

The Persian, Macedonian and Punic Wars.

600BC to 200BC



For use with Historicon 1.2

The Persian, Macedonian and Punic Wars.

600BC to 200BC

Introduction

Welcome to our first edition of army lists for Historicon, our rules for fast play Ancient, Medieval and Renaissance battle.

For the sake of compatibility we have followed the numerical order of the most popular army lists. Concluding the list is a conversion chart enabling you to easily cross-reference troop types when using different sets. Some attempt has been made at providing a common ground as regards terminology, this is intentional, and, hopefully, will facilitate a smooth transition from one to the other with the minimum of pain and fuss. This list does not pretend to be exhaustive. It gives lists of the most popular armies for which there is a good supply of figures available.

The troop types used in the rules are as follows, HIN, HIP, HIS, HIB, HIJD, HIW, LI, L-W, VLI, HCH, LCH, KC, HC, LC, EI and C. If you use the optional rules then HI (including subclasses), KC and HC can be armoured as HIXA (etc), KCA and HCA as per page 9 of the rules.

Each army is presented as a table as in the example here:

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5
24	3rd-8th	Athenian	IF	1/2EIF, 1/2IF	IF	IF	RA
			16HC	112HI-S	16LI	32LC	16VLI
			Cavalry	Phalanx	Thracians	Cavalry	Archers

Army Notes:

Just very brief notes about the army, notable features (or lack of them), personages or their land. Mainly for beginners or to give a 'feel' for an army

NOTES:

HCH, LCH and EL are generalised. HCH is counted as being a four horse chariot with a non-combatant driver and 1 crew. LCH as a two horse chariot with a non-combatant driver and 1 crew. EL are treated as having a non-combatant driver and a crew of 1. They are treated as such even if your models have more.

Obviously, these rules dispense with points values, which are completely un-realistic. Instead, each army has a fixed number of figures which is divided into proportions that approximately reflect their real life counterparts. In real life opposing armies were reasonable evenly matched. Differences in numbers were often compensated by other factors, such as ferocity, armour, shields, commander quality, command control etc., which are unobtrusive if an army fights its historical opponents and become an uncalculable variable against the un-historical. And again, in real life, only a small percentage of an army's troops actually fought hand to hand thus reducing the numbers gap further (proportionally speaking), the rest contributing with their mass, inertia and shooting.

All armies have 192 figures (or figure equivalents if using HCH, LCH and EL), this is a number equally divisible by 64, 32, 16 and 8 making unit construction a simple matter. If you want larger games (and have the figures) use twice or even three lists combined.

This army list will be followed up by lists that cover Imperial Rome, China and the Orient, The Dark Ages, Feudal and Medieval and Finally, the South American armies. The edition for Imperial Rome, covering the period 200BC to 500AD will be next, and, hopefully, will be available in August. If you would like to contribute by submitting a list (or some), please do so, I'll be very pleased to hear from you. Please quote your sources if possible.

Tactical Outline.

The rules will work best if you use your army historically. They allow enough flexibility to experiment but won't allow you to do what couldn't be achieved with an ancient army. Generally, armies fought in a single line with cavalry defending the flanks. Light troops would form a screen to protect the phalanx from missiles and to secure rough terrain or to defuse the wild charge of a warband. Generally, when the battleline was broken defeat was nigh. To prevent this, some armies employed multi-battlelines that enabled them to replace tired and broken units in the front line, or to stand if the front line fled. Multi-lines came at the expense of a reduced frontage and thus flanking was a greater risk. Stone, paper and scissors.

The entry in the Number column is the armies reference number according to the Wargames Research Group publications of DBA and their Army List Book 1. This is intended for reference only so you can compare the list and your army. The Century column is the army's time period of existence. The identification name of the army is found in the Name column. The class columns gives the different class of troop types the army has. The Class column has three rows, the top row states if the troop type is RA (Regular Army) or IF (InFormal) class. The second row gives the class description as per the rules, the bottom row gives any applicable nationality (and notes), especially useful for polyglot armies. You may have noticed in the Class 2 column, top row, the entry of **1/2EIF,IF**. Hopefully this is obvious, it means half of the Hoplites are **"EIF"** (Elite, InFormal) class and the rest are **"IF"** class. I have also lumped together troops of similar class together, especially in polyglot armies and that the compositions are averaged out. If your army, for example has multiple nationalities that are, in the lists defined as one or two classes, feel free to make the distinction when purchasing and organising your troops, please see Suggested Reading at the conclusion of the list. And speaking of organisation, it is up to you to organise your troops into units according to the rules. I will also be providing all the armies here as single sheet tabulated .pdf files that organise an army into ready made units, suitable for the novice, battle between strangers and for competition. Are you ready? Then lets go...

