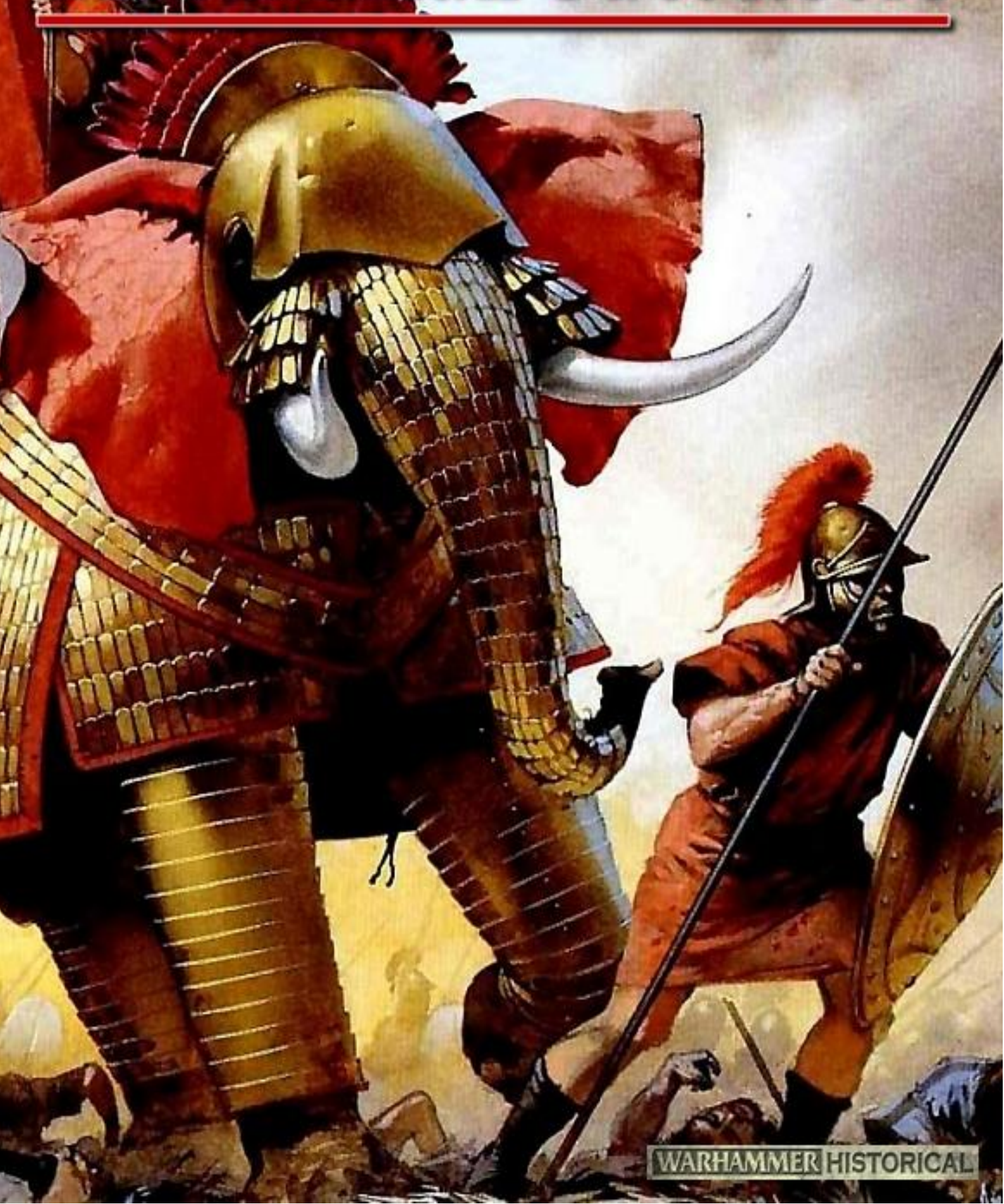


Macedonian Successors



WARHAMMER HISTORICAL

WAB FORUM SUPPLEMENT

WARS OF THE DIADOCHI 322-275BC

INTRODUCTION

SPECIAL RULES

ALLIES

Each army only can choose one ally with up to 25%, mixing of different ally contingents is not allowed. Subject allies have Ld-1 and cost one point less per model, the subject ally-general 130 points with Ld7 only.

CHARACTERS EQUIPMENT

Characters may have the equipment of the unit they join at the start of the battle (free). Any additional equipment available for that unit can also be taken but the points are doubled which have to be paid for the character.

KALLAPANI

Some armies transported their troops with horse or camel drafted platforms across the battlefield before the battles began. Such armies are free to choose a number of units which can be upgraded with "Riding Horses" or "Riding Camels" for 1 point per model. Horse riding infantry units can move up to 8" after deployment and before the first turn, camel riding 6". This cannot be combined with the extra movement allowed for skirmishers in some scenarios.

LIGHT BOLT THROWER (36pts)

(See rulesbook page 180)

Each machine has a two man crew.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Crew	4	3	3	3	3	1	3	1	7	-
Thrower	-	-	-	-	6	2	-	-	-	36

Equipment: Hand weapon.

The crew may have light armour (+4).

Range 36", S4/-1 per rank, no save, D3 wounds per hit

Special Rules: *Bolt Thrower*

STAMPEDING ANIMALS (200pts)

Some armies sent herds of stampeding animals (e.g. camels, cattle) against their foes. Such a herd is a group of animals based on individual or group bases, which will be deployed and move within up to 6"x6". For a stampeding herd the player declare a direction before the game starts, but after deployment. Beginning in round one the herd move 2d6" each turn exactly in that direction, like a stampeding elephant. Starting with round two the player roll additionally to the 2d6" for the distance another d6. On a 2-5 the stampede continues in exactly the same direction. On a 1 the stampede ends and the animals remain stationary until the battle ends. On a 6 roll the scatter dice for the random direction the stampede goes on. All units touched by a stampeding herd have to flee directly away from it.

