

Indian 900 BC to 430 AD

Die is Cast Army list v1.1

Compulsory Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
General 2/2						free			
Medium cavalry	Warrior	Medium cavalry	Average	Seasoned	Javelin, sword	7	20	40	Used to elephants.
Archers	Warrior	Medium infantry	Average	Seasoned	Longbow, sword	3	40	100	
Make archers regular instead of warriors	Regular		Raw	Poor		3			All or none
Upgrade archers to axemen					Longbow, axe	4			All or none
Optional Troops	Training	Role	Morale	Fighting Ability	Equipment	Points value	Minimum	Maximum	Notes
Upgrade general to 3/3							0	1	
Sub-commander 1/1						50	0	1	
Elephants	Warrior	Elephants	Steady	Seasoned	2 crew with longbow and javelins	42	0	8	
Medium chariot	Warrior	Medium chariot	Steady	Seasoned	2 crew with longbow, driver with javelin, all crew have swords as well. 2 horses	30	0	8	Used to elephants.
Upgrade chariots					2 crew with longbow, driver with javelin, 3 crew with javelins, all crew have swords as well. 4 horses	54	0	Any of the chariots.	
Mercenary hoplites	Regular	Heavy infantry	Average	Seasoned	LTS, shield	7	0	24	Phalanx.
Spearmen	Warrior	Medium infantry	Average	Seasoned	Javelin, sword, shield	4	0	50	
Make spearmen regular instead of warriors	Regular		Raw	Poor		4			All or none
Upgrade spearmen to axemen					Javelin, axe, shield	5			All or none
Heavy cavalry	Warrior	Heavy cavalry	Average	Seasoned	Javelin, sword	9	0	12	Used to elephants.
Make heavy cavalry regular	Regular					11	0	24	All or none
Lancers	Warrior	Extra cavalry	Steady	Seasoned	Lance, sword	10	0	30	Used to elephants.
Arjunayana cavalry	Warrior	Light cavalry	Average	Seasoned	Javelin, sword, shield	8	0	24	Used to elephants.
Skythian cavalry	Warrior	Light cavalry	Average	Seasoned	Bow	4	0	12	
Archer skirmishers	Warrior	Light infantry	Average	Seasoned	Bow	3	0	12	
Javelin skirmishers	Warrior	Light infantry	Average	Seasoned	Javelin, shield	4	0	12	

Each unit

+10

An early army, up to 320BC cannot have; regulars, lancers, heavy cavalry or light cavalry.

A middle period army from 320BC to 220BC cannot have; 2 horse chariots, lancers, light cavalry or hoplites.

A late-middle period army from 220BC to 50AD cannot have; chariots, lancers or regulars other than hoplites.

A late period army from 50AD onwards cannot have; chariots or any regulars.

Any army must have as least as many elephants as chariots.