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4
24	3rd-8th	Hoplite Greek	IF	RA	IF	IF
			16HC	144HI-S	16LI	16VLI
			Cavalry	Hoplites	Thracian Peltasts	Skirm

Army Notes:

This list covers all the Greek City States armies except for Sparta. Principal armies were Athens, Corinth and Thebes.

NUMBER	Century	Army	Class 1	Class 2	Class 3
24	3rd-8th	Spartan	ERA	RA	IF
			80HIS	80HIS	32VLI
			Spartiates	Perioikoi	Skirm

Army Notes:

The Spartans were great military innovators, the army underwent periodic reforms. This list represents the Spartan army at its height. 16 Spartiates and 16 perioikoi can be exchanged for 32 Ekdromoi (RA, LI). See the Special Rules for their use.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4
26	1st-8th	Illyrian	IF	IF	IF	IF
			16LC	80LI	32VLI	64LIW or 64LI
			Cavalry	Foot	Skirm	Cavalry

Army Notes:

Illyria is a mountainous country that is now modern Yugoslavia and Albania. Like the Thracians below, found themselves in foreign service. Warlike but unreliable.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4
27	1st-8th	Thracian	IF	IF	IF	IF
			16HC	32LC	112LI	32VLI
			Cavalry	Cavalry	Petasts	Skirm

Army Notes:

It would come as no surprise to find out that Thrace is a mountainous country north east of Greece. Fierce, colourful, ill-disciplined they are well suited to their native climb. Enjoyed fighting among themselves more so than others.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5
28	5th-6th	Achaemenid Persian	IF	IF	EIF	IF	IF
			48HC	32LC	32HIB	64HIB	16VLI
			Cavalry	Cavalry	Immortals	Bowmen	Skirmishers

Army Notes:

This is the army of Xerxes 1 invader of Greece. A powerful army, but beware of Leonidas and his "happy band" of 300.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4
30	5th-7th	Hoplite Roman	RA	RA	RA	RA
			32HC	96HIS	32LI or 32HIS	32VLI
			Cavalry	1st to 3rd Class Foot	4th, 5th Class Foot	Skirm

Army Notes:

Meanwhile a few hundred miles away a city by the Tiber was flexing its muscles. Based on the Greek model, influenced by the Etruscans the Romans developed their battle system into one of the most formidable, flexible and organised on Earth.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4
30	3rd-5th	Campanian or Apulian	IF	IF	IF	IF
			64HC	64HIS	48LI	16VLI
			Cavalry	Hoplites	Skirm	Skirm

NUMBER	Century	Army	Class 1	Class 2	Class 3
30	3rd-7th	Samnite or Umbrian	RA	RA	IF
			32HC	128LI	32VLI
			Cavalry	Skirm	Skirm

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5
30	3rd-7th	Etruscan	RA	RA	RA	RA	IF
			5LCH or 16HC or 16HI	32HC	96HIS	16HI	32VLI
			Various	Cavalry	Hoplites	Other Foot	Skirm

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
31	3rd-6th	Early Carthaginian	RA	RA	RA	IF	IF	IF
			10LCH	32HC	64HIS	16LI	16LIW	32VLI
			Chariots	Gauls	Hoplites	Spanish	Gauls	Skirm

Army Notes:

One of the Oscan peoples located in central and southern Italy, an army the Romans respected which bettered them on a few occasions. Influenced by the Greeks whose territory they took over adopted Greek style warfare to defend their land.

Army Notes:

The most important of the Oscan peoples, the Samnites were at home fighting in woods and hills. Capitalise on any terrain that may hinder the enemy. Charge in when they have been weakened by your shooting.

