

Macedonian Early Successor 320BC - 260BC

Die is Cast Army list v1.1

Compulsory Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
General 2/2						free			
upgrade general to 3/3						50	0	1	
upgrade general to 4/4						100	0	1	
Agema cavalry	Regular	Heavy cavalry	Guard	Elite	Lance, sword	13	6	6	Wedge, Diamond
Greek cavalry	Regular	Heavy cavalry	Average	Seasoned	Javelin, sword	9	6	12	Wedge, Diamond
Peltasts	Regular	Medium infantry	Average	Seasoned	LTS, javelin, shield	4	48	96	Loose.
Archers	Regular	Light infantry	Average	Seasoned	Bow	3	12	24	
Javelinmen	Warrior	Light infantry	Average	Seasoned	Javelin, shield	3	12	48	
Optional Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
Additional sub-commander 1/1						50	0	2	
Upgrade sub-commnader to 2/2						100	0	1	
Companion cavalry	Regular	Heavy cavalry	Steady	Veteran	Lance, sword	11	0	12	Wedge, Diamond
Greek light cavalry	Regular	Light cavalry	Average	Seasoned	Javelin	7	0	6	Wedge, Diamond
Macedonian veteran phalangites	Regular	Medium infantry	Steady	Veteran	Pike, shield	7	0	48	Phalanx.
upgrade veterans to heavy infantry		Heavy infantry				9	0	48	All or none.
Macedonian phalangites	Regular	Medium infantry	Average	Seasoned	Pike, shield	5	0	12	Phalanx.
Thracian peltasts	Warrior	Medium infantry	Average	Seasoned	Axe, javelin, shield	6	0	12	Loose.
Slingers	Regular	Light infantry	Average	Seasoned	Sling, shield	5	0	12	
Allied hoplites	Regular	Medium infantry	Raw	Poor	LTS, shield	3	24	60	Not required. Phalanx
upgrade hoplites to better			Average	Seasoned		5	0	24	
Galatians	Warrior	Medium infantry	Guard	Seasoned	Javelin, sword, shield	6	0	50	Fanatic.
Downgrade Galatians to normal warriors			Average			3			Not Fanatic.
Heavy bolt shooter	Regular	Artillery	Average	Seasoned		30	0	2	
Elephants	Warrior	Elephant	Average	Seasoned	1 crew with pike.	40	0	4	

Each unit

+10

Not required means that it does not have to be chosen but if it is the minimum applies.