SUPERIOR BATTLE STANDARD

Some armies had a special army standard which can be fielded instead of the normal battle standard bearer for the same points if the size of the army is 3000 points or more. Such superior signs are based on a light chariot base (40x80mm), have a movement rate of 4" and cannot march or flee. Whenever they are attacked successfully they are automatically destroyed and the army has to make a panic test similar to the one in case of the generals death. As long as they are on the battlefield the radius of such battle standards is 18" and fleeing troops within 6" are rallying automatically.

UNITS

All units may have a leader, standard and musician for 5pts each.

All limits for units (like 0-1) are written for armies of 2000 points or less.

If you play with armies that have more points simply take those units as 0-1 for each 2000 points e.g.. Always round down if you have an odd

number. Exception is the wagon tabor which is 0-1 regardless of army size.

UNRULY

Onagers or asses were unreliable draft animals or mounts. Roll a d6 at the begin of each turn for an unruly unit. On a 1 the unit remains stationary that turn. Riders are too busy too shoot then too. On a 2-6 the unit move and act normally.

USED TO ELEPHANTS

As long as an army have access to elephants (not if only via allies) all models are *Used to Elephants*, which means infantry do not fear and elephants cause fear instead of terror for cavalry&chariotry.

WAGON TABOR

See WAB Errata for details:

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

WARHOUNDS

(See rulesbook page 188)

Warhounds are organised in special units consisting of a packmaster (+8) and up to six warhounds (+5 each). Any hits inflicted by missile weapons should be randomly divided between the packmaster and the hounds.

	M	WS	BS	S	T	W	I	A	Ld	Pts
Packmaster	5	4	4	3	3	1	4	1	6	8
Warhound	6	4	0	3	3	1	3	1	3	5

Equipment: Packmaster may have javelins (+1) and light armour (+2)

Special Rules: *Warband, Skirmishers*

WAR WAGON

See WAB Errata for details

<http://warhammer-historical.com/PDF/WAB2%20Errata.pdf>

Some War Wagons may have two war machines with crew instead of 6 missile armed crew members (+80).

WAB FORUM SUPPLEMENT

WARS OF THE DIADOCHI 322-275BC

HISTORICAL BACKGROUND

When Alexander the Great died (June 10, 323 BC), he left behind a huge empire which was composed of many essentially independent territories. Alexander's empire stretched from his homeland of Macedon itself, along with the Greek city-states that his father had subdued, to Bactria and parts of India in the east. It included Anatolia, the Levant, Egypt, Babylonia, and Persia.

Without a chosen successor there was almost immediately a dispute among his generals as to who his successor should be. Meleager and the infantry supported the candidacy of Alexander's half-brother, Arrhidaeus, while Perdiccas, the leading cavalry commander, supported waiting until the birth of Alexander's unborn child by Roxana. A compromise was arranged – Arrhidaeus (as Philip III) should become King, and should rule jointly with Roxana's child, assuming that it was a boy (as it was, becoming Alexander IV). Perdiccas himself would become Regent of the entire Empire, and Meleager his lieutenant. Soon, however, Perdiccas had Meleager and the other infantry leaders murdered, and assumed full control.

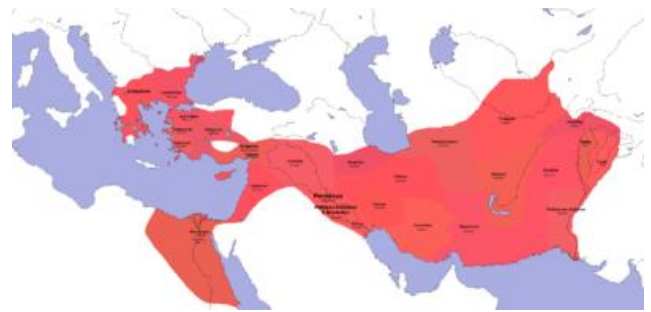
The other cavalry generals who had supported Perdiccas were rewarded in the partition of Babylon by becoming satraps of the various parts of the Empire. Ptolemy received Egypt; Laomedon received Syria and Phoenicia; Philotas took Cilicia; Peithon took Media; Antigonus received Phrygia, Lycia and Pamphylia; Asander received Caria; Menander received Lydia; Lysimachus received Thrace; Leonnatus received Hellespontine Phrygia; and Neoptolemus had Armenia. Macedon and the rest of Greece were to be under the joint rule of Antipater, who had governed them for Alexander, and Craterus, Alexander's most able lieutenant, while Alexander's old secretary, Eumenes of Cardia, was to receive Cappadocia and Paphlagonia.

In the east, Perdiccas largely left Alexander's arrangements intact – Taxiles and Porus ruled over their kingdoms in India; Alexander's father-in-law Oxyartes ruled Gandara; Sibyrtius ruled Arachosia and Gedrosia; Stasanor ruled Aria and Drangiana; Philip ruled Bactria and Sogdiana; Phrataphernes ruled Parthia and Hyrcania; Peucestas governed Persis; Tlepolemus had charge over Carmania; Atropates governed northern Media; Archon got Babylonia; and Arcesilas ruled northern Mesopotamia.

Lamian War

The news of Alexander's death had inspired a revolt in Greece, known as the Lamian War. Athens and other cities joined together, ultimately besieging Antipater in the fortress of Lamia. Antipater was relieved by a force sent by Leonnatus, who was killed in action, but the war did not come to an end until Craterus's arrival with a fleet to defeat the Athenians at the Battle of Crannon on September 5, 322 BC. For a time, this brought an end to Greek resistance to Macedonian domination. Meanwhile, Peithon suppressed a revolt of Greek settlers in the eastern parts of the Empire, and Perdiccas and Eumenes subdued Cappadocia.