Army Notes:

Next to the Gauls, the Romans feared the Etruscans the most. The Roman terms of legio, manipuli and centuria are Etruscan in origin and date back to the time when the Etruscans ruled Rome.

Army Notes:

A Phoenician colony and successful trading power, great rival to Rome. Made extensive use of mercenaries.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	Class 7
31	2nd-3rd	Later Carthaginian	RA	IF	RA	IF	IF	IF	IF
			32HC	32LC	32HIS	32LI	32LIW	3EL	16VLI
			Cavalry	Numidian	Hoplites	Spanish	Gauls	Elephants	Skirm

Army Notes:

This is the army of Hannibal Barca son of Hamlicar. Who can say more than that.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5
32	3rd-5th	Later Hoplite Greek	RA	RA	RA	RA	RA
			16HC	16HC or 16LC	128HIS	16LI	16VLI
			Cavalry	Cavalry	Hoplites	Peltasts	Skirm

Army Notes:

The Hoplites are still the core of the army but have been given better support by cavalry and light troops.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5
33	4th-5th	Later Achaemenid Persian	IF	IF	IF	RA	IF
			64HC	32LC	16HIS	48LI	32VLI
			Cavalry	Cavalry	Mercenary Hoplites	Kardakes	Skirm

Army Notes:

A different beast than the early army. At Gaugamela, the Greek army was on the verge of collapse when Alexander delivered that fatal charge, an often underrated but powerful army nonetheless.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4
35	1st-5th	Gauls	IF	IF	IF	IF
			32LC	32HC	96LIW	32VLI
			Cavalry	Cavalry	Warband	Skirm

Army Notes:

Rome's most feared opponent, it might not seem so looking at the army, but a wild charge to contact can sweep away all but the most resilient.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	Class 7
36	4th	Alexander the Great	ERA	RA	RA	RA	ERA	RA	IF
			16KC	32HC	16LC	64HIP	16HIS	16HIS	32VLI
			Companions	Cavalry	Cavalry	Phalanx	Hypaspists	Hoplites	Skirm

Army Notes:
Alexander, one of the greatest captains of all time. A powerful army - in the right hands.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5
38	4th	Eumenid	RA	RA	RA	IF	IF
			32KC	16HC	80HIP	32VLI	6EL
			Cataphracts	Cavalry	Phalanx	Skirm	Elephants

Army Notes:
This is the army of Eumenes, an early Alexandrian successor. As you can see the main emphasis is on the phalanx winning the battle.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	Class 7
39	3rd-4th	Antigonid	RA	RA	RA	$\frac{1}{2}$ ERA, $\frac{1}{2}$ RA	IF	IF	IF
			16KC	16HC	16LC	96HIP	16LI	16VLI	3EL
			Cataphracts	Cavalry	Cavalry	Phalanx	Peltasts	Skirm	Elephants

Army Notes:
This is the army of Antigonas one eye, great enemy of Eumenes.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	Class 7
39	3rd-5th	Lysimacid	RA	RA	IF	RA	IF	GRA	IF
			16KC	16HC	16LC	96HIP	16LI	16HIS	3EL
			Cataphracts	Cavalry	Cavalry	Phalanx	Peltasts	Hoplites	Elephants

Army Notes:
Not a popular general. Lysimachus was a brutal and able governor of Thace.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5
40	3rd-4th	Early Successor	RA	RA	RA	IF	IF
			16KC	16HC	128HIP	16VLI	3EL
			Cataphracts	Cavalry	Phalanx	Skirm	Elephants

Army Notes:

This army represents those early successors such as Cassander, Queen Olympias, Polyperchon and Antigonos Gonatas.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5
41	3rd-4th	Early Seleucid	RA	RA	RA	1/2RA, 1/2IF	IF
			48KC	16LC	64HIP	32VLI	6EL
			Cataphract	Cavalry	Phalanx	Peltasts	Elephants

Army Notes:

The Seleucids took the Alexandrian model and built on it. Hold the centre with the phalanx and the wings with the elephants. When you see an opening in the enemy battleline charge in with your KC.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 5	Class 7
41	1st-3th	Later Seleucid	RA	RA	IF	IF	RA	IF	IF
			32KCA	16LC	64HIP	32LI	16LIW or 16HIN	16VLI	3EL
			Cataphract	Cavalry	Phalanx	Peltasts	Warband or pseudo-Legio	Peltasts	Elephants

