIKEMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	2	Regular	Trained Phalanx	12

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

**Options:** May take Extra Armour at 20 points per unit or may take Light Armour at 1 point per model.

### LEVY PIKEMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	5	1	Regular	Trained Phalanx Unmotivated	10

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

**Options:** May take Extra Armour at 20 points per unit or may take Light Armour at 1 point per model.

### IMITATION LEGION

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	-	10

**Equipment:** Hand weapon, throwing spear, light armour and shield

**Options:** May have Heavy throwing spear at 1 point per model

May have Large Shield at 1 point per model

May be Drilled at 2 points per model

One unit may be CA4, Drilled and Mo 8 at 9 points per model but you may not include Guard or Elite

*There is some debate regarding this troop type, its equipment and application along with any restrictions and so I welcome any additional information*

## SUPPORTING FORMATIONS

### INDIAN ELEPHANT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
3	3	4	7	2	6	5	8	169

**Equipment:** Unarmed mahout and 2 warriors armed with javelins and hand weapons.

**Options:** Warriors may take a bow at 2 points each.

May take barding for 40 points, this increases the Armour Value to 3.

**Special:** 1 Indian or African Elephant per 1000 points

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

### AFRICAN ELEPHANT

CA	SA	KA	Mo	AV	Lives	Strikes	Durability	Pts
3	3	4	7	2	5	4	8	138

**Equipment:** Unarmed mahout and 2 warriors armed with javelins and hand weapons.

**Options:** Two warriors may take a bow at 2 points each.

**Special:** 1 Indian or African Elephant per 1000 points

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

### ELEPHANT HUNTERS OR ESCORTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Skirmish	-	9

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

**Special:** The unit does not need to take a Morale test to make glancing attacks on an elephant. It does not need to take a Morale test when scattering for a friendly elephant. They are automatically assumed to have passed, but can do nothing else that Round of Play except scatter again.  
You may take one unit per elephant in your army. For Successor armies without an elephant, you may only take 1 unit.

### 0-3 SCYTHED CHARIOT

KA	Mo	AV	D	Lives	Pts
4	8	4	8	2	69

**Equipment:** One charioteer riding in a four horse chariot

**Special:** Armour Penetration 2

Refer to page 144 of the War & Conquest rulebook for details

### THUREOPHOROI

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	11

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

**Options:** The unit may have light armour at 1 point per model

### 0-1 TARENTINE CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	4	3	7	2	Skirmish	Feign Flight	18

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

### SKIRMISH CAVALRY

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

**Equipment:** Horse, shield and javelins.

**Options:** May replace shield and javelin with bow at no points cost

### PELTASTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	1	Light	-	10

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

**Options:** The unit may be drilled at 2 points per model.

May be upgraded to CA4 and light armour for 3 points per model

### MERCENARY HOPLITE

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	6	3	Regular	Phalanx	13

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

### 0-1 CRETAN ARCHER

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

**Equipment:** Hand weapon and bow.

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

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

### SKIRMISH INFANTRY

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

**Equipment:** Javelins

**Options:** May have a buckler at 1 point per model.

The unit may exchange javelins for slings at no additional points cost.

The unit may exchange javelins for bows at 1 point per model.

One unit may exchange javelins for staff slings at 1 point per model but may not take a buckler

### LEVY ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	2	2	5	-	Light	Unmotivated	4

**Equipment:** Bow.

## ALLIED FORMATIONS

### THRACIAN CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	Warband Undisciplined	15

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

**Options:** May have shield at 1 point per model

### THRACIAN PELTASTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	Warband Undisciplined	11

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

**Options:** The unit may exchange thrusting spear for rhomphaia (treat as halberd)

### SCYTHIAN CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	Feign Flight Nomad Cavalry	18

**Equipment:** Horse, hand weapon, shield and shortbow

**Special:** May change into Skirmish formation

### GALATIAN ALLIED FORMATIONS

To represent Galatians, the following Personalities and Formations may be selected from the Warband Armies list:

Chieftains with Personal Retinues (they cannot use pooled Strategy Intervention Points)

Nobles

Warriors

Untrained Warriors

Any Skirmish Formations

Any Cavalry

Fanatic Warriors

## LEGENDS OF WAR

None at this time but suggestions welcome

## 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.

*(NB - I have a plan to update this for the next version)*

### UNMOTIVATED

This rule is used to represent some of the more poorly motivated 'levy' formations.

Strategy Intervention Points cannot be used on unmotivated troops unless a Personality who can use them is in the unit.

### 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.*

### 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*



## **RESILIENT**

Veteran pike formations were renowned for their staying power in combat and to simulate this, we use 'Resilient'. There are limits to the bravery of Resilient troops, and the 'Resilient' ability ceases to apply once the unit is reduced to half strength or less.

*Resilient works as follows when a unit of Resilient troops is required to take a Combat Morale Test -*

### **Combat Result Difference of 1**

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient (even if outnumbered), it will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1. Should the defeated unit outnumber the winner by 2 to 1 or more then they will not receive the additional Push and Shove bonus, as the defeated unit is able to hold its ground through weight of numbers.

### **Combat Result Difference of 2**

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient and outnumbers the enemy will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1.

*You should advise your opponent that your formations are Resilient*



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