First War of the Diadochi, 322–320 BC



The distribution of satrapies in the Macedonian empire after the Settlement in Babylon 323 BC

Soon, however, conflict broke out. Perdiccas' marriage to Alexander's sister Cleopatra led Antipater, Craterus, Antigonus, and Ptolemy to join together in rebellion. The actual outbreak of war was triggered by Ptolemy's theft of Alexander's body, and diversion of it to Egypt. Although Eumenes defeated the rebels in Asia Minor, in a battle at which Craterus was killed, it was all for naught, as Perdiccas himself was murdered by his own generals Peithon, Seleucus, and Antigenes during an invasion of Egypt.

Ptolemy came to terms with Perdiccas's murderers, making Peithon and Arrhidaeus regents in his place, but soon these came to a new agreement with Antipater at the Treaty of Triparadisos. Antipater was made regent of the Empire, and the two kings were moved to Macedon. Antigonus remained in charge of Phrygia, Lycia, and Pamphylia, to which was added Lycaonia. Ptolemy retained Egypt, Lysimachus retained Thrace, while the three murderers of Perdiccas—Seleucus, Peithon, and Antigenes—were given the provinces of Babylonia, Media, and Susiana respectively. Arrhidaeus, the former Regent, received Hellespontine Phrygia. Antigonus was charged with the task of rooting out Perdiccas's former supporter, Eumenes. In effect, Antipater retained for himself control of Europe, while Antigonus, as leader of the largest army east of the Hellespont, held a similar position in Asia.

Second partition and death of Antipater Second War of the Diadochi, 319–315 BC

War soon broke out again, however, following the death of Antipater in 319 BC. Passing over his own son, Cassander, Antipater had declared Polyperchon his successor as Regent. A civil war soon broke out in Macedon and Greece between Polyperchon and Cassander, with the latter supported by Antigonus and Ptolemy. Polyperchon allied himself to Eumenes in Asia, but was driven from Macedonia by Cassander, and fled to Epirus with the infant king Alexander IV and his mother Roxane. In Epirus he joined forces with Olympias, Alexander's mother, and together they invaded Macedon again. They were met by an army commanded by King Philip Arrhidaeus and his wife Eurydice, which immediately defected, leaving the king and Eurydice to Olympias's not so tender mercies, and they were killed (317 BC). Soon after, though, the tide turned, and Cassander was

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WARS OF THE DIADOCHI 322-275BC

victorious, capturing and killing Olympias, and attaining control of Macedon, the boy king, and his mother.

In the east, Eumenes was gradually driven back into the east by Antigonus's forces. After great battles at Paraitacene in 317 BC and at Gabiene in 316 BC, Eumenes was eventually betrayed and murdered by his own troops in 315 BC, leaving Antigonus in undisputed control of the Asian territories of the Empire.

Third War of the Diadochi, 314–311 BC

In this war, Antigonus, who had grown too powerful for the other rulers to tolerate him, faced Ptolemy, Lysimachus, and Cassander. Antigonus invaded Syria, under Ptolemy's control, and besieged Tyre for more than a year. Antigonus allied himself to Polyperchon, who still controlled part of the Peloponnese, and proclaimed freedom for the Greeks to get them on his side. But although Cassander was tempted to conclude peace with Antigonus, in Asia the war turned against the one-eyed general. A force sent by Antigonus under the officer Athenaeus failed to subdue the Nabataeans. Ptolemy invaded Syria (and defeated Antigonus' son, Demetrius Poliorcetes, in the Battle of Gaza, 312 BC) and Seleucus secured control of Babylon, and thus, of the eastern reaches of Alexander's empire. Although Antigonus now concluded a compromise peace with Ptolemy, Lysimachus, and Cassander, he continued the war with Seleucus, attempting to recover control of the eastern reaches of the Empire. Although he went so far as to enter Babylon in 310 BC, the Babylonian War (311–309) ended in Antigonus' defeat.

At about the same time, Cassander had young King Alexander IV and his mother Roxane murdered, ending the Argead Dynasty which had ruled Macedon for several centuries. For the moment, all of the various generals continued to recognize the dead Alexander as King, since Cassander did not publicly announce the deaths, but it seemed clear that at some point, one or the other of them would claim the Kingship.

Fourth War of the Diadochi, 308–301 BC



Kingdoms of the Diadochi after the battle of Ipsus, circa 301 BC.

War soon broke out again. Ptolemy had been expanding his power into the Aegean and to Cyprus, while Seleucus went on a tour of the east to consolidate his control of the vast eastern territories of Alexander's Empire. Antigonus resumed the war, sending his son Demetrius to regain control of Greece. In 307 he took Athens, expelling

Demetrius of Phaleron, Cassander's governor, and proclaiming the city free again. Demetrius now turned his attention to Ptolemy, invading Cyprus and defeating Ptolemy's fleet at the Battle of Salamis. In the aftermath of this victory, Antigonus and Demetrius both assumed the crown, and they were shortly followed by Ptolemy, Seleucus, Lysimachus, and eventually Cassander.