Army Notes:

Made to evolve in response to the contact with Rome. The same principles apply.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
42	3rd-4th	Early Lagid	RA	RA	RA	IF	IF	1/2RA, 1/2IF
			16KC	16LC	96HIP	16LI	16LIW	32VLI
			Cataphract	Cavalry	Phalanx	Peltasts	Warband	Skirm

Army Notes:

The Army of the Ptolemaic dynasty. It follows the well tried and tested methods with a touch of Africa.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	Class 7
43	1st-3th	Later Lagid	RA	RA	RA	IF	IF	IF	IF
			16KC	16HC	96HIP	16HIN	16LI	16VLI	3EL
			Cataphracts	Cavalry	Phalanx	Foot	Peltasts	Skirm	Elephants

Army Notes:

Organised along the same basic principles as above before finally falling to the Romans in 30BC.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6	Class 7	Class 8
42	1st-3th	Pyrrhus of Epirus	RA	RA	IF	IF	RA	RA	RA	RA
			16KC	16HC	16LC	3EL	64HIP	32HIS	16LI	16VLI
			Cataphracts	Cavalry	Cavalry	Elephants	Phalanx	Hoplites	Peltasts	Skirm

Army Notes:
Not enough space for one of the greatest of Captains. Pity.

NUMBER	Century	Army	Class 1	Class 2	Class 3
45	1st-3th	Turkish Gauls (Galatians)	IF	IF	EIF
			10LCH	32HC	128HIW
			Chariots	Cavalry	Warband

Army Notes:

Like most Gauls, they used to lime their hair white, spike it out, take all their clothes off, beat themselves into a frenzy and then charge into the enemy. Well, whatever turns you on lads. Must have put the willies up the enemy though. Had successes even against the pike phalanx.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4
42	3th-5th	Livian Roman	RA	RA	RA	RA
			32HC	48HIN	80HIS	32VLI
			Cavalry	Principes	Hastati & Triarii	Velites

Army Notes:

These reforms started to rectify the weaknesses found in the mono-line hoplite battleline. Deploy in two or three lines, Velites up front, cavalry on the wings.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4
46	1st-3rd	Polybian Roman	RA	RA	RA	RA
			32HC	96HIN	32HIS	32VLI
			Cavalry	Hastati & Principes	Triarii	Velites

Army Notes:

Advancing the Livian model, this time the Hastati have been given the pilum. The Triarii sometimes were not there so can be exchanged for Hastati/Principes.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
47	2nd-3rd	Later Hellenistic Greece	RA	RA	RA	RA	IF	IF
			32KC	16HC	16LC	96HIP or 96LI	16LI	16VLI
			Cataphracts	Cavalry	Cavalry	Phalanx	Peltasts	Skirm

Army Notes:

When Greece abandoned the Hoplite, it adopted the peltast like theureophoroi and then the pike. The city states equipped at different times.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
49	2nd-3rd	Later Macedonian	RA	IF	RA	IF	IF	RA
			32HC	16LC	64HIP	32LI	16LIW	32VLI
			Cavalry	Cavalry	Phalanx	Peltasts	Warband	Skirm

Army Notes:

Some things never change. This is the army of the likes of Phillip V of Macedon. The army eventually falling to the irresistible power of Rome.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5	Class 6
50	1st-3rd	Bactrian or Indo-Greek	RA	IF	RA	IF	IF	IF
			32KC	32LC	64HIP	32HIB	16VLI	3EL
			Cataphracts	Cavalry	Phalanx	Indian Allies	Skirm	Elephants

Army Notes:

Thanks to Alexander the Greeks seem to have got every where, even in the far east (as it was at the time).

NUMBER	Century	Army	Class 1	Class 2	Class 3
51	3rd AD - 3rd BC	Parthian	IF	IF	IF
			80KCA	80LC	32VLI
			Cataphracts	Cavalry	Skirm

Army Notes:

After all those pikes, this is a refreshing change. Tactics are simple, first, soften up the enemy with your LC and when they have been weakened by the shooting then charge home with the KCA. It'll be goodknight and lights out, then write the postcard to mum.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5
52	1st-3rd	Iberian	IF	IF	IF	IF	IF
			16HC	16LC	96LI	16LIW	48VLI
			Cavalry	Cavalry	Scutarii	Celtiberians	Caetrati

Army Notes:

The Iberian peninsular, better known as Spain. They like lots of bad going so maximise the use of it. Avoid fighting cavalry in the open.

