

## GRAECO-BACTRIANS

Troop	Type	Attack	Range	Hits	Armour	Cmd	Unit Size	Min/Max	Points	Note
Phalanx	Infantry	3	-	3	5+	-	3	-/4	70	1
Peltasts	Infantry	2	15	3	-	-	3	-/2	40	2
Archers	Infantry	2	30	3	-	-	3	-/4	40	
Indian Spearmen	Infantry	3	-	3	-	-	3	-/4	35	3
Arachosians	Cavalry	1	15	3	-	-	3	1/4	40	2
Saka	Cavalry	1	30	3	-	-	3	-/1	60	2
General	General	+2	-	-	-	9	1	1	125	
Leader	Leader	+1	-	-	-	8	1	-/2	80	

### Upgrades

Portents	Re-roll General's Command-							1	+10	8
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### Graeco-Bactrian Option

Iranian Lancers	Cavalry	3	15	3	5+	-	3	2/6	115	4
Bactrians	Cavalry	2	15	3	6+	-	3	1/4	60	2
Elephants	Elephants	4	15	4	5+	-	3	-/1	200	5

### Graeco-Bactrian Upgrades

Bodyguards	Cavalry	4	15	3	5+	-	3	-/1	125	4
Cataphracts	Cavalry	3	-	3	4+	-	3	Up to Half	125	4, 6

### Graeco-Indian Option

Indian Cavalry	Cavalry	3	-	3	6+	-	3	-/2	70	3
Indian Archers	Infantry	2	30	3	-	-	3	-/4	40	3
Indian Spearmen	Infantry	3	-	3	-	-	3	4/-	35	3
Elephants	Elephants	4	15	4	5+	-	3	1/2	200	5

### Kushan Allies

Cataphracts	Cavalry	3	-	3	4+	-	3	-/2	115	4, 6, 7
Horse Archers	Cavalry	1	30	3	-	-	3	-/2	50	2, 7

### SPECIAL RULES

- \*1. Phalanx
- \*2. Skirmishers
- \*3. Warband (rules 2&3)
- \*4. Shock
- \*5. Elephants
- \*6. Slow
- \*7. Unreliable
- \*8. The player can take the portents before the battle. This allows the General to re-roll 1 failed command roll once during the battle. Take the command test again – if successful the order is issued and the general can continue giving further orders if you wish.

One option must be taken (not two). The Kushan Allies can only be taken with the Graeco-Indian option.

**Phalanx:** Brazen shield Phalangites.

**Peltasts:** Regular peltasts

**Archers:** Usually Cretan bowmen, but may include Indian archers.

**Indian Spearmen:** Indian warriors, fighting with short spear and shield.

**Arachosians :** Light cavalry men, armed with javelins.

**Saka :** Horse Archers of the skythian sort.

**Iranian Lancers :** Heavy cavalrymen, armed with lance and bow, they represented an upgrade compared to previous macedonian cavalries. They include also some cavalrymen from Greece, adding the bow to fight more efficiently enemy horse archers or elephants.

**Bactrians :** Light cavalrymen, fighting with javelins and bow.

**Elephants:** Of Asian stock, with Indian or Greek crew according to the option used.

**Bodyguards :** This is a unique upgrade of Iranian Lancers, no more than one unit of Iranian Lancers can be upgraded to Bodyguards whatever the size of the army.

**Cataphracts :** Up to half the number of Iranian Lancers can be upgraded to Cataphracts. In a later period, some cavalry adopted heavier armour, removing the bow.

**Indian Cavalry:** The usual poor cavalry, armed with javelin and shield.

**Indian Archers:** Regular bowmen.

**Kushan Cataphracts:** Heavily armoured cavalrymen, fighting with lances.

**Horse Archers:** Horse archers.