In 306, Antigonus attempted to invade Egypt, but storms prevented Demetrius's fleet from supplying him, and he was forced to return home. Now, with Cassander and Ptolemy both weakened, and Seleucus still occupied in the East, Antigonus and Demetrius turned their attention to Rhodes, which was besieged by Demetrius's forces in 305 BC (see siege of Rhodes). The island was reinforced by troops from Ptolemy, Lysimachus, and Cassander. Ultimately, the Rhodians reached a compromise with Demetrius – they would support Antigonus and Demetrius against all enemies, save their great ally Ptolemy. Ptolemy took the title of *Soter* ("Savior") for his role in preventing the fall of Rhodes, but the victory was ultimately Demetrius's, as it left him with a free hand to attack Cassander in Greece. Demetrius returned to Greece, defeated Cassander, and formed a new Hellenic League, with himself as General, to defend the Greek cities against all enemies (and particularly Cassander).

In the face of these catastrophes, Cassander sued for peace, but Antigonus rejected the claims, and Demetrius invaded Thessaly, where he and Cassander faced off against each other in inconclusive engagements. But now Cassander called in aid from his allies, and Anatolia was invaded by Lysimachus, forcing Demetrius to leave Thessaly and send his armies to Asia Minor to assist his father. With assistance from Cassander, Lysimachus overran much of western Anatolia, but was soon (301 BC) isolated by Antigonus and Demetrius near Ipsus. Here came the decisive intervention from Seleucus, who arrived in time to save Lysimachus from disaster and utterly crush Antigonus at the Battle of Ipsus. Antigonus was killed in the fight, and Demetrius fled back to Greece to attempt to preserve the remnants of his rule there. Lysimachus and Seleucus divided up Antigonus's Asian territories between them, with Lysimachus receiving western Asia Minor and Seleucus the rest, except Cilicia and Lycia, which went to Cassander's brother Pleistarchus.

The struggle over Macedon, 298–285 BC

The events of the next decade and a half were centered around various intrigues for control of Macedon itself. Cassander died in 298 BC, and his sons, Antipater and Alexander, proved weaklings. After quarreling with his older brother, Alexander V called in Demetrius, who had retained control of Cyprus, the Peloponnese, and many of the Aegean islands, and had quickly seized control of Cilicia and Lycia from Cassander's brother, as well as Pyrrhus, the King of Epirus. After Pyrrhus had intervened to seize the border region of Ambracia, Demetrius invaded, killed Alexander, and seized control of Macedon for himself (294 BC). While Demetrius consolidated his control of mainland Greece, his outlying territories were invaded and captured by Lysimachus (who recovered

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western Anatolia), Seleucus (who took most of Cilicia), and Ptolemy (who recovered Cyprus, eastern Cilicia, and Lycia).

Soon, Demetrius was forced from Macedon by a rebellion supported by the alliance of Lysimachus and Pyrrhus, who divided the Kingdom between them, and, leaving Greece to the control of his son, Antigonus Gonatas, Demetrius launched an invasion of the east in 287 BC. Although initially successful, Demetrius was ultimately captured by Seleucus (286 BC), drinking himself to death two years later.

The Struggle of Lysimachus and Seleucus, 285–281 BC

Although Lysimachus and Pyrrhus had cooperated in driving Antigonus Gonatas from Thessaly and Athens, in the wake of Demetrius's capture they soon fell out, with Lysimachus driving Pyrrhus from his share of Macedon.

Dynastic struggles also rent Egypt, where Ptolemy decided to make his younger son Ptolemy Philadelphus his heir rather than the elder, Ptolemy Ceraunus. Ceraunus fled to Seleucus. The eldest Ptolemy died peacefully in his bed in 282 BC, and Philadelphus succeeded him.

Soon Lysimachus made the fatal mistake of having his son Agathocles murdered at the say-so of his second wife, Arsinoe (282 BC). Agathocles's widow, Lysandra, fled to Seleucus, who now made war upon Lysimachus. Seleucus, after appointing his son Antiochus ruler of his Asian territories, defeated and killed Lysimachus at the Battle of Corupedium in Lydia in 281 BC, but Seleucus did not live to enjoy his triumph for long – he was almost immediately murdered by Ptolemy Ceraunus, for reasons that remain unclear.

The Gallic invasions and consolidation, 280–275 BC

Ptolemy Ceraunus was also not to enjoy the rule of Macedon for very long. The death of Lysimachus had left the Danube border of the Macedonian kingdom open to barbarian invasions, and soon tribes of Gauls were rampaging through Macedon and Greece, and invading Asia Minor. Ptolemy Ceraunus was killed by the invaders, and after several years of chaos, none other than Antigonus Gonatas emerged as ruler of Macedon. In Asia, Seleucus's son, Antiochus I, also managed to defeat the Celtic invaders, who settled down in central Anatolia in the part of eastern Phrygia that would henceforward be known as Galatia after them.

Now, at long last, almost fifty years after Alexander's death, some sort of order was restored. Ptolemy ruled over Egypt, southern Syria (known as Coele-Syria), and various territories on the southern coast of Asia Minor. Antiochus ruled the vast Asian territories of the Empire, while Macedon and Greece (with the exception of the Aetolian League), fell to Antigonus.

Source: http://en.wikipedia.org/wiki/Wars_of_the_Diadochi

WAB FORUM SUPPLEMENT

WARS OF THE DIADOCHI 322-275BC

ARMY LISTS

I/48. THRACIAN 700BC-46AD

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, javelins, shield, light armour

Special Rules: General is *Army General*. One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8)

Only Odrysaian Roman client kingdom from 25BC-46AD: General may be upgraded to Ld10 (+50).

CAVALRY

CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	15

Equipment: Hand weapon

May have thrusting spear (+2) and shield (+2)

Special Rules: *Light Cavalry*, Only Hill Tribes

NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Noble	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, light armour

May have shield (+2) and thrusting spear (+2).

Only from 25BC-46AD: May have WS4 (+3)

Special Rules: *Light Cavalry*, Only Lowland Tribes

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins.