NUMBER	Century	Army	Class 1	Class 2	Class 3	Class 4	Class 5
53	1st-3rd	Numidians	IF	IF	IF	IF	IF
			16HC	64LC	64VLI	3EL	32HIN/ LI/LC
			Spanish or Gallic	Cavalry	Skirm	Elephants	Legio, Foot or Cavalry

Army Notes:

Known for their fast LC, made up of a few kingdoms that fought for Hanibal, for and against Rome.

Special Rules:

Ekdromoi (lit. runners out) Up to 20% of any Spartan HIS unit may be ekdromoi. They can move up to 12"/6"/3" from their parent unit and fight as LI. They may form or unform from the parent unit in the appropriate phase. They may be attacked by an enemy as if they were a separate unit but any hits and tests are done on the parent unit. They were used to chase off enemy LI, VLI and fleeing enemy, I suggest you use them in this capacity only or face the consequences.

Converting to and from other Rule sets.

This section is intended to help players convert from one rule set to another (and vice versa) with the minimum amount of pain and fuss so they can try out multiple sets easily before deciding which one is for them, and for players to play multiple sets without re-basing. Hence, the following conversion chart has WRG's 6th/7th edition and DBA and DBM in mind (being the most popular). Players of Tactics, Armati and Warhammer will have little difficulty slotting in their troop types where applicable. The chart is intended as a rough guide.

HISTORICON

6th/7th

DBA

DBM

KCA	HC plus with Lance**	Kn	Kn Superior
KC	HC plus with Lance**	Kn	Kn
HC	HC plus with Lance**	Cv	Cv
HCA	EHC	Cv	Cv Superior
LC	LC	LH	LH
HI*	HI	Bd, Pk, Sp, Bw	Bd, Pk, Sp, Bw
LI*	LHI, LMI	Ax, Wb	Ax, Wb
VLI	LI	Ps	Ps
EL	EL	EL	EL
HCH	4 horse	Hch	Hch
LCH	2 horse	Lch	Lch

* includes variants of HIP, HIS, HIW, LIW etc. **HC plus with Lance includes HC, EHC, SHC, HK, EHK and SHK whose primary arm was the lance with the intent of breaking an enemy body with a charge.

Recommended Reading

Without a doubt I would like to recommend WRG's Armies and Enemies series and the Osprey men at Arms and Elite series books. These army lists are drawn from these (and more specialised academic) publications. Osprey are widely available from your local book shop/store.

Most of you will be familiar with the product range of the Wargames Research Group (WRG). They produce, as already mentioned, an excellent range of the "must have" Armies and Enemies series. And I do mean "must have", they will form an indispensable reference source for your wargaming library. Their address is The Keep, Le Marchant Barracks, London Road, Devizes, Wiltshire, SN10 2ER. United Kingdom. Tel and Fax +44 (0) 1380 724558, they are always pleased to help. Also at the same address, tel and fax number is "Keep Wargaming" run by Paul and Teresa Bailey, they stock a large range of figures, kits, models, building, trees, books and rules. Give 'em a call. As far as I am aware they have no email or website.

THE LEGAL STUFF

© Alienstar Publishing 2000. Although this publication is free, it is not in the public domain. Alienstar Publishing own the copyright. Alienstar.co.uk, Alienstar.com and Alienstar Publishing are owned by Chris Bryant. This publication is protected by international copyright laws. You may distribute this product in any way you like, include posting it to websites, CD's or DVD's, you may print out any amount of copies on your personal non-commercial printer and distribute these free. You may not sell or re-sell this product for any reward whatsoever or reproduce it in any shape or form whatsoever, or modify, re-modify the pdf or reproduce it in any other format.

Background and front cover pic is part of a late Roman Legio. Painted by yours truly, a four figure element was scanned using a Umax 6SE and duplicated using Adobe photoshop. This list was written in QuarkXPress 4.0, then converted to Adobe InDesign 1.5