May have bow (+2) and shield (+2)

Special Rules: *Light Cavalry*, Only Lowland Tribes

INFANTRY

PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, throwing spear, buckler

May have shield (+1)

Only Hill Tribes: May be upgraded to Ld7 (+1)

Only Lowland Tribes from 350-250BC: May have thrusting instead of throwing spear (free)

Only after 250BC: May have halberd instead of throwing spear (free)

Only Lowland Tribes from 25BC-46AD: May have WS4/Ld7 (+3)

Special Rules: *Light Infantry*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, javelins

May have shield (+1)

Only after 250BC: May be upgraded to WS/BS3, Ld6 and *Light Infantry* (+2)

Special Rules: *Skirmishers*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling

May have bow instead of sling (+1)

Special Rules: *Skirmishers*

WOMEN, CHILDREN AND SLAVES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon

Special Rules: *Levy*

0-1 WAGON TABOR

ALLIES

Only Lowland Tribes: Hill Tribe Allies, I/48

Only Lowland Tribes: Greek Mercenary Allies, II/

WAB FORUM SUPPLEMENT

WARS OF THE DIADOCHI 322-275BC

II/16. ASIATIC EARLY SUCCESSORS (320-285BC)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. May ride a horse (+8, M8).

CAVALRY

XYSTOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, xyston, light armour.

May have heavy armour (+2). May be *Veterans* (+2)

Special Rules: *Wedge*

HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, xyston, light armour.

May have heavy armour (+2).

Special Rules: *Wedge*

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon. May have thrusting spear (+2) and light armour (+2)

Special Rules: *Light Cavalry*

TARENTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)

Special Rules: *Light Cavalry*, Only Antigonos from 320-301BC

MEDE AND PARTHIAN HORSE ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, bow. May have shield (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*, Only Antigonos from 320-301BC

GREEK MERCENARY AND ALLIED CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear. May have light armour (+2)

Special Rules: Only Antigonos and Demetrios from 320-285BC

INFANTRY

PANTODAPOI PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	8

Equipment: Pike, hand weapon

May have light armour (+2) and shield (+1)

Special Rules: *Phalanx*

GREEK MERCENARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplite	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting Spear, hand weapon, large shield

Special Rules: *Phalanx*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

PERSIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)

Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)

Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWER

MACEDONIAN PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon

May have light armour (+2) and shield (+1)

Special Rules: *Macedonian Phalanx*, Only Antigonos from 320-301BC

LYKIANS AND PAMPHYLIANS OR PISIDIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon. May have shield (+1)

Special Rules: *Light Infantry*, Only Antigonos from 320-301BC or Alketas in 320BC

ARGYRASPIDES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Argyraspid	4	4	3	3	3	1	3	1	7	11

Equipment: Pike, hand weapon.

May have shield (+1) and light armour (+2)

Special Rules: *Phalanx*, Only Eumenes from 320-316BC

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).

Only Eumenes from 320-316BC: 0-2

Special Rules: *Elephants*

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WARS OF THE DIADOCHI 322-275BC

II/17. LYSIMACHID (320-281BC)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

MACEDONIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, xyston, light armour. May have heavy armour (+2). May be *Veterans* (+2)

Special Rules: *Wedge*

GREEK CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon. May have thrusting spear (+2) and light armour (+2)

Special Rules: *Light Cavalry*

0-1 THRACIAN NOBLE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon. May have bow (+2) and shield (+2)

Special Rules: *Light Cavalry*

THRACIAN, PAIONIAN OR GREEK LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon. May have bow (+2) and shield (+2)

Special Rules: *Skirmishers*

INFANTRY

MACEDONIAN OR THRACIAN PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon. May have light armour (+2), shield (+1)

Special Rules: *Macedonian Phalanx*

GREEK MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler. May have shield (+1)

Special Rules: *Light Infantry*

COASTAL GREEK SUBJECT HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplite	4	3	3	3	3	1	3	1	7	9

Equipment: Thrusting Spear, hand weapon, large shield.

May be upgraded to WS4 (+3)

Special Rules: *Phalanx*

MERCENARY SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	6	4

Equipment: Hand weapon, sling. May have bow instead of sling (+1)

Special Rules: *Skirmishers*

MERCENARY JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)

Special Rules: *Skirmishers*

THRACIAN PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon, thrusting spear, buckler. May have shield (+1)

Special Rules: *Light Infantry*

THRACIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	5	4

Equipment: Hand weapon, javelins. May have shield (+1)

Special Rules: *Skirmishers*

THRACIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)

Special Rules: *Skirmishers*

ILLYRIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Illyrian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins.

May have shield (+1), throwing spear (+1) and large shield (+2)

0-2 LIGHT BOLT THROWER

LYKIANS AND PAMPHYLIANS OR PISIDIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon. May have shield (+1)

Special Rules: *Light Infantry*, Only after 301BC

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).

Special Rules: *Elephants*, Only after 288BC

ALLIES

Thracian Allies, I/48

Only in 301BC: Seleucid Allies, II/19

WAB FORUM SUPPLEMENT

WARS OF THE DIADOCHI 322-275BC

II/18. MACEDONIAN EARLY SUCCESSORS (320-260BC)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

Only Ptolemy Keraunos in 279BC: May ride an elephant bought at additional cost.

CAVALRY

AGEMA AND COMPANIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, xyston, light armour

May have heavy armour (+2). Agema may be *Veterans* (+2)

Special Rules: *Wedge*

GREEK MERCENARY HEAVY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, xyston, light armour

May have heavy armour (+2). May be upgraded to WS4

INFANTRY

PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon.

May have light armour (+2), shield (+1)

May be upgraded to WS4 (+3)

Special Rules: *Macedonian Phalanx*

MERCENARY PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins, buckler. May have shield (+1)

Only Antigonos Gonatas after 277BC: May be upgraded to WS4 (+3)

Special Rules: *Light Infantry*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1), thrusting spear (+1) or halberd (+1)

Special Rules: *Light Infantry*

SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)

Special Rules: *Skirmishers*

JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	6	5

Equipment: Hand weapon, javelins. May have shield (+1)

Special Rules: *Skirmishers*

0-2 LIGHT BOLT THROWER

ALLIED HOPLITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Hoplite	4	3	3	3	3	1	3	1	7	10

Equipment: Thrusting Spear, hand weapon, large shield

Special Rules: *Phalanx*, Only Kassandros from 318-302BC

GALATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, throwing spear

May have shield (+1) and light armour (+2)

Special Rules: *Warband*, Only Antigonos Gonatas after 277BC

SPECIAL

0-1 ELEPHANT

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).

Special Rules: *Elephants*

ALLIES

Only Polyperchon in 310BC: Aitolian Allies, II/5

Only Antigonos Gonatas after 272BC: Spartan Allies, II/31

Only Antigonos Gonatas after 277BC: Argive Allies, II/31

WAB FORUM SUPPLEMENT

WARS OF THE DIADOCHI 322-275BC

II/19. SELEUCID (320-83BC)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

ALLIES: Up to 25%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85
Ally-Gen.	4	5	5	4	4	2	5	2	8	140

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken. The Ally-General acts as *Army General* but only for units from his allied contingent. May ride a horse (+8, M8).

CAVALRY

AGEMA AND COMPANIONS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	4	3	3	3	1	3	1	8	26

Equipment: Hand weapon, xyston, light armour

May have heavy armour (+3). May be *Veterans* (+2)

Special Rules: *Wedge*

LINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, xyston, light armour

May be upgraded to WS4 (+3)

Special Rules: *Wedge*

HORSE ARCHRES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horsearcher	8	2	3	3	3	1	3	1	6	16

Equipment: Hand weapon, bow. May have shield (+2)

May be upgraded to Ld7 (+2)

May upgrade to *Expert Horsemen* (+2) and *Feigned Flight* (+2)

Special Rules: *Skirmishers*

BEDOUIIN CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

May be upgraded to WS/BS3 and Ld7, Light cavalry (+4)

Special Rules: *Skirmishers*, *Camelry*

TARENTINE CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)

Special Rules: *Light Cavalry*, Only before 189BC

GALATIAN CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	18

Equipment: Hand weapon. May have thrusting spear (+2) and light armour (+2)

Special Rules: Only after 245BC

CITY MILITIA CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	6	16

Equipment: Hand weapon. May have thrusting spear (+2) and light armour (+2)

Special Rules: Only after 167BC

INFANTRY

PHALANX

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon.

May have light armour (+2), shield (+1)

May be upgraded to Agyraspids with WS4 (+3)

Special Rules: *Macedonian Phalanx*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

ASIATIC SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)

Special Rules: *Skirmishers*

LEVIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	4	2	2	3	3	1	3	1	3	3

Equipment: Hand weapon

Special Rules: *Levy*

KAPPADOKIAN OR OTHER HILLMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	4	3	3	3	3	1	3	1	6	6

Equipment: Hand weapon. May have shield (+1)

Special Rules: *Light Infantry*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins

May have shield (+1), thrusting spear (+1) or halberd (+1)

Special Rules: *Light Infantry*

0-2 LIGHT BOLT THROWER

PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins, buckler. May have shield (+1)

Special Rules: *Light Infantry*

THUREOPHOROI AND THORAKITAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	10

Equipment: Hand weapon, shield

WAB FORUM SUPPLEMENT

WARS OF THE DIADOCHI 322-275BC

GALATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, throwing spear

May have shield (+1) and light armour (+2)

Special Rules: *Warband*, Only after 245BC

CITY MILITIA THUREOPHOROI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thureophoroi	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, shield

Special Rules: Only after 167BC

“ROMAN” AGYRASPIDES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	4	3	3	3	1	3	1	8	14

Equipment: Hand weapon, large shield, throwing spear

May have light armour (+2). May be *Stubborn* (+2), *Drilled* (+2) and *Veterans* (+2)

Special Rules: Only after 167BC

SPECIAL

ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).

Special Rules: *Elephants*, Only from 320-205BC

0-2 SCYTHED CHARIOTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Chariot	6	3	3	5	4	1	3	W6+2	7	75

Equipment: Hand weapon shield, light armour

Special Rules: *Scythed Chariots*

ALLIES

Only from 191-190BC: Aitolian Allies, II/31

Only in 145-90BC: Jewish Allies, II/43 and II/50

Parthian Allies, II/37

WAB FORUM SUPPLEMENT

WARS OF THE DIADOCHI 322-275BC

II/20. PTOLEMAIC (320-30BC)

CHARACTERS: Up to 25%

CAVALRY: Up to 25%

INFANTRY: At least 50%

SPECIAL: Up to 25%

CHARACTERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
General	4	5	5	4	4	3	5	2	9	150
Sub-Gen.	4	5	5	4	3	2	5	2	8	85

Equipment: Hand weapon, shield, light armour

Special Rules: General is *Army General* and may be upgraded to Ld10 (+50). One sub-commander can be designated as *Army Standard Bearer* (+15) and one as *Army General* (+25) if no General is taken.. May ride a horse (+8, M8).

CAVALRY

CLERUCH CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	22

Equipment: Hand weapon, xyston, light armour

May have heavy armour (+2). May be upgraded to WS4 (+3)

Special Rules: *Wedge*

LIGHT CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	7	16

Equipment: Hand weapon, javelins. May have bow (+2) and shield (+2)

Special Rules: *Light Cavalry*

BEDOUIN CAMELRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Camelrider	6	2	2	3	3	1	2	1	6	12

Equipment: Hand weapon, javelins.

May have shield (+2) and short bow (+1) or bow (+2)

Special Rules: *Skirmishers, Camelry*

MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	3	3	3	3	1	3	1	7	20

Equipment: Hand weapon, thrusting spear. May have light armour (+2)

Special Rules: *Light Cavalry*, Only from 274-54BC

AITOLIAN MERCENARY CAVALRY

	M	WS	BS	S	T	W	I	A	Ld	Pts
Horseman	8	2	3	3	3	1	3	1	6	14

Equipment: Hand weapon, javelins.. May have light armour (+2)

Special Rules: *Light Cavalry*, Only from 203-196BC

0-1 CELTIC BODYGUARD

	M	WS	BS	S	T	W	I	A	Ld	Pts
Guard	8	4	3	3	3	1	3	1	6	18

Equipment: Hand weapon, javelins. May have light armour (+2)

Special Rules: *Light Cavalry, Warband*, Only after 54BC

INFANTRY

AGEMA

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	4	3	3	3	1	3	1	7	11

Equipment: Pike, hand weapon.

May have light armour (+2), shield (+1)

Special Rules: *Trained Phalanx*

CRETAN ARCHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Archer	4	2	3	3	3	1	3	1	6	6

Equipment: Hand weapon, bow.

Special Rules: *Skirmishers*

THRACIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Thracian	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins

May have shield (+1), thrusting spear (+1) or halberd (+1)

Special Rules: *Light Infantry*

EGYPTIAN, BEDOUIN OR JEWISH GARRISON

	M	WS	BS	S	T	W	I	A	Ld	Pts
Garrison	4	3	3	3	3	1	3	1	7	5

Equipment: Hand weapon. May have shield (+1)

0-2 LIGHT BOLT THROWER

MACEDONIAN PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	7	9

Equipment: Pike, hand weapon.

May have light armour (+2), shield (+1)

Special Rules: *Macedonian Phalanx*

PELTASTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Peltast	4	3	3	3	3	1	3	1	7	7

Equipment: Hand weapon, javelins, buckler. May have shield (+1)

Only after 215BC: Downgrade to WS/BS2 and Ld6 (-3), may have throwing spear (+2)

Special Rules: *Light Infantry*

EGYPTIAN AND SYRIAN SKIRMISHERS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Skirmisher	4	2	2	3	3	1	3	1	5	3

Equipment: Hand weapon, sling. May have bow instead of sling (+1)

Special Rules: *Skirmishers*, Only before 274BC

EGYPTIAN PHALANGITES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Phalangit	4	3	3	3	3	1	3	1	6	7

Equipment: Pike, hand weapon.

May have light armour (+2), shield (+1)

Special Rules: *Phalanx*

THUREOPHOROI AND THORAKITAI

	M	WS	BS	S	T	W	I	A	Ld	Pts
Warrior	4	4	3	3	3	1	3	1	7	8

Equipment: Hand weapon, shield

Special Rules: Only from 274BC

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WAB FORUM SUPPLEMENT

WARS OF THE DIADOCHI 322-275BC

GALATIANS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Galatian	4	4	3	3	3	1	4	1	6	10

Equipment: Hand weapon, throwing spear

May have shield (+1) and light armour (+2)

Special Rules: *Warband*, Only from 274-54BC

NUBIAN AXEMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Axeman	5	4	3	3	3	1	3	1	7	9

Equipment: Hand weapon, shield

Special Rules: Only from 215BC

AITOLIAN JAVELINMEN

	M	WS	BS	S	T	W	I	A	Ld	Pts
Javelinman	4	3	3	3	3	1	3	1	7	6

Equipment: Hand weapon, javelins, buckler. May have shield (+1)

Special Rules: *Skirmishers*, Only from 203-196BC

IMITATION LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	7	13

Equipment: Hand weapon, throwing spear, large shield

May have light armour (+2)

Special Rules: Only after 167BC

GABINIAN OR ANTONINE REMNANT LEGIONARIES

	M	WS	BS	S	T	W	I	A	Ld	Pts
Legionary	4	4	3	3	3	1	3	1	7	15

Equipment: Hand weapon, heavy throwing spear, large shield

May have light armour (+2)

Special Rules: Only after 54BC

RIOTING MOB

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	3	3

Equipment: Hand weapon

Special Rules: *Levy*

SPECIAL

0-1 INDIAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	7	6	6	3	4	4	160
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).

Special Rules: *Elephants*, Only before 274BC

0-1 AFRICAN ELEPHANTS

	M	WS	BS	S	T	W	I	A	Ld	Pts
Elephant	6	4	-	6	5	5	3	4	4	140
Mahoud	4	-	-	-	3	1	-	-	7	-
Crew	4	3	3	3	3	1	3	1	7	-

Equipment: Elephants with howdah have an unarmed driver and two crew armed with hand weapons, javelins and thrusting spear. Crew may have light armour (+4).

Special Rules: *Elephants*, Only after 274BC

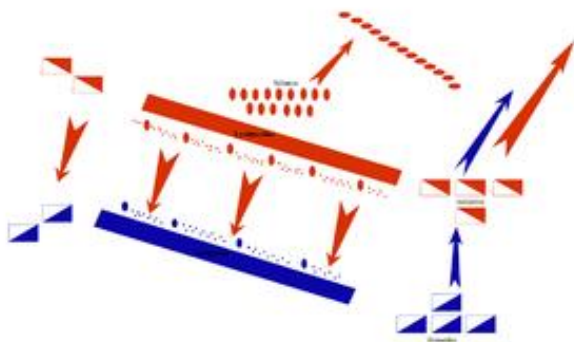
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WAB FORUM SUPPLEMENT

WARS OF THE DIADOCHI 322-275BC

Battle of Ipsus

The **Battle of Ipsus** (Ancient Greek: Ἰψός) was fought between some of the Diadochi (the successors of Alexander the Great) in 301 BC near the village of that name in Phrygia. Antigonus I Monophthalmus and his son Demetrius I of Macedon were pitted against the coalition of three other companions of Alexander: Cassander, ruler of Macedon; Lysimachus, ruler of Thrace; and Seleucus I Nicator, ruler of Babylonia and Persia.



Background

Antigonus was 80 years old and the ruler of modern day Syria, Turkey, Lebanon, and Judea. He and his son Demetrius had generally had the better of the fighting in the wars running up to this point: The Siege of Rhodes, although an operational failure, was a victory for the Antigonids in that the Rhodians agreed to help them against everyone and anyone except for Ptolemy; Cassander had been largely neutralized by Demetrius and the Hellenic League; and Ptolemy was still recovering from the Antigonid invasion of 306. Their overall strategy in this fourth War of the Diadochi was to engage the various successors and defeat them in detail, and had so far been successful. Cassander, their only enemy still effectively resisting in 302, was nearly isolated, and his allies had not yet made a move to support him. Seleucus, especially, would have been a major help to Cassander, as he had recently exchanged some of his most eastern lands for 500 elephants from Chandragupta Maurya;¹ however, seeing the plight of his ally, Lysimachus undertook to invade Asia Minor to distract the Antigonid armies fighting against Cassander, who was soon relieved of Demetrius' pressure as the latter moved his army to Anatolia to fight Lysimachus. Cassander himself soon was able to give assistance, keeping only seventeen thousand men with him to fight Demetrius in Thessaly, and together the two allies overran most of western Asia Minor.

Campaign

Lysimachus, with the contingent from Cassander, was isolated in western Anatolia, on the other side of the Aegean from his base of supply in Europe. In stark opposition, Antigonus and Demetrius were now in their

own territory, and their supply lines were far shorter. They also had 75 war elephants with which to support their cavalry and wreak havoc upon the allied phalanx. Confronted with far superior numbers, the allies fell back without major engagement. However, Cassander had previously planned a move by Seleucus to bring his vast numbers of elephants into the fray, and now his ally came from the east to engage Antigonus from the rear. Antigonus was unable to bring Lysimachus and Cassander to battle before Seleucus and his son Antiochus joined up with the allied forces. The united allied army, believed to be about 60,000 in number, faced Antigonus and Demetrius in Phrygia on an open plain well-suited for both the allied preponderance of elephants and the Antigonid superiority in cavalry numbers and training.



Battle

Except Plutarch's life of Demetrius, almost no histories have survived with an account of the battle.

Both sides deployed their phalanx in the center in formation echeloned to the left rear, as was normal among Alexandrine and Diadochi armies. On the allied side, Lysimachus and Cassander split their cavalry evenly between the two flanks, with 100 of Seleucus' elephants deployed in line, with the rest in reserve under his personal command. Lysimachus commanded the right flank cavalry and Antiochus was in command of the left. Light-armed troops, mainly peltasts and a few psiloi, were deployed to the army's front. On the other side, Antigonus placed his most and best cavalry, under Demetrius, on his right flank; he had greater numbers of heavy infantry, but apparently chose not to lengthen his line but rather to deepen the phalanx. He, too, deployed light-armed troops forward of his army.

The battle opened with the usual slowly intensifying skirmishing between the two armies' light troops, with elephants eventually thrown into the fray by both sides. Efforts were made by both sides to hamstring the enemy's elephants, but also had to hang back to protect their own. Demetrius' superior right-flank cavalry drove Antiochus' wing back, but was halted in his attempted rear blow by Seleucus, who moved the elephant reserve to block him. Lysimachus on the allied right made slow progress against the Antigonid troops on his wing, but had the foresight to detach some horse archers and skirmishers to the center, to carry the fight against the enemy skirmishers there. More missile troops moved to the unprotected Antigonid right flank, as Demetrius was unable to disengage from the elephants and enemy horse to his front. With control of the

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center of the field, the allied missile troops rained javelins and arrows down on the numerically superior Antigonid infantry, whose morale began to waver. Eventually they began to break, and streamed towards the rear, fleeing the enemy missile troops. Antigonus attempted to rally his troops and present more of a front to the enemy missile units and main phalanx. At the beginning of the day he had not been able to wear plate armor; this disadvantage was unexpectedly used by an anonymous allied peltast, who killed him with a well-thrown javelin. Without leadership and already beginning to flee, the Antigonid army completely disintegrated, with a fragment of the army surviving under Demetrius, who managed to escape the allied cavalry.

Aftermath

The last chance to reunite the Alexandrine Empire had already been passed when Antigonus lost the Babylonian War and two thirds of his empire. Ipsus confirmed this failure. As Paul K. Davis writes, "Ipsus was the high point of the struggle among Alexander the Great's successors to create an international Hellenistic empire, which Antigonus failed to do."² Instead, the empire was carved up between the victors, with Ptolemy retaining Egypt, Seleucus expanding his power to eastern Asia Minor, and Lysimachus receiving the remainder of Asia Minor. Eventually Seleucus would defeat Cassander and Lysimachus (in 281 BC), but he was assassinated shortly afterward. Ipsus finalized the breakup of an empire, which may account for its obscurity; despite that, it was still a critical battle in classical history and decided the character of the Hellenistic age.

ARMY LIST SAMPLES

BATTLE REPORT

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SPECIAL THANKS

Many thanks to WAB Forum members for providing the template